

VER5-06

On the Viscount's Secret Service

A One-Round D&D[®] Living Greyhawk[™]
Verbobonc Regional Adventure

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An unusual request, a secret meeting, and a hamlet that isn't on any maps. You've been selected to assist in investigating just what has the Church of Saint Cuthbert worried...and the Viscount thinking there is something far more sinister going on. An adventure for characters level 10 to 17. (APLs 12 to 16). PC combatants that are members in Verbobonc regional meta-org's, or who are mercenary in nature, are highly recommended.

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

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

RPGA SANCTIONED PLAY

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

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table 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 PC. Second PC 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, 2006.

To learn more about the LIVING GREYHAWK PC creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PCS 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: *PC's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides PC 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 non-player 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 PCs bring their own PCs to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average PC level of the PCs participating in the adventure. To determine this modified Average Party Level (APL) follow the steps below:

1. Determine the PC level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a PC 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 PC's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of step 1 and 2, and divide by the number of PCs playing in the adventure. Round up to the nearest whole number.
4. 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 character's PC 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 PCs to reach the objectives.

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

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level PCs 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 PC.
2. Advise PCs to buy riding dogs to help protect them, and fight for them.

Time Units and Upkeep

This is a standard two-round Regional adventure, set in Verbobonc. PCs native to Verbobonc pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. PCs that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A PC who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the PC possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the PC will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the PC has at least four ranks in Craft (bowmaking). The PC is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

Adventure Background

For several years the Viscounty of Verbobonc has been plagued with agents of the Old One. Sent to disrupt and ultimately take over, they hatched plans and worked behind the scenes. As a group of three each had his or her task to carry out. For the first it was to pose as one of the most powerful nobles of Verbobonc, Lord Milinous. In this role Iuz's agent worked to secure more power and wealth, all the while attempting to corrupt other nobles. Thwarted by the real Lord Milinous's return, his work quickly unraveled, foiled by the heroes of Verbobonc.

The second was far more secretive and far more cunning. Obmi, the Hammer of Iuz, used his stealth and skill for disguise to steal one of the most precious items of the Vicounty; the Revnash Splinter. As a symbol of the

churches power and focus for the commoner's faith, Obmi believed that it would weaken the most hated church of the Old One. Once secured, he proceeded to work his invisible hand against the nobles, hoping to pit them against the very citizens they rule. Not satisfied with working through agents he chose to do his most ambitious task himself. Using diversions and disguise he worked his way through House Avgustin, killing its only male heir. Just as several heroes of the Viscounty found him he escaped leaving many to wonder when he will appear again and what damage will follow.

This adventure centers on the third of these wicked three, the Cowled Lady. Highly intelligent, she is considered the leader of the three. Her time here has been spent trying to destroy the Viscounty with brute force and her keen eye for military tactics. Off and on she has raged a small war in the Kron using giants and humanoids. Initially appearing to only desire the blood of the gnomes, she found little resistance to her army. So little that she took most of the southern Kron and setup up a stockade close to the Lortmils. From there she sent out waves of troops to secure resources, land and chattel.

The black fortune of the Old One himself smiled on the Cowled Lady with the arrival of Brother Barnaby. A priest of Saint Cuthbert, Brother Barnaby served as a missionary of the Cudgeller's faith, preaching the rhetoric of steadfastness and devotion to Cuthbert's principals. However, times have changed since when Brother Barnaby was first ordained. Instead of the crowds that would flock to his revivals, the blacksliders which he encountered, ridiculed and mocked him, driving him out of the villages. Blaming the polyglot of the various faiths that have sprung up in the Viscounty over the past few years, Barnaby sought a quiet place removed from the sin and decadence of more urban areas – a place where he could minister to the faithful without the corrupting influence of the anti-faiths.

His search brought him to the thorp of Sojourn, aptly named given the travels which had ultimately led to Barnaby's arrival. The residents of the small area welcomed the priest with open arms, for they too had sought a place removed from civilization. Here, he thought, was finally a place to call home and a flock of penitents of his attention.

Unfortunately for good Brother Barnaby, the town of Sojourn lay precariously close to a mine of strange green ore, which the Cowled Lady now needed for her conquest of Verbobonc. In her travels through the Lortmil Mountains, the Cowled Lady and his minions of shadow recruited the few giants and orcs that still eked out a living. Broken during the Hateful Wars, those that did not flee eastward to the Poor March (now known as the Pomarj)

were reduced to a life of near squalor and extinction. Whispering her honeyed words, she needed little to persuade the humanoids to war against the gnomes that had driven them from their homes years ago. And so grew her army bit by bit, until she encountered a mountain giant. Using her evil magics, the Cowled Lady bounded the giant to her by force of will. The power of the mountain giant to summon near limitless forces was a boon beyond compare; however the inability to retain those forces for any length of time was an obstacle – one to be overcome.

Receiving forbidden arcana from certain members of the Boneheart, the Cowled Lady learned of a means whereby she might bind the summoned giants more permanently. The lore involved the sacrifice of innocents, the corruption of the pure, rare, and precious metal – the metal contained within the mines near Sojourn.

And so did the Cowled Lady travel to Sojourn. Causing a great tear in the fabric of reality, she created a base for herself, from which she could personally oversee the mining of the ore and prepare for the domination of the land. Enslaving Brother Barnaby, she turned him into her unwilling agent, broke his hold on reality, and drove him insane. Preaching a new penitence for the faithful, Barnaby sent the adults of the town into the mines to retrieve the ore. Their children, he said, were sent to see Saint Cuthbert personally. In reality, the insane priest cast them through the rift to the Cowled Lady's demesne, where they were slaughtered.

She is nearing the completion of her goal, and soon her armies will drive forth.

Adventure Summary

Introduction: The PCs are contacted by nobles asking for assistance on the Viscount's behalf; alternately PCs receive instructions from their superiors in the regional metaorganization to which they belong. Regardless, they are asked to lend assistance to the Viscounty, though details of any kind are scant.

Encounter 1: The PCs meet at the lighthouse on the northwest side of Verbobonc City. There, they meet the Viscount and Bishop Haufren, who inform the party as to what they would like the party to do. They will ask the party for a vow of secrecy before explaining the situation. The party must figure out the divination, as well as the existence of Sojourn and its location.

Encounter 2: The party must travel to Sojourn if they have figured out where it is. If the party has not come up with

the information themselves they have two options. They may talk with either a Walker of Fharlanghn or the Crone of the Kron. Either will make a deal with the party in exchange for information, specifically how they may find Sojourn.

Encounter 3: After a period of travel the party arrives in Sojourn and gets several minutes to look about before Brother Barnaby arrives. The party is invited to dinner. This is a rather free-flowing role-playing encounter.

Encounter 4: The party discovers or returns to the portal. After several minutes of looking around the gate, a guardian emerges from the shimmering gate. Once the party defeats it they may travel to the demi-plane (or flee back home). If the party rests the Cowled Lady and her minions on the demi-plane will become aware that something is wrong and prepare to accept hostile visitors using everything in their power.

Encounter 5: Upon arriving the party will realize that they are not on the prime material plane. Standing on a plateau with the gate they spy a large structure in the distance, as well as undead crowding the surface below. It is up to the PCs to get to the structure, either exploring it or defeating those within. It is there that the Revnash Splinter sits.

Encounter 6: Upon defeating the last of her minions the Cowled Lady appears as an image announcing her plans to destroy the viscounty. Doing so she disappears and the negative energy on the plane slowly increases to deadly levels. It is up to the party to leave before their life force is drained away. They may use the gate to exit or some other magical means.

Conclusion: The party should return to Verbobonc City to report what has transpired and deliver the Revnash Splinter. Bishop Haufren is ecstatic about the return of the church relic and seems preoccupied with it. The Viscount on the other hand listens intently to your report. Both offer thanks and reward for a job well done before they depart to prepare for what could be the final war with the giants and the Cowled Lady.

Introduction

Regional PCs that belong to a Verbobonc metaorganization receive the copy of **Player's Handout #1**, specific to their metaorg.

You were surprised two days ago when a high-ranking member of your organization requested a meeting with

you. The messenger said it was urgent and that your superior would not wait. You were told to meet them in Verbobonc city.

Regional PCs that do not belong to a Verbobonc metaorganization receive **Player's Handout #2**.

You were surprised two days ago when a high-ranking member of the Church of Saint Cuthbert sent word that he would like to meet with you. The messenger said it was urgent and that the priest would wait two days. You were told to meet her/him in Verbobonc city at the Cathedral of Saint Cuthbert.

Non-regional PCs receive **Player's Handout #3**.

You were very surprised to discover that your name is on the tongue of foreigners. The message was to the point and made an intriguing offer; work for the church of Zilchus and be rewarded. While the particulars weren't mentioned, it did say that if you were interested that you should be in Verbobonc City in 5 days time. Accommodations would be made in your name.

You have now been waiting for two days, spending your time and coin in attempts to amuse yourself. The weather has been pleasant, though the local folk think it's unseasonably cooler than past years. While doing so, you've encountered many of the locals and several opportunities to get the word on the street have presented themselves.

PCs are allowed two chances to Gather Information for the time spent in the city. Use the better of the two rolls when consulting the table below:

- 1-5: Many merchants have expressed relief that the Ket-Tusmit hostilities have ended. Shipments of exotic spices and fabrics have begun to flow back into the city.
- 6-10: The Church of Saint Cuthbert has become much more visible in regards to their ministering to the commonfolk.
- 11-15: It has been reported that the Viscount's mother visited Castle Greyfist in her official capacity as a representative of the elven clans in the Gnarley.
- 16-20: The Church of Zilchus and the Church of Pholtus are working together to put the idle hands of orphans to work.
- 21-25: It has been rumored that a group of nobles have expressed disappointment in Viscount Langard and are awaiting a time to overthrow him.
- 26-30: Lord Haxx has proposed the establishment of the Verbobonc Merchant Marines, to protect river

and sea trade. So far it appears he has little backing.

- 30+: A wine merchant reported the return of Valorek Greymantle, the first Mayor of Twilight Falls. Considered by some to be a new, lesser noble, he was reported leaving Castle Greyfist a week hence.

Late in the afternoon on the second day you're approached by a lightly armored, Oeridian man. Bearing the insignia of the Gentlemen of the Watch, the local law enforcement charged with keeping the peace in Verbobonc City, the constable moves with purpose toward you.

"Please forgive my intrusion but I was asked to relay a message concerning an expected meeting. I have been told to inform you that the Lighthouse provides a remarkable view of the river at sunset. It is there that all will be illuminated. It is best that when traveling there you make an effort to come alone. Look to arrive at the time the Pelor's orb starts to touch the horizon. Tell the keepers that you know it's late, but you're interested in the two wheatsheave tour."

With that he turns and disappears into the crowd.

The Lighthouse looms as tall over the Verbobonc skyline as Castle Greyfist. Situated just outside the city to the northwest, it is one of the most notable structures on the Volverdyva River and can be seen from pretty much anywhere in the city.

Ask the PCs if they wish to do anything before heading out. A Knowledge (nature) check, DC 5, will let the PC know that sunset is two hours away. All others would perceive it to be little over an hour.

Once the PCs decide to head toward the lighthouse, continue with **Encounter One**.

Encounter One: Acceptance is a Two Way Street

As the sun creeps toward the western horizon, you make your way through the city towards one of the entrance gates. Many of the street merchants are already in the act of putting their wares away for the night, though some are not above occasionally stopping passersby to offer some item at a last minute deal. As you approach the gate you become aware that many

more people are lined up to enter the city. It seems that many call Verbobonc City home at night.

Making your way through the hustle and bustle of the River Road gate, you separate yourself from the mass of people collecting outside and head north towards the Lighthouse. Within minutes you find yourself in the shadow of the great structure, becoming the focus of several guards on the walls above. This close to the Lighthouse, you quickly realize that it also serves as a defensive tower, the last on the western-most wall of Verbobonc City. Some eighty feet high, the building appears to have several floors and directly connects to the battlements of the city's walls. As you get closer the guards stiffen a bit, seemingly readying themselves to accept you.

"H'allo travelers, what service may we do for you?"

The guards wait to see if the PCs ask for the tour or present themselves as representatives acting in an official capacity. Once done, the guards look to the third level of the lighthouse where a priest of St. Cuthbert (Brother Justin) attempts to obtain divine information on the PCs, to see if they are approved for entrance. PCs making a successful DC 15 Spot check notice Brother Justin.

All APLs

♣ **Brother Justin:** hp 81; See Appendix I

♣ **Lighthouse Guards (5):** hp 79 each; See Appendix I

Anything other than the required exchange of pass phrases results in the guard telling them that this is a military outpost and not open to the public. Anyone causing trouble or acting suspiciously causes the head guard to excuse himself and inform a First Army priest of Saint Cuthbert of the problems and let him deal with them.

PCs specifically watching the guards may make a DC 20 Spot check or Sense Motive to realize that while the guards appear untrained and ill equipped, they are in fact very alert. In fact, the guards are members of the 1st company of Mounted Borderers (more commonly known as the Knights of the Faithful Defender) posing as Standing Army guards. They are here to secure the site and prepare for the arrival of the heroes, as well as the Viscount and Bishop.

The guard relaxes somewhat upon hearing your reason for being here. Turning to another guard, he gestures toward the tower.

"Sergeant, escort the guests to the third floor meeting chamber." With that one of the guards snaps to attention, "Please, follow me."

Those bearing a military rank are addressed with their proper title by the officer. However, the guards do not accept any authority unless the PC is a member of the Mounted Borderers or is a Knight of the Faithful Defender.

Entering the lighthouse, you make your way up several flights of stairs. Passing the second floor, you notice several guards poring over a document on a table. As you peer at them to make out what they are doing, one walks over and slowly shuts the door. Continuing to the third floor, your journey ends abruptly in front of a reinforced wooden door. Opening the door, the guard motions for you to proceed, "Our other guests are waiting for their tour in here, please make yourself comfortable."

As you enter the room, he closes the door leaving you and your companions to wait.

The PCs wait about thirty minutes as the sun goes down and day gives way to night. During this time they may or may not introduce each other. PCs that are impatient or wonder how long they have to wait will be told by the head guard that they are awaiting the arrival of those that called the meeting, and will say nothing more.

Eventually the Viscount and Bishop Haufren will arrive.

The silence causes the minutes to seem like days, dragging on forever, and the thought crosses your mind that you have been tricked!

As your patience is about to run out, the door slowly opens with a long sounding squeak, accompanied by the sound of footfalls as several people enter the room.

Four guards, bearing the crest of Verbobonc on their shield, escort two individuals wearing cloaks and mantles. Once all are in the room, one of the guards closes the door and positions himself in front of it. The two escorted figures stand at the head of the meeting table and remove their garb. It takes a moment to sink in and then you realize that you are in the presence of his lordship, Viscount Langard. At his right hand stands an old priest bearing the religious authority of the church of Saint Cuthbert. All four guards bend to one knee and bow their heads.

Citizens of Verbobonc know it is customary for them to offer a bow or lower their head in the presence of the Viscount, however those from outside the region are not expected to. It is possible that regional PCs would likewise choose not to bow for a variety of personal reasons. The

Viscount does not take offense if this happens as time is of the essence. Members of the Church of Saint Cuthbert metaorg, as well as those who have met Bishop Haufren previously recognize the old priest as the bishop.

Viscount Langard nods toward each of you, in acknowledgement of your presence. "Thank you for heeding the call for heroes. I am not one to mince words, so forgive my candor and frankness if I speak directly. I have sent word through many channels that we...rather I, am in need of the most seasoned heroes and adventurers that our land has to offer. Some who could be trusted...whether bought or promised. All of you have been asked to assist us and I again ask you today – are you willing to personally aid Verbobonc in a time of need under a veil of secrecy? I cannot offer further explanation without assurances that my concerns are kept secret – even from others to whom you might have allegiances or ties. If you can agree to this then we have nothing to do but begin."

Why no Stats for Viscount Langard or Bishop Haufren?

We know that someone is bound to ask this question, or possibly do something that would require use to furnish them. We're going to make your job as a judge easy. Whatever save, AC, buff or item they need to avoid something done by the PCs, assume both the Viscount and Bishop have them in place on this occasion. If the party wishes to cast a spell on either to check the veracity of their identities, both will allow them to do so. They will not allow anything obtrusive like detect thoughts and the like. If a PC casts something without permission, Bishop Haufren will immediately counterspell their spell and will sternly warn the PC against repeated attempts at spellcasting without his or the Viscount's express permission. If, after this warning, any other PC attempts to cast a spell on either of the two or tries to attack them, please eject them from this meeting and then send an email to poc@illinoisrpg.com with the PC's name, RPGA number and name of the PC involved and we will take care of it.

Allow the PCs to respond or even pose questions to the Viscount. Effectively the Viscount wants to know if they are willing to help and not just because they were asked or hired to. He also wants to know if they will keep their mouths shut.

Those that agree or answer satisfactorily are allowed to stay. Anyone hedging or trying to position themselves out of agreeing in the spirit of what is asked, are ejected from the meeting. If asked why everything is subject to secrets, the Bishop Haufren chimes in and says, *"Because lives are at stake and people could die. It's that simple."*

Once this is sorted out continue.

"For several years the southern half of the Viscounty and the Kron Hills gnomes have suffered from giant assaults and incursions. At first these attacks were minor, confined to the lower Kron, and enemy numbers were minimal. Our perception changed drastically about two years ago when attacks spread across the Viscounty and through the Gnarley Forest. Last winter, even Fortress Hagthar, an impressive testament to the defense of the Lortmils, was a target."

As the Viscount finishes Bishop Haufren steps forward.

"During this time, the church continued its mission to minister to the faithful and bring into the fold those that have not already embraced the doctrine of Saint Cuthbert. In doing so we support many missionaries both along the fringe border and in far off lands. Though the struggle with the giants has made this an extremely difficult task, we have been undaunted in this endeavor."

"Such as it is that we sent a priest into the Kron to continue spreading the faith. For two years, Brother Barnaby's task was to strengthen the faith of our followers through the use of a traveling revival, preaching nightly on the tenets and dogma that are guide posts for our order. During the day he went among the masses and ministered to those with clouded judgments and wicked ways. Brother Barnaby is a man of strong conviction and even stronger personality. Hand picked by me, the church has no doubts that Brother Barnaby would bring more to people to our fold, as well as help others reaffirm their weakening faith."

"Through out his campaign for souls, Brother Barnaby wrote letters documenting his efforts and accomplishments. Not a week went by where we wouldn't have a new letter to read to the congregation on Godsdag. He was a true inspiration to all and it was one of the few times where the billets wouldn't have to swat the listeners awake."

Slowly, the tone in the letters started to change. We became aware that he was growing increasingly impatient with the people to whom he ministered. He expressed his sadness and disappointment that many did not heed the words of Cuthbert, and found that many of the places he had previously visited had few, if any, truly devout worshippers. One specific letter described his shock to find a village without a single

follower and on the night of revival no one attended. It was obvious that he was beside himself.

As time went on we stopped reading his letters to the faithful. They had become too angry; turning into almost venomous essays on the backsliding of the faithful and the proliferation of would be counter-faiths. He talked of how people no longer cared to walk the straight path of righteousness.

In his last letter he wrote that there was no one left that would hear him; that his words continued to fall on uncaring ears or unmoving minds. He yearned for a wholesome, unmarred group of people that he could bring into the fold – people who were still pristine and untouched by the woes of society. In such a place he would find a town dedicated to the beliefs of Saint Cuthbert, devoted to the daily struggle against personal sins. That was the last we heard from him, though not the last of him. Several weeks later we received word from the Mounted Borderers of an incident involving Brother Barnaby. A young boy had interrupted the brother's speech with some humorous observation. The crowd he was speaking to erupted in laughter and Brother Barnaby became furious. He lunged towards the boy and began beating him for not showing proper respect to an elder. The village went wild and started attacking him. In the end he used magic to stop their assault and escaped higher and deeper into the hills.

“This is when we became worried and looked to bring him back in, hopefully to restore his strength and patience in man. We worked with the Walkers of Fharlanghn to track him down. With one exception, all of our attempts were fruitless.”

“By this time the Mounted Borderers were looking for him, though they were not as diligent as we hoped. We received a report of someone matching his description in a tavern in the southern viscounty. From what we can gather, Brother Barnaby shared a meal with a merchant who shared his views and the two hit it off. Whatever that was said at that table, Brother Barnaby headed out in high spirits. As one observer noted, ‘he seemed like a man with a new lease on life, he had purpose written across his face.’”

“Several months ago we sent two Mounted Borderers to make contact with Brother Barnaby and investigate the area, Grim and Pavel. Both capable men, they had a reliable track record for rooting out problems. Once sent, we waited to hear back from them. Well we waited, and waited, until finally they showed up here in Verbobonc City, though changed in mind and form

from the men we sent. As much as we can gather, they had come back to kill Lord Milinous hoping to remove a valuable military asset. It gets stranger when I tell you that they were also cursed with the mark of undeath; vampires both of them. As Saint Cuthbert would have it, some astute and well-trained, heroes dispatched them. Their return only increased the fog of mystery surrounding this place.

“We were going to put together an expedition to go sort everything out once and for all – until the giants attacked Fortress Hagthar. Needless to say our attention and resources were best directed at staving off the possibility of a giant foothold in the west. In any event, we placed that idea on the back of the wood burner and moved our attention elsewhere. That is, until two weeks ago.

“For sometime now the church has prayed day and night for the recovery of the Revnash Splinter, a church relic consecrated by Saint Cuthbert himself. Over five years ago a thief made his way past our defenses and stole it away with ease likened to hitting a child with a switch. The Revnash Splinter is central to the relationship between the church and state here in Verbobonc. It is the very symbol of Cuthbert's grace and interest in Verbobonc, affording us a tool to dispatch evil when it rears its foul head. Though not common knowledge, it is also known that it is the chosen instrument to consecrate and bless any new Viscount of Verbobonc. The Revnash Splinter is a conduit between the Viscount and the lands of Verbobonc. Through consecration, the Splinter links the new Viscount to the land, and the land to the Viscount. In doing so, the lands and people of Verbobonc prosper in direct proportion to the goodness of the Viscount.

“The church and its followers have spent most of their waking moments searching for the Splinter, much to the detriment of the common folk who have back slid. But alas this work was for naught. The Splinter could neither be scried upon, nor would any divination offer up any usable information. But two weeks ago we divined the following:

*The chameleon—for large letters, each first and moved to the left
 Pinched a splint and carried it to his wicked master
 Keeping, created by the cudgel lord, what he won
 Plurna way with the lands foundation,
 they ate and drank of death and deceit.
 Vaulted now, fattening for travel, it sits in the dying
 Place,
 So a prelude to chaos comes while she sickens the
 friar,
 Offering life and death locked to battle, a numbers
 game the key.*

The divination is cryptic at best. On many levels it alludes to number of things:

- The chameleon, or thief who disguised himself to steal the Revnash Splinter, has four letters in his name; Obmi.
- Plurna is a Flan word for far south, the line alluding to the fact that Obmi had the Splinter spirited away to Sojourn. Anyone who speaks Flan will know that Plur is south and Plurna is far south in that tongue.
- The Revnash Splinter is locked away on the Cowled Lady's demi-plane of death ("it sits in the dying place so foul").
- The Cowled Lady has currently sickened Brother Barnaby, which in conjunction with his metal illness has made him less than dependable ("sicks the friar, she of the cowl").
- The first line also gives a clue to the location. The first letters of each line are transposed with the letters in the name of the thorp, Sojourn [TPKPVSO = SOJOURN].
- Each of the lines has a homonym word that also sounds like a number. In order they are 4-2-1-8-4-6-2. This is the order in which the tiles on the gate must be pushed. (The "numbers game is the key.")
- The Cowled Lady is creating an army of undead ("making life and death the same") to attack the viscounty ("fattening for travel"), who must prepare a matching army ("a numbers game is key to victory").

Give the party several minutes to work through the text. If nothing jumps out at them allow each the PCs a DC 15 Intelligence check, with a +2 bonus for those with at least one rank in Decipher Script or Perform (Oratory). For each successful check they will gain one piece of information.

A successful DC 30 Knowledge [Geography or VIF] or Bardic Lore check informs the PC that they are familiar with the thorp of Sojourn. A settlement deep into the Kron hills, it sits on the negotiated border of Verbobonc and Celene. There are rumors that the thorp serves as a winter waypoint for those who won't make the trek through the Kron in years experiencing bitter winters. It has been said

the Knights of Luna sometimes check in on the thorp from time to time, though at a distance. Many believe that this is done to insure that the settlement is not growing quickly and disturbing the natural balance.

The party ultimately needs to come up with two pieces of information to continue; the name Sojourn and the belief it is a town. After giving the party 10 to 15 minutes to work on it you may have Bishop Haufren chime in. He will start to figure out the clues, until eventually either he or a party member will realize that Sojourn is what they are looking for. Once this happens Viscount Langard will step up and continue.

"I ask that this team find this village, make contact with Brother Barnaby and investigate the area for signs of the Revnash Splinter. Above all else do not raise suspicion of your search. If you tip our hand and they realize we are close to finding the Revnash Splinter they could very well move it again."

Bishop Haufren will then interject:

Also, if you find Brother Barnaby, try to encourage him to return to Verbobonc City. Whether he is devout or ill, he is one of our own and we would like him back to care for him as best we can. Hopefully we can renew his faith."

The party may have additional questions or concerns; use the following information to guide your answers:

- Neither the Viscount nor the Bishop wants to publicize the mission. They believe that the Revnash Splinter will be lost if word gets out. They also believe that that it would directly affect his ability to rule and could be used against him by other nobles.
- They have a complete map of the viscounty and don't have any real idea where Brother Barnaby would be. They suggest the southern portion of the Kron hills to start.
- They will stress that the party should not knowingly venture into Celene if it becomes an issue. There are diplomatic issues going on behind the scenes and any incursion into their lands could severely complicate things.
- Neither the Viscount nor the Bishop will invest any power in the party or any individuals of the party, whether expressed or written. They would hope that the party uses discretion, possibly going so far as to disguise themselves as merchants, pilgrims or a trade caravan. The less people know about their mission, the better.
- In the event that the PCs break the law or interfere with a noble, the noble's proxy, or any of the racial clans, Viscount Langard will attempt to step in through an

intermediary to get them released or unhindered. He will do so only once. (Subsequent problems will result in the end of the adventure and the Viscount and Bishop disavow any association with the PCs.)

- While the Viscount has contacts within the “Family”, he is loathe to use them for information. He is also unaware that they have some conflicting issues with some of their projects.
- The Bishop hopes that Brother Barnaby is all right, and more importantly, hasn't done anything to hurt the reputation of the church. With declining numbers in worship and the influx of new religions, Bishop Haufren is in a difficult position.

Once the party has put forth their questions and issues, Viscount Langard presents them with 2,000 wheatsheaves and a richly drawn map of the Viscounty. He informs them that they are to leave tonight and if they need equipment they should head to the warehouse district to see about supplies. Wishing them luck he and the Bishop will make their way out. The two guards will escort them out and two more will leave behind them.

Encounter Two: Bargaining is the Last Act of a Desperate Orc

The party has several options in terms of where and how to go.

Magic

The party could potentially use magic to either figure out the location of Sojourn and/or transport there. This method is by far the quickest, and gets the PC's through the adventure quickly. The following are some guidelines in adjudicating spell use:

Divinations in general

Brother Barnaby is the subject of an extended *nondetection* spell that lasts over 24 hours. A DC 25 caster level check is required to penetrate the *nondetection* spell. The Revnash Splinter is currently resting in a lead lined box on a demi-plane.

Any divination that contacts outerplane beings will result in the following divination:

*Near the razors edge of elf and gnome, caught between origin and home.
A place where one sits, wanting to stay, until the time when*

the snows gone away

Using Extraplanar, Outsiders or Summoned Creatures

PCs may attempt to use creatures to find Brother Barnaby or Sojourn, however they should use careful wording. Unless specified, the creature will basically search an area directed until its time expires. Non-good creatures will rough up and accost people in order to get information. In any event all this will be for naught.

Specific Spells

The party may attempt to use divinations to find either Sojourn or Brother Barnaby. Use the following as a guideline in deciding if they receive information that will help in their quest.

Augury – Doesn't Work

Commune - Works

Contact Other Plane – Works for all outer plane non-evil outsiders

Discern Location - Works

Divination - Works

Find the Path - Works

Locate Creature – Doesn't work

Locate Object - Revnash Splinter is on another plane, blocked by an inch of lead.

Limited wish - Works

Legend Lore – Works to find location of Sojourn

Miracle - Works

Scrying – Doesn't work

Vision - Works

Wish - Works

Travel

The party can choose whatever methods they wish to travel south. Sojourn sits some 65 miles away south of Verbobonc City. Traveling overland would involve more distance.

To determine the number of miles per day the party can travel, take the movement rate of the slowest party member and divide by 10. This is the number of miles per day the party can travel.

For example, if the slowest party member has a movement rate of 15, then the party can travel up to 1.5 miles per day (15/10 = 1.5).

Refer to **Table 9-3: Movement and Distance**, **Table 9-5: Terrain and Overland Movement**, and **Table 9-6: Mounts and Vehicles** in the *PCs Handbook* (pages 162-164) for more information on overland movement.

Party Needs Help

If the PCs still have no clue as to where Sojourn is they have two options available.

Church of Fharlanghn

Church of Fharlanghn has several religious structures in the viscounty. The PCs may travel to any of these, though most will probably go to the one in Verbobonc City. If they ask to talk to a priest and mention trying to find Sojourn or allude to their mission they will be referred to a Walker DanJo who is in charge of cartography and mapmaking.

The Walker will be intrigued with the proposition that he might not now all the settlements in the area. He will make a deal with the party. He is interested in funding an expedition to the far south jungles of Oerth but lacks the money and church support necessary. If they are willing to act as his patrons and give him 5,000 wheatsheaves he and his subordinates will research the problem. If the party agrees Walker DanJo will find some obscure maps showing flannae migrations. Dating some 200 years ago or more, they detail some the places that the flannae would stay. One of these is Sojourn. He thanks the party for their support and offers to contact them when he prepares to leave for the south seas.

Crone of the Kron

Regional party members may attempt a DC 12 Intelligence check to recall the Crone of the Kron, one the oldest residents of the area. PCs that have played **VER3-08: Mirror in a Quagmire** will recall where to find her.

As the party arrives at her hut they will see her crushing mushrooms, flowers and weeds with a pestle. She will look up with a brief moment of recognition and grunt a "h'allo." If they ask about Sojourn or mention their mission her eyes will light up and her mouth will widen to a smile.

She will propose a trade, one favor from her now, one from each party member later. She will agree that the favor will not be evil in nature, though it might go against their beliefs. If they agree she will give them the exact location, as well as sketch a map in charcoal.

Encounter Three: Depression is Good for the Soul

This encounter revolves around the town of Sojourn. The judge should be prepared to improvise much of the activity in the town. The PCs will potentially interact with three people; Brother Barnaby, Fulgarin Haftwaver and Illire

Greenblade. The judge should refer to **Appendix Three** for NPC descriptions and motivations.

Sojourn (thorp): nonstandard; AL LN; 50 gp limit; Assets 1,000 gp; Population 43 (21); Isolated (85% human (flan), 2% gnome, 2% Dwarf). *Authority Figures:* Brother Barnaby, male human Cleric 10 (Missionary from the Church of Saint Cuthbert); *Important PCs:* Fulgarin Haftwaver, male dwarf fighter 5 (Resident); Illire Greenblade, male elf Ranger 10 \ Fighter 2 (Knight of Luna, prisoner). *Notes:* The town's water supply has been poisoned, sapping the wisdom and intelligence of the residents, save for Fulgarin. The residents don't question Brother Barnaby or what he has done with their children.

What's Going on Here

The town has been under the influence of a drug imported from Humming's End. The dwarven assassin Obmi and his agents have done much homework on the Viscounty's residents. Obmi passed along a sample of the drug to the Cowled Lady, amused that some of its residents would poison their own citizens. Impressed by the fairly new extract, the Cowled Lady proceeded to further extract the drug and altered the chemical composition. The result was something called Living Sleep.

Living Sleep, DC 20 Fortitude save resists, 1d6 Con/1d6 Int + 1d6 Wis

She has used the poison to sap the will of the residents, making them pliable workers for the mines and an easy chattel to feed on. The judge is free to make up names or backgrounds for the residents of Sojourn if the need arises, but they are not central to the story. All are flan farmers or craftsman raised in seclusion from the rest of the world. Three people play important parts in what is transpiring.

The Cowled Lady is using the adult residents to mine the Green Star Metal, used to make the amulets that keep the summoned giants in Verbobonc. Their time is running out, as she has exhausted almost all the metal and will probably feed them to the undead before starting her final campaign against the viscounty.

Brother Barnaby

Brother Barnaby: male human (oeridian) Ex-Cleric 12: hp 81; See Appendix I

Brother Barnaby has been both poisoned and dominated by her minion – the Grimlock Vampiress, Uytelle. Barnaby believes his will is his own and that he is doing Saint

Cuthbert's work. In this regard he has been making the adults of the village mine day and night and has sent their children through the portal.

He firmly believes that he is doing Saint Cuthbert's work, mining the minerals and working the townsfolk day and night. The Cowled Lady keeps tabs on him with the use of a crystal ball with telepathy, enabling her to continue dominating him through it.

He believes the elf he has tied up and gagged is a heathen. "Saint Cuthbert" has informed him that the elf needs to be sent through the portal tonight, but that he should not advertise the fact; it could bring more heathens to Sojourn. And that would only destroy the extensive and sacred work done so far.

Fulgarin Haftwaver

The only person in the town who has not succumbed to the poison yet is Fulgarin Haftwaver. He has resisted the poison thus far and is waiting for a time to either strike or run. A gnome resident resisted the poison several weeks ago and fled the town. Something fairly large tracked the gnome down and killed him. When Fulgarin found the body outside of the mine it appeared crushed, almost squeezed with all the color gone from the body. This is why he has not run yet, plus he wants to enact some vengeance on those that caused his plight. If given the opportunity (and a weapon), Fulgarin will attack Brother Barnaby to kill him.

Illire Greenblade

Sojourn has attracted the attention of the Knights of Luna, the elite guardians of Celene. On a patrol, Illire Greenblade spotted the mining camp and the gate. Making his way up he was subdued by Brother Barnaby and has since been kept in a pit in Brother Barnaby's hut. Baranby believes he can convert the elf here out here in the untamed lands, and in his drug-addled state, has used fairly violent means to do so. Though tired and hurt, Illire's will is not broken. He is waiting for an opportune time to escape and get help or to kill Brother Baranaby outright. The Cowled Lady and her minions are aware of the elf and enjoy the irony. Illire if released will attempt two things. First, he will attempt to kill Brother Barnaby for his imprisonment and mistreatment. Second, he will travel back to Celene with all do haste, whether he killed Brother Barnaby or not. His primary goal is to inform his superiors that representatives of Verbobonc and their "god-child" church are performing atrocities on their border.

With a little work you have finally reached Sojourn, the little known thorp alluded to in the riddle. Somehow, the journey's end doesn't live up to the expectation as

not much about the tiny village catches your interest. Several small mud huts with thatched roofs form the center of the thorp, spread in a circle around a large well. Though many look to be in fairly good shape, several others appear unkempt. Looking around further you are surprised that you don't see any villagers...in fact you don't hear anything at all.

Allow the party several minutes to look around before Brother Barnaby and the work detail arrive. The party is greeted warmly by Barnaby as he tries to figure out why they have arrived. (Hopefully they will simply tell him they are various merchants or pilgrims, passing through.) PCs identifying themselves as followers of Saint Cuthbert or Rao (or with obviously symbols of such allegiance) are greeted enthusiastically, for Barnaby is proud of his accomplishments and wants to show them off tonight. The Cowled Lady's minions on her demi-plane instantly becomes aware of the party's arrival as soon as they interact with Brother Barnaby. (They control him using their Dominate ability through a Crystal Ball with telepathy.)

Eventually, Brother Barnaby sends a few of the townsfolk off to prepare sleeping pallets for you while you join the thorp in their evening meal. During the meal, Brother Barnaby engages in pleasant conversation and boasts of his new converts to the faith of St. Cuthbert. Gesturing broadly to the people gathered around him, he boasts, "These are the true faithful, willing to suffer and die for the chance to punish the wicked of this world. You will find no better followers of St. Cuthbert than my flock here in this village!"

Anyone making a Spot DC 20 check notices that there are no children in the thorp. Anyone making a Heal DC 25 notices that all of the villagers have a slight pallor indicating a mild illness. This is a light, role-playing moment where party may ask Brother Barnaby several questions during this meal, here are a few possibilities:

1. Why haven't you been back to Verbobonc City to worship recently? ***"Oh I intend to return soon enough, once my congregation here has grown big enough, strong enough to resist the temptations that the city offers to the faithful. So much temptation... so much evil... *sigh*" He shakes his head sadly.***
2. Where did the all children go? ***"The young people of this thorp exist to serve St. Cuthbert in Arcadia. He has called them to be with him in that blessed land. We will be reunited with them soon enough, but our work is still here. St. Cuthbert will reveal all in due time, you are only called to be patient until then my child."***

3. What happens to the ore you dig up? ***“Everyone and everything in this thorp exists to serve St. Cuthbert, either here or in blessed Arcadia. St. Cuthbert collects the Green Star Metal when we are done mining it for him. St. Cuthbert will reveal all in due time, you are only called to be patient until then my child.”***

4. Why is everyone here ill? When did this happen? ***“Our work is difficult, but we are all willing to suffer the pains of this world for assurance of righteousness in the next. Our lives here are just a prelude to the glory that will be revealed when St. Cuthbert’s doctrines are taught in their purity and truth once again. If we must suffer in order to serve, we do so gladly, with no regrets, can you say the same for your faith my child?”***

If anyone asks a question not given above, then make up something appropriate or tell them *“That is in the hands of St. Cuthbert, I trust him to tell me what I need, when I need, and no more. Hopefully you can be as patient and faithful.”*

Fulgarin Haftwaver will secretly approach the PC who asked the above “illness” question and whisper (“bad water”) before walking calmly off to the far side of the village. If any PC follows Fulgarin they may have a brief conversation with him and learn that Fulgarin believes the water supply is poisoned and there are giants in cahoots with Brother Barnaby. Fulgarin will have no more time to talk as another adult will urge him “back to the mines for evening duty.” If the PCs wish to spirit Fulgarin away, they may do so at the end of the adventure.

Brother Barnaby is still trying to figure out why the PCs have arrived, so he won’t offer any information about the Portal until they’ve convinced him that they’re merchants, or servants of a Lawful Good church. Once that’s done, if the party wishes to see the village or the mining operation, Brother Barnaby will show them around gladly, (just not the inside of his hut). Barnaby will even tell the PCs about the gate that leads to “Arcadia” (Really the demi-plane) before retiring for the evening. He will only show them the gate if they are followers of St. Cuthbert or Rao.

Barnaby Enraged:

If, at any time, a PC is overly rude to Barnaby accuses Barnaby of any evil doings, or is caught freeing Illire Greenblade, Barnaby will turn completely hostile, accusing them of taking advantage of his hospitality and arriving under false pretenses (***“You’re not heroes/merchants/pilgrims!! You’re vile pretenders who have no understanding of my work here. Begone! Away from us with your filth and deception!”***) He will then demand

that they take their lies and leave Sojourn immediately, or he will have the “faithful” beat the PCs to death. (He is dominated and his followers are poisoned and fanatic, there is no opportunity for Diplomacy or Intimidation here.)

If anyone searches Barnaby’s hut secretly, with a Hide DC 20 and a Search DC 20, they will discover/free Illire Greenblade. If they fail to Hide, Barnaby will become enraged and demand that they stop, or return the “heathen” to his custody, acting as detailed in the “Barnaby Enraged” section above.

If Illire is freed, he will quickly and quietly thank the PC(s) and attempt to flee back to Celene with details of Barnaby’s madness. (This may cause problems between Celene and Verbobonc in the future.) If Illire escapes, Barnaby will discover this when he retires for the evening and send a group of villagers after him, accusing the party of interfering in the plans of St. Cuthbert. He will act as described in the “Barnaby Enraged” section.

Whether in Barnaby’s good graces or suffering his wrath, the PCs will have time later on that evening to make their way to the portal. (They may track the workers, or return to the portal they saw while on Brother Barnaby’s FULL tour—which he will only do if they are followers of St. Cuthbert or Rao.)

Barnaby believes the portal is a conduit to Arcadia and a direct link to Saint Cuthbert himself. He leaves the green star metal in front of the portal at night and it is gone the next morning. He was told to push the adults and children through, as Saint Cuthbert wished them to serve him directly.

Encounter Four: The Road to Hell...

It’s an easy trek through the hills as you follow the worn path to Brother Barnaby’s mine. As the terrain starts to level off you spy a large ridge up and to the left, the trail leading towards it. Moving closer you see that the mine is much more a cave. With a mouth 40 ft in diameter, much of the opening appears to have been worked. Once to the mouth it’s obvious that the cave \mine goes much further in than your vision.

The cave extends a further 120 feet in. At the back of the mine is the gate. Once a party member is in visual distance continue.

Standing before you is a large circular ring roughly twenty feet in diameter. Along the edge are a series of tiles – each engraved with a symbol. While you can easily see through the ring to the other side of the cave, it nevertheless hums with energy. The area around the ring is littered with piles of small bones, probably those of animals. To your left are a series of broken crates and pallets.

The symbols stand for the numbers 1-10 and are inscribed from left to right.

Several opportunities for information are possible once the PCs examine the portal.

Knowledge [Arcana or Planes]

DC 20 – This gate does not go to the outer planes.

DC 25 – This gate is linked to some type of demi-plane.

DC 30 – The demi-plane is strongly tainted with negative energy.

Track

DC 20 – Medium and Large barefoot (skeleton, zombie) footprints pepper the area.

Search

DC 25 – PC finds a collection of small animals that have had their life drained away.

Heal

DC 15 – While most of the bones are that of common woodland animals, you do find portions of a small skeleton.

DC 20 – The small skeleton is that of a human child, and has been dead for at least a month.

The gate can neither be destroyed nor dispelled by any currently available means. To activate it safely, the correct tiles must be pressed in sequence: 4-2-1-8-4-6-2. Any other combination still opens the portal but after 1 minute in game time the gate starts to shimmer. Permit the party to roll Initiative – they have one round of action before the Vasuthant enters combat (at the top of the order). The Cowled Lady's minions have sent their guardian to take care of the snooping party. The creature knows they are on the other side and will stop at nothing to destroy them.

APL 12 (EL 15)

✦**Advanced Evolved Vasuthants** (2): hp 364, 364; See Appendix 1

✦**Spectros**: Ghost Sor9/Initiate of the Sevenfold Veil3; hp 100; See Appendix 1

APL 14 (EL 17)

✦**Advanced Evolved Vasuthants** (2): hp 446, 446; See Appendix 1

✦**Spectros**: Ghost Sor9/Initiate of the Sevenfold Veil5; hp 116; See Appendix 1

APL 16 (EL 19)

✦**Advanced Evolved Vasuthants** (2): hp 536, 536; See Appendix 1

✦**Spectros**: Ghost Sor9/Initiate of the Sevenfold Veil7; hp 132; See Appendix 1

Tactics: The Vasuthants fly through the gate as a move action and attack anyone they perceive to be a cleric or a druid first, arcane casters second, and fighter or rogue types third.

Spectros will bring up the rear attempting to hinder anyone who is an immediate threat.

Once combat is over the party can decide to continue on through the portal (**Encounter Five**) or to go back to Sojourn (read below).

If they return to Sojourn, they will find Brother Barnaby very hostile towards them, accusing them of taking advantage of his hospitality and arriving under false pretenses. He is aware they have activated the gate and accuses them of contaminating the gate by opening a portal to an obviously evil plane of existence. (He is dominated and his followers are fanatic, there is no opportunity for Diplomacy or Intimidation here.)

Brother Barnaby will insist that the PCs leave at once and take their evil and deceptions with them or he will make them his first test of the faithful, by beating them to a bloody pulp. (The PCs would probably be able to defeat a village of poisoned people, but there is no honor or justice in killing a person who is under a form of mind control. Also, the PCs were hired to investigate, not slaughter.)

The party may then choose to fight (Receive the Wrath of the Church of St. Cuthbert at the end of the adventure), go back to Verbobonc City (end the adventure here), or leave Sojourn. The party doesn't necessarily have to defeat the gate guardians to get through to the other side, though the undead will continue the combat there. Spectros knows how to operate the gate.

Encounter Five: The Demi-Plane of the Un-Dead

The judge should familiarize herself with the basic traits of this plane before running these encounters. Please review **DM AID #I** at the back of this document. PCs that make a successful DC 35 Knowledge [Planes] check learn the traits of this demi-plane.

Area 1: The Plain of Death

Stepping through the gate, your body shudders as it adjusts to the negative energy permeating area.

Darkness is all about you, hampering your vision, though down below vague shapes catch your eye as they move and slither about. The sole source of light comes from the pinnacle of some dark structure perched on an elevated plateau.

The plane below is chock-full of undead (1,000+) made up of all the standard undead creatures from the *Monster Manual*. If at any point the PCs wish to travel on the plane below, roll randomly for the encounter. After finishing the encounter they have 2 rounds to remove themselves off the plane, either on the hilltop that hosts the gate or the plateau that is home to Cowled Ladies menagerie. Any combats with undead on the plain of death grant zero experience to the party. PCs should understand completely that any foray into the army of the undead is fruitless.

Undead Encounter Table (1d8)

1	allip	(MM, pg. 10)
2	shadow	(MM, pg. 221)
3	skeleton, medium (4)	(MM, pg. 225)
4	skeleton, large (2)	(MM, pg. 225)
5	wight	(MM, pg. 255)
6	wraith	(MM, pg. 257)
7	zombie, medium (4)	(MM, pg. 265)
8	zombie, large (2)	(MM, pg. 265)

Area 2: The Plateau

Arriving on the plateau you are greeted by the sinister structure that serves as the sanctuary of the Cowled Lady. It quickly becomes apparent that there is no way this could exist back on the material plane, due to the impossible angles upon which the structure seems based. No windows or openings mar the face of the structure – save for the massive ebon double doors that grin at you like rotten teeth.

A DC 15 Knowledge [Architecture and Engineering] check reveals that the structure is two stories tall. A quick look around the plateau, as well as a once over the building, will in fact reveal that the only potential opening appears to be the doors. The doors are unlocked, but do require a DC 20 Strength check to push open.

With a successful Search or Tracking check, DC 20, the PC discovers drag marks along the ground leading to the doors. A Search or Tracking DC 30 reveals that this is from the undead bringing the Green Star metal and any unlucky victims to the building.

Area 3: The Grand Foyer

Opening the doors you see a 40 by 40 foot room, it's ceiling cloaked in darkness. A 10 foot wide grand staircase climbs upward directly across the room from you and two double doors stand to the left and the right of the base of the stairs. The room seems to pulse with vile energy. Floating down the stairs toward you, you see a reddish mist, writhing as if alive... and hungry.

The PC's door is in the center of one wall across from the stairs, and the ceiling in this room is onyx black and 40 feet high, which is evident to any with Darkvision.

This room is guarded by several undead and a devil that has been bound to serve the Cowled Lady. All creatures will fight to the death, though the devil will fight until it has 10 hit points or less, at which point it will attempt to retreat or warn her masters.

APL 12 (EL 12)

- ☛ **Atropal Scion**: hp 67; See Appendix 1
- ☛ **Bloodmote Cloud**: hp 65; See Appendix 1
- ☛ **Advanced Wraith (2)**: hp 76, 76; See Appendix 1

APL 14 (EL 14)

- ☛ **Advanced Atropal Scion**: hp 157; See Appendix 1
- ☛ **Bloodmote Cloud (2)**: hp 65, 65; See Appendix 1
- ☛ **Advanced Wraith**: FTR1; hp 84; See Appendix 1
- ☛ **Cloud Giant Skeleton (2)**: See *Monster Manual* page 227

APL 16 (EL 16)

- ☛ **Advanced Atropal Scion**: hp 229; See Appendix 1
- ☛ **Bloodmote Cloud (2)**: hp 65, 65; See Appendix 1
- ☛ **Advanced Dread Wraith**: hp 164; See Appendix 1
- ☛ **Advanced Spectre**: hp 92; See Appendix 1

Tactics

The Bloodmote Clouds come down the stairs, attempting to cross the room and engage the party in the doorway. The Dread Wraiths are in the center of the room waiting for someone to come within 10 feet of its hiding place before emerging and attacking. The Atropal Scion is hovering by the ceiling and will attempt to gaze at the first party member that enters. The devils all have *death ward* cast on

them and will attempt to engage casters, attempting to back them into corners or out the doorway.

Developments

PCs can Search the room. On a DC 20 they find a rag doll stained with blood tossed into the far corner. One of the doll's eyes has been torn out. Nothing else of value is in here.

Area 4: Cold Room

A rapid frost assails your exposed skin and icy crystals in your breath as you take in this room. Several large lumps hang from the ceiling and, as the smell of blood assault your senses, you realize with a start that the room is some sort of meat locker. Staring into the darkness, the taste of bile forms in your throat as you realize the hanging meat is in fact human remains. Much of the floor is littered with blood-dripped stalagmites.

While there is nothing of value here, the party will find the remains of some of the missing villagers, including small children.

Area 5: Lab of Undeath

Laying eyes upon this room, it is apparent that this is some sort of laboratory. Cabinets and tables line the walls, as stone slabs are set out in the center. The air is filled with an acrid chemical smell that does much to hide the underlying metallic smell of blood. One slab holds a fresh corpse of a middle-aged man, opened from chin to groin, and tied down with copper wire.

If the party takes time to search read the following text.

The corpse's insides are missing, perhaps strewn about the room in bottles and drawers. On one of the nearby desks sits an open book, describing the use of "younger specimens" in increasingly disturbing experiments. A upon another work bench lay several long pieces of leather. To the left in a wooden box are amulets decorated with the distinctive green metal you have seen before in the cave. Several other tables are strewn with papers and books

The party may take time to examine the papers and notebooks around the laboratory. All are written in ancient suel, though a general idea of their contents can be formed on a Decipher Script check DC 25.

Most of the papers detail the creation and experimentation with undead. Magical and alchemical notations litter the

pages, many detailing processes to bolster or strengthen undead.

A notebook lying open on a table offered clues to the amulets. In it is a series of notes and observations. These detail the Cowled Lady's experiments with the green metal as a type of dimensional anchor for summoned creatures. It goes into detail about how she fashioned amulets that lock summoned creatures on this plane.

On a successful Search check DC 20 the party finds a notebook buried underneath a stack of bones. Written in oeridian, the book appears to be a list or agenda. Many of the items listed relate to events having already transpired. The more interesting are bulleted.

- One of the first listing in the notebook alludes to finding something. "I am here, having sold my soul to find him. I will not let His task divert me from mine. If I find them, I will find him."
- Half-way through the volume, "the divinations have delivered a ripe harvest. If I could not find him, then I would find those responsible. The druid has been in hiding and posing as someone else. While I do not have his location, I do have a name; Herman M."
- One of the last entries, dated two weeks ago – "The gates are finished and that delusional priestess has attuned them to the primary and this place. I will immediately begin the deployment, as their size and weight are hindrances I must plan around."
- The last entry, "Obmi has assured me that all is in order, under penalty of rewarded failure by the Old One. We will coordinate our attacks the day before the new moon. With much of the Viscount's resources struck down I will pierce the heart and take out the head."

The party will have a common knowledge that the next new moon is in tomorrow night.

This room has no other items, though it should give shivers to anyone with a pulse.

Area 6: Upper staircase

The onyx staircase ascends up to another level. Its craftsmanship appears otherworldly, as its bas relief ornate banisters and steps exhibit geometry unlike anything on Oerth.

The steps are trapped halfway up the stairs (15 feet).

All APLs (EL 9)

↗ **Blade Barrier Trap:** CR 7; magic device; proximity trigger (alarm, death watch); no reset; spell effect (blade barrier, 11th-level cleric, 11d6 slashing, DC 19 Reflex save half damage); Search DC 31; Disable Device DC 31.

↗ **Chain Lightning Trap:** CR 7; magic device; proximity trigger (alarm); automatic reset (2 rounds); spell effect (chain lightning, 11th-level wizard, 11d6 electricity to target nearest center of trigger area plus 5d6 electricity to each of up to eleven secondary targets, DC 19 Reflex save half damage); Search DC 31; Disable Device DC 31.

Area 7: The Second Floor Landing

Finishing your climb up the steps you find yourself standing on a large landing. A large stain glass picture dominates the center of the room. It appears to be that of a young woman and man in noble fashions, posing in an almost courtly regard. To the left and right are corridors, both of which disappear into the darkness.

The stain glass acts like a storage container for the Cowled Lady's "positive" feelings and anyone interacting with it or lingering in the area gets a strong feeling of sadness and longing.

A Knowledge (nobility) check DC 35 or a Bardic Knowledge check DC 30 will succeed in letting the PC know that the figures have Oeridian features and that the style of dress is fairly old (500 years) and of old Ferrond in nature.

The Cowled Lady's chambers are actually high above in a secret room above. Anyone flying near the ceiling can make a Search check DC 30 to find the minute holes there.

Area 7: Chambers of Gillian

Opening the black stone door, you spy a drab, Spartan room, with nothing more than a bed, a desk, and a chamber pot. The floor is littered with chalk drawings and writing, most of which looks nonsensical. The desk contains chalk, parchment and an inkwell.

The room is sparsely furnished. What the room lacks in accoutrements, it makes up for in an insane decoration of drawings and writing all over the walls and floor. Much of the scrawls that cover the room appear nonsensical on initial examination. Those who read Ancient Suloise can make out some of the writing. The majority of it appears to be personal appeals to Tharizdun, as well as personal promises of revenge on those who destroyed the Temple of Elemental Evil. Otherwise the room is empty.

Area 8: Chambers of Uytelle

A blackness, deeper than night, suffuses this room and even those comfortable in the gloom of darkness have a hard time focusing. Your limited perception, you can make out that much of the room is decorated with the bones of dead creatures; though the occasional knick-knack can be seen on a table or chest, many of which appear to be children's toys.

This room has a permanent *deeper darkness* spell in place. Any PCs capable of seeing will realize that much of the stone floor has patches of dark stains, remnants of Uytelle's feeding. Uytelle spends much of her spare time here. She brings the children she feeds on here and has gained a penchant for taking keepsakes from the children.

Her coffin is built into the floor under the bed. The floor has a series of pin holes in it, designed to let her enter in *gaseous form*. PCs attempting to kill her permanently will either have to deal with her resting place now or track her back down here if and when she retreats.

A successful Search check DC 20 finds a Canaith Mandolin tucked behind an easy chair.

Treasure

APL 12: L: 0 gp; C: 0 gp; M: *canaith mandolin* (1950 gp per character);

APL 14: L: 0 gp; C: 0 gp; M: *canaith mandolin* (1950 gp per character);

APL 16: L: 0 gp; C: 0 gp; M: *canaith mandolin* (1950 gp per character);

Area 9: The Cowled Lady's Chambers

This chamber is hidden away up above the ceiling of the landing. It has no doors or windows, as the Cowled Lady designed it with *gaseous form* in mind. PC's searching the landing may find small holes in the ceiling. The safest way to get to this room is by using *gaseous form*, most other means of entry are risky at best.

Entering from the landing below, you find yourself standing in a small room. Tastefully and richly decorated, the room appears to be a salon and bedroom combined. Much of the style and grace of the room appears out of time. Richly carved bedposts support a gauzy black canopy, and the bed-stand has a collection of wooden combs and brushes that are richly carved and lacquered. Upon closer inspection, you see that

much of the detail work involves skeletons and other undead creatures committing acts of depravity, lending a distinct feeling of unease to this otherwise beautiful room. In the back of the room sits a bloodstained altar.

There is nothing else of interest in this room. The Cowled Lady is away and her minions never enter this room without her permission. The altar is actually Uytelle's coffin, a stone slab weighing 800 pounds for a lid. A number of small holes dot the surface and the lid appears to be locked from the inside.

Area 10: The Doors to the Court of Death

Your path is barred by a large heavy set of black stone doors. At first glance, the doors seem to be one solid sheet of onyx or obsidian, but upon closer inspection you see that there are shapes skillfully carved into the doors. The figures are disturbing, forms of skeletal warriors fighting humans, elves, dwarves and halflings, scenes of pure evil depicting the sacrifice of innocents and the slaughter of thousands of prisoners. Standing on a hillock overseeing the carnage are the figures of a young man and a young woman in courtly garb.

The traps below are positioned on the door and go off as soon as the door is touched. Traps will only go off on those that detect as living humanoids and that can be seen with *true seeing*.

APL 12 (EL 10)

↗ **Dispel Magic, Greater**; CR 7; magic device; visual trigger (*deathwatch, true seeing*); automatic reset (1 round); spell effect (*dispel magic, greater*, 13th-level wizard); Search DC 29; Disable Device DC 29.

↗ **Prismatic Spray Trap**; CR 8; magic device; proximity trigger (*alarm*); automatic reset (1 round); spell effect (*prismatic spray*, 13th-level wizard, DC 20 Reflex, Fortitude, or Will save, depending on effect); Search DC 32; Disable Device DC 32.

APL 14 (EL 12)

↗ **Dispel Magic, Greater**; CR 7; magic device; visual trigger (*deathwatch, true seeing*); automatic reset (1 round); spell effect (*dispel magic, greater*, 13th-level wizard); Search DC 29; Disable Device DC 29.

↗ **Prismatic Spray Trap**; CR 8; magic device; visual trigger (*deathwatch, true seeing*); automatic reset; spell effect (*prismatic spray*, 13th-level wizard, DC 20 Reflex, Fortitude,

or Will save, depending on effect); Search DC 32; Disable Device DC 32.

↗ **Forcecage and Summon Monster VII trap***; CR 10; magic device; visual trigger (*deathwatch, true seeing*); automatic reset (3 rounds); multiple traps (one *forcecage* trap and one *summon monster VII* trap that summons a Large Fire Elementals); spell effect (*forcecage*, 13th-level wizard), spell effect (*summon monster VII*, 13th-level wizard, 1d3 Large Fire Elementals); Search DC 32; Disable Device DC 32.

***Note: This trap is really one CR 8 trap that creates a *forcecage* with bars and a second CR 8 trap that summons 1d3 Large Fire Elementals in the same area. If both succeed, the Elementals appear inside the *forcecage*. These effects are independent of each other.**

APL 16 (EL 13)

↗ **Dispel Magic, Greater**; CR 7; magic device; visual trigger (*deathwatch, true seeing*); automatic reset (1 round); spell effect (*dispel magic, greater*, 13th-level wizard); Search DC 29; Disable Device DC 29.

↗ **Prismatic Spray Trap**; CR 8; magic device; visual trigger (*deathwatch, true seeing*); automatic reset (1 round); spell effect (*prismatic spray*, 13th-level wizard, DC 20 Reflex, Fortitude, or Will save, depending on effect); Search DC 32; Disable Device DC 32.

↗ **Energy Drain Trap**; CR 10; magic device; visual trigger (*deathwatch, true seeing*); automatic reset (1 round); Atk +13 ranged touch; spell effect (*energy drain*, 17th-level wizard, 2d4 negative levels for 24 hours, DC 23 Fortitude save negates); Search DC 34; Disable Device DC 34.

↗ **Forcecage and Summon Monster VII trap**; CR 10; magic device; visual trigger (*deathwatch, true seeing*); automatic reset (3 rounds); multiple traps (one *forcecage* trap and one *summon monster VII* trap that summons Large Fire Elementals); spell effect (*forcecage*, 13th-level wizard), spell effect (*summon monster VII*, 13th-level wizard, 1d3 Large Fire Elementals); Search DC 32; Disable Device DC 32.

Note: This trap is really one CR 8 trap that creates a *forcecage* with bars and a second CR 8 trap that summons 1d3 Large Fire Elementals in the same area. If both succeed, the Elementals appear inside the *forcecage*. These effects are independent of each other.

Area 11: The Court of Death

Opening the heavyset onyx doors you are greeted by a

large chamber, 40 feet wide and 60 feet long. Toward the back you see a cauldron bubbling happily in one corner, and an onyx altar in the other. Towards the center of the far wall, is a half-circle raised dais, upon which sits a darkly cloaked figure on a stone throne. Her hand rests on a small black box. She cocks her head as the door swings open. "Have you come to play with death? Do you wish to test your faith against mine?"

This is where the Cowled Lady holds court over her little kingdom of death. She is currently out starting her final campaign against the viscounty. In her place, on her "throne" sits her loyal minion, Gillian the Entropomancer. Uytelle the Grimlock vampiress is actually "in charge," but she is hiding, in gaseous form, above the bubbling cauldron in the corner. Uytelle believes that the PCs are either here for her mistress or for the Revnash Splinter. In either case she and Gillian will fight to death defending this place. Uytelle has a permanent *telepathic bond* with the Cowled Lady; though she is loathe to ask for help. In fact the only time she will say anything is at the end of the combat. She will then say that she failed the Cowled Lady and that the party is in this room.

The small black box is a lead lined coffer that holds the Revnash Splinter. She will try to keep it out of the PC's hands as long as possible.

Combat Setup and Notes:

Review the **DM Map #2: Level 2** for the starting locations of creatures, as well as the effects in place.

The room is 40 feet wide and 90 feet long. The double doors are 20 feet wide and there is a pit trap in front of the doors some 20 feet in.

All APLs

🗡️ **Camouflaged Pit Trap:** CR 2; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); Search DC 24; Disable Device DC 20.

Note: The walls have been coated with oil. The Climb DC is 25.

APL 12 (EL 16)

🦇 **Shadows, Greater (2):** hp 19, 20; See *Monster Manual* page 221

🦇 **Slaymate:** hp 26; See Appendix 1

🦇 **Necromental Invisible Stalker:** hp 58; See Appendix 1

🦇 **Gillian the Entropomancer:** Clr8/Entropomancer6; hp 91; See Appendix 1

🦇 **Uytelle Vampire Wizard:** Wiz7/FateSpnNr4; hp 104; See Appendix 1

APL 14 (EL 18)

🦇 **Slaymate:** hp 26; See Appendix 1

🦇 **Bodak:** hp 58; See *Monster Manual* page 28

🦇 **Atropal Scion:** hp 67; See Appendix 1

🦇 **Necromental Invisible Stalker:** hp 67; See Appendix 1

🦇 **Gillian the Entropomancer:** Clr9/Entropomancer7; hp 105; See Appendix 1

🦇 **Uytelle Vampire Wizard:** Wiz9/FateSpnNr4; hp 128; See Appendix 1

APL 16 (EL 20)

🦇 **Slaymate:** hp 26; See Appendix 1

🦇 **Mohrg:** hp 91; See *Monster Manual* page 189

🦇 **Dreadwraith:** hp 104; See *Monster Manual* page 258

🦇 **Atropal Scion:** hp 67; See Appendix 1

🦇 **Necromental Invisible Stalker:** hp 91; See Appendix 1

🦇 **Gillian the Entropomancer:** Clr10/Entropomancer8; hp 129; See Appendix 1

🦇 **Uytelle Vampire Wizard:** Wiz10/FateSpnNr4/ArchMage1; hp 142; See Appendix 1

Tactics

Gillian

Gillian will use the first round to cast either *invisibility purge* or *spell immunity* before attacking directly. Gillian will then attack any Clerics or Druids first, then Arcane Spellcasters, then Fighters and Rogues. She will attempt to move to the side and eventually move her Shard of Entropy closer to a party member.

Uytelle

Once she is aware of the party's presence on the plane she will use a scroll of *wish* obtained from the Cowled Lady to cast *greater spell immunity*, choosing to make herself immune to *holy word*, *fire seeds* and *maze*. She will then cast *greater mage armor* and *shield*.

All of her spells have been prepared as corrupted **without** the level increase due to the Slaymate. This has made all of her spells Evil, allowing her to cast at +1 caster level and to cast one quickened spell every round.

Necromental Invisible Stalker

The Stalker will use its natural invisibility to attack PCs at the back of the party, assuming that these are the most defenseless and weakest. It is fairly mindless, so it attacks those closest to it.

Treasure: There is considerable wealth upon the two casters. PC's will need six rounds to fully strip the corpses. It should be noted that the armor, mace and pearls are property of Brother Barnaby. The lead box next two the

throne contains the Revnash Splinter, holy relic of the church of Saint Cuthbert. Any party member who touches it will be instilled with a sense of hope and goodness. After six rounds continue on to **Encounter Six**.

APL 12: L: 0 gp; C: 0 gp; M: *+1 mithral breastplate* (445 gp per character); *+1 mace, heavy* (192 gp per character); *cloak of resistance +3 x2* (750 gp per character); *headband of intellect +2* (333 gp per character); *pearl of power – 4th* (1333 gp per character); *ring of arcane might* (1666 gp per character); *ring of protection +2 x2* (666 gp per character); *revnash splinter* (priceless)

APL 14: L: 0 gp; C: 0 gp; M: *+1 mithral breastplate* (445 gp per character); *+1 mace, heavy* (192 gp per character); *cloak of displacement, minor* (2000 gp per character); *cloak of resistance +4* (1333 gp per character); *headband of intellect +4* (1333 gp per character); *pearl of power – 5th* (2083 gp per character); *ring of arcane might* (1666 gp per character); *ring of evasion* (2083 gp per character); *ring of protection +2* (666 gp per character); *scarab of protection* (3166 gp per character); *revnash splinter* (priceless)

APL 16: L: 0 gp; C: 0 gp; M: *+1 mithral breastplate* (445 gp per character); *+1 mace, heavy* (192 gp per character); *cloak of displacement, major* (4166 gp per character); *cloak of resistance +4* (1333 gp per character); *cube of force* (5166 gp per character); *headband of intellect +6* (3000 gp per character); *pearl of power – 2 spells* (5833 gp per character); *ring of arcane might* (1666 gp per character); *ring of evasion* (2083 gp per character); *ring of protection +2* (666 gp per character); *robe of the archmage (black)* (6250 gp per character); *scarab of protection* (3166 gp per character); *revnash splinter* (priceless)

Encounter Six: Run To the Hills

The sound of clapping echoes from the far end of the chamber as the last creature falls to the ground. Turning, you see a black-cloaked figure of slight build. The figure's face is obscured by a large mantle.

From beneath the mantle, a woman's voice utters forth. The sound of it is both harmonious and dreadful to behold.

"I have done a great disservice to these lands by underestimating those that would come to her aid. I thank you for correcting that mistake – and assure you it will not happen again. Please, don't bother attacking me, as this is merely a projection of my image.

"You must be proud indeed – coming here and dispatching my followers, ultimately in the futile hope of stemming the tide that will soon come crashing down on the whole of the Viscounty. I have no wish to break your spirit yet – your meager struggling will make this conquest far more entertaining. I should tell you, however, that this was all for naught. You saw for yourselves the army that awaits outside. Even now machinations are in play that will crush the hapless people you vainly hope to protect. Your unmitigated arrogance in coming here will only serve to be your personal undoing."

As she falls silent, the sharp pang of weakness and exhaustion staggers you briefly as the dark energy permeating this plane leeches the essence of your lifeforce.

The Cowled Lady speaks again, her dreadful voice ringing with triumph. "I have lands to conquer, a spirit to break, and your feeble Viscount to kill. I shall dine on the rotting corpses of your children and drink the blood of your defenders with my meals. I leave you here to die and rise again to serve me – and I have faith you will be loyal minions." As she falls silent, the image slowly dissolves and you are left to deal with the increasing force that saps your life essence.

The Cowled Lady is a *projected image*, impervious to dispelling. At the end of her speech, she falls silent, vanishes, and immediately increases the negative energy output of the plane.

The plane itself is slowly changing from the previous demi-plane of death statistics, to one of major negative energy. The change takes four rounds, during which the following effects occur:

Round 1 – All PCs take 2d6 damage from negative energy. This is only straight damage to hit points. **This occurs in each successive round as well.**

Round 2 – All PCs must make a DC 20 Fortitude save or gain a negative level.

Round 3 – All PCs must make a DC 25 Fortitude save or gain a negative level.

Round 4 – All PCs must make a DC 30 Fortitude save or gain 1d4 negative levels.

Round 5 – Same as round 4. Repeat until they escape or are

killed.

The party should realize that they must exit as quickly as possible. Remember that any PC crossing the Plane of Death on foot still gets a random encounter (see **Area 1** above.) Moving at 30 feet per round means they will take at least 4 rounds to get to the portal from inside the Court of Death. (Downstairs, outside, across the plain, through the portal.)

Conclusion

The cool air of the Kron never felt as good as you stand upon the hills of southern Verbobonc. Nevertheless, a sudden chill makes you shudder as you recall your encounter with the Cowled Lady. You barely made it out as the negative energy poured through your body.

You force yourself to concentrate... what did the Cowled Lady say... machinations... kill the Viscount?

The rumble of thunder echoes across as the first drops of rain pelt you. Tears from Oerth itself, you wonder, weeping for the loss of innocents. Someone must be warned! The chill you feel at the base of your spine has nothing to do with the cold rain and everything to do with the coming storm.

Ask the PCs what they intend to do. The majority will probably report what they found out to the Viscount and/or Bishop Haufren. The party may or may not have either Brother Barnaby or the Revnash Splinter. Take this into consideration when dealing with the conclusions below. Doing so they will be directed to the church of Saint Cuthbert in either case. Some who have taken up the offer of House Langmiur might wish to inform Lady Langmiur of what has transpired. Read the appropriate conclusions based on the party or specific PCs decisions.

Reporting to Viscount Langard or Bishop Haufren

Anyone wishing to report what has transpired, as well as possibly handing Brother Barnaby over, will be directed to the church of Saint Cuthbert. Once they ask to see the Bishop they will be directed to wait. If they have Brother Barnaby with them as a prisoner or "detainee", a church custodian will ask that he be placed in church custody. If they refuse he will storm off hoping the Bishop takes care of them. After about ten minutes the Bishop and Viscount will appear from an entryway, hurrying toward the party.

It seems that the end of your quest draws near. Looking up to the sound of footsteps your vision is greeted by that of Viscount Langard and Bishop Haufren. At first the Bishop shines as he spies the party and Brother Barnaby. But his enthusiasm slowly drains away as he takes in the sight that once was the trusted Brother Barnaby.

The Viscount steps forward to greet you. "You have all done well, as I hoped you would. Please tell me what has happened. I believe that by the look on your faces our troubles are far from over."

Let the party explain as much or as little of what has happened and what they know. This is a fairly free form role-playing encounter. No matter what the result is, both will offer their thanks and appreciation.

If they present Brother Barnaby and the acts he committed truthfully to the Bishop turns pale. He will ask that he be taken into the church for examination. The Viscount will agree.

If the party has the Revnash Splinter, the Bishop will be in good spirits, though still grieving over the lives lost because of it.

If the party mentions war, or the prospect of attacks by the Cowled Lady, both will appear to be disturbed by this news. They will offer their thanks with assurances that they will move with great urgency to meet the threat. Both will exit quickly to hence they came, going to convene a war council and to send word of impending attacks.

Killing Brother Barnaby

It is quite possible that party members may attack and kill Brother Barnaby. The church and viscount do not wish to publicize the actions of Brother Barnaby or distract from the church mission. The PC will not be arrested or charged with any crime, even if there are witnesses.

It is also possible that a whole party will decide to cover up the murder of Brother Barnaby. In this event let the PCs finish the adventure believing their plans have worked. Contact the Verbobonc Triad with the names of the PCs and their real names, as well as the region they reside in.

The PC(s) that killed him must shift their alignment one step on the lawful/chaotic axis. If the PC is already chaotic then they must shift their alignment from good to neutral. No shift occurs for PCs who are already chaotic neutral.

Any PC wishing to return back to their previous alignment must get an *atonement* from a representative of their worshipped deity.

House Langmiur

Non-regional PCs represent house Langmiur in this adventure. In doing so they are asked to report everything that transpired and all information they came across. PCs will be asked to report directly to Lady Langmiur herself. She will have a cleric of Zilchus use a scroll of *zone of truth* to verify the veracity of their statements. If she believes the PCs are telling her everything they know she will give them the 1,000gp she offered. She will also extend an invitation to join House Langmiur in the future as a representative or guardian. She will stress that the benefits will be plenty for those who can be trusted.

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 role-playing) to each PC.

Encounter Two

Figure out where to go and who to kill.

APL 12	50 XP
APL 14	75 XP
APL 16	100 XP

Encounter Four

Destroy the gate guardian or be destroyed.

APL 12	450 XP
APL 14	510 XP
APL 16	590 XP

Encounter Five, Area 3

A grand fight in the grand foyer.

APL 12	360 XP
APL 14	470 XP
APL 16	500 XP

Encounter Five, Area 6

Trapped stairs, comes in pairs. Defeat two, good for you.

APL 12	360 XP
APL 14	410 XP
APL 16	560 XP

Encounter Five, Area 11

Let the end begin.

APL 12	480 XP
APL 14	580 XP
APL 16	630 XP

Conclusion

Escape with your life and report what you know.

APL 12	50 XP
APL 14	50 XP
APL 16	50 XP

Award for Good Roleplaying

APL 12	30 XP
APL 14	30 XP
APL 16	30 XP

Total Possible Experience

APL 12	1,780 XP
APL 14	2,125 XP
APL 16	2,460 XP

Treasure Summary

During an adventure, PCs 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 PC 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 PCs cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that PCs 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), PCs may return to retrieve loot. If the PCs 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 PC 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 PCs may want to use them during the adventure. Many times PCs must cast identify, analyze dweomer or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure

from each encounter add it up and that is the number of gold pieces a PCs total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, PCs may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

Encounter Five, Area 11

APL 12: L: 0 gp; C: 0 gp; M: *canaith mandolin* (1950 gp per character);

APL 14: L: 0 gp; C: 0 gp; M: *canaith mandolin* (1950 gp per character);

APL 16: L: 0 gp; C: 0 gp; M: *canaith mandolin* (1950 gp per character);

Encounter Five, Area 11

APL 12: L: 0 gp; C: 0 gp; M: *+1 mithral breastplate* (445 gp per character); *+1 mace, heavy* (192 gp per character); *cloak of resistance +3 x2* (750 gp per character); *headband of intellect +2* (333 gp per character); *pearl of power – 4th* (1333 gp per character); *ring of arcane might* (1666 gp per character); *ring of protection +2 x2* (666 gp per character); *revnash splinter* (priceless)

APL 14: L: 0 gp; C: 0 gp; M: *+1 mithral breastplate* (445 gp per character); *+1 mace, heavy* (192 gp per character); *cloak of displacement, minor* (2000 gp per character); *cloak of resistance +4* (1333 gp per character); *headband of intellect +4* (1333 gp per character); *pearl of power – 5th* (2083 gp per character); *ring of arcane might* (1666 gp per character); *ring of evasion* (2083 gp per character); *ring of protection +2* (666 gp per character); *scarab of protection* (3166 gp per character); *revnash splinter* (priceless)

APL 16: L: 0 gp; C: 0 gp; M: *+1 mithral breastplate* (445 gp per character); *+1 mace, heavy* (192 gp per character); *cloak of displacement, major* (4166 gp per character); *cloak of resistance +4* (1333 gp per character); *cube of force* (5166 gp per character); *headband of intellect +6* (3000 gp per character); *pearl of power – 2 spells* (5833 gp per character); *ring of arcane might* (1666 gp per character); *ring of evasion* (2083 gp per character); *ring of protection +2* (666 gp per character); *robe of the archmage (black)* (6250 gp per character); *scarab of protection* (3166 gp per character); *revnash splinter* (priceless)

Conclusion

PCs that represented noble house Langmiur receive 1,000 gold pieces.

APL 12: L: 0 gp; C: 1,000 gp; M: 0 gp.

APL 14: L: 0 gp; C: 1,000 gp; M: 0 gp.

APL 16: L: 0 gp; C: 1,000 gp; M: 0 gp.

Total Possible Treasure

APL 12: 3,300 gp

APL 14: 6,600 gp

APL 16: 9,900 gp

Appendix One: NPCs

Encounter One

Brother Justin: Male Human Clr12: CR 12; medium humanoid; HD 12d8+24; hp 81; Init +3; Spd 20; AC: 22 (+8 *full plate armor* +1, +3 *heavy steel shield* +1, +1 natural), flatfooted 22, touch 10; Base Atk +9; Grp +10; Atk +4 ranged (1d8, crossbow, light); or +7 melee (1d6+2, +1 cudgel); SA spontaneous casting, turn or rebuke undead (8 /day), spells, domain (Good, War); AL LG; SV Fort +10, Ref +3, Will +13; Str 13, Dex 8, Con 14, Int 10, Wis 20, Cha 12.

Skills and Feats: Concentration +17, Diplomacy +10, Heal +11, Knowledge (Religion) +15; Combat Casting, Extend Spell, Extra Turning, Improved Initiative, Improved Turning, Scribe Scroll

Spells Prepared:
(6/7+1/5+1/5+1/4+1/4+1/2+1; DC = 15 + spell level); 0 - *cure minor wounds, detect magic, detect poison, guidance, light, mending*; 1st - *bles, comprehend languages, detect chaos, detect evil, detect undead, magic weapon (d), shield of faith, summon monster I*; 2nd - *consecrate, hold person, restoration, lesser, silence, spiritual weapon (d), zone of truth*; 3rd - *continual flame, daylight, dispel magic, magic vestment (d), magic vestment, searing light*; 4th - *divination, neutralize poison, restoration x2, spell immunity (d)*; 5th - *disrupting weapon, flame strike (d), flame strike, raise dead, wall of stone*; 6th - *blade barrier, stonesskin (d), symbol of fear*.

Domains: Good - Cast good spells at +1 caster level; War - Free Martial Weapon Proficiency with deity's favored weapon (if necessary) and Weapon Focus with the deity's favored weapon.

Possessions: +1 *cudgel*, crossbow, light; bolts, crossbow (20), +1 *full plate armor*, +1 *shield*, *heavy steel*, *ring of protection* +1, *periapt of wisdom* +2, *amulet of natural armor* +1.

Lighthouse Guard: male human Ftr10: CR 10; Medium Humanoid; HD 10d10+20; hp 79; Init +5; Spd 20; AC 20 (+6 *chain shirt*, +3 *heavy steel shield*, +1 Dex), flatfooted 19, touch 11; Base Atk +10; Grp +13; Atk +11 melee (1d10+6, +1 *sword, bastard*) or +8 ranged (1d10+1, +1 *crossbow, heavy*); Full Atk +11 +6 melee (1d10+6, +1 *sword, bastard*) or +8 ranged (1d10+1, +1 *crossbow, heavy*); AL LG; SV Fort +9, Ref +4, Will +4; Str 17, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +4, Handle Animal +6,

Intimidate +6, Jump -3, Ride +9, Swim -12; Cleave, Dodge, Great Cleave, Greater Weapon Focus, Improved Critical: Sword, bastard, Improved Initiative, Improved Sunder, Mobility, Power Attack, Weapon Focus: Sword, bastard, Weapon Specialization: Sword, bastard.

Possessions: +1 *sword, bastard*; +1 *crossbow, heavy*, +2 *chain shirt*, +1 *shield, heavy steel*.

Encounter Three

Brother Barnaby: male human (oeridian) Ex-Clr12 (needs atonement): CR 12; medium humanoid; HD 12d8+24; hp 81; Init +3; Spd 20; AC 10, flatfooted 10, touch 8; Base Atk +9; Grp +10; Atk +7 melee (1d6+2, +1 *heavy mace*); SA spontaneous casting, turn or rebuke undead (8 /day), spells, domain (Good, War); AL LG; SV Fort +10, Ref +3, Will +13; Str 13, Dex 8, Con 14 [8], Int 10 [8], Wis 20 [8], Cha 12.

Skills and Feats: Concentration +17, Diplomacy +10, Heal +11, Knowledge (Religion) +15; Combat Casting, Extend Spell, Extra Turning, Improved Initiative, Improved Turning, Scribe Scroll

Cleric Spells Prepared: (none, currently needs atonement)

Domains: Good - Cast good spells at +1 caster level; War - Free Martial Weapon Proficiency with deity's favored weapon (if necessary) and Weapon Focus with the deity's favored weapon.

Possessions: [he has given all of his possessions to the gate] +1 *mithral breastplate*, +1 *heavy mace*, *cloak of resistance* +4, *ring of evasion*, *pearl of power* 4th, *pearl of power* 6th, *pearl of power* - 2 *spells*.

Illire Greenblade: Squire to the Knights of Luna, male gray elf, Rgr8: CR 8; medium humanoid; HD 8d8+8; hp 46; Init +4; Spd 30; AC 17 (+4 Dex, +3 *studded leather*), flatfooted 14, touch 14; Base Atk +8/3; Grp +9; Full Atk +13/8 ranged (1d8, longbow); +10/5 melee (1d8+1, longsword); SA favored enemy: orc (+4), favored enemy: human (+2), archery, rapid shot, manyshot; SQ: +2 Saves vs. enchantment spells and effects, endurance, immunity to sleep effects, low-light vision, swift tracker; wild empathy (+7), woodland stride; AL CG; SV Fort +7, Ref +10, Will +4; Str 12, Dex 19, Con 12, Int 12, Wis 15, Cha 8.

Skills and Feats: Climb +9, Handle Animal +11, Heal +10, Hide +13, Jump +4, Listen +13, Move Silently +12, Ride +12, Search +12, Spot +11, Survival +8; Alertness, Animal Affinity, Blind-Fight, Endurance, Manyshot, Quick Draw, Rapid Shot, Track.

Possessions: Longbow, Longsword, Studded leather

Fulgarin Haftwaver: male hill dwarf Exp4/Bbn2: CR 5; medium humanoid; HD 4d6+2d12+18; hp 48; Init -1; Spd 30; AC 9, flatfooted 9, touch 9; Base Atk +4; Grp +4; SA Rage (1x/day); SQ +1 Attack vs. orcs and goblinoids, +2 appraise (stone and metal items), +2 craft (stone and metal items), +2 Saves vs. Poison, +2 Saves vs. Spells and Spell-like Effects, +4 Dodge Bonus to AC vs. Giants, darkvision 60 ft., stability, stonecunning, uncanny dodge, weapon familiarity; AL NG; SV Fort +9, Ref +0, Will +4; Str 8, Dex 8, Con 16, Int 14, Wis 10, Cha 8.

Skills and Feats: Appraise +4, Climb +4, Craft (Armorsmithing) +2, Craft (Blacksmithing) +2, Craft (Metalworking) +11, Craft (Stonemasonry) +11, Craft (Weaponsmithing) +2, Craft (Woodcrafting) +11, Heal +2, Knowledge (Architecture and Engineering) +11, Listen +5, Profession (Miner) +11, Spot +5, Survival +10; Diligent, Great Fortitude, Self-Sufficient.

APL 12

Encounter Four

Advanced Evolved* Vasuthants (2): CR 10; gargantuan undead; HD 30d12+120; hp 364; Init +2; Spd fly 30 (perfect); AC 21 (+14 natural, -5 size, +2 Dex), flatfooted 19, touch 7; Base Atk +15; Grp +46; Atk +25 melee (2d8+15, slam); Full Atk +25/+25 melee (2d8+15, 2 slams); Space/Reach 20 ft./20 ft.; SA enervating crush, improved grab, multigrab, reality distortion; SQ blindsight 60 ft., darkvision 60 ft., fast healing 3, immune to acid, immunity to cold, immune to light, resistance electricity 10, resistance fire 10, resistance positive energy 10, trap light, turn resistance +2, undead traits; AL CE; SV Fort +12, Ref +12, Will +18; Str 40, Dex 15, Con -, Int 4, Wis 13, Cha 16.

Skills and Feats: Listen +3, Spellcraft +13, Spot +4; Dodge, Elusive Target*, Great Fortitude, Improved Grapple, Improved Natural Armor*, Improved Toughness, Mobility, Multigrab*, Positive Energy Resistance*, Quicken Spell-like Ability (*dispel magic, greater*)

Spell-Like Abilities (Sp): 1/day—Quickened *dispel magic, greater*, Caster level 30.

Enervating Crush (Su): A successful grapple attempt by a vasuthant against a living creature of the same size or smaller pulls the victim into the center of the vasuthant. In that round and every round thereafter, a grappled victim takes 1d4 points of damage plus 1d4 points of Strength damage. A creature reduced to 0 Strength by a vasuthant dies. This is a negative energy effect.

Every point of Strength damage dealt by a vasuthant heals the creature of 1 point of damage, or gives it 1 temporary hit point if the creature is at full normal hit points. These temporary hit points last for 10 minutes.

A vasuthant can grapple with one creature of its size, or can simultaneously grapple one or two creatures one size smaller or up to four creatures two or more sizes smaller. Creatures that become pinned are suspended inside the vasuthant while their life energy is crushed out of their bodies.

The use of its enervating crush ability does not prevent a vasuthant from making slam attacks or using its spell-like abilities.

Improved Grab (Ex): To use this ability, a vasuthant must first hit with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple

check, a vasuthant immediately employs its enervating crush attack.

Multigrab (Ex): A vasuthant that has grappled an opponent may simply use the part of its body it used in the improved grab to hold the opponent. When doing this, it takes a -10 penalty on grapple checks, but is not considered grappled itself; the vasuthant does not lose its dexterity bonus to AC, still threatens an area, and can use its remaining attacks against other opponents.

Reality Distortion (Ex): A vasuthant has limited influence over the forces of time and reality. Three times per day (but only once per round), a vasuthant can take a free action to reroll any unfavorable die roll or force its opponent to reroll a favorable die roll. The vasuthant must accept the result of the reroll.

Immunity to Light (Ex): Unlike many other undead creatures, a vasuthant is immune to any harmful effects of light, either natural or magical. All cleric spells of the Sun domain as well as other spells with the light descriptor (such as daylight) produce no adverse effects on a vasuthant.

Trap Light (Ex): A vasuthant effectively absorbs nearby magical and non magical light, creating a 60-foot emanation of shadow. All creatures within this area, including the vasuthant, gain concealment. Creatures with low-light vision or darkvision can see normally within the area of the emanation. Light sources within the area are suppressed, not dispelled. If a vasuthant moves out of range before the light source's duration expires, the light source illuminates again (though its illumination still cannot extend within the area of the vasuthant's trap light effect).

Unholy Toughness (Ex): A vasuthant gains a bonus to its hit points equal to its Charisma modifier x its Hit Dice.

Skills: Vasuthants have a +2 racial bonus on Listen checks and Spot checks. *A vasuthant gains a +4 racial bonus on Hide checks in areas of shadowy illumination. In areas of bright illumination, it takes a -4 penalty on Hide checks.

* see Appendix 2: New Rules Items

Spectros: Male Human Ghost Sor9/Initiate of the Sevenfold Veil3; CR 14; medium undead (augmented humanoid) (incorporeal); HD 12d12; hp 100; Init +3; Spd: Fly 30 (perfect); AC 25 (+3 Dex, +8 deflection, +4 *mage armor*), touch 21, flat-footed 22; Base Atk +5; Grp +5; Atk Incorporeal touch +8 melee (ability drain); SA Spells, corrupting gaze, draining touch, horrific appearance, manifestation; SQ Rejuvenation, +8 turn resistance, resistance to positive energy 10; AL CE; SV Fort +7, Ref +10, Will +13; Str 10, Dex 16, Con –, Int 12, Wis 12, Cha 27.

Skills and Feats: Bluff +12, Concentration +22, Hide +11, Knowledge (Arcana) +16, Knowledge (Nature) +8, Listen +9, Search +9, Spellcraft +19, Spot +9; Fell Drain*, Greater Spell Focus (abjuration), Improved Turn Resistance*, Positive Energy Resistance*, Skill Focus (Spellcraft), Spell Focus (abjuration)

Spells per Day (6/6/6/6/6/5/3; DC = 18 + Spell Level, DC = 20 for Abjuration spells); 0 – *acid splash, detect magic, mage hand, ray of frost, resistance*, 1st – *mage armor, magic missile, ray of enfeeblement, shield, true strike*, 2nd – *fireburst**, *resist energy, scorching ray, see invisibility, touch of idiocy*, 3rd – *dispel magic, haste, protection from energy, wind walk*, 4th – *Evard's black tentacles, greater invisibility, unluck**, 5th – *break enchantment, reciprocal gyre**, 6th – *illusory pit*.

Possessions: *cloak of charisma +2, vest of resistance +3, headband of conscious effort**, *ring of arcane might**

Corrupting Gaze (Su): A ghost can blast living beings with a glance, at a range of up to 30 feet. Creature's that meet the ghost's gaze must succeed on a Fortitude save DC 24 or take 2d10 points of damage and 1d4 points of Charisma damage.

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against non-ethereal opponents, it adds its Dexterity modifier to attack rolls only.

Horrific Appearance (Su): Any living creature within 60 feet that views a ghost must succeed

on a Fortitude save DC 24 or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for 24 hours.

Warding (Sp): An initiate of the Sevenfold Veil can create a *warding*. She can choose one veil she knows (see below) to be imbued in the *warding*. A *warding* lasts for a certain amount of time as indicated in its description, unless it is dismissed (the same way a spell is dismissed; see page 176 of the *PC's Handbook*). When she creates a *warding*, she can choose one of three types.

Personal: This *warding* is a sphere whose diameter is equal to an initiate's space (5 feet for Small or Medium creatures, 10 feet for Large, and so on) and encapsulates the initiate. It moves with her, but she cannot force another creature to pass through it (for example, by attempting to grapple an enemy). If she does force a creature to pass through, the *warding* has no effect on that creature. Any creature striking at her with a melee weapon or natural attack is subject to the veil's effect (although creatures using reach weapons are not). The *warding* provides concealment to the initiate, but she can see out with no hindrance. It lasts for 1 minute per level or until dismissed.

Area: An area *warding* affects an initiate's space and all adjacent squares (a sphere 15 feet in diameter for a Small or Medium initiate, 20 feet in diameter for a Large initiate, and so on). Any creature that remains adjacent to the initiate gains the benefit of the *warding's* protection, even if part of its body lies outside the sphere. Moving out of the *warding* (stepping away from the initiate) is completely safe, but any one attempting to enter the *warding*—even someone who was formerly inside it and left—becomes subject to the effects of the chosen veil. The *warding* moves with the initiate, but she cannot force another creature to pass through it (for example, by moving adjacent to an enemy). If she does force a creature to pass through, the *warding* has no effect on that creature. This *warding* provides concealment to all within from creatures outside, but anyone inside the *warding* can see out with no hindrance. It lasts for 1 minute per level or until dismissed.

Wall: This *warding* takes the form of a wall, up to 10 feet long and 5 feet high per initiate class level. For example, a 3rd-level Initiate of the Sevenfold Veil could create a *warding* wall 30 feet long and 15 feet high. The wall can be made smaller, but it is not otherwise shapeable. The wall must begin within 30

feet of the initiate, but can extend beyond that distance. The wall is immobile once created. An initiate may choose to make crossing through the wall in one direction safe, if she chooses. In any event, she can pass through her own *warding* wall with no danger. This wading provides concealment to creatures on either side. It lasts for 10 minutes per level or until dismissed.

The save DC for an initiate's *warding* is equal to 18 + her primary spellcasting ability modifier (intelligence for wizards, Charisma for sorcerers and bards, and so on). The spell level equivalent of a *warding* depends on which veil is integrated into it.

Veils: When an initiate creates a *warding*, she can choose and imbue the *warding* with any one veil she knows how to create. These veils duplicate the layers of a prismatic trail and are described below. An initiate's caster level for these veils is equal to her arcane spellcaster level.

Red Veil: The first veil an initiate learns is the red veil. A *warding* imbued with this veil blocks all nonmagical ranged attacks and missiles. A creature crossing a red veil takes 20 points of fire damage (Reflex half). A *cone of cold* spell or effect destroys a *warding* with this veil but is negated in the process. A *warding* with this veil is the equivalent of a 4th-level spell.

Orange Veil: At 2nd level, an initiate learns the secret of the orange veil. A *warding* with this veil halts magical ranged attacks, including spells that conjure missiles (such as *Melf's acid arrow*) or create rays (such as *disintegrate* or a beholder's eye rays) but not spells that do not require a ranged attack (such as *magic missile*). A creature crossing an orange veil takes 40 points of acid damage (Reflex half). A *gust of wind* spell or similar effect destroys the veil but is negated in the process. A *warding* with this veil is the equivalent of a 5th-level spell.

Yellow Veil: An initiate of 3rd level or higher can create a yellow veil. This veil prevents gases or clouds from entering the *warded* area, and it defeats petrification attacks. In addition, a PC inside a personal or area *warding* imbued with a yellow veil has immunity to poison introduced from outside the *warding* (such as from a creature with an envenomed weapon striking through the barrier). A creature crossing a yellow veil takes 50 points of electricity damage (Reflex half). A *disintegrate* spell destroys the veil but is negated in the process. A *warding* with this veil is the equivalent of a 6th-level spell.

Unimpeachable Abjuration (Ex): An initiate's abjuration spells are particularly difficult to defeat with spells or effects that dispel them. An initiate can add her class level to the DC to dispel any abjuration spell or effect she creates.

Unanswerable Strike (Ex): Due to her study of magical defenses, an initiate learns how to defeat them more easily. At 2nd level and higher, she gains a +2 bonus on caster level checks to counter or dispel abjuration spells. At 6th level, this bonus increases to a +4 bonus.

* see Appendix 2: New Rules Items

Encounter Five, Area 3

Atropal Scion: CR 11; Medium undead; HD 9d12+9; hp 85; Init +6; Spd Fly, 30 (perfect); AC 25 (+2 Dex, +8 natural, +5 deflection), flatfooted 23, touch 17; Base Atk +4; Grp +5; Atk +5 melee (1d8+1, slam); SA death gaze, spell-like abilities, negative energy aura; SQ DR 10/adamantine, Darkvision 60 ft., fast healing 8, unholy grace, rebuke undead 5/day (+7, 2d6+14, 9th), undead traits; AL CE; SV Fort +10, Ref +12, Will +18; Str 13, Dex 15, Con -, Int 16, Wis 22, Cha 20.

Skills and Feats: Hide +14, Knowledge (Arcana) +15, Knowledge (Religion) +15, Listen +18, Move Silently +14, Spot +18, Tumble +8; Great Fortitude, Improved Initiative, Improved Toughness*, Lightning Reflexes.

Spell-Like Abilities: 3/day--animate dead, create undead, cone of cold (DC 18), desecrate, dispel magic, invisibility, plane shift, speak with dead, teleport. Caster level 9th.

Death Gaze (Su): Death, range 60 feet; Fortitude DC 19 negates. The save DC is Charisma-based. Humanoids that die from this attack are transformed into wights 24 hours later.

Negative Energy Aura (Su): A 60-foot-radius negative energy aura surrounds an atropal scion. All undead in the aura (including the atropal scion) are treated as if they have +4 turn resistance and fast healing 5. Living creatures in the aura are treated as having two negative levels unless they have some sort of negative energy protection or protection from evil. Creatures with 2 or less HD fall dead in the negative energy aura (and, at the atropal scion's option, rise as wights under the atropal scion's command 1 minute later).

Unholy Grace (Su): An atropal scion adds its Charisma modifier as a bonus on all its saving throws and as a deflection bonus to its Armor Class

* see Appendix 2: New Rules Items

Advanced Wraith (2): CR 6; Medium Undead (Incorporeal); HD 9d12; hp 76; Init +7; Spd Fly 60 ft. (Good); AC 16 (+3 Dex, +3 deflection), flatfooted 13, touch 16; Base Atk +4; Grp -; Atk +8 melee (1d4 plus 1d6 Constitution drain); SA Constitution drain, create spawn; SQ darkvision 60 ft., daylight powerlessness, incorporeal traits, +2 turn resistance, undead traits, unnatural aura; AL LE; SV Fort +3, Ref +6, Will +8; Str -, Dex 16, Con -, Int 14, Wis 14, Cha 16.

Skills and Feats: Diplomacy +11, Hide +15, Intimidate +11, Listen +16, Search +10, Sense Motive +12, Spot +16, Survival +2 (+4 following tracks); Ability Focus (Constitution Drain), Alertness^(B), Blind-Fight, Combat Reflexes, Improved Initiative^(B), Weapon Focus (Incorporeal touch)

Constitution Drain (Su): Living creatures hit by a wraith's incorporeal touch attack must succeed on a DC 19 Fortitude save or take 1d6 points of Constitution drain. The save DC is Charisma-based. On each successful attack, the wraith gains 5 temporary hit points.

* see Appendix 2: New Rules Items

Bloodmote Cloud: CR 6; Fine undead (Swarm); HD 10d12; hp 65; Init +1; Spd Fly, 20 (poor); AC 19 (+8 size, +1 Dex), flatfooted 18, touch 19; Base Atk +5; Grp -; Atk +10 melee (1d4, swarm); SA blood drain, distraction; SQ darkvision 60 ft., diet dependent, immune to weapon damage, undead traits, swarm subtype, AL NE; SV Fort +3, Ref +4, Will +7; Str 4, Dex 13, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Hide +17.

Blood Drain (Ex): A bloodmote cloud drains blood and deals 1d3 points of damage and 1d2 points of Constitution damage to any creature whose space it occupies at the end of its move.

Distraction (Ex): Any living creature that begins its turn with a bloodmote cloud in its space must succeed on a DC 15 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based

Self Spawn (Ex): If a blood amniote deals as many points of Constitution damage during its existence as its full normal hit point total, it self spawns. Splitting into two identical blood amniotes, each with a number of hit points equal to the original blood amniote's full normal total.

Encounter Five, Area 12

Necromental Invisible Stalker: CR 8; Large undead (augmented elemental, air, extraplanar); HD 8d12; hp 58; Init +8; Spd 30 ft., fly 30 ft. (perfect); AC 19 (-1 size, +4 Dex, +6 natural), touch 13, flat-footed 13; Base Atk +6; Grp +14; Atk Slam +10 melee (2d6+4, slam); Full Atk +10/+10 melee (2d6+4, 2 slams); Space/Reach 10 ft./10 ft.; SA create spawn, energy drain; SQ darkvision 60 ft., fast healing 5, improved tracking, natural invisibility; AL NE; SV Fort +4, Ref +10, Will +2; Str 18, Dex 19, Con -, Int 1, Wis 10, Cha 1

Skills and Feats: Listen +13, Move Silently +15, Search +13, Spot +13, Survival +2 (+4 following tracks); Combat Reflexes, Great Fortitude, Improved Initiative, Weapon Focus (slam).

Create Spawn (Su): An elemental slain by a necromental's energy drain attack rises as a necromental 1d4 days after death.

Energy Drain (Su): Living creatures hit by a necromental's natural weapon attack gain one negative level. A necromental can use its energy drain ability once per round, regardless of the number of natural weapon attacks the necromental possesses. The save DC to remove the negative level 24 hours later is 10 + 1/2 the necromental's HD. When a necromental bestows a negative level on a victim, it gains 5 temporary hit points (10 on a critical hit). These temporary hit points last for up to 1 hour.

Fast Healing (Ex): A necromental heals 3 points of damage each round as long as it has at least 1 hit point and is within 5 feet of some form of its element (air for necromentals with the air subtype; earth, stone, or metal for necromentals with the earth subtype; flame for necromentals with the fire subtype; or water for necromentals with the water subtype).

Natural Invisibility (Su): This ability is constant, allowing a stalker to remain invisible even when attacking. This ability is inherent and not subject to the invisibility purge spell.

Improved Tracking (Ex): An invisible stalker is a consummate tracker and makes Spot checks instead of the usual Survival checks to trace a creature's passage.

Slaymate; CR 2; small undead ; HD 4d12; hp 26; Init

+1; Spd 20; AC 16 (+1 Dex, +1 size, +4 natural), flatfooted 15, touch 12; Base Atk +2; Grp -; Atk +4 melee (1d3+1, bite plus pale wasting); Full Atk +4 melee (1d3+1, bite plus pale wasting); SA pale wasting; SQ darkvision 60 ft., pale aura, undead traits; AL LE; SV Fort +1, Ref +4, Will +5; Str 12, Dex 12, Con -, Int 11, Wis 13, Cha 15.

Skills and Feats: Hide +8, Listen +7, Move Silently +8, Spot +7; Alertness, Lightning Reflexes.

Pale Aura (Su): A slaymate produces an invisible aura in a 10-foot radius around itself. Any creature within the aura that uses a metamagic feat on a spell from the school of necromancy can prepare or use the spell as if it took up a spell slot one level lower than what the metamagic necromancy spell would normally require.

For instance, if a caster wants to produce an enlarged fear spell, the enlargement would normally require the spellcaster to prepare the spell (or cast it on the fly) as if it were one level higher than it actually is. But, in the radius of a slay mate's pale aura, the caster prepares an enlarged fear spell as if the spell were being cast normally.

Pale Wasting (Su): Supernatural disease-bite, Fortitude DC 14, incubation period 1 day; damage 1d6 Con and 1d6 Str. The save DC is Charisma-based.

Gillian the Brooding: female human Clr8\Entropomancer6; CR 14; Medium humanoid; 8d8+14+6d8+10; hp 91; Init +0; Spd 30; AC 17 (+5 for *mithral breastplate*, +2 *ring of protection*), flatfooted 17, touch 12; Base Atk +10; Grp +10; Atk +10 (1d8, mace, heavy); Full Atk +10/+5 (1d8, mace, heavy); SA entropic field (reroll), shard of entropy (5d6), turn or rebuke undead (9/day); AL CE; SV Fort +18, Ref +7, Will +16; Str 10, Dex 10, Con 14, Int 10, Wis 19, Cha 14.

Skills and Feats: Concentration +18, Knowledge (Arcana) +5, Knowledge (Religion) +5, Knowledge (The Planes) +5, Spellcraft +14, Tumble +4; Divine Metamagic* (Reach Spell), Extra Turning, Great Fortitude, Magical Aptitude, Necromantic Presence*, Reach Spell*.

Spells Prepared (6/6/5/5/4/2/1; Save DC = 14 + Spell Level; CL 11): 0 - *resistance x6*; 1st - *bless*, *doom*, *entropic shield*, *sanctuary*, *shield of faith*, *sleep* (d), 2nd - *darkbolt**, *inflict moderate wounds*, *magic missile* (d), *silence x2*, *spiritual weapon*; 3rd - *bestow curse*,

*blast of force** (d), *blindness/deafness*, *invisibility purge*, *wrack**; 4th - *freedom of movement*, *phantasmal killer* (d), *recitation*, *spell immunity*; 5th - *slay living*, *wall of force* (d).

Possessions: heavy mace, *mithral breastplate ring of protection* +2, *cloak of resistance* +3

Domains:

Force - Granted Power: By manipulating cosmic forces of inertia and force. Once per day the cleric can reroll any damage roll (for a weapon, a spell, or an ability) and take the better of the two rolls. This granted power is considered a supernatural ability; **Dream - Granted Power:** Because you have long delved into dreams and nightmares, you are immune to fear effects.

Shard of Entropy (Su): Twice per day, for a maximum of 1 round per entropomancer level, the PC can create a miniature shard of entropy. The shard is a chunk of absolute blackness, 2 inches across, and can be moved up to 30 feet by the entropomancer as a standard action. Against objects, the shard deals 3d6 points of damage, bypassing the object's hardness. Against creatures, the entropomancer must make a ranged touch attack to hit, and if successful the shard deals 3d6 points of damage to the target (Fortitude half, DC 12 + the entropomancer's Wis modifier). The shard appears in any square adjacent to the entropomancer when it is created, and it can be used to attack on the round it is formed.

The shard of entropy lurches, jumps, and bounces around the square it's in. Any creature who passes through the shard's square takes damage as if the shard struck him (Fortitude half), as does any creature that's in the same square as the shard at the beginning of the entropomancer's turn. The entropomancer can move the shard into another square with a move action, or aim it at a specific creature (dealing damage immediately) as a standard action.

Entropic Field (Su): As a standard action, an entropomancer can surround herself with a field of invisible, entropic energy that lasts for 1 round per entropomancer level. The field extends in a 5-foot per entropomancer level radius, centered on the entropomancer. All magical healing automatically fails within the entropic field. It takes the entropomancer a standard action to dismiss the entropic field.

At 5th level, the entropic field becomes strong enough to warp the laws of probability. Once per round, as a free action, the entropomancer can force a

PC within the field (including herself) to reroll an attack, save, or check. The entropomancer demands the reroll after she knows whether the attack, save, or check succeeded or failed, but before the exact consequences have been calculated and applied. The result of the reroll takes precedence, even if it's worse than the original roll.

* see Appendix 2: New Rules Items

Uytelle the Vampire: female grimlock Wiz7/Fatespnr4; CR 14; medium undead (augmented monstrous humanoid); HD 13d12; hp 108 + 16 temps; Init +9; Spd 30; AC 37 (+5 Dex, +2 deflection, +10 natural, +4 *shield*, +6 *mage armor, greater*), flatfooted 32, touch 17; Base Atk +7; Grp +11; Atk +11 melee (1d6+4 and energy drain, slam); Full Atk +11 melee (1d6+4 and energy drain, slam); SA blood drain, children of the night, create spawn, deny fate, dominate person, DR 10/silver and magic, energy drain, fickle finger of fate, resist fate, resistance cold 10, resistance electricity 10, spin destiny, spin fate 4/day; SQ alternate form, blindsight 40 ft., fast healing 2, gaseous form, immunities, scent, spider climb, turn resistance +8, undead traits; AL NE; SV Fort +6, Ref +18, Will +17; Str 18, Dex 20, Con –, Int 23, Wis 14, Cha 14.

Skills and Feats: Concentration +16, Hide +6, Knowledge (Arcana) +16, Knowledge (Portals & Gates) +11, Knowledge (The Planes) +11, Knowledge (Undead) +12, Knowledge (Undead) +11, Listen +16, Profession (Gambler) +7, Spellcraft +24, Spot +16; Alertness, Combat Reflexes, Corrupt Spell*, Dodge, Improved Initiative, Improved Turn Resistance*, Lightning Reflexes, Scribe Scroll, Spell Focus [evil]*, Spell Focus [evocation], Spell Focus, Greater [evocation], Sudden Maximize*, Track.

Spells Prepared (4/6/6/5/4/3/2; DC = 16 + Spell Level; DC = 17 for Evil spells; DC = 18 for Evocation spells, CL 12): 0 - *ray of frost x2, resistance x2*; 1st - *magic missile, corrupt ray of enfeeblement, ray of enfeeblement, ~~shield~~, corrupt true strike x2*; 2nd - ~~*false life, corrupt fireburst**~~, *glitterdust, corrupt invisibility, corrupt scorching ray x2*; 3rd - ~~*corrupt fireball, greater mage armor*~~, *corrupt dispel magic x2, dispel magic*; 4th - *Evard's black tentacles, corrupt greater invisibility, Otiluke's resilient sphere, corrupt unluck**; 5th - *corrupt cone of cold, corrupt reciprocal gyre*x2*; 6th - *acid fog, corrupt disintegrate*.

Possessions: *headband of intellect +2; ring of*

protection +2; ring of arcane might, cloak of resistance +3, pearl of power – 4th

Spin Fate (Ex): A mage of many fates understands that “chance” is not as random as many believe it to be, and he can adjust the probability of certain events by applying a force that fatespinners refer to as “spin”. Each day, a fatespinner can use a number of points of spin equal to his fatespinner class level.

As a free action, a fatespinner can use stored spin to boost the save DC of a spell he casts, adding some or all his spin to the DC, on a point-for-point basis. For instance, a 5th-level wizard/3rd-level fatespinner casting *fireball* could choose to boost the DC of the spell by 1, 2, or 3 points. Once he uses up his spin for the day, his ability to tinker with probability in this fashion is also exhausted for the day.

A fatespinner's spin is replenished whenever the PC successfully regains his spells for the day (whether through rest, preparation, or prayer).

Fickle Finger of Fate (Ex): Once per day as an immediate action, he can force any other creature – friend or enemy – to reroll a roll that it has just made. A fatespinner must have line of sight to the creature to be affected. That creature must abide by the result of the reroll, whether it's higher or lower than the original roll.

Spin Destiny (Ex): Beginning at 3rd level, a fatespinner more clearly comprehends the matrix of reality and can use accumulated spin to adjust other random events. The method is identical to increasing a spell's save DC, but the fatespinner can now add spin to any skill check, attack roll, or saving throw that he attempts on a point-for-point basis. However, the spin utilized comes from the same limited reservoir of karma storage that allows him to adjust the DC of his spells. He must apply the bonus before making the roll.

Deny Fate (Ex): At 4th level and higher, a fatespinner has a better chance of beating the odds should he ever be rendered unconscious and dying. Once per day, on the first occasion when a fatespinner must make a check to become stable when dying, the check automatically succeeds. Other such checks called for later in the same 24-hour period are made normally.

Resist Fate (Ex): A fatespinner of 4th level and above embraces his extraordinary good luck. Once per day, he can reroll one roll that he has just made. He must abide by the result of the reroll, even if it's worse

than original roll.

* see Appendix 2: New Rules Items

APL 14

Encounter Four

Advanced Evolved* Vasuthants (2): CR 12; gargantuan undead; HD 34d12+170; hp 446 each; Init +2; Spd fly 30 (perfect); AC 22 (+15 natural, -5 size, +2 Dex), flatfooted 20, touch 7; Base Atk +17; Grp +49; Atk +28 melee (2d8+16, slam); Full Atk +28/+28 melee (2d8+16, 2 slams); Space/Reach 20 ft./20 ft.; SA enervating crush, improved grab, multigrab, reality distortion; SQ Fast healing 3, blindsight 60 ft., darkvision 60 ft., immune to acid, immunity to cold, immune to light, resistance electricity 15, resistance fire 15, resistance positive energy 10, trap light, turn resistance +2, undead traits; AL CE; SV Fort +13, Ref +13, Will +20; Str 42, Dex 15, Con -, Int 6, Wis 13, Cha 18.

Skills and Feats: Hide +27, Listen +3, Spellcraft +16, Spot +4; Dodge, Elusive Target, Empowered Ability Damage, Great Fortitude, Improved Grapple, Improved Natural Armor, Improved Toughness, Mobility, Multigrab*, Positive Energy Resistance*, Quicken Spell-like Ability (*dispel magic, greater*)

Spell-Like Abilities (Sp): 2/day—Quickened *dispel magic, greater*, Caster level 34.

Enervating Crush (Su): A successful grapple attempt by a vasuthant against a living creature of the same size or smaller pulls the victim into the center of the vasuthant. In that round and every round thereafter, a grappled victim takes 1d4 points of damage plus 1d4 x 1.5 points of Strength damage. A creature reduced to 0 Strength by a vasuthant dies. This is a negative energy effect. Every point of Strength damage dealt by a vasuthant heals the creature of 1 point of damage, or gives it 1 temporary hit point if the creature is at full normal hit points. These temporary hit points last for 10 minutes.

A vasuthant can grapple with one creature of its size, or can simultaneously grapple one or two creatures one size smaller or up to four creatures two or more sizes smaller. Creatures that become pinned are suspended inside the vasuthant while their life energy is crushed out of their bodies.

The use of its enervating crush ability does not prevent a vasuthant from making slam attacks or using its spell-like abilities.

Improved Grab (Ex): To use this ability, a vasuthant must first hit with its slam attack. It can then attempt to start a grapple as a free action without

provoking attacks of opportunity. If it wins the grapple check, a vasuthant immediately employs its enervating crush attack.

Multigrab (Ex): A vasuthant that has grappled an opponent may simply use the part of its body it used in the improved grab to hold the opponent. When doing this, it takes a -10 penalty on grapple checks, but is not considered grappled itself; the vasuthant does not lose its dexterity bonus to AC, still threatens an area, and can use its remaining attacks against other opponents.

Reality Distortion (Ex): A vasuthant has limited influence over the forces of time and reality. Three times per day (but only once per round), a vasuthant can take a free action to reroll any unfavorable die roll or force its opponent to reroll a favorable die roll. The vasuthant must accept the result of the reroll.

Immunity to Light (Ex): Unlike many other undead creatures, a vasuthant is immune to any harmful effects of light, either natural or magical. All cleric spells of the Sun domain as well as other spells with the light descriptor (such as daylight) produce no adverse effects on a vasuthant.

Trap Light (Ex): A vasuthant effectively absorbs nearby magical and non magical light, creating a 60-foot emanation of shadow. All creatures within this area, including the vasuthant, gain concealment. Creatures with low-light vision or darkvision can see normally within the area of the emanation. Light sources within the area are suppressed, not dispelled. If a vasuthant moves out of range before the light source's duration expires, the light source illuminates again (though its illumination still cannot extend within the area of the vasuthant's trap light effect).

Unholy Toughness (Ex): A vasuthant gains a bonus to its hit points equal to its Charisma modifier x its Hit Dice.

Skills: Vasuthants have a +2 racial bonus on Listen checks and Spot checks. *A vasuthant gains a +4 racial bonus on Hide checks in areas of shadowy illumination. In areas of bright illumination, it takes a -4 penalty on Hide checks.

* see Appendix 2: New Rules Items

Spectros: Male Human Ghost Sor9/Initiate of the Sevenfold Veil5; CR 16; medium undead (augmented humanoid) (incorporeal); HD 14d12; hp 116; Init +3; Spd: Fly 30 (perfect); Space/Reach: 5 ft./5 ft.; AC 26 (+3 dex, +9 deflection, +4 *mage armor*), touch 22, flat-footed 23; Base Atk +6; Grp +6; Atk: Incorporeal touch +9 melee (ability drain); SA Spells, corrupting gaze, draining touch, horrific appearance, manifestation; SQ Rejuvenation, +8 turn resistance, resistance to positive energy 10; AL CE; SV Fort +8, Ref +11, Will +15; Str 10, Dex 16, Con --, Int 12, Wis 12, Cha 29.

Skills and Feats: Bluff +14, Concentration +24, Hide +11, Knowledge (Arcana) +18, Knowledge (Nature) +10, Listen +9, Search +9, Spellcraft +21, Spot +9; Fell Drain*, Greater Spell Focus (abjuration), Improved Turn Resistance*, Positive Energy Resistance*, Skill Focus (Spellcraft), Spell Focus (abjuration)

Spells Known (6/6/6/6/6/6/5/3; DC = 19 + Spell Level; DC = 21 for abjuration spells; CL 15); 0 – *acid splash, detect magic, mage hand, ray of frost, resistance*, 1st – *mage armor, magic missile, ray of enfeeblement, shield, true strike*, 2nd – *fireburst**, *resist energy, scorching ray, see invisibility, touch of idiocy*, 3rd – *fireball, haste, protection from energy, wind walk*, 4th – *Evard's black tentacles, greater invisibility, unluck**, *wrack**, 5th – *break enchantment, greater fireburst**, *reciprocal gyre*, 6th – *greater dispel magic, illusory pit*, 7th – *prismatic spray*.

Possessions: *cloak of charisma +4, vest of resistance +4, ring of arcane might.*

Corrupting Gaze (Su): A ghost can blast living beings with a glance, at a range of up to 30 feet. Creature's that meet the ghost's gaze must succeed on a Fortitude save DC 26 or take 2d10 points of damage and 1d4 points of Charisma damage.

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against non-ethereal opponents, it adds its Dexterity modifier to attack rolls only.

Horrific Appearance (Su): Any living creature within 60 feet that views a ghost must succeed on a Fortitude save DC 26 or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity

damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for 24 hours.

Warding (Sp): An initiate of the Sevenfold Veil can create a *warding*. She can choose one veil she knows (see below) to be imbued in the *warding*. A *warding* lasts for a certain amount of time as indicated in its description, unless it is dismissed (the same way a spell is dismissed; see page 176 of the *PC's Handbook*). When she creates a *warding*, she can choose one of three types.

Personal: This *warding* is a sphere whose diameter is equal to an initiate's space (5 feet for Small or Medium creatures, 10 feet for Large, and so on) and encapsulates the initiate. It moves with her, but she cannot force another creature to pass through it (for example, by attempting to grapple an enemy). If she does force a creature to pass through, the *warding* has no effect on that creature. Any creature striking at her with a melee weapon or natural attack is subject to the veil's effect (although creatures using reach weapons are not). The *warding* provides concealment to the initiate, but she can see out with no hindrance. It lasts for 1 minute per level or until dismissed.

Area: An area *warding* affects an initiate's space and all adjacent squares (a sphere 15 feet in diameter for a Small or Medium initiate, 20 feet in diameter for a Large initiate, and so on). Any creature that remains adjacent to the initiate gains the benefit of the *warding's* protection, even if part of its body lies outside the sphere. Moving out of the *warding* (stepping away from the initiate) is completely safe, but any one attempting to enter the *warding*—even someone who was formerly inside it and left—becomes subject to the effects of the chosen veil. The *warding* moves with the initiate, but she cannot force another creature to pass through it (for example, by moving adjacent to an enemy). If she does force a creature to pass through, the *warding* has no effect on that creature. This *warding* provides concealment to all within from creatures outside, but anyone inside the *warding* can see out with no hindrance. It lasts for 1 minute per level or until dismissed.

Wall: This *warding* takes the form of a wall, up to 10 feet long and 5 feet high per initiate class level. For example, a 3rd-level Initiate of the Sevenfold Veil could create a *warding* wall 30 feet long and 15 feet high. The wall can be made smaller, but it is not otherwise shapeable. The wall must begin within 30 feet of the initiate, but can extend beyond that distance. The wall is immobile once created. An initiate

may choose to make crossing through the wall in one direction safe, if she chooses. In any event, she can pass through her own *warding* wall with no danger. This wading provides concealment to creatures on either side. It lasts for 10 minutes per level or until dismissed.

The save DC for an initiate's *warding* is equal to 18 + her primary spellcasting ability modifier (intelligence for wizards, Charisma for sorcerers and bards, and so on). The spell level equivalent of a *warding* depends on which veil is integrated into it.

Veils: When an initiate creates a *warding*, she can choose and imbue the *warding* with any one veil she knows how to create. These veils duplicate the layers of a prismatic trail and are described below. An initiate's caster level for these veils is equal to her arcane spellcaster level.

Red Veil: The first veil an initiate learns is the red veil. A *warding* imbued with this veil blocks all nonmagical ranged attacks and missiles. A creature crossing a red veil takes 20 points of fire damage (Reflex half). A *cone of cold* spell or effect destroys a *warding* with this veil but is negated in the process. A *warding* with this veil is the equivalent of a 4th-level spell.

Orange Veil: At 2nd level, an initiate learns the secret of the orange veil. A *warding* with this veil halts magical ranged attacks, including spells that conjure missiles (such as *Melf's acid arrow*) or create rays (such as *disintegrate* or a beholder's eye rays) but not spells that do not require a ranged attack (such as *magic missile*). A creature crossing an orange veil takes 40 points of acid damage (Reflex half). A *gust of wind* spell or similar effect destroys the veil but is negated in the process. A *warding* with this veil is the equivalent of a 5th-level spell.

Yellow Veil: An initiate of 3rd level or higher can create a yellow veil. This veil prevents gases or clouds from entering the *warded* area, and it defeats petrification attacks. In addition, a PC inside a personal or area *warding* imbued with a yellow veil has immunity to poison introduced from outside the *warding* (such as from a creature with an envenomed weapon striking through the barrier). A creature crossing a yellow veil takes 50 points of electricity damage (Reflex half). A *disintegrate* spell destroys the veil but is negated in the process. A *warding* with this veil is the equivalent of a 6th-level spell.

Green Veil: A 4th-level initiate masters the green veil. This veil stops the passage of breath weapons. A creature crossing a green veil must succeed on Fortitude save or die; on a successful save, the creature takes 1d6 points of Constitution damage. This veil is a poison effect. A *passwall* spell destroys a green veil. A

warding with this veil is the equivalent of a 6th-level spell.

Blue Veil: At 5th level, an initiate learns the blue veil. This veil blocks all divinations and mind-affecting spells and abilities. Any creature crossing a blue veil must succeed on a Fortitude save or be petrified. A *magic missile* spell destroys a blue veil but is negated by it. A *warding* with this is the equivalent of a 6th-level spell.

Unimpeachable Abjuration (Ex): An initiate's abjuration spells are particularly difficult to defeat with spells or effects that dispel them. An initiate can add her class level to the DC to dispel any abjuration spell or effect she creates.

Unanswerable Strike (Ex): Due to her study of magical defenses, an initiate learns how to defeat them more easily. At 2nd level and higher, she gains a +2 bonus on caster level checks to counter or dispel abjuration spells. At 6th level, this bonus increases to a +4 bonus.

Reactive Warding (Sp): At 4th level, an initiate learns to create a *warding* (see above) in response to an attack. She can raise a *warding* as an immediate action (see page 86); after an opponent begins an action but before it is completed. For example, if she sees an enemy warrior charging her, she can raise a *warding* to protect herself. The opponent can choose to continue the charge through the *warding* or can halt outside it.

* see Appendix 2: New Rules Items

Encounter Five, Area 3

Advanced Atropal Scion: CR 13; Large Undead; HD 17d12+17; hp 157; Init +6; Spd Fly, 30 (perfect); AC 27 (+2 Dex, +10 natural, +6 deflection, -1 size), flatfooted 25, touch 17; Base Atk +8; Grp +17; Atk +12 melee (2d6+5, slam); SA death gaze, spell-like abilities, negative energy aura; SQ DR 10/adamantine, Darkvision 60 ft., fast healing 8, unholy grace, rebuke undead 6/day (+8, 2d6+23, 17th), undead traits; AL CE; SV Fort +13, Ref +14, Will +22; Str 21, Dex 13, Con -, Int 16, Wis 22, Cha 22.

Skills and Feats: Hide +22, Knowledge (Arcana) +23, Knowledge (Religion) +23, Listen +26, Move Silently +22, Spot +26, Tumble +11; Great Fortitude, Improved Initiative, Improved Toughness*, Irresistible Gaze, Lightning Reflexes, Quicken Spell-like Ability (Dispel Magic).

Spell-Like Abilities: 3/day--*animate dead, create undead, cone of cold (DC 21), desecrate, dispel magic, invisibility, plane shift, speak with dead, teleport.* Caster level 17th.

Death Gaze (Su): Death, range 60 feet; Fortitude DC 26 negates. The save DC is Charisma-based. Humanoids that die from this attack are transformed into wights 24 hours later.

Negative Energy Aura (Su): A 60-foot-radius negative energy aura surrounds an atropal scion. All undead in the aura (including the atropal scion) are treated as if they have +4 turn resistance and fast healing 5. Living creatures in the aura are treated as having two negative levels unless they have some sort of negative energy protection or protection from evil. Creatures with 2 or less HD fall dead in the negative energy aura (and, at the atropal scion's option, rise as wights under the atropal scion's command 1 minute later).

Unholy Grace (Su): An atropal scion adds its Charisma modifier as a bonus on all its saving throws and as a deflection bonus to its Armor Class

* see Appendix 2: New Rules Items

Advanced Wraith: Ftr1; CR 7; Medium Undead (Incorporeal); HD 10d12; hp 84; Init +7; Spd Fly 60 (Good); AC 18 (+4 Dex, +4 deflection), flatfooted 14, touch 18; Base Atk +5; Grp -; Atk +9 melee (1d4 plus 1d6 Constitution drain); SA Constitution drain, create spawn; SQ darkvision 60 ft., daylight powerlessness, incorporeal traits, +2 turn resistance, undead traits, unnatural aura; AL LE; SV Fort +5, Ref +7, Will +8; Str -, Dex 18, Con -, Int 14, Wis 14, Cha 19.

Skills and Feats: Diplomacy +12, Hide +15, Intimidate +15, Listen +16, Search +10, Sense Motive +12, Spot +16, Survival +2 (+4 following tracks); Ability Focus (Constitution Drain), Alertness^(b), Blind-Fight, Dodge, Improved Initiative^(b), Mobility, Spring Attack

Constitution Drain (Su): Living creatures hit by a wraith's incorporeal touch attack must succeed on a DC 20 Fortitude save or take 1d6 points of Constitution drain. The save DC is Charisma-based. On each successful attack, the wraith gains 5 temporary hit points.

Atropal Scion: CR 11; Medium undead; HD 9d12; hp67; Init +6; Spd Fly 30 ft. (perfect); AC 25 (+2 Dex, +8 natural, +5 deflection), flatfooted 23, touch 17; Base Atk +4; Grp +5; Atk +5 melee (1d8+1, slam); SA death gaze, spell-like abilities, negative energy aura; SQ DR 10/adamantine, Darkvision 60 ft., fast healing 8, unholy grace, rebuke undead 5/day, undead traits, AL

CE; SV Fort +3, Ref +7, Will +12; Str 13, Dex 15, Con -, Int 16, Wis 22, Cha 20.

Skills and Feats: Knowledge (Arcana) +8, Knowledge (Religion) +8, Listen +11, Move Silently +10, Spot +11; Alertness, Improved Initiative, Improved Toughness*, Lightning Reflexes.

Spell-Like Abilities: 3/day--animate dead, create undead, cone of cold (DC 18), desecrate, dispel magic, invisibility, plane shift, speak with dead, teleport 9. Caster level 9th.

Death Gaze (Su): Death, range 60 feet; Fortitude DC 19 negates. The save DC is Charisma-based. Humanoids who die from this attack are transformed into wights 24 hours later.

Negative Energy Aura (Su): A 60-foot-radius negative energy aura surrounds an atropal scion. All undead in the aura (including the atropal scion) are treated as if they have +4 turn resistance and fast healing 5. Living creatures in the aura are treated as having two negative levels unless they have some sort of negative energy protection or protection from evil. Creatures with 2 or less HD fall dead in the negative energy aura (and, at the atropal scion's option, rise as wights under the atropal scion's command 1 minute later).

Unholy Grace (Su): An atropal scion adds its Charisma modifier as a bonus on all its saving throws and as a deflection bonus to its Armor Class

* see Appendix 2: New Rules Items

Bloodmote Cloud (2): CR 6; Fine undead (Swarm); HD 10d12; hp 65 each; Init +1; Spd Fly 20 ft. (poor); AC 19 (+8 size, +1 Dex), flatfooted 18, touch 19; Base Atk +5; Grp -; Atk +10 melee (1d4, swarm); SA blood drain, distraction; SQ darkvision 60 ft., diet dependent, immune to weapon damage, undead traits, swarm subtype, AL NE; SV Fort +3, Ref +4, Will +7; Str 4, Dex 13, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Hide +17.

Blood Drain (Ex): A bloodmote cloud drains blood and deals 1d3 points of damage and 1d2 points of Constitution damage to any creature whose space it occupies at the end of its move.

Distraction (Ex): Any living creature that

begins its turn with a bloodmote cloud in its space must succeed on a DC 15 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based

Self Spawn (Ex): If a blood amniote deals as many points of Constitution damage during its existence as its full normal hit point total, it self spawns, splitting into two identical blood amniotes, each with a number of hit points equal to the original blood amniote's full normal total.

Encounter Five, Area 12

Necromental Invisible Stalker: Mnk2; CR 10; Large undead (augmented elemental, air, extraplanar (native)); HD 8d12 + 2d12; hp 67; Init +8; Spd 30 ft., fly 30 ft. (perfect); AC 19 (-1 size, +4 Dex, +6 natural), touch 13, flat-footed 15; Base Atk +7; Grp +19; Atk +11 melee (2d6+4 and energy drain, slam); Full Atk +11/+6 melee (2d6+4 and energy drain, 2 slams); Space/Reach 10 ft./10 ft.; SA create undead, energy drain, flurry of blows; SQ darkvision 60 ft., evasion, natural invisibility, improved tracking, undead traits; AL NE; SV Fort +7, Ref +13, Will +5; Str 18, Dex 19, Con -, Int 1, Wis 10, Cha 11

Skills and Feats: Hide +10, Listen +13, Move Silently +20, Search +13, Spot +13, Survival +2 (+4 following tracks), Tumble +13; Combat Reflexes, Deflect Arrows, Fly By Attack, Great Fortitude, Improved Grapple, Improved Initiative, Weapon Focus (slam).

Create Spawn (Su): An elemental slain by a necromental's energy drain attack rises as a necromental 1d4 days after death.

Energy Drain (Su): Living creatures hit by a necromental's natural weapon attack gain one negative level. A necromental can use its energy drain ability once per round, regardless of the number of natural weapon attacks the necromental possesses. The save DC to remove the negative level 24 hours later is 15. When a necromental bestows a negative level on a victim, it gains 5 temporary hit points (10 on a critical hit). These temporary hit points last for up to 1 hour.

Fast Healing (Ex): A necromental heals 3 points of damage each round as long as it has at least 1 hit point and is within 5 feet of some form of its element (air for necromentals with the air subtype; earth, stone, or metal for necromentals with the earth

subtype; flame for necromentals with the fire subtype; or water for necromentals with the water subtype).

Slaymate: CR 2; small undead; HD 4d12; hp 26; Init +1; Spd 20; AC 16 (+1 Dex, +1 size, +4 natural), flatfooted 15, touch 12; Base Atk +2; Grp -; Atk +4 melee (1d3+1, bite plus pale wasting); Full Atk +4 melee (1d3+1, bite plus pale wasting); SA pale wasting; SQ darkvision 60 ft., pale aura, undead traits; AL LE; SV Fort +1, Ref +4, Will +5; Str 12, Dex 12, Con -, Int 11, Wis 13, Cha 15.

Skills and Feats: Hide +8, Listen +7, Move Silently +8, Spot +7; Alertness, Lightning Reflexes.

Pale Aura (Su): A slaymate produces an invisible aura in a 10-foot radius around itself. Any creature within the aura that uses a metamagic feat on a spell from the school of necromancy can prepare or use the spell as if it took up a spell slot one level lower than what the metamagic necromancy spell would normally require.

For instance, if a caster wants to produce an enlarged fear spell, the enlargement would normally require the spellcaster to prepare the spell (or cast it on the fly) as if it were one level higher than it actually is. But, in the radius of a slay mate's pale aura, the caster prepares an enlarged fear spell as if the spell were being cast normally.

Pale Wasting (Su): Supernatural disease-bite, Fortitude DC 14, incubation period 1 day; damage 1d6 Con and 1d6 Str. The save DC is Charisma-based.

Gillian the Brooding: female human Clr9/Entropomancer7; CR 16; Medium humanoid; 9d8+16 + 7d8+12; hp 105; Init +0; Spd 30; AC 17 (+5 for mithral breastplate, +2 ring of protection), flatfooted 17, touch 12; Base Atk +11; Grp +11; Atk +11 (1d8, mace, heavy); Full Atk +11/+6 (1d8, mace, heavy); SA entropic field (reroll), shard of entropy (5d6), turn or rebuke undead (9/day); SQ concealment 20%, SR 20; AL CE; SV Fort +15, Ref +5, Will +14; Str 10, Dex 10, Con 14, Int 10, Wis 20, Cha 14.

Skills and Feats: Concentration +20, Knowledge (Arcana) +5, Knowledge (Religion) +5, Knowledge (The Planes) +5, Spellcraft +14, Tumble +5; Divine Metamagic* [Reach Spell], Divine Spell Power*, Extra Turning, Great Fortitude, Magical Aptitude, Necromantic Presence*, Reach Spell*

Spells Prepared: (6/7/5/5/4/3/1; Save DC = 15 + Spell Level; CL 12): 0 - *resistance x6*, 1st - *bless*, *doom*, *entropic shield*, *sanctuary*, *shield of faith*, *sleep (d)*; 2nd - *inflict moderate wounds x2*, *magic missile (d)*, *silence x2*, *spiritual weapon*; 3rd - *bestow curse*, *blast of force** (d), *blindness/deafness*, *invisibility purge*, *wrack*; 4th - *freedom of movement*, *phantasmal killer (d)*, *recitation**, *spell immunity*; 5th - *slay living*, *wall of force (d)*.

Domains: Force - Granted Power: By manipulating cosmic forces of inertia and force. Once per day the cleric can reroll any damage roll (for a weapon, a spell, or an ability) and take the better of the two rolls. This granted power is considered a supernatural ability; Dream - Granted Power: Because you have long delved into dreams and nightmares, you are immune to fear effects.

Possessions: mace, heavy, *mithral breastplate*, *ring of protection +2*, *cloak of displacement*, *minor*; *scarab of protection*, *pearl of power – 4th*

Shard of Entropy (Su): Twice per day, for a maximum of 1 round per entropomancer level, the PC can create a miniature shard of entropy. The shard is a chunk of absolute blackness, 2 inches across, and can be moved up to 30 feet by the entropomancer as a standard action. Against objects, the shard deals 3d6 points of damage, bypassing the object's hardness. Against creatures, the entropomancer must make a ranged touch attack to hit, and if successful the shard deals 3d6 points of damage to the target (Fortitude half, DC 12 + the entropomancer's Wis modifier). The shard appears in any square adjacent to the entropomancer when it is created, and it can be used to attack on the round it is formed.

The shard of entropy lurches, jumps, and bounces around the square it's in. Any creature who passes through the shard's square takes damage as if the shard struck him (Fortitude half), as does any creature that's in the same square as the shard at the beginning of the entropomancer's turn. The entropomancer can move the shard into another square with a move action, or aim it at a specific creature (dealing damage immediately) as a standard action.

At 5th level, the entropomancer can use the shard to create a deeper connection to absolute nothingness. The shard of entropy deals 5d6 points of damage (Fortitude half, DC 14 + entropomancer's Wis modifier).

Entropic Field (Su): As a standard action, an entropomancer can surround herself with a field of invisible, entropic energy that lasts for 1 round per entropomancer level. The field extends in a 5-foot per entropomancer level radius, centered on the entropomancer. All magical healing automatically fails within the entropic field. It takes the entropomancer a standard action to dismiss the entropic field.

At 5th level, the entropic field becomes strong enough to warp the laws of probability. Once per round, as a free action, the entropomancer can force a PC within the field (including herself) to reroll an attack, save, or check. The entropomancer demands the reroll after she knows whether the attack, save, or check succeeded or failed, but before the exact consequences have been calculated and applied. The result of the reroll takes precedence, even if it's worse than the original roll.

At 7th level, the entropic field causes wounds created within it to continue bleeding, dealing an additional 1 point of damage per round thereafter (at the end of the entropomancer's turn) as long as they remain within the entropic field. A successful Heal check (DC 15) stops the bleeding. If multiple wounds are suffered, then the creature takes 1 point of damage per wound. The entropomancer is subject to the bleeding effect.

* see Appendix 2: New Rules Items

Uytelle the Vampire: female grimlock Wiz9/FateSpnnr4; CR 16; medium undead (augmented monstrous humanoid); HD 15d12; hp 124 + 16 temps; Init +9; Spd 30; AC 36 (+5 Dex, +2 deflection, +10 natural, +4 *shield*, +6 *mage armor*, *greater*), flatfooted 31, touch 17; Base Atk +8; Grp +12; Atk +12 melee (1d6+4 and energy drain, slam); Full Atk +12 melee (1d6+4 and energy drain, slam); SA blood drain, children of the night, create spawn, deny fate, dominate person, DR 10/silver and magic, energy drain, fickle finger of fate, resist fate, resistance cold 10, resistance electricity 10, spin destiny, spin fate 4/day; SQ alternate form, blindsight 40 ft., fast healing 5, gaseous form, immunities, scent, spider climb, turn resistance +8, undead traits; AL NE; SV Fort +8, Ref +18, Will +19; Str 18, Dex 20, Con –, Int 25, Wis 14, Cha 14.

Skills and Feats: Concentration +18, Hide +6, Knowledge (Arcana) +18, Knowledge (Portals & Gates) +11, Knowledge (The Planes) +11, Knowledge (Undead) +12, Knowledge (Undead) +11, Listen +16, Profession (Gambler) +7, Spellcraft +26, Spot +16; Alertness, Combat Reflexes, Corrupt Spell*, Dodge, Energy Admixture*[electricity], Energy Substitution*[electricity]^(B), Improved Initiative, Improved Turn Resistance*, Lightning Reflexes, Scribe Scroll, Spell Focus [evil]*, Spell Focus [evocation], Spell Penetration, Sudden Maximize*, Track.

Spells Prepared (4/6/6/5/5/3/2/1; DC = 17 + Spell Level; DC = 18 for evil spells; DC = 18 for Evocation spells; CL 15): 0 – *detect magic* x2, *ray of frost* x2; 1st – *lesser acid orb*, *magic missile*, *corrupt ray of enfeeblement*, *ray of enfeeblement*, ~~*shield*~~, *corrupt true strike*; 2nd – ~~*false life*~~, *corrupt fireburst**, *glitterdust*, *corrupt invisibility*, *corrupt scorching ray* x2; 3rd – *corrupt fireball*, *fly*, *corrupt haste*, *dispel magic* x2; 4th – *corrupt lesser globe of invulnerability*, *Evard's black tentacles*, *corrupt greater invisibility*, *Otiluke's resilient sphere*; 5th – *energy admixture scorching ray*, *corrupt reciprocal gyre**, *reciprocal gyre**; 6th – *corrupt disintegrate*, *corrupt greater dispel magic*; 7th – *corrupt energy admixture fireball*.

Possessions: *ring of protection +2*, *ring of arcane might*, *headband of intellect +4*, *cloak of resistance +3*, *pearl of power – 5th*

Spin Fate (Ex): A mage of many fates understands that “chance” is not as random as many believe it to be, and he can adjust the probability of certain events by applying a force that fatespinners refer to as “spin”. Each day, a fatespinner can use a number of points of spin equal to his fatespinner class level.

As a free action, a fatespinner can use stored spin to boost the save DC of a spell he casts, adding some or all his spin to the DC, on a point-for-point basis. For instance, a 5th-level wizard/3rd-level fatespinner casting *fireball* could choose to boost the DC of the spell by 1, 2, or 3 points. Once he uses up his spin for the day, his ability to tinker with probability in this fashion is also exhausted for the day.

A fatespinner's spin is replenished whenever the PC successfully regains his spells for the day (whether through rest, preparation, or prayer).

Fickle Finger of Fate (Ex): Once per day as an immediate action, he can force any other creature – friend or enemy – to reroll a roll that it has just made. A fatespinner must have line of sight to the creature to be

affected. That creature must abide by the result of the reroll, whether it's higher or lower than the original roll.

Spin Destiny (Ex): Beginning at 3rd level, a fatespinner more clearly comprehends the matrix of reality and can use accumulated spin to adjust other random events. The method is identical to increasing a spell's save DC, but the fatespinner can now add spin to any skill check, attack roll, or saving throw that he attempts on a point-for-point basis. However, the spin utilized comes from the same limited reservoir of karma storage that allows him to adjust the DC of his spells. He must apply the bonus before making the roll.

Deny Fate (Ex): At 4th level and higher, a fatespinner has a better chance of beating the odds should he ever be rendered unconscious and dying. Once per day, on the first occasion when a fatespinner must make a check to become stable when dying, the check automatically succeeds. Other such checks called for later in the same 24-hour period are made normally.

Resist Fate (Ex): A fatespinner of 4th level and above embraces his extraordinary good luck. Once per day, he can reroll one roll that he has just made. He must abide by the result of the reroll, even if it's worse than original roll.

* see Appendix 2: New Rules Items

APL 16

Encounter Four

Advanced Evolved* Vasuthants (2): CR 14; colossal undead; HD 38d12+228; hp 536; Init +2; Spd fly 30 (perfect); AC 24 (+21 natural, -9 size, +2 Dex), flatfooted 22, touch 3; Base Atk +19; Grp +60; Atk +32 melee (3d8+21, slam); Full Atk +32/+32 melee (3d8+21, 2 slams); Space/Reach 30 ft./30 ft.; SA enervating crush, improved grab, reality distortion; SQ Fast healing 3, blindsight 60 ft., darkvision 60 ft., immune to acid, immunity to cold, immune to light, resistance electricity 20, resistance fire 20, resistance positive energy 10, trap light, turn resistance +2, undead traits; AL CE; SV Fort +14, Ref +14, Will +23; Str 52, Dex 15, Con -, Int 8, Wis 14, Cha 20.

Skills and Feats: Hide +31, Listen +3, Spellcraft +19, Spot +6, Tumble +22; Dodge, Elusive Target*, Empowered Ability Damage*, Great Fortitude, Improved Grapple, Improved Natural Armor*, Improved Toughness, Mobility, Multigrab*, Positive Energy Resistance*, Quicken Spell-like Ability (*dispel magic, greater*), Weapon Focus (Slam)

Spell-Like Abilities (Sp): 3/day—Quickened *dispel magic, greater*; Caster level 38.

Enervating Crush (Su): A successful grapple attempt by a vasuthant against a living creature of the same size or smaller pulls the victim into the center of the vasuthant. In that round and every round thereafter, a grappled victim takes 1d4 points of damage plus 1d4 x 1.5 points of Strength damage. A creature reduced to 0 Strength by a vasuthant dies. This is a negative energy effect.

Every point of Strength damage dealt by a vasuthant heals the creature of 1 point of damage, or gives it 1 temporary hit point if the creature is at full normal hit points. These temporary hit points last for 10 minutes. A vasuthant can grapple with one creature of its size, or can simultaneously grapple one or two creatures one size smaller or up to four creatures two or more sizes smaller. Creatures that become pinned are suspended inside the vasuthant while their life energy is crushed out of their bodies.

The use of its enervating crush ability does not prevent a vasuthant from making slam attacks or using its spell-like abilities.

Improved Grab (Ex): To use this ability, a vasuthant must first hit with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple

check, a vasuthant immediately employs its enervating crush attack.

Multigrab (Ex): A vasuthant that has grappled an opponent may simply use the part of its body it used in the improved grab to hold the opponent. When doing this, it takes a -10 penalty on grapple checks, but is not considered grappled itself; the vasuthant does not lose its dexterity bonus to AC, still threatens an area, and can use its remaining attacks against other opponents.

Reality Distortion (Ex): A vasuthant has limited influence over the forces of time and reality. Three times per day (but only once per round), a vasuthant can take a free action to reroll any unfavorable die roll or force its opponent to reroll a favorable die roll. The vasuthant must accept the result of the reroll.

Immunity to Light (Ex): Unlike many other undead creatures, a vasuthant is immune to any harmful effects of light, either natural or magical. All cleric spells of the Sun domain as well as other spells with the light descriptor (such as daylight) produce no adverse effects on a vasuthant.

Trap Light (Ex): A vasuthant effectively absorbs nearby magical and non magical light, creating a 60-foot emanation of shadow. All creatures within this area, including the vasuthant, gain concealment. Creatures with low-light vision or darkvision can see normally within the area of the emanation. Light sources within the area are suppressed, not dispelled. If a vasuthant moves out of range before the light source's duration expires, the light source illuminates again (though its illumination still cannot extend within the area of the vasuthant's trap light effect).

Unholy Toughness (Ex): A vasuthant gains a bonus to its hit points equal to its Charisma modifier x its Hit Dice.

Skills: Vasuthants have a +2 racial bonus on Listen checks and Spot checks. *A vasuthant gains a +4 racial bonus on Hide checks in areas of shadowy illumination. In areas of bright illumination, it takes a -4 penalty on Hide checks.

* see Appendix 2: New Rules Items

Spectros: Male Human Ghost Sor9/Initiate of the Sevenfold Veil7; CR 18; medium undead (augmented humanoid) (Incorporeal); HD 16d12; hp 132; Init +3; Spd: Fly 30 (perfect); AC 27 (+3 dex, +10 deflection, +4 *mage armor*), touch 23, flat-footed 24; Base Atk +7; Grp +7; Atk Incorporeal touch +10 melee (ability drain); SA Spells, corrupting gaze, draining touch, horrific appearance, manifestation; SQ Rejuvenation, +8 turn resistance, resistance to positive energy 10; AL CE; SV Fort +10, Ref +13, Will +17; Str 10, Dex 16, Con -, Int 12, Wis 12, Cha 31.

Skills and Feats: Bluff +12, Concentration +26, Hide +11, Knowledge (Arcana) +20, Knowledge (Nature) +12, Listen +9, Search +9, Spellcraft +23, Spot +9; Empower Spell, Fell Drain*, Greater Spell Focus (abjuration), Improved Turn Resistance*, Positive Energy Resistance*, Skill Focus (Spellcraft), Spell Focus (abjuration)

Spells Known (6/6/6/6/6/6/5/3; DC = 20 + Spell Level; DC = 22 Abjuration spells; CL 17); 0 – *acid splash, detect magic, mage hand, ray of frost, resistance*; 1st – *mage armor, magic missile, ray of enfeeblement, shield, true strike*; 2nd – *fireburst**; *resist energy, scorching ray, see invisibility, touch of idiocy*; 3rd – *fireball, haste, protection from energy, wind walk*; 4th – *Evard's black tentacles, greater invisibility, unluck**; *wrack**; 5th – *break enchantment, greater fireburst**; *reciprocal gyre**; *teleport*; 6th – *globe of invulnerability, greater dispel magic, illusory pit*; 7th – *limited wish, prismatic spray*; 8th – *maze*.

Possessions: *cloak of charisma +4, vest of resistance +4, ring of arcane might.*

Corrupting Gaze (Su): A ghost can blast living beings with a glance, at a range of up to 30 feet. Creature's that meet the ghost's gaze must succeed on a Fortitude save DC 28 or take 2d10 points of damage and 1d4 points of Charisma damage.

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against non-ethereal opponents, it adds its Dexterity modifier to attack rolls only.

Horrific Appearance (Su): Any living creature within 60 feet that views a ghost must succeed on a Fortitude save DC 28 or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for 24 hours.

Warding (Sp): An initiate of the Sevenfold Veil can create a *warding*. She can choose one veil she knows (see below) to be imbued in the *warding*. A *warding* lasts for a certain amount of time as indicated in its description, unless it is dismissed (the same way a spell is dismissed; see page 176 of the *PC's Handbook*). When she creates a *warding*, she can choose one of three types.

Personal: This *warding* is a sphere whose diameter is equal to an initiate's space (5 feet for Small or Medium creatures, 10 feet for Large, and so on) and encapsulates the initiate. It moves with her, but she cannot force another creature to pass through it (for example, by attempting to grapple an enemy). If she does force a creature to pass through, the *warding* has no effect on that creature. Any creature striking at her with a melee weapon or natural attack is subject to the veil's effect (although creatures using reach weapons are not). The *warding* provides concealment to the initiate, but she can see out with no hindrance. It lasts for 1 minute per level or until dismissed.

Area: An area *warding* affects an initiate's space and all adjacent squares (a sphere 15 feet in diameter for a Small or Medium initiate, 20 feet in diameter for a Large initiate, and so on). Any creature that remains adjacent to the initiate gains the benefit of the *warding's* protection, even if part of its body lies outside the sphere. Moving out of the *warding* (stepping away from the initiate) is completely safe, but any one attempting to enter the *warding*—even someone who was formerly inside it and left—becomes subject to the effects of the chosen veil. The *warding* moves with the initiate, but she cannot force another creature to pass through it (for example, by moving adjacent to an enemy). If she does force a creature to pass through, the *warding* has no effect on that creature. This *warding* provides concealment to all within from creatures outside, but anyone inside the *warding* can see out with no hindrance. It lasts for 1 minute per level or until dismissed.

Wall: This *warding* takes the form of a wall, up to 10 feet long and 5 feet high per initiate class level. For example, a 3rd-level Initiate of the Sevenfold Veil could create a *warding* wall 30 feet long and 15 feet high. The wall can be made smaller, but it is not

otherwise shapeable. The wall must begin within 30 feet of the initiate, but can extend beyond that distance. The wall is immobile once created. An initiate may choose to make crossing through the wall in one direction safe, if she chooses. In any event, she can pass through her own *warding* wall with no danger. This wading provides concealment to creatures on either side. It lasts for 10 minutes per level or until dismissed.

The save DC for an initiate's *warding* is equal to 18 + her primary spellcasting ability modifier (intelligence for wizards, Charisma for sorcerers and bards, and so on). The spell level equivalent of a *warding* depends on which veil is integrated into it.

Veils: When an initiate creates a *warding*, she can choose and imbue the *warding* with any one veil she knows how to create. These veils duplicate the layers of a prismatic trail and are described below. An initiate's caster level for these veils is equal to her arcane spellcaster level.

Red Veil: The first veil an initiate learns is the red veil. A *warding* imbued with this veil blocks all nonmagical ranged attacks and missiles. A creature crossing a red veil takes 20 points of fire damage (Reflex half). A *cone of cold* spell or effect destroys a *warding* with this veil but is negated in the process. A *warding* with this veil is the equivalent of a 4th-level spell.

Orange Veil: At 2nd level, an initiate learns the secret of the orange veil. A *warding* with this veil halts magical ranged attacks, including spells that conjure missiles (such as *Melf's acid arrow*) or create rays (such as *disintegrate* or a beholder's eye rays) but not spells that do not require a ranged attack (such as *magic missile*). A creature crossing an orange veil takes 40 points of acid damage (Reflex half). A *gust of wind* spell or similar effect destroys the veil but is negated in the process. A *warding* with this veil is the equivalent of a 5th-level spell.

Yellow Veil: An initiate of 3rd level or higher can create a yellow veil. This veil prevents gases or clouds from entering the *warded* area, and it defeats petrification attacks. In addition, a PC inside a personal or area *warding* imbued with a yellow veil has immunity to poison introduced from outside the *warding* (such as from a creature with an envenomed weapon striking through the barrier). A creature crossing a yellow veil takes 50 points of electricity damage (Reflex half). A *disintegrate* spell destroys the veil but is negated in the process. A *warding* with this veil is the equivalent of a 6th-level spell.

Green Veil: A 4th-level initiate masters the green veil. This veil stops the passage of breath weapons. A creature crossing a green veil must succeed on a Fortitude save or die; on a successful save, the creature

takes 1d6 points of Constitution damage. This veil is a poison effect. A *passwall* spell destroys a green veil. A *warding* with this veil is the equivalent of a 6th-level spell.

Blue Veil: At 5th level, an initiate learns the blue veil. This veil blocks all divinations and mind-affecting spells and abilities. Any creature crossing a blue veil must succeed on a Fortitude save or be petrified. A *magic missile* spell destroys a blue veil but is negated by it. A *warding* with this is the equivalent of a 6th-level spell.

Indigo Veil: A 6th-level initiate can create the mighty indigo veil. This veil prevents the passage of all spells or spell-like abilities. Any creature crossing an indigo veil must succeed on a Will save or become *confused*, as if by an *insanity* spell. A *daylight* spell negates and is negated by an indigo veil. A *warding* with this veil is the equivalent of a 7th-level spell.

Violet Veil: At 7th level, an initiate masters the seventh and final veil: the violet veil. This barrier destroys all objects and effects that cross it, as if they were *disintegrated*. Living creatures passing a violet veil must succeed on a Will save or be shifted to a random place on a random plane (as the *plane shift* spell). A violet veil is destroyed by a successful *dispel magic* spell. A *warding* with this veil is the equivalent of an 8th-level spell.

Unimpeachable Abjuration (Ex): An initiate's abjuration spells are particularly difficult to defeat with spells or effects that dispel them. An initiate can add her class level to the DC to dispel any abjuration spell or effect she creates.

Unanswerable Strike (Ex): Due to her study of magical defenses, an initiate learns how to defeat them more easily. At 2nd level and higher, she gains a +2 bonus on caster level checks to counter or dispel abjuration spells. At 6th level, this bonus increases to a +4 bonus.

Reactive Warding (Sp): At 4th level, an initiate learns to create a *warding* (see above) in response to an attack. She can raise a *warding* as an immediate action (see page 86); after an opponent begins an action but before it is completed. For example, if she sees an enemy warrior charging her, she can raise a *warding* to protect herself. The opponent can choose to continue the charge through the *warding* or can halt outside it.

Double Warding: At 6th level and higher, an initiate can raise two veils at once any time she creates a *warding*. This still counts as only one use of her *warding* ability. The less powerful effect (progressing from red up through violet) is always considered to be "outside" the more powerful effect, so a double *warding* consisting of a blue veil and a green veil would subject any creature passing through to the green veil first,

followed by the blue veil. To negate the entire *warding*, the outermost veil must be negated before the inner veil can be negated.

Kaleidoscopic Doom (Sp): At 7th level, an Initiate of the Sevenfold Veil learns the secret of the awesome kaleidoscopic doom. Once per day as a standard action, she designates one creature within 60 feet and turns magical effects currently affecting the creature against it. This effect functions like a targeted *greater dispel magic*, except that for every spell or effect negated on the target, the effect of one veil (see above) is visited on the victim as if the subject had crossed it. The veils created around the victim proceed through the spectrum from red to violet, with one veil activated per spell negated. Thus, a creature with three spells negated would be subject to the effects of the red, orange, and yellow veils. The subject is still entitled to the normal saving throws allowed by each veil. This ability is the equivalent of a 9th level spell.

* see Appendix 2: New Rules Items

Encounter Five, Area 3

Advanced Atropal Scion: CR 15; Large Undead; HD 25d12+25; hp 229; Init +6; Spd Fly, 30 (perfect); AC 28 (+2 Dex, +10 natural, +7 deflection, -1 size), flatfooted 25, touch 17; Base Atk +12; Grp +21; Atk +16 melee (2d6+5, slam); SA death gaze, spell-like abilities, negative energy aura; SQ DR 10/adamantine, Darkvision 60 ft., fast healing 8, unholy grace, rebuke undead 7/day (+9, 2d6+23, 17th), undead traits; AL CE; SV Fort +17, Ref +18, Will +27; Str 21, Dex 13, Con -, Int 16, Wis 22, Cha 24.

Skills and Feats: Hide +30, Knowledge (Arcana) +31, Knowledge (Religion) +31, Listen +34, Move Silently +30, Spot +34, Tumble +15; Ability Focus (Death Gaze), Empower Spell-like Ability (Cone of Cold), Great Fortitude, Improved Initiative, Improved Toughness*, Irresistible Gaze, Lightning Reflexes, Piercing Gaze, Quicken Spell-like Ability (dispel magic)

Spell-Like Abilities: 3/day--*animate dead, create undead, empowered cone of cold (DC 22), desecrate, quickened dispel magic, invisibility, plane shift, speak with dead, teleport.* Caster level 25th.

Death Gaze (Su): Death, range 90 feet; Fortitude DC 33 negates. The save DC is Charisma-based. Humanoids that die from this attack are transformed into wights 24 hours later.

Negative Energy Aura (Su): A 60-foot-radius negative energy aura surrounds an atropal scion. All undead in the aura (including the atropal scion) are treated as if they have +4 turn resistance and fast healing 5. Living creatures in the aura are treated as having two negative levels unless they have some sort of negative energy protection or protection from evil. Creatures with 2 or less HD fall dead in the negative energy aura (and, at the atropal scion's option, rise as wights under the atropal scion's command 1 minute later).

Unholy Grace (Su): An atropal scion adds its Charisma modifier as a bonus on all its saving throws and as a deflection bonus to its Armor Class

* see Appendix 2: New Rules Items

Advanced Dread Wraith: CR 12; Large Undead (Incorporeal); HD 20d12; hp 164; Init +13; Spd Fly 60 (Good); AC 26 (+9 Dex, +8 deflection, -1 size), flatfooted 17, touch 26; Base Atk +10; Grp -; Atk +18 melee (1d8 plus empowered Constitution drain); Space/Reach 10ft/10ft; SA Constitution drain, create spawn; SQ darkvision 60 ft., daylight powerlessness, incorporeal traits, +2 turn resistance, lifesense 60 ft., undead traits, unnatural aura; AL LE; SV Fort +6, Ref +15, Will +16; Str -, Dex 28, Con -, Int 17, Wis 18, Cha 26.

Skills and Feats: Diplomacy +15, Hide +28, Intimidate +27, Knowledge (Religion) +22, Listen +29, Search +22, Sense Motive +23, Spot +29, Survival +4 (+6 following tracks), Tumble +14 (5 ranks); Ability Focus (Constitution Drain), Alertness, Blind-Fight, Combat Expertise, Dodge, Empowered Ability Damage, Improved Initiative, Mobility, Spring Attack

Constitution Drain (Su): Living creatures hit by a wraith's incorporeal touch attack must succeed on a DC 30 Fortitude save or take 1d8 x 1.5 points of Constitution drain. The save DC is Charisma-based. On each successful attack, the wraith gains 5 temporary hit points.

Advanced Spectre: CR 8; Medium Undead (Incorporeal); HD 11d12; hp 92; Init +3; Spd Fly 60 (Good); AC 16 (+3 Dex, +3 deflection), flatfooted 13, touch 16; Base Atk +5; Grp -; Atk +8 melee (1d8 plus energy drain); SA Energy drain, create spawn; SQ darkvision 60 ft., sunlight powerlessness, incorporeal traits, +2 turn resistance, undead traits, unnatural aura, positive energy resistance 10; AL LE; SV Fort +3, Ref +6, Will +9; Str -, Dex 16, Con -, Int 14, Wis 14, Cha

16.

Skills and Feats: Hide +17, Intimidate +16, Knowledge (Religion) +16, Listen +18, Search +16, Spot +18, Survival +2 (+4 following tracks); Blind-Fight, Improved Energy Drain*, Life Drain*, Positive Energy Resistance*

Energy Drain (Su): Living creatures hit by a spectre's incorporeal touch attack gain two negative levels. The DC is 18 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each negative level bestowed, the victim loses 8 hit points and the spectre gains 8 temporary hit points.

Improved Energy Drain (Su): Whenever this spectre bestows a negative level upon a creature, it gains a +1 bonus on skill checks, ability checks, attack rolls, and saving throws for 1 hour.

* see Appendix 2: New Rules Items

Bloodmote Cloud (2): CR 6; Fine undead (Swarm); HD 10d12; hp 65 each; Init +1; Spd Fly 20 ft (poor); AC 19 (+8 size, +1 Dex), flatfooted 18, touch 19; Base Atk +5; Grp -; Atk +10 melee (1d4, swarm); SA blood drain, distraction; SQ darkvision 60 ft., diet dependent, immune to weapon damage, undead traits, swarm subtype, AL NE; SV Fort +3, Ref +4, Will +7; Str 4, Dex 13, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Hide +17.

Blood Drain (Ex): A bloodmote cloud drains blood and deals 1d3 points of damage and 1d2 points of Constitution damage to any creature whose space it occupies at the end of its move.

Distraction (Ex): Any living creature that begins its turn with a bloodmote cloud in its space must succeed on a DC 15 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based

Self Spawn (Ex): If a blood amniote deals as many points of Constitution damage during its existence as its full normal hit point total, it self spawns, splitting into two identical blood amniotes, each with a number of hit points equal to the original blood amniote's full normal total.

Encounter Five, Area 12

Necromental Invisible Stalker: Mnk2/Ftr2; CR 12;

Large Undead (augmented elemental, air, extraplanar); HD 8d12 + 2d12 + 2d12; hp 91; Init +8; Spd 30 ft., fly 30 ft. (perfect); AC 20 (-1 size, +5 Dex, +6 natural), touch 14, flat-footed 15; Base Atk +9; Grp +21; Atk +13 melee (2d6+4, slam); Full Atk +13 melee (2d6+4, 2 slams); Space/Reach 10 ft./10 ft.; SA create undead, energy drain, flurry of blows; SQ darkvision 60 ft., evasion, improved tracking, natural invisibility, undead traits; AL NE; SV Fort +13, Ref +14, Will +5; Str 18, Dex 20, Con -, Int 1, Wis 10, Cha 13

Skills and Feats: Hide +5, Listen +18, Move Silently +20, Search +13, Spot +13, Survival +2 (+4 following tracks), Tumble +14; Blind Fight, Combat Reflexes, Deflect Arrows, Fly By Attack, Great Fortitude, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Lifesense*, Power Critical (slam)*, Weapon Focus (slam).

Create Spawn (Su): An elemental slain by a necromental's energy drain attack rises as a necromental 1d4 days after death.

Energy Drain (Su): Living creatures hit by a necromental's natural weapon attack gain one negative level. A necromental can use its energy drain ability once per round, regardless of the number of natural weapon attacks the necromental possesses. The save DC to remove the negative level 24 hours later is 15. When a necromental bestows a negative level on a victim, it gains 5 temporary hit points (10 on a critical hit). These temporary hit points last for up to 1 hour.

Fast Healing (Ex): A necromental heals 3 points of damage each round as long as it has at least 1 hit point and is within 5 feet of some form of its element (air for necromentals with the air subtype; earth, stone, or metal for necromentals with the earth subtype; flame for necromentals with the fire subtype; or water for necromentals with the water subtype).

Slaymate: CR 2; small undead ; HD 4d12; hp 26; Init +1; Spd 20; AC 16 (+1 Dex, +1 size, +4 natural), flatfooted 15, touch 12; Base Atk +2; Grp -; Atk +4 melee (1d3+1, bite plus pale wasting); Full Atk +4 melee (1d3+1, bite plus pale wasting); SA pale wasting; SQ darkvision 60 ft., pale aura, undead traits; AL LE; SV Fort +1, Ref +4, Will +5; Str 12, Dex 12, Con -, Int 11, Wis 13, Cha 15.

Skills and Feats: Hide +8, Listen +7, Move Silently

+8, Spot +7; Alertness, Lightning Reflexes.

Pale Aura (Su): A slaymate produces an invisible aura in a 10-foot radius around itself. Any creature within the aura that uses a metamagic feat on a spell from the school of necromancy can prepare or use the spell as if it took up a spell slot one level lower than what the metamagic necromancy spell would normally require.

For instance, if a caster wants to produce an enlarged fear spell, the enlargement would normally require the spellcaster to prepare the spell (or cast it on the fly) as if it were one level higher than it actually is. But, in the radius of a slay mate's pale aura, the caster prepares an enlarged fear spell as if the spell were being cast normally.

Pale Wasting (Su): Supernatural disease-bite, Fortitude DC 14, incubation period 1 day; damage 1d6 Con and 1d6 Str. The save DC is Charisma-based.

Gillian the Brooding: female human Clr10/Entropomancer8; CR 18; Medium Humanoid; HD 10d8+20+8d8+16; hp 129; Init +0; Spd 30; AC 17 (+5 for mithral breastplate, +2 ring of protection), flatfooted 17, touch 12; Base Atk +13; Grp +13; Atk +13 melee (1d8, mace, heavy); Full Atk +13/+8/+3 melee (1d8, mace, heavy); SA entropic field (reroll, wounding), shard of entropy (5d6), turn or rebuke undead (5/day); SQ concealment 50%, SR 20; AL CE; SV Fort +17, Ref +5, Will +17; Str 10, Dex 10, Con 14, Int 10, Wis 20, Cha 14.

Skills and Feats: Concentration +23, Knowledge (Arcana) +5, Knowledge (Religion) +5, Knowledge (The Planes) +5, Spellcraft +15, Tumble +5; Divine Metamagic* [Reach Spell], Great Fortitude, Magical Aptitude, Necromantic Presence*, Reach Spell*, Spell Focus [necromancy].

Spells Prepared: (6/7/6/6/6/5/3/2; Save DC = 15 + Spell Level); 0 - *resistance x6*, 1st - *bless*, *doom*, *entropic shield*, *sanctuary*, *shield of faith*, *sleep* (d); 2nd - *inflict moderate wounds x2*, *magic missile* (d), *silence x2*, *spiritual weapon*; 3rd - *bestow curse*, *blast of force** (d), *blindness/deafness*, *invisibility purge*, *wrack**; 4th - *freedom of movement*, *phantasmal killer* (d), *recitation**, *spell immunity*; 5th - *slay living*, *wall of force* (d).

Domains: Force - Granted Power: By manipulating cosmic forces of inertia and force. Once per day the cleric can reroll any damage

roll (for a weapon, a spell, or an ability) and take the better of the two rolls. This granted power is considered a supernatural ability; Dream - Granted Power: Because you have long delved into dreams and nightmares, you are immune to fear effects.

Possessions: mace, heavy, *mithral breastplate*, *ring of protection +2*, *cloak of displacement*, *major*, *pearl of power - 6th*, *scarab of protection*.

Shard of Entropy (Su): Twice per day, for a maximum of 1 round per entropomancer level, the PC can create a miniature shard of entropy. The shard is a chunk of absolute blackness, 2 inches across, and can be moved up to 30 feet by the entropomancer as a standard action. Against objects, the shard deals 3d6 points of damage, bypassing the object's hardness. Against creatures, the entropomancer must make a ranged touch attack to hit, and if successful the shard deals 3d6 points of damage to the target (Fortitude half, DC 12 + the entropomancer's Wis modifier). The shard appears in any square adjacent to the entropomancer when it is created, and it can be used to attack on the round it is formed.

The shard of entropy lurches, jumps, and bounces around the square it's in. Any creature who passes through the shard's square takes damage as if the shard struck him (Fortitude half), as does any creature that's in the same square as the shard at the beginning of the entropomancer's turn. The entropomancer can move the shard into another square with a move action, or aim it at a specific creature (dealing damage immediately) as a standard action.

At 5th level, the entropomancer can use the shard to create a deeper connection to absolute nothingness. The shard of entropy deals 5d6 points of damage (Fortitude half, DC 14 + entropomancer's Wis modifier).

Entropic Field (Su): As a standard action, an entropomancer can surround herself with a field of invisible, entropic energy that lasts for 1 round per entropomancer level. The field extends in a 5-foot per entropomancer level radius, centered on the entropomancer. All magical healing automatically fails within the entropic field. It takes the entropomancer a standard action to dismiss the entropic field.

At 5th level, the entropic field becomes strong enough to warp the laws of probability. Once per round, as a free action, the entropomancer can force a PC within the field (including herself) to reroll an attack, save, or check. The entropomancer demands the

reroll after she knows whether the attack, save, or check succeeded or failed, but before the exact consequences have been calculated and applied. The result of the reroll takes precedence, even if it's worse than the original roll.

At 7th level, the entropic field causes wounds created within it to continue bleeding, dealing an additional 1 point of damage per round thereafter (at the end of the entropomancer's turn) as long as they remain within the entropic field. A successful Heal check (DC 15) stops the bleeding. If multiple wounds are suffered, then the creature takes 1 point of damage per wound. The entropomancer is subject to the bleeding effect.

* see Appendix 2: New Rules Items

Uytelle the Vampire: female grimlock Wiz10/FateSpn4/Archmage1; CR 18; medium undead (augmented monstrous humanoid) ; HD 17d12; hp 140 + 16 temps; Init +9; Spd 30; AC 36 (+5 Dex, +2 deflection, +10 natural, +4 *shield*, +5 armor), flatfooted 31, touch 17; Base Atk +9; Grp +13; Atk +13 melee (1d6+4 and energy drain, slam); Full Atk +13 melee (1d6+4 and energy drain, slam); SA blood drain, children of the night, create spawn, deny fate, dominate person, DR 10/silver and magic, energy drain, fickle finger of fate, resist fate, resistance cold 10, resistance electricity 10, spin destiny, spin fate 4/day; SQ alternate form, blindsight 40 ft., fast healing 5, gaseous form, immunities, scent, spider climb, SR 18, turn resistance +8, undead traits, trap sense +1, evasion; AL NE; SV Fort +8, Ref +18, Will +22; Str 18, Dex 20, Con -, Int 28, Wis 14, Cha 14.

Skills and Feats: Concentration +20, Hide +6, Knowledge (Arcana) +18, Knowledge (Portals & Gates) +11, Knowledge (The Planes) +11, Knowledge (Undead) +12, Knowledge (Undead) +11, Listen +16, Profession (Gambler) +7, Spellcraft +30, Spot +20; Alertness^(B), Combat Reflexes^(B), Corrupt Spell^(B), Dodge^(B), Energy Admixture*[electricity], Energy Substitution*[electricity]^(B), Improved Initiative^(B), Improved Turn Resistance*, Lightning Reflexes^(B), Scribe Scroll^(B), Skill Focus (Spellcraft), Spell Focus [evil]*, Spell Focus [evocation], Spell Penetration^(B), Sudden Maximize*, Track^(B).

Spells Prepared (4/7/6/6/6/6/4/3/1; DC = 19 + Spell Level; DC = 20 for evil spells; DC = 20 for Evocation spells, CL 16): 0 - *ray of frost* x2, *resistance* x2; 1st - *magic missile*, *corrupt ray of enfeeblement*, *ray of enfeeblement* x2, *shield*, *corrupt true strike* x2; 2nd

- ~~*false life*~~, *corrupt fireburst**, *glitterdust*, *corrupt invisibility*, *corrupt scorching ray* x2; 3rd - *corrupt fireball* x2, *fly*, *corrupt haste*, *dispel magic* x2; 4th - *corrupt lesser globe of invulnerability*, *Evard's black tentacles*, *corrupt greater invisibility*, *Otiluke's resilient sphere*, *corrupt unluck**; 5th - *energy admixture scorching ray*, *corrupt cone of cold*, *greater fireburst**, *corrupt reciprocal gyre**, *reciprocal gyre**, *wall of force*; 6th - *acid fog*, *corrupt disintegrate*, *disintegrate*, *corrupt greater dispel magic*; 7th - ~~*energy immunity*~~, *prismatic spray*, *corrupt energy admixture fireball*; 8th - *maze*.

Possessions: headband of intellect +6, ring of protection +2, ring of arcane might, robe of the archmage (black); pearl of power - 2 spells, cube of force.

The vampires save DC for special attacks is 20.

Spin Fate (Ex): A mage of many fates understands that "chance" is not as random as many believe it to be, and he can adjust the probability of certain events by applying a force that fatespinners refer to as "spin". Each day, a fatespinner can use a number of points of spin equal to his fatespinner class level.

As a free action, a fatespinner can use stored spin to boost the save DC of a spell he casts, adding some or all his spin to the DC, on a point-for-point basis. For instance, a 5th-level wizard/3rd-level fatespinner casting *fireball* could choose to boost the DC of the spell by 1, 2, or 3 points. Once he uses up his spin for the day, his ability to tinker with probability in this fashion is also exhausted for the day.

A fatespinner's spin is replenished whenever the PC successfully regains his spells for the day (whether through rest, preparation, or prayer).

Fickle Finger of Fate (Ex): Once per day as an immediate action, he can force any other creature - friend or enemy - to reroll a roll that it has just made. A fatespinner must have line of sight to the creature to be affected. That creature must abide by the result of the reroll, whether it's higher or lower than the original roll.

Spin Destiny (Ex): Beginning at 3rd level, a fatespinner more clearly comprehends the matrix of reality and can use accumulated spin to adjust other random events. The method is identical to increasing a spell's save DC, but the fatespinner can now add spin to any skill check, attack roll, or saving throw that he attempts on a point-for-point basis. However, the spin

utilized comes from the same limited reservoir of karma storage that allows him to adjust the DC of his spells. He must apply the bonus before making the roll.

Deny Fate (Ex): At 4th level and higher, a fatespinner has a better chance of beating the odds should he ever be rendered unconscious and dying. Once per day, on the first occasion when a fatespinner must make a check to become stable when dying, the check automatically succeeds. Other such checks called for later in the same 24-hour period are made normally.

Resist Fate (Ex): A fatespinner of 4th level and above embraces his extraordinary good luck. Once per day, he can reroll one roll that he has just made. He must abide by the result of the reroll, even if it's worse than original roll.

* see Appendix 2: New Rules Items

Appendix Two: New Rules Items

Corrupt Spell [Metamagic] as presented in Complete Divine

You can transform one of your spells into an evil version of itself.

Prerequisites: Any evil alignment.

Benefits: This feat adds the evil descriptor to a spell. Furthermore, if the spell deals damage, half of the damage (rounded down) results directly from divine power and is therefore not subject to being reduced by resistance or immunity to energy-based attacks. The corrupted spell uses up a spell slot one level higher than the spell's actual level.

Divine Metamagic [DIVINE] as presented in Complete Divine

You can channel energy into some of your divine spells to make them more powerful.

Prerequisite: Ability to turn undead or rebuke undead.

Benefit: When you take this feat, choose a metamagic feat. This feat applies only to that metamagic feat. As a free action, you can take the energy from turning or rebuking undead and use it to apply a metamagic feat to spells that you know. You must spend one turn or rebuke attempt, plus an additional attempt for each level increase in the metamagic feat you're using. For example, Jozan the cleric could sacrifice three turn attempts to empower a holy wide he's casting. Because you're using positive or negative energy to augment your spells, the spell slot for the spell doesn't change.

Special: This feat may be taken multiple times. Each time you take this feat choose a different metamagic feat to which to apply it.

Elusive Target [TACTICAL] as presented in Complete Warrior

Trying to land a blow against you can be a maddening experience.

Prerequisites: Dodge, Mobility, base attack bonus +6.

Benefit: The Elusive Target feat enables the use of three tactical maneuvers.

Negate Power Attack: To use this maneuver, you must designate a specific foe robe affected by your Dodge feat. If that foe uses the Power Attack feat against you, the foe gains no bonus on the damage roll but still takes the corresponding penalty on the attack roll.

Diverting Defense: To use this maneuver, you must be flanked and you must designate one of the flanking attackers to be affected by your Dodge feat. The first attack of the round from the designated attacker automatically misses you and may strike the other flanking foe instead; the attacking creature makes an attack roll normally, and its ally is considered flatfooted. If the designated attacker is making a full attack against you, its second and subsequent attacks function normally.

Cause Overreach: To use this maneuver, you must provoke an attack of opportunity from a foe by moving out of a threatened square. If the foe misses you, you can make a free trip attempt against this foe, and the foe does not get a chance to trip you if your attempt fails.

Energy Admixture [METAMAGIC] as presented in Complete Arcane

You can modify a spell that uses one type of energy to add an equal amount of another energy type.

Prerequisite: Energy Substitution.

Benefit: Choose one type of energy (acid, cold, electricity, or fire) that thatches an energy type you have selected for substitution via the Energy Substitution feat. You can then modify any spell with an energy descriptor by adding an equal amount of the chosen type of energy to the spell's normal effects. The altered spell works normally in all respects except for the type and amount of

damage dealt, with each type of energy counting separately toward the spell's damage cap. Thus, an acid fireball cast at 6th level deals 6d6 points of fire damage and 6d6 points of acid damage (rolled separately), while the same acid fireball cast at 10th level or higher deals 10d6 points of fire damage and 10d6 points of acid damage. Even opposed types of energy (such as fire and cold) can be combined using this feat.

An energy admixed spell uses up a spell slot four levels higher than the spell's actual level. As well, the spell's descriptor changes to include both energy types present in the spell—for example, the acid fireball described above is an evocation [acid, fire] spell.

Special: You can gain this feat multiple times, choosing a different type of energy each time. The type of energy selected with this feat must match a type of energy you have also selected for substitution via the Energy Substitution feat (so you can select cold as your energy type with Energy Admixture if you have selected cold as your Energy Substitution energy type). You can use Energy Admixture to further alter a spell that has already been modified with Energy Substitution, and you can also admix your chosen energy type with a spell that already uses the same type, in effect doubling its normal damage dice.

Energy Substitution [METAMAGIC] as presented in *Complete Arcane*

You can modify an energy-based spell to use another type of energy instead.

Prerequisites: Knowledge (arcana) 5 ranks, any metamagic feat.

Benefit: Choose one type of energy (acid, cold, electricity, or fire). You can then modify any spell with an energy descriptor to use the chosen type of energy instead. An energy substituted spell uses a spell slot of the spell's normal level. The spell's descriptor changes to the new energy type for example, a fireball composed of cold energy is an evocation [cold] spell.

Special: You can gain this feat multiple times, choosing a different type of energy each time.

Fell Drain [MONSTROUS] as presented in *Libris Mortis*

You can cast any spell that you drain from a creature's mind.

Prerequisites: Cha 15, energy drain supernatural ability, Improved Energy Drain, caster level 5th.

Benefits: if you bestow a negative level upon a spellcasting creature, and that creature loses a prepared spell, you gain the ability to cast that spell once (as if you had prepared it). Treat the spell's effect as if it had been cast by the PC who prepared it (including caster level, save DC, and so forth). You need not have the requisite ability score to cast the spell (for instance, you need not have an Intelligence of 13 or higher to cast a fireball drained from the mind of a wizard).

The spell remains in your mind for up to 1 hour. You can have a maximum number of stolen spells equal to your Charisma bonus (minimum 1); any spells that you would gain above this number are simply lost.

This feat has no effect on spellcasters who don't prepare spells (such as a sorcerer, who simply loses one spell slot for each negative level bestowed as normal) or who have no spells prepared (such as a fighter, or a wizard who has cast all her spells).

Improved Energy Drain [MONSTROUS] as presented in *Libris Mortis*

You draw extra power from your energy-drained victims.

Prerequisites: Cha 15, energy drain supernatural ability.

Benefits: Whenever you bestow a negative level upon a creature, you gain a +1 bonus on skill checks, ability checks, attack rolls and saving throws for 1 hour.

Improved Toughness [GENERAL] as presented in *Complete Warrior*

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2.

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a Hit Die, such as by gaining a level, you gain 1 additional hit point. If you lose a Hit Die (such as by losing a level, you lose 1 hit point permanently).

Improved Turn Resistance [MONSTROUS] as presented in *Libris Mortis*

You have a better than normal chance to resist turning.

Prerequisite: Undead type.

Benefits: You are less easily affected by clerics or paladins than you normally would be. When resolving a turn or rebuke, add +2 to the turn resistance.

Lifesense [MONSTROUS] as presented in *Libris Mortis*

You see the light that all living creatures emit.

Prerequisites: Cha 13, Con -- (no Constitution score).

Benefits: In addition to any normal light that might be present, your surroundings are illuminated by roving points of brightness created by living creatures to your eyes. A Medium or smaller creature gives off life force sufficient to provide bright illumination in a 60-foot radius, revealing itself and all features and objects in range to your life adapted sight. This life-light behaves like regular light, you can't see into solid objects, or past solid walls.

A Large creature gives off life-light in a 120-foot radius, and the radius doubles again for each additional size category larger than Medium, up to a maximum radial of 960 feet to a colossal creature.

Necromantic Presence [GENERAL] as presented in *Libris Mortis*

Undead you control are harder to turn when they are near you.

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

Positive Energy Resistance [MONSTROUS] as presented in *Libris Mortis*

You are resistant to the damage dealt by positive energy effects.

Prerequisite: Undead type.

Benefit: You gain resistance 10 against positive energy effects, such as *cure* spells.

Life Drain [GENERAL] as presented in *Libris Mortis*

You drain additional life energy from your foes.

Prerequisites: Cha 13, energy drain supernatural ability.

Benefits: Whenever you bestow a negative level upon a creature, add your Charisma modifier to the hit points lost by the creature due to that negative level.

You then gain temporary hit points equal to the amount lost by the creature due to the negative level. These temporary hit points last for up to 1 hour.

For example, a creature touched by a spectre (Cha 15) with this feat loses an additional 2 hit points due to each negative level, and the spectre gains an additional 2 temporary hit points from each negative level it bestows.

Special: Without this feat, a target loses 5 hit points each time it gains a negative level, and the creature delivering the negative level gains 5 temporary hit points that last for up to 1 hour.

Power Critical [GENERAL] as presented in *Complete Warrior*

Choose one weapon, such as a longsword or a greataxe. With that weapon, you know how to hit where it hurts.

Prerequisites: Weapon Focus with weapon, base attack bonus +4.

Benefit: When using the weapon you selected, you gain a +4 bonus on the roll to confirm a threat.

Special: A fighter may select Power Critical as one of his fighter bonus feats. You can gain Power Critical multiple times. Each time you take the feat, it may be with a different weapon or the same weapon. If you take it with the same weapon, the effects of the feats stack.

REACH SPELL [METAMAGIC] as presented in *Complete Divine*

You can cast touch spells without touching the spell recipient.

Benefit: You may cast a spell that normally has a range of touch at any distance up to 30 feet. The spell effectively becomes a ray, so you must succeed on a ranged touch attack to bestow the spell upon the recipient. A reach spell uses up a spell slot two levels higher than the spell's actual level.

Sudden Maximize [Metamagic] as presented in *Complete Arcane*

You can cast a spell to maximum effect without special preparation.

Prerequisites: Any metamagic feat.

Benefits: Once per day, you can apply the effect of the Maximize Spell feat to any spell you cast without increasing the level of the spell or specially preparing it

ahead of time. You can still use Maximize Spell normally if you have it.

Multigrab [Monstrous] as presented in *Savage Species*

You can grapple enemies more firmly than normal with your natural attacks.

Prerequisite: Str 17, improved grab.

Benefit: When grappling an opponent with the part of your body that made the attack, you take only a -10 penalty on grapple checks to maintain the hold.

Normal: Without this feat, you take a -20 penalty on grapple checks to maintain a hold with the part of your body used to make the attack.

Headband of Conscious Effort as presented in *Complete Adventurer*

Anyone wearing a headband of conscious effort can make a Concentration check in place of a required Fortitude saving throw. This ability can be activated once per day. Activating the headband is an immediate action that does not provoke attacks of opportunity.

Moderate transmutation; CL 6th; Craft Wondrous Item. Combat Casting, *bear's endurance*; Price 4,000 gp.

Ring Of Arcane Might as presented in *Complete Arcane*

Usually made of bronze, a ring of arcane might is forged in the shape of a serpent devouring its own tail. When worn by any arcane spellcaster, the ring provides a +1 bonus to arcane caster level for the purpose of spell penetration checks, caster level checks, and all level-based variables of any arcane spell the wearer casts. Moderate abjuration; CL 8th; Forge Ring, *limited wish*, *greater magic weapon*; Price 20,000 gp.

NEW SPELLS

Blast Of Force as presented in *Complete Divine*

Evocation [Force]

Level: Force 3

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./Level)

Effect: target

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

You direct an invisible blast of force at a chosen target. The blast is a ranged touch attack that deals 6 points of damage per two caster levels (maximum 5d6). In addition, a successful hit forces the target to make a Fortitude save or be knocked down (size and stability modifiers apply to the saving throw as if the spell were a bull rush).

Fireburst as presented in *Complete Arcane*

Evocation [Fire]

Level: Sorcerer/wizard 2, warmage2

Components: V, S, M

Casting Time: 1 standard action

Range: 5 ft.

Effect: Burst of fire extending 5 ft. from you

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Fireburst causes a powerful explosion of flame to burst from you, damaging anyone within 5 feet of you. All creatures and objects within that area, except for you and any creatures or objects that share your space, take 1d8 points of fire damage per caster level (maximum 5d8).

Material Component: A bit of sulfur.

Fireburst, Greater as presented in *Complete Arcane*

Evocation [Fire]

Level: Sorcerer/Wizard 5, warmage 5

Effect: Burst of fire extending 10 ft. from you

This spell functions like fireburst, except that it affects creatures within 10 feet of you and deals a maximum of 15d8 points of damage to each one.

Mage Armor, Greater as presented in *Complete Arcane*

Conjuration (Creation) [Force]

Level: Sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: No

This spell functions like *mage armor*, except that its tangible field of force provides a +6 armor bonus to

Armor Class.

Material Component: A tiny platinum shield worth 25 gp.

Reciprocal Gyre as presented in *Complete*

Arcane

Abjuration

Level: Sorcerer/wizard 5

Components: V,S,M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature or object

Duration: Instantaneous

Saving Throw: Will half, then Fortitude negates; see text

Spell Resistance: No

You manipulate the magical aura of a creature or object, creating a damaging feedback reaction of arcane power. The target takes 1d6 points of damage per spell level of each functioning spell or spell-like ability currently affecting it (maximum 25d6). For example, a creature who is *hasted* (3rd level), *flying* (3rd level), and protected by a *stoneskin* spell (4th-level wizard version) takes 10d6 points of damage (Will save for half). In addition, any creature that fails its save must then succeed on a Fortitude save or be dazed for 1d6 rounds.

Only spells specifically targeted on the creature in question can be used to create the backlash of a reciprocal gyre, so spells that affect an area (such as invisibility sphere and solid fog) can't be used to deal reciprocal damage to creatures within their area. Likewise, persistent or continuous effects from magic items can't be used to deal reciprocal damage, but targeted spell effects can be – for example, the magic of a cloak of resistance can't be used by reciprocal gyre, but a spell cast by a wand of invisibility could be.

Material Component: A tiny closed loop of copper wire.

Recitation as presented in *Complete Divine*

Conjuration (Creation)

Level: Clr 4, Purification 3

Components: V, S, DF

Casting Time: 1 standard action

Range: 60 ft.

Area: All allies and foes within a 60-ft.-radius burst centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

By reciting a sacred passage or declaration, you invoke your deity's blessing upon yourself and your allies while causing confusion and weakness among your

enemies. The spell affects all allies and foes within the spell's area at the moment you cast it. Your allies gain a +2 luck bonus on attack rolls and saving throws, or a +3 luck bonus if they worship the same patron deity as you. Enemies suffer a -2 luck penalty on attack rolls and saving throws. After casting the spell, you are free to take further actions during the spell's duration as you see fit.

Divine Focus: In addition to your holy symbol, this spell requires a sacred text as a divine focus.

Unluck as presented in *Complete Arcane*

Divination

Level: Bard 4, Sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25ft + 5 ft/2 levels)

Target: One creature

Duration: 1 round/level

Saving throw: Will negates

Spell Resistance: Yes

When you cast this spell, you negatively influence the randomness of fortune for the target. Whenever the affected creature undertakes an action involving random chance (specifically, whenever any die roll is made for the creature, including attack rolls, and saving throws), two separate rolls are made and the worse result applied.

A creature carrying a stone of good luck is immune to the effect of *unluck*, but the stone's effects do not function for the duration of the spell if the creature fails its save.

Material component: A piece of a broken mirror.

Wrack as presented in *Complete Divine*

Necromancy [Evil]

Level: Cleric 3, sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft/2 levels)

Area: One humanoid

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

A humanoid subject of the spellcaster's choosing is wracked with such pain that he doubles over and collapses. His face and hands blister and drip fluid, and the eyes cloud with blood, rendering him blind. For the duration of the spell, the subject is considered helpless and cannot take actions.

Even when the spell ends, the subject is still visibly shaken and suffers a -2 penalty to attack rolls, saves, and checks for 3d10 minutes. The subject's sight

returns at the end of the spell's duration.

NEW CREATURES

Evolved Undead as presented in *Libris Mortis*

CREATING AN EVOLVED UNDEAD

"Evolved undead" is an acquired template that can be added to any undead with an Intelligence score (referred to hereafter as the base creature). An evolved undead uses all the base creature's statistics and special abilities except as noted here. This template does not alter the creature's type.

Note: Unlike most templates, an evolved undead can potentially acquire this template more than once, evolving more with each application.

Armor Class: The base creature's natural armor bonus improves by 1. If the creature is incorporeal, its deflection bonus to AC improves by 1.

Special Attacks: An evolved undead retains all the special attacks of the base creature and gains one spell-like ability from the following list. You can choose this ability from the list below, or roll randomly. The spell-like ability gained herein can be used once per day. If the undead already has the indicated ability, it gains another use; if it already has the ability as an at-will ability, choose another ability. The spell-like ability has a caster level equal to the evolved undead's HD (if the caster level is too low to cast the spell in question, choose another. The save DCs are Charisma-based:

<u>d12</u>	<u>Spell-Like Ability</u>
1	<i>circle of death</i>
2	<i>cloudkill</i>
3	<i>cone of cold</i>
4	<i>confusion</i>
5	<i>contagion</i>
6	<i>creeping doom</i>
7	<i>dispel magic, greater</i>
8	<i>greater invisibility</i>
9	<i>haste</i>
10	<i>hold monster</i>
11	<i>see invisibility</i>
12	<i>unholy blight</i>

Special Qualities: An evolved undead retains all the special qualities of the base creature and gains the one

described below.

Fast Healing (Ex): An evolved undead heals 3 points of damage each round so long as it has at least 1 hit point.

Abilities: An evolved corporeal undead gains +2 Strength and +2 Charisma. An evolved incorporeal creature gains only +2 Charisma.

Organization: An evolved undead usually becomes a leader among those of its base kind.

Challenge Rating: Same as the base creature +1.

Level Adjustment: Same as the base creature +1.

Appendix Three

DM Aid - Cowled Lady's Demi-plane of Death Traits

The Cowled Lady's demi-plane was created for the specific purpose of creating and storing undead. As such, it is coterminous to a portion of the Negative Energy plane, though it does not share exactly the same traits.

The party can attempt a DC 15 Knowledge (planes) check to realize that the plane is evil aligned. For every 5 points above 15 give the PC one additional piece of information from below.

Normal Gravity: This plane has gravity similar to that of the Material Plane. The usual rules for ability scores, carrying capacity, and encumbrance apply.

Normal Time: This trait describes the way time passes on the Material Plane. One hour on a plane with normal time equals one hour on the Material Plane.

Finite Shape: The Cowled Lady's Demi-plane spans a 2-mile radius from the center. Her base sits at the center upon a plateau. The gate that acts as an entrance to her plane lies subjectively south some 500 feet upon another plateau. Both plateaus are some 150 feet high. The plane is contained by a thin, skin like membrane. It is here where the plane is conjoined to the negative energy plane.

Strongly Evil Aligned: A -2 circumstance penalty applies on all Charisma-based checks made by all creatures not of Evil alignment. In addition, the -2 penalty affects all Intelligence-based and Wisdom-based checks as well.

Negative-Influenced: The energy from the Negative Energy Plane runs through the Cowled Ladies demi-plane, but to a far lesser, and different, degree than the Negative Energy Plane itself. Those attempting to channel positive energy here will find that their power is diminished. Any cleric or paladin attempting to use their turn attempts to either turn undead or to power meta-magic must use twice the amount required.

Enhanced magic. All spells and spell-like abilities with the [Evil] descriptor that are used on this demi-plane are employed as if they were improved by the Quicken Spell feat. Already quickened spells and spell-like abilities are unaffected, as are spells from magic

items. Spells so quickened are still prepared and cast at their unmodified level. As with the Quicken Spell feat, only one quickened spell can be cast per round.

Impeded Magic: Spells and spell-like abilities that have the [Good] descriptor are more difficult to cast on this demi-plane.

In order to cast a spell or spell-like ability with the [Good] descriptor, the caster must make a Spellcraft check (DC 20 + the level of the spell). If the check fails, the spell does not function but is still lost as a prepared spell or spell slot. If the check succeeds, the spell functions normally.

Appendix Four: Player's Handouts

Player's Handout #1.1: Members of Mounted Borderers

The Trooper seemed nervous as he snapped to attention. "Your presence has been requested, the Knight Commander wishes to see you." With that he turns on his heels and heads out. While fairly unusual to be meeting with the Knight Commander, you try to think if you missed a regulation or earned the ire of some noble's guards as of late. Shrugging the thought off you don your tabard and give your boots a quick wipe, heading out to the KC's HQ. As you approach the guards seem to expect you, opening the door and quickly closing it just as you step inside.

"Borderer, what I'm about to tell you is for your ears only. We've been asked to assist in a special operation for the Viscount, in cooperation with the church of Saint Cuthbert. They have asked us to provide them with some one to lend their military expertise to this endeavor. Your experience and performance of duties has been an asset to the Viscounty. I believe there is no better soldier for this task. I am sending you to Verbobonc City to meet with representatives and learn what you can do to assist them. We have been asked not to advertise our involvement in this and as such this ride is strictly about discretion and keeping a low profile. I order you not to wear your tabard, nor are you to divulge your rank or current duty to anyone. For all intensive purposes you are civilian for the remainder of this mission."

"If during this mission you find any facts or information that lead you to believe crimes against the viscount are occurring, do what you think is best. Above all else bring them to justice. Once your assignment is completed I expect you to report back here and offer a full report."

"As a personal observation I believe that something bad is on the horizon. I suggest being on your toes, you'll probably be working with people that have questionable goals, possibly even quite opposite to your own. I suggest you let your honor and sense of duty guide your decisions. Good luck Borderer, dismissed."

Player's Handout #1.2: Members of House Guard

The work of a noble house guard is varied. Tax collector, keeper of the peace ... keeper of the secrets? Much of your day is spent patrolling the lands and controlling the serfs. Your liege has been good to you and in turn you've been dedicated to the noble family. And so it was without hesitation that you said yes when asked to serve in a special capacity. The house Seneschal sent word that he wished to see you at noon. Riding in and arriving earlier the Seneschal seemed quite pleased to see you. "One of the House's most valuable assets. You have served well, very well in deed. But now your house comes to you and asks will you serve again?" A smile creeps across his face as you nod solemnly. "Excellent, please let us take a seat and a glass of mead as I tell you what is required."

It seems that the Viscount formally requested help from our liege in matters most mysterious. It appears that they have requested assistance in the form of a representative, an agent if you will, of ours. While we are not privy to all the facts, it does sound dangerous and fairly interesting. You will travel to Verbobonc City and await contact by his people. Wait as long as need be as opportunities like this do not come often. Help them in any way you can, unless of course it conflicts with your liege's goals, though we are all the Viscount's subjects, aren't we?" With that he chuckles softly. Now the real matter at hand is figuring out just what is going on and just how we can benefit from the information. I charge you with reporting everything you find out to me. I will decide how the information best serves our house. Now go and prepare, today the sun shines on us."

Player's Handout #1.3: Members of Church of Saint Cuthbert

How many lumps does it take to get to the soul of the common folk? That's what you've pondering for a week since you have been assigned to neighborhood canvassing. Keeping an eye on the locals for signs of backsliding and vice infractions, you've prayed to Saint Cuthbert for some other task as it seems your work is never done here. As you take in your simple meal of bread and water on the banks of the Volverdyva a group of Billets hastily approaches you. "You there, Cuthbert's work is never done! Sloth is the foundation to wickedness!" and with that he smacks you with a leather strap across the shoulders. "Your lack of dedication to His work is pitiful. But those above will weigh your actions. You have been ordered back to the cathedral for lessons in the Ten Tenets of the Pure Soul. We are to escort you back."

Arriving at the cathedral the Billets escort you to the back of the seminary. You are familiar with the layout and realize that you are being escorted through the high ranking priests' quarters, not to the reeducation grounds. After several minutes you arrive at the offices of Father Raultier, chief advisor of church affairs to Bishop Haufren. After knocking on the door, a thick accented voice responds, "Come in." The Billets open the door and you survey the small chamber. Across from you is a little Oeridian man sporting a chest long beard and spectacles. "Here's the member of the congregation you wished to see." With a low voice he looks up, "you may go, please have a seat. And don't mind them, if they had a chance they would tap me in the head for sitting in a comfortable chair."

"As a brother in the church, what I'm about to tell you is strictly between us. The church has been having ongoing problems with its congregation; in fact we are losing membership. Some of the nobles are even supporting other religions, tithes have been down and the Bishop believes that some would even the open the flood gates further. As the Bishop's advisor I need to make sure that nothing blackens the eye of the church or detracts from our mission to save souls. A problem has come up recently with a traveling minister, a Brother Barnaby. It seems that we have lost contact with him and he is somewhere in the Viscounty. We consider Brother Barnaby as something of a problem, as he has acted increasingly irrational. We are afraid that he might be somewhere in need of guidance. We also think that he may know something about the missing Revnash Splinter. As you know the Splinter is the cornerstone to the church here in Verbobonc. Its loss has been sorely felt by all and its return is paramount to our mission here on Oerth. I am asking you to head up a party to find Brother Barnaby and see if he knows anything about the Revnash Splinter. We have requested help from others and they will be sending representatives. Meet with these representatives and learn what they can do to assist you. Above all else do not put all of your trust in them. We are in a delicate position, as anyone learning something damaging about the church could use it against us. In doing this task I ask that you keep a low profile. It is our hope that we do not tip our hand accordingly.

"Lastly I ask that during this mission if you find any facts or information that leads you to believe that a crime has been committed by the church that you refrain from reporting it and let us deal with it internally based on our church doctrine."

Player's Handout #1.4: Members of Wrinkle Academy

Arcane influxes have been occurring with more frequency lately. You've tried stabilizing the local ether with little effect. All this leads you to the inevitable conclusion that something "big" is coming. You are not disappointed. In the late afternoon, you hear a soft "pop" as a letter appears on your writing desk. Hastily scooping it up, you open it and find that you are summoned to the Magister's Hall at the Academy. With slight apprehension, you quickly gather your things and make your way to the great hall. Once there you are met by three Magisters of the Academy, all with dour looks on their wizened faces.

"You have no doubt discovered the malleability of the ether in our local area?" one man asks, recognizing your foreknowledge of this fact. "Unfortunately, we have been unable to locate the area of the infraction." says another Magister. The third, a woman, shakes her head softly. "Our divinations have only led us to one conclusion; you must wait in Verbobonc City for an invitation from a member of the Church of the Cudgel. This is their problem, somehow, and we must help them resolve it or we will all suffer the consequences."

The first man clears his throat and speaks again, "You will, of course, keep us apprised of the situation as it unfolds. We will be watching, as always. Good day to you, and safe travels."

Player's Handout #1.5: Members of Gnarley Meta-Org's

The wind rustles softly through the trees and the chirping of the birds calms you as you make your way to the appointed meeting glade. You wonder if this will be the first meeting of many, to discuss the rapid encroachment of "civilization" into the Gnarly. So many towns have sprung up in the past year or two, expanding far too rapidly for the forest to survive. The short-sighted cannot see that they are literally cutting their livelihood out from under them, stripping the forest of its trees and the lands of their minerals. Unchecked, this kind of "civilization" will lead to the formation of the "Gnarley Waste" rather than the verdant forest of ipp and oak that exists today.

Your thoughts of a dark future are drawn short by the sudden appearance of one of your superiors as she steps out from behind a nearby ipp tree. She looks at you quizzically, as if reading your thoughts from the furrows on your brow, before greeting you in the traditional fashion.

After a few pleasantries have been exchanged, she broaches the reason for your summons. "The church of Saint Cuthbert is in need of our assistance. One of their missionaries has gone missing. While this would normally be an internal affair, we believe that his disappearance is a portent of doom. Great evil is coming, worse than the Great Dire Dark. If the Gnarley is to survive, we must join with those of the Cudgel and help them find their missing missionary. We have little more information to give you save that you must travel to Verbobonc City and await an invitation there.

"Perhaps by working with the Church of Saint Cuthbert we may yet influence them to reign in their rampant expansion and return to older ways that are more pleasing to the land. There is always hope. Now go, the winds are changing and the night draws near. Return to us with your story when you have finished."

Player's Handout #1.6 Members of The Family

The note the street urchin palmed you contained two things: an address and a seal. The address, a wealthy restaurant, did not trouble you so much as the seal – that of Great Uncle Cor'dolin Battirovka, brother of the head man himself.

Arriving at the restaurant, you are politely ushered into a private room plush with opulence. The aroma of some spice or intoxicant fills the air. Opposite you, a remarkably plain looking Oeridian man rises and gestures for you to sit at the table. His accent, a mixture of Baklunish and Suloise, seems to float on the wafting aroma like an invitation, or perhaps a caution.

"Please, be seated," he says. Causing raising his hand in an almost negligent gesture, a young man suddenly catches your attention as he fills the crystal goblets before with a sparkling wine, finishing with your host – who raises his glass in a toast to your heath before taking a drink.

"Let me come to the point, for I am aware that you have important business to which you must attend. I shall rely on your discretion to keep what I am about to say confidential. Should I find out that you have proven my trust misplaced – I shall be very ... disappointed.

"The Cuthbertines have encountered a problem recently with one of their traveling minister, a Brother Barnaby by name. Brother Barnaby has gone missing, which in and of itself does not appear to be a great loss as his behavior has grown increasingly irrational over the past few year. Our sources from Humming's End, a small backwater place in the Gnarley Forest, tell us that they have seen Brother Barnaby in a small town hole of the town in the Lortmil Mountains. Now this would not normally concern me were it not for the fact that the imbeciles in Humming's End have provided certain citizens of this town with a ... mood enhancement facilitator and left a trail that an orc with glaucoma could follow leading straight to us.

"The Church of Saint Cuthbert is asking you to join a party to find Brother Barnaby and see if is in need of assistance or in dire straights. I am ... asking that you ensure any evidence of our presence is erased wherever you find it, as well as reporting back to me personally any other information you discover. The Cuthbertines are in a delicate position, which potentially gives us an advantage to wheedle concessions out of Haufren. "

Concluding your business, you finish the lavish meal, make your way to the PC's Inn, and wait there for your contacts. "

Player's Handout #1.7: Members of all other religious organizations

How many sermons does it take to get to the soul of the common folk? That's what you've pondering for a week since you have been assigned to neighborhood canvassing. Keeping an eye on the locals for signs of backsliding and complacency, you've prayed to your deity for some other task as it seems your work is never done here. As you take in your simple meal of bread and water on the banks of the Vilverdyva a group of your peers hastily approaches you. "Hello! You have been ordered back to the temple for further lessons in the faith. We are here to bring you back."

Arriving at the temple, you are escorted to the back of the building. You are quite familiar with the layout and realize that you are being escorted towards the high ranking priests' quarters, not to the reeducation grounds. After several minutes you arrive at the offices of your chief advisor of church affairs. After knocking on the door, a thick accented voice responds, "Come in." The door is opened and you survey the small chamber. Across from you is a little man sporting a chest long beard and spectacles. "Here's the member of the congregation you wished to see." With a low voice he looks up at your escorts, "you may go." To you he simply says, "Please have a seat. And don't mind them, if they had a chance they would gladly order me around as well. Efficient, but hardly tactful, I know."

"As a brother in the church, what I'm about to tell you is strictly between us. The church of St. Cuthbert has been having ongoing problems with its congregations. A problem has come up recently with a traveling minister, a Brother Barnaby. It seems that they have lost contact with him and he is somewhere in the viscounty. Brother Barnaby is something of a problem, as he has acted increasingly irrationally. The church of Saint Cuthbert is asking you to join a party to find Brother Barnaby and see if is in need of assistance or in dire straights. They have requested help from others as well and they will be sending representatives. Meet with these representatives and learn what they can do to assist you. Above all else do not put all of your trust in any of them. The Church of St. Cuthbert is in a delicate position, as anyone learning something damaging about the church could use it against them. In doing this task I ask that you keep a low profile and learn as much as you can.

"Lastly I ask that during this mission if you find any facts or information that leads you to believe that a crime has been committed by the church that you refrain from reporting it and let us deal with it internally based on our church doctrine. Now, please make your way to the PC's Inn and wait there for your contacts. Blessings to you on your adventure!"

Player's Handout #1.8:

Members of any other Verbobonc regional organizations

How complicated can the lives of the common folk really be? That's what you've pondering for a week since you have been spending your time at your station in Verbobonc City. As you take in your simple meal of bread and water on the banks of the Volverdyva a group of your fellows hastily approaches you. "Hello! You have been asked back to the station for a brief meeting. We are here to bring you back."

Arriving at the headquarters, you are escorted to the back of the building, towards the high ranking leader's quarters. After several minutes you arrive at the offices of your immediate supervisor. After knocking on the door, a thick accented voice responds, "Come in." The door is opened and you survey the small chamber. Across from you is a little man sporting a chest long beard and spectacles. "Here's the member you wished to see." With a low voice he looks up at your escorts, "you may go." To you he simply says, "Please have a seat. And don't mind them, if they had a chance they would gladly order me around as well. Efficient, but hardly tactful, I know."

"As a leader in our organization, what I'm about to tell you is strictly between us. The church of Saint Cuthbert has been having ongoing problems with its congregations. A problem has come up recently with a traveling minister, a Brother Barnaby. It seems that they have lost contact with him and he is somewhere in the Viscounty. Brother Barnaby is something of a problem, as he has acted increasingly irrationally. The church of Saint Cuthbert is asking you to join a party to find Brother Barnaby and see if is in need of assistance or in dire straights. They have requested help from others as well and they will be sending representatives. Meet with these representatives and learn what they can do to assist you. Above all else do not put all of your trust in any of them. The Church of Saint Cuthbert is in a delicate position, as anyone learning something damaging about the church could use it against them. In doing this task I ask that you keep a low profile and learn as much as you can.

"Lastly I ask that during this mission if you find any facts or information that leads you to believe that a crime has been committed by the church that you refrain from reporting it and let us deal with it internally. Now, please make your way to the PC's Inn and wait there for your contacts."

Player's Handout #2: Regional PCs

How complicated can the lives of the common folk really be? That's what you've pondering for a week since you have been spending your time at your station in Verbobonc City. As you make your way through the crowded streets a priest of St. Cuthbert hastily approaches you. "Hello! I recognize you as one of our more heroic citizens... someone who cares about the Viscounty and its citizens... just the kind of person I am looking for. I have a brief proposition for you, if you are interested?" Without actually waiting for an answer, the priest continues on in hushed tones.

"As a leader in our organization, what I'm about to tell you is strictly between us. The church of Saint Cuthbert has been having ongoing problems with its congregations. A problem has come up recently with a traveling minister, a Brother Barnaby. It seems that they have lost contact with him and he is somewhere in the Viscounty. Brother Barnaby is something of a problem, as he has acted increasingly irrationally. The church of St. Cuthbert is asking you to join a party to find Brother Barnaby and see if is in need of assistance or in dire straights. They have requested help from others as well and they will be sending representatives. Meet with these representatives and learn what they can do to assist you. Above all else do not put all of your trust in any of them. The Church of Saint Cuthbert is in a delicate position, as anyone learning something damaging about the church could use it against them. In doing this task I ask that you keep a low profile and learn as much as you can.

"Lastly I ask that during this mission if you find any facts or information that leads you to believe that a crime has been committed by the church that you refrain from reporting it and let us deal with it internally—no need to blame the church for the actions of one lost soul, or to tax the already burdened guards in the Viscounty. I'm sure you see the logic and sense in this request!" The priest smiles beatifically, "Now, please make your way to the PC's Inn and wait there for your contact."

Player's Handout #3: Out of Region PCs

As you make your way through the crowded streets of Verbobonc City you are reminded about your own home—how different Verbobonc is, and how it is also, sometimes, quite similar. Merchants hawking their wares call out for your attention, almost distracting you from the robed figure who rapidly approaches you. “Hello! You look like a rather heroic person... and someone who no vested interest in this particular Viscounty... just the kind of individual I am looking for. I have a brief proposition for you, if you are interested?” When you give an affirmative answer, the priest draws you over into a nearby alley, his tone hushed and quiet.

“As a leader in our organization, what I’m about to tell you is strictly confidential. The church of Saint Cuthbert has been having ongoing problems with its congregations. A problem has come up recently with a traveling minister, a Brother Barnaby. It seems that we have lost contact with him and he is somewhere in the Viscounty. Brother Barnaby is something of a problem, as he has acted increasingly irrationally. The church of St. Cuthbert is asking you to join a party to find our Brother Barnaby and see if is in need of assistance or in dire straights. We have requested help from others as well and they will be sending representatives. Meet with these representatives and learn what they can do to assist you. Above all else do not put all of your trust in any of them. Our Holy Church of Saint Cuthbert is in a delicate position, as anyone learning something damaging about the church could use it against us. In doing this task I ask that you keep a low profile and learn as much as you can.

“Lastly I ask that during this mission if you find any facts or information that leads you to believe that a crime has been committed by the church that you refrain from reporting it and let us deal with it internally—no need to blame the Holy Church for the actions of one lost soul, or to tax the already burdened guards in the Viscounty. I’m sure you see the logic and sense in this request!” The priest smiles beatifically, “Now, please make your way to the PC’s Inn and wait there for your contact.”

Appendix Five: Movement and Distance

Portions of this adventure require PCs to cross large distances geographically. **Table 9-3: Movement and Distance** (page 162) and **Table 9-5: Terrain and Overland Movement** (page 164) in the *PC's Handbook* provide basic information on how far PC's can move in an hour's time and any modifiers affecting such movement. **Table 9-6: Mounts and Vehicles** (page 164) provides the same information for mounts. For ease of reference, the relevant information is summarized and reprinted here. For mounts, the movement rate assumes the mount is light encumbered or less.

	15 ft.	20 ft.	30 ft.	40 ft.	50 ft.	60 ft.	+10 ft.
One Hour (Overland)							
Walk	1 ½ Miles	2 miles	3 miles	4 miles	5 miles	6 miles	+1 mile
Hustle	3 miles	4 miles	6 miles	8 miles	10 miles	12 miles	+2 miles

Common Mounts and Movement Rates

	Base Move	One Hour (Standard)	One Hour (Hustle)
Griffon (fly)	80 ft.	8 miles	16 miles
Hippogriff (fly)	100 ft.	10 miles	20 miles
Pegasus (fly)	120 ft.	12 miles	24 miles
Giant Owl	70 ft.	7 miles	14 miles
Giant Eagle	80 ft.	8 miles	16 miles
Dire Lion	40 ft.	4 miles	8 miles
Rhinoceros	30 ft.	3 miles	6 miles
Riding Dog	40 ft.	4 miles	8 miles
Warpony	40 ft.	4 miles	8 miles
Warhorse, Light	60 ft.	6 miles	12 miles
Warhorse, Heavy	50 ft.	5 miles	10 miles

There are no highways leading directly from Verbobonc City to Sojourn, however there are trails across the Kron Hills. Because of this, all land-based movement is at $\frac{3}{4}$ speed.

Hustling: Reprint info from PH page 164 (Overland Movement – Hustle)

DM Aid #I – Church of Saint Cuthbert Divination

Divination One

The chameleon—for large letters, each
first and moved to the left
Pinched a splint and carried it to his
wicked master
Keeping, created by the cudgel lord,
what he won
Plurna way with the lands foundation,
they ate and drank of death and deceit.
Vaulted now, fattening for travel, it sits
in the dying place,
So a prelude to chaos comes while she
sicks the friar,
Offering life and death locked to battle,
a numbers game the key.

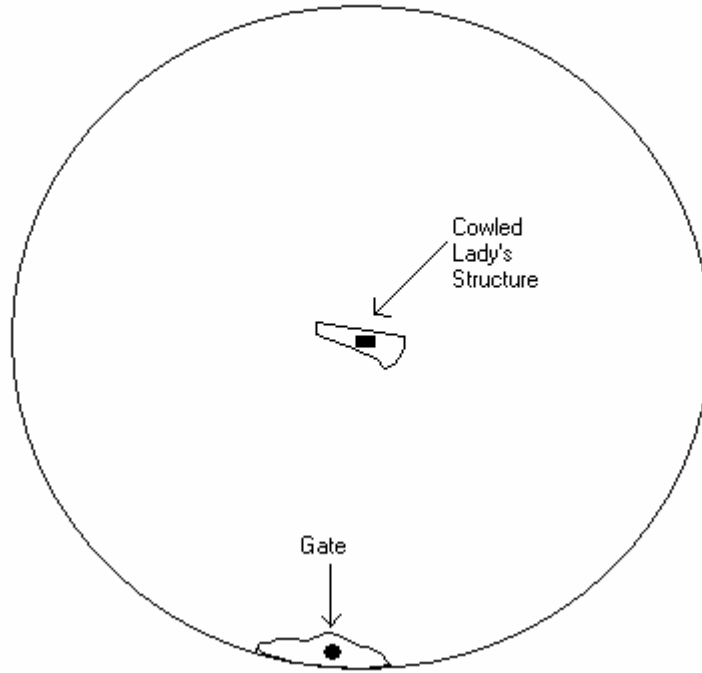
Divination Two

Near the razors edge of elf and gnome, caught between origin
and home.

A place where one sits, wanting to stay, until the time when the
snows gone away

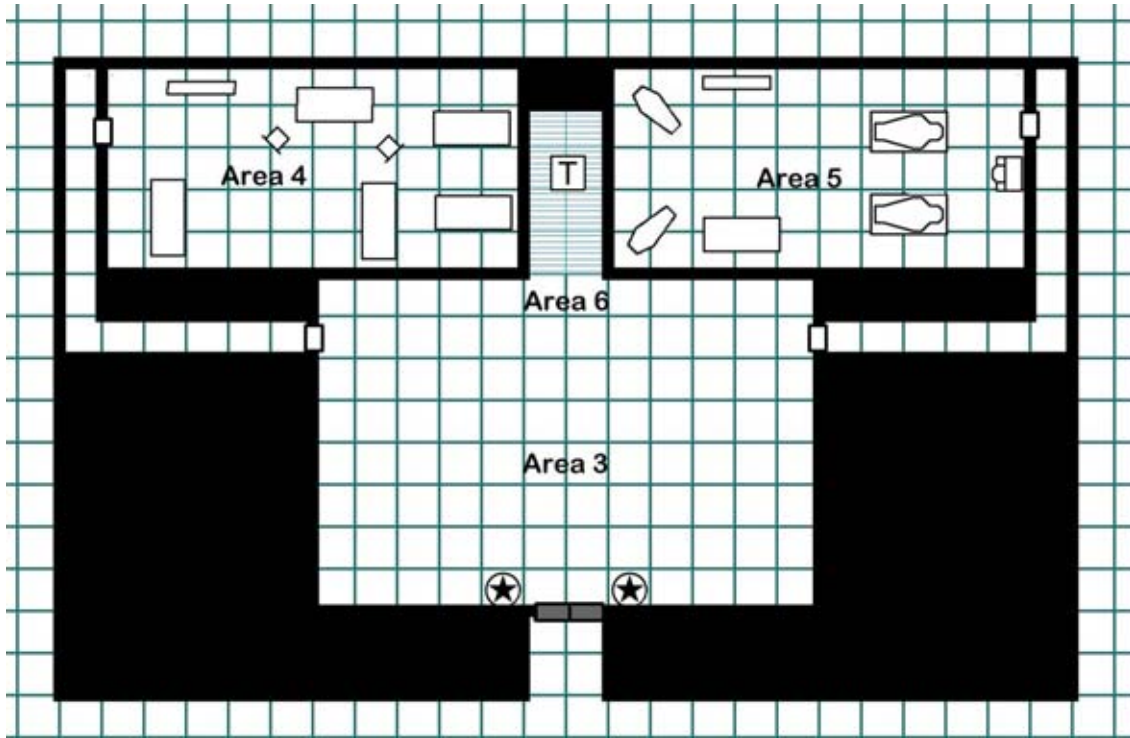
DM Aid #II – Maps

Cowled Lady's Demi-plane of Death



DM Aid #II – Maps, continued

Level 1



DM Aid #II – Maps, continued

Level 2

