

FUR5-08

# Be Still My Beating Heart

## A One-Round D&D LIVING GREYHAWK<sup>®</sup> Furyondy Regional Adventure

Version 1.0

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It seemed so simple: recover the priest of Heironeous from a small town and return him to Chendl. But when people start dying, a terrible secret is revealed that may destroy the lives of all concerned . . . A Furyondy regional adventure for PCs levels 1 to 12 (APL 2 to 10).

Based on the original DUNGEONS & DRAGONS<sup>®</sup> 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 [furyplots@yahoo.com](mailto:furyplots@yahoo.com); for LIVING GREYHAWK campaign questions, email [rpgahq@wizards.com](mailto: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 Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth one (1) point.

This adventure retires from RPGA-sanctioned play on December 31, 2006.

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## PLAYERS READ NO FARTHER

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

## PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

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

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

## LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	5	6	7
4	4	6	7	8
5	5	7	8	9
6	6	8	9	10
7	7	9	10	11

by virtue of a class ability (such as animal companions, familiars, paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each

character's animals separately. Animals with different CRs are determined separately using the chart; then, take the highest CR animal (or animals), and add 2 (drop fractions). This result is the effective character level for a mixed-CR group of animals. A single PC may only bring four or fewer animals of this type.

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
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 player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

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 1<sup>st</sup>-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

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

## TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in Furyondy. Characters native to Furyondy 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. Characters 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 scenario.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character 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 character has at least four ranks in Craft (bowmaking). The player 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

Over the last two years, the city of Chendl has been blanketed by a shadowy dome. The populace has been experiencing a series of strange and vicious incidents, involving vampires, demons, and other assorted creatures of darkness. The central church of Heironeous has grown desperate for insight into these problems, as it has increasingly been relied upon to provide answers and support to the kingsmen in attempting to suppress such supernatural incidents, in which the kingsmen have little expertise. As a result, the church has begun calling back members of the clergy within the kingdom with knowledge of such things to the central branch.

Among the church's experts to be recalled is one Fieremus, a cleric of Heironeous currently residing in the city of Grafton, a small town in the southwest of Kalinstren. Fieremus is one of the church's foremost experts on demonology and necromancy, having made it his life's work to study both of these to understand the means by which they can be combated. Since such studies can invite unwanted (and, in the case of Fieremus, unwarranted) attention due to the potential for corruption, his area of expertise is a closely guarded secret, known only to his most trusted friends and superiors within the church. At present, he is somewhat behind in his research, due to his duties as chief (and only) priest of Heironeous in Grafton, but his research materials are kept there, locked away in his private study.

Fieremus came to Grafton after the events of *FUR2-02: The Best Laid Plans*, during which a small army of goblinoids besieged the town and wiped out much of its population. Fieremus came to town to provide aid and care to the wounded from that attack, but was persuaded to stay more permanently by Geldrin, the sergeant at arms, who is a devout follower of Heironeous. Clerical presence was necessary because, during the course of the bugbear attack, the town's only source of water was fouled, and clerical magic was needed to purify any water before it could be drunk.

Last year, however, a complication arose: a cleric of Trithereon decided to settle in Grafton. Geneve, a former adventurer, had reached the point where she was ready to found her own parish and, drawn to the challenge of helping to rebuild Grafton, she eagerly chose it as her final destination. Kalinstren in general is very friendly to followers of Trithereon, owing to the religious convictions of its baroness. However, Grafton is near the duchy's border, and has been much less accepting since many of the people there view Geneve as an unwelcome intruder attempting to supplant their beloved priest. In actuality, she only wants to help.

The two clerics share a secret: they have been lovers since shortly after Geneve arrived. Fieremus found the fiery younger cleric enchanting and, after some effort, was able to woo her. However, due both to her unpopularity within the village and the often tense relations between their two churches, the two have been keeping their love a secret. Meeting only in secret trysts out in the surrounding countryside, they maintain an air of cool indifference in public. In spite of this, their relationship has been relatively blissful, and a constant source of joy and hope for them both.

That is, until recently. The succubus Malystandrinx was brought to this plane by Iuz during the recent wars but long since left his service to pursue her own interests. Malystandrinx ("Malys") observed the two as she was passing through the town. As a creature of Evil and Chaos, she could not allow such a perfect love between supposed rivals to go on without attempting to destroy it. So, she hatched an insidious scheme to not only ruin their love, but also reveal it to the world as though it were something debased and corrupt, rather than the shining beacon of hope that it should be. A master of possession, her plans primarily center around taking control of the individual actors in this soon-to-be tragedy and moving them into place such that the worst is assumed. First, she possessed Geldrin, and led him through subtle manipulations (rather than simply taking control of his body and mind) out into the countryside one night. There, he observed Fieremus and Geneve in the midst of

one of their trysts. Hurt and confused, he became convinced that Geneve is a temptress who is leading Fieremus astray. However, he lacks the conviction to confront Fieremus about it, fearing that Fieremus went willingly into her embrace rather than by coercion. Thus, for now, he broods over it, as Malys expected he would.

Having thus set up a potential source of revelation, Malys then set about to destroying the pair. Possessing Geneve, she used her own knowledge, the clerical power and training of Geneve and knowledge gained by secretly ransacking Fieremus' study to develop a particularly virulent form of ghoulish fever. Her variation of the disease is capable of creating a wider variety of undead from its victims, using a concoction containing, among other ingredients, soil from the Razing Line. Near the end of the harvest season, she poisoned the well using this disease. Then, as Geneve, she used her charms to distract Fieremus and convince him not to purify the water "just this once." Most of the town is now infected and, with the exhaustion of a recently completed harvest lowering their resistance, it's only a matter of time before they begin to succumb, turning the city into an unliving nightmare.

This is where the players come in. Tasked by the church of Heironeous in Chendl with returning Fieremus there, the PCs arrive on the eve of the harvest festival, just before people begin dying and reanimating. Malystandrinx's goal is for them to discover the love between the two, decide that it was Geneve's corrupting influence that led to this tragedy, and ultimately slay both clerics. Such a conclusion would tip the balance in the scales of the world ever so slightly more towards evil, which would be a boon for demons such as her.

## Adventure Summary

**Encounter 1:** The characters are approached by a minor cleric of Heironeous with a mission: go to the town of Grafton and collect Fieremus, a cleric who has taken up residence there, and return him to the central church in Chendl. While he won't disclose the precise reasons for the recall, he'll tell them about the city's recent history.

**Encounter 2:** The PCs travel to Grafton in the company of Pavel, a merchant local to the area. If questioned, Pavel can reveal quite a lot of information about the internal politics of the town, which may be of use later in the module.

**Encounter 3:** The characters arrive in Grafton just before the main feast of the harvest festival, celebrating the successful completion of the season. Here, they can pick up a number of clues as to the situation in the town, and

can speak to Fieremus who asks that they set out in the morning. They might also learn of the sickness that has afflicted a few members of the community. After the feast, they are offered rooms at the inn (some PCs may wish to instead attempt to care for the sufferers; if they do, use the modified version of the next encounter).

**Encounter 4:** The characters, whether they go to the inn or to help the ill, are attacked by townsfolk who have been transformed into undead by the plague, as it fully takes hold of the citizens of Grafton. After dealing with the creatures, they rendezvous with Geldrin and Kunor. The two volunteer to get the survivors out of town, while exhorting the PCs to save Fieremus from Geneve, after revealing their relationship and accusing Geneve of having seduced Fieremus and stolen his knowledge. They also reveal Fieremus' specialty.

**Encounter 5:** The characters go to rescue Fieremus, and find him in his church, engaged in trying to "cure" the now-undead mayor of Grafton. Fieremus has gone quite mad, and is currently engaged in some less than savory activities. It is possible that the PCs will kill him. If they do, they have to fight both his ghost and the undead mayor. If they do not, then Malys sends a Quell to deal with them and the undead mayor. After the fight, the PCs may search the church. If they do, and Fieremus is alive, they may learn Malystandrinyx's true name, and receive a magical item they can use to banish her.

**Encounter 6:** The characters go to confront Geneve. Whether or not they know of Malys, they have to fight her and Geldrin, who attempted to kill her himself and was instead transformed into an undead guardian. If they subdue her and have the amulet of banishing, they may banish Malys. If Geneve is killed, Malys simply jumps to a new body or escapes to continue her evils.

**Conclusion:** If the PCs save both of the lovers, they are thrilled and grateful. If only one of them survives, the survivor is bitter and unhappy. If both are killed, Malys has won. If Fieremus in particular is killed, the PCs have made the church of Heironeous very unhappy.

## Preparation for Play

Before play begins, discover whether any of the PCs have played *FUR2-02: The Best Laid Plans*. If so, note whether they received the Favor or Animosity of Kalinstren. While the particular effects of that favor have long since expired, the people of Grafton are likely to remember their previous saviors, or those who failed to protect them from the goblinoid attack. Give those who got the Favor of Kalinstren a +4 circumstance bonus on Charisma based checks with the citizens of Grafton

before the plague, and those with the Animosity a -4 circumstance penalty.

Note that according to LG official events, (based on the CES of *FUR2-02*) the city of Grafton was not destroyed, although it was badly damaged. If some players have the Animosity (which only applies if Grafton was destroyed), inform the PCs that other PCs managed to prevent the total destruction of the city.

Also check which PCs played *FUR4-06: Shadow of the Sun* and whether they received both influence points for successfully completing the module. This affects the disposition of Joshua Benave, the cleric of Heironeous who gives them their mission.

Next, determine whether any of the PCs are members of the Churches of Heironeous or Trithereon meta-orgs, as well as their position within them. Membership in either or these organizations provides certain benefits and penalties in some of the encounters.

It is highly recommended that the Judge review the "Dramatis Personae" (Judge Aid 2) in the appendix and become familiar with the major NPCs who make an appearance in the module. Malys' plans rely in large part on playing on the various foibles and failings of these people. In addition, review Judge Aid 1 which outlines special rules in effect in the city of Chendl as it is important the GM be familiar with these rules before game play progresses. Any players – or PCs! – who are not familiar with the current rules in the city of Chendl should be read the statement in Judge Aid 1 before the adventure begins.

Finally, the judge should note the Sense Motive modifiers for all of the PCs; as they will be needed during Encounter 3.

## Introduction

The adventure begins in the city of Chendl, currently ensconced within a shield of inky darkness. The effects of the shield on the city are outlined in Judge Aid 1. Ask the players to define their own reasons for being in the city; whether it be gold, adventure, the chance to help the city, or simply because the city is their home. Once the players are more or less resolved on their motives, continue below.

Read the following to players who are members of the Church of Heironeous:

***Earlier today, you were approached by one of your superiors within the church with a mission to be performed: the retrieval of a church scholar from his current post. However, as the church is somewhat***

*shorthanded at the moment, they cannot spare any others to aid you, and so have begun recruiting a group of adventurers. You are instructed that you should go The Traveler's Rest Inn this evening to rendezvous with the other folk who've answered the call, where you will all be given further details on your mission. You are also encouraged to recruit trusted allies for this team, as the church would prefer its duties be performed by those known to be of good heart rather than the average mercenary.*

Read the following for PCs who are not members of the Church of Heironeous and are not recruited for the mission by those who are:

*Whatever your motives for being here, one thing in particular has caught your eye: a posting by the Church of Heironeous stating that it is searching for adventurers to undertake a mission of some importance to both church and city. The flier indicates there will be rewards beyond the knowledge of having done right by Chendl, and asks that interested adventurers gather at The Traveler's Rest Inn this evening.*

Finally, read the following to all PCs once they've assembled:

*So it is that you find yourself at the inn, in the company of several other curious looking folks who can only be other adventurers attracted by that self-same flier.*

At this point, you should pause for character introductions, and then proceed to Encounter 1.

## Encounter One: Prelude

Once the players have settled in, read the following:

*You have not been waiting for long when a man enters the inn that, it is obvious at first glance, is your contact. Dressed in blue robes emblazoned with the holy symbol of Heironeous, he glances about the room before his eyes settle on your table. After a brief inspection, he nods to himself and moves towards you.*

*"Greetings, adventurers. I am Joshua Benave. I trust you are here about the matter of the flier?"*

Joshua Benave (Male Human Clr 7 of Heironeous) is a minor cleric who has been tasked with recruiting adventurers to collect Fieremus from Grafton. Characters who played *FUR4-06 Shadow of the Sun* might recognize him as the same fellow who collected them for their meeting with the High Cleric. He is better

disposed to those PCs who performed admirably in that module (that is, those who got both influence point rewards), granting them a +2 circumstance modifier to any rolls they may make. Benave looks and speaks primarily to the highest ranked member of the Church of Heironeous present, treating that PC as the de facto party leader.

Once the PCs have assented, read the following:

*"First, I thank you for your willingness to aid the church of Heironeous in this matter. Current troubles, both here in the city and elsewhere within the kingdom, have left us somewhat short handed at a critical juncture. If you're willing to help, here's what we need you to do:*

*"To the west, on the borders of the Duchy of Kalinstren, lies the small town of Grafton. After some troubles with goblinoids a few years ago, one of our clerics, a man by the name of Fieremus, decided to set up a parish within the town to tend to its citizens. Fieremus is a scholar; an expert in a matter that is currently under investigation by the church. His special expertise would be of great help to our research. We would like you to travel to Grafton, collect Fieremus, and return him here to Chendl.*

*"Doing so will earn you not only the gratitude of the Church, and the knowledge that you have done a great service to the Kingdom of Furyondy, but also some measure of coin; I have been authorized by the church to reward you well for your service.*

*"A merchant from the area, by the name of Pavel, will be leaving for the town in the morning. I recommend that you travel with him, as he is far more knowledgeable than I about the current state of affairs in Grafton."*

At this point, Joshua pauses to take any questions the PCs might have. Here are his responses to the most likely ones:

- What is the matter in which Fieremus is an expert?

*I am afraid that matter is confidential, as it concerns things the Church would prefer remained private at the moment.*

- Is this matter tied up with the recent vampire attacks within Chendl?

*I cannot say, though I would remind those who have worked for the church before that any oaths sworn during that service are, of course, expected to be upheld.*

- What kind of trouble did Grafton have?

*A few years ago, Grafton was besieged by a small army of bugbears and hobgoblins. The town was saved when a small group of adventurers was able to turn the two groups of goblinoids against each other, though not before no small amount of damage was done to the city itself.*

- What is the state of Grafton now?

*The town is still rebuilding from the goblinoid attacks a few years ago; I'm afraid I don't know much more than that. I'd recommend asking Pavel such questions.*

- Why are you sending adventurers to collect one of your clerics rather than another of the church?

*(If no PCs are members of the Church): As I said, current problems have our membership somewhat tied up. We are sending you due to the fact that, as adventurers, you are likely experienced with both long travel and negotiation; it may take some convincing for Fieremus to return.*

*(If there is a PC member of the Church): We are.*

- Why did Fieremus remain in Grafton?

*He was deeply affected by the plight of the people there after the attack. He had originally gone simply to provide what aid he could, but found he could not, in good conscience, leave the people as they were.*

- Why are you collecting him now, if it is his desire to remain?

*The church needs his expertise. The potential benefits of his aid, to both the church and the city, are more than significant enough to justify his recall. I believe that, were he made aware of this, he would wish to return and help his fellow clergy.*

- Is it really ok to take away Grafton's only cleric?

*Fortuitously, one of Fieremus' reports mentioned that another cleric, a follower of Trithereon, has also taken up residence in Grafton. While we would, of course, prefer that the people there have access to the teachings of Heironeous, under the circumstances the other cleric is likely to suffice.*

When the PCs are finished with their questioning, Joshua asks them if they are willing to undertake this mission. If they agree, he reminds them that Pavel is departing out of the west gate in the morning, and recommends again that they seek him out for more information on the state of the town. He also gives them a letter sealed with the mark of the Church of Heironeous to give to Fieremus to prove their

authenticity. He then takes his leave, thanking them again for their aid.

As the mission is the entire content of the module, those PCs who refuse are essentially out of the adventure. However, any player whose character cannot continue should be given the opportunity to change to a more suitable character if he/she has one.

## Encounter Two: On the Road Again

Presumably, the PCs leave in the morning with the merchant Pavel. If they do not, choosing instead to make their way on their own, insert an encounter with another merchant on the road to give them a second chance at learning the information here, and modify the boxed text accordingly. Remember that, due to the effects of the shield surrounding Chendl, PCs **cannot** use teleportation magic until after they have traveled at least a few days on foot to the edge of the dome.

*Grafton is several days' travel west of Chendl, and the weather is quite pleasant, once out of the dreary dome surrounding Chendl. You met Pavel, a somewhat thin and waifish looking fellow with stringy, straw colored hair, at the west gate, as expected. He confessed to being quite pleased to have a group of adventurers with him, and was glad to accept any offers of aid that he is given in handling his merchant's wagon.*

*Traveling with the merchant, you have found him to be quite pleasant company, always willing and eager to answer any questions you might have about Grafton, which is, he reveals shortly after you meet him, his own hometown.*

**Creatures: Pavel:** Male human Exp 5.

The following are some of the more likely questions that the PCs might ask Pavel. The merchant is fairly knowledgeable about the surface events in Grafton, and can provide any information from the "Adventure Background" section except that involving Malys, her plans, or the nature of the relationship between Geneve and Fieremus.

- The following is the response information for nearly any personal inquiries the characters might make about Pavel.

*I was born in Grafton, and grew up there. I'd've become a farmer like my pop, but a childhood bout with sickness left me a bit on the scrawny side, so I figured I'd be a merchant. After all, it's a lot easier for*

*a merchant to hire help than for a farmer. So now, I travel the routes from there to here, buying up the extra crops and selling 'em in the city market. It's a pretty good business; won't make me rich or nothin' but it does make me happy.*

- What happened during the goblinoid attacks a few years back?

*There were some hobgoblins what lived a ways off from us, deserters from the army of Iuz who wanted mostly to be left alone. Unfortunately, they got drafted up by some bugbear to come and attack our town. The hobgoblin leader, with the help of some adventurers, was able to have his people turn on the bugbears at the crucial moment, disruptin' the attack, but not before a good bit of damage was done to the town. It was pretty bad. Some of the outlying farms got burned, the walls were badly damaged, parts of the city burned, and the well got fouled, but at least the town survived. We've been workin' to rebuild ever since.*

- Who are the most important people in town?

*Well, there's ol' Mayor Biddle; he's good people. Puts on lots of airs 'bout bein' proper, but those sorta tend to go by the wayside when he gets a bit flustered. Still, he works hard to do right by the folks of Grafton, which is all that really matters.*

*Then there's Father Fieremus, of course. He's a cleric of Heironeous who came to town early in the rebuildin' process, and decided to stay to help out. He's pretty important to everyone in town; among other things, like tendin' to the spiritual matters and such, he keeps the water pure with his blessin's so we don't hafta travel far outta town to get it.*

*And Geldrin, of course. He's the town's sergeant at arms, and he's also one of the main people what convinced the good Father to stay. Geldrin's a pretty serious follower of Heironeous, which is why he's also one of Geneve's biggest enemies.*

- Who is Geneve?

*Geneve? She's a cleric of Trithereon who settled in Grafton 'bout a year ago, for much the same reason as the good Father did. She's good people, too, but lots of folks in town ain't exactly welcomin' of her. They worry she's tryin' to turn the town to her way of thinkin' rather than the Father's, so some of 'em give her trouble. It's a shame; like I said, she's good people.*

- Tell me more about Mayor Biddle.

*Not much more to tell, really; he's been workin' real hard since the attack to bring the town back to the way it was, so people respect him a lot.*

- Tell me more about Fieremus.

*The good father's been a godsend to our town. He's kept our spirits high in the bad times, and been there with us to celebrate the good ones. His purifyin' of the well water makes life for those what live in town so much easier than it coulda been. I think if we hadn'ta had him, the town might not've been able to rebuild. He's well loved by the townsfolk, too. While he spends a lot of time readin' (don't know what about), and he's probably smart like lotsa city folk, he's never been anythin' but kind and generous to us, and he's become a real part of the community.*

- Tell me more about Geldrin.

*Well, like I said, he's the sergeant at arms, a real martial fellow. Big follower of Heironeous. He's good friends with the Father, and is one of the people who first convinced him to stay. He's a good guy, but I wish he'd lighten up on Geneve; he's so upset 'cause she's for someone other than Heironeous that he can't see she just wants to help.*

- Tell me more about Geneve.

*She just settled here about a year ago, and built herself a little church to Trithereon. Apparently she used to be somethin' of an adventurer herself, but decided to retire to our little town to help out however she could. It's a funny thing, bein' retired at her age; don't even think she's in her thirties. Anyway, she means well, but lotsa people just won't give her a break. They love the good Father, and view her as competition rather than help. It's a shame, really.*

- Why are you going back to town right now?

*It's almost time for the harvest festival, so there should be lotsa crops for me to buy up to take back to market in Chendl. Also, it's nice to go back home durin' a party. Might meet myself a nice hometown girl!*

When the party is finished asking questions, move on to Encounter 3.

## Encounter 3: Party Night

After a few days' travel, the PCs arrive at Grafton. The city is well on the way to recovery, but the scars of the battle remain visible. As the PCs arrive, the town is preparing for the highlight of the harvest festival: a great feast for



all the townsfolk. When the PCs arrive in Grafton, read the following:

*As the light of Pelor sets ahead of you, staining the horizon in crimson and orange, you pull into the small town of Grafton. Home to only about 300, the village is buzzing with excitement. It seems that not only permanent residents, but also the peripheral farmers are in town for the night's festivities. The city's walls and streets have been decorated with bright streamers and cloth, and the townsfolk are dressed in their peasant finery. Yet the city still bears the scars of its former troubles. Parts of the walls are still blackened, and here and there the banners and decorations fail to cover broken windows and burnt out homes.*

*As you enter the gates, a few young and pretty village girls come forward, and hang necklaces of blossoms on Pavel and then each of you in turn. The people are happy, but look tired from the long exertions of the harvest season.*

Grafton is a fairly small village; at its height, before the attack by the goblinoids, it had about 410 people living in it. In the years since, however, the population has declined, and now there are only about 250 people living there – mostly human, but with a few dwarves, elves, and even the odd half-orc.

**Creatures:** Observant PCs might note that the town seems to have a relative paucity of young adults. This is due not only to the fighting a few years ago, but also because those most inclined to stay behind despite the difficulties were the older townsfolk. As with most Furyondy settlements, the citizens have stronger than usual tendencies towards law and good, with no evil residents.

**Anna:** Female human Com1 (age 14)

**Betsy:** Female human Com1 (age 16)

**Claire:** Female half-elf Exp2 (age 20)

The people of the village are suffering from the early stages of Malys' plague; most of the people are sick, some to the point of near death. The girls with the wreaths (Anna, Betsy, and Claire) are also infected, but are more or less healthy. A Heal check reveals the following information:

- DC 15: The people of Grafton are mostly *fatigued*, as the condition, and some are even *exhausted*.
- DC 25: People seem to be suffering from the early stages of some form of illness, which is not unusual after such exertions.

If the PCs are curious and perform a more thorough investigation (which requires some convincing; after all, the PCs are strangers, and the people of Grafton won't necessarily allow them to play doctor), a Heal check (DC 35) reveals that the illness seems to be some form of Ghoul Fever.

The people of Grafton are friendly, and happy to have the PCs there. PCs who openly wear symbols of Heironeous receive a particularly warm welcome from the townsfolk. In contrast, those wearing symbols of or claiming membership in the church of Trithereon receive a somewhat colder reception from most of the townsfolk (though a few are more sympathetic). If the PCs mention that they're here to take Fieremus back to Chendl, however, the friendly helpfulness of the townsfolk becomes a sullen, grudging acquiescence.

Fieremus, like most of the town, is currently in the town square seeing to the food. If the PCs ask to be taken to him (or if they just follow Pavel and the girls), that's where they'll be taken.

*The town square is the most festive place of all. Here, the banners hang all over, and a great table has been set up, covered in all manner of the fruits of the harvest. Most of the village's population is here, chatting excitedly and dancing to the folksy music played by several of the folk of the town.*

*Near the head of the table sit two men. One is a portly, middle-aged fellow with salt-and-pepper hair, and creases on his face, likely born of worry, but now turned to happy celebration. His companion is a tall, dignified fellow, nearly ten years his senior, with dark hair streaked with white around his temples, wearing blue robes of similar make to those of the man you met back in Chendl. He is also smiling – a more tight-lipped smile, but no less sincere – as the townsfolk stop by to chat and pay their respects.*

*Off to the side, near the wine bowl, stands a scowling figure dressed in what looks to be a somewhat "fancied up" version of the cloths worn beneath armor. His callused hands are wrapped around a cup, which he empties and refills frequently, his scowl never dropping.*

*The object of his ire stands in something of a dead zone. A handful of townsfolk stop to chat with her. She returns their attention with a grateful smile, but none of them stay long, and most seem to be actively avoiding her. She is a somewhat pretty woman in her late twenties, her reddish hair cut short into a mop of unruly curls. She, too, is wearing robes, though hers are a darker shade of blue, approaching*

*violet. Upon her robes is emblazoned a curious crest, which appears to be a rune of some sort.*

The food on the table was prepared using tainted water so anyone eating it risks contracting Malys' plague. However, in order to avoid tipping the players off to this, simply record who partakes of the food or water at this stage for future reference.

This encounter is mostly a loose roleplaying one; giving the players the chance to talk to the townsfolk and the Dramatis Personae before things all go horribly wrong. Sense Motive checks can be used to glean a great deal about the relationships of the various townsfolk. Make checks for the PCs any time they ask a question that might cause the person in question to react in a way that could be read, or just whenever they take the time to sit back and watch the interactions. However, in most cases, these NPCs deny or dismiss any attempts to question them on this information.

**Creatures:** (The appendix entries for most of these characters are for them in their post-possession forms, but levels and skill ranks remain unchanged, and so provide good guidelines in case they come up). The two men at the table are Fieremus and Mayor Biddle. The scowling man is Geldrin, the sergeant at arms, and the lonely woman is Geneve, a cleric of Trithereon. A Knowledge – Religion check (DC 10) is sufficient to identify her faith from the rune on her robes, which is the rune of pursuit, her holy symbol.

#### ALL APLs

**Geldrin:** Male human Ftr6. If the PCs talk to Geldrin, he is very curt with them, saying only as much as is necessary to make them go away. He is utterly disinterested, saying a few good things on the subject of Fieremus or dismissive grunts or sneers on the subject of Geneve.

- DC 5: Geldrin is openly hostile to Geneve.
- DC 10: He seems to be adjusting his position periodically to ensure that he's between Geneve and Fieremus.
- DC 15: He also seems to be keeping an eye on Fieremus, and that he seems distraught about something.
- DC 20: Whatever is bothering him about Fieremus, it involves Geneve, and that he's holding something back in any conversation with him the PCs might have.

**Geneve:** Female human Clr of Trithereon (see appendix for cleric level), detects as NG. If the PCs talk to Geneve, she's friendly, but quiet. She seems disappointed if the PCs mention that people are avoiding her, stating that she only wants to help. She demonstrates real respect for Fieremus and Biddle, and a somewhat dismissive annoyance with Geldrin.

- DC 10: Geneve is somewhat concerned that the PCs will ruin their good reception from the townsfolk by associating with her.
- DC 15: She seems sad or concerned about something, but she won't admit to it, thanking the PCs for their concern.
- DC 20: There is some kind of deeper connection between her and Fieremus than they might have suspected, as gleaned from furtive glances back and forth.
- DC 25: The two have certain telltale signs of being romantically involved, but that they are trying to conceal them from the rest of the town.

**Mayor Biddle:** Male human Ari5 (see Appendix).

**Fieremus:** Male human Clr of Heironeous (see Appendix for cleric level), LN

When the PCs speak to Fieremus and Biddle, the two are happy to greet them, and welcome them to Grafton. However, once the PCs mention their reason for coming or present Fieremus with the letter from the church of Chendl, the mood becomes more dour. If the PCs explain the situation fully, Fieremus reluctantly agrees to return with them; a Diplomacy check (DC 20) can be used to get a less grudging acquiescence, and to help Biddle accept his loss more graciously.

If the PCs ask Fieremus about his mysterious specialty, he is reluctant to discuss it. However, a Diplomacy check (DC 25) can loosen his tongue, assuming that the proper precautions are taken to make the revelation discreet, such as taking him a bit away from anyone who might overhear. In that case, he admits to having long made a study of necromantic and demonic magic, and the ways in which it can be countered.

He seems friendly with most of the townfolk, though his relationship with Geldrin is currently strained, and he has more of a professional courtesy towards Geneve.

- DC 10: Fieremus is reluctant but willing to return to Chendl. He seems concerned about what will become of the town in his absence.

- DC 15: He is concerned about Geldrin's behavior, and seems to wish he would stop glaring.
- DC 20: There seems to be some kind of deeper connection with Geneve than first expected.
- DC 25: He seems romantically inclined towards her.

General mingling with the village's populace reveals a certain amount of hostility towards Geneve, as many view her as trying to displace Fieremus within the town. It also reveals that most of the townsfolk are tired from their exertions during the harvest itself. Also, some of the less healthy townsfolk are not here, but rather with the village doctor, resting off illness born of overwork.

Once the PCs seem to have finished talking to people and have spoken to Fieremus, he and Biddle begin to call the people of the village together for a toast. If the PCs don't want to talk to Fieremus about his recall until after the festival, then Biddle makes a simple toast, to the health and prosperity of the people of Grafton. If, however, the PCs have already informed him of his new orders, Fieremus instead gives the toast. Once the crowd has gathered, Fieremus stands, and takes up his cup.

*"People of Grafton! It has been my honor to serve you for the last few years, and a pleasure to have lived in this wonderful town. However, as they say, all good times must end. Word has come from Chendl that I am to return to assist in the matter of the utmost importance to both the church and the kingdom. I do not know when, or if, I will be able to return." The crowd is abuzz with shock and dismay at this announcement, and Fieremus waits for them to quiet before continuing. "But do not despair. You are a strong people; you were here before I arrived, and here you shall remain, tending to the rebuilding as you have for years. There is but one duty which I regret to leave undone."*

At this point, Fieremus stops, and casts a spell. A Spellcraft check (DC 15) identifies it as *purify food and drink*. Clerics may recognize the spell without a roll. Any food eaten after this point is free of the taint of illness.

*"I fear this is the last time I will be able to perform that particular feat in service of this community until my business in the capital is complete. I ask only that you remember that, even in this, I am not the only one capable of performing such duties." He, and the rest of the rest of the village, look to Geneve, who looks somewhat surprised and distraught by the attention. Most of the townsfolk look unhappy about this statement, and Fieremus quickly continues. "My fellow citizens, my cohorts, and my friends, all of you: Allow me to thank you*

*again, and bid you all a fond farewell." He raises his glass and drains it, and the townsfolk do the same.*

If the PCs haven't noticed the connection between Geneve and Fieremus yet, give them one final Sense Motive check (DC 25). After the toast, the festival begins to break up; people are willing to talk, but less so now if the PCs have been revealed as here to take away their beloved priest. If the PCs have not already talked to Fieremus about their mission, encourage them to do so now, as Fieremus is about to retire to his church. Fieremus informs them that he'll need a day or so to prepare for his departure, and invites them to stay at the local inn until such time as he is ready. He refuses any offers of aid in his preparations, stating that they are a matter for him to handle himself. If, however, any of the PCs express an interest in helping the town's healer with the care of the overworked, they are encouraged to do so, and directed to the village doctor.

**Development:** If the PCs go to the inn proceed to Encounter 4A. If they instead go the town healer, go to Encounter 4B. If they spit between the two, go to the encounter of the largest group first, then cut to the other encounter (though, rather than actually running the encounter with the undead again, the militia arrive and mop them up, allowing the two groups to rejoin each other in Encounter 4C). If the groups are equal, choose which one to actually send the undead against at your own discretion.

## Encounter 4A: Mitternacht

For this encounter, the PCs have returned to the inn after the festival winds down. If they instead went to the healer's to check on the sick and injured, go to Encounter 4b.

*There is a slight chill in the air as you walk to the inn where you and Pavel have lodging. The inn itself is a simple affair: a two-story rough stone building with a thatched roof. The first floor is a fairly ordinary common room, small but cozy. The rooms you'll be spending the night in are on the second floor. There are a few other travelers staying in the other rooms, but they've long since turned in for the night, and the inn is calm and quiet.*

Ask the PCs if they want to set up watches. They arrive at the inn at about 10 bells, so chances are if they use three watches, the first watch is still awake at midnight when things get interesting.

*The scream is loud enough to wake the dead; certainly, it is more than loud enough to wake those of you who are asleep. It is a woman's scream, of pain*

*and terror, and it seems to be coming from downstairs in the common room.*

Have any PCs who take the time to listen, or inquire further about the sounds make a Listen check (DC 25, due to the heavy wood interior). Those that succeed can hear a lot more groaning, and a sickening wet, meaty sound like someone eating. At this point, have all PCs who ate the tainted food in the previous encounter make their Fortitude saves (DC 12+APL, damage 1d6 Con, 1d3 Dex). Once the PCs open the door, read the following:

*Opening the door, you are greeted with a horrifying sight: Pavel stands in the hall along with some of the other travelers, their faces twisted into horrifying visages of hunger and terror, their hands twisted into hideous claws. They look at you and let out an airy gasp of hunger, lurching forward with murderous intent.*

The travelers have been transformed into undead horrors by Malys' plague, and attack the PCs ravenously. Note that one creature in each encounter is actually downstairs eating the innkeeper's wife, and so there is one less creature upstairs than the encounter indicates.

#### APL 2 (EL 3)

**Human Commoner Zombies (4):** hp 16; see *Monster Manual* page 266.

#### APL 4 (EL 5)

**Ghouls (4):** hp 13; see *Monster Manual* page 119.

#### APL 6 (EL 7)

**Ghouls (5):** hp 13; see *Monster Manual* page 119.

**Ghost (1):** hp 29; see *Monster Manual* page 119.

#### APL 8 (EL 9)

**Ghost, Advanced (5):** hp 57; see *Appendix*.

#### APL 10 (EL 11)

**Ghost, Advanced Fighter 2 (5):** hp 67; see *Appendix*.

**Tactics:** The undead are all mad with hunger, and attack until destroyed. Ghouls and ghosts use combat tactics as appropriate, while zombies just attack mindlessly. Some of the advanced ghosts have additional feats (Power Attack, most notably), which they use to best effect

Once one of the PCs goes downstairs and discovers the last of the undead, read the following:

*You come down the stairs to find your worst fears realized: the Innkeeper, a jovial fellow you'd met in passing during the festival, stands over the lifeless*

*and ravaged body of his wife, the same crazed hungry look in his eyes as the others, and his mouth and claws covered in her blood. He turns to you with the same hungry look at the others, and lurches forward.*

Once all of the creatures in this section have been destroyed, move on to Encounter 4C if the PCs are together. If the PCs split into two groups, first summarize the results of a visit to the healers for those PCs who were not present, allowing a Heal check to obtain the information available there.

## Encounter 4B: Casualties

The PCs, having decided to go and check out the sick villagers, arrive at about 10 bells in the evening.

*The healer's house is small one; no larger than any of the others in town, with thick wooden walls and a thatched roof. Entering, you are immediately assaulted with the sickly smell of disease, with the slightest hint of death in the air. It seems that at least one of the patients has succumbed.*

There are five beds occupied by those who've succumbed to Malys' plague early, as well as Myra, the village healer (Human Exp 4, currently at 6 hp). Myra is a kindly old lady who's starting to show signs of exhaustion herself. She's happy to have any help she can get, and greets the PCs warmly, putting them to work according to their skills.

PCs skilled at healing can make checks to determine the cause of the condition of the sick and dead. A Heal check reveals the following:

- DC 10: The people lying sick in these beds are *exhausted*.
- DC 20: The patients are definitely also infected with some kind of disease, but not one commonly seen, though it has some similar symptoms with common flus and fevers.
- DC 30: The illness seems to be some form of Ghoul Fever, but that there is something decidedly odd about it.

Making these checks takes a much longer time than normal due to the nature of the illness and Myra's frequent interruptions. The level of investigation required for a successful check can't be completed until not long before midnight.

The disease can be removed with any spell or ability normally capable of such feats. However, the water and rags that Myra uses to comfort and help the patients are tainted, so any relief is sadly short lived, as the patient is

just re-infected. Also, any characters that handle the rags (that is, those who try to provide long term care or assist in such) run the risk of infection, and should be added to your list from Encounter 3.

When midnight hits, however, the disease runs its final course, and the fates of the sick villages are sealed. To guarantee that these pesky adventurers provide no obstruction to her plans, Malys possesses each of the patients in turn, curses them with reduced constitution, and thus ensures a swift death and subsequent rise for each of them.

*You've been aiding the healer Myra for about two hours when suddenly one of the patients lets out a ragged gasp and goes pale, as though his disease had suddenly worsened. He thrashes for a few seconds, then goes still, his last breath escaping hoarsely. Then the others do the same, all giving up the ghost at close the same time, and you are left with nothing but corpses.*

*But there is little time for mourning, for as you watch, the bodies begin to twitch, at first in what seems like the normal fashion for a recently dead corpse, but then in a more sinister thrashing, tearing free of the sheets and rising, hands twisting into claws, faces becoming visages of terror and eyes lighting again, but this time with a ravenous, terrible hunger. Moaning with bloodlust, your patients lurch forward, intent on your flesh and blood.*

At this point, you should have all PCs who ate the tainted food in the previous encounter or handled the tainted water used to treat the patients make their Fortitude saves (DC 12+APL, damage 1d6 Con, 1d3 Dex).

#### APL 2 (EL 3)

**Human Commoner Zombies (4):** hp 16; see *Monster Manual* page 266.

#### APL 4 (EL 5)

**Ghouls (4):** hp 13; see *Monster Manual* page 119.

#### APL 6 (EL 7)

**Ghouls (5):** hp 13; see *Monster Manual* page 119.

**Ghost (1):** hp 29; see *Monster Manual* page 119.

#### APL 8 (EL 9)

**Ghost, Advanced (5):** hp 57; see *Appendix*.

#### APL 10 (EL 11)

**Ghost, Advanced Fighter 2 (5):** hp 67; see *Appendix*.

**Tactics:** The undead are all mad with hunger, and attack until destroyed. One of them immediately goes for Myra, while the others attack the PCs. Ghouls and ghosts use combat tactics as appropriate, while zombies just attack mindlessly. Some of the advanced ghosts have additional feats (Power Attack, most notably), which they use to best effect.

Once the undead have all been destroyed, go on to Encounter 4C if the PCs are together. If the PCs split into two groups, first summarize the results for those who instead went to the Inn.

## Encounter 4C: The Thing I Hate

The PCs have just successfully destroyed a number of undead, but there's no rest for them just yet:

*As you stand over the fallen bodies of the former townsfolk, you find yourself with nothing but questions: What happened? How did these kindly, gentle people become ravenous cannibalistic monsters like that? But you've no time to contemplate the answers, as another scream echoes from the streets outside . . .*

*Opening the door to see the cause reveals a large group of terrified townsfolk gathered together. Geldrin, the sergeant at arms, and a few of his guardsmen are battling more of the creatures like you had just fought. However, it looks like one of the creatures has slipped through on the side you're on, and is rushing towards the helpless townsfolk with murderous intent.*

#### APL 2 (EL included in previous EL)

**Human Commoner Zombies (1):** hp 16; see *Monster Manual* page 266.

#### APL 4 (EL included in previous EL)

**Ghoul (1):** hp 13; see *Monster Manual* page 119.

#### APL 6 (EL included in previous EL)

**Ghoul (1):** hp 13; see *Monster Manual* page 119.

#### APL 8 (EL included in previous EL)

**Ghost, Advanced (1):** hp 57; see *Appendix*.

#### APL 10 (EL included in previous EL)

**Ghost, Advanced Fighter 2 (1):** hp 67; see *Appendix*.

The night is lit by a bright harvest moon; there's no need for the PCs to use light sources of torch size or

smaller except for better color vision. Once the PCs bring down the creature, Geldrin, having just finished his own battles, approaches them.

*"I see you made it out alive, strangers. That's good: means you've got some skill. Thanks for the help, but me and mine can take care of these folk from here. If you're willing, I'd like you to do something else for me. It'll be dangerous, I won't lie, but you folks might be the only shot we have.*

*"I got as many of the people as I could manage here, and I've gotta see them safely out of town. But with this many, I couldn't get anywhere near Fieremus' chapel. He's a friend, and a good man, and I want to see him get out of this alive, even if he did let that rotten whore of a heretic seduce him with her lies. This is all her fault, I'll guarantee it."*

If asked to whom he is referring, he identifies Geneve by name. If the PCs ask him why he believes Geneve is responsible, or why he says she seduced Fieremus, he responds:

*I saw 'em in the woods a couple of nights ago. I'd gone out for a walk; just felt like it was a good night for one, what with the harvest moon out and all. I came upon the two of them in the woods makin' lovin' eyes at each other and doin' all the other things courtin' couples do. He's old enough to be her damn father! She must've seduced him with her damn heretic magic, I'm sure of it. First she seduces him, gets him all love-addled, and then he's too distracted to stop her from whatever the hell she's done to my people. Please, you have to save him; kill her if you get the chance to revenge the rest of us, but save Fieremus!*

Geldrin refuses any offers to accompany his makeshift band, repeating his plea to save Fieremus. He grows increasingly desperate if the PCs remain obstinate. Once they agree, he seems visibly relieved, and offers to tell the PCs a shorter way of reaching the temple from here, that should take them out of the view and scent of the townsfolk who've succumbed. He then packs up and starts organizing the survivors and his men to get them all out of town by the nearest gate, pausing only to wish the PCs luck one more time.

## Encounter 5a: Pray!

Armed with a faster route to Fieremus' temple, the PCs are able to make their way there with minimal interference; that is, they'll avoid further combat before arriving at the chapel. However, the DM is encouraged to play up the eerie nature of a town in the grips of an

undead invasion. When the PCs arrive, read the following:

*Your journey, through what approximates back alleys in a small town like this, has thankfully avoided further conflict with the maddened denizens of Grafton. You travel through the very square in which earlier this very night, you pleasantly ate with the townsfolk who now rampage through the streets or lie strewn about them. The banners and streamers, once festive, now seem an eerie touch as they twist and turn in the chill evening breeze.*

*Before you stands the quiet country chapel built to house Fieremus' Heironean sermons. The doors are shut, but torchlight can be seen from the high set windows, and the sound of screams and moans come from within . . .*

The church itself is fairly small, with space for the main chapel, a small rectory, Fieremus' quarters, and a cellar beneath (where Fieremus' library is hidden). Presumably, having just heard screams from within, the PCs enter to discover what horrors are still to be seen.

*Opening the doors to the church, you are greeted with what was once a chapel, but has become a charnel house. The pews have been overturned or pushed to the side, making room for a large table in front of the altar. Bound to the alter is one of the townsfolk you met earlier, clearly within the throes of the same undeath that overtook those you have seen around the streets. The creature thrashes and moans under the ministrations of a wild-eyed Fieremus, who is using a medical saw to open the creature's chest. Several other townsfolk, including Mayor Biddle, lie dead and bound to chairs and pews nearby; presumably awaiting the same treatment should they rise. As you enter, Fieremus reaches into the chest and pulls forth the heart in a spray of black ichor; the creature screams, then lies still.*

*"It doesn't make sense," mutters Fieremus madly. "This isn't the way it's supposed to turn out! These black patches, curious; I had expected green." He continues to mumble to himself for a moment, then looks up as though startled by your entrance. "New patients? Well, have a seat, then. I'll be with you as soon as you're ripe." He cackles madly at his own joke, then turns his attention to removing the corpse from the table, presumably in preparation for the next "patient."*

Fieremus is currently quite mad. A combination of the horrors he has witnessed and an earlier attack by a group of Allips left him broken and insane. He is also badly infected with Malys' plague, and has little left in

the way of constitution or hit points. His current obsession is discovering what has infected the people of the city, which has led him to his current state.

Malys is also present, possessing Fieremus to observe the actions of the PCs. She isn't hiding her aura, so if the PCs use Detect Evil on him, he registers with her aura of evil. It is quite likely that the PCs attempt to kill him at this point, thinking that he is the cause of the town's problems.

**Fieremus:** Male human hp 3, detects as Chaotic Evil.

Fieremus doesn't resist any attempts to attack him; he doesn't recognize the PCs as a threat. For all intents and purposes, he's helpless. If the PCs kill him at any time, move on to Encounter 5b. If they just subdue him rather than kill him, he shudders, then dies (as Malys uses her abilities to further drain his Constitution, killing him from the loss of hit points). In that case, move on just as though they had killed him.

More levelheaded PCs may attempt to talk to him. At first, he simply shouts them down and tells them to sit and wait their turns, but a properly Diplomatic approach (DC 20) or a well told lie (Bluff DC 20) can calm him down to the point where conversation is possible. Modify the check with bonuses or penalties based on the quality of the lie or approach, at your discretion. PC members of the Church of Heironeous or Trithereon should be given a +2 circumstance bonus to this check. Once he's been calmed down, he tells the PCs about his research. Specifically, he reports he's studying the illness and its effects on the townsfolk but he finds the exact effects curious, as he would have expected all victims to react the same, but this illness seems to be producing differing effects on people. He honestly finds it fascinating, and Malys interferes to make it seem as though he is the one who created it, although he never says so outright. Astute PCs might notice this with a Sense Motive check (DC 15) as a strange hesitance at times in his speech. A Heal check (DC 15) during the conversation reveals that his insanity is likely the effect of Wisdom damage.

A *restoration* of any variety cures Fieremus of his madness immediately. Alternatively, if the PCs don't seem inclined to believe he was responsible or look to be working to heal him, Malys leaves, which also restores his lucidity. However, before he can do more than thank the PCs for their aid, Malys springs a trap designed to prevent him from telling them too much. (Note: If the PCs have mutilated Biddle's body in such a way that it cannot rise, you should modify the text to indicate that the corporeal undead enters with the Quell)

*Fieremus' words of thanks are interrupted by a chill feeling up your spine. Turning, you see a*

*translucent specter entering through the wall near the door. The shrouded, ethereal creature glares at you with glowing green eyes, dark symbols glowing in the air around it. The loose, flowing ectoplasm around the creature's face curls in something resembling a sneer as it looks towards Fieremus with visible disdain.*

*At the same time, Biddle's body shakes, flesh writhing horribly as it expands. The creature that was once mayor of Grafton bursts free of its bonds, its girth increasing from the plagued humors within, bursting through and filling the area around it with the sickly smell of rotten meat. The two turn towards you and Fieremus, their objective clear.*

Give the PCs a Spot check (DC 15). Inform any who succeed that they recognize one of the symbols in the air around the quell(s) as a defiled version of the one on Geneve's robe from earlier in the night.

#### APL 2 (EL 4)

**Quell:** hp 32; see *Appendix*.

**Ghoul:** hp 13; see *Monster Manual page 119*.

#### APL 4 (EL 6)

**Quell (2):** hp 32; see *Appendix*.

**Ghast:** hp 29; see *Monster Manual page 119*.

#### APL 6 (EL 8)

**Quell, Advanced (2):** hp 68; see *Appendix*.

**Plague Blight:** hp 45; see *Appendix*.

#### APL 8 (EL 10)

**Quell, Advanced (2):** hp 124; see *Appendix*.

**Plague Blight, Advanced:** hp 109; see *Appendix*

#### APL 10 (EL 12)

**Quell, Advanced (4):** hp 124; see *Appendix*.

**Plague Blight, Advanced:** 173; see *Appendix*

**Tactics:** The quell(s) immediately move in and use their coupled intercession ability to deny as many divine casters as possible their spells and the ability to turn undead. The quells attack PCs unaffected by this ability, to avoid breaking it; leaving the denied PCs to the corporeal undead.

If the quell successfully uses the intercession ability, read the following:

*The ghostly figures chant in a horrible eldritch tone, and suddenly the room is filled with a burst of terrible evil. As it fades, you at first are surprised to*

*find that there seem to have been no ill effects; you remain unharmed, if a little rattled. But then you notice something is . . . missing. You can no longer feel the presence and power of your deity; somehow these creatures have managed to sever your connection to the divine!*

If the PCs leave Fieremus completely undefended (that is, there is a clear line and no PCs within 10 feet of him), the undead target him. Fieremus himself is in no shape to provide direct support to the PCs; his spells were wiped out when his wisdom was drained too low to use them, and he's no fighter. He does, however, offer his mace to the nearest melee fighter, telling the person that it is of use against the ghostly figures (at APL 2 and 4, the mace is a *+1 alchemical silver heavy mace*, at APL 6 and 8 it is a *+1 ghost touch alchemical silver heavy mace*, and at APL 10 it is a *+1 ghost strike alchemical silver heavy mace*. See Appendix One for a description of the ghost strike weapon ability).

Once the undead have been defeated, Proceed to encounter 5c.

## Encounter 5b: Epitaph

Having killed Fieremus, the PCs are in for a rough time. Due to the nature of his death, Fieremus' soul cannot rest easily; it returns shortly after his death to claim its revenge upon its murderers. Having become undead, Fieremus is healed of all wisdom damage, and the flood of negative energy has refilled his spell reserves with dark magic. Give the PCs a few moments to reflect on their deed (while the ghostly Fieremus prepares by casting a few buffs in the Ethereal Plane), then read the following:

*As you stand over the fallen cleric, you feel a prickling at the base of your neck, and all the hair on your body stands on end as your body reacts to the fell chill in the air. Suddenly, Fieremus' mace shakes its way free of his body and sails across the room, into\* the hands of a ghostly figure. To your horror, it is the same as the man you just killed. His translucent eyes burn with rage, and he says in a horrific whisper "Murderers!" before gliding towards you.*

\*[At APLs 2 & 4, replace "into" with "through," the mace is not *ghost touch* at those APLs]

If the encounter description calls for a corporeal undead, one of the bodies (preferably Biddles') rises to engage (or, in the case that the PCs have mutilated all the bodies, a new creature simply enters the room).

### APL 2 (EL 4)

**Ghost of Fieremus:** hp 19; *see Appendix.*

### APL 4 (EL 6)

**Ghost of Fieremus:** hp 26; *see Appendix.*

**Ghost:** hp 29; *see Monster Manual page 119.*

### APL 6 (EL 8)

**Ghost of Fieremus:** hp 33; *see Appendix.*

**Plague Blight:** hp 45; *see Appendix.*

### APL 8 (EL 10)

**Ghost of Fieremus:** hp 54; *see Appendix.*

**Plague Blight, Advanced:** hp 77; *see Appendix.*

### APL 10 (EL 12)

**Ghost of Fieremus:** hp 68; *see Appendix.*

**Plague Blight, Advanced:** 141; *see Appendix.*

**Tactics:** Roll a d4 at the start of combat to determine how many rounds until Fieremus can use his Telekinesis special attack again. His Horrific Appearance special ability is currently active, so make sure to have all of the PCs save against it. In the first round, he attacks the nearest cleric or other divine caster using his incorporeal touch to deliver wisdom drain. He focuses on clerics and paladins before other characters, focusing on reducing their wisdom to the point where they can't use spells. When available, he uses his Telekinesis ability to disarm divine casters of their holy symbols, then fighter types of any ghost touch weapons, etc. If necessary, he casts *inflict wounds* spells on himself to recover hit points. When all the undead have been destroyed, proceed to encounter 5c.

## Encounter 5c: Save Them!

There are essentially two ways that this stage of the encounter can play out. If Fieremus lives, he can provide the PCs with a great deal of information, and some magical assistance that can aid them in their coming confrontation with Geneve. If he has died, then the PCs have to muddle through and search the chapel for the items of interest. Search checks are provided throughout the encounter to allow for this.

If Fieremus lives, read the following:

*Fieremus looks at you with a renewed light of sanity donning in his eyes. "I thank you for your aid and wisdom, adventurers. Were it not for you, I'd have joined the ranks of these fell creatures. But I*



*fear I must ask you to perform another favor for me: please, save my love, Geneve.*

*“Geneve and I became lovers not long after she arrived here in Grafton. I found her enchanting from the first moment I gazed upon her, and was thrilled when I discovered that she returned my feelings. However, due to the prejudices of my fellow townsfolk, we felt it best to keep our trysts a secret, until they could be made to accept her as part of the community. In spite of its secretive nature, however, our love was pure, and good, and brought this old man happiness he thought he would never have.*

*“However, a few weeks ago, Geneve . . . changed. She took a sudden interest in my research, which she had previously been leery of, and became angry when I refused to grant her access to my records. She also began to ask for more frequent trysts, even to the point of causing some interruption to my other duties in the town. I should have known that something was wrong, but my love for her blinded me to the change.*

*“This change in her is unnatural. Please, save her from whatever has caused it!”*

If asked about his specialty, Fieremus confesses that he studies the undead and evil outsiders to determine the best ways in which they can be combated. If asked to be shown his research, he leads the PCs to the cellar of the chapel and through the secret door that leads into the library. If Fieremus is not present, PCs searching the cellar can find the door with a Search check (DC 25). To his surprise, the library has been ransacked. He hadn't had time to work on anything for the last few days, and thus did not discover Malys' break-in until just now.

Searching this room, it is easy to find (DC 10 due to Fieremus' organizational scheme) that a number of books on the undead and Furyondy history seem to be missing. If Fieremus is present, he can further refine the list of missing books to specifically books on plague-bearing undead and the Razing Line created by the legions of Iuz during his invasion. A slightly higher result on the Search check (DC 15) allows PCs to notice that one book in particular has been disturbed but not taken (allow a Spot check (DC 15) before the PCs leave to notice the same thing if they don't find it while searching). The book is a list of demons, their “accomplishments,” and, most importantly, their True Names. A quick flip through the book reveals that a number of the pages have been torn out. If Fieremus is present, he is able to inform the PCs that the particular demon discussed on those pages is Malystandrinyx, a succubus summoned onto the material plane by Iuz during the invasion. She was well

known for being a dark alchemist, and particularly capable of controlling and manipulating mortals through possession. At this point, it should be relatively clear to the PCs more or less what is going on. Fieremus takes the PCs back to his personal office, where he'll reveal the *symbol of banishment* (which can be found with a Search check (DC 30) in his office), and explain its use to the PCs. PCs may determine the information below on their own, if Fieremus is dead, with a successful Knowledge – arcana (DC 35), Knowledge – religion (DC 25) or bardic knowledge (DC 25).

*“With this symbol, even those without the power to expel demons can perform a ritual capable of banishing them back to their home planes. However, to perform the ritual, you must first subdue the vessel of possession. If you kill Geneve, not only will you have murdered an innocent woman, and my love, you will also free the demon to escape banishment. By subduing her, you prevent the demon from escaping, and can perform the ritual to banish her for a century. Please, I beg you again, save her!”*

Fieremus provides the PCs with a written version of the ritual and the symbol itself. He also recovers a *wand of cure light wounds* that he'll use to repair any damage they may have suffered so far (finding the wand is a Search check (DC 15)). Once the PCs have had a chance to search around and decide to head over to the church of Trithereon, move on to Encounter 6.

**Treasure:** APL 2: Loot – 0 gp, Coin – 0 gp, Magic – +1 *alchemical silver heavy mace* (200 gp each), *wand of cure light wounds* (62.5 gp each).

APL 4: Loot – 0 gp, Coin – 0 gp, Magic – +1 *alchemical silver heavy mace* (200 gp each), *wand of cure light wounds* (62.5 gp each).

APL 6: Loot – 0 gp, Coin – 0 gp, Magic – +1 *alchemical silver ghost touch heavy mace* (670 gp each), *wand of cure light wounds* (62.5 gp each).

APL 8: Loot – 0 gp, Coin – 0 gp, Magic – +1 *alchemical silver ghost touch heavy mace* (670 gp each), *wand of cure light wounds* (62.5 gp each).

APL 10: Loot – 0 gp, Coin – 0 gp, Magic – +1 *alchemical silver ghost strike heavy mace* (1530 gp each), *wand of cure light wounds* (62.5 gp each).

## Encounter 6: Angel in the Dark

The trip to the shrine to Trithereon is short and uneventful. Upon arrival, the PCs find the doors swung

open: Malys' invitation to the finale of her plot. If the PCs attempt to come to the shrine to Trithereon before resolving Encounter 5, they find the heavy oak doors barred from the inside, and the shrine deserted should they break in.

*Geneve's shrine to Trithereon is a modest affair: a small building that still bears the signs of having been a peasant hut in a previous existence. The front doors bear the same rune as Geneve's robes, but, as you approach, you can see that the rune has been altered by lines painted in a sticky crimson fluid whose true nature is sickeningly apparent. The soft light of a candle gleams from within invitingly; clearly your presence is expected.*

Once the PCs enter, continue:

*The inside of the shrine is as modest as its dressing. A few short, wooden benches flank a central isle, leading up to a simple wooden table covered by a cloth with the same defiled symbol as the doors which serves as the altar, upon which sits the single candle that is the room's illumination. In front of the altar is a wooden chair upon which sits an armored figure, clearly deceased. With some surprise, you realize that it is Geldrin.*

*"Welcome, honored guests!" says a voice from the darkness. Into the light steps a figure you can scarcely recognize as the same cleric you met earlier in the evening. Where once her red hair hung wildly, now every curl has been meticulously placed to frame her pale face. Where once she wore blue robes emblazoned with a rune, now she wears crimson ones bearing a grinning skull, and the telltale clink of armor can be heard as she moves. While all blemishes have been removed from her face to grant her an angelic beauty, what is most startlingly different is the cruel smile on her face as she regards you. "I hope the greeting committee did not trouble you too greatly."*

A Knowledge – religion check (DC 10) reveals that the grinning skull is the holy symbol of Iuz. While Malys is not actually a servant of Iuz, nor is she acting at his behest, the two have a past relationship from his summoning of her during the invasion, and he has been granting her spells while she uses Geneve's body.

Geldrin's body is present because, after getting the rest of the townsfolk out the gates, he came back for revenge on Geneve. Malys revealed herself to him, but he attacked anyway and was slain although not before forcing her to use some of Geneve's spells. Attacking with intent to kill even though he knew she was under demonic influence was an evil act, which intrigued

Malys, and so she has prepared him to rise. However, his reanimation is triggered by her entry into combat, and so he cannot be turned until the combat has begun.

Malys is perfectly content to stand back for the moment and speak to the PCs. She doesn't engage or order Geldrin to engage until the PCs take offensive action or move to engage her. While she does have some spells cast in preparation for a fight, they all have fairly long durations. In addition, while she hasn't had time to unhallow the Tritherionite shrine, it has been sufficiently defiled to grant her spells a fell persistence. She takes this opportunity to gloat over the success of the new plague she created. She also extols her ability to manipulate the love-blinded Fieremus into neglecting his duties purifying the water long enough to expose the entire town to it. She's quite happy with the success of this project, and is more than happy to share that fact.

If the PCs indicate that they are aware of Malys' manipulations, her smile slips to a snarl. She remains confident in her own ability to escape, and to have Geneve die here for her crimes. If questioned why she did this, she responds that, quite simply, Fieremus and Geneve's love offended her as a demon. She wanted to see it brought not only to ruin, but remembered as the cause of nothing but suffering.

If at any time the PCs move in to engage her, or take any other hostile actions (spellcasting, etc), Geneve grabs her shield and douses the candle (unless the PCs have their own light sources, in which cases she won't bother), and Geldrin rises to engage. If the candle is doused, any character without darkvision or low light vision treats all other targets as having partial concealment (20% miss chance). Note that both Geneve and Geldrin have Darkvision (he because he's undead, she because she's being possessed by a succubus).

#### APL 2 (EL 5)

**Geneve:** Female human Clr3; hp 24; see *Appendix*.

**Ghast:** hp 29; see *Monster Manual* page 119.

#### APL 4 (EL 7)

**Geneve:** Female human Clr6; hp 42; see *Appendix*.

**Ghast, Advanced:** hp 57; see *Appendix*.

#### APL 6 (EL 9)

**Geneve:** Female human Clr8; hp 51; see *Appendix*.

**Plague Blight:** hp 45; see *Appendix*.

#### APL 8 (EL 11)

**Geneve:** Female human Clr9; hp 57; see *Appendix*.

**Geldrin:** Male Death Knight Ftr6; hp 36; *see Appendix*

#### APL 10 (EL 13)

**Geneve:** Female human Clr11; hp 69; *see Appendix*.

**Geldrin:** Male Death Knight Ftr7/Blk1; hp 54; *see Appendix*

**Tactics:** Geldrin does his best to prevent fighter types from getting to Geneve, by either tying them up in melee or by clogging up movement lines. Malys tries to keep him “alive” if possible by spontaneously casting *Inflict* spells on him to heal him. Otherwise, she tries to use her de-buffs and offensive spells on fighter types. She does NOT use her succubus abilities, as she’s keeping those in reserve as a surprise in case PCs are able to fight her ethereal form after killing Geneve. However, she keeps at least one of her best *inflict* spells in reserve. If things look bad, and it seems the PCs are trying to subdue her rather than kill her, she uses the *inflict* spell on herself, then invokes a constitution drop on Geneve, in an attempt to kill her and escape before the PCs can banish her. Note that, should the PCs be able to banish Malys with magic while Geneve is still alive, Geneve simply collapses, taking her out of the fight.

If the PCs manage to subdue Geneve without killing her, and have the ritual, symbol, and true name from Fieremus, they can then perform the ritual with any of the following (to recall the information): a Knowledge: Religion check (DC 12), a Spellcraft check (DC 15), or a Knowledge: Arcana check (DC 20). Each attempt takes six minutes. A PC may take 10 or 20, but remember that taking 20 allows Geneve a chance to recover nonlethal damage of double her Hit Dice, which might be enough to allow her to wake up. If she wakes up, Malys immediately gets free, abandoning the body.

If Malys is successfully banished, read the following:

*As you complete the ritual, all is quiet for a moment. Then, Geneve’s body shudders, her back arching as if in pain. From her form emerges the ghostly figure of a beautiful woman, with dark, bat-like wings, her mouth open in a silent scream of agony. As you watch, red, ghostly chains emerge from the grounds, wrapping themselves around her and pulling her into the earth. Her hand claws futilely at the air until vanishing into the ground. Geneve’s body relaxes, and then all is still.*

**Development:** At this point, you should proceed to the Conclusion. If, however, Malys escapes, either because Geneve dies or the PCs subdue her but allow her to awaken without performing the banishment, have all of the PCs make a Will save (DC 24). Malys first goes for any PCs whose actions were less than noble over the

course of the module, then those who are not divine spell casters, then clerics, and finally paladins (omit any characters under the effect of a *protection from evil* spell). Put the PCs in a corresponding order, and then note the first one in the order who failed the save. This PC gets the **Curse of Iniquity**. She can only make one attempt per round, and so if she is banished or PCs put up defenses before she has the opportunity to go for them, they may be spared the curse. Remember that although PCs are always aware they have had to make a saving throw, in this case they are not aware of the source (but may have suspicions). Once this has been determined, go to the Conclusion.

**Treasure:** APL 2: Loot – 177 gp, Coin – 0 gp, Magic – 0 gp

APL 4: Loot – 177 gp, Coin – 150 gp, Magic – 0 gp.

APL 6: Loot – 177 gp, Coin – 0 gp, Magic – 0 gp.

APL 8: Loot – 192 gp, Coin – 0 gp, Magic – +1 *full plate* (221 gp each), +1 *bastard sword* (195 gp each).

APL 10: Loot – 40 gp, Coin – 0 gp, Magic – +1 *full plate* (221 gp each) x2, +1 *bastard sword* (195 gp each), +1 *tower shield* 98 gp each).

## Conclusion

Remember to complete the Critical Event Summary at the premiere and return to HQ. Also, note that even if this is not the premiere, please notify the Triad of any PC who receives the Curse of Iniquity.

The party has little difficulty escaping the town, even if they have an unconscious Geneve to deal with. If Fieremus lives, he is waiting just outside of town where he meets the PCs.

*You crest the hill just outside of town, confident that the undead, who seem content to remain within, will no longer follow. Looking back, you see the town of Grafton, outlined in the rising sun. What was once a sleepy town, recovering from the scars of war is now a charnel house, ruled over by the undead. The town itself has become a tomb . . . not a ghost town, but a Graveton.*

There are three possibilities at this point: either both lovers are dead, one is, or they both live.

#### If both of the lovers are dead:

*You can’t help but think back to your actions, wondering whether what you did was truly just. If nothing else, you’ve failed in your mission. It is unlikely that the Church of Heironeous will be*

*pleased. Perhaps you've been pawns in someone else's game...*

**If Fieremus is dead, but Geneve lives:**

*The unconscious cleric stirs, pulling free of the one carrying her and standing under her own power. Looking down at the strange robes in horror, she removes them disgustedly, tossing them aside to stand before you in her armor. She looks confused and surprised, and the guilt in her eyes reveals that she remembers all that she has done. She shakes her head as though to clear a bad dream, and asks desperately, "Where is Fieremus? Is he safe?" As she looks at you, all hope dies in her eyes. "No... Trithereon, no! I... You! This is your fault! You took him from me!" She dissolves into tears, collapsing to the ground. It seems that, this day, you have been a pawn to something dark and terrible in failing this woman and participating in her lover's death...*

**If Geneve is dead, but Fieremus lives:**

*Waiting for you on the hill is Fieremus, his face wrinkled with worry. "Where is Geneve? Did you save her? Is she well?" Looking at your expressions, all hope in his eyes dies. "You... you killed her?! But you knew! She was good! Pure! You couldn't... Why, Heironeous, why!?" He collapses to the ground, crying inconsolable tears of sorrow. Though you have succeeded in the mission for which you were hired, you have failed in something far, far greater...*

The church of Heironeous is additionally willing to provide healing of any drain or damage that occurred during the module at no charge.

**If both lovers live:**

*Waiting for you on the hill is Fieremus, his face wrinkled with worry. When he sees that you bear the unconscious form of his lover, he visibly relaxes, his mouth turning up in a smile and tears of joy forming in his eyes. He rushes forward, taking her from the one carrying her and wrapping her in his arms. As though responding to his touch, her eyes flutter open. Seeing her lover, they widen, and she returns his embrace, sobbing whispered apologies. After they have been there for a time, they stand and turn to you. Fieremus smiles, "Thank you my friends, for saving my love. I will do anything I can in return. You have given me back my life."*

The church of Heironeous is additionally willing to provide healing of any drain or damage that occurred during the module at no charge.

The End

## Experience Point Summary

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

### Encounter Four

Defeating the undead:

APL2 90 xp

APL4 150 xp

APL6 210 xp

APL8 270 xp

APL10 330 xp

### Encounter Five

Defeating the undead:

APL2 120 xp

APL4 180 xp

APL6 240 xp

APL8 300 xp

APL10 360 xp

### Encounter Six

Defeating Geneve and Geldrin:

APL2 150 xp

APL4 210 xp

APL6 270 xp

APL8 330 xp

APL10 390 xp

### Story Award

Discovering Malys' presence:

APL2 45 xp

APL4 70xp

APL6 90 xp

APL8 115 xp

APL10 135 xp

## Discretionary roleplaying award

APL2 45 xp

APL4 65 xp

APL6 90 xp

APL8 120 xp

APL10 135 xp

## Total possible experience:

APL2 450 xp

APL4 675 xp

APL6 900 xp

APL8 1125 xp

APL10 1350 xp

## Treasure Summary

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

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

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

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may

attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters 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, characters 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 5: Pray!

APL 2: L: 0 gp; C: 0 gp; M: 262 gp – *+1 alchemical silver heavy mace* (200 gp each), *wand of cure light wounds* (62 gp each).

APL 4: L: 0 gp; C: 0 gp; M: 262 gp – *+1 alchemical silver heavy mace* (200 gp each), *wand of cure light wounds* (62 gp each).

APL 6: L: 0 gp; C: 0 gp; M: 732 gp – *+1 alchemical silver ghost touch heavy mace* (670 gp each), *wand of cure light wounds* (62 gp each).

APL 8: L: 0 gp; C: 0 gp; M: 732 gp – *+1 alchemical silver ghost touch heavy mace* (670 gp each), *wand of cure light wounds* (62 gp each).

APL 10: L: 0 gp; C: 0 gp; M: 1592 gp – *+1 alchemical silver ghost strike heavy mace* (1530 gp each), *wand of cure light wounds* (62 gp each).

### Encounter 6: Angel in the Dark

APL 2: L: 177 gp, C: 0 gp, M: 0 gp

APL 4: L: 177 gp, C: 0 gp, M: 0 gp.

APL 6: L: 177 gp, C: 0 gp, M: 0 gp.

APL 8: L: 192 gp, C: 0 gp, M: 461 gp – *+1 full plate* (221 gp each), *+1 bastard sword* (195 gp each).

APL 10: L: 40 gp, C: 0 gp, M: 559 – *+1 full plate* (221 gp each) x2, *+1 bastard sword* (195 gp each), *+1 tower shield* 98 gp each).

### Encounter 6: Angel in the Dark

APL 2: L: 0 gp, C: 100 gp, M: 42 gp – *elixir of truth*. (coin is given only if Fieremus is returned safely to Chendl; elixir is given only if Geneve survives).

APL 4: L: 0 gp, C: 100 gp, M: 334 gp – *brooch of shielding, elixir of truth, Heward's handy haversack*. (coin and brooch are given only if Fieremus is returned safely to Chendl; elixir and haversack are given only if Geneve survives).

APL 6: L: 0 gp, C: 100 gp, M: 334 gp – *brooch of shielding, elixir of truth, Heward's handy haversack*. (coin and brooch are given only if Fieremus is returned safely to Chendl; elixir and haversack are given only if Geneve survives).

APL 8: L: 0 gp, C: 0 gp, M: 834 gp – *brooch of shielding, elixir of truth, Heward's handy haversack, horseshoes of a zephyr*. (brooch and horseshoes are given only if Fieremus is returned safely to Chendl; elixir and haversack are given only if Geneve survives)

APL 10: L: 0 gp, C: 0 gp, M: 834 gp – *brooch of shielding, elixir of truth, Heward's handy haversack, horseshoes of a zephyr*. (brooch and horseshoes are given only if Fieremus is returned safely to Chendl; elixir and haversack are given only if Geneve survives)

### Total Possible Treasure

APL 2: L: 177 gp; C: 100 gp; M: 304 gp - Total: 581 (maximum 450 gp).

APL 4: L: 177 gp; C: 100 gp; M: 596 gp - Total: 873 (maximum 675 gp).

APL 6: L: 177 gp; C: 100 gp; M: 1034 gp - Total: 1311 (maximum 900 gp).

APL 8: L: 192 gp; C: 0 gp; M: 2025 gp - Total: 2217 (maximum 1300 gp).

APL 10: L: 40 gp; C: 0 gp; M: 2985 gp - Total: 3025 (maximum 2300 gp).

### Special

**Gratitude of the Lovers:** For saving Geneve's life, Fieremus is willing to put you in contact with a cleric capable of upgrading any one magical weapon with the *Ghost Strike* ability (*Libris Mortis*, p 77). You must pay the price difference for the upgrade normally. Cross off this favor when used.

**Curse of Iniquity:** You have been inflicted with a terrible curse: once per module, at the DM's discretion, he may impose a -4 profane penalty on any of your attributes when performing a good act, or a +4 profane bonus when performing a morally ambiguous one. The bonus/penalty lasts for the remainder of the current encounter. This curse cannot be removed by a *remove curse* spell; contact the Furyondy Triad.

**Ire of the Church of Heironeous:** For failing in your mission to recover Fieremus, you have incurred the ire of the Furyondy Church of Heironeous. Firstly, you suffer a -4 circumstance penalty to charisma-based checks when dealing with members of the church. Secondly, all spellcasting by members of the church is increased by 10%. Finally, you cannot join any of the Church of Heironeous meta-organizations, and lose access to the benefits of any Church of Heironeous organizations to which you currently belong. You may get rid of the ire of the church by expending three influence points with the church, or permanently using a permanent influence point with the church. Cross off all influence points used and the ire itself when this is accomplished.

**Favor of the Church of Heironeous:** For returning Fieremus as promised, you have gained the church's favor. This favor can be used as an influence point with the church. A member of the Church of Heironeous meta-org can instead use this favor to add the *axiomatic* ability to a weapon, at normal cost. A member of the Silver Blades of Heironeous meta-org may make this upgrade at 75% of normal cost.

**Favor of the Church of Trithereon:** For saving the life of its cleric Geneve, you have gained the favor of the church of Trithereon. This favor can be used as an influence point with the church. A member of the Church of Trithereon meta-org can instead use this favor to add the *anarchic* ability to a weapon, at normal cost. A member of the Templars of Trithereon meta-org may make this upgrade at 75% of normal cost.

## Items for the Adventure Record

All special items above should be included on the AR.

### Item Access

APL 2:

- Wand of Cure Light Wounds (Adventure; DMG; 750 gp)
- Elixir of Truth (Regional; DMG; 500 gp)

APL 4:

- Brooch of Shielding (Regional; DMG; 1500 gp)
- Heward's Handy Haversack (Regional; DMG; 2000 gp)

APL 6 (all of APLs 2-4 plus the following):

- +1 alchemical silver ghost touch heavy mace (Adventure; DMG; 8402 gp)

APL 8:

- Horseshoes of a Zephyr (Regional; DMG; 6000 gp)

APL 10 (all of APLs 2-8 plus the following):

- +1 alchemical silver ghost strike heavy mace (Adventure; Libris Mortis; 18402 gp)

Church of Heironeous or Church of Trithereon members who receive Gratitude of the Lovers also gain access to:

- Silversheen (regional, DMG, 250 gp).
- Vestments of Divinity (adventure, DMG2, 30000 gp)
- Lesser Metamagic rod silent (adventure, DMG, 3000 gp)

## Appendix One – New Rules Items

### **New Monsters:**

**Quell:** CR 3; Medium Undead (Incorporeal); HD 5d12; hp 32 Init +7; Spd fly 60 ft. (good); AC 15, touch 15, flat-footed 12; Base Atk/Grp: +2/-; Atk Incorporeal touch +5 melee (1d4); Full Atk Incorporeal Touch +5 melee (1d4); SA: Coupled Intercession, intercession SQ Darkvision 60 ft; daylight powerlessness; undead traits; +4 turn resistance; AL LE; SV Fort +1, Ref +4, Will +6; Str -, Dex 16, Con -, Int 14, Wis 14, Cha 15.

*Skills and Feats:* Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +2 (+4 following tracks); Alertness, Combat Reflexes, Improved Initiative, Weapon Finesse.

**Coupled Intercession (Su):** Whenever a quell takes a standard action to aid another quell in an intercession attempt, the effective cleric level of the quell increases by 1. Several quells could all take a standard action to aid a single quell's intercession attempt, each increasing the effective cleric level of the intercession attempt.

**Daylight Powerlessness (Ex):** Quells are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it.

**Intercession (Su):** A quell can cut divine spellcasters off from their source of power. To do so, the quell makes a turning check as if it were a cleric of a level equal to the quell's Hit Dice (5<sup>th</sup> level). The result indicates the highest-level divine spellcasters the quell can cut off from their deity. The turning damage result indicates the maximum total Hit Dice of divine spellcasters within 60 feet the ability can affect. The quell's intercession affects the closest divine spellcasters it can affect first. Normally, affected divine spellcasters cannot turn undead or cast divine spells for 1 minute; however, if the quell however, if the quell has twice as many HD as the spellcaster has divine levels, the divine spellcaster loses the ability to cast divine spells for 24 hours. If the quell attacks an affected divine spellcaster in any way, or the affected spellcaster receives an *atonement* spell, the intercession ends. The quell's allies and other creatures can attack the divine spellcaster without breaking the intercession. A quell can use this ability a number of times per day equal to 3 + its Charisma modifier (five times for a typical creature)

Reference: *Libris Mortis*, pg 116-117

**Plague Blight:** CR 6; Medium Undead (Evil); HD 6d12+6; hp 45 Init +5; Spd 30 ft; AC 23, touch 15, flat-footed 18; Base Atk/Grp: +3/+7; Atk Slam +7 melee (1d6+6 [+2 against good-aligned foes] and gangrenous touch); Full Atk Slam +7 melee (1d6+6 [+2 against good-aligned foes] and gangrenous touch); SA: Gangrenous Touch SQ Damage reduction 5/slashing, darkvision 60 ft, gangrenous stench, resistant to blows, undead traits, +2 turn resistance; AL CE; SV Fort +2, Ref +7, Will +7; Str 19, Dex 21, Con -, Int 14, Wis 14, Cha 15.

*Skills and Feats:* Balance +7, Escape Artist +12, Hide +14, Jump +6, Listen +13, Move Silently +14, Spot +13, Tumble +14; Alertness, Cleave, Improved Toughness, Power Attack.

**Gangrenous Stench (Ex):** Whenever a plague blight desires, it causes a horrible odor of rot to emanate from the folds of its wrappings. All living creatures within 10 feet of the plague blight must make a DC 15 Fortitude save or take 1d6 points of Strength damage and become nauseated. The save DC is Charisma-based

**Gangrenous Touch (Su):** Supernatural disease (accelerated)—slam, Fortitude DC 15, incubation period instant; damage 1d4 Con. Unlike normal diseases (see Disease, page 292 of the *Dungeon Master's Guide*), gangrenous touch requires a saving throw every round. It visibly progresses over a period of seconds, turning the afflicted area putrescent and gangrenous. The rot continues until the victim makes two successful saving throws in a row, the victim reaches Constitution 0 (and dies), or the victim receives a *remove disease* spell or similar treatment. Once it is infected or it successfully saves, a creature can't be infected by gangrenous touch again for 24 hours. The body of a victim claimed by gangrenous touch sloughs into a brittle, stinking mass of putrescent ruin that molders to nothing over the course of 24 hours, unless *remove disease* is cast on the remains within that time.

Reference: *Libris Mortis*, pg. 115-116



## **New Feats**

### **Improved Toughness**

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.

Reference: *Libris Mortis*, pg. 27

### **Profane Boost [Divine]**

You can channel negative energy to increase the power of *inflict wounds* spells cast near you.

Prerequisite: Ability to rebuke undead.

Benefit: You can spend a rebuke attempt as a standard action to place an aura of negative energy upon each creature within a 60-ft. burst. Any *Inflict* spell cast on one of these creatures before the end of your next turn is automatically maximized, with no adjustment to the spell's level or casting time.

Reference: *Complete Divine*, pg. 84

### **Reach Spell [Metamagic]**

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 ft. 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.

## **New Weapon Special Abilities**

### **Ghost Strike**

A ghost strike weapon deals damage normally against incorporeal creatures, regardless of its bonus, just as if it were a ghost touch weapon. In addition, a ghost strike weapon can deliver sneak attacks or critical hits to an incorporeal undead creature as if the creature were not undead. Only melee weapons can have the ghost strike ability.

Moderate conjuration; CL 11<sup>th</sup>; Craft Magic Arms and Armor, *ghost touch weapon, undeath to death*; Price +2 bonus.

## Appendix Two – APL 2

### Encounter Five B

**Ghost of Fieremus:** male ghost Clr2 (formerly Heironeous); CR 4; Medium undead (augmented human) (incorporeal); HD 2d12; hp 19; Init +1; Spd Fly 30 ft. (Perfect); AC 15, touch 15, flat-footed 14; BAB/Grp: +1/-; Atk: +2 melee (1d4 ability damage, incorporeal touch); Full Atk: +2 melee (1d4 ability damage, incorporeal touch); SA Spells, draining touch, horrific appearance, manifestation, telekinesis; SQ Darkvision 60 ft, incorporeal traits, rejuvenation, +4 turn resistance, undead traits; AL LE; SV Fort +3, Ref +1, Will +6; Str 8, Dex 12, Con -, Int 14, Wis 17, Cha 18.

*Skills and Feats:* Concentration +5, Hide +8, Knowledge - Religion +10, Knowledge - the Planes +10, Listen +11, Search +10, Spot +11, Spellcraft +7. Skill Focus: Knowledge - Religion, Skill Focus: Knowledge - The Planes.

**Draining Touch (Su):** When Fieremus hits a living target with his incorporeal touch attack, he drains 1d4 points from any one ability score he selects. On each successful attack, he heals 5 points of damage to himself. Against ethereal opponents, he adds his Strength modifier to attack rolls only. Against nonethereal opponents, he adds his Dexterity modifier to attack rolls only.

**Horrific Appearance (Su):** Any living creature within 60 ft that views the ghost must succeed on a Fortitude Save (DC 15) 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.

**Manifestation:** A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot effect or be affected by anything on the material plane. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or with a ghost touch weapon. A manifested ghost remains partially on the Ethereal Plane, where it is not incorporeal. A manifested ghost can be attacked by

opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane. When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on nonethereal targets. A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

**Telekinesis:** Fieremus can use *telekinesis* as a standard action (caster level 12<sup>th</sup>). When he uses this power, he must wait 1d4 rounds before using it again.

**Rejuvenation:** If Fieremus is "destroyed," he returns to his old haunts within 2d4 days.

**Channel Negative Energy:** In his ghostly state, Fieremus now channels negative energy, meaning that he rebukes undead, and can spontaneously cast *Inflict* spells. He has 7 turning attempts per day.

*Possessions:* none

*Spells Prepared* (4/3+1; base DC = 13 + spell level): 0—, *detect magic, guidance, light, resistance, 1st—bane, cause fear, entropic shield, protection from chaos*.\*

\*Domain spell. *Domains:* Destruction (Smite (+4 attack, +2 damage) 1/day); Law (+1 caster level on law spells)

### Encounter Six

**Geneve:** female human Clr3 (Iuz); CR 3; Medium humanoid (human); HD 3d8+6; hp 24; Init +5; Spd 20 ft.; AC 21, touch 11, flat-footed 20; BAB/Grp: +2/+2; Atk: +2 melee (1d8, heavy mace); Full Atk: +2 (1d8, heavy mace); SA Spells, Channel Negative Energy; SQ -; AL CE; SV Fort +4, Ref +2, Will +6; Str 10, Dex 12, Con 12, Int 18, Wis 16, Cha 26.

*Skills and Feats:* Concentration +7, Knowledge - Religion +6, Combat Casting, Improved Initiative, Toughness.

**Channel Negative Energy:** While possessed and controlled by Malys, Geneve channels negative energy, meaning that she rebukes undead and spontaneously casts *Inflict* spells. She has 5 turning attempts per day.

*Possessions:* Masterwork Heavy Mace,  
Masterwork Full Plate, Heavy Steel Shield

*Spells Prepared* (4/4+1/2+1; base DC = 13 + spell level):  
0—*detect magic, guidance, light, resistance*; 1st—*bane, cure light wounds, divine favor, protection from good\**; *shield of faith*; 2nd—*cure moderate wounds, desecrate\**; *spiritual weapon*.

\*Domain spell. *Domains:* Chaos (+1 caster level on Chaos spells); Evil (+1 caster level on evil spells)

## Appendix Three: APL 4

### Encounter Five B

**Ghost of Fieremus:** Male ghost Clr3 (formerly Heironeous); CR 5; Medium undead (augmented human) (incorporeal); HD 3d12; hp 26; Init +1; Spd Fly 30 ft. (Perfect); AC 15, touch 15, flat-footed 14; BAB/Grp: +2/-; Atk: +3 (1d4 ability damage, incorporeal touch); Full Atk: +3 melee (1d4 ability damage, incorporeal touch); SA Spells, draining touch, horrific appearance, manifestation, telekinesis; SQ Darkvision 60 ft, incorporeal traits, rejuvenation, +4 turn resistance, undead traits; AL LE; SV Fort +3, Ref +2, Will +6; Str 8, Dex 12, Con -, Int 14, Wis 17, Cha 18.

*Skills and Feats:* Concentration +10, Hide +8, Knowledge - Religion +11, Knowledge - the Planes +11, Listen +11, Search +10, Spot +11, Spellcraft +8. Skill Focus: Knowledge - Religion, Skill Focus: Knowledge - The Planes, Combat Casting.

**Draining Touch (Su):** When Fieremus hits a living target with his incorporeal touch attack, he drains 1d4 points from any one ability score he selects. On each successful attack, he heals 5 points of damage to himself. Against ethereal opponents, he adds his Strength modifier to attack rolls only. Against nonethereal opponents, he adds his Dexterity modifier to attack rolls only.

**Horrific Appearance (Su):** Any living creature within 60 ft that views the ghost must succeed on a Fortitude Save (DC 15) 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.

**Manifestation:** A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot effect or be effected by anything on the material plane. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or with a ghost touch weapon. A manifested ghost remains partially on the Ethereal Plane, where it is not incorporeal. A manifested ghost can be attacked by

opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane. When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on nonethereal targets. A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

**Telekinesis:** Fieremus can use *telekinesis* as a standard action (caster level 12<sup>th</sup>). When he uses this power, he must wait 1d4 rounds before using it again.

**Rejuvenation:** If Fieremus is "destroyed," he returns to his old haunts within 2d4 days.

**Channel Negative Energy:** In his ghostly state, Fieremus now channels negative energy, meaning that he rebukes undead, and can spontaneously cast *Inflict* spells. He has 7 turning attempts per day.

*Possessions:* none

*Spells Prepared* (4/3+1/2+1; base DC = 13 + spell level): 0—*detect magic, guidance, light, resistance, 1st—bane, cause fear, entropic shield, protection from chaos*\*; 2nd—*desecrate, owl's wisdom, shatter*\*.

\*Domain spell. *Domains:* Destruction (Smite (+4 attack, +3 damage) 1/day); Law (+1 caster level on law spells).

### Encounter Six

**Geneve:** Female human Clr6 (Iuz); CR 6; Medium humanoid (human); HD 6d8+9; hp 42; Init +5; Spd 20 ft.; AC 23, touch 11, flat-footed 22; BAB/Grp: +4/+4; Atk: +5 melee (1d8, mw heavy mace); Full Atk: +5 melee (1d8, mw heavy mace); SA Spells, Channel negative energy; AL CE; SV Fort +6, Ref +3, Will +8; Str 10, Dex 12, Con 12, Int 18, Wis 16, Cha 26.

*Skills and Feats:* Concentration +10, Knowledge - Religion +9, Combat Casting, Improved Initiative, Toughness, Profane Boost (CD).

**Channel Negative Energy:** While possessed and controlled by Malys, Geneve channels negative energy,

meaning that she rebukes undead and spontaneously casts *InFLICT* spells. She has 5 turning attempts per day.

*Possessions:* masterwork heavy mace, masterwork full plate (+2 *magic vestment*), heavy steel shield

*Spells Prepared* (4/4+1/4+1/3+1; base DC = 13 + spell level): 0—*detect magic, guidance, light, resistance*; 1st—*bane, cure light wounds, divine favor, protection from law\**, *shield of faith*; 2nd—~~*desecrate\**~~, *hold person, owl's wisdom, silence, spiritual weapon*; 3rd—*dispel magic, ~~magic circle against good\*~~, magic vestment*.

\*Domain spell. *Domains:* Chaos (+1 caster level on Chaos spells); Evil (+1 caster level on evil spells)

**Ghast, Advanced:** CR 4; Medium undead; HD 8d12+3; hp 57; Init +3; Spd 30 ft.; AC 17, touch 12, flat-footed 14; BAB/Grp: +4/+8; Atk Bite +8 melee (1d8+4 plus Paralysis plus disease); Full Atk Bite +8 melee (1d8+4 plus paralysis plus disease) and 2 claws +6 melee (1d4+2 plus paralysis); SA: Ghoul fever, paralysis, stench SQ Darkvision 60 ft; undead traits; +2 turn resistance; AL CE; SV Fort +2, Ref +5, Will +8; Str 18, Dex 17, Con -, Int 13, Wis 14, Cha 16.

*Skills and Feats:* Balance +10, Climb +13, Hide +12, Jump +13, Move Silently +12, Spot +11; Multiattack, Toughness, Ability Focus: Paralysis.

**Ghoul Fever (Su):** Disease—Bite, Fortitude DC 15, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma based.

**Paralysis (Ex):** Those hit by a ghast's bite or claw attacks must succeed on a DC 17 Fortitude save or be paralyzed for 1d4+1 rounds. Even elves can be affected by this paralysis. The save DC is charisma based.

**Stench (Ex):** The stink of death and corruption surrounding these creatures is overwhelming. Living creatures within 10 feet must succeed on a Fortitude save (DC 15) or be sickened for 1d6+4 minutes. A creature that saves successfully cannot be affected again by the same ghast's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from a sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. The DC is charisma based.

## Appendix Four: APL 6

### Encounter Five A

**Quell, Advanced:** CR 4; Medium undead (incorporeal); HD 9d12; hp 68; Init +7; Spd fly 60 ft. (good); AC 16, touch 16, flat-footed 13; BAB/Grp: +4/-; Atk: incorporeal touch +8 melee (1d4); Full Atk: incorporeal touch +8 melee (1d4); SA: Coupled intercession, intercession SQ Darkvision 60 ft; daylight powerlessness; undead traits; +4 turn resistance; 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 +15, Listen +16, Search +10, Sense Motive +12, Spot +16, Survival +2 (+4 following tracks); Alertness, Combat Reflexes, Dodge, Improved Initiative, Weapon Finesse, Weapon Focus: Incorporeal Touch,

**Coupled Intercession (Su):** Whenever a quell takes a standard action to aid another quell in an intercession attempt, the effective cleric level of the quell increases by 1. Several quells could all take a standard action to aid a single quell's intercession attempt, each increasing the effective cleric level of the intercession attempt.

**Daylight Powerlessness (Ex):** Quells are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it.

**Intercession (Su):** A quell can cut divine spellcasters off from their source of power. To do so, the quell makes a turning check as if it were a cleric of a level equal to the quell's Hit Dice (9<sup>th</sup> level). The result indicates the highest-level divine spellcasters the quell can cut off from their deity. The turning damage result indicates the maximum total Hit Dice of divine spellcasters within 60 feet the ability can affect. The quell's intercession affects the closest divine spellcasters it can affect first. Normally, affected divine spellcasters cannot turn undead or cast divine spells for 1 minute; however, if the quell however, if the quell has twice as many HD as the spellcaster has divine levels, the divine spellcaster loses the ability to cast divine spells for 24 hours. If the quell attacks an affected divine spellcaster in any way, or the affected spellcaster receives an *atonement* spell, the intercession ends. The quell's allies and other creatures can attack the divine spellcaster without breaking the intercession. A quell can use this ability a number of times per day equal to 3 + its Charisma modifier (six times)

### Encounter Five B

**Ghost of Fieremus:** Male ghost Clr4 (formerly Heironeous); CR 6; Medium undead (augmented human) (incorporeal); HD 4d12; hp 33; Init +1; Spd Fly 30 ft. (Perfect); AC 17, touch 17, flat-footed 16; BAB/Grp: +3/-; Atk: +4 melee (1d4 ability damage, incorporeal touch) or +2 melee (1d8-1, +1 *alchemical silver Ghost Touch heavy mace*); Full Atk: +4 melee (1d4 ability damage, incorporeal touch) or +2 melee (1d8-1, +1 *alchemical silver ghost touch heavy mace*); SA Spells, draining touch, horrific appearance, manifestation, telekinesis; SQ Darkvision 60 ft, incorporeal traits, rejuvenation, +4 turn resistance, undead traits; AL LE; SV Fort +4, Ref +2, Will +8; Str 8, Dex 12, Con -, Int 14, Wis 19, Cha 22.

*Skills and Feats:* Concentration +11, Hide +8, Knowledge - Religion +12, Knowledge - the Planes +11, Listen +11, Search +10, Spot +12, Spellcraft +9. Combat Casting, Skill Focus: Knowledge - Religion, Skill Focus: Knowledge - The Planes.

**Draining Touch (Su):** When Fieremus hits a living target with his incorporeal touch attack, he drains 1d4 points from any one ability score he selects. On each successful attack, he heals 5 points of damage to himself. Against ethereal opponents, he adds his Strength modifier to attack rolls only. Against nonethereal opponents, he adds his Dexterity modifier to attack rolls only.

**Horrific Appearance (Su):** Any living creature within 60 ft that views the ghost must succeed on a Fortitude Save (DC 18) 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.

**Manifestation:** A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot effect or be effected by anything on the material plane. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or

with a ghost touch weapon. A manifested ghost remains partially on the Ethereal Plane, where it is not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane. When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on nonethereal targets. A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

**Telekinesis:** Fieremus can use *telekinesis* as a standard action (caster level 12<sup>th</sup>). When he uses this power, he must wait 1d4 rounds before using it again.

**Rejuvenation:** If Fieremus is "destroyed," he returns to his old haunts within 2d4 days.

**Channel Negative Energy:** In his ghostly state, Fieremus now channels negative energy, meaning that he rebukes undead, and can spontaneously cast *Inflict* spells. He has 7 turning attempts per day.

*Possessions:* +1 alchemical silver ghost touch heavy mace.

*Spells Prepared* (5/4+1/3+1; base DC = 14 + spell level): 0—*detect magic, guidance, light, resistance* (2); 1st—*bane, cause fear* (2), ~~*entropic shield, protection from chaos*~~<sup>\*</sup>; 2nd—~~*desecrate, eagle's splendor, owl's wisdom, shatter*~~<sup>\*</sup>.

\*Domain spell. *Domains:* Destruction (Smite (+4 attack, +4 damage) 1/day); Law (+1 caster level on law spells).

## Encounter Six

**Geneve:** Female human Clr8 (Iuz); CR 8; Medium humanoid (human); HD 8d8+11; hp 51; Init +5; Spd 20 ft.; AC 24, touch 11, flat-footed 23; BAB/Grp: +6/+6; Atk: +7 melee (1d8, masterwork heavy mace) Full Atk: +7/+2 melee (1d8, masterwork heavy mace); SA Spells, channel negative energy; SQ *Spell Immunity* (*dismissal, holy smite*); AL CE; SV Fort +7, Ref +3, Will +10; Str 10, Dex 12, Con 12, Int 18, Wis 16, Cha 26.

*Skills and Feats:* Concentration +13, Knowledge – Religion +12, Combat Casting, Improved Initiative, Profane Boost (CD), Toughness.

**Channel Negative Energy:** While possessed and controlled by Malys, Geneve channels negative energy, meaning that she rebukes undead and spontaneously casts *Inflict* spells. She has 5 turning attempts per day.

*Possessions:* Masterwork heavy mace, masterwork full plate, heavy steel shield

*Spells Prepared* (6/5+1/4+1/4+1/2+1; base DC = 13 + spell level): 0—*detect magic, guidance* (2), *light, resistance* (2); 1st—*bane, cure light wounds* (2), *divine favor, protection from law*<sup>\*</sup>, *shield of faith*; 2nd—~~*desecrate*~~<sup>\*</sup>; *hold person, owl's wisdom, spiritual weapon, silence*; 3rd—*bestow curse, dispel magic* (2), ~~*magic circle against good*~~<sup>\*</sup>; ~~*magic vestment*~~; 4th—~~*poison, spell immunity*~~, *unholy blight*<sup>\*</sup>.

\*Domain spell. *Domains:* Chaos (+1 caster level on Chaos spells); Evil (+1 caster level on evil spells)

## Appendix Five: APL 8

### Encounter Four (A and B)

**Ghast, Advanced:** CR 4; Medium undead; HD 8d12+3; hp 57; Init +3; Spd 30 ft.; AC 17, touch 12, flat-footed 14; BAB/Grp: +4/+8; Atk Bite +8 melee (1d8+4 plus Paralysis plus disease); Full Atk Bite +8 melee (1d8+4 plus paralysis plus disease) and 2 claws +6 melee (1d4+2 plus paralysis); SA: Ghoul fever, paralysis, stench SQ Darkvision 60 ft; undead traits; +2 turn resistance; AL CE; SV Fort +2, Ref +5, Will +8; Str 18, Dex 17, Con -, Int 13, Wis 14, Cha 16.

*Skills and Feats:* Balance +10, Climb +13, Hide +12, Jump +13, Move Silently +12, Spot +11; Multiattack, Toughness, Ability Focus: Paralysis.

**Ghoul Fever (Su):** Disease—Bite, Fortitude DC 15, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma based.

**Paralysis (Ex):** Those hit by a ghast's bite or claw attacks must succeed on a DC 17 Fortitude save or be paralyzed for 1d4+1 rounds. Even elves can be affected by this paralysis. The save DC is charisma based.

**Stench (Ex):** The stink of death and corruption surrounding these creatures is overwhelming. Living creatures within 10 feet must succeed on a DC 15 Fortitude Save or be sickened for 1d6+4 minutes. A creature that saves successfully cannot be affected again by the same ghast's stench for 24 hours. A delay poison or neutralize poison spell removes the effect from a sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. The DC is charisma based.

### Encounter Five A

**Quell, Advanced:** CR 6; Medium undead (incorporeal); HD 17d12; hp 124; Init +7; Spd fly 60 ft. (good); AC 17, touch 17, flat-footed 14; BAB/Grp: +8/-; Atk Incorporeal touch +12 melee (1d4); Full Atk Incorporeal Touch +12/+7 melee (1d4); SA: Coupled intercession, intercession SQ Darkvision 60 ft; daylight powerlessness; undead traits; +4 turn resistance; AL LE; SV Fort +5, Ref +8, Will +12; Str -, Dex 16, Con -, Int 14, Wis 14, Cha 18.

*Skills and Feats:* Diplomacy +19, Hide +23, Intimidate +15, Listen +24, Search +18, Sense Motive +20, Spot +24, Survival +2 (+4 following tracks); Alertness, Combat Reflexes, Dodge, Improved

Initiative, Mobility, Spring Attack, Weapon Finesse, Weapon Focus: Incorporeal Touch.

**Coupled Intercession (Su):** Whenever a quell takes a standard action to aid another quell in an intercession attempt, the effective cleric level of the quell increases by 1. Several quells could all take a standard action to aid a single quell's intercession attempt, each increasing the effective cleric level of the intercession attempt.

**Daylight Powerlessness (Ex):** Quells are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it.

**Intercession (Su):** A quell can cut divine spellcasters off from their source of power. To do so, the quell makes a turning check as if it were a cleric of a level equal to the quell's Hit Dice (17<sup>th</sup> level). The result indicates the highest-level divine spellcasters the quell can cut off from their deity. The turning damage result indicates the maximum total Hit Dice of divine spellcasters within 60 feet the ability can affect. The quell's intercession affects the closest divine spellcasters it can affect first. Normally, affected divine spellcasters cannot turn undead or cast divine spells for 1 minute; however, if the quell has twice as many HD as the spellcaster has divine levels, the divine spellcaster loses the ability to cast divine spells for 24 hours. If the quell attacks an affected divine spellcaster in any way, or the affected spellcaster receives an *atonement* spell, the intercession ends. The quell's allies and other creatures can attack the divine spellcaster without breaking the intercession. A quell can use this ability a number of times per day equal to 3 + its Charisma modifier (seven times)

**Plague Blight, Advanced:** CR 8; Large undead (evil); HD 14d12+14; hp 109; Init +5; Spd 30 ft; AC 23, touch 13, flat-footed 18; BAB/Grp: +7/+20; Atk +16 [+18 vs good] melee (1d8+9 and gangrenous touch, slam); Full Atk +16/+11 [+18/+13 vs good] melee (1d8+9 and gangrenous touch, slam); Space/Reach: 10ft./10ft.; SA: Gangrenous touch; SQ DR 5/slashing, darkvision 60 ft, gangrenous stench, resistant to blows, undead traits, +2 turn resistance; AL CE; SV Fort +4, Ref +9, Will +11; Str 28, Dex 19, Con -, Int 14, Wis 14, Cha 16.

*Skills and Feats:* Balance +6, Escape Artist +20, Hide +21, Jump +10, Listen +21, Move Silently +22, Spot +21, Tumble +22; Ability Focus (gangrenous touch), Alertness, Cleave, Great Cleave, Improved Toughness, Power Attack.



**Gangrenous Stench (Ex):** Whenever a plague blight desires, it causes a horrible odor of rot to emanate from the folds of its wrappings. All living creatures within 10 feet of the plague blight must make a DC 16 Fortitude save or take 1d6 points of Strength damage and become nauseated. The save DC is Charisma-based

**Gangrenous Touch (Su):** Supernatural disease (accelerated)—slam, Fortitude DC 18, incubation period instant; damage 1d4 Con. Unlike normal diseases (see Disease, page 292 of the *Dungeon Master's Guide*), gangrenous touch requires a saving throw every round. It visibly progresses over a period of seconds, turning the afflicted area putrescent and gangrenous. The rot continues until the victim makes two successful saving throws in a row, the victim reaches Constitution 0 (and dies), or the victim receives a *remove disease* spell or similar treatment. Once it is infected or it successfully saves, a creature can't be infected by gangrenous touch again for 24 hours. The body of a victim claimed by gangrenous touch sloughs into a brittle, stinking mass of putrescent ruin that molders to nothing over the course of 24 hours, unless *remove disease* is cast on the remains within that time.

## Encounter Five B

**Ghost of Fieremus:** Male ghost Clr7 (formerly Heironeous); CR 9; Medium undead (augmented human) (incorporeal); HD 7d12; hp 54; Init +1; Spd Fly 30 ft. (Perfect); AC 17, touch 17, flat-footed 16; BAB/Grp: +5/-; Atk: +6 melee (1d4 ability damage, incorporeal touch) or +5 melee (1d8-1, +1 *alchemical silver ghost touch heavy mace*); Full Atk: +6 melee (1d4 ability damage, incorporeal touch) or +5 melee (1d8-1, +1 *alchemical silver ghost touch heavy mace*); SA Spells, draining touch, horrific appearance, manifestation, telekinesis; SQ Darkvision 60 ft, incorporeal traits, rejuvenation, +4 turn resistance, undead traits; AL LE; SV Fort +5, Ref +3, Will +10; Str 8, Dex 12, Con -, Int 14, Wis 20, Cha 22.

*Skills and Feats:* Concentration +14, Hide +8, Knowledge - Religion +16, Knowledge - the Planes +16, Listen +12, Search +10, Spot +13, Spellcraft +12. Combat Casting, Skill Focus: Knowledge - Religion, Skill Focus: Knowledge - The Planes, Weapon Focus: Heavy Mace.

**Draining Touch (Su):** When Fieremus hits a living target with his incorporeal touch attack, he drains 1d4 points from any one ability score he selects. On each successful attack, he heals 5 points of damage to

himself. Against ethereal opponents, he adds his Strength modifier to attack rolls only. Against nonethereal opponents, he adds his Dexterity modifier to attack rolls only.

**Horrific Appearance (Su):** Any living creature within 60 ft that views the ghost must succeed on a Fortitude Save (DC 18) 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.

**Manifestation:** A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot effect or be effected by anything on the material plane. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane.

A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor.

A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or with a ghost touch weapon. A manifested ghost remains partially on the Ethereal Plane, where it is not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane. When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on nonethereal targets. A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

**Telekinesis:** Fieremus can use *telekinesis* as a standard action (caster level 12<sup>th</sup>). When he uses this power, he must wait 1d4 rounds before using it again.

**Rejuvenation:** If Fieremus is "destroyed," he returns to his old haunts within 2d4 days.

**Channel Negative Energy:** In his ghostly state, Fieremus now channels negative energy, meaning that he rebukes undead, and can spontaneously cast Inflict spells. He has 7 turning attempts per day.

*Possessions:* +1 *alchemical silver ghost touch heavy mace*

*Spells Prepared* (6/6+1/4+1/3+1/2+1; base DC = 15 + spell level): 0—*light, detect magic, guidance* (2), *resistance* (2), 1st—*bane, cause fear* (2), *command, deathwatch, ~~entropic shield~~, inflict light wounds\**; 2nd—*desecrate, eagle's splendor, owl's wisdom, shatter\**, *silence*, 3rd—*dispel magic, magic circle against chaos\**, *searing light* (2), 4th—*unholy blight\** (2), *divine power*.

\*Domain spell. *Domains*: Destruction (Smite (+4 attack, +7 damage) 1/day); Law (+1 caster level on law spells)

**Plague Blight, Advanced:** CR 7; Medium undead (evil); HD 10d12+10; hp 77; Init +5; Spd 30 ft; AC 23, touch 15, flat-footed 18; BAB/Grp: +5/+9; Atk +9 [+11 vs. good] melee (1d6+6 and gangrenous touch, slam); Full Atk +9 [+11 vs good] melee (1d6+6 and gangrenous touch, slam); SA: Gangrenous touch; SQ DR 5/slashing, darkvision 60 ft, gangrenous stench, resistant to blows, undead traits, +2 turn resistance; AL CE; SV Fort +3, Ref +8, Will +9; Str 19, Dex 21, Con -, Int 14, Wis 14, Cha 16.

*Skills and Feats*: Balance +11, Escape Artist +12, Hide +18, Jump +6, Listen +17, Move Silently +18, Spot +17, Tumble +18; Ability Focus (Gangrenous Touch), Alertness, Cleave, Improved Toughness, Power Attack.

**Gangrenous Stench (Ex):** Whenever a plague blight desires, it causes a horrible odor of rot to emanate from the folds of its wrappings. All living creatures within 10 feet of the plague blight must make a DC 16 Fortitude save or take 1d6 points of Strength damage and become nauseated. The save DC is Charisma-based

**Gangrenous Touch (Su):** Supernatural disease (accelerated)—slam, Fortitude DC 18, incubation period instant; damage 1d4 Con. Unlike normal diseases (see Disease, page 292 of the *Dungeon Master's Guide*), gangrenous touch requires a saving throw every round. It visibly progresses over a period of seconds, turning the afflicted area putrescent and gangrenous. The rot continues until the victim makes two successful saving throws in a row, the victim reaches Constitution 0 (and dies), or the victim receives a *remove disease* spell or similar treatment. Once it is infected or it successfully saves, a creature can't be infected by gangrenous touch again for 24 hours. The body of a victim claimed by gangrenous touch sloughs into a brittle, stinking mass of putrescent ruin that molders to nothing over the course of 24 hours, unless *remove disease* is cast on the remains within that time.

## Encounter Six

**Geneve:** Female human Clr9 (Iuz); CR 9; Medium humanoid (human); HD 9d8+12; hp 57; Init +5; Spd 20 ft.; AC 25, touch 11, flat-footed 24; BAB/Grp: +6/+6; Atk: +6 melee (1d8, mw heavy mace); Full Atk: +6/+1 melee (1d8, mw heavy mace); SA Spells, channel negative energy; SQ *spell immunity* (*dismissal, holy smite*); AL CE; SV Fort +7, Ref +4, Will +9; Str 10, Dex 12, Con 12, Int 18, Wis 16, Cha 26.

*Skills and Feats*: Concentration +14, Knowledge - Religion +13, Blind Fight, Combat Casting, Improved Initiative, Profane Boost (CD), Toughness.

**Channel Negative Energy:** While possessed and controlled by Malys, Geneve channels negative energy, meaning that she rebukes undead and spontaneously casts *Inflict* spells. She has 5 turning attempts per day.

*Possessions*: masterwork heavy mace, +1 full plate, heavy steel shield

*Spells Prepared* (6/5+1/5+1/4+1/2+1/1+1; base DC = 13 + spell level): 0—*detect magic, guidance* (2), *light, mending, resistance*, 1st—*bane, cure light wounds, divine favor, doom, protection from law\**, *shield of faith*, 2nd—*cure moderate wounds, ~~desecrate\*~~, hold person, owl's wisdom, spiritual weapon, silence*, 3rd—*bestow curse, dispel magic, magic circle against good\**, *magic vestment*, 4th—*poison, spell immunity, unholy blight\**, 5th—*dispel good\*, slay living*.

\*Domain spell. *Domains*: Chaos (+1 caster level on Chaos spells); Evil (+1 caster level on evil spells)

**Geldrin:** Male death knight Ftr6; CR 9; Medium undead (augmented human); HD 6d12; hp 47; Init +1; Spd 20 ft.; AC 28, touch 11, flat-footed 27; BAB/Grp: +6/+13; Atk: +14 melee (1d10+9, +1 *bastard sword*) or +13 melee touch (1d8+plus 1 constitution (DC 14 Will for half & no Con)); Full Atk: +14/+9 melee (1d10+9, +1 *bastard sword*); SA Abyssal Blast, Fear Aura; SQ DR 10/magic, Immunities, Summon Mount, Turn Immunity, Undead Traits; SR 20; AL LE; SV Fort +5, Ref +3, Will +5; Str 23, Dex 12, Con -, Int 10, Wis 12, Cha 12.

*Skills and Feats*: Hide -3, Intimidate +10, Knowledge - Religion +4; Exotic Weapon Proficiency: Bastard Sword, Weapon Focus: Bastard Sword, Power Attack, Cleave, Iron Will, Weapon Specialization: Bastard Sword, Tower Shield Proficiency, Improved Sunder.

**Abyssal Blast (Su):** Once per day, Geldrin can unleash a blast of eldritch fire. The blast fills a 20-ft-radius spread anywhere within a range of 640 ft of him. The blast deals 6d6 points of damage; half of the

damage is fire, but the rest results directly from divine power and is therefore not subject to being reduced by resistance or immunity to fire. A Reflex save DC 14 reduces the damage by half.

**Fear Aura:** Death knights are shrouded in a dreadful aura of death and evil. Creatures of less than 5 HD within 15 ft of the death knight must succeed at a Will save (DC 14) or be affected as though by a Fear spell cast by a 6<sup>th</sup> level Sorcerer.

**Immunities (Ex):** Death knights are immune to cold, electricity, and polymorph in addition to the immunities possessed by all undead.

**Summon Mount (Su):** Geldrin has the ability to summon a Light Warhorse, which serves as his mount. If the mount is lost or killed, he must wait a year and a day to summon a new one.

**Turn Immunity (Ex):** A death knight cannot be turned. It can be banished with Holy Word, however, just as if it were an evil outsider (The banished death knight returns to the plane of the evil god it serves, in this case Iuz).

*Possessions:* +1 bastard sword, masterwork full plate, masterwork tower shield

## Appendix Six: APL 10

### Encounter Four (A and B)

**Ghast, Advanced:** Ftr 2; CR 6; Medium undead; HD 8d12+2d12+3; hp 67; Init +3; Spd 30 ft.; AC 17, touch 12, flat-footed 14; BAB/Grp: +6/+10; Atk +11 melee (1d8+4 plus Paralysis plus disease, bite); Full Atk +11 melee (1d8+4 plus paralysis plus disease, bite) and +6/+6 melee (1d4+2 plus paralysis, claws); SA: Ghoul fever, paralysis, stench SQ Darkvision 60 ft; undead traits; +2 turn resistance; AL CE; SV Fort +5, Ref +5, Will +8; Str 18, Dex 17, Con -, Int 13, Wis 14, Cha 16.

*Skills and Feats:* Balance +7, Climb +9, Hide +8, Intimidate +9, Jump +9, Move Silently +8, Spot +8; Ability Focus: Disease, Ability Focus: Paralysis, Multiattack, Power Attack, Toughness, Weapon Focus: Bite

**Ghoul Fever (Su):** Disease—Bite, Fortitude DC 17, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma based.

**Paralysis (Ex):** Those hit by a ghast's bite or claw attacks must succeed on a DC 17 Fortitude save or be paralyzed for 1d4+1 rounds. Even elves can be affected by this paralysis. The save DC is charisma based.

**Stench (Ex):** The stink of death and corruption surrounding these creatures is overwhelming. Living creatures within 10 feet must succeed on a DC 15 Fortitude Save or be sickened for 1d6+4 minutes. A creature that saves successfully cannot be affected again by the same ghast's stench for 24 hours. A delay poison or neutralize poison spell removes the effect from a sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. The DC is charisma based.

### Encounter Five A

**Quell, Advanced:** CR 6; Medium undead (incorporeal); HD 17d12; hp 124; Init +7; Spd fly 60 ft. (good); AC 17, touch 17, flat-footed 14; BAB/Grp: +8/-; Atk Incorporeal touch +12 melee (1d4); Full Atk Incorporeal Touch +12/+7 melee (1d4); SA: Coupled intercession, intercession SQ Darkvision 60 ft; daylight powerlessness; undead traits; +4 turn resistance; AL LE; SV Fort +5, Ref +8, Will +12; Str -, Dex 16, Con -, Int 14, Wis 14, Cha 18.

*Skills and Feats:* Diplomacy +19, Hide +23, Intimidate +15, Listen +24, Search +18, Sense Motive

+20, Spot +24, Survival +2 (+4 following tracks); Alertness, Combat Reflexes, Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse, Weapon Focus: Incorporeal Touch.

**Coupled Intercession (Su):** Whenever a quell takes a standard action to aid another quell in an intercession attempt, the effective cleric level of the quell increases by 1. Several quells could all take a standard action to aid a single quell's intercession attempt, each increasing the effective cleric level of the intercession attempt.

**Daylight Powerlessness (Ex):** Quells are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it.

**Intercession (Su):** A quell can cut divine spellcasters off from their source of power. To do so, the quell makes a turning check as if it were a cleric of a level equal to the quell's Hit Dice (17<sup>th</sup> level). The result indicates the highest-level divine spellcasters the quell can cut off from their deity. The turning damage result indicates the maximum total Hit Dice of divine spellcasters within 60 feet the ability can affect. The quell's intercession affects the closest divine spellcasters it can affect first. Normally, affected divine spellcasters cannot turn undead or cast divine spells for 1 minute; however, if the quell has twice as many HD as the spellcaster has divine levels, the divine spellcaster loses the ability to cast divine spells for 24 hours. If the quell attacks an affected divine spellcaster in any way, or the affected spellcaster receives an *atonement* spell, the intercession ends. The quell's allies and other creatures can attack the divine spellcaster without breaking the intercession. A quell can use this ability a number of times per day equal to 3 + its Charisma modifier (seven times)

**Plague Blight, Advanced:** CR 10; Large undead (evil); HD 22d12+22; hp 173; Init +5; Spd 30 ft.; AC 23, touch 13, flat-footed 18; BAB/Grp: +11/+24; Atk +21 [+23 vs good] melee (2d6+7 and gangrenous touch, slam); Full Atk +21/+16/+11 [+23/+18/+13 vs good] melee (2d6+7 and gangrenous touch, slam); Space/Reach: 10ft./10ft.; SA: Gangrenous touch; SQ DR 5/slashing, darkvision 60 ft, gangrenous stench, resistant to blows, undead traits, +2 turn resistance; AL CE; SV Fort +6, Ref +10, Will +14; Str 28, Dex 19, Con -, Int 14, Wis 14, Cha 18.

*Skills and Feats:* Balance +7, Escape Artist +28, Hide +26, Jump +6, Listen +29, Move Silently +30, Spot +29, Tumble +30; Ability Focus (Gangrenous Stench),

Ability Focus (Gangrenous Touch), Alertness, Cleave, Improved Natural Attack (Slam), Improved Toughness, Power Attack, Weapon Focus: Slam.

**Gangrenous Stench (Ex):** Whenever a plague blight desires, it causes a horrible odor of rot to emanate from the folds of its wrappings. All living creatures within 10 feet of the plague blight must make a DC 19 Fortitude save or take 1d6 points of Strength damage and become nauseated. The save DC is Charisma-based

**Gangrenous Touch (Su):** Supernatural disease (accelerated)—slam, Fortitude DC 19, incubation period instant; damage 1d4 Con. Unlike normal diseases (see Disease, page 292 of the *Dungeon Master's Guide*), gangrenous touch requires a saving throw every round. It visibly progresses over a period of seconds, turning the afflicted area putrescent and gangrenous. The rot continues until the victim makes two successful saving throws in a row, the victim reaches Constitution 0 (and dies), or the victim receives a *remove disease* spell or similar treatment. Once it is infected or it successfully saves, a creature can't be infected by gangrenous touch again for 24 hours. The body of a victim claimed by gangrenous touch sloughs into a brittle, stinking mass of putrescent ruin that molders to nothing over the course of 24 hours, unless *remove disease* is cast on the remains within that time.

## Encounter Five B

**Ghost of Fieremus:** Male ghost Clr9 (formerly Heironeous); CR 11; Medium undead (augmented human) (incorporeal); HD 9d12; hp 68; Init +1; Spd Fly 30 ft. (Perfect); AC 17, touch 17, flat-footed 16; BAB/Grp: +6/-; Atk: +9 melee (1d4 ability damage, incorporeal touch) or +6 melee (1d8-1 +1 *alchemical silver ghost strike heavy mace*); Full Atk: +9/+4 melee (1d4 ability damage, incorporeal touch) or +6/+1 melee (1d8-1 +1 *alchemical silver ghost strike heavy mace*); SA Spells, draining touch, horrific appearance, manifestation, telekinesis; SQ Darkvision 60 ft, incorporeal traits, rejuvenation, +4 turn resistance, undead traits; SR 21; AL LE; SV Fort +6, Ref +4, Will +11; Str 8, Dex 12, Con -, Int 14, Wis 21, Cha 22.

*Skills and Feats:* Concentration +16, Hide +8, Knowledge - Religion +18, Knowledge - the Planes +18, Listen +12, Search +10, Spot +12, Spellcraft +14, Combat Casting, Reach Spell (CD), Skill Focus: Knowledge - Religion, Skill Focus: Knowledge - The Planes, Weapon Focus: heavy mace.

**Draining Touch (Su):** When Fieremus hits a living target with his incorporeal touch attack, he drains 1d4 points from any one ability score he selects. On each successful attack, he heals 5 points of damage to himself. Against ethereal opponents, he adds his Strength modifier to attack rolls only. Against nonethereal opponents, he adds his Dexterity modifier to attack rolls only.

**Horrific Appearance (Su):** Any living creature within 60 ft that views the ghost must succeed on a Fortitude Save (DC 19) 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.

**Manifestation:** A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot effect or be effected by anything on the material plane. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or with a ghost touch weapon. A manifested ghost remains partially on the Ethereal Plane, where it is not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane. When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on nonethereal targets. A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

**Telekinesis:** Fieremus can use *telekinesis* as a standard action (caster level 12<sup>th</sup>). When he uses this power, he must wait 1d4 rounds before using it again.

**Rejuvenation:** If Fieremus is "destroyed," he returns to his old haunts within 2d4 days.

**Channel Negative Energy:** In his ghostly state, Fieremus now channels negative energy, meaning that

he rebukes undead, and can spontaneously cast Inflict spells. He has 7 turning attempts per day.

*Possessions:* +1 alchemical silver ghost strike heavy mace.

*Spells Prepared* (6/6+1/5+1/4+1/3+1/2+1; base DC = 15 + spell level): 0—*detect magic, guidance (2), light, resistance (2)*, 1st—*bane, cause fear (2), command, deathwatch, ~~entropic shield~~, inflict light wounds\**; 2nd—*desecrate, ~~eagle's splendor~~, hold person, owl's wisdom, silence, shatter\**; 3rd—*dispel magic (2), ~~magic circle against chaos\*~~, searing light (2)*, 4th—*divine power, ~~greater magic weapon~~ (cast on his hands), inflict moderate wounds (reach), unholy blight\**; 5th—*flamestrike, mass inflict light wounds\*, spell resistance*.

\*Domain spell. *Domains:* Destruction (Smite (+4 attack, +3 damage) 1/day); Law (+1 caster level on law spells)

**Plague Blight, Advanced:** CR 9; Large undead (evil); HD 18d12+18; hp 141; Init +5; Spd 30 ft; AC 23, touch 13, flat-footed 18; BAB/Grp: +9/+22; Atk +18 [+20 good] melee (2d6+6 and gangrenous touch, slam); Full Atk +18/+11 [+20/+13 vs good] melee (2d6+6 and gangrenous touch, slam); Space/Reach: 10ft./10ft.; SA: Gangrenous touch SQ DR 5/slashing, darkvision 60 ft, gangrenous stench, resistant to blows, undead traits, +2 turn resistance; AL CE; SV Fort +6, Ref +11, Will +13; Str 28, Dex 19, Con -, Int 14, Wis 14, Cha 18.

*Skills and Feats:* Balance +11, Escape Artist +20, Hide +22, Jump +6, Listen +25, Move Silently +26, Spot +25, Tumble +26; Ability Focus (Gangrenous Stench), Ability Focus (Gangrenous Touch), Alertness, Cleave, Improved Natural Attack: Slam, Improved Toughness, Power Attack, Weapon Focus: Slam.

**Gangrenous Stench (Ex):** Whenever a plague blight desires, it causes a horrible odor of rot to emanate from the folds of its wrappings. All living creatures within 10 feet of the plague blight must make a DC 19 Fortitude save or take 1d6 points of Strength damage and become nauseated. The save DC is Charisma-based

**Gangrenous Touch (Su):** Supernatural disease (accelerated)—slam, Fortitude DC 19, incubation period instant; damage 1d4 Con. Unlike normal diseases (see Disease, page 292 of the Dungeon Master's Guide), gangrenous touch requires a saving throw every round. It visibly progresses over a period of seconds, turning the afflicted area putrescent and gangrenous. The rot continues until the victim makes two successful saving throws in a row, the victim

reaches Constitution 0 (and dies), or the victim receives a *remove disease* spell or similar treatment. Once it is infected or it successfully saves, a creature can't be infected by gangrenous touch again for 24 hours. The body of a victim claimed by gangrenous touch sloughs into a brittle, stinking mass of putrescent ruin that molders to nothing over the course of 24 hours, unless *remove disease* is cast on the remains within that time.

## Encounter Six

**Geneve:** Female human Clr11 (Iuz); CR 11; Medium humanoid (human); HD 11d8+14; hp 69; Init +5; Spd 20 ft.; AC 25, touch 11, flat-footed 24; BAB/Grp: +8/+8; Atk: +8 melee (1d8, mw heavy mace); Full Atk: +8/+3 melee (1d8, mw heavy mace); SA Spells, channel negative energy; SQ *spell immunity (dismissal, holy smite)*; AL CE; SV Fort +8, Ref +4, Will +10; Str 10, Dex 12, Con 12, Int 18, Wis 16, Cha 26.

*Skills and Feats:* Concentration +14, Knowledge: Religion +13, Blind Fight, Combat Casting, Improved Initiative, Profane Boost (CD), Toughness.

**Channel Negative Energy:** While possessed and controlled by Malys, Geneve channels negative energy, meaning that she rebukes undead and spontaneously casts Inflict spells. She has 5 turning attempts per day.

*Possessions:* masterwork heavy mace, +2 full plate (from magic vestment), heavy steel shield.

*Spells Prepared* (6/6+1/5+1/5+1/3+1/2+1/1+1; base DC = 13 + spell level): 0—*detect magic, detect poison, guidance (2), light, resistance*, 1st—*bane, cure light wounds (2), divine favor, doom, protection from law\**; *shield of faith*; 2nd—*cure moderate wounds, desecrate\**; *hold person, owl's wisdom, silence, spiritual weapon*; 3rd—*bestow curse, dispel magic (2), ~~magic circle against good\*~~, ~~magic vestment~~, searing light*; 4th—*cure critical wounds, poison, ~~spell immunity~~, unholy blight\**; 5th—*dispel good\*, slay living (2)*; 6th—*animate objects\**; *harm*.

\*Domain spell. *Domains:* Chaos (+1 caster level on Chaos spells); Evil (+1 caster level on evil spells)

**Geldrin:** Male death knight (human) Ftr7/Blk2; CR 9; Medium undead; HD 7d12+2d12; hp 68; Init +1; Spd 20 ft.; AC 30, touch 11, flat-footed 29; BAB/Grp: +9/+17; Atk: +18 melee (1d10+10, +1 bastard sword) or +16 melee touch (1d8+7 plus 1 constitution (DC 14 Will for half & no Con)); Full Atk: +18/+13 melee (1d10+10, +1 bastard sword); SA Abyssal blast, fear aura; SQ DR 10/magic, immunities, summon mount, turn immunity, undead traits; SR 20; AL LE; SV Fort +9, Ref

+4, Will +6; Str 24, Dex 12, Con -, Int 10, Wis 12, Cha 12.

*Skills and Feats:* Hide -1, Intimidate +13, Knowledge - Religion +7; Cleave, Exotic Weapon Proficiency: Bastard Sword, Improved Sunder, Power Attack, Tower Shield Proficiency, Weapon Focus: Bastard Sword, Iron Will, Weapon Specialization: Bastard Sword.

**Abyssal Blast (Su):** Once per day, Geldrin can unleash a blast of eldritch fire. The blast fills a 20-ft-radius spread anywhere within a range of 760 ft of him. The blast deals 9d6 points of damage; half of the damage is fire, but the rest results directly from divine power and is therefore not subject to being reduced by resistance or immunity to fire. A Reflex save DC 15 reduces the damage by half.

**Fear Aura:** Death knights are shrouded in a dreadful aura of death and evil. Creatures of less than 5 HD within 15 ft of the death knight must succeed at a Will save (DC 15) or be affected as though by a Fear spell cast by a 9<sup>th</sup> level Sorcerer.

**Immunities (Ex):** Death knights are immune to cold, electricity, and polymorph in addition to the immunities possessed by all undead.

**Summon Mount (Su):** Geldrin has the ability to summon a Light Warhorse, which serves as his mount. If the mount is lost or killed, he must wait a year and a day to summon a new one.

**Turn Immunity (Ex):** A death knight cannot be turned. It can be banished with Holy Word, however, just as if it were an evil outsider (The banished death knight returns to the plane of the evil god it serves, in this case Iuz).

**Detect Good (Sp):** Geldrin can use Detect Good as a spell like ability at will.

**Dark Blessing (Su):** Geldrin adds his charisma modifier as a bonus to all saving throws.

**Smite good (Su):** Once per day, Geldrin may attempt to smite good with one normal melee attack, gaining his Charisma modifier as a bonus to the attack and his Blackguard class level to damage if used against a good-aligned creature.

*Possessions:* +1 bastard sword, +1 full plate, +1 tower shield.

*Spells Prepared* (2; base DC = 11 + spell level): 1st—inflict light wounds (2),

## Appendix Seven: All APLs

**Malystandrinyx:** Advanced succubus Fiend of Possession 6; CR 16; Medium outsider (chaotic, extraplanar, evil, tanar'ri); HD 12d8+24 plus 6d6+12; hp 123; Init +5; Spd 30 ft fly 50 ft (average); AC 20, touch 11, flat-footed 19; Base Atk/Grp: +15/+16; Atk Claw +16 melee (1d6+1); Full Atk 2 claws +16 melee (1d6+1); Space/Reach: 5ft./5ft.; SA: Energy drain, spell-like abilities, *summon tanar'ri*, possession SQ damage reduction 10/cold iron or good, darkvision 60 ft, immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 18, telepathy 100 ft, tongues, ethereal form; AL CE; SV Fort +14, Ref +14, Will +18; Str 13, Dex 13, Con 14, Int 18, Wis 16, Cha 26.

**Skills and Feats:** Bluff +31, Concentration +17, Diplomacy +18, Disguise +29 (+25 acting), Escape Artist +16, Hide +22, Intimidate +25, Knowledge - Arcana +18, Knowledge - Religion +13 Listen +26, Move Silently +16, Search +18, Spot +26, Survival +2 (+4 following tracks), Use Rope +1 (+3 with bindings); Ability Focus (Suggestion), Dodge, Hover, Improved Initiative, Iron Will, Mobility, Persuasive.

**Energy Drain (Su):** A succubus drains energy from a mortal it lures into some act of passion, or by simply planting a kiss on the victim. If the target is not willing to be kissed, the succubus must start a grapple, which provokes an attack of opportunity. The succubus's kiss or embrace bestows one negative level. The kiss also has the effect of a *suggestion* spell, asking the victim to accept another kiss from the succubus. The victim must succeed on a DC 21 Will save to negate the effect of the *suggestion*. The DC is 21 for the Fortitude save to remove a negative level. These save DCs are Charisma-based.

**Spell-Like Abilities (Sp):** At will—*charm monster* (DC 20), *detect good*, *detect thoughts* (DC 20), *ethereal jaunt* (self plus 50 pounds of objects only), *polymorph* (humanoid form only, no limit on duration), *suggestion* (DC 23), *greater teleport* (self plus 50 pounds of objects only). Caster level 12<sup>th</sup>. The save DCs are Charisma-based.

**Summon Tanar'ri (Sp):** Once per day a succubus can attempt to summon 1 vrock with a 30% chance of success. This ability is the equivalent of a 3<sup>rd</sup>-level spell.

**Tongues (Su):** A succubus has permanent *tongues* ability (as the spell, caster level 12<sup>th</sup>). Succubi usually use verbal communication with mortals.

**Skills:** Succubi have a +8 racial bonus on Spot and Listen checks.

**Fiend of Possession Abilities (Varies):** Malys gains the following abilities from her fiend of possession levels (Unless otherwise noted, the DCs for any saving throws are 24).

**Ethereal Form (Su):** At will, a fiend of possession can become ethereal, as though using *ethereality* as cast by a sorcerer of the fiend's total Hit Dice or its sorcerer caster level (when using its spell-like abilities) plus its fiend of possession level, whichever is higher (18<sup>th</sup> for Malys). Possessing an object or creature effectively ends a use of this ability, so time spent in another body or object does not count against the duration of this ability.

**Hide Presence (Ex):** A fiend in possession of an object or creature can attempt to hide its presence by making a special Hide check. This "mental" Hide check uses the fiend's Intelligence modifier instead of her Dexterity modifier. A successful check allows the fiend of possession to avoid virtually anything that would betray its presence in the possessed creature or object: it can pass through a *magic circle against evil*, enter a temple warded by *forbiddance*, or escape detection by *detect evil*. The DC for this Hide check is the same as the saving throw DC for the spell the fiend is trying to avoid would be. The fiend gains a +4 circumstance bonus on this check if it is not controlling the possessed creature or object at the time of the check.

When possessing a creature, a fiend of possession can make this Hide check to protect the possessed creature from the full effects of alignment-based spells such as *holy smite*. If the fiend makes a successful Hide check against the save DC of the spell, the possessed creature takes damage appropriate to its actual alignment, but if the fiend fails the Hide check, the possessed creature is affected as if it were the fiend.

Making this check is not an action; the fiend can do it in response to another creature's action (such as casting *detect evil*).

**Possess Object (Su):** A fiend of possession in ethereal form can possess an object on the Material Plane. The object must be at least Tiny and no larger than Colossal. Magic items and attended objects receive Will saving throws. Unattended nonmagical items are automatically possessed.



A fiend of possession becomes part of the object it possesses, so it is no longer ethereal. The fiend is aware of what is going on around the object: It can see and hear up to 60 feet away as if using its normal senses (it does not gain blindsight). In any round in which it takes no other action (such as using a spell-like ability), it extends its senses to twice its normal range (120 ft).

The fiend is vulnerable to spells that specifically affect outsiders or creatures of the fiend's alignment (such as *holy word* and *holy smite*, as well as *chaos hammer* or *order's wrath*) and mind affecting spells and effects, but is unaffected by physical attacks or standard magical effects (such as *fireball*). Harming the object does not harm the fiend, although if the object is destroyed, the fiend is forced back into its ethereal form.

While possessing an object, a fiend of possession can use any ability it has that requires no physical action, such as using a spell-like ability or telepathy. It cannot cast spells (since it can neither speak nor move), attack physically, or perform any other physical action, until it reaches a high enough level to make the possessed object perform these tasks for it.

**Curse (Su):** A fiend of possession has the ability to make a possessed item radiate a corrupt and befouling nature. Anyone touching the object must make a Will save or fall under the effect of a *bestow curse* spell. The affected creature does not know that the curse came from the item, and in fact might not know right away that he or she is affected by the curse. Nothing about the object's appearance suggests that it is possessed. The curse lasts until it is removed, even if the fiend vacates the object it possessed.

**Magic Item (Su):** A fiend of possession has the ability to make a possessed weapon or armor function as a magic item. The fiend can bestow powers on the item with value of up to its class level, so Malys can bestow abilities and bonuses of total power up to +6. When a fiend uses this power on a non-magical item, the possessed item does not actually become magical. *Detect Magic* does not reveal an aura on the item, though *detect evil* does.

If a fiend possessing an item attempts to possess a creature that uses the item or keeps it on its person, the target's save DC increases by 1 for each day the possessed item has been on its person or in its use, to a maximum of +10. A character that makes a Search check (DC 25) while examining the possessed item can tell that there is "something strange" about it.

**Control Object (Su):** When possessing an object with some inherent mobility, a fiend of possession of at

least 3<sup>rd</sup> level can control the object's movement. The fiend can cause a vehicle or similar object to move at a speed of up to the fiend's own land speed in corporeal form. Other moving parts—such as a clock's hands or a crossbow's firing mechanism—are under the fiend's control. Thus, a fiend could make a wagon steer towards a pedestrian, or roll out of a stable without a horse to pull it. It could make a crossbow cock and fire (but not aim or load itself). Exerting control is itself a free action, though actually moving an object requires a move action.

**Animate Object (Su):** A fiend of possession has the ability to force an object with no inherent moving parts to animate, effectively animating it as with the *animate objects* spell. See the description of animated objects in the *Monster Manual*.

**Possess Creature (Su):** A fiend of possession has the ability to possess creatures as well as objects. The fiend must be in ethereal form and adjacent to its target, and must use a standard action to attempt possession. A *protection from evil* spell or similar magic wards a creature against being possessed in this manner. An unprotected target must make a Will saving throw. Evil creatures take a -2 penalty on this saving throw, as do creatures that are engaged in an evil act at the time the possession attempt occurs (at the DM's discretion). If the saving throw is successful, that creature is immune to that fiend's possession attempts for one day. If the saving throw is failed, the creature is possessed, though it is not necessarily aware of this fact.

A fiend possessing a creature becomes part of the victim, so it is no longer ethereal. It cannot be targeted by spells or effects separately from the victim, including attacks from ethereal creatures. Damage taken by the possessed creature has no effect on the fiend. If the victim dies, the fiend is forced back into its ethereal form.

The fiend can sense anything the victim can, even including the benefits of blindsight or other exceptional senses the victim may have. At any time, the fiend of possession can communicate with the victim telepathically, projecting words in any language the victim understands directly into the victim's current thoughts. It can also choose to probe the victim's memories, but the victim is allowed a Will save. If this saving throw is successful, the fiend cannot probe that creature's thoughts for one day.

**Ally or Enemy (Su):** A fiend of possession can reward or punish a creature it is possessing. If the possessed creature is aware of the fiend's presence and

willing to host the fiend, the fiend can bestow a +4 profane bonus on any of the creature's ability scores. This bonus lasts as long as the fiend wants it to: The fiend can retract it as a free action at any time, particularly if the possessed creature starts acting contrary to the fiend's wishes.

Similarly, a fiend of possession can bestow a -4 profane penalty on any of the possessed creature's ability scores, usually when attempts to control the creature have failed or the creature contradicts the fiend's wishes. As with the bonus, the fiend can remove the penalty at any time as a free action.

Bestowing either a bonus or a penalty is a free action from the possessing fiend.

**Possess Noncontinuous Object (Su):** A fiend of possession can use her possess object ability to take control of an "object" more loosely defined: a pool of water, a cloud of dust, or a section of wall or floor.

**Control Creature (Su):** A fiend of possession can exert direct control over a creature it is possessing. Attempting to establish control is a standard action for the fiend. The victim must make a Will saving throw each round until the fiend abandons the attempt, or the victim fails a saving throw and the fiend gains control, or the victim makes three consecutive successful saves, indicating that the fiend cannot control the victim that day (though it remains in possession of the victim). Each round of the struggle, the victim can take only a single move or attack action. Once the fiend gains control, it automatically maintains control for a number of rounds equal to its class level + its Charisma modifier +1 for each previous occasion in which it has controlled this host (for Malys, this is 14 + the number of times, which is several dozen for Geneve; essentially she is able to maintain control of Geneve indefinitely). When this time expires, the fiend can attempt to reassert control or not, as it chooses.

While in control of a victim, the fiend of possession has access to all the creature's abilities, skills, feats, and spell knowledge. The fiend now acts as though it is the creature in all respects, until it loses or relinquishes control. The fiend uses its own Intelligence, Wisdom, and Charisma scores, but adopts all of the possessed creature's physical ability scores. It can make use of its own spell-like abilities as well. The fiend retains the creature's type, and is affected by spells as if it were the possessed creature except in regard to its alignment. For instance, a cornugon possessing a wolf is vulnerable to spells that affect animals, even though it is far more intelligent than a normal wolf. A balor

possessing the body of a paladin is not subject to *unholy blight*, however, but is fully affected by *holy smite*.

The fiend can choose whether the possessed creature retains awareness of the body's senses and actions, in which case it can mentally communicate with the fiend, or simply blacks out for the duration of the control.

**Ending Possession:** Spells such as *dismissal* and *banishment* are among the only effects that can target a fiend of possession separately from the object or creature it inhabits. When these spells are directed against a fiend of possession, the spell effect is resolved as if the fiend were in its normal, corporeal form, using its own Hit Dice, saving throws, ability scores, and so on. If successful, these spells drive the fiend out of the victim and back to its home plane. *Holy word* and similar spells can also drive out a possessing fiend and send it back to its home plane, but a fiend can hide its presence to escape the effects of such spells. Certain special abilities (such as the granted power of the exorcism domain) can force a fiend out of a victim and back into its ethereal form.

## Judge Aid 1: Effects in the City of Chendl

1. There is an area of magical darkness around the city proper. Essentially, there are clouds over the city at all times and it appears twilight even during mid-day. At night, no stars can be seen.
2. The city is considered “*desecrated*” in terms of the effects on undead, with the exception of previously consecrated holy ground (specifically church grounds). Previously consecrated holy grounds are “cancelled out” by this effect (e.g. they are considered neither consecrated nor desecrated).
3. The shield interferes with divinatory effects. There is a 75% chance any divinatory spell will be ineffective. Effective divination spells cause additional strain on the caster, requiring a Concentration check (DC 20+spell level) or the caster falls unconscious.
4. The shield spell itself is evil (strength is strong; caster level 20).
5. The shield results in an effective *Dimensional Anchor* spell on the city proper.

In response to the shield, the following announcement was originally released by Karzalin of the Council of Four (prior to his disappearance) but the special restrictions have also been reinforced by Captain Rellin of the Kingsmen (this should be read to players before beginning the module to make certain they are familiar with the special laws in effect at this time):

***You are all aware by now of the strange happenings in the city of Chendl. However, rest assured that the Council of Four are working closely with the Churches of Chendl to affect a full recovery. In the meantime, we ask your assistance in this time of trial. Businesses are asked to cooperate by providing lighting outside their shops until we resolve the darkness situation. No divinatory activities should be attempted in the city proper without being under the observation of a designated temple. A curfew of nine bells is in effect until further notice. Please be cooperative; these precautions are for your protection.***

## Judge Aid 2: Dramatis Personae

**Fieremus:** A cleric (level based on APL) of Heironeous and expert in Necromancy and Demonology, Fieremus took up residence in the town of Grafton after the events of *The Best Laid Plans*. Fieremus is responsible for both the spiritual needs of the town's inhabitants and for ensuring that the tainted water from the central well is purified for public consumption. He is also engaged in a tacit affair with Geneve, which he has kept secret due to the tense relationship between the two churches.

**Geneve:** A kind-hearted cleric (level based on APL) of Trithereon, Geneve is Fieremus' secret lover. She has also been possessed by the Succubus Malystandrinyx, who is using her as a vessel to enact her scheme to destroy the two lovers and the town of Grafton. Throughout most of the module, Geneve is a horrified onlooker, trapped within her own body.

**Malystandrinyx:** Malys is a Succubus who was summoned onto the Prime Material by Iuz during the wars. She has since been released to her own devices, and has been wandering Oerth, working to tip the metaphysical balance of the world towards evil. A master of possession, Malys took an interest in the two lovers, viewing their relationship as a prime opportunity for an act of perfect evil. It is through her machinations that all of the events of this module occur, and the PCs are perfect unexpected pawns for her schemes. For most of the module, she inhabits Geneve's body, but she does occasionally range about and enter the bodies of others.

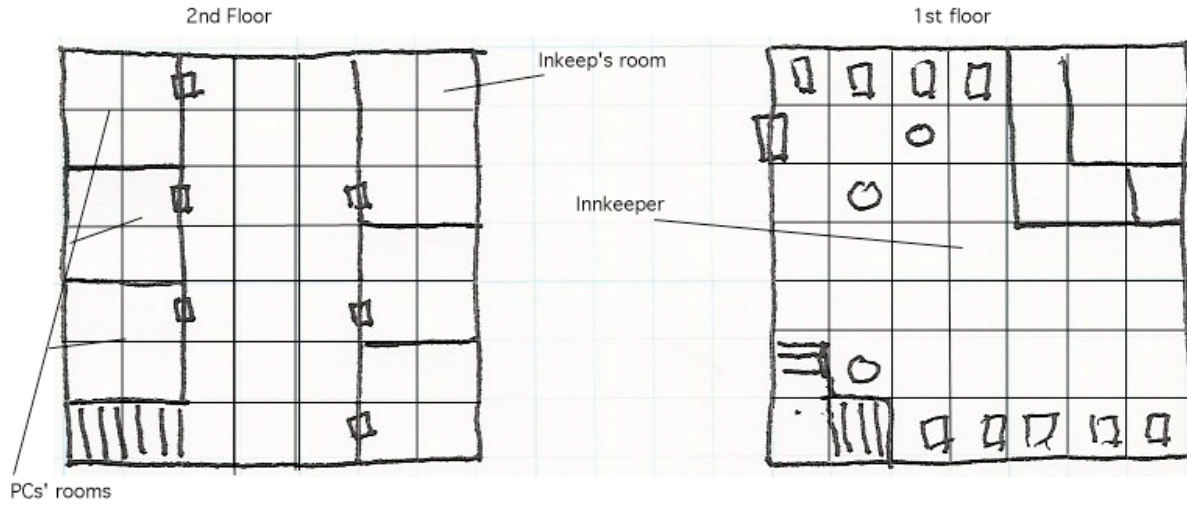
**Geldrin,** Ftr6, LN (Fort +7, Ref +3, Will +3): The Sergeant at Arms for Grafton, Geldrin is a "townsfolky" worshipper of Heironeous, who was one of the people who helped to convince Fieremus to remain after the events of *The Best Laid Plans*, in which he first appeared. A strong opponent of Geneve's presence in the city, he was manipulated by Malys into observing one of her trysts with his respected Fieremus, which has driven him to drink, and left him confused and bitter.

**Biddle,** Ari5, LG (Fort -3, Ref -2, Will +5): Mayor of Grafton, Biddle tries very hard to remain jovial in the face of the suffering his town has faced over the last few years. While he is easily flustered, and his concerns for the city can be easily read upon his face, he's a generally jovial fellow, who works hard to keep up a strong front for the sake of his people. Currently,

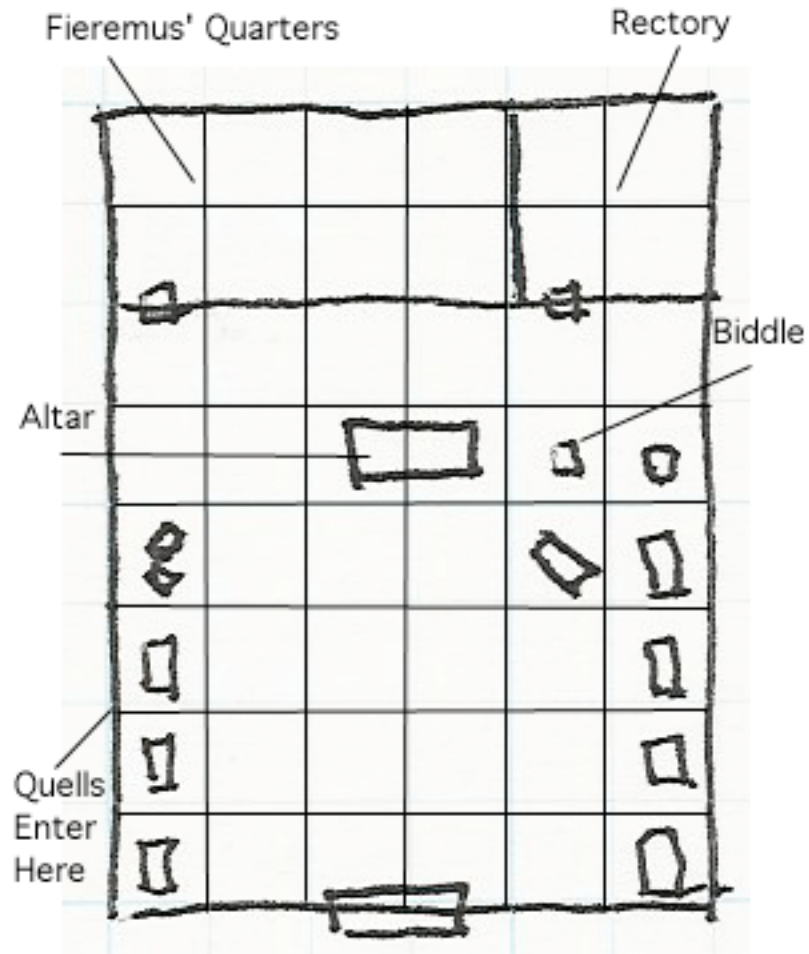
Biddle has been afflicted with the illness running throughout town.

**Pavel:** A merchant native to Grafton, Pavel is very knowledgeable about the town's goings on. Pavel is a friendly sort; perhaps bits too much so, as he gets off on tangents easily and loves to hear himself talk.

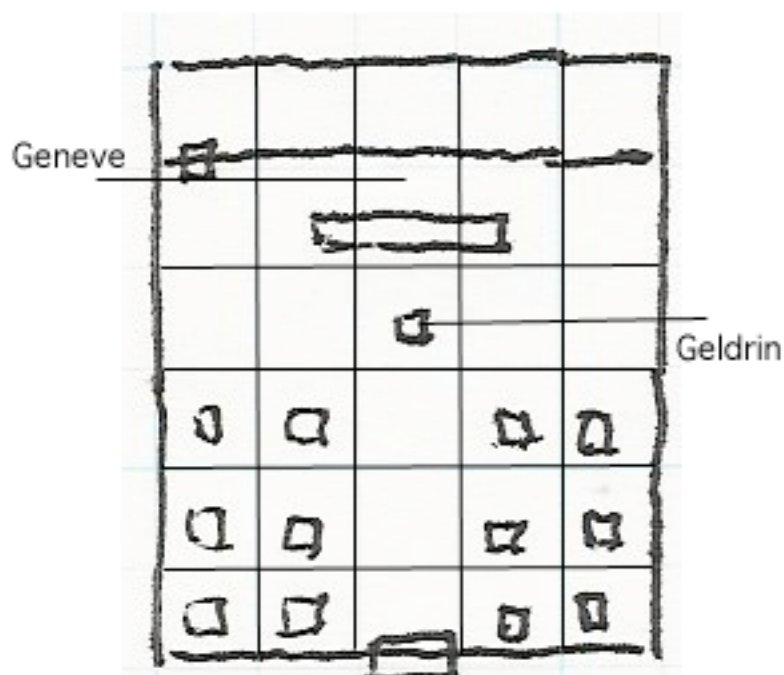
# Judge Aid 3: Map of the Inn



## Judge Aid 4: Map of Fieremus' Temple



## Judge Aid 5: Map of Geneve's Shrine



Small squares are chairs; those squares count as difficult terrain.  
The large rectangle is the pulpit. It cannot be charged through, but does not occupy the squares so it is not difficult terrain.

## Critical Events Summary: Return to HQ at the Premiere

- |    |  |     |    |
|----|--|-----|----|
| 1. | Did Fieremus survive?  | Yes | No |
| 2. | Did Geneve survive?  | Yes | No |
| 3. | Was Malys' plan revealed?  | Yes | No |
| 4. | Was Malys banished?  | Yes | No |
| 5. | Did any PC receive the <b>Curse of Iniquity</b> ?<br>If so, who? (name, race, class) | Yes | No |
- 

Include any other relevant information below: