



A Rose by any Other Name

A 1-Round D&D Living Kingdoms of Kalamar[®] Adventure

Part Two of *Beauty is Everlasting*

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A creature of darkness remains at large, and only the characters can stop her before she escapes to wreak more havoc on an unsuspecting city. Can a group of adventurers finish the job they start, once the true madness of their enemy is revealed? The sequel to *A Thorn in the Side*, it is suggested that participants play that adventure and *Of Roses and Thorns* before undertaking this one, though it is not necessary. A Living Kingdoms of Kalamar adventure for ATLS 1, 3, 5, 7 and 9.

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This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Calculating Average Table Level (ATL)

Living Kingdoms of Kalamar uses ATL rather than Average Party Level (APL) in an effort to offer challenging adventures without massacring smaller or imbalanced tables. What this means is that, to calculate the ATL for a table, the levels of all the player-characters are added together. That number is divided by six regardless of how many player-characters there actually are. This number constitutes the party's ATL (rounded to the closest integer). If that number is not offered in the adventure, the players may choose if they play up (a higher ATL) or down (a lower ATL). It is against the spirit of the campaign to deny a player an open spot at a table in an effort to maximize the treasure for the other players at the table. Twelve players should play in 2 tables of 6 not 3 tables of 4.

Once you calculate the ATL write it down here as you will need it later for setting the DC of certain skill checks.

ATL _____

ADVENTURE NOTES

This module is an official supplement to the Living Kingdoms of Kalamar campaign. It is designed for 4 to 6 characters ranging from 2nd to 6th level. It is advised that PCs go through this adventure with a full party, as the challenges presented may overwhelm a small party of adventurers.

You, the Judge (the authority figure of the table and the administrator of the adventure), need a copy of the Dungeons & Dragons® 3rd Edition revised Player's Handbook and Dungeon Master's Guide (v.3.5) for this event. The adventure takes place in the Kingdoms of Kalamar setting in the Principality of Pekal. Therefore, the Judge should also have the Kingdoms of Kalamar® Core Sourcebook and the Kingdoms of Kalamar Player's Guide.

Specific statistics for key Non-Player Characters (NPCs) and other materials are included in the appendix at the back of this adventure as well as throughout the adventure text itself. Certificates that may be photocopied are also included. The Judge should read this adventure entirely no less than once before playing in order to ensure a precise flow of events, as there are many aspects relating to the flavor and culture that are important to the Living™ Kingdoms of Kalamar campaign and to this adventure.

CALENDAR AND CLIMATE

The majority of this adventure takes place in Ek'Gakel, during the late autumn.. The climate in this area around this time is generally windy and cold, often with snow and ice covering shady patches of ground.

MODULE NOTES

This adventure is the sequel to *A Thorn in the Side*, and the conclusion the Beauty is Everlasting story. Players should have played *Of Roses and Thorns* and *A Thorn in the Side* to get maximum enjoyment out of this adventure, though completing those is not required for this event.

This module takes place outside the areas of the world normally presented in Living Kingdoms of Kalamar in the city of Betasa. Information on this city in Ek'Gakel may be found in the Kingdoms of Kalamar Campaign Sourcebook pp 76-79. A review of the vampire and vampire spawn entries in the Monster Manual is also suggested.

BACKGROUND

In the adventure entitled *Of Roses and Thorns*, the PCs happened upon a messenger that had been savaged by wild animals. The victim had been sent by the mayor of a small hamlet that has been threatened by animal attacks of increasing ferocity. The PCs discovered that at the root of the problem was a newly-created vampire named Sylستا. Strangely, this vampire exhibited the blue flash of psionic powers. At the conclusion of that adventure, the vampire fled as the heroes were busy saving the village.

In *A Thorn in the Side*, the characters tracked Sylستا to Betasa, a city in Ek'Gakel, far to the north of Pekal. While in the city, they encountered a helpful wizard named Nalar who wanted to help their investigation as having a vampire loose in the streets was causing problems within the local government. In that

adventure, the characters discovered the location of several kidnapped children, as well as their vampire guardians. In the expected resolution of the event, the characters rescue the children from their horrible fate.

This adventure begins in the study of Nalar, where the characters have gathered to try and find Sylستا's lair.

ADVENTURE SYNOPSIS

Introduction:

The characters find themselves meeting again with Nalar, the mage who helped them find kidnapped children in *A Thorn in the Side*.

Encounter 1:

The characters move through the streets of Betasa, possibly visiting the people who tried to enter the Asylum. As they pass by people, they begin to think that some of the strangers are watching them. This is supposed to be a role-play encounter, and not one in which combat ensues.

Encounter 2:

The PCs investigate the asylum. If they attempt to enter by force, the guards attempt to repel them. The PCs might be able to enter by the use of stealth or guile. In any event, they find that the inmates of the upper floors have used as feeding stock for Sylستا, and this nightly horror has rendered them hopelessly psychotic. The door to the lower floors is locked and trapped; unless the PCs have a skilled rogue in the group, they may be forced to confront the warden, defeat him and take the keys.

Encounter 3:

The lower floor of the asylum has been turned into a combination of abattoir and crypt. Many of the inmates here have been made into zombies. Sylستا will be found by the PCs, acting out by herself that terrible day when Nalar murdered her. It should become clear that, for all her evil, Sylستا is also a victim, and is every bit as mad as her lunatic servants.

Encounter 4:

When the characters decide to leave the Asylum, hopefully after defeating Sylستا, a familiar homunculus flies up, desperately urging them to help his master.

Conclusion

The characters are left in Vandrin/Nalar's tower, and may take whatever they see fit as rewards.

Introduction

Summary: The characters find themselves meeting again with Nalar, the mage who helped them find kidnapped children in *A Thorn in the Side*.

This introduction is geared toward those characters who played *A Thorn in the Side*. Other characters may simply be informed that they received a summons to the tower, and accepted.

You find yourselves standing in the entry hall of Nalar, the powerful wizard who calls Betasa home. It has only been a few moments when Nalar comes down from his laboratory above to meet with you.

"My little friend has been keeping watch on a particular building that might interest you. An asylum outside town has been mysteriously closed, though there are still people inside, and guards patrolling the grounds. It seems a good place so start searching for the vampire's lair. I suggest you pay a visit to the asylum with all haste. We have time for a few details if you have questions."

Characters may choose to ask questions at this time. Some samples are below, along with typical answers.

Who is your Little Friend?

Oh, my familiar. Some of you may remember him?

Where is he / can we meet him / can he give us more information?

I have told him to keep hidden, and unless I think it is an emergency, I would like to keep him out of harm's way. I can reveal everything he knows, so you won't get different information from him than you would from me.

Do you think Sylستا is in the asylum?

Well, there are two reasons that support that hypothesis. The first is an escaped inmate that was caught a few days ago. He was babbling about his "mistress" and talking

about how she would “disappear” and “become a cloud.” The town guards thought him mad, but such details obviously grabbed my attention. After some investigation, I determined that he had escaped from the Asylum.

The second piece of evidence I gleaned after a few bribes. I found out that this Asylum has a large basement where they keep the most dangerous inmates – almost totally closed off from the outside world, and the sunlight. These just seem to be too coincidental for me.

Since I sent my familiar to watch the building, they have closed it, and nobody has been allowed in.

Do you think they saw your familiar?
I don't believe so. The Warden came out and spoke to the guards at the gate. That was yesterday before nightfall.

Couldn't someone have left the Asylum?
The only way someone could have left is through magical means, and I would have detected it. I passed by the other day and placed some minor alarms that would let me know if any magical travel occurred near or within the Asylum.

You mentioned guards?
Yes, there were two guards at the gate to the street. The guards were stopping everyone who wanted to enter, refusing to open it. They have gone inside now.

I believe there are about a dozen or so guards, as well as the Warden of the Asylum. That's a guess, but it's the best information I could get for you. (He used bribery to Gather Information)

What is the layout of the Asylum grounds?
The Asylum is a squat stone building set near the back of the property about 300 feet from the gate.

All around the Asylum is open ground, with few trees or shrubs.

Do you have a map of the interior?
No, neither I nor my familiar has managed to sneak into the building.

Is the Asylum run by the local government? Aren't we breaking the law by doing this?

Do not worry – I have told the town guard you are investigating a magical disturbance. If your actions are within reason – for example, defending yourself if attacked – then there will be no problems, but this is not an open invitation to slaughter either! The local government does not like dealing with magical disturbances, so they were happy when I volunteered to solve the problem.

Do you have anything to help us?
The only thing I have that may be of use is one vial of silversheen I managed to purchase this morning. (The PCs should have received other items in *A Thorn in the Side*, and Nalar has not had time to replenish his stock).

Do you know where we can get items to help us combat the vampire?

Not really. Perhaps some of the churches have holy water for sale, but I don't know of any shops in the city that would have such items immediately available.

Why do we need to hurry?
I fear that Sylستا is looking for something, and could be ready to move on at any point. She has already been inside the city for over a week now, and it won't be long before the Town Watch declares an emergency to look for her. (The timing was revealed in *A Thorn in the Side*)

When we last encountered her, she did something weird to us. Do you know of any powers that use thoughts or mental power? (I.e. “do you know if she has psionics”)

I'm not really sure. My involvement with her only began when I discovered her entering the city a few days ago, and what my divinations have uncovered since then. She has not exhibited any special powers that I've seen, though it is possible she has them.

What have your divinations revealed?
(They helped the PCs get through *A Thorn in the Side*, and pointed Nalar to the Asylum just now.)

What can you tell us of the Asylum?
It used to be the home of a wealthy noble. He was caught cheating the government on a few of his contracts, and his possessions were confiscated. With nothing better to do with a manor outside of town, the

government established it as an Asylum for the deranged. There have been rumors, of course, that political prisoners have also been placed there, but I believe the current government is much too direct for that kind of undertaking.

Is there anything else you can tell us?
Not really, I think that about covers it.

Nalar answers other questions as well as he is able, though he does not know much more than what is given above. His entire goal right now is to get the PCs moving as soon as possible to ensure Sylستا does not escape.

After the characters are finished asking questions, continue to **Encounter 1**.

ENCOUNTER 1 **Journey to the Asylum**

Summary: The characters move through the streets of Betasa, possibly visiting the people who tried to enter the Asylum. As they pass by people, they begin to think that some of the strangers are watching them. This is supposed to be a role-play encounter, and not one in which combat ensues.

Churches:

Gather Information DC 12 or Diplomacy DC 15 points the characters to a small church of The True. Holy water is available for purchase at standard costs. The priests agree to sell two skins of water to each character. Unfortunately, they do not have any other items with which to fight vampires.

Additionally, the priests are willing to share what they know of vampires for a small donation to their church; 10 gold is enough, though they happily accept more. If the characters pay the money, they get information about the vampire's Special Abilities, and Special Qualities (as per Core Rulebook III).

With **DC 20 Gather Information** or **DC 25 Diplomacy** checks, the characters find a small shrine dedicated to the Eternal Lantern containing a small fountain of water. Although the water does not detect as magic, it functions as *holy water* if used against an undead creature. There are no priests here.

Clerics and paladins get a +1 circumstance bonus to their check to find the shrine of the Eternal Lantern.

The characters may take as much water as they want, but after it is away from the fountain for 48 hours, it becomes normal liquid, and is no longer considered *holy water* for damage purposes.

Moving through the streets of Betasa:

Have the characters make **Spot** checks as they pass through the streets of the city. The DC is not important, as at least one character is going to notice a "strange man who seems to be watching them." The judge can use this scene to engage new or reticent players, and involve them in the game.

Other individuals can be used at the judge's discretion, as if many people on the street are "watching" the characters. There is only information for interaction with Dalkar.

The judge is expected to give a basic description – the typical "crazy person" on the street should work well; ragged beard and clothing, Kalamaran human, eyes that stare off into space when talking to people. After a few seconds, the "strange man" returns to his work moving a large crate.

After a few more minutes, the characters should be asked to make another **Spot** check at another location in the city (possibly they just entered or left the main market of the city). Same thing happens as above, except the man "seems familiar, though his clothing is slightly different." Perhaps he wears a wool cap or a cloak.

If the characters do not confront him here, they should encounter him again when leaving from getting holy water, carrying a large sack over his shoulder instead of a crate.

The characters may simply ignore the man, as he does not carry weapons and seems harmless. If they do so, continue to the Asylum.

They may, however, try to confront him. If they do so, he should be played as if he had been the victim of a head injury. He knows what is happening, and is aware of his surroundings, but it takes him a moment to process information.

Sylستا has been coming to him during evenings the past week or so. When he first saw her, he

thought she was his mother. She easily made the jump, and decided to pretend that she was. She hopes that he can help identify new people in the city who may be searching for her. He has already identified characters who played *A Thorn in the Side*. Below are some potential questions and suggested answers:

Who are you?

Dalkar.

What do you do here in the city.

I work. I work for the Guards moving things.

Which guards?

The Guards of the city. They keep people safe. I like helping them.

Why were you watching us?

You are shiny/pretty/etc (basically any non-sensical reason).

Have you seen any vampires?

No, no vampires.

Do you know Sylysta?

Who?

Do you know a woman who can turn into mist/gas?

Oh, that's my mommy. She talks to me at night.

What does she say?

She says that bad men are coming to the city, and I should watch out for them.

Have you seen bad men?

She says that anybody can be a bad person, so I have to tell her about everyone that comes in the big gate.

Did you see us?

Yes, I saw you come through the gate.

Did you tell her about us?

Yes, I told her about you.

Did she say anything about us?

No, she left me after I told her.

When did you tell her about us?

Last night. (This corresponds with the Asylum closing its doors to visitors)

What other things has she said?

She says that she loves me, and won't ever leave me.

Do you know anything about the Asylum?

Yes, it is where crazy people go to play.

Do you know anything about Nalar?

I don't like him.

Why not?

He plays pretend too much.

What do you mean?

He plays being nice to the guards, but I see him being mean to people.

Dalkar answers other questions as well as he can. He is very child-like, and if threatened, immediately cowers in fear. Any female party members gain a +1 circumstance bonus to checks against him, as he is taken with the concept of "mother" and tends to gravitate toward females who spend time with him.

If researched, most Town Guards do know of Dalkar, and reveal that his father was a guard, and both of his parents were killed some time ago, when he was injured. Since then, the Town Guard have tried to take care of him, giving him simple jobs, and basically ensuring that he is not locked away in jail or the Asylum.

The best way to help Dalkar is to mention his plight to the Guard or priests in the city. The characters do not really have a chance to affect what is happening. Once it is revealed, however, both the Guard and priests assure the characters that his well-being is important, and since he had not been bitten by Sylysta, his survival seems assured.

ENCOUNTER 2

The Asylum (First Floor)

Summary: The PCs investigate the asylum. If they attempt to enter by force, the guards attempt to repel them. The PCs might be able to enter by the use of stealth or guile. In any event, they find that the inmates of the upper floors have used as feeding stock for Sylysta, and this nightly horror has rendered them hopelessly psychotic. The door to the lower floors is locked and trapped; unless the PCs have a skilled rogue in the group, they may be forced to confront the warden, defeat him and take the keys.

Read the following text when the PCs approach the asylum.

Perched atop a small hillock a short ride outside of Betasa is an ugly, squat building that perches like a predator above a twisting, ill-kept road. The structure is surrounded by black wrought iron fencing of intricate design, broken by a single outward-swinging door ten feet in width and the same height as the gate itself. The few windows that can be seen in the structure are all barred. The building seems to be only a ground floor, which is ninety feet to a side. The vegetation around the building is sickly and blighted. Aside from the closed gate and fence, there are no guards around – it seems the place is meant to keep people in, not out. As a cacophony of hoots and shrieks meet your ears, you are reminded that this is the madhouse of Betasa.

Notes about the Asylum (Upper Floor):

All interior ceilings are eight feet in height unless otherwise noted.

Interior doors are locked (**Open Locks DC 18**) unless otherwise noted.

At any time during the day or night, there are normally three guards and a sergeant on duty. Two soldiers are stationed at the checkpoint, and the sergeant and remaining soldier stay in the foyer. All these guards are *dominated* by Sylysta.

There are currently three more soldiers in the Barracks off-duty. The remaining soldiers are dead in a cell on the lower level. If an alarm is sounded, the off-duty soldiers snatch up their weapons and head into action, not wasting the time to don their armor. If the PCs aren't careful, things can *rapidly* get out of hand. It takes two rounds for the soldiers to gather themselves and enter combat. They should come out of the Barracks on the third round.

The Commandant is normally found on the lower level in his quarters, but may come to meet with the PCs if they take a diplomatic approach.

Entering the Asylum

There are a number of ways by which the PCs can enter the asylum. It is beyond the scope of the module to detail every last clever plan the

PCs might come up with; it is your job as DM to adjudicate these situations as needed.

Brute Force: The PCs openly storm the place. In this instance, the sergeant and soldier in the Foyer sound the alarm. They engage the characters as quickly as possible, and the off-duty soldiers come out of the Barracks to join the battle. The soldiers and Commandant on the bottom level gather in the checkpoint to ready for a counter attack.

If at least two characters descend the staircase after an alarm has been activated (whether or not they have defeated the group upstairs), the two soldiers and the Commandant emerge from the Checkpoint and attack.

The intent of this encounter is NOT to have all the guards in the building rush the characters – that would be a very difficult battle, and outside the scope of this adventure. It is absolutely the intent of this encounter design to have a small battle on the Upper level of the Asylum, then an ambush on the Lower level. Unless the characters act in such a way (i.e. all of them run downstairs to escape the attack on the Upper level) they should not encounter the guards in the Checkpoint until after they have had a chance to heal and recover from the battle.

Stealth: It is doubtful that an entire party could penetrate the asylum, although one or more stealthy types might. The outer gates from the road are easily bypassed (**Open Locks DC 15**) or climbed over (**Climb DC 15**). The double doors leading inside are also locked (**Open Locks DC 20**). Note the presence of guards at various locations as detailed in the encounter key.

Bluff and Guile: Any reasonable story will get the PCs admitted to the Asylum (the soldier opens the main door while the sergeant stays at the back of the Foyer. It takes compelling reason (**Bluff or Diplomacy DC 15 + ATL**) to convince the sergeant to go downstairs and get the Commandant. The pair return several minutes later and – if the PCs haven't snuck off – the Commandant immediately attacks, calling for his guards to sound the alarm. (Sylysta has warned her minion that adventurers dog her trail, and he acts immediately to defend his mistress.)

All potential enemies are listed below, though it is not expected that the characters fight them all at the same time.

ATL 1

Commandant Valeris Shen, Sws4
1x Sergeant, Ftr1
6x Guard, War1

ATL 3

Commandant Valeris Shen, Sws6
1x Sergeant, Ftr3
6x Guard, War1

ATL 5

Commandant Valeris Shen, Due2/Sws6
1x Sergeant, Ftr5
6x Guard, War2

ATL 7

Commandant Valeris Shen, Due4/Sws6
1x Sergeant, Ftr7
6x Guard, War3

ATL 9

Commandant Valeris Shen, Due6/Sws6
1x Sergeant, Ftr9
6x Guard, War4

Area Descriptions in Alphabetical Order:

Barracks:

There are seven bunk beds in this room, with a shared footlocker at the baseboard of each. All are secured with simple locks (**Open Locks DC 25; Break DC 18**; Hardness 4, 10 hp) and each contains (ATL x 5) gp worth of possessions. At any given time, seven guards are off-duty; 1d4+2 will be found here, with the balance located in the Mess Hall.

Cells:

All cells are ten square feet in size, and feature narrow iron bars reinforced with three horizontal bracing bars. The doors are secured with tumbler locks. The rank-and-file guards do not have a set of keys; only sergeants and the Commandant possess them. Inside the cell is a cloth and straw pallet of mediocre comfort and a single chamber pot which is kept reasonably clean.

<p>Iron Cell Doors: 2 in. thick; hardness 10; hp 60; AC 5; Break DC 28. Complex Lock: Hardness 15; hp 30; Open Locks DC 28.</p>

Five of the thirteen cells are unoccupied. Each of the odd-numbered cells contains a single, hopelessly insane human male or female lunatic. Sylستا has amused herself at the expense of the sanity of these souls and as a result, they are even crazier than when they arrived here.

All ATLS (EL 0)

Lunatics, male and female Com1: hp 4 each, AL CN, noncombatant.

Communicating with the lunatics: Only Andirov (cell #8) is coherent enough to parley with the PCs. Asterid is lucid, but his own mania makes attempts to have meaningful dialogue with him useless. The DM should embellish the insanity of each other inmate, making vague references to Sylستا – “crimson hunter,” “shadow that kills,” and other semi-specific references.

Cell #2 contains Asterid, a half-elf of middle years who believes that he is the Eternal Lantern. During the daylight hours, he sits calmly and carries himself in a superior, regal manner, reminding the PCs that they are in the presence of divinity. He makes demands of any actual clerics of the Eternal Lantern, promising to denude them of their spellcasting ability should they fail to appease him. As daylight wanes, he becomes more agitated. As dusk falls and the edge of darkness begins to move across the floor of his cell from the diminished light entering his room, he curls into a ball and begins to scream. He wails and shrieks throughout the nighttime hours, but returns to his calm demeanor at dawn.

Cell #4 contains Wilo Thorpe, an elderly man who made the mistake of attempting to pick the pockets of no less than an envoy of the Emperor. The authorities were determined to make an example out of him, but the planned punishment (removal of the offending hand) was stayed by a public outburst. To satisfy all parties, Wilo was thrown in here to rot. That was a decade ago. The old man generally sits in the corner and whimpers and is capable of doing little else. (Wilo didn't belong here in the first place, but his imprisonment has made certain that he does belong here now.)

Cell #6 contains the most pitiable wretches in the entire asylum – “Ned-Red” as the guards have come to call the conjoined (“Siamese”)

twins in this room. They are two Kalamaran men in their late teens; Ned is bald while Red has a crown of crimson-colored hair, hence his name. They wear filthy rags and are joined at the base of their skulls. They move about with a disturbing lateral scuttle reminiscent of a crab. When speaking, they have a very unsettling habit. Ned will begin a sentence, and then they will scuttle around and Red, now facing the audience, finishes – not always making sense with the first part of the statement. Sylستا’s tortured mind has taken a liking to Red because of the similar color of their hair, and while she has horribly abused Ned, Red has been left alone. Regardless, both are hopelessly insane and it is doubtful they can live much longer due to the nature of their condition.

Cell #8 contains Andirov, the newest lunatic arrival. Characters may recognize him from *A Thorn in the Side*, causing a disturbance in the streets of Betasa. He beckons to the PCs when he sees them::

The man’s eyes are dilated and his breath is foul. He reaches out towards you with blackened fingernails and filth-encrusted hands. “Mist... fog... they hide secrets... the mist is alive, you know... it walks like a woman... kills like a hunter...”

Andirov has somehow not slipped further into his insanity despite his ordeal and has instead carefully listened to everything Sylستا has said – to him and to the other inmates. As a result, he knows the following pieces of information:

Sylستا continuously speaks about her “children” and how she is hunting for her husband here in Betasa so that they can all be reunited as a single “family.”

Sylستا seems to be as insane as some of the inmates here. She walks about, muttering and cursing to herself and speaking in harsh tones to “her Beloved.”

Sylستا seems to have some sort of sway over the guards, as they seem to follow her orders without question.

He never sees Sylستا in the daytime.

Sylستا seems to take special pleasure in tormenting Asterid (cell #2).

Sylستا once alluded to her “resting place” being on the lower floor of the asylum.

Empty Cell:
Just that!

Food Preparation and Storage:
Two large casks hold water, while two smaller ones hold passable wine. Sacks of flour, dried goods, and smoked meats can all be found here. This room is cool, dry and neat.

Guard Station:
This is a choke point for guards to fight in order to keep prisoners from escaping the area of the cells, or to keep would-be liberators out of that area.

Latrines:
Clean and regularly attended.

Mess Hall:
This room contains four large tables and enough chairs to host nearly all of the guards at the same time, although in practice the men rarely eat in here in groups larger than three or four. The room is neat and orderly and has little of interest for the PCs.

Officer Mess:
Except for the smaller size, this is identical in appearance to the Mess Hall. The extra chairs in this room allow the Commandant to use it for meetings with officials or other visitors.

Sergeant’s Quarters:
Both of these rooms are functionally the same. They contain a standing closet filled with several days’ worth of uniforms, and a single comfortable bed. A hinged board on the side of the closet can be folded down to make a crude writing surface. The closet contains mundane possessions and (ATL x 5) gp worth of valuables.

ENCOUNTER 3 **The Asylum (Lower Floor)**

Summary: The lower floor of the asylum has been turned into a combination of abattoir and crypt. Many of the inmates here have been made into zombies. Sylستا will be found by the PCs, acting out by herself that terrible day when Nalar murdered her. It should become clear that, for all her evil, Sylستا is also a victim, and is every bit as mad as her lunatic servants.

Notes about the Asylum (Lower Floor):

All interior ceilings are eight feet in height unless otherwise noted.

Interior doors are locked (**Open Locks DC 18**) unless otherwise noted.

Illumination is provided by inset bricks with *continual flame* spells, except in the pens, which are left deliberately dim, and the Isolation Pen, which is unlit.

Statistics on the lower level interior doors:

Wooden Doors: 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18.

Iron Cell Doors: 2 in. thick; hardness 10; hp 60; AC 5; Break DC 28.

Both kinds of doors on this level feature complex locks.

Complex Lock: Hardness 15; hp 30; Open Locks DC 28.
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Area Descriptions in Alphabetical Order:

Antechamber:

This room is the entry point for the lower floors. Iron doors to the west lead into the prisoner areas, while a wooden door to the east leads to the Commandant's Quarters, the Infirmary, and the laundry/workshop.

Checkpoint:

This area is manned by four guards at all times who do not leave their post unless directly ordered by the Commandant (or Sylysta).

The iron door on the southern wall opens into the Quarantine Pen; the other door connects into the general population pens.

Commandant's Quarters:

This room seems to be the quarters of the soldier in charge of the facility. Although it is neat and simply organized, it remains dimly lit. The scent of wood and earth betrays the presence of a casket placed flush against the wall in the northeast corner of the room.

If Sylysta has been reduced to 0 hp by the PCs, she can be found here, resting within her coffin (it is has been destroyed, she is curled up in a corner of the room, and offers no resistance to characters who move to destroy her). The wooden bed found here can easily be harvested for a good stake to destroy Sylysta once and for all. If she is finally destroyed here, read the following:

As Sylysta is at last destroyed, you see a look of calm come over her face, and her features briefly flush with what appears to be life. Her eyes flutter open; her face seems suddenly human and filled with regret. She releases a low moan and turns briefly to you. The hatred in her eyes fades, and you not anger, but gratitude. Her body sinks under its own weight, becoming a pile of sifting white ash. The vampire is no more.

Hallway:

This hall connects the less-secure portions of the asylum with the antechamber.

Infirmary:

This is a small hospital used for the treatment of guards and inmates alike. For use on the latter there are a number of manacles and binders that hang from the bed. Two potions can be found in a locked box (**Open Locks DC 23**) inside the cabinet (which also contains linens, bandages and other associated medical supplies).

Isolation Pen:

This area is where the worst of the worst of the lunatics was kept. Sylysta slaughtered them all and now she resides here. Perhaps the oppressive environs of the madhouse have affected even this undead creature, because as the PCs enter, she is at the southern end of the pen, acting out the brutal final moments of her life as she was attacked and slain by Nalar.

Note that this room is unlit; PCs must provide their own light sources.

This pen is smaller and narrower than the others. The chamber has no light of its own. There are no chamber-pots here, only grates in the floor. The place reeks of urine, turned earth and death.

Standing at the far end of the chamber is a lovely red-haired woman who seems oblivious to your presence. Curiously, she is

moving in some kind of pantomime, her posture and motions leading you to believe she is acting out moving through the woods. Her hand brushes aside an unseen branch, and she looks behind her, worried.

Without warning, her body snaps forwards and she lands with a crack on her back with a shriek. She kicks and fights and claws at the air, and in your mind's eye you could swear you almost see some form, pressing her into the ground. Her arms snap back over her head, pinned; tears of blood streak down her cheeks and she cries out for help. Her head is snapped around, her face turned from you, and you watch as her struggles cease even as a pair of pin-pricks of old wounds open and release a slow but steady drip of blood from her neck.

Then, as suddenly as the violence began, it is over.

From the silence, Sylستا rights herself and crouches, cat-like, on the ground. This feral hunter and killer is dripping with hate. Through her clenched, gleaming canines, she says, "I will find him and destroy him for what he did to me... AND YOU WILL NOT STAND IN MY WAY!"

Sylستا is untiered, but has been weakened for the battle at low levels. Detailed stat blocks may be found in **Appendix I**.

ATL 1 -9

Sylستا

This is going to be a rough fight for the heroes, but they do have the option of withdraw to the upper floors *if they arrived during the day*. Sylستا does not journey out of the lower floors between dawn and dusk.

There is a break in the seam of the bricks, located near the southern end of the western wall. If reduced to 0 hp and forced into *gaseous form*, Sylستا attempts to move through this wall and make her way to the Commandant's Quarters, where she awaits the PCs. If they actually give her enough rest time to fully rejuvenate herself, she waits for them there and conduct her second assault when the PCs arrive.

If the characters manage to kill her here, read the following:

As Sylستا is at last destroyed, you see a look of calm come over her face, and her features briefly flush with what appears to be life. Her eyes flutter open; her face seems suddenly human and filled with regret. She releases a low moan and turns briefly to you. The hatred in her eyes fades, and you not anger, but gratitude. Her body sinks under its own weight, becoming a pile of sifting white ash. The vampire is no more.

Laundry/Workshop

This is a utilitarian room where, in addition to laundry, wood and metal repair tools are found along with raw materials. A number of guard uniforms could be taken by the PCs; it will not fool the other guards (they know each other by face, not by uniform, as there aren't that many of them) but the PCs might find some creative use for them.

Lunatic Pen 1

This large chamber, painted in a muted tan, seems to be used as some sort of containment area for inmates not housed in separate cells. Now, some twenty of them lie dead, horribly savaged by bites. There is a tell-tale lack of blood. The odor of the room makes you want to retch.

An examination of the bodies (**Heal or Survival, DC 13**) reveals that they were slaughtered by a number of small (ATL 1 and 3) or wickedly large (ATL 5+) bites; this corresponds to the inhabitants of *Lunatic Pen 2* (see below).

Lunatic Pen 2

This room's basic appearance is identical to *Lunatic Pen 1*. A number of rat swarms or wolves were drawn here by Sylستا's *children of the night* ability and remain because of the good eating from the guards and prisoners fed to them by Sylستا. The unfortunates here are the staff guard who proved resistant to the vampire's domination attempts. There are three such corpses; half-consumed, grisly, and devoid of valuables.

At ATLs 1 and 3, the occupants are rat swarms:

This room reeks of rot and decayed flesh. A veritable carpet of rats gorges on a trio of corpses left to molder near the center of the room.

At all other ATLs, the occupants are a pack of wolves, allowed inside by the guards when Sylستا called and who have remained as guardians for their mistress (at the highest ATL, these beasts are fiendish, owing to progenitors that included several roaming hellhounds).

A number of feral-looking, abnormally large wolves bare their teeth while a trio of corpses, left to molder, make this room reek of rot.

Tactics: These creatures will do their best to get at the PCs. The swarm will not have much difficulty in moving through the single doorway en masse, but smart PCs will use the doorway as a choke point against the wolves.

ATL 1 (EL 2)

Rat Swarm

ATL 3 (EL 4)

Rat Swarm (2)

ATL 5 (EL 6)

Advanced Wolves (3)

ATL 7 (EL 8)

Advanced Wolves (6)

ATL 9 (EL 10)

Advanced Fiendish Wolves (8)

Quarantine Pen

The door to this place bears a simple marker indicating that it is a quarantine pen, presumably for sick or dangerous inmates that need to be kept separate from the general population.

Inside the chamber, you can almost sense the misery and feeling of abandonment those consigned here might feel. Four corpses, three inmates and a guard, lie here. They look like they have had their necks broken; despite being on his stomach, one is still staring at you in horror.

Characters may Search the room, but find nothing else of interest.

ENCOUNTER 4

Will the Real Nalar Please Stand?

Summary: When the characters decide to leave the Asylum, hopefully after defeating Sylستا, a familiar homunculus flies up, desperately urging them to help his master.

Leaving the Asylum, a high-pitched squeal sounds from overhead. A small, wrinkly humanoid with wings flies toward you. "Please, you must help Master," it says in a pleading tone. "Master had visitor, and..." Its wings stop flapping, and the strange creature falls to the ground. Within seconds, its body begins bubbling and dissolving into a thick ichor.

Characters who played *A Thorn in the Side* recognize this creature as a servant of Nalar. A **Knowledge (arcana) DC 10** check reveals that the creature is a homunculus, a construct created by powerful wizards. Same skill **DC 18** reveals that when its master dies, the construct also "dies."

Hopefully, the characters take the hint and quickly make their way to Nalar's Tower. If they ask on the way, Nalar has not been seen all day, and nobody has seen strange people or creatures moving about his tower.

The door is closed, but unlocked. It is the only way into or out of the tower. When they enter, read the following:

The room inside is as you left it, bookshelves full of tomes, comfortable divans and chairs, the staircase leading into the laboratory. Everything is in immaculate condition, except Nalar's body sprawled on the carpet in the middle of the floor.

Allow the characters to make whatever preparations they wish. Search and Heal checks reveal that he was killed by having his neck broken. If the characters search his body, they find faint scars on his neck that look like two small puncture wounds – obviously a vampire bite.

The rest of the entry hall/sitting room is unremarkable. There are no magical effects here. Characters eventually need to either get NALAR's attention, or go upstairs.

If they go upstairs, read the following:

The staircase is built along the curved wall of the tower, and rises steeply upward. You see an open door, and hear faint sounds of shuffling. (NALAR going through papers).

If they continue:

The laboratory comes into view through the open door. Glass vials and large tables are inside. Standing over one table is a tall man wearing a long dark robe. He appears to be going through a stack of papers.

Notes on NALAR:

First, this NPC is identified by his name in ALL CAPS. This is a different NPC than Nalar, though the name is the same – this is clarified below.

This man is the true wizard NALAR. One of his apprentices left him a few years ago, and took to using his name. He has now found the apprentice, and killed him.

NALAR is also a vampire, and Sylysta's creator, though he did not intend to give her the gift of undeath.

NALAR's full statistics are not included in this adventure. He is far more powerful than the characters. Suffice to say he is a powerful wizard and vampire. Assume that he has +17 on all his saving throws, and +19 to all wizard class skill checks, and +12 to all others.

He has the following spells active (17th level):

True seeing

Non-detection

Mage Armor

Contingency (fly if suffer damage)

Alter self (to appear as a Kalamaran human)

Greater Spell Immunity (*dispel magic, greater dispel magic, disintegrate, heal*)

Characters may notice that he is also apparently unaffected by sunlight, if they in fact encounter him during the day. There is something that causes this protection, but is outside the scope of this adventure for description. Suffice to say that while meeting with the characters, NALAR is unaffected by sunlight as normal vampires.

Give NALAR a Listen and Spot check (+14) to see and/or hear the characters when they see him. He has *true seeing* up if there are any

invisible characters. If he does not see them, he continues going through papers on the table until interrupted.

If he does see a character, read the following:

As you watch, the man slowly turns to look in your direction. "I noticed your approach. Before this situation deteriorates into something... violent... perhaps we could speak?"

NALAR is serious, as he believes the characters may have more information about his apprentice. He knows that he can escape at any time, so he is really not too concerned about his welfare.

If the character(s) agrees, then NALAR suggests they return downstairs to the entry hall.

If the characters do not go upstairs, NALAR eventually comes down to greet them, asking if he could speak with them for a moment or two:

Regardless of the circumstances, the encounter with NALAR should take place in the entry hall.

"So, I assume by your presence here you knew my associate? Yes, I can see it in your faces. Let me begin by saying that my name is Nalar, not his. He was called Vandrin, and he was no wizard."

Now, what did you know of him?

Allow the characters to respond. NALAR is refined and polite, but insists on hearing the characters' stories before revealing any more of his tale.

Have him ask specific questions as necessary, but do not have him show particular interest in any subject – his concerns are larger than those of the characters, and outside the scope of this adventure. Essentially, NALAR wants to ensure that Vandrin did not reveal anything about him to the adventurers.

When he is satisfied with their story, he is willing to reveal a portion of his own.

"Vandrin served me for years, faithfully I might add. Unfortunately, he started resenting me, my gifts, my generosity. For some strange reason, he decided that a

better course for his life would be to leave my side, and seek his own destiny.”

NALAR looks around the room as he continues. “I admit, I was not happy when I found out he left – like a thief in the night, without so much as a goodbye – but I was incensed when I learned he had stolen much of my arcane research. He did have some rudimentary grasp of magic, and he managed to cover his trail well. That was six years ago.

Try as I might, I could not find him. About a month ago, I happened to be passing south of here on an unrelated errand. While asking around, I was amazed to hear of the powerful wizard Nalar practicing his arts in this fair city.

Unfortunately, when I arrived, Vandrin tried to flee. I could not let that happen, and in the struggle, I ended up killing him.”

The characters may ask questions if they wish. Some may even attempt to Sense Motive, and NALAR may make a Bluff check, but he also freely tells them that he is not telling them every detail, but what he has told them is the truth.

Some astute characters may notice the one month time-frame that he mentioned. If characters have played *Of Roses and Thorns*, and *A Thorn in the Side*, they may realize the timing of the adventures roughly matches NALAR’s travel through the south.

Though he does not recall specifics, if any of the characters mention Sylysta – specifically her red hair, NALAR remembers her.

There should be enough circumstantial evidence for some of the characters to at least suspect NALAR of being a vampire. If confronted, he pauses, then admits it.

This can go a few different ways, but NALAR doesn’t really want to kill the characters. He is not a ravenous monster. Before combat really begins, he should offer them a trade: he knows where the first attack on Pekal is going to be aimed, and if the characters swear to keep everything they have encountered on the adventure to themselves, and allow him to retrieve his stolen property, he can reveal the location.

His reasons for this are two-fold, and he may share portions of them with the characters.

1. He is a bit disturbed at the fact that he thought Sylysta dead, but she managed to survive and become a spawn without his knowledge. He needs time to investigate this, and does not want adventurers spreading tales of this episode that may impair his research.

2. His financial interests would suffer if Kalamar and Tokis succeed in the initial assault against Pekal.

Make no mistake, NALAR is by no means a nice or benevolent individual. By revealing the location of the first attack, he stands to gain financially if the initial assault fails.

Obviously, he does not tell the characters that, but he could concoct a story about the Emperor owing him for past services, and having failed to collect the debt, now feels that revealing the attack would be a good way to settle accounts.

Additionally, NALAR refuses to make any meaningful deals with the characters. Some may want him to “leave the citizens of the city unharmed” or other noble gestures. He readily agrees, as he had not planned to kill anyone in the city anyway. Much further imposition, however, is greeted with a stern “I think not.”

If the characters agree to the deal, NALAR tells them the location of the attack: Baneta, goes to gather his papers, and *teleports* away. As long as he is allowed time to gather his papers, he fulfills his obligations and reveals the location of the attack.

If the characters attack NALAR, he laughs at them, casts *teleport*, and escapes (if the characters try, they cannot find him).

CONCLUSION

The characters find a variety of treasure in the Tower, all of which NALAR allows them to keep.

Characters may also want to report the goings on to the local authorities as well. NALAR may in fact suggest it (the judge should try to mention this option during game play).

Additionally, the characters may choose to inform certain individuals about the impending attack. Ask specifically for that information, then please send it to andrew@kenzerco.com if played before April 30, 2005.

Awards

TREASURE

This is where treasure is listed. Items that have been stripped off bodies will be listed at prices for which they may be sold. Treasure is broken down by Encounter to aid the judge in determining if characters are awarded specific items. The amount may be more or less than what is listed in the PHB as the economy may fluctuate.

The Asylum and Ek'Gakel

All items inside the Asylum have been stamped as property of Ek'Gakel. If the characters loot them, they find they cannot sell them inside the city, and honest merchants refuse to purchase them. As such, the total money they receive for selling *all* the items is 25 gp.

If, however, they speak with the local government, they are rewarded for ridding the city of the vampire, and also turning over all the equipment inside the Asylum.

If they killed all the Guards at the Asylum, the PCs are only awarded **65 gp** each. If they tried to subdue rather than kill (the judge should make the determination if the characters truly made an effort to spare people's lives), they are awarded **100 gp** each. The Guards – though weak-willed – were innocent, and while the government would not hold the characters responsible for killing, any effort made to spare their lives is appreciated.

The characters may keep the potions and silversheen (and do not need to pay anything if they used the potions).

In addition, any character that suffered ability drain in this adventure, or gained negative levels in a previous adventure (any adventure approved for use in LKOK qualifies), the government pays to have them cured by local priests. This is provided only if the characters mention they want to speak with priests or government officials (including Guards) in Betasa.

The Tower

Characters may select one option from this list:

- Spellcasters may choose one spell from any Core approved list and copy it into their spellbook. This is an award, and does not count as a Non-Adventuring Activity.
- A character can find and keep one book that provides a +1 competence bonus to a Knowledge skill of their choosing.
- If a character spends a Non-Adventuring Activity searching the Tower, he/she can find information on different cultures and people. As such, the character gains access to one Core or Special feat from any approved resource in Living Kingdoms of Kalamar. This allows the character access to the feat, he/she may only take it when qualified.

Certed - Other **Mark of Beauty**

You do not remember how, but a scar has appeared on your neck shaped like a blooming rose. Healing, whether mundane or magical, cannot remove the scar. When battling against undead creatures, the character gains a +1 insight bonus to attack rolls and Armor Class.

Experience Points

EXPERIENCE	CHARACTER LEVEL	
	1-4	5-9
Encounter 1: Finding items and/or information to help fight Sylستا	25 xp	50 xp
Trying to help Dalkar (i.e. asking Guards to take care of him)	25 xp	50 xp
Encounter 2: Defeating all the Asylum guards	25 xp	50 xp
Using non-lethal means to subdue them	25 xp	50 xp
Encounter 3: Defeating the Children of the Night creatures	25 xp	50 xp
Defeating Sylستا (reduce her hp to 0)	50 xp	100 xp
Destroying Sylستا (destroy her vampiric form into ash)	75 xp	150 xp
Conclusion: Informing authorities in Pekal about the upcoming attack	50 xp	100 xp
Discretionary Experience for Role Playing	100 xp	200 xp
Total	400 xp	800 xp

APPENDIX I: NPCs and Monsters

ATL 1 (EL Varies)

Commandant Valeris Shen, male human (Kalamaran) Sws4: Medium Humanoid (human); CR 4; HD 4d10; hp 28; Init +3; Spd 30 ft.; AC 14 (+4 dex), touch 14, flat-footed 10; BAB/Grp +4/+4; Full Atk two masterwork short swords +8/+8 melee (1d6+3;19-20/x2) or masterwork short sword +10 melee (1d6+3;19-20/x2) or masterwork light crossbow +8 ranged (1d8;19-20/x2); SA Insightful strike; SA Grace +1; AL LN; SV Fort +4, Ref +6, Will +1; Str 10, Dex 18, Con 11, Int 16, Wis 10, Cha 10.

Grace (Ex): A swashbuckler gains the listed bonus as a competence bonus to her Reflex saves. A swashbuckler loses this ability while wearing medium or heavy armor or while carrying a medium or heavy load.

Insightful Strike (Ex): A swashbuckler becomes able to place her finesse attacks where they deal greater damage. She applies her Intelligence bonus (if any) as a bonus on damage rolls (in addition to any Strength bonus she may have) with any light weapon, as well as any weapon that can be used with Weapon Finesse, such as a rapier or spiked chain. Targets immune to sneak attack or critical hits are immune to the swashbuckler's insightful strike. A swashbuckler cannot use this ability while wearing medium or heavy armor or while carrying a medium or heavy load.

Skills & Feats: Balance +10, Bluff +4, Climb +4, Diplomacy +6, Escape Artist +10, Jump +6, Listen +3, Sense Motive +7, Spot +3, Tumble +12. Dodge, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (Short Sword).

Possessions: Two masterwork short swords, masterwork light crossbow and 20 bolts, cell keys.

Guard, male and female human (Kalamaran) War1: Medium Humanoid (human); CR 1; HD 1d8+2; hp 6; Init +2; Spd 20 ft.; AC 18 (+5 armor, +1 shield, +2 Dex), touch 12, flat-footed 16; BAB/Grp +1/+4; Full Atk longsword +5 melee (1d8+3;19-20/x2) or +3 missile (1d8;19-20/x2); AL LN; SV Fort +4, Ref +2, Will +0; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10

Skills & Feats: Listen +2, Sense Motive +2, Spot +2. Power Attack, Weapon Focus (Longsword)

Possessions: Chainmail, longsword, light steel shield, light crossbow and 20 bolts.

Sergeant, male human (Kalamaran) Ftr1: Medium Humanoid (human); CR 1; HD 1d10+2; hp 10; Init +1; Spd 20 ft.; AC 16 (+5 armor, +1 Dex), touch 11, flat-footed 14; BAB/Grp +1/+5; Full Atk glaive +6 melee (1d10+6;20/x3) or light crossbow +2 missile (1d8;19-20/x2); AL LN; SV Fort +4, Ref +1, Will +1; Str 18, Dex 12, Con 14, Int 10, Wis 8, Cha 12.

Skills & Feats: Listen +1, Sense Motive +1, Spot +1. Combat Reflexes, Iron Will, Weapon Focus (Glaive)

Possessions: Chainmail, glaive, light crossbow and 20 bolts, cell keys.

ATL 3 (EL Varies)

Commandant Valeris Shen, male human (Kalamaran) Sws6: Medium Humanoid (human); CR 6; HD 6d10; hp 40; Init +4; Spd 30 ft.; AC 14 (+4 dex), touch 14, flat-footed 10; BAB/Grp +6/+6; Full Atk two masterwork short swords +10/+10/+5 melee (1d6+3;19-20/x2) or masterwork short sword +12/+7 melee (1d6+3;19-20/x2) or masterwork light crossbow +11/+6 ranged (1d8;19-20/x2); SA Insightful strike; SQ Dodge bonus +1, grace +1; AL LN; SV Fort +5, Ref +7, Will +2; Str 10, Dex 18, Con 11, Int 16, Wis 10, Cha 10.

Dodge Bonus (Ex): A swashbuckler is trained in focusing her defenses on a single foe in melee. During her action, she may designate an opponent and receive a +1 dodge bonus to her Armor Class against melee attacks from that opponent. She can select a new opponent on any action. A swashbuckler loses this ability while wearing medium or heavy armor or while carrying a medium or heavy load. If the

swashbuckler also has the Dodge feat, she need not designate the same target for this ability as for the Dodge feat. (If she designates the same target, the bonuses stack.)

Grace (Ex): A swashbuckler gains the listed bonus as a competence bonus to her Reflex saves. A swashbuckler loses this ability while wearing medium or heavy armor or while carrying a medium or heavy load.

Insightful Strike (Ex): A swashbuckler becomes able to place her finesse attacks where they deal greater damage. She applies her Intelligence bonus (if any) as a bonus on damage rolls (in addition to any Strength bonus she may have) with any light weapon, as well as any weapon that can be used with Weapon Finesse, such as a rapier or spiked chain. Targets immune to sneak attack or critical hits are immune to the swashbuckler's insightful strike. A swashbuckler cannot use this ability while wearing medium or heavy armor or while carrying a medium or heavy load.

Skills & Feats: Balance +10, Bluff +6, Climb +4, Diplomacy +10, Escape Artist +12, Jump +6, Listen +3, Perform (Weapon Drill) +3, Sense Motive +9, Spot +3, Tumble +14. Dodge, Mobility, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (Short Sword).

Possessions: Two masterwork short swords, masterwork light crossbow and 20 bolts, cell keys.

Guard, male and female human (Kalamaran) War1: See ATL 1 for details.

Sergeant, male human (Kalamaran) Ftr3: Medium Humanoid (human); CR 3; HD 3d10+6; hp 28; Init +1; Spd 20 ft.; AC 16 (+5 armor, +1 dex), touch 11, flat-footed 15; BAB/Grp +3/+7; Full Atk glaive +8 melee (1d10+6;20/x3) or light crossbow +4 missile (1d8;19-20/x2); AL LN; SV Fort +5, Ref +2, Will +2; Str 18, Dex 12, Con 14, Int 10, Wis 8, Cha 12.

Skills & Feats: Listen +2, Sense Motive +2, Spot +2. Cleave, Combat Reflexes, Iron Will, Power Attack, Weapon Focus (Glaive)

Possessions: Chainmail, glaive, light crossbow and 20 bolts, cell keys.

ATL 5 (EL Varies)

Commandant Valeris Shen, male human (Kalamaran) Due2/Sws6: Medium Humanoid (human); CR 8; HD 8d10+8; hp 60; Init +7; Spd 30 ft.; AC 17 (+7 dex), touch 15, flat-footed 10; BAB/Grp +8/+8; Full Atk two masterwork short swords +13/+13/+8 melee (1d6+3;19-20/x2) or masterwork short sword +15/+10 melee (1d6+3;19-20/x2) or masterwork light crossbow +14/+9 ranged (1d8;19-20/x2); SA Insightful strike; SQ Canny defense, dodge bonus +1, grace +1, improved reaction +2; AL LN; SV Fort +6, Ref +11, Will +2; Str 10, Dex (20), Con 12, Int 16, Wis 10, Cha 10.

Canny Defense (Ex): When not wearing armor or using a shield, a duelist adds 1 point of Intelligence bonus (if any) per duelist class level to her Dexterity bonus to modify Armor Class while wielding a melee weapon. If a duelist is caught flat-footed or is otherwise denied her Dexterity bonus, she also loses this bonus.

Dodge Bonus (Ex): A swashbuckler is trained in focusing her defenses on a single foe in melee. During her action, she may designate an opponent and receive a +1 dodge bonus to her Armor Class against melee attacks from that opponent. She can select a new opponent on any action. A swashbuckler loses this ability while wearing medium or heavy armor or while carrying a medium or heavy load. If the swashbuckler also has the Dodge feat, she need not designate the same target for this ability as for the Dodge feat. (If she designates the same target, the bonuses stack.)

Grace (Ex): A swashbuckler gains the listed bonus as a competence bonus to her Reflex saves. A swashbuckler loses this ability while wearing medium or heavy armor or while carrying a medium or heavy load.

Improved Reaction (Ex): A duelist gains the listed bonus on initiative checks. This bonus stacks with the benefit provided by the Improved Initiative feat.

Insightful Strike (Ex): A swashbuckler becomes able to place her finesse attacks where they deal greater damage. She applies her Intelligence bonus (if any) as a bonus on damage rolls (in addition to any Strength bonus she may have) with any light weapon, as well as any weapon that can be used with Weapon Finesse, such as a rapier or spiked chain. Targets immune to sneak attack or critical hits are immune to the swashbuckler's insightful strike. A swashbuckler cannot use this ability while wearing medium or heavy armor or while carrying a medium or heavy load.

Skills & Feats: Balance +12, Bluff +6, Climb +5, Diplomacy +10, Escape Artist +16, Jump +7, Listen +8, Perform (Weapon Drill) +3, Sense Motive +11, Spot +8, Tumble +18. Dodge, Mobility, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (Short Sword).

Possessions: Two masterwork short swords, masterwork light crossbow and 20 bolts, cell keys.

Guard, male and female human (Kalamaran) War2: Medium Humanoid (human); CR 1; HD 2d8+4; hp 17; Init +2; Spd 20 ft.; AC 18 (+5 armor, +1 shield, +2 Dex), touch 12, flat-footed 16; BAB/Grp +2/+5; Full Atk longsword +6 melee (1d8+3;19-20/x2) or +4 missile (1d8;19-20/x2); AL LN; SV Fort +5, Ref +2, Will +0; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10

Skills & Feats: Listen +2, Sense Motive +2, Spot +2. Power Attack, Weapon Focus (Longsword)

Possessions: Chainmail, longsword, light steel shield, light crossbow and 20 bolts.

Sergeant, male human (Kalamaran) Ftr5: Medium Humanoid (human); CR 5; HD 5d10+10; hp 44; Init +1; Spd 20 ft.; AC 16 (+5 armor, +1 dex), touch 11, flat-footed 15; BAB/Grp +5/+9; Full Atk glaive +10 melee (1d10+6;20/x3) or light crossbow +6 missile (1d8;19-20/x2); AL LN; SV Fort +6, Ref +2, Will +2; Str 18, Dex 13, Con 14, Int 10, Wis 8, Cha 12.

Skills & Feats: Listen +3, Sense Motive +3, Spot +3. Cleave, Combat Reflexes, Iron Will, Power Attack, Weapon Focus (Glaive), Weapon Specialization (Glaive)

Possessions: Chainmail, glaive, light crossbow and 20 bolts, cell keys.

ATL 7 (EL Varies)

Commandant Valeris Shen, male human (Kalamaran) Due4/Sws6: Medium Humanoid (human); CR 10; HD 10d10+10; hp 74; Init +7; Spd 30 ft.; AC 18 (+8 dex), touch 19, flat-footed 13; BAB/Grp +10/+10; Full Atk two masterwork short swords +15/+15/+10/+10 melee (1d6+3;19-20/x2) or masterwork short sword +17/+12 melee (1d6+3;19-20/x2) or masterwork light crossbow +16/+11 ranged (1d8;19-20/x2); SA Insightful strike; SQ Canny defense, dodge bonus +1, enhanced mobility, grace +2, improved reaction +2; AL LN; SV Fort +7, Ref +14, Will +3; Str 10, Dex 20, Con 12, Int 16, Wis 10, Cha 10.

Canny Defense (Ex): When not wearing armor or using a shield, a duelist adds 1 point of Intelligence bonus (if any) per duelist class level to her Dexterity bonus to modify Armor Class while wielding a melee weapon. If a duelist is caught flat-footed or is otherwise denied her Dexterity bonus, she also loses this bonus.

Dodge Bonus (Ex): A swashbuckler is trained in focusing her defenses on a single foe in melee. During her action, she may designate an opponent and receive a +1 dodge bonus to her Armor Class against melee attacks from that opponent. She can select a new opponent on any action. A swashbuckler loses this ability while wearing medium or heavy armor or while carrying a medium or heavy load. If the swashbuckler also has the Dodge feat, she need not designate the same target for this ability as for the Dodge feat. (If she designates the same target, the bonuses stack.)

Enhanced Mobility (Ex): When wearing no armor and not using a shield, a duelist gains an additional +4 bonus to AC against attacks of opportunity caused when she moves out of a threatened square.

Grace (Ex): A swashbuckler gains the listed bonus as a competence bonus to her Reflex saves. A swashbuckler loses this ability while wearing medium or heavy armor or while carrying a medium or heavy load.

Improved Reaction (Ex): A duelist gains the listed bonus on initiative checks. This bonus stacks with the benefit provided by the Improved Initiative feat.

Insightful Strike (Ex): A swashbuckler becomes able to place her finesse attacks where they deal greater damage. She applies her Intelligence bonus (if any) as a bonus on damage rolls (in addition to any Strength bonus she may have) with any light weapon, as well as any weapon that can be used with Weapon Finesse, such as a rapier or spiked chain. Targets immune to sneak attack or critical hits are immune to the swashbuckler's insightful strike. A swashbuckler cannot use this ability while wearing medium or heavy armor or while carrying a medium or heavy load.

Skills & Feats: Balance +12, Bluff +6, Climb +5, Diplomacy +10, Escape Artist +18, Jump +7, Listen +13, Perform (Weapon Drill) +3, Sense Motive +13, Spot +13, Tumble +20. Dodge, Improved Two-Weapon Fighting, Mobility, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (Short Sword).

Possessions: Two masterwork short swords, masterwork light crossbow and 20 bolts, cell keys.

Guard, male and female human (Kalamaran) War3: Medium Humanoid (human); CR 2; HD 3d8+6; hp 24; Init +2; Spd 20 ft.; AC 18 (+5 armor, +1 shield, +2 dex), touch 12, flat-footed 16; BAB/Grp +3/+6; Full Atk longsword +7 melee (1d8+3;19-20/x2) or light crossbow +5 missile (1d8;19-20/x2); AL LN; SV Fort +5, Ref +3, Will +1; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10

Skills & Feats: Listen +3, Sense Motive +3, Spot +3. Power Attack, Cleave, Weapon Focus (Longsword)

Possessions: Chainmail, longsword, light steel shield, light crossbow and 20 bolts.

Sergeant, male human (Kalamaran) Ftr7: Medium Humanoid (human); CR 7; HD 7d10+14; hp 60; Init +1; Spd 20 ft.; AC 16 (+5 armor, +1 dex), touch 11, flat-footed 15; BAB/Grp +7/+11; Atk glaive +12 melee (1d10+8;20/x3) or light crossbow +8 missile (1d8;19-20/x2); Full Atk glaive +12/+7 melee (1d10+8;20/x3) or light crossbow +8/+3 missile (1d8;19-20/x2); AL LN; SV Fort +7, Ref +3, Will +3; Str 18, Dex 13, Con 14, Int 10, Wis 8, Cha 12.

Skills & Feats: Listen +4, Sense Motive +4, Spot +4. Cleave, Combat Reflexes, Dodge, Iron Will, Mobility, Power Attack, Weapon Focus (Glaive), Weapon Specialization (Glaive).

Possessions: Chainmail, glaive, light crossbow and 20 bolts, cell keys.

ATL 9 (EL Varies)

Commandant Valeris Shen, male human (Kalamaran) Due6/Sws6: Medium Humanoid (human); CR 12; HD 12d10+12; hp 88; Init +7; Spd 30 ft.; AC 18 (+8 dex), touch 19, flat-footed 13; BAB/Grp +12/+12; Full Atk two masterwork short swords +16/+16/+11/+11/+6/+6 melee (1d6+3;19-20/x2) or masterwork short sword +19/+14/+9 melee (1d6+3 and +1d6;19-20/x2) or masterwork light crossbow +18/+13/+8 ranged (1d8;19-20/x2); SA Acrobatic charge, insightful strike, precision strike +1d6; SQ Canny defense, dodge bonus +1, enhanced mobility, grace +2, improved reaction +2; AL LN; SV Fort +8, Ref +15, Will +4; Str 10, Dex 21, Con 12, Int 16, Wis 10, Cha 10.

Acrobatic Charge (Ex): At 6th level, a duelist gains the ability to charge in situations where others cannot. She may charge over difficult terrain that normally slows movement. This enables her to run down steep stairs, leap down from a balcony, or to tumble over tables to get to her charge target. Depending on the

circumstance, she may still need to make appropriate checks (Jump or Tumble checks in particular) to successfully move over the terrain.

Canny Defense (Ex): When not wearing armor or using a shield, a duelist adds 1 point of Intelligence bonus (if any) per duelist class level to her Dexterity bonus to modify Armor Class while wielding a melee weapon. If a duelist is caught flat-footed or is otherwise denied her Dexterity bonus, she also loses this bonus.

Dodge Bonus (Ex): A swashbuckler is trained in focusing her defenses on a single foe in melee. During her action, she may designate an opponent and receive a +1 dodge bonus to her Armor Class against melee attacks from that opponent. She can select a new opponent on any action. A swashbuckler loses this ability while wearing medium or heavy armor or while carrying a medium or heavy load. If the swashbuckler also has the Dodge feat, she need not designate the same target for this ability as for the Dodge feat. (If she designates the same target, the bonuses stack.)

Enhanced Mobility (Ex): When wearing no armor and not using a shield, a duelist gains an additional +4 bonus to AC against attacks of opportunity caused when she moves out of a threatened square.

Grace (Ex): A swashbuckler gains the listed bonus as a competence bonus to her Reflex saves. A swashbuckler loses this ability while wearing medium or heavy armor or while carrying a medium or heavy load.

Improved Reaction (Ex): A duelist gains the listed bonus on initiative checks. This bonus stacks with the benefit provided by the Improved Initiative feat.

Insightful Strike (Ex): A swashbuckler becomes able to place her finesse attacks where they deal greater damage. She applies her Intelligence bonus (if any) as a bonus on damage rolls (in addition to any Strength bonus she may have) with any light weapon, as well as any weapon that can be used with Weapon Finesse, such as a rapier or spiked chain. Targets immune to sneak attack or critical hits are immune to the swashbuckler's insightful strike. A swashbuckler cannot use this ability while wearing medium or heavy armor or while carrying a medium or heavy load.

Precision Strike (Ex): At 5th level, a duelist gains the ability to strike precisely with a light or one-handed piercing weapon, gaining +1d6 damage added to her normal damage roll. When making a precise strike, a duelist cannot attack with a weapon in her other hand or use a shield. A duelist's precise strike only works against living creatures with discernable anatomies. Any creature that is immune to critical hits is not vulnerable to a precise strike, and any item or ability that protects a creature from critical hits also protects a creature from precise strike.

Skills & Feats: Balance +12, Bluff +8, Climb +5, Diplomacy +10, Escape Artist +20, Jump +11, Listen +15, Perform (Weapon Drill) +3, Sense Motive +15, Spot +15, Tumble +22. Dodge, Greater Two-Weapon Fighting, Improved Two-Weapon Fighting, Mobility, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (Short Sword).

Possessions: Two short swords, masterwork light crossbow and 20 bolts, cell keys.

Guard, male and female human (Kalamaran) War4: Medium Humanoid (human); CR 3; HD 4d8+8; hp 31; Init +2; Spd 20 ft.; AC 18 (+5 armor, +1 shield, +2 dex), touch 12, flat-footed 16; BAB/Grp +4/+7; Full Atk masterwork longsword +9 melee (1d8+3;19-20/x2) or masterwork light crossbow +7 missile (1d8;19-20/x2); AL LN; SV Fort +6, Ref +3, Will +1; Str 17, Dex 14, Con 14, Int 10, Wis 10, Cha 10

Skills & Feats: Listen +3, Sense Motive +3, Spot +3. Power Attack, Cleave, Weapon Focus (Longsword)

Possessions: Masterwork chainmail, masterwork longsword, masterwork light steel shield, masterwork light crossbow and 20 bolts.

Sergeant, male human (Kalamaran) Ftr9: Medium Humanoid (human); CR 9; HD 9d10+18; hp 76; Init +1; Spd 20 ft.; AC 16 (+5 armor, +1 dex), touch 11, flat-footed 16; BAB/Grp +9/+13; Atk glaive +15 melee (1d10+6;19-20/x3) or light crossbow +11 missile (1d8;19-20/x2); Full Atk glaive +15/+10 melee (1d10+6;19-20/x3) or light crossbow +11/+6 missile (1d8;19-20/x2); AL LN; SV Fort +8, Ref +5, Will +4; Str 18, Dex 14, Con 14, Int 10, Wis 8, Cha 12.

Skills & Feats: Listen +4, Sense Motive +4, Spot +4. Cleave, Combat Reflexes, Dodge, Greater Weapon Focus (Glaive), Improved Critical (Glaive), Iron Will, Mobility, Power Attack, Weapon Focus (Glaive), Weapon Specialization (Glaive).

Possessions: Chainmail, glaive, light crossbow and 20 bolts, cell keys.

ATL 1 (EL 2)

Rat Swarm: CR 2; Tiny Animal (Swarm); HD 4d8 (13 hp); Init +2; Speed: 15 ft. (3 squares), climb 15 ft.; AC 14 (+2 size, +2 Dex), touch 14, flat-footed 12; BAB/Grp +3/-; Full Atk Swarm (1d3 plus disease); Space/Reach: 10 ft./0 ft.; SA Disease, distraction; SQ Half damage from slashing and piercing, low-light vision, scent, swarm traits; SV Fort +4, Ref +6, Will +2; Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2.

Skills and Feats: Balance +10, Climb +10, Hide +14, Listen +6, Spot +7, Swim +10; Alertness, Weapon Finesse.

ATL 3 (EL 4)

Rat Swarm (2): Tiny Animal (Swarm); HD 4d8 (13 hp); Init +2; Speed: 15 ft. (3 squares), climb 15 ft.; AC 14 (+2 size, +2 Dex), touch 14, flat-footed 12; BAB/Grp +3/-; Full Atk Swarm (1d6 plus disease); Space/Reach: 10 ft./0 ft.; SA Disease, distraction; SQ Half damage from slashing and piercing, low-light vision, scent, swarm traits; SV Fort +4, Ref +6, Will +2; Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2.

Skills and Feats: As above.

ATL 5 (EL 6)

Wolves, Advanced (3): CR 3; Large animal; HD 6d8+27 (54 hp); Init +5; Speed 50 ft. (10 squares); AC 14 (+1 Dex, +4 natural, -1 size), touch 10, flat-footed 13; BAB/Grp +5/+10; Full Atk Bite +6 melee (1d6+5); Space/Reach 10 ft. / 5 ft.; SA Trip; SQ Low-light vision, scent; AL N; SV Fort +7, Ref +4, Will +1; Str 21, Dex 13, Con 19, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide -2, Listen +4, Move Silently +3, Spot +4, Survival +1 (+5 when tracking by scent). Improved Initiative, Toughness, Track, Weapon Focus (Bite).

ATL 7 (EL 8)

Wolves, Advanced (6): CR 3; Medium animal; HD 6d8+27 (54 hp); Init +5; Speed 50 ft. (10 squares); AC 14 (+1 Dex, +4 natural, -1 size), touch 10, flat-footed 13; BAB/Grp +5/+10; Full Atk Bite +6 melee (1d6+5); Space/Reach 5 ft. / 5 ft.; SA Trip; SQ Low-light vision, scent; AL N; SV Fort +7, Ref +4, Will +1; Str 21, Dex 13, Con 19, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide -2, Listen +4, Move Silently +3, Spot +4, Survival +1 (+5 when tracking by scent). Improved Initiative, Toughness, Track, Weapon Focus (Bite).

ATL 9 (EL 10)

Wolves, Fiendish Advanced (8): CR 4; Medium magical beast (extraplanar); HD 6d8+27 (54 hp); Init +5; Speed 50 ft. (10 squares); AC 14 (+1 Dex, +4 natural, -1 size), touch 10, flat-footed 13; BAB/Grp +5/+10; Full Atk Bite +6 melee (1d6+5); Space/Reach 5 ft. / 5 ft.; SA Smite good, trip; SQ Darkvision, DR 5/magic, low-light vision, resistance to cold and fire 5, spell resistance 11, scent; AL NE; SV Fort +7, Ref +4, Will +1; Str 21, Dex 13, Con 19, Int 3, Wis 12, Cha 6.

Skills and Feats: Hide -2, Listen +4, Move Silently +3, Spot +4, Survival +1 (+5 when tracking by scent). Improved Initiative, Toughness, Track, Weapon Focus (Bite).

Sylستا, Psionic Vampire: CR 10; Medium undead; HD 8d12 (70 hp); Init +8 (+4 Dex, +4 Improved Initiative); Spd 40 ft.; AC 20 (+4 Dex, +6 natural), touch 20, flat-footed 14; BAB/Grp +6/+9; Spa/Rch 5ft./5ft.; Atk Slam +9 melee (1d6+3 plus energy drain); Full Atk 2 slams +9 melee (1d6+3 plus energy drain); SA Blood drain, children of the night, dominate, create spawn, energy drain; SQ Damage reduction 10/silver and magic, fast healing, gaseous form, resistance cold and electricity 10, spider climb, turn resistance +4; AL CE; SV Fort +2, Ref +8, Will +7; Str 16, Dex 18, Con -, Int 16, Wis 13, Cha 22.

Skills and Feats: Bluff +20, Concentration +11, Hide +12, Listen +11, Intimidate +17, Move Silently +12, Search +11, Sense Motive +20, Spot +11, Tumble +20; Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Psionic Charge, Psionic Dodge, Mobility

Power Points: 82

Powers Known: (7 total; save DC 16 + power level) 1st – Psionic Daze, Demoralize; 2nd – Cloud Mind, Swarm of Crystals; 3rd – Energy Retort (electricity), Psionic Blast; 4th – Psionic Freedom of Movement

Elude Touch (Ex): Sylستا gains a bonus to her Armor Class against all touch attacks equal to her Charisma bonus; however, her AC can never exceed her Armor Class against normal attacks.

Blood Drain (Ex): Sylستا can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round. On each such successful drain attack, the vampire spawn gains 5 temporary hit points.

Children of the Night (Su): Sylستا commands the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Dominate (Su): Sylستا can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that she must take a standard action, and those merely looking at it are not affected. Anyone she targets must succeed on a DC 16 Will save or fall instantly under the vampire's influence as though by a *dominate person* spell from a 8th level caster. The ability has a range of 30 feet. The save DC is Charisma-based.

Energy Drain (Su): Living creatures hit by Sylستا's slam attack must succeed on a DC 16 Fortitude save or take 1d3 points of Charisma drain. The save DC is Charisma-based.

Fast Healing (Ex): Sylستا heals 2 points of damage each round so long as she has at least 1 hit point. If reduced to 0 hit points in combat, she automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Once at rest in its coffin, it is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 2 hit points per round.

Gaseous Form (Su): As a standard action, Sylستا can assume *gaseous form* at will as the spell (caster level 8th), but she can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Spider Climb (Ex): Sylستا can climb sheer surfaces as though with a *spider climb* spell.

Skills: Vampire spawn have a +4 racial bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks.

Repelling a Vampire: Vampires cannot tolerate the strong odor of garlic and will not enter an area laced with it. Similarly, they recoil from a mirror or a strongly presented holy symbol. These things don't harm the vampire—they merely keep it at bay. A recoiling vampire must stay at least 5 feet away from a creature holding the mirror or holy symbol and cannot touch or make melee attacks against the creature holding the item for the rest of the encounter. Holding a vampire at bay takes a standard action. Vampires are also unable to cross running water, although they can be carried over it while resting in their coffins or aboard a ship.

They are utterly unable to enter a home or other building unless invited in by someone with the authority to do so. They may freely enter public places, since these are by definition open to all.

Slaying a Vampire: Reducing a vampire's hit points to 0 or lower incapacitates it but doesn't always destroy it (see the note on fast healing). However, certain attacks can slay vampires. Exposing any vampire to direct sunlight disorients it: It can take only a single move action or attack action and is destroyed utterly in the next round if it cannot escape. Similarly, immersing a vampire in running water robs it of one-third of its hit points each round until it is destroyed at the end of the third round of immersion. Driving a wooden stake through a vampire's heart instantly slays the monster. However, it returns to life if the stake is removed, unless the body is destroyed. A popular tactic is to cut off the creature's head and fill its mouth with holy wafers (or their equivalent).

Notes on Sylستا

In game mechanic terms, Sylستا is a combination of a psion and wilder with the vampire template. She only has the special ability Elude Touch from the Wilder, but knows a few more powers than that class allows at 8th level. Her DC are based on Charisma, per the wilder class.

Also, note that her *Energy Drain* ability does not cause the victim to gain negative levels, it drains Charisma. For reference, this is similar to the wraith Constitution Drain ability.

Sylستا has already used her *Children of the Night* ability earlier in the day, so she cannot summon creatures during the battle to help her.

General Tactics

Sylستا begins the combat psionically focused. On her first action, she activates Energy Retort (electricity), then moves to avoid charges from the fighters in the party. Note that his power activates on the first attack each round, melee or spell-based.

When ready to attack, Sylستا attempts to Psionic Blast as many characters as possible, spending up to an additional 3 power points. If more than half the characters remain unaffected (either making their saves or outside the area of effect), she attempts it again.

If Psionic Blast is not effective, or more than half the characters remain unaffected after the second time using the power, she uses Swarm of Crystals, spending up 5 additional power points. The crystals that emerge from her hand seem to resemble rose petals.

If surrounded by melee fighters, she can use Demoralize to try and reduce their attacking ability.

If her movement is restricted via web or grappling, she can use Psionic Freedom of Movement to get out of the situation.

If the battle severely turns against her, she attempts to use Dominate on a fighter and have him/her "Kill my attackers!" This likely is against the affected character's nature, and per the spell, should receive another saving throw at +2. If he/she fails, he/she must attempt to carry out her orders. If and when Sylستا dies, the Dominate ability immediately ends.

If several of the characters are stunned or otherwise incapacitated, she attempts to grapple the largest one (i.e. one with the most hp) and Blood Drain him/her. Note that if she tries to start a grapple, she does

not *Energy Drain* the target as she must use her slam attack for that ability since she does not possess other natural weapons.

Only in very dire circumstances does Sylستا actually use her slam attacks.

The information listed below are changes the Judge needs to make when running this at different ATLs. Obviously, if the abilities below do not make sense in the context of the tactics as stated, the Judge should rely on his opinion about the best way for Sylستا to be a challenge for the characters.

The explanation for these changes is that Sylستا was very involved in her re-enactment of Nalar "killing" her moral body. She expended several power points and injured herself while thrashing around. At lower levels, she was much more violent than at higher levels.

ATL 1 (EL 2)

Hit Points: 20

AC: 16

Power Points: 8

Powers Known: (2 total; save DC 14 + power level) 1st – Psionic Daze, Demoralize

Manifester Level: 2

ATL 3 (EL 4)

Hit Points: 30

AC: 16

Power Points: 20

Powers Known: (3 total; save DC 16 + power level) 1st – Psionic Daze, Demoralize; 2nd – Swarm of Crystals

Manifester Level: 3

ATL 5 (EL 6)

Hit Points: 45

Power Points: 35

Powers Known: (5 total; save DC 16 + power level) 1st – Psionic Daze, Demoralize; 2nd – Cloud Mind, Swarm of Crystals; 3rd – Energy Retort (electricity), Psionic Blast; 4th – Psionic Freedom of Movement

Manifester Level: 4

ATL 7 (EL 8)

Hit Points: 58

Power Points: 55

Powers Known: (6 total; save DC 16 + power level) 1st – Psionic Daze, Demoralize; 2nd – Cloud Mind, Swarm of Crystals; 3rd – Energy Retort (electricity), Psionic Blast

Manifester Level: 6

ATL 9 (EL 10)

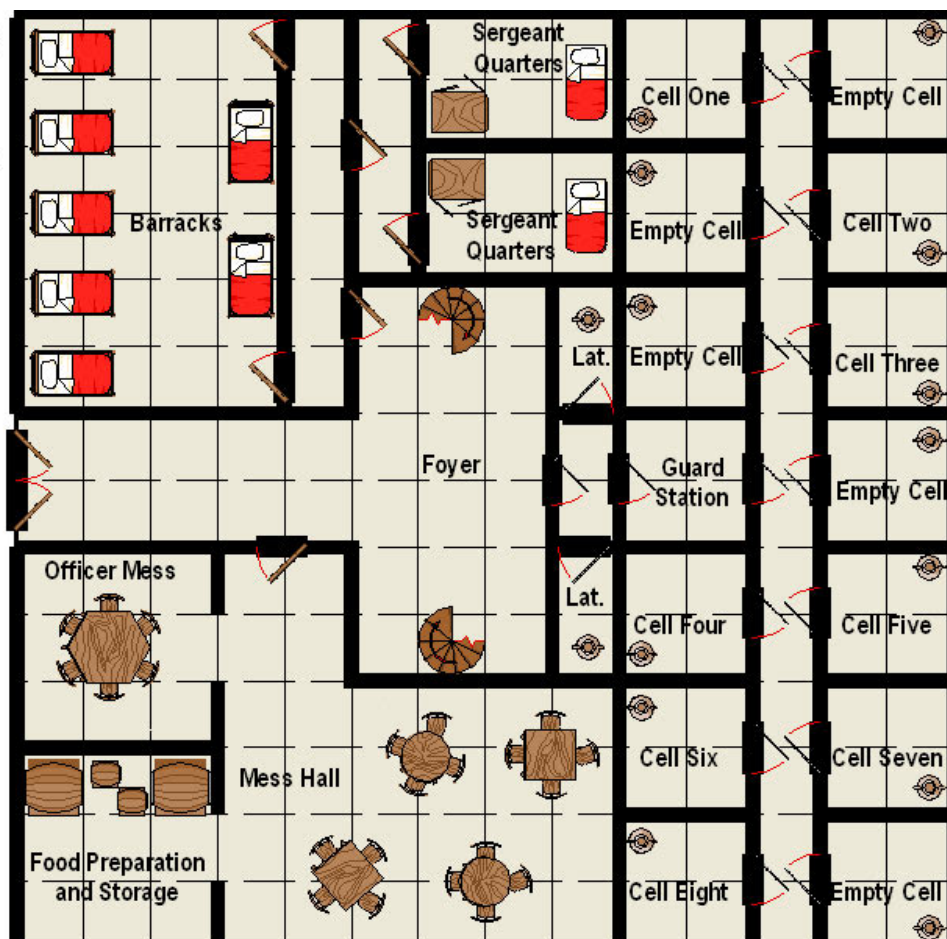
As per stat block

Appendix II: Additional Adventure Material

Encounter Five

Bet Urala Asylum
(First Floor)

One Square = Five Feet



Encounter Five
Bet Urala Asylum
(Lower Floor)

One Square = Five Feet

