

BIS6-04

Face of Copper

A One-Round D&D® LIVING GREYHAWK™

Bissel Regional Adventure

Version 1.0

by Cameron Logan

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“Out of the shadows come the flash of blades and howls plaintive for mercy. Hope like a robber steals into the hearts of some and shuns the ramparts. Let us reflect back on the tragedies of past times with new fervor. Without doing so would be detrimental to the task before us.” A Bissel regional adventure for APLs 2-12, and Part 1 of the *Shadows and Sigils* series.

Note: This adventure will be of particular interest to characters that played **BIS6-02 Seeking Refuge** or are members of the Church of Fharlanghn, the Church of Geshtai, the Church of Rao, the Church of Zilchus, the Order of the Serene Thought, the Way of the Root, or the Thieves' Guild of Dountham.

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

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

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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 two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2007.

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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 the *Appendices*.

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 by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round 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.

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

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

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

TIME UNITS AND UPKEEP

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

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp 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 adventure.

A character who 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

It is the last days of Coldeven, 596 CY, nearing the time of Growfest. Growfest is the annual weeklong festival timed with the waxing of Oerth's lesser moon Celene. It is a time of joy and renewal. This is especially true after the normally harsh winters in the March of Bissel.

A group of merchants have been planning a renewal of their own, a revitalization of trade across the March. Trade across Bissel suffered during the war against the Necromancer, and it will continue to suffer without significant stimulation.

A large obstacle stands in the way of merchants heading along the north-south routes of the March Road and the Shaela River or the east-west route called the Dim Track. The name of this obstacle is synonymous with great tragedy: Lake Hasra.

Named from the Baklunish word for "loss," Lake Hasra was created during the disaster known as the Deluge, when Evard and a cabal of Ur-Flan conspired to let loose a great flood from the Elemental Plane of Water upon the March. The Deluge succeeded in killing over 3000 innocent lives and completely destroyed the town of Clunther, a vibrant road nexus and trade center in the March.

These days, instead of a thriving community dedicated to providing services to merchants and traders, travelers can look forward to being greeted with the expansive waters of Lake Hasra, with a surface area of 160 square miles, 13 miles across at its longest point. It has an average depth of 62 feet with its lowest point at 108 feet below the surface. A wagon or cart, traveling at roughly 16 miles a day, takes about three days to travel to the opposite shore. The barges normally used to travel down the Shaela River are inadequate to travel across Lake Hasra, since most of these vessels are powered by poles or towed by beasts pulling on the shore. Those barges that do brave the lake risk a great threat: due to its arcane origins, ferocious creatures native to the Elemental Plane of Water populate Lake Hasra.

Now a trade organization has come onto the scene with claims that they can safely transport goods across Lake Hasra. The Shaela River Trading Company, based in Dountham, has set up a ferry operation on the northern shore of Lake Hasra. They have invested in large keelboats capable of holding large amounts of cargo and they have built a series of docks and shipyards to support these keelboats. A few permanent buildings have arisen, providing a simple infrastructure for the tent city of dockworkers, boat pilots, deck hands, carpenters, and

other laborers who have flocked to the location. The whole community is being called “New Clunther.”

The Shaela River Trading Company has received some significant aid in this business venture from the Church of Zilchus, always concerned with promoting trade, and the Church of Fharlanghn, always concerned with protecting travelers. The Church of Geshtai, normally charged with protecting and promoting travel across the various waterways of the March of Bissel have taken serious objection to the running of keelboats across Lake Hasra. Riyya of the Jug, highest-ranking priestess of Geshtai in Bissel, has declared Lake Hasra a holy place, as much a graveyard as a body of water. The Church of Geshtai has been attempting to block the efforts of the Shaela River Trading Company in what official channels they can, while their druidic allies in the Way of the Root have been holding protest demonstrations in front of the Shaela River Trading Companies offices in New Clunther.

The Church of Geshtai has recently had some success in their endeavors to block the activities of the Shaela River Trading Company. An appeal to the Margrave’s Council has resulted in an order to temporarily cease operations until a representative can be sent to assess whether the ferry traffic is sufficiently respectful to the memory of Clunther and that the travels across Lake Hasra are safe enough to carry cargo and passengers. This Shaela River Trading Company sees the temporary cessation as a setback, but has agreed to abide by the recommendations of the Council’s representative.

Several other setbacks for the Shaela River Trading Company had cropped up in the weeks prior to the Council’s cessation order. The first is the beginnings of piracy and sabotage operations by a faction of the Thieves’ Guild of Dountham known as the Copperheads. The second are the threats of Lake Hasra itself, guided by an as yet unknown and dark sentience.

ADVENTURE SUMMARY

The PCs receive a letter from the Holy Clerk Loriti, which promises work and requests that they meet her at the northern shore of Lake Hasra. While en route to the rendezvous, the PCs encounter a mage named Juniphel who is fleeing from a strange creature. The creature claims that Juniphel is a wanted necromancer, while Juniphel claims that the creature is mistaken. The PCs must choose whom they believe, and combat ensues between the PCs and either the creature or Juniphel.

When the PCs arrive at the rendezvous point, they find an entire fledgling community. If they ask around regarding the whereabouts of Holy Clerk Loriti they are directed to the offices of Shaela River Trading Company. The offices are fairly easy to find, as there is a group of druids outside protesting. Inside the offices the PCs meet Holy Clerk Loriti, Guidebrother Phylík, and the Water Bearer Mehri, in turn representatives of the Churches of

Zilchus, Fharlanghn, and Geshtai. They explain the nature of the dispute between the Church of Geshtai and the Shaela River Trading Company. The PCs are asked to be an escort for Her Most Serene Peacekeeper, the Lady Abia Sanoose, who is the Margrave Council’s Representative and charged with assessing the dispute and making a recommendation to the Margrave’s Council as to the reconciliation of this disagreement. The PCs pick up Lady Abia and board a keelboat where they are to make observations as to the practices of the crew.

The voyage takes roughly 22 hours, during which vicious undead creatures attack the boat. The PCs also have the opportunity during the night to observe crew members defiling the lake by pushing dead bodies underneath the water.

The night pilot on the boat is a betrayer, a mole for the Copperheads, and pilots the boat into a waiting ambush. However, it’s not violence that the thieves have in mind, as they but wish a peaceable meeting with Lady Abia Sanoose. The thieves show their grievance to Lady Sanoose; they believe the Shaela River Trading Company is poisoning their people. There they discover Waterbearer Mehri, who has been supporting the Copperheads.

That night, Waterbearer Mehri is attacked by strange humanoids called Illumians. Once the PCs have dealt with these strange assailants, the PCs are treated to some information about the situation via an extraordinary method.

The next morning the PCs have the opportunity to voice their opinions to Lady Abia before taking their leave of the Thieves’ camp. The voyage can continue without incident. The Lady Abia Sanoose will journey to Thornward to make her recommendation for disposition of the Shaela River Trading Company’s operations on Lake Hasra.

Introduction: To the Letter

Estimated Time: 5 minutes

The PCs receive a message from Holy Clerk Loriti instructing them to meet her at a rendezvous point at the northern shore of Lake Hasra. The adventure opens with the PCs sharing a camp on the eastern shore of the Lake, one day’s distance from the rendezvous point.

Encounter 1: The Lady... or the Outsider?

Estimated Time: 60 minutes

A mysterious mage arrives at the PCs camp; she is seeking aid from the strange creature from which she flees. The creature arrives, claiming the mage is a necromancer and an enemy of Bissel. The PCs must make a choice as to who they believe, but either way combat ensues.

Encounter 2: New Community

Estimated Time: 5 minutes

The PCs arrive at New Clunther, and are free to wander around the various locations around town. They can interact with the druids demonstrating against Shaela River.

Encounter 3: 1 and a Half Elves.

Estimated Time: 15 minutes

The PCs meet up with Holy Clerk Loriti and the other clerics involved in the dispute. Loriti describes what it is they want the PCs to do. The PCs pick up Lady Abia Sanoose and proceed to the docks to set off on their voyage.

Encounter 4: Come Aboard – We’re Expecting You

Estimated Time: 50 minutes

This encounter describes the keelboat that the PCs are traveling on for this part of the adventure. The PCs can interact with the crew, and involve themselves in a few timed events, including combat with vicious undead creatures.

Encounter 5: Snakes on a Boat

Estimated Time: 5 minutes

The PCs are driven into the Thieves’ Camp against their will, though the thieves will claim a flag of truce as they want to meet with the representative of the Margrave’s Council.

Encounter 6: Welcome to Camp Copperhead

Estimated Time: 5 minutes

The PCs may tour the camp and discover that something is very wrong with the people here.

Encounter 7: Blades in the Shadows

Estimated Time: 45 minutes

A pair of strange intruders attacks Waterbearer Mehri la’Feyvim. After the fight, the PCs receive some odd information from those they have just slain.

Encounter 8: Palaver? I Hardly Knew Her!

Estimated Time: 15 minutes

The PCs share breakfast Lady Abia Sanoose. Here they can discuss the salient issues facing the people that have been drawn to this dispute around Lake Hasra.

Conclusion: End of the Road

Estimated Time: 5 minutes

After the attack, the PCs leave the thieves’ camp and complete their voyage without incident. The PCs can report what they have seen to whatever officials they wish, with consequences.

PREPARATION FOR PLAY

Before beginning play, judges should make themselves aware of the PCs Bissel meta-organization affiliations, if any. Much of the plot of this scenario deals with the conflict between the Shaela River Trading Company and the Church of Geshtai in Bissel. Judges should familiarize themselves with the nature of the conflict in order to present both sides without bias and in a way that is interesting to the players.

The expected running time of this adventure is 3 hours, 30 minutes. If this is running during a standard 4-hour convention slot, this allows 25 minutes for marshalling, and 5 minutes for paperwork distribution.

INTRODUCTION: TO THE LETTER

Estimated Time: 5 minutes

Sometimes it takes a moment of calm to see the ripples in the pond, say the devotees of the Monastery of Serene Thought. Peace and discord, they claim, can thus be seen as one and the same.

The absence of a leader in the Margrave’s seat has been felt all throughout the March. However, even without a strong leader to follow, the barons of the March have stepped up to restore order to their lands. As the leash of control has tightened, some elements have jerked back reflexively; tales abound of civil unrest in Bandalar, and rumors hint at a change of leadership in the halls of the Medig Clan dwarves.

However, the restoration effort has had its first visible successes. The trade lanes of Thornward are once more wide open and active. Expansion in Helbek and Sareden has been remarkable, and skilled laborers are in high demand.

As the heat of summer bears down upon the March, the carpenter and stonemason lay down their tools, and wipe their brows. Surveying their work, and that around them, they see progress.

The PCs may wish to gather some information and rumors before beginning the adventure. The following are rumors they can pick up with a Gather Information check that beats the DC listed. The truth or falsehood of each rumor will be revealed with the passage of time.

DC 15

- The government received a delegation from the Court of the Land in the first few months of the year. The ball was attacked by a horde of undead creatures. The motive is still unknown.
- The repairs to Thornward Keep have been largely completed, with the most significant improvements in the past month.

DC 20

- A number of vicious animal attacks have been reported in the Nightwatch forests in the last few months. The land itself has grown thick, primeval forests in that time. This is clearly not natural.
- Lady Constance Lendel was appointed as the new baroness of Kynneret, and has assumed several roles within the Council of the Land delegation for the March.
- Despite attacks on the diplomatic envoys at Thornward Keep, the Court of the Land has accepted Bissel's petition, and now recognizes the nation's voting rod. An official diplomat has not yet been named.
- Several large refugee settlements have sprung up in northern Bissel. There have been reports of tense conflict with Great Army patrols.
- A number of citizens have contracted some unknown malady – they've developed odd black marks on their skin, and several have died. Accusations are flying that it is some sort of mishap that occurred while messing around with forbidden magic during Evard's reign.

DC 25

- Many of the Barons would like to seize the vacant Margrave's seat, which will be voted upon at the next Council in Sunsebb of CY 596. The wheels of politics have already begun turning, though no one can predict who will come out on top.
- Bandit activity north of Pellak has increased substantially in the past few months, even on the normally-safe Watchtower Road. While there has been no loss of life, the loss of property is noticeable.

DC 30

- All communications with Truelight, capital of the Barony of Nightwatch, have ceased. A number of patrols sent to the area have not returned.
- A traveler the marshes of Cullen Drae reported an encounter with a fire-breathing shrub. It is rumored that the individual was smoking various swamp plants at the time, and should not be considered a credible witness.

When they are finished with rumors, continue:

Following the instructions of the letter, you and your companions have traveled westward from Pellak. Skirting across the southern edge of the Barony of Paercium, a mostly agricultural center, you come to the edge of Lake Hasra by the middle of the second day. Following the edge of the easternmost shore, you decide to make camp within a copse

of trees about 50 yards from the water's edge. Taking a break to watch the sunset over Lake Hasra, you reflect that by tomorrow you'll have made your destination, and whatever adventure awaits you there.

The players are likely wondering about two things: first, the letter and second, their destination. If the highest level PC is a member of the Bissel Military, hand over *Player Handout #1 – Letter From General Rashedra*. If the highest level PC is not a member of the Bissel Military, hand over *Player Handout #2 – Enumerator's Letter*. Both letters provide motivation for traveling to the northern edge of Lake Hasra, where the Shaela River feeds into the Lake. Both letters also instruct the PC to assemble a group of adventurers, so they also explain why the entire party is traveling together. Nonetheless, character introductions may be in order.

PCs that succeed at a Knowledge [local – Sheldomar Valley Metaregion] or Knowledge [geography] check (DC 15) can tell that they are indeed on the eastern shore of Lake Hasra, still within the Barony of Paercium.

Once the PCs are finished with introductions and their current situation, continue with Encounter 1.

ENCOUNTER 1: THE LADY...OR THE OUTSIDER?

Estimated Time: 60 minutes

The encounter occurs as the PCs are finishing their evening meal. Consult *DM Aid: Map #1 – The Pursuit* to accurately get an idea of the placement of figures as the events unfold.

The campfire keeps the damp chill of the early spring evening away as you and your companions finish your evening meal. As you wonder about what adventure awaits you tomorrow, you are startled to hear the sound of a scream slicing through the damp night air. Pushing her way through the copse of trees, a young woman dressed in simple traveler's clothes enters your campsite. You notice numerous wands are attached to her belt and the symbol of a heart-shaped mask hanging from a chain around her neck.

"Praise Rao you're here!" she exclaims between gasping breaths. "It's horrible! It's after me! You must protect me!"

At APL 4 or higher, add the following:

This strange woman is accompanied by a large black bird, that flies into your campsite and lands on her shoulder.

Allow the PCs a round (six seconds) to have weapons at the ready, to ask the woman any questions, or to finish up their sausages.

The young woman won't have time to describe the creature that she is fleeing from, as she is still gasping for air and beginning to weep openly. The creature will now make its entrance; its appearance depends on the APL.

APL 2

Silently drifting into your campsite comes a humanoid form wearing a tight-fitting black robe. The creature's black garb stands out against the porcelain white hands, its face is a hollow white mask and you note that the back of its steel-haired head is missing. Shining through the mask's eyes and mouth is a pale ball of light that hovers in the hollow where the creature's head should be.

The creature lifts one arm and points at the unknown woman with its chalky hand. You almost detect a look of hunger cross the creature's face.

A successful Knowledge [the planes] check (DC 19) will identify this creature as a Visilight, and will recognize their normal concerns with attaining perfection through beauty and stamping out ugliness.

APL 4

Silently drifting into your campsite comes two humanoid forms wearing tight-fitting black robes. The creatures' black garb stands out against the porcelain white hands, their faces are a hollow white mask and you note that the back of their steel-haired heads is missing. Shining through the mask's eyes and mouth is a pale ball of light that hovers in the hollow where the creatures' heads should be.

One of the creatures lifts one arm and points at the unknown woman with its chalky hand. You almost detect a look of hunger cross both creatures' faces.

A successful Knowledge [the planes] check (DC 19) will identify these creatures as Visilights, and recognize their normal concerns with attaining perfection through beauty and stamping out ugliness.

APL 6

The sound of hoof beats precedes the arrival of a fantastic clockwork creature resembling a centaur in form. It wears ornate golden armor over its white skin, and magnificent golden wings stretch from its back. It carries no weapons, but numerous gashes on its head and shoulders expose clockwork parts, leading you to believe that this construct has been damaged somehow.

The creature points a finger at the unknown woman who has entered your camp. It speaks in the common language, its voice a distant monotone interrupted by what sounds like paper crumpling. "zzzzt...Too long have you es...zzzzt...caped and hidden your...zzzzt...self from justice foul necromancer!"

A successful Knowledge [the planes] check (DC 22) will identify this creature as a Zelekhut, and recognize their normal concerns with hunting down those who would deny justice.

APL 8

The sound of hoof beats precedes the arrival of two fantastic clockwork creatures resembling centaurs in form. Each wears ornate golden armor over their white skin, and magnificent golden wings stretch from their backs. They carries no weapons, but numerous gashes on their head and shoulders expose clockwork parts, leading you to believe that these constructs has been damaged somehow.

One of the creature points a finger at the unknown woman who has entered your camp. It speaks in the common language, its voice a distant monotone interrupted by what sounds like paper crumpling. "zzzzt...Too long have you es...zzzzt...caped and hidden your...zzzzt...self from justice foul necromancer!"

A successful Knowledge [the planes] check (DC 22) will identify these creatures as Zelekhuts, and recognize their normal concerns with hunting down those who would deny justice.

APL 10

A red-skinned humanoid enters your campsite, and at second glance it appears to be composed of mechanical parts. It wears ornate golden armor and flowing red and gold robes. It carries a gleaming longsword, and numerous gashes on the creature's head and shoulders expose clockwork parts, leading you to believe that this construct has been damaged somehow.

The creature points a finger at the unknown woman who has entered your camp. It speaks in the common language, its voice a distant monotone interrupted by what sounds like paper crumpling. "zzzzt...Too long have you es...zzzzt...caped and hidden your...zzzzt...self from justice foul necromancer! You shall...zzzzt...break no...zzzzt...more oaths."

A successful Knowledge [the planes] check (DC 27) will identify this creature as a Kolyarut, and recognize its normal concern with punishing those who break contracts and oaths.

APL 12

The earth beneath your feet seems to tremble as a large humanoid seemingly made from mechanical parts enters your campsite. The creature wears ornate golden armor over an ebony-colored body. It carries no weapons, but numerous gashes on its head and shoulders expose clockwork parts, leading you to believe that this construct has been damaged somehow.

The creature points a finger at the unknown woman who has entered your camp. It speaks in the common language, its voice a distant monotone interrupted by the sounds of paper crumpling. "zzzzt...Too long have you de...zzzzt...nyed the grave...zzzzt...with your foul mag...zzzzt...ics necromancer!"

A successful Knowledge [the planes] check (DC 29) will identify this creature as a Marut, and recognize its normal concern with punishing those who upset the natural course of death.

WHAT IS HAPPENING

The woman, named Juniphel, who has entered the PCs' campsite, is a necromancer formally allied with Evard. She will try to convince the PCs otherwise, as she has been living under an assumed identity, even registering herself and taking the Oath of Loyalty required of all arcane casters. The creatures all hail from the Clockwork Nirvana of Mechanus, a strongly law-aligned outer plane. Each of the creatures has a specific reason for targeting Juniphel; the Visilight(s) at APL 2 and 4 are interested in stamping out ugliness that Juniphel has contributed in the creation of undead creatures. The Zelekhut(s) at APL 6 and 8 are interested in tracking down those who hide from justice, the Kolyarut at APL 10 is concerned with Juniphel's breaking of the Oath of Loyalty and her other subsequent deceptions. The Marut is driven to punish Juniphel for tampering with the natural order of death.

The Inevitables (Zelekhut, Kolyarut, and Marut) have all been damaged (in previous encounters with Juniphel) to the point where they cannot communicate as effectively as they should. Each will reiterate its accusations from its arrival, to wit, that Juniphel is a Necromancer and must be punished.

The Visilight(s) cannot speak or communicate in any way but gestures. The Visilight(s) will not attempt to communicate (as it does not have the ability to do so), and will instead pause to decide if the PCs are allied with Juniphel or not.

Juniphel, for her part, will continue her deception and try to convince the PCs that the extraplanar creatures chasing her are at the very least mistaken in their accusations if not downright evil and deceptive themselves.

Juniphel can provide the following snippets of information, if questioned:

- "My name is Juniphel, I was born and raised in Sareden – here in Bissel. Don't let it kill me!"
- (in reference to the Visilights) "Look at those foul undead creatures! I'm out of spells, please protect me from it/them!"

- (in reference to the Inevitables) "They're mistaken, I'm no necromancer! I love Bissel! I'm a registered arcanist here are my papers! I'm out of spells, please protect me from it/them!" The woman takes out a piece of parchment upon which is written the Oath of Loyalty required of all arcanists in Bissel. It bears Juniphel's signature.
- (in reference to the Inevitables) "Look how damaged that thing is, it must be mistaken! Please protect me!"

The PCs are caught in the middle of Juniphel and her pursuers. If the PCs decide to defend Juniphel, roll initiative as her extraplanar pursuers begin to attack. If the PCs are indecisive or decide to do nothing, then the extraplanar pursuers begin to attack, seeing the PCs as obstacles in the way. Proceed to the "Extraplanar Pursuers" portion of this encounter.

If the PCs decide to side with the extraplanar pursuer(s) then proceed to the "Juniphel Strikes!" portion of this encounter.

EXTRAPLANAR PURSUERS

This combat occurs if the PCs take no action, or side with the extraplanar pursuers.

APL 2 (EL 5)

☛ **Visilight:** hp 32; see *DM Aid: New Rules*.

APL 4 (EL 7)

☛ **Visilight (2):** hp 32 each; see *DM Aid: New Rules*.

APL 6 (EL 9)

☛ **Zelekhut:** hp 74; see *Monster Manual*, page 160.

APL 8 (EL 11)

☛ **Zelekhut (2):** hp 74 each; see *Monster Manual*, page 160.

APL 10 (EL 13)

☛ **Advanced Kolyarut:** hp 121; see *Appendix 5*.

APL 12 (EL 15)

☛ **Marut:** hp 112; see *Monster Manual*, page 159.

Tactics: At APLs 2 and 4, the Visilights will open with their Gaze ability, stunning as many foes as possible. They will then target any PCs with a Charisma score of 14 or higher and attempt to grapple in order to Charisma drain them. Otherwise they use their claw attacks, and will attempt to sunder the weapons of a PC who is doing lots of damage, or sunder the armor of any PC who is particularly difficult for them to hit.

At APLs 6 and 8, the Zelekhuts will open with a *hold monster* spell-like ability against the toughest looking PC, and then draw their spiked chains. The Zelekhuts will

then attempt to Spirited Charge the PCs when able, and engage in melee if not able. The Zelekhtus will attempt to dispel buffs when appropriate and attempt *hold person* if swarmed.

At APL 10, the Advanced Kolyarut can use a *quickened suggestion* three times per day, and it will attempt to use a *quickened suggestion* at the beginning of its action in the first three rounds of combat. It will attempt to suggest to the targeted PC to “sit out this fight.” In addition to the *quickened suggestions* the Marut will attempt to take PCs out with a *hold person*, saving the *hold monster* for animal companions or summoned creatures. It will use its enervation ray on the toughest looking PC in the second round and use its vampiric touch when PCs close.

At APL 12, the Marut opens with his *earthquake* or *chain lightning* spell-like ability. This terrain counts as “Open Ground” for the effects of the *earthquake* spell. Once the PCs have closed with the Marut strikes with its massive fists, using its Awesome Blow feat. If surrounded the Marut uses its *circle of death* spell-like ability.

Development: Once combat has concluded the PCs are left with Juniphel, who they defended. She will continue her charade of posing as a legitimate arcanist. If asked, she will tell them that she just left an encampment on the northern shore of Lake Hasra. She doesn't know the name of the encampment, but she does now that they are a lot of clerics of Zilchus there. Juniphel had been employed by the priests of Zilchus to use her spells to clear ice off the surface of the lake. After this, she is heading to Pellak to look for more work. She will not reveal her true nature to the PCs, and if pressed she will simply take her leave of them.

Once the PCs have defeated their opponents, continue with Encounter 2.

JUNIPHEL STRIKES!

This combat occurs if the PCs indicate that they are going to take the side of Juniphel's extraplanar pursuers. Continue with the following:

Seeming that you have sided with the extraplanar creatures, the woman who entered your campsite steels her gaze and draws a curved wand. With a quick flick of the wrist, a thin green ray lances into her pursuers, vaporizing them instantly. She then trains the wand on you - intent to do the same.

If the PCs succeed at a Spellcraft check (DC 21) they can identify the spell as *disintegrate*.

When nothing happens she curses and tosses the wand aside. The woman then begins to roll up her sleeves as dark, eldritch forces coalesce around her body. “Well boys and girls,” she cackles, “Who wants to be first of my new undead minions!”

At APL 4 or higher, add the following:

The raven's form begins to twist and shift until it resembles a tiny humanoid with sickly green skin. Its hands and feet are long and slender, ending with claws on each of its digits. Horns extrude from its head, and bat-like wings flutter rapidly as it hovers nearby.

APL 2 (EL 5)

➤ Juniphel, female human (BS) Dread Necromancer 5: hp 48; see Appendix 1.

APL 4 (EL 7)

➤ Juniphel, female human (BS) Dread Necromancer 7: hp 72; see Appendix 2.

➤ Mynyrztt, Quasit familiar: hp 42; see Appendix 2.

APL 6 (EL 9)

➤ Juniphel, female human (BS) Dread Necromancer 9: hp 91; see Appendix 3.

➤ Mynyrztt, Quasit familiar: hp 53; see Appendix 3.

APL 8 (EL 11)

➤ Juniphel, female human (BS) Dread Necromancer 11: hp 109; see Appendix 4.

➤ Mynyrztt, Quasit familiar: hp 62; see Appendix 4.

APL 10 (EL 13)

➤ Juniphel, female human (BS) Dread Necromancer 13: hp 126; see Appendix 5.

➤ Mynyrztt, Quasit familiar: hp 71; see Appendix 5.

APL 12 (EL 15)

➤ Juniphel, female human (BS) Dread Necromancer 15: hp 142; see Appendix 6.

➤ Mynyrztt, Quasit familiar: hp 79; see Appendix 6.

Tactics: Juniphel is not afraid to be in melee; she is tougher and more combat hearty than most mages. She casts her spells intelligently and without remorse, concentrating on taking heavy-hitting PCs out of the fight and then slaying the weaker members of the party.

At APL 4 and higher, Juniphel has a scabrous touch ability that inflicts disease as the *contagion* spell, with no incubation period. The disease she chooses to inflict is *mummy rot* (Fortitude save DC 20 or immediately lose 1d6 Con plus 1d6 Con each subsequent day).

At APL 10 and higher, Juniphel uses the spell *spiritwall* to form a protective barrier.

Treasure:

APL 2: L: 26 gp, C: 0 gp, M: ring of protection +1 (166 gp), vest of resistance +1 (83 gp), The Necro-Maglona (33 gp)

APL 4: L: 4 gp, C: 15 gp, M: mithral shirt (183 gp), ring of protection +1 (166 gp), +1 scimitar (385 gp), vest of resistance +1 (83 gp), The Necro-Maglona (33 gp)

APL 6: L: 4 gp, C: 23 gp, M: +1 mithral shirt (175 gp), ring of protection +1 (166 gp), +1 scimitar (192 gp), vest of resistance +2 (333 gp), wand of inflict light wounds (62 gp), The Necro-Maglona (33 gp)

APL 8: L: 4 gp, C: 6 gp, M: +2 mithral shirt (425 gp), ring of protection +1 (166 gp), brooch of shielding (125 gp), cloak of charisma +2 (333 gp), +1 scimitar (192 gp), vest of resistance +2 (333 gp), wand of inflict light wounds (62 gp), The Necro-Maglona (33 gp)

APL 10: L: 79 gp, C: 6 gp, M: +2 mithral shirt (425 gp), ring of protection +1 (166 gp), brooch of shielding (125 gp), cloak of charisma +4 (1333 gp), +1 scimitar (192 gp), vest of resistance +2 (333 gp), wand of inflict light wounds (62 gp), arcane scroll of animate dead (87 gp), The Necro-Maglona (33 gp)

APL 12: L: 79 gp, C: 15 gp, M: +3 mithral shirt (841 gp), ring of protection +1 (166 gp), brooch of shielding (125 gp), cloak of charisma +4 (1333 gp), +1 scimitar (192 gp), vest of resistance +3 (750 gp), wand of inflict light wounds (62 gp), arcane scroll of animate dead (87 gp), dusty rose prism ioun stone (416 gp), ring of force shield (708 gp), The Necro-Maglona (33 gp)

Development: If the PCs were able to defeat Juniphel, they will find a series of strange scrolls on her person. These scrolls detail a number of profane necromantic rituals. Called the *Necro-Maglona*, the scrolls are described in the special favors section of this adventure.

Likely the PCs will wish to set watches, though nothing eventful happens during the night.

Once the PCs have defeated their opponents, continue with Encounter 2.

ENCOUNTER 2: NEW COMMUNITY

Estimated Time: 5 minutes

Setting out shortly after sunrise, you continue to follow the edge of Lake Hasra, which ceases its northerly direction and then heads sharply to the west by about midday. As you draw nearer your goal, you begin to spy the signs of habitation – felled trees and well-marked trails spur you further onward. Cresting a steep rise you come to see an area cleared of trees lying near the banks of the Shaela River.

As far as your eye can see, the field is covered in tents and you spy men bustling about as they go about their labors. As you draw closer you find yourself on a large trail, wide enough for a cart to easily move across. The trail takes you through a

makeshift wooden arch that declares this encampment as “New Clunther.”

The tents seem to serve numerous purposes, from cramped lodgings to large pavilions where goods and foodstuffs are unloaded and inspected. A few of the tents are selling basic equipment and a number of tents are sent up with benches inside, where nearby cooking fires promise an evening meal. Beyond the city of tents you spy about a half dozen permanent buildings erected nearer the shores of the Shaela River. To the south is an impressive view of the placid waters of Lake Hasra.

The PCs can investigate around these tents if they wish. For the most part the men in this area are dockworkers and carpenters who are just completing a long day's work. Most of them are mixed blood humans, though a few half-elves, half-orcs, dwarves, and halflings can be found as well. Asking around in this area, the PCs can use the Gather Information skill to gain information at the DCs listed below.

DC 10

- The men in this area are all dockworkers or carpenters, with a few trained sailors and boat pilots.
- They've all been working for weeks now, building up docks and constructing ships to sail across the lake.

DC 15

- The Shaela River Trading Company, heavily supported by the Church of Zilchus, is heading the operation.
- Holy Clerk Loriti can probably be found at the offices of the Shaela River Trading Company.

DC 20

- A number of tree worshippers have come into the community to cause trouble down by the Shaela River's offices. So far the Trading Company has been tolerant to their presence.
- In addition to the Priests of Zilchus, a number of clerics of Fharlanghn have been in the camp for a while. They assist the Priests of Zilchus wherever they can.

DC 25

- A mage named Juniphel left here yesterday morning. She had been employed by the Shaela River Trading Company for some reason.
- A Priestess of Geshtai arrived a few days ago. Her name is Mehri, and it seems that she is involved with some kind of negotiation with the Priests of Zilchus.

DC 30

- Just this morning a Priest of Rao arrived. No one knows who she is or what she's doing here.
- Arriving with the Priest of Rao was a bald-headed man, an obvious Priest of Pelor by his gold-trimmed, white robes.

All APLS

♣ **Typical Laborer of New Clunther:** Male human Exp1 (Bluff +3, Craft (Carpentry) OR Profession (Sailor) +10, Knowledge (Architecture and Engineering) OR Knowledge (Geography) +5, Sense Motive +5); AL N.

When the PCs decide to head toward the permanent buildings, continue with the following:

Following a well-worn path that bears the marks of countless wagons and carts, you make your way closer to the permanent buildings. Of the six buildings that have been erected here, you are not surprised to find that one is a tavern and the other an alehouse. The shingle above the smallest building declares it to house the "Shaela River Company Store" and seems to deal in basic equipment and tools. Laborers work to secure the large symbol of a hand grasping a coin pouch above what appears to be the newest building in this area. The largest building is about 200 hundred yards from your position, almost on the shores of Lake Hasra. Between you and this building, a large crowd of people seems to be causing a disturbance in front of the tallest building in this area, its purpose unknown to you. The group's shouts and chant are indistinguishable to you at this distance.

They are few places for PCs to investigate in this area. The locations and the outcomes of PCs interactions there are detailed below.

The Red Badger (Tavern)

The Red Badger is a tavern owned by Rhiannon Warfschild, a young half-elven woman who had a short but brilliant career as an adventurer. At this time of day, a few tired carpenters and laborers can be found in here – trying to drink away the soreness in their muscles.

Those PCs who participated in the *BIS1-01 Winter Wonderland* will recognize Rhiannon Warfschild as the ward of Tauber Factis, owner of the Coin o'the Realm Inn. At that time, Rhiannon did much of the drudgery work at the Inn, but longed to be an adventurer. She has followed the model of Tauber himself, who used his earnings as an adventurer to invest in his inn. Rhiannon has done the same, and the items she used for her career, a well kept longsword and steel shield emblazoned with the image of a red badger, hang over the bar.

Rhiannon's cohort from her adventuring days, a priest of Osprem (goddess of Sea Travel and Sailors) by

the name of Beuban Threl happily works with Rhiannon manning the kitchen at the Red Badger. Beuban longs for the open ocean, but is satisfied enough by the shipping activity starting on Lake Hasra. Beuban provides blessings and worship services to sailors when he isn't working at the Red Badger.

The same information available in the tent city is available here. Additionally, the PCs can confirm that the tallest building here is the Offices of the Shaela River Trading Company, where Holy Clerk Loriti is often found.

Most of the workers here have the simple dream of saving enough money to move out of their tent and build a home for himself and his family in this new community. They are grateful to the Shaela River Trading Company for providing jobs; steady pay, a place to buy their equipment and a place drown their sorrows.

If asked about the protesters outside, all NPCs in here will dismiss them as "bare-footed tree-lovers." According to the patrons and workers in the Red Badger, the protesters are wasting their time, standing in the way of progress, or some combination of the two.

All APLS

♣ **Rhiannon Warfschild:** Female half-elf Rng2/Rog4 (Bluff +7 (+9 vs. half-orcs), Sense Motive +5 (+7 vs. half-orcs); AL LN

♣ **Beuban Threl:** Male human (Sf) Clr3 of Osprem (Bluff +0, Sense Motive +3); AL LN

Note: Unknown to the PCs is the fact that Lady Abia Sanoose, cleric of Rao, and Father Sollus Illuminus, cleric of Pelor, are dining together here in a private room. The two clerics finish their meal in time for them to be exiting the Red Badger tavern at the end of Encounter Three.

The Shaela River Company Store

The Company Store is exactly what it proclaims, a shop where most standard equipment is available for purchase. Also available are simple weapon and leather armor. Employees of the Shaela River Trading Company can borrow against their wages to purchase items, though gold is accepted of course.

At this time, a lonely clerk named Dmaur mans the store. Dmaur longs for the bell that will signal the end of the workday so he can relax at the Coin and Bottle.

The same information available in the tent city is available here. Additionally, the PCs can confirm that the tallest building here is the Offices of the Shaela River Trading Company, where Holy Clerk Loriti is often found.

Dmaur is a mid-level functionary within the Shaela River Trading Company, and has enough saved away to begin construction on a permanent residence for himself. What he doesn't have is a family, and as he is rather shy

about trying to find a wife. He is grateful to the Shaela River Trading Company for providing him the opportunity to become an important person in this fledgling community, though he longs for someone with whom he can share his prosperity.

All APLS

♣ **Dmaur:** Male human (bOs) Clr3 (Zilchus)/RogI (Bluff +8 (+11 for business dealings), Sense Motive +8; AL LG.

The Temple of Zilchus

This building is currently incomplete, and the only people here are a few laborers and carpenters working on the building.

Shaela River Trading Company (and the Protesters)

When the PCs decide to approach this area, read or paraphrase the following:

Approaching the tallest building in this area proves to be a problem, as a large crowd of people is causing a disturbance here, chanting slogans in unison. Most of these people are dressed in simple hides and furs, with twigs and flowers braided decoratively in their hair. Some are barefoot, but most alarming is the number of animals in this area: dogs, badgers, wolves, bears and birds of various sorts. All the animals seem docile, though they eye you with curiosity.

Leading these assembled activists is a young human male adorned similarly to the others. He shouts, "What do we want?" to which the crowd answers, "NO SHIPS!" He then shouts, "When do we want it?" to which the crowd answers, "NOW!" The crowd repeats this, and seems to have been repeating it for a long time now.

When the PCs attempt to approach the crowd, or try to move past them to enter the offices of the Shaela River Trading Company, they will be taunted and mocked by the lead person, a druid by the name of Prwyn. Read or paraphrase the following:

As you begin to approach the lead figure in the crowd laughs and points in your direction. "Look at this!" he shouts to crowd before him. "SHART-SEE has brought in a bunch of MERCS to try and silence us! Well we can't be silenced!"

The rest of the assembled activists turn and look upon you with accusing eyes. "MerCs. MerCs. MerCs," they begin to chant the word repeatedly.

The lead figure laughs again. "Well, what do you have to say for yourselves, you money-grubbing, sell sword MERCS?"

Allow the PCs to exchange a few barbs with Prwyn. If they wish to converse with him, he has the following things to say:

- Name's Prwyn Raine, and I was raised by snakes in the Fetid Fens. I'm so hardcore, my great uncle is a crocodile."
- "I'm a son of the swamps, and I'm here today with my brothers and sisters in nature. We're here to protest the horrible greed of the uncaring merchants of SHART-SEE."
- "What's SHART-SEE? Why that's our name for the Shaela River Trading Company. If you take the first letters of each word (S-R-T-C) and then plant some other letters for growth you get SHART-SEE."
- "Why are we protesting? Well SHART-SEE has started this operation to run ships across Lake Hasra. Not only is this extremely dangerous, but it's sacrilegious! Riyya of the Jug, high priestess of Geshtai, has declared Lake Hasra to be a sacred site, not fit for human defilement. The Lake should inspire awe as a national monument, not be used by the greedy merchants to line their already gilded pockets. Nature sighs at the avarice of such mercantile activities."
- "Yeah, a few of us here are members of the Way of the Root. We're here to defend nature!"

All APLS

♣ **Prwyn:** Male human (boS) Drd3/Msh2 (Bluff +10, Diplomacy +11, Intimidate +12, Sense Motive +10); AL CN

♣ **Typical Protester:** Female or Male human Drd2 (Bluff +2, Sense Motive +2); AL CN

Once the PCs have finished their interactions with Prwyn and move one, read or paraphrase the following:

Having completed your conversation, Prwyn returns his attention to his companions. "These merchants and traders, they're nothing more than desecrators!" The crowd begins to chant:

"Merchants and traders/Desecrators, Merchants and traders/Desecrators."

Prwyn waves his arms as if to conduct a choir and the crowd swells in volume at his direction.

From here, the PCs can enter the offices of the Shaela River Trading Company or check out the warehouse near the shore. A description of the warehouse is given below. If they enter the offices of the Shaela River Trading Company, proceed to Encounter Three.

Warehouse and Dock Area

If the PCs choose to explore here, read or paraphrase the following:

This large building you spotted from the distance is obviously some kind of warehouse on closer inspection. The windows are dark and it

appears that all the entrances are closed and locked. It seems that no work is occurring here right now.

Circling around to the other side of the building you are mildly surprised to find that you are extremely close to the shore of Lake Hasra. What is even more surprising is the boardwalk built here leading to a number of docks at which there are anchored several boats. The frames of boats not yet built lie on the shore like discarded skeletons. A few workers mill about here, seemingly without much to do.

The docks area would be much busier if the Margrave's Council had not ordered a halt on activities until their representative makes her report. Shipbuilding has ceased, and the workers here don't have a whole lot to do right now. Most are whiling away the boredom by making adjustments to their vessels, or inventing games to pass the time.

ENCOUNTER 3: 1 AND A HALF ELVES

Estimated Time: 15 minute

In this encounter, the PCs meet some of the prominent NPCs involved in the dispute at Lake Hasra. To facilitate this, the encounter is broken up into two parts. In the first part, which takes place within the offices of the Shaela River Trading Company, involves a meeting between the PCs and representatives from the three major churches involved in the dispute. They explain the important role that the PCs must play in resolving the conflict, to wit, seeing to the safety of the Margrave's Council's representative. In the second half of the encounter, the PCs meet with the Lady Abia Sanoose, representative of the Margrave's Council.

This encounter is role-play intensive, which should be no problem for judges running this scenario in a home setting. Judges who are restricted to running this scenario in a four-hour slot at a convention, should use their best judgment in characterizations of the NPCs – as they may need to get through this encounter quickly to facilitate ending the scenario on time.

At some point the PCs will need to enter the offices of the Shaela River Trading Company, in order to meet with Holy Clerk Loriti Lorgrove. When they do so, read or paraphrase the following:

Entering the building through two heavy wooden doors, you immediately detect the scents of freshly cut and painted wood, as well as the unmistakable scent of large amounts of ink. You find yourself in a ten-foot hallway leading to large desk behind which sits a young woman wearing robes of red and gold. You hear the sounds of scratching as she furiously moves a feathered quill against sheets of parchment. Behind her, a set of

stairs leads upward and another hallway joins with yours, leading both left and right.

Finally noticing your entrance, the young woman, a mixed blood human, greets you. Once you've established that you are not here to work as dockhands, but are instead here to meet with the Holy Clerk Loriti Lorgrove, the woman at the desk sighs and informs you that the Holy Clerk can be found on the top floor, second door to the right.

You begin to proceed up the stairs...

Ask for a marching order from PCs who are proceeding up the stairs. Then ask for Listen checks. Those who succeed at a Listen check (DC 10) hear a woman's voice scream loudly before it ends abruptly. Ask the PCs what they are doing, even having them roll initiative if you wish. PCs who move in the direction of the scream will be lead to the top floor, second door to the right. Once the PCs decide to move to this location, read or paraphrase the following:

Opening the door you find yourself in a long room dominated by an almost equally long and beautifully carved wooden table around which is arranged about a dozen chairs. Heavy curtains line one wall, and several glowing orbs fitted into baroque-looking sconces provide light.

Opposite the doorway, seated in the only occupied chairs are three individuals. The one seated at the head of the table is a golden-haired woman in red and gold robes; her left hand, which is bedecked in a about a dozen rings all bearing large gemstones, is covering some sort of wound on the left side of her face. She winces in obvious pain.

To her left, a female half-elf with black hair dressed in blue and green robes leans forward, her index finger alight with a warm glow. "Here, I can help you," says the half-elf with a slight Baklunish accent.

"I think I better handle this," says the man seated across from her as he reaches across, his index finger also alight with a warm and positive glow. This man is dressed in simple traveler's clothes, a quarterstaff leans on the wall behind his chair. The slight points to his ears that protrude from underneath his unkempt, brown hair indicate his mixed elf/human parentage.

The woman seated at the head of the table finally stands, obviously frustrated. "Back away, both of you! I can handle this myself." She snaps her fingers as she seems to mouth some words and her index finger glows softly. She touches the wound on her face and receives some obvious relief, though it does not seem to have softened her demeanor. "I've told those ingrates not to serve the soup so blasted hot! Guildmaster protect them if they wish to remain employed here!"


With the commotion settled, the three at the end of the table finally meet you gaze, eerily staring with eyes the same shade of green. Finally the half-elven woman seated at the head of the table asks curtly, "Who in blazes are you?"

Loriti Lorgrave burned her face with a splash of scalding hot soup. The other priests here attempted to help, but Loriti healed herself. Now they are interested in why the PCs are here.

Presuming the PCs explain that they are here to see Loriti on an important matter, her mood will brighten and she will ask that they join them around the table. If the PCs wish food (soup) or drink (water or ale) Loriti will have it brought for them.

Loriti is a shrewd and meticulous businesswoman who prefers to lead through intimidation rather than social niceties. Nonetheless she will introduce her guests with the respect that they deserve. Her guests are Guidebrother Phylik Dustwalker, a representative of the Church of Fharlanghn, and Water Bearer Mehri la'Feyvim, a representative from the Church of Geshtai.


All APLS

 **Loriti Lorgrave:** Female half-elf Clr3 (Zilchus)/ChI8 (Bluff +10, Sense Motive +15); AL LG

Loriti Lorgrave appears to be a half-eleven woman of about 40 years of age. She has long, gold-colored hair, which is tied back and businesslike. Her clothing is meticulously clean and she always strives for a professional appearance, which in her faith includes fine jewelry and other signs of obvious wealth.

Loriti belongs to a Lawful Good order within Bissel's Church of Zilchus known as the Fiscum Palantine. The Fiscum Palantine attempts to use trade activities to create fair jobs and communities for the people of Bissel. Its existence is a well-kept secret within the Church of Zilchus. As an initiate in the Fiscum Palantine, Loriti discovered an incorrectly calculated interest rate on a loan from the general church, which exposed a conspiracy at corrupting the loan process of the Church in general. As such, Loriti was sanctioned by the Fiscum Palantine to become a Church Inquisitor. Recently, she has been assigned the task of managing the entire operations at New Clunther on behalf of the Shaela River Trading Company. Her superiors believe her meticulousness and fervent desire to avoid ever making mistakes make her suitable to this large task. Her success means great accolades, promotion within her order, and huge profits, of course. Her failure would be a disgrace, as Loriti is a person who cannot accept failure in herself or anyone else.


All APLS

 **Phylik Dustwalker:** Male half-elf Clr3 (Fharlanghn)/Rog3 (Bluff +7, Sense Motive +9); AL NG

Phylik Dustwalker is dressed in practical clothing, and is used to being on the move. He very rarely bathes or cleans his clothing, so he is surrounded by the aura of his own musky scent. His brown hair is always unkempt, and due for a trim. He is a half-elf male who appears to be in his early 30s.

Phylik is a low-ranking member within the Church of Fharlanghn in Bissel. Phylik actually only spends about three months in Bissel during the year, the other months he spends traveling the Flanaess. He just happened to be in Bissel when there was a call within the Church of Fharlanghn to have someone represent the Church's interests in New Clunther. The assumption was that, since Phylik is a half-elf, he must be good with people. Phylik was quickly given the assignment with the rather open ended instructions of "promote travel." He wishes to see Shaela River Trading Company's plans go forward in order to open a new and exciting means of travel, but his main role at the negotiating table has been to keep Loriti and Mehri from fisticuffs.

All APLS

 **Mehri la'Feyvim:** Female half-elf Clr11 (Geshtai) (Bluff +10, Sense Motive +10); AL NG

Mehri la'Feyvim is the child of elf and Baklunish parentage, giving her very dark hair and complexion coupled with sharp features and piercing green eyes. Her age is very close to that of Loriti, though similarities end there. Mehri's clothing is humble, no better than the robes worn by all priests of her faith. She wears no jewelry except for her holy symbol, and she smells faintly of incense.

Mehri is a high-ranking member of her church, and one who is normally tasked with negotiations and relations to other groups. Mehri was assigned to the New Clunther area in order to iron out details of the visit by the representative of the Margrave's Council with Loriti. Mehri is weary of arguing every minute detail with Loriti, as the two instinctively mistrust each other. Mehri passionately believes in her Church's stance that no ships should cross Lake Hasra.

Once the PCs have an understanding of who everyone is, read or paraphrase the following:

"Now that we all know each other," begins Holy Clerk Loriti Lorgrave, "Let's discuss why it is you are here. That's best done by explaining why it is I am here. I've been assigned by my church to act as the manager of operations of Shaela River Trading Company's interests here in New Clunther. Our efforts here are to promote trade and create a viable

community and jobs for people who would be otherwise displaced in post-war Bissel.

“Trade is vital to the survival of the March of Bissel. Caravans traversing our lands drive our economy; provide revenue to pay for the defense of our lands, all so that we can live securely. However, the war with Evard has left a great scar, an obstacle if you will, that is preventing trade from flowing.”

At this point Guidebrother Phylík stands and opens up the curtains to reveal an impressive view of Lake Hasra, whose waters stretch to the southern horizon. “Impressive isn’t it,” says Phylík, “I’ve been doing some work to map the Lake. I estimate that at its longest point it is more than 13 miles across, and that the surface area is approximately 160 miles.”

“Yes very impressive,” says the Holy Clerk, “What is important is this: it takes a cart about four days to go around the Lake to the opposite shore, and this could only be shortened to three days with the construction of adequate roads. That travel time can be shortened to one day by ferrying cargo across the Lake with one of our new keelboats.”

“I’m afraid, this is where I come in,” interrupts Water Bearer Mehri. “The headpriestess of my faith has declared Lake Hasra a holy site, as much a graveyard as an impressive body of water. We have brought a complaint to the Margrave’s council on the conduct of the Shaela River Trading Company in this matter...”

“There is nothing profane in promoting trade!” interrupts the Holy Clerk Loriti.

“Nonetheless,” continues Mehri, “The Margrave’s Council prefers to make that decision themselves. They have sent a representative to inspect the operations here, and report on the findings.”

“As part of our negotiations here,” interrupts Loriti, “We require a group to see to the safety of the representative sent by the Margrave’s Council. A group should see to the representative’s welfare and also insure that neither faction has opportunity to unduly influence her. We wish for you to be this representative’s protection.”

“So what do you say?” asks Guidebrother Phylík.

Further information that can be gleaned from the priests here is listed below.

- The representative sent by the Margrave’s Council is Lady Abia Sanoose, a priestess of Rao known for her observant and impassive personality. PCs who succeed at a Knowledge [nobility and royalty] check (DC 15) or a Knowledge [local – Sheldomar Valley Metaregion] or Knowledge [religion] check (DC 25) know that Lady Abia Sanoose is the mother of Lady Ketzia Sanoose, who is Baroness of Gerorgos. Lady

Abia Sanoose has spent the past several years at the Monastery for the Order of the Serene Thought. Holy Clerk Loriti can also provide this information.

- Lady Abia Sanoose has arrived in town and is awaiting the PCs at the Red Badger tavern.
- As part of her inspections, Lady Abia Sanoose will be voyaging on a keelboat to the southern shore. The PCs are required to accompany her as part of their job.
- Loriti Lorgrave will complain of instances of missing supplies or outright sabotage delaying shipping operations in New Clunther. Though no perpetrators have been caught, she has a feeling that the Church of Geshtai is behind it all. Mehri la’Feyvim will deny this as ridiculous.
- A successful Knowledge [history] or Knowledge [local - Sheldomar Valley Metaregion] check (DC 15) reveals that Lake Hasra was created when Evard and his Ur-Flan allies unleashed a great wave of water from the Elemental Plane of Water. This catastrophe is known as Deluge, and simultaneously created Lake Hasra and destroyed Clunther, the ruins of which lie beneath the surface of Lake Hasra. Hasra itself is the Baklunish word for “loss.” Any of the three priests can provide this information.
- Due to its unusual creation, strange beasts likely reside in Lake Hasra.
- The PCs will be paid an amount befitting their skills and reputation (and APL). They will each receive an amount to equal 50 x APL gp.

Once the PCs have agreed to serve as protectors to Lady Abia Sanoose, Loriti will produce a slew of paperwork for them to fill out and sign. The parchment that she barrages the PCs with include general information sheets, including questions about the PC’s history, current residence and next of kin. Other parchments are lengthy legal statements, which are only fully understandable by a PC who succeeds at an Intelligence check (DC 23) or a Profession [lawyer] check (DC 13). Those who succeed realize the documents that the PCs are about to sign prohibit the PC’s from revealing, discussing, or utilizing as their own any idea, design, or process used by the Shaela River Trading Company in its operations here. Also, any ideas, designs or processes that the PC’s come up with while in the employ of the Shaela River Trading Company becomes the property of the Shaela River Trading Company. There is also a lengthy form stating that the Shaela River Trading Company is not liable for the PC’s death or maiming injury while an employee. Nasty and unfair curses fall under this liability protection as well.

Loriti will explain to PCs that cannot understand the documents that they are “Merely routine.”

Loriti will not allow the PCs to enter her employ until they have signed every single document to her satisfaction. If they refuse, they are not allowed to protect Lady Abia, they are not allowed on board the *Red Witch* of Pellak keelboat in Encounter 4. These PCs exit the adventure now. Loriti will work with PC's who have specific objections. For example, a bard who wishes to be able to tell the tale of his adventure here may get a special dispensation. Loriti will hold the PC in her office for hours working out the minutia of such an agreement, making sure that the bard in this example is prohibited from making the business secrets of the Shaela River Trading Company public. She will also make sure that the bard in this example is actually legally bound to present the Shaela River Trading Company in the most positive light possible. Those who choose to reveal information about the Shaela River Trading Company to an outsider receive the *Sued!* item on the AR.

Either Loriti or Mehri can cast beneficial spells at normal costs, these include *remove disease*, *remove blindness*, *raise dead*. The PCs may be in need of these spells if they fought Juniphel in Encounter 1.

Once the PCs are ready to take their leave and meet with Lady Abia Sanoose, read or paraphrase the following:

Exiting the offices of the Shaela River Trading Company you make your way past Prwyn's group of protesters and travel to the Red Badger Inn. Just as you are coming to the front entrances you note two people exiting.

One of these is a short, middle-aged man. Beneath his cloak you notice a white tunic, trimmed with gold, and bearing the image of a sunburst with a face. His head is bald and his skin is unusually radiant.

This is Father Sollus Illuminus. If the PCs can succeed at a Knowledge [religion] check (DC 10), they can identify his holy symbol as that of Pelor. The PCs may have met Father Sollus before as he appeared prominently in BIS5-03 *Trials and Triumphs* and BIS5-06 *Vanity and Vexation*. If the PCs have met Father Sollus before he will recognize them, and greet them warmly. Incidentally, this man wears a ring of mind shielding, and so his thoughts cannot be probed by resourceful PCs.

If any PC is a member of the Mist Chameleon meta-organization, and succeeds at a Sense Motive check (DC 10) they notice key phrases and gestures that are used by the Mist Chameleon spies to identify themselves.

The other person is a tall and gaunt woman, easily a foot taller than her companion. Long silver hair flows downward over a cloak of black that the woman wears over robes of purple with white trim. The image of a heart-shaped mask hangs from a gleaming pendant around her long, thin neck.

This is Lady Abia Sanoose. If the PCs can succeed at a Knowledge [religion] check (DC 10), they can identify her holy symbol as that of Rao. If the PCs can succeed at a Knowledge [nobility and royalty] or Knowledge [local – Sheldomar Valley] check (DC 15), they will know that Lady Abia Sanoose is mother to Baroness Ketzia Sanoose, who rules over the Barony of Gerorgos.

She and her companion seem to be engaged in a conversation. Even from this distance you can hear their lively discussion.

"I say Sollus," says the woman, "I fear that true serenity will forever escape you until you realize that light and darkness are often the same."

"Yes, milady," replies her companion with a smile, "I have often thought as you do, even pondering whether or not the Sunfather is actually...the SunMOTHER." He chuckles as he says this.

"Most perceptive, my friend, until you realize that these are the same."

The PCs are free to approach and offer greeting at this time. PCs that succeed at a Sense Motive check (DC 15) will recognize that Father Sollus was subtly making fun of his colleague, though no outright malice is apparent. Lady Abia seems oblivious that she is being made fun of.

The two clerics are happy to see the PCs and Father Sollus will introduce those he knows to Lady Abia.

Father Sollus can provide the following information:

- For the past few days he has been acting as a guardian and escort to Lady Abia, seeing to her safe journey to this location. Now that the PCs are here his job is over.
- If asked, Sollus will openly question why he was asked to protect Lady Abia, since she is a powerful cleric and martial warrior in her own right. He does not know a good answer for his presence.
- While he has been appraised of the dispute between the Shaela River Trading Company and the Church of Geshtai, he has no opinions of who is in the right in this case.
- He can relate information about Lady Abia Sanoose, including the fact that she refused to enter into rulership over the Barony of Gerorgos as she was too distraught over the death of her husband, the former Baron Elrad Sanoose. The title fell to her daughter, Ketzia Sanoose who rules Gerorgos as Baroness. Since Elrad's death Lady Abia has been in residence at the Monastery of the Serene Thought and is quite a recluse. It is rare for her to be involved in a dispute like this, though she is renowned as a reasonable and wise arbitrator.

- Speaking on Lady Abia's wisdom, Sollus will relate that she holds to an interesting philosophy that equates opposites as being in most cases the same. He doesn't quite understand it, though maybe he just isn't wise enough (he'll make this last point with a chuckle).

Lady Abia Sanoose can relate the following information:

- She has not left the Monastery of the Serene Thought in more than six years. While there, a few "lost souls" have sought her out for advice on disputes. After six years of this, she has gained some reputation in arbitration, but she has little concerns for worldly pursuits.
- She will admit that she refused to enter into rulership over the Barony of Gerorgos as she was too distraught over the death of her husband, the former Baron Elrad Sanoose. The title fell to her daughter, Ketzia Sanoose who rules Gerorgos as Baroness. Since Elrad's death Lady Abia has been in residence at the Monastery of the Serene Thought.
- She has been studying the situation here in New Clunther and has begun to formulate some opinions. She will not discuss those opinions at this time.
- After countless time spent meditating, Lady Abia holds to a belief that the universe is made up of only four different types of energy. These energy types can be called Good, Law, Chaos and Evil. These are the only true opposites that exist in the universe. Everything else is composed of these four different energies in some type of composition, and are thusly all, in some way, the same thing. Thus concepts that are normally seen as opposites are to her the same. This includes, but is not limited to Light/Dark (the same), Male/Female (the same), Large/Small (the same), etc. A typical statement by Lady Abia Sanoose will follow this format: "True enlightenment will forever escape you until you understand that (CONCEPT OR THING) and (CONCEPT OR THING'S OPPOSITE) are in fact the same." The only things that Lady Abia will not admit are the same the following: Good and Evil are not the same, Law and Chaos are not the same, Peace and Tumult are not the same. All in all, Lady Abia leads a very ascetic lifestyle; she eats only one light meal every day and for the most part spends her time pondering spiritual matters.
- Lady Abia has arranged to observe the voyage of one of Shaela River's Keelboat. This voyage has been scheduled for tomorrow morning. She suggests that they all take rooms at the Red Badger and then set out early to begin their careful observations of the situation here.

All APLS

☛ **Father Sollus Illuminus:** Male human (O) Clr6 / RSoP6 (Bluff +18, Knowledge [religion] +14, Sense Motive +18); AL NG.

☛ **Lady Abia Sanoose:** Female human (O) Ari2/Mnk2/Clr3 (Rao)/SaF4 (Bluff +8, Knowledge (religion) +10, Sense Motive +16); AL LG.

ENCOUNTER 4: COME ABOARD – WE'RE EXPECTING YOU

Estimated Time: 50 minutes

When the PCs are ready to proceed, read or paraphrase the following:

With the docks of New Clunther now a distant speck over the stern, the scent of stale, standing water wafts into your nostrils as you begin the journey across Lake Hasra. As you contemplate your reflection in the still surface of the Lake, you begin to review the events of earlier this morning.

Having spent a comfortable night indoors, you and your companions met with your charge, Lady Abia Sanoose, at the nascent docks of New Clunther. There you were to set sail on a newly-built vessel called 'The Red Witch of Pellak' by eight bells that morning. However, you arrived to find the Red Witch undergoing repairs from its last voyage; according to the ship's mate, the vessel ran afoul of some floating detritus and the bottom of the ship required sealing and fresh lumber. The repairs were made, and you didn't set off until two hours later.

You've gotten to know a few of the important members of the crew: Captain Emad is an amiable man of obvious Baklunish descent. He claims to hail from Tusmit, where he gained experience on the Tuflik River running barges to Ekbir. The first mate is a large and sociable fellow by the name of Tirandaz. Though it is clear to you that orc blood flows through the first mate's veins, the crew clearly respects and admires Tirandaz.

Another curiosity aboard the Red Witch is the gnome you discovered sleeping below decks. Tirandaz explained that this fellow's name is Berennock Brigscunyun and he serves as the ship's night pilot. Which turns your mind to the more disturbing thought: the voyage from the northern shore to the southern shore of Lake Hasra will take roughly 22 hours, meaning a long night across this accursed Lake.

This encounter is divided into several sections.

The Red Witch of Pellak

Refer to *DM Aid: Map #2 – The Red Witch of Pellak, Above and Below Decks* and *DM Aid: Map #3 – The Red Witch of Pellak, Captain's Quarters and Galley* for details on the Red Witch. The Red Witch is a custom designed Keelboat, meaning it is a flat-bottomed boat intended for ferry travel across large lakes such as Lake Hasra. PCs that succeed on a Knowledge [architecture and engineering], Craft [shipbuilding] or Profession [sailor] check (DC 15) will note that large portions of the Red Witch have been constructed from Darkwood, likely making the vessel light but very strong.

The Red Witch measures roughly 55 feet long from bow to stern and roughly 25 feet across from port to starboard. When the boat is in the water and laden with cargo roughly eight to ten feet separate the surface of the water from the edge of the deck.

The Red Witch consists of four main locations. The deck is where most of the action occurs. Besides Captain Emad, First Mate Tirandaz, and Berennock the Night Pilot, the Red Witch runs on an additional crew of twelve, who rotate manning the eight oars that provide most of the forward power to the vessel. The all-male crew is jovial and chauvinistic, eager to impress any female PC of a reasonable age and charisma – Lady Abia Sanoose is a little too old to be of interest to them.

A tall mast is located in the center of the deck, and when winds are good (or when Berennock uses his magic) the sails are unfurled to propel the vessel forward. Also on the deck are a forecastle (the Captain's Quarters) and an aft castle (the Ship's Galley). Standing on one of these structures is perfectly permissible; those who do are an additional ten feet above the surface of the water than normal. Standing atop the forecastle or the aft castle is an ideal position for PCs who wish to keep watch for dangers from the lake. A three-foot high railing lines the deck and both the forecastle and the aft castle, hopefully making falling overboard a difficult maneuver.

The Captain's Quarters are off limits in most cases, but the Captain yields his sleeping space to Lady Abia Sanoose for some privacy. Captain Emad is a very conservative fellow and will not permit any fraternizing between the opposite genders on his boat. Female PCs will be required to sleep in the Captain's Quarters with Lady Sanoose while male PCs must sleep on the deck or below deck. Inside the Captain's quarters are a desk and shelves with numerous books and charts. A half-dozen maps are spread across a table in the center of the room and a simple, hard bed is pushed into one corner – it seems hardly used.

The galley is empty during the day, and could make a nice meeting place for the PC's to do some planning. A long table (really three smaller tables pushed together) serves the crew when it is time for meals, and a stack of crates on one end house a number of simple foodstuffs. A bookshelf lines one wall, Captain Emad is a collector of

books and provides them to his crew in the hope of educating some of them. The cooking utensils are used by Berennock when he awakens around sundown, and he uses magic instead of cooking fires to provide the crew with an appetizing if straightforward evening meal, typically of rice and sweetbreads. For the morning and noontime meals, the sailors have to make do with dry rations, and most are content to do so.

Below decks is where cargo is stored; on a typical voyage this could include a number of crates and chests as well as steeds for caravans ready to resume travels upon reaching the opposite shore. The crew sleeps here, though if the weather is nice a handful (no more than four or five) will sleep on the deck underneath the stars. For this voyage, which is simply a test run for the benefit of Lady Abia Sanoose, cargo has been loaded to simulate what typical conditions are expected to be. This cargo includes the mysterious packages that First Mate Tirandaz took on board without Captain Emad's permission.

If they are unoccupied or awake, the various members of the crew can provide information to the PCs:

Captain Emad can relate the following information:

- Emad came to Bissel from Tusmit as he was tired of giving large portions of his income away to line the Pasha's coffers. He finds the tax rates in Bissel to be fairer.
- Currently, Emad is an employee of the Shaela River Trading Company, though he has reached an agreement with Loriti Lorgrave to purchase the Red Witch from Shaela River once he has enough money. At that point Emad will go into business for himself, ferrying cargo across this majestic lake.
- His dealings with Holy Clerk Lorgrave have been fair, and he recognizes in her a born haggler, as if she were reared on the streets of Sefmur.
- Emad understands the appalling origins of Lake Hasra, but feels that it is important to use the lake as an opportunity rather than a constant reminder of a tragic past.
- Emad brought Tirandaz with him from Tusmit; the half-orc has been a loyal cohort for over two years now.
- Emad will admit that Berennock is an arcanist, but he will suffer no accusations that Berennock is a necromancer. Emad will be quick to point out that Berennock is a registered arcanist and will challenge anyone to impugn the gnome's loyalties in his presence.

First Mate Tirandaz can relate the following information:

- Tirandaz has been sailing with Emad for over two years, serving first as a simple deck hand. Tirandaz impressed Emad with his skills as a carpenter, and eventually the two have become good friends.
- Tirandaz will only speak of Captain Emad in the most glowing terms, referring to his captain as a learned gentleman and an inspiring leader.
- Tirandaz will admit that Berennock is an arcanist, but he will suffer no accusations that Berennock is a necromancer. He will crack his knuckles as he explains this.

Berennock the Night Pilot can relate the following information:

- Berennock's job is to use his spells to pilot the ship at night while the rest of the crew rests up for unloading cargo once they reach their destination. He is ostensibly third in command onboard the Red Witch.
- Berennock is a registered arcanist from the township of Wrenkin in Bissel. He doesn't much care for this Oath of Loyalty business, and thinks that if necromancers are planning to consolidate and strike again they should fear his arcane might!
- Berennock understands the appalling origins of Lake Hasra, but feels that it is important to use the lake as an opportunity rather than a constant reminder of a tragic past.
- Berennock has only known Captain Emad and Tirandaz but a few weeks. He is paid well by the Shaela River Trading Company, and has grown to call them friends.
- He is a passable chef, and he lives for the appreciation of the crew after a well-cooked meal.

The typical crewmember can relate the following information:

- Captain Emad is a fair and generous captain, though a little aloof. He's always pushing books on the sailors, but they are more interested in drinking and women.
- Tirandaz is a good friend and understands what hard work is all about. The half-orc is demanding when there's work to be done, but generous with rounds of ale when its time for revelry.
- Most of the crew is uneasy, considering the appalling origins of Lake Hasra, but the pay is good.
- Berennock is a great asset for the crew, both as a chef and a night pilot. The little gnome can really put away the ale when its time for carousing.

- The Red Witch is a finest ship ever in the history of all things.
- Many of the sailors sport lewd tattoos with the image of scantily clad women dressed in red.

The Voyage

The voyage of the Red Witch is fairly uneventful, during the daytime. A strong wind picks up during the afternoon, and the sailors get a break from the rowing that is normally part of their work. Berennock awakens about an hour before sundown and begins to prepare the evening meal, mainly consisting of spiced fish and biscuits. As the sun goes down the sailors partake in some libations and carousing before turning in. Berennock summons up a strong wind using the *favorable wind* spell (see *DM Aid: New Rules*), and he is basically the only one on deck until the sun comes up in the morning. Likely the PCs will wish to set watches.

Two events occur during the evening. One is Tirandaz and a couple of sailors dumping cargo over the side of the Red Witch. This occurs around 11 PM, in modern parlance, and will likely occur during the PC's first watch (assuming a standard three watch system).

The other event that occurs is an attack by undead creatures. This occurs around 1 AM, in modern parlance, and will likely occur during the PC's second watch (assuming a standard three watch system).

Dumping Bodies

Tirandaz has accepted a large sum of money to take cargo aboard the Red Witch, and toss it over the side near the center of the Lake. What he does not know is that the contents of this cargo are corpses, humans and humanoids who have succumbed to a disease called the Mark of the Black Hand.

PCs that succeed at a Spot check (DC 15) notice that a few figures are moving about around the stern of the deck. PCs who fail the Spot check can then attempt a Listen check (DC 5) to hear the sound of cargo hitting the surface of the water.

PCs who investigate will find Tirandaz and two members of the crew dumping curious long crates over the side of the ship. Tirandaz will sheepishly admit that he took on this job to make some extra money, he doesn't know what's in the crates or why he's supposed to dump them, and he doesn't really care. He was afraid to let the Captain know about this, since he knew Emad would demand a large share of the payment.

Tirandaz will object, but not prevent the PCs from opening up the crates. If they open the crate, read or paraphrase the following:

Cracking open the crate you are immediately confronted with a stomach-turning effluvia. Your watering eyes fall upon a pile of blue blankets. You briefly wonder how blankets could come to bear

such a repugnant stench when you move them aside to reveal the image of a recently deceased human woman. Warped and twisted, you don't have to spend a moment in study to see that her sickly-pale skin is covered in horrific black pock marks that ooze forth greenish pus. You feel that you can't think of anything worse until you notice other corpses in this crate, stuffed like sausages in this wooden box.

Keep track of any PC that comes within 5 feet of one of the crates. At the end of the adventure have them make a Fortitude save (DC 15). If they fail they receive the "Mark of the Black Hand" item on the AR.

Tirandaz will deny knowing of the contents of the crates. If asked about whom it was that hired him, Tirandaz will speak of a non-descript human male who arranged the job. Payment was up front. He was instructed to pick up these crates, and dump them into the lake.

If told about this event, Captain Emad will be furious. He vows to dismiss Tirandaz at the first opportunity.

The Undead Attack

An unseen intelligence is directing the monsters of Lake Hasra, and it wishes to destroy this ship. More on this dark being will be revealed in further Bissel regional scenarios. In the meantime, several undead are dispatched to wreck havoc aboard the Red Witch.

APL 2 (EL 4)

➤ **Advanced Lacedon Ranger (2):** hp 33; see Appendix 1.

APL 4 (EL 6)

➤ **Advanced Spellstitched Lacedon Ranger (2):** hp 33; see Appendix 2.

➤ **Shadow:** hp 27; see *Monster Manual*, page 221.

APL 6 (EL 8)

➤ **Advanced Spellstitched Lacedon Ranger (2):** hp 33; see Appendix 3.

➤ **Wraith:** hp 45; see *Monster Manual*, page 258.

➤ **Quell (2):** hp 45; see *DM Aid: New Rules*.

APL 8 (EL 10)

➤ **Huge Water Necromental:** hp 144; see Appendix 4.

➤ **Wraith:** hp 45; see *Monster Manual*, page 258.

➤ **Quell (4):** hp 45; see *DM Aid: New Rules*.

APL 10 (EL 12)

➤ **Huge Water Necromental:** hp 144; see Appendix 5.

➤ **Dread Wraith:** hp 144; see *Monster Manual*, page 258.

➤ **Advanced Quell:** hp 90; see Appendix 5.

APL 12 (EL 14)

➤ **Huge Water Necromental (2):** hp 144; see Appendix 6.

➤ **Dread Wraith (2):** hp 144; see *Monster Manual*, page 258.

➤ **Advanced Quell (2):** hp 90; see Appendix 6.

Tactics: At APLs 2 - 6, lacedons will swim to opposite sides of the Red Witch and climb aboard in an effort to catch whoever is on watch by surprise. Have the PCs on watch roll opposed Spot checks against the lacedon's Hide checks and resolve surprise as normal. The spellstitched lacedons have mage armor precast, one will wade into combat while the other casts shocking grasp with the intent of delivering the spell as part of a claw attack. Then they will switch. The incorporeal attacker (a shadow at APL 4, a wraith at APL 6) will wade in as soon as possible, attacking from cover if possible. The quells at APL 6 will attempt to shut down divine casters on round one, though they will stay a fair distance away.

At APLs 8 - 12, the water necromentals are hiding beneath the ship. Unseen below the surface, they will cause the ship to lean, forcing all PCs on deck to succeed at a Balance check (DC 22) or fall into the water. PCs can add +2 to this check due to the railing around the deck, but PCs on the deck who were asleep when the necromentals attacked apply a -2 to their check (no check is needed to see if they wake up, that is assumed).

The necromentals attack PCs who fell into the water while the wraith(s) wade in to attack, spring attacking as possible. The quells will attempt to shut down divine casters on round one, though they will stay a fair distance away.

Development: No other events occur during the night of the ship, though when morning comes the PCs are in for a nasty surprise. Once morning of the second day arrives, continue with Encounter Five.

ENCOUNTER 5: SNAKES ON A BOAT

Estimated Time: 5 minutes

This encounter deals with the PCs arrival to a camp of thieves and saboteurs located on the western edge of Lake Hasra. The thieves and saboteurs are part of a crew know as the Copperheads, who have a loose connection to the Thieves' Guild in Dountham. The Copperheads are lead by Captain Malachar Pastesi, an honorable rogue who sees himself as something of a freedom fighter.

Berennock, the Night Pilot on the Red Witch, is an infiltrator from the Copperheads and has orders from Captain Malachar to pilot the Red Witch toward the Copperhead's camp. Unbeknownst to the crew or the

PCs, Berennock does exactly this. The signs of this betrayal begin to occur right before sunrise. Determine which PCs are awake at this point (likely those on “last watch”), then read or paraphrase the following:

The sky begins to turn from black to a dark-blue – indicating that the sun will soon crest over the horizon to signal the start of a new day. The Red Witch has begun to sail through a narrow finger of the lake; you’d guess that about 50 feet separates each side of the ship from the heavily forested shore on either side of you. With a combination of both skill at the rudder and an intense concentration on his wind magic, Berennock threads the large keelboat through the channel.

Lady Abia looks from shore to shore and speaks with a detached voice, to no one in particular.

“I have seen this all in a vision. Now is the time when we are to be betrayed.”

Allow the PCs a moment to digest that proclamation. They may question Lady Abia about her vision, but she cannot be more specific.

First Mate Tirandaz arrives on deck, looking with narrow eyes at the landscape. His large hand nervously floats around the scimitar attached to his belt, but never touches the hilt.

There is a tight turn in the channel ahead, and Berennock, his face lined with intense concentration, begins maneuvering the Red Witch through it.

Ask the PCs who are awake and on deck for actions. PCs may forgo their opportunity to watch the shore to go awaken their sleeping fellows.

PCs that remain on deck, and succeed at a Spot Check (DC 20) receive the following information:

As the Red Witch inches her way through the turn in the channel, you spy that shore now surrounds you on three sides!

If the PCs spot the trap, allow them a round of actions to react. Regardless, Tirandaz notices it and tries to warn his crew. Read or paraphrase the following:

The first mate Tirandaz cries out, “It’s a cul-de-sac ahead!” Forest now surrounds the Red Witch on three sides with no way out but backwards. The shouts of scores of unseen voices come from the trees all around the ship.

There is the sudden scent of ozone, and a figure appears on deck. Wearing what appear to be simple forester’s clothes, the intruder throws back the hood of his black cloak to reveal a handsome Oeridian face smeared with streaks of copper-colored paint. A quick glance shows that his only visible weapon is the rapier at his side.

PCs that succeed at a Spellcraft check (DC 29) can tell that the figure arrived via a *dimension door* spell.

“Ahoy there,” the man says with a smile. “Permission to... ah, be aboard.”

First Mate Tirandaz simply looks at the stranger, still stunned by the surprise entrance.

“Easy there, friend. I’ll be requestin’ that you keep yer hands off yer blades. I’m not here for hurtin’ you or stealin’ yours, but my mates in the trees will do what they can to protect me. I’m sure yours would do the same.”

“Captain Malachar Pastesi, that’s the name. I am here for an audience with the Lady Mediator. I’d like the representative of the Margrave’s Council to tour my humble camp and hear our pleas before this Lake is given up to those voracious scallywags and their purse-pinchin’ thugs. Of course, I don’t expect the Lady to travel without her protectors, and once our visit is completed we can all be on our way.”

“Now I’m not a man used to asking for what I want, but I know that the Lady is no tool of the merchants – and to be treated with honor.”

Captain Malachar Pastesi can relate the following information, if questioned:

- Captain Malachar Pastesi heads a crew of “revolutionaries” called the Copperheads. If pressed, Captain Malachar will admit that his men are mostly thieves and saboteurs, but good men nonetheless.
- Members of the Thieves’ Guild of Dountham meta-org will recognize the name Malachar Pastesi as a cell leader within the Thieves’ Guild. PC members of this meta-org who succeed at a Bluff check (DC 15) can transmit through innuendo and body language that they are members of the Thieves’ Guild. Captain Malachar will tell these PCs - again through innuendo and body language - that he is here with the blessing of the Thieves’ Guild’s leader.
- Captain Malachar will insist that Lady Abia stay in their camp for a just a day, and that she can be escorted out by her protectors in the morning. He needs Lady Abia to do more than hear his words; he has to show her first hand the atrocities of the Shaela River Trading Company.
- If the PCs ask whether or not they have to give up their weapons, Captain Malachar will scoff as if they are feeble-minded. “Of course I expect you to keep yer weapons – you’re here to be protectin’ the Lady. And I expect you to protect yourself if attacked, just as I expect my men to protect themselves if they are attacked. But since we’re all under a flag of truce, I’m not expectin’ any violence - if you catch my meaning.”

- If asked, he will not admit that Berennock is one of his men. The pilot is too valuable a plant to compromise now. Captain Malachar will simply tell the PCs that he manipulated the universe with his reality-altering powers.

After allowing some interaction with the PCs and Captain Malachar, Lady Abia will give her answer to his request.

After a moment of quiet contemplation, Lady Abia Sanoose finally speaks. "Captain Malachar, while I do not agree with your methods – I foresee no harm will befall me if I accept. I will visit your camp and hear your appeal, but I must remind you Captain: freedom and captivity are the same and captors can quickly find themselves captives as they are in fact the same."

After a staring briefly at Lady Abia, Captain Malachar's only response to this is one word: "Huh." With a loud whistle, he then vanishes from sight.

The PCs have time to gather what belongings they wish to bring with them - likely everything they've brought on the adventure - before rowboats are sent to pick them up. The rowboats are piloted by Copperheads - men dressed very like Captain Malachar all with copper-colored paint smeared in streaks across their faces.

Lady Abia will request help getting into the rowboat, and once the PCs have boarded they will be rowed to the shore to their visit of the Copperhead's Camp. Captain Emad will also be taken as a visitor to the camp. The crew of the Red Witch, including first mate Tirandaz, will remain on the boat with some Copperheads to keep them company.

Once the PCs are onboard a rowboat with Lady Abia making their way to shore, proceed to Encounter Six.

All APLs

☛ **Captain Malachar Patesi:** Male human (Bos) Brd10/DrdP2 (Bluff +17, Sense Motive +12); AL CG.

ENCOUNTER 6: WELCOME TO CAMP COPPERHEAD

Estimated Time: 5 minute

This encounter deals with the PCs' arrival the camp on the shore of Lake Hasra where the Copperheads, a gang of thieves and saboteurs, are based. The PCs tour the camp and get a feeling for the grievances of the Copperheads.

When you are ready to proceed, read or paraphrase the following:

The Copperheads land the rowboats on the shore where they are greeted by more of the thieves garbed in the forester's attire. You and your party, including Lady Abia Sanoose, are escorted into a

clearing about 50 yards from the lake shore where a number of tents mingle with what can only be described as hastily-constructed shacks. A number of men and women bustle about here, some working at forging weaponry, others stoke cooking fires.

The Copperheads will provide the PCs will a morning meal if they wish to partake. There is little time before they are greeted by Captain Malachar, who is ready to show them around his camp. However, Malachar will be polite and allow the PCs to finish their meal before conducting his tour. When the PCs are ready to tour, read or paraphrase the following:

Captain Malachar begins to lead you around the camp, which is much larger than you first realized. Doing a quick count you'd guess that slightly less than a hundred humans are camped here, with a smattering of humanoids present as well. All told you guess that the Copperheads number at about 120, and all seem combat-trained.

As he leads you around, Captain Malachar freely admits to having orchestrated the disappearance of supplies needed for Shaela River Trading Company's operation at New Clunther. He even introduces you to a few of the saboteurs he's used to delay ship productions, and makes a veiled reference to his willingness to begin open piracy on the lake to stop ships if he has to.

Still, Malachar describes these crimes as small compared to the larger crime that the Shaela River Trading Company perpetrates on the common people. In his view, the contracts of the Shaela River Trading Company indenture a worker unfairly, and wages are so low that few laborers can realize their dream having a simple home to raise a family. Most wind up indebted to Shaela River Trading Company, thanks to the actuarial penalties ascribed by their allies in the Church of Zilchus.

"But evidence of their greatest crime," shouts Captain Malachar, "lies dying in that shack right over there. The Shaela River Trading Company has been involved in a campaign to poison the common man, anyone ready to fight against their avarice. The casualties are inside, in agony from the poisons of their avarice."

You note that this shack is a great distance from the rest of the camp, and as you approach a woman exits. "Our healer," says Captain Malachar, "Come I'll introduce you." The woman wears a cloth bandana over her nose and mouth, but you note immediately that she is not like the other Copperheads in the camp. She is dressed in blue and green clerical robes, and ears with slight points peak from her long, dark hair. As she approaches your group to a speaking distance, she removes the bandana and you recognize Mehri la'Feyvim, cleric of Geshtai.

At this point, Mehri la'Feyvim can relate the following information:

- If accused of running a deception, Mehri will admit that she has lied about not being involved in the sabotage of the Shaela River Trading Company's operations in New Clunther. She claims it is for the greater good, as she knows that the Shaela River Trading Company is deliberately poisoning commoners and using Lake Hasra to dispose of the evidence.
- The effects of the poison are quite disturbing: those affected by it experience a great fever and soreness about their body. Then black splotches appear on their body. These splotches turn into seeping lesions in a matter of days. Mehri is not sure how the poison enters the system of the afflicted, but she has had some success in treating the symptoms. However, she's had to bury three patients so far, for the poison is ultimately fatal.
- Mehri will admit to having contact with the Thieves' Guild of Dountham in order to bring the Copperheads here to combat the Shaela River Trading Company's efforts in New Clunther. She will also admit that bringing Prwyn and the druids from the Way of the Root to openly protest the Shaela River Trading Company was her idea as well, though Prwyn is unaware of the existence of the Copperheads.
- She will deny that the Church of Geshtai is involved and that it is her alone that has been orchestrating the resistance against the Shaela River Trading Company's efforts on Lake Hasra. She will claim that she has been doing this to protect the sanctity of Lake Hasra, though she has now found a higher calling: finding a way to cure those who have been poisoned by the Shaela River Trading Company.

If the PCs wish, they can enter the shack will the sick are housed. If they do so, read or paraphrase the following:

It is very dark in the shack where the sick are housed, as thick curtains block light from the few windows constructing into this one room building. About a dozen beds are pushed against either wall, with all but two occupied by bodies clearly in agony. Examining further you note the symptoms that Mehri described, black splotches on the skin some of which are seeping with a sickly pus.

Keep track of any PC who enters this building. At the end of the adventure have them make a Fortitude save (DC 15). If they fail they receive the "Mark of the Black Hand" item on the AR.

PCs that played BIS6-02 *Seeking Refuge* will recognize the symptoms as being the very same as those of the "Mark of the Black Hand." PCs may even know that the

afflicted are not being poisoned, but are under the effect of some mysterious disease. Mehri will be receptive to this idea, but will still believe that the Shaela River Trading Company is involved. Captain Malachar will refuse this idea, and insist that some type of poison is being used. PCs that opened the crate in Encounter 4 will recognize the bodies as having the same lesions, but will not have an explanation.

After the tour, Lady Abia Sanoose (who has been silent since entering the camp) will request some time to meditate alone. Captain Malachar will lead the Lady and the PCs to their quarters, a sturdy two-room shack with a single, well-built door as the only entrance. The Lady will request that one of the rooms be hers, and that she not be disturbed as she meditates. The PCs are free to do whatever they wish for the rest of the day, but are urged to remember that guarding Lady Abia should be their primary concern. For that reason they should remain in the camp. As long as they remain in the camp they are in no danger, and will be fed and the Copperheads will treat PCs well and with respect.

The PCs may begin to hatch elaborate schemes to escape the encampment. Don't allow them to get bogged down in this, as it will be time consuming and eat into time needed for the rest of the adventure. Note that they are always under watch by a Copperhead, one for each PC. If a PC finds a reasonable method of leaving the camp, then they can exit the adventure at this point. By doing this they will miss out on the challenges and rewards presented in the final parts of the module.

ENCOUNTER 7: BLADES IN THE SHADOWS

Estimated Time: 45 minutes

This encounter occurs during the night that the PCs stay in the Copperhead's camp. At around midnight, unknown assailants, members of a strange race, attack Mehri la'Feyvim. Mehri spent most of the night tending to the sick and diseased and was just leaving the camp's infirmary when she is ambushed. What motivation Mehri's assailants have in attacking her is unknown at this point.

When attacked, Mehri flees for her life, getting close to the shack where the PCs are staying. Depending on the PCs' location, they will need to make either Listen checks or Spot checks to realize what's going on.

Likely the PCs have set watches during their night among the copperheads. Those awake and on watch at around midnight (likely the second watch for most parties) have them roll listen checks if they are inside their shack. Awake PCs who succeed at a Listen check (DC 8 + APL) hear a woman's scream come from outside the shack.

PCs standing watch outside the shack can also make a Spot check in addition to the listen check described

above. Awake PCs who succeed at a Spot check (DC 12 + APL) see the form of a woman in the shadows running toward their shack. They then see the flash of a blade and see her form fall to the ground.

Refer to DM Aid: Map #4 – Final Combat. The PCs exit the shack at the appropriate spot. Mehri la’Feyvim, unconscious but not dead, lies bleeding in a square adjacent to both assailants (assuming there are two combatants). Once the PCs move to investigate, read or paraphrase the following:

The unknown assailant who struck at the woman appears to be a bald human man dressed in chain shirt armor and wielding a wicked looking falchion. Once he notices you, he steels himself ready for battle. You note the symbol of a black lotus blossom hanging on a pendant around his neck. You are surprised when your foe gives you a look of determination, and a number of curious glowing symbols appear around your foe’s head, circling in a strange arcane orbit.

APL 2 (EL 3)

☛ Duskwatcher Grunt: hp 24; see Appendix 1.

APL 4 (EL 5)

☛ Duskwatcher Grunt (2): hp 24; see Appendix 2.

APL 6 (EL 7)

☛ Duskwatcher Soldier (2): hp 38; see Appendix 3.

APL 8 (EL 9)

☛ Duskwatcher Specialist (2): hp 50; see Appendix 4.

APL 10 (EL 11)

☛ Duskwatcher Officer (2): hp 62; see Appendix 5.

APL 12 (EL 13)

☛ Duskwatcher Veteran (2): hp 105; see Appendix 6.

Tactics: If the Illumian(s) are not engaged in melee within the first round of combat, their action is to slay Mehri la’Feyvim. Otherwise, their tactics are simple, utilizing buffs when appropriate, though a number of their spells have been precast. Otherwise they chop away with their falchions, focusing on PCs who pose the greatest threat first.

The Illumians fight to the death. If the PCs somehow find a way to subdue the Illumians in order to question them, they bite down on a special false tooth that releases an instantly fatal poison.

Treasure:

APL 2: L: 19 gp, C: 0 gp, M: *amulet of natural armor +1* (166 gp), *Illumian translation of March Palantine* (16 gp)

APL 4: L: 38 gp, C: 0 gp, M: *amulet of natural armor +1* x2 (332 gp), *Illumian translation of March Palantine* x2 (32 gp)

APL 6: L: 52 gp, C: 0 gp, M: *amulet of natural armor +1* x2 (332 gp), *cloak of resistance +1* x2 (166 gp), *wand of cure light wounds* (20 charges) x2 (50 gp), *Illumian translation of March Palantine* x2 (32 gp)

APL 8: L: 3 gp, C: 0 gp, M: *+1 falchion* x2 (394 gp), *+1 chain shirt* x2 (208 gp), *amulet of natural armor +1* x2 (332 gp), *cloak of resistance +1* x2 (166 gp), *wand of cure light wounds* (20 charges) x2 (50 gp), *Illumian translation of March Palantine* x2 (32 gp)

APL 10: L: 3 gp, C: 0 gp, M: *+1 falchion* x2 (394 gp), *+1 mithral breastplate* x2 (866 gp), *amulet of natural armor +1* x2 (332 gp), *cloak of resistance +1* x2 (166 gp), *wand of cure light wounds* (20 charges) x2 (50 gp), *wand of silence* (10 charges) x2 (750 gp), *Illumian translation of March Palantine* x2 (32 gp)

APL 12: L: 3 gp, C: 0 gp, M: *+1 keen falchion* x2 (1394 gp), *+2 mithral breastplate* x2 (1366 gp), *amulet of natural armor +1* x2 (332 gp), *cloak of resistance +1* x2 (166 gp), *wand of cure light wounds* (20 charges) x2 (50 gp), *wand of silence* (10 charges) x2 (750 gp), *Illumian translation of March Palantine* x2 (32 gp)

Development: When the last Illumian dies it lets out a final utterance, a process by which a dead illumian releases the stored magical language that makes up its existence. During the final utterance, strange ululating Illumian syllables – usually gibberish, but occasionally a prophetic phrase or a final curse on the Illumian’s enemies - emanates from the Illumian’s body. In this case, the final utterance could be of grave importance to the PCs. Unfortunately, it’s likely that none of the PCs possess an understanding of the Illumian language.

As your foe falls dead to your feet you begin to hear words, strangely disembodied but nonetheless emanating from your fallen enemy. A mere whisper at first, the bizarre and arcane syllables fill you with a sense of awe, and of dread.

If a PC has some ability to comprehend the Illumian language (likely through some magical effect) read the following:

The translation of the words comes to you as your listen, though the meaning is not as certain.

Crumbling to dust, rusted and weak

The Rook tumbles to the ground

Ruined, broken, lifeless, silent.

The legacy of the Black casts long shadows

From the mountains to the dale, yet the darkest

Shadows are cast from the brightest of lights.

Fear follows pain, justice follows fear. The eyes of us

All wait for your death. It will not be long now.

If Mehri survived, she will not know anything of her attackers, and will not be able to identify even what race they were. She has no idea why they attacked her. If PCs were able to save Mehri they receive the Favor of Mehri la'Feyvim item on their AR.

Once the PCs have disposed of their opponents, proceed to Encounter 8.

ENCOUNTER 8: PALAVER? I HARDLY KNEW HER!

Estimated Time: 15 minutes

In this encounter, Lady Abia Sanoose shares a meal in the camp of the Copperheads, and they have a brief meeting with representatives of both sides of the conflict around Lake Hasra. The PCs have a chance to voice their opinions about the matter. This encounter takes place on the morning after coming to the Copperhead's camp.

Just as the first sunrays cross over the horizon, Lady Abia Sanoose is up and outside going through what appears to be some sort of ritualistic exercise routine. Her movements are slow and fluid and seem to push the boundaries of human flexibility.

Once she has finished, Lady Abia announces that it would be wise to get a morning meal before departing this place.

The PCs may be in more of a hurry that Lady Abia to depart. Do not allow them to pressure Lady Abia into leaving early, if necessary the noblewoman will insist on having a meal and one last appraisal of the people here. When the matter is settled, read or paraphrase the following:

You accompany the Lady Abia toward a large pavilion where the Copperheads share in meals. The scents of smoked meats and fresh breads are immediately perceptible within a 20-yard radius of the pavilion. Coming under the tent, you note that only about a quarter of the camps population is here. Most of them bow low with deference at the approach of Lady Abia, and many of them give you and your companions looks of respect.

A few minutes after you are seated and enjoying your food you are joined by Captain Malachar, leader of the Copperheads. He pulls up a chair and begins to speak: "Beggin' your pardon milady, but you can be seein' the damages that the Shaela River Trading Company has caused this lake. They only exist line their silk coated pockets by exploitin' Lake Hasra and the decent folk they've deceived into signin' away their freedom. Surely you see that?"

"This is nonsense," says another voice, this one belonging to the well-mannered Captain Emad, captain of the Red Witch of Pellak. He continues: "This man is a brigand and a rogue. The Shaela River Trading Company is providing jobs and wages to those who need them most. They're developing this lake into a place of prosperity for the March of Bissel. I may be a newcomer to these lands, but I was under the impression that Bissel survived through trade. The honest workers of New Clunther shouldn't have to suffer in fear of these so-called Copperheads."

Lady Abia ponders the words of both men before locking her gaze on you. She speaks saying, "You have been my traveling escorts for only a short while, but I have come to value your company. What do you make of the dispute here?"

Lady Abia will be interested in hearing from each PC, no matter how dense they may be. Have each player give their PC's opinion of the matter; let no one slide by without providing a comment.

If time allows, have Lady Abia respond to the PC's comments with arguments of her own. In each case, she will play devil's advocate and argue the opposite view of the PC. A successful Sense Motive check (DC 18) allows the PC to know Lady Abia may hold what she is saying as her own views, but that she is merely playing devil's advocate.

Below is listed some talking points for each side of the dispute:

In favor of the Shaela River Trading Company:

- Trade drives Bissel's economy. Without a steady flow of goods traversing the lands, all Bissel's people, rich or poor, will suffer the consequences. The efforts of the Shaela River Trading Company in New Clunther will stimulate trade quickly in the sluggish post-war market.
- The efforts of the Shaela River Trading Company are providing jobs for close to 200 people at this point. Loriti Lorgrave cautiously estimates that within a year the population of New Clunther could quintuple if the shipping business is allowed to go forward. A post-war Bissel needs new opportunities for its people if it is to recover.
- The dumping of dead bodies into the lake is obviously a distasteful practice, and probably something that has gone on without the consent or knowledge of the leaders of New Clunther. If they knew the practice, I'm sure they would make sure that it did not continue.
- Obviously Lake Hasra is to be respected and revered, but keeping the lake a monument while the people of Bissel starve is a ludicrous position. Every effort to contribute to the prosperity of the people must take

priority over conserving the lake as some kind of sentimental monument.

Against the Shaela River Trading Company:

- Trade through the March doesn't depend on the shipping activities in New Clunther. The Shaela River Trading Company can find alternative trading routes.
- The future that the Shaela River Trading Company presents to the common people is one of indentured servitude. Most peasants won't ever see their dream of having a home since their wages are too small and they'll be far too indebted to the Company store.
- Lake Hasra is the result of a cataclysm that caused the death of close to 3000 people. Developing the lake for mercantile gain is an insult to the memory of the dead.
- Using the lake as a dumping ground for the dead peasants exploited by the Shaela River Trading Company is indicative of the disrespect the merchants feel toward Lake Hasra.

Once you have gotten the views of all the PCs, it's time to leave Camp Copperhead. Captain Malachar will order his men to help the *Red Witch* out of the cul-de-sac - at which point, Captain Emad will pilot the ship back to New Clunther. Proceed to the Conclusion.

CONCLUSION: END OF THE ROAD

Estimated Time: 5 minutes

The conclusion in this adventure is very dependant on what the PCs do after their voyage on the *Red Witch* of Pellak.

Having completed your voyage on the Red Witch, Lady Abia turns to you, her usual blank stare instead a thoughtful look. "I believe I have gathered all the information I need to make a reasonable recommendation to the Margrave's Council. Would your group be available to escort me back to Thornward?"

The PCs are free to decline or not. Lady Abia will not comment on the content of her recommendation.

If the PCs wish to let Holy Clerk Loriti Lorgrave know that her ships are being used to dump diseased bodies into Lake Hasra, read or paraphrase the following:

The Holy Clerk narrows her eyes, obviously angered by the information you have presented to her. "This is the most distasteful corruption of my mission here. I will deal with this internally. Discuss this information with no one else."

If the PCs decide to reveal to any authority figures (i.e. local barons, Army officers, direct line to Heironeous

himself) the information; to wit, that diseased bodies are being dumped into Lake Hasra off Shaela River Trading Company ships, then the PCs receive the *Sued!* item on the AR.

When all is said and done, read or paraphrase the following:

Your time in New Clunther at an end, you can't help but wonder at the future of the dispute. New Clunther may become a new battleground between rival factions, or the issue may be resolved and the community becomes a beacon of hope during the reconstruction of the march. Hopefully Bissel's leaders will steer the ship of state on the right course.

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 1: The Lady... or the Outsider?

Defeat Juniphel OR Defeat Extraplanar pursuer

APL 2: 150 xp
APL 4: 210 xp
APL 6: 270 xp
APL 8: 330 xp
APL 10: 390 xp
APL 12: 450 xp

Encounter 4: Come Aboard – We're Expecting You

Defeat the undead attackers

APL 2: 120 xp
APL 4: 180 xp
APL 6: 240 xp
APL 8: 300 xp
APL 10: 360 xp
APL 12: 420 xp

Encounter 7: Blades in the Shadows

Defeat the Illumians

APL 2: 90 xp
APL 4: 150 xp
APL 6: 210 xp
APL 8: 270 xp
APL 10: 330 xp
APL 12: 390 xp

Story Award

Prevent Mehri la'Feyvim from being killed by the illumians

APL 2: 45 xp
APL 4: 68 xp
APL 6: 90 xp
APL 8: 113 xp
APL 10: 135 xp
APL 12: 158 xp

General Role-play award

APL 2: 45 xp
APL 4: 67 xp
APL 6: 90 xp
APL 8: 112 xp
APL 10: 135 xp
APL 12: 157 xp

Total possible experience

APL 2: 450 xp.
APL 4: 675 xp.
APL 6: 900 xp.
APL 8: 1,125 xp.
APL 10: 1,350 xp.
APL 12: 1,575 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 adventure, 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 1: The Lady... or the Outsider?

APL 2: L: 26 gp, C: 0 gp, M: *ring of protection* +1 (166 gp), *vest of resistance* +1 (83 gp), *The Necro-Maglona* (33 gp)

APL 4: L: 4 gp, C: 15 gp, M: *mithral shirt* (183 gp), *ring of protection* +1 (166 gp), +1 *scimitar* (385 gp), *vest of resistance* +1 (83 gp), *The Necro-Maglona* (33 gp)

APL 6: L: 4 gp, C: 23 gp, M: +1 *mithral shirt* (175 gp), *ring of protection* +1 (166 gp), +1 *scimitar* (192 gp), *vest of resistance* +2 (333 gp), *wand of inflict light wounds* (62 gp), *The Necro-Maglona* (33 gp)

APL 8: L: 4 gp, C: 6 gp, M: +2 *mithral shirt* (425 gp), *ring of protection* +1 (166 gp), *brooch of shielding* (125 gp), *cloak of charisma* +2 (333 gp), +1 *scimitar* (192 gp), *vest of resistance* +2 (333 gp), *wand of inflict light wounds* (62 gp), *The Necro-Maglona* (33 gp)

APL 10: L: 79 gp, C: 6 gp, M: +2 *mithral shirt* (425 gp), *ring of protection* +1 (166 gp), *brooch of shielding* (125 gp), *cloak of charisma* +4 (1333 gp), +1 *scimitar* (192 gp), *vest of resistance* +2 (333 gp), *wand of inflict light wounds* (62 gp), *arcane scroll of animate dead* (87 gp), *The Necro-Maglona* (33 gp)

APL 12: L: 79 gp, C: 15 gp, M: +3 *mithral shirt* (841 gp), *ring of protection* +1 (166 gp), *brooch of shielding* (125 gp), *cloak of charisma* +4 (1333 gp), +1 *scimitar* (192 gp), *vest of resistance* +3 (750 gp), *wand of inflict light wounds* (62 gp), *arcane scroll of animate dead* (87 gp), *dusty rose prism ioun stone* (416 gp), *ring of force shield* (708 gp), *The Necro-Maglona* (33 gp)

Encounter 4: Come Aboard – We're Expecting You

APL 2: L: 0 gp, C: 100 gp, M: 0 gp.

APL 4: L: 0 gp, C: 200 gp, M: 0 gp.

APL 6: L: 0 gp, C: 300 gp, M: 0 gp.

APL 8: L: 0 gp, C: 400 gp, M: 0 gp.

APL 10: L: 0 gp, C: 500 gp, M: 0 gp.

APL 12: L: 0 gp, C: 600 gp, M: 0 gp.

Encounter 7: Blades in the Shadows

APL 2: L: 19 gp, C: 0 gp, M: *amulet of natural armor* +1 (166 gp), *Illumian translation of March Palantine* (16 gp)

APL 4: L: 38 gp, C: 0 gp, M: *amulet of natural armor* +1 x2 (332 gp), *Illumian translation of March Palantine* x2 (32 gp)

APL 6: L: 52 gp, C: 0 gp, M: *amulet of natural armor* +1 x2 (332 gp), *cloak of resistance* +1 x2 (166 gp), *wand of cure light wounds* (20 charges) x2 (50 gp), *Illumian translation of March Palantine* x2 (32 gp)

APL 8: L: 3 gp, C: 0 gp, M: +1 *falchion* x2 (394 gp), +1 *chain shirt* x2 (208 gp), *amulet of natural armor* +1 x2 (332 gp), *cloak of resistance* +1 x2 (166 gp), *wand of cure light wounds* (20 charges) x2 (50 gp), *Illumian translation of March Palantine* x2 (32 gp)

APL 10: L: 3 gp, C: 0 gp, M: +1 *falchion* x2 (394 gp), +1 *mithral breastplate* x2 (866 gp), *amulet of natural armor* +1 x2 (332 gp), *cloak of resistance* +1 x2 (166 gp), *wand of cure light wounds* (20 charges) x2 (50 gp), *wand of silence* (10 charges) x2 (750 gp), *Illumian translation of March Palantine* x2 (32 gp)

APL 12: L: 3 gp, C: 0 gp, M: +1 *keen falchion* x2 (1394 gp), +2 *mithral breastplate* x2 (1366 gp), *amulet of natural armor* +1 x2 (332 gp), *cloak of resistance* +1 x2 (166 gp), *wand of cure light wounds* (20 charges) x2 (50 gp), *wand of silence* (10 charges) x2 (750 gp), *Illumian translation of March Palantine* x2 (32 gp)

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 45 gp, C: 100 gp, M: 464 gp – Total: 609 gp (450 gp).

APL 4: L: 42 gp, C: 215 gp, M: 1,214 gp – Total: 1,471 gp (650 gp).

APL 6: L: 56 gp, C: 323 gp, M: 1,541 gp – Total: 1,920 gp (900 gp).

APL 8: L: 7 gp, C: 406 gp, M: 2,851 gp – Total: 3,264 gp (1,300 gp).

APL 10: L: 82 gp, C: 506 gp, M: 5,346 gp – Total: 5,934 gp (2,300 gp).

APL 12: L: 82 gp, C: 615 gp, M: 8,803 gp – Total: 9,500 gp (3,300 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

☛ **Parish Connection:** A current member of the Church of Fharlanghn, Geshtai, Rao, Zilchus or Order of the Serene Thought metaorganization at the beginning of this adventure, you have done a great service by helping to solve the dispute at Lake Hasra.

Connections in your organization (for Church members) grant you access (Frequency: Regional) to purchase the following items: *vest of resistance* +1 to +3

(*Complete Arcane*), *cloak of charisma* +4, *wand of silence* (CL 3rd). You also gain access to the Sanctify Water feat (*Stormwrack*).

Connections in your organization (for the Order of the Serene Thought members) grant you access (Frequency: Regional) to purchase the following items: *vest of resistance* +1 to +2 (*Complete Arcane*), *brooch of shielding*, *ioun stone* (*dusty rose prism*), *ring of force shield*. You also gain access to the Curling Wave Strike feat (*Stormwrack*).

☛ **Honor Among Thieves:** A current member of the Thieves Guild of Dountham metaorganization at the beginning of this adventure, you have made contact with the Copperhead faction of the guild, who grant you access (Frequency: Regional) to purchase the following items: *mithral chain shirt*, +1 to +3 *mithral chain shirt*, *brooch of shielding*, *ring of force shield*. You also gain access to the Aquatic Shot feat (*Stormwrack*).

☛ **Favor of Mehri la'Feyvim:** You have saved the life of Waterbearer Mehri la'Feyvim, and she is eager to help you in the future. If your PC becomes infected with the *Mark of the Black Hand*, then you can spend this favor to move your PC back to Stage 1 of the disease no matter which stage you are currently at. Mark this favor as USED when it is expended.

☛ **The Necro-Maglona:** These strange scrolls detail a number of horrid necromantic rituals and are likely written in Evard's own hand. By spending 2 additional TUs to study these scrolls, you gain access to one of the following feats: *Black Lore of Moil* (*Complete Arcane*) or *Tomb-Tainted Soul* (*Libris Mortis*). You must keep the scrolls with you at all times if you wish to use the benefits of these feats. As an alternative, you can turn in these scrolls over to the Nightwatch as proof of your fervent hatred for necromancers. In return, the Nightwatch offers you special training. By spending 2 additional TUs studying with Nightwatch officers, you gain access to one of the following feats: *Sacred Vitality* or *Energize Spell* (*Libris Mortis*). *Market Price:* 400 gp. *Weight:* –.

☛ **Illumian Translation of *March Palantine*:** This strange book seems to be a copy of the famous history of Bissel translated into the complex language of the Illumians. By spending 2 additional TUs, you may spend skill points to learn the *Speak Language* [Illumian] skill. *Market Price:* 200 gp; *Weight:* 3 lbs.

☛ **Sued:** In direct violation of your non-disclosure clause, you have informed notable authority figures of specific instances that occurred aboard a ship operated by the Shaela River Trading Company – which then formally brings suit against you before a lawful magistrate. You immediately lose 2 additional TUs and 200 gp in punitive damages unless you succeed at a Diplomacy check (DC 25), in which case you only lose 1 additional TU (no gp loss).

☛ **Mark of the Black Hand:**

You have been stricken by a mysterious ailment that has been creeping across the March of Bissel. Rumor has it that this illness is the final legacy of Evard the Necromancer.

You immediately begin at Stage 1 of this disease. At the end of each adventure, you must succeed at a Fort save (DC 15) or progress to the next stage of the illness. This should be noted on the Adventure Record for which you fail the save as well as to the right. The effects of the stages are cumulative.

This illness does not affect characters that are immune to magical diseases (such as paladins with the divine health class ability). Currently, it can only be successfully removed by the most powerful of magics (*wish* or *miracle*).

The various stages of the disease are listed to the right:

Stage 1: Your skin is covered in small black pocks that resemble hands. This gives you a -2 penalty to all Gather Information and Diplomacy checks if they are visible (not masked by illusions or disguises). The pocks radiate slight conjuration magic.

Stage 2: More of the pocks appear on your skin. You become heat-intolerant from the disease. You take a -4 penalty on all saving throws against heat or fire.

Advanced to Stage 2 on Adventure Record _____

Stage 3: The pocks ooze greenish puss that smells like decaying flesh. Living creatures within 5 feet of this PC must succeed on a Fort save (DC 10) or be sickened for 1d4 minutes. The pocks now radiate moderate conjuration magic.

Advanced to Stage 3 on Adventure Record _____

Stage 4: The whites of your eyes turn a sickly yellow. You become light-sensitive, dazzled in bright sunlight or within the radius of a *daylight* spell.

Advanced to Stage 4 on Adventure Record _____

Stage 5: Your skin takes on a dull, pallid appearance, and your joints stiffen. Being reduced to below 50% of your maximum hp automatically causes you to become fatigued. The pocks now radiate strong conjuration magic.

Advanced to Stage 5 on Adventure Record _____

Stage 6: Contact the Bissel Triad if you reach this stage. Your PC is removed from play until further notice.

Advanced to Stage 6 on Adventure Record _____

Item Access

APL 2:

- *Illumian Translation of March Palantine* (Adventure; See Above)

- *The Necro-Maglona* (Adventure; See Above)
- *Vest of Resistance +1* (Adventure; Complete Arcane)

APL 4 (all of APL 2 plus the following):

- *Mithral Chain Shirt* (Adventure; *Dungeon Master's Guide*)

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

- +1 *Mithral Chain Shirt* (Adventure; *Dungeon Master's Guide*)
- *Vest of Resistance +2* (Adventure; Complete Arcane)
- *Wand of Cure Light Wounds* (CL 1st; Adventure; *Dungeon Master's Guide*)
- *Wand of Inflict Light Wounds* (CL 1st; Adventure; *Dungeon Master's Guide*)

APL 8 (all of APLs 2, 4, 6 plus the following):

- +2 *Mithral Chain Shirt* (Adventure; *Dungeon Master's Guide*)
- *Brooch of Shielding* (Adventure; *Dungeon Master's Guide*)

APL 10 (all of APLs 2, 4, 6, 8 plus the following):

- +1 *Mithral Breastplate* (Adventure; *Dungeon Master's Guide*)
- *Arcane Scroll of Animate Dead* (CL 7th; Adventure; *Dungeon Master's Guide*)
- *Cloak of Charisma +4* (Adventure; *Dungeon Master's Guide*)
- *Wand of Silence* (CL 3rd; Adventure; *Dungeon Master's Guide*)

APL 12 (all of APLs 2, 4, 6, 8, 10 plus the following):

- +1 *Keen Falchion* (Adventure; *Dungeon Master's Guide*)
- +2 *Mithral Breastplate* (Adventure; *Dungeon Master's Guide*)
- +3 *Mithral Chain Shirt* (Adventure; *Dungeon Master's Guide*)
- *Ioun Stone, Dusty Rose Prism* (Adventure; *Dungeon Master's Guide*)
- *Ring of Force Shield* (Adventure; *Dungeon Master's Guide*)
- *Vest of Resistance +3* (Adventure; Complete Arcane)

APPENDIX 1 – APL 2

ENCOUNTER 1

Juniphel, Female human DrN5: Medium humanoid (human); CR 5; HD 5d6+15; hp 37; Init +5; Spd 30 ft.; AC 17, touch 13, flat-footed 15 (+4 armor, +2 Dex, +1 deflection); Base Atk/Grp: +2/+3; Atk +3 melee touch (charnal touch) or +3 melee (1d6/18-20 x2, scimitar) or +3 ranged (1d8/19-20 x2, light crossbow); Full Atk: +3 melee touch (charnal touch) or +3 melee (1d6/18-20 x2, scimitar) or +3 ranged (1d8/19-20 x2, light crossbow); SA charnal touch, negative energy burst 1/day, fear aura; SQ rebuke undead, lich body, mental bastion, spells; AL NE; SV Fort +4, Ref +2, Will +3; Str 12, Dex 12, Con 16, Int 10, Wis 8, Cha 16.

Skills & Feats: Bluff +11, Concentration +11, Decipher Script +2, Knowledge [arcana] +2, Knowledge [religion] +2, Spellcraft +2; Improved Initiative, Tomb-Tainted Soul*

Charnal Touch (Su): Negative energy flows through a dread necromancer's body, concentrating in her hands. At will, but no more than once per round, she can make a melee touch attack against a living foe that deals 1d8 points of damage, +1 per four class levels. This touch heals undead creatures, restoring 1 hit point per touch, +1 per four class levels.

A dread necromancer can use the *spectral hand* spell to deliver this attack from a distance.

Rebuke Undead (Su): A dread necromancer can rebuke or command undead creatures by channeling negative energy through her body. See the cleric class feature described on page 33 of the Player's Handbook.

Lich Body: Starting at 2nd level, a dread necromancer begins her journey into undeath. The first symptom is her body's increased resilience to physical harm. She gains DR 2/bludgeoning and magic. As the dread necromancer increases in level, this DR increases in effectiveness, to DR 4 at 7th level, DR 6 at 11th level, and DR 8 at 15th level.

Negative Energy Burst (Su): Beginning at 3rd level, a dread necromancer gains the ability to emit a burst of negative energy from her body, harming living creatures within 5 feet of her. This burst deals 1d4 points of damage per class level. A successful Will save (DC 10 + ½ her class level + Cha modifier) reduces damage by half. Undead creatures within this burst are healed the same amount of hit points as the damage she deals to living creatures. A dread necromancer can use this ability once per day at 3rd level, and one additional time per day for every five levels she attains beyond third (2/day at 8th level, 3/day at 13th level, and 4/day at 18th level).

Advanced Learning (Ex): At 4th level, a dread necromancer can add a new spell to her list, representing the result of personal study and experimentation. The spell must be a cleric or wizard spell of the necromancy school, and of a level no higher than that of the highest-

level spell the dread necromancer already knows. Once a new spell is selected, it is added to that dread necromancer's spell list and can be cast just like any other spell she knows. If a spell is both a cleric spell and a wizard spell, use the lower of the two spell levels (when different) to determine what level the spell is for a dread necromancer.

A dread necromancer gains an additional new spell at 8th, 12th, 16th, and 20th level.

Juniphel has used her Advanced Learning to gain the spell *desiccate* at 4th level.

Mental Bastion: Starting at 4th level, a dread necromancer gains a +2 bonus on saving throws made to resist sleep, stunning, paralysis, poison, or disease. This bonus increases to +4 at 14th level.

Fear Aura: Beginning at 5th level, a dread necromancer radiates a 5-foot-radius aura as a free action. Enemies in the area must succeed on a Will save (DC 10 + ½ her class level + her Cha modifier) or become shaken. A creature who successfully saves cannot be affected by that dread necromancer's fear aura for 24 hours.

Languages: Common.

Dread Necromancer Spells Known (6/4; base DC = 13 + spell level): 1st – *bane*, *bestow wound**, *cause fear*^N, *chill touch*^N, *detect magic*, *detect undead*, *doom*^N, *hide from undead*, *inflict light wounds*^N, *ray of enfeeblement*^N, *summon undead I**, ~~*undetectable alignment*~~, *undetectable alignment*. 2nd – *blindness/deafness*^N, *command undead*^N, *darkness*, *death knell*^N, *desiccate**^N, ~~*false life*^N~~, *false life*^N, *gentle repose*^N, *ghoul touch*^N, *inflict moderate wounds*^N, *scare*^N, *spectral hand*^N, *summon swarm*, *summon undead II**.

Possessions: ~~*potion of barkskin* +2, *potion of cat's grace*, *ring of protection* +1, *wand of disintegration* (1 charge)~~, explorer's outfit, masterwork chain shirt, light crossbow, 20 bolts, dagger, spell component pouch, scimitar, vest of resistance +1, strange scrolls (the Necro-Maglona)

Power-Up Suite (*barkskin*, *cat's grace* (9 rounds), *false life*, *undetectable alignment*) – hp 48; Init +7; AC 21, touch 15, flat-footed 17 (+4 armor, +4 Dex, +1 deflection, +2 natural); Atk +3 melee touch (charnal touch) or +3 melee (1d6/18-20 x2, scimitar) or +5 ranged (1d8/19-20 x2, light crossbow); Full Atk: +3 melee touch (charnal touch) or +3 melee (1d6/18-20 x2, scimitar) or +5 ranged (1d8/19-20 x2, light crossbow); SV Ref +4; Dex 16.

ENCOUNTER 4

Advanced Lacedon Ranger (aquatic ghoul): Medium undead (aquatic); CR 2; HD 3d12+1d8; hp 33; Init +2; Spd 30 ft., swim 30 ft.; AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural); Base Atk/Grp: +2/+3; Atk +3 melee (1d6+1 plus paralysis, bite); Full Atk: +3 melee (1d6+1 plus paralysis, bite), and +1/+1 melee (1d3 plus paralysis, 2 claws); SA ghoul fever, paralysis; SQ darkvision 60 ft., undead traits, +2 turn resistance, favored enemy (human), wild empathy +0; AL CE; SV Fort +3, Ref +5, Will +5; Str 13, Dex 16, Con -, Int 13, Wis 14, Cha 12

Skills & Feats: Balance +6, Climb +8, Hide +9, Jump +5, Move Silently +9, Spot +7, Survival +3; Multiattack, Ability Focus (Paralysis), Track

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

An afflicted humanoid who dies of ghoul fever rises as a ghoul the next midnight. A humanoid who rises as a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast, not a ghoul.

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed on a DC 14 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

Languages: Common.

ENCOUNTER 7

Duskwatcher Grunt, Male Illumian Ftr2/Clr1 of Xan Yae: Medium humanoid (human); CR 3; HD 1d8+2d10+3; hp 24; Init +5; Spd 30 ft.; AC 16, touch 12, flat-footed 15 (+1 Dex, +4 armor, +1 natural); Base Atk/Grp: +2/+5; Atk +7 melee (2d4+6 18-20/x2, masterwork falchion); Full Atk: +7 melee (2d4+6 18-20/x2, masterwork falchion); SA spontaneous inflict, rebuke undead 4/day; SQ luminous sigils, glyphic resonance, power sigils, illumian words, final utterance, +2 saves vs. spells with the shadow descriptor, superior literacy; AL NE; SV Fort +5, Ref +0, Will +3; Str 16, Dex 12, Con 12, Int 8, Wis 14, Cha 12

Skills & Feats: Knowledge [the planes] +1, Listen +2, Spellcraft +0, Spot +2; Power Attack, Weapon Focus (Falchion), Improved Sigil (Aesh)*, Enhanced Power Sigils*, Improved Initiative

Luminous Sigils (Su): The sigils that orbit an Illumian's head glow softly, providing illumination equal to that of a candle. Illumians can make their sigils disappear by concentrating for a moment (a standard action), but they don't receive the sigil's benefits and can't use any special abilities granted by illumian words (see below) while they're doused. Restoring the sigils to visibility is a free action.

Luminous sigils (including power sigils; see below) are insubstantial and disappear into any matter they touch. An illumian's sigils remain present and in effect even when the illumian take another form, unless she would lose her supernatural abilities as a result of the form change. An illumian wizard who cast a *polymorph* spell on herself retains her sigils, but an illumian who becomes a zombie loses them.

Glyphic Resonance (Ex): Illumians are the physical embodiment of a magical language, so they interact strangely with symbol-based spells. This group includes all spells whose names contain the words glyph, rune, sigil, or symbol (such spells in the Player's Handbook include *explosive runes*, *glyph of warding*, *greater glyph of warding*, *sepia snake sigil*, and the various symbol spells). When an illumian encounters such magic, one of two things happen: Either the illumian's resonance overpowers the spell, or the foreign magic corrupts the mystical language that defines the illumian. Illumians have a –4 racial penalty on saving throws against these effects if their level is less than the Caster Level of the spell. If an illumian's level is equal or exceeds the spell's Caster Level, she is immune to the effect.

Power Sigils (Su): In addition to the array of dimly glowing luminous sigils that orbits her head, a 1st-level illumian has a single brightly glowing power sigil that grants her certain bonuses. A power sigil can be discerned from other sigils surrounding an illumian with a DC 10 Spot check, and identified with a DC 15 Knowledge [arcana] check.

On attaining 2nd level in any class, an illumian gains a second different power sigil, and the bonus granted by each power sigil increases to +2. Depending on the

combination of power sigils she chooses, an illumian gains one or more extra special abilities (see Illumian words below).

The benefit this Illumian's two power sigils are given below, along with the Common translation of each sigil's Illumian name. These bonuses included the bonus from the Enhanced Power Sigils feat.

Aesh ("vigor"): +3 bonus on Strength checks and Strength-based skill checks.

Hoon ("life"): +3 bonus on Wisdom checks, Constitution checks, and Wisdom or Constitution-based skills check.

Illumian Words (Su): Each combination of two power sigils' names makes an Illumian word of great power, and thus grants extra abilities to a character who possesses those two power sigils. The benefit of this Illumian's power word is described below.

Aeshoon: Twice per day, the Illumian can spend a turn or rebuke attempt as a swift action to gain a bonus on weapon damage rolls equal to her Wisdom bonus. This effect lasts until the beginning of the next turn, and it applies only to weapon with which she has selected the Weapon Focus feat.

Final Utterance (Ex): When an Illumian dies, her body releases the stored Illumian language within it. For 1 round per Hit Die of the Illumian anyone within earshot hears ululating Illumian syllables – usually gibberish, but occasionally a prophetic phrase or a final curse on the illumian's enemies. The illumian's body need not remain intact for the final utterance to occur. Even if an illumian succumbs to a *disintegrate* spell, her disembodied voice still utters strange gibberish for several rounds.

Languages: Common and Illumian.

Cleric Spells Prepared (4/3 base DC = 12 + spell level): 0 - *detect magic*, *cure minor wounds* x2, *resistance*, *virtue*; 1st - *cure light wounds*, *magic weapon**, *shield of faith*

*Domain spell; Deity: Xan Yae; Domains: War (free Weapon Focus with deity's favored weapon); Trickery (Bluff, Disguise, and Hide are class skills).

Possessions: *amulet of natural armor* +1, masterwork falchion, wooden holy symbol (Xan Yae), spell component pouch, chain shirt, strange book (Illumian translation of *March Palantine*).

Power-Up Suite (*magic weapon* (8 rounds), *shield of faith* (6 rounds), *resistance* (9 rounds)) – AC 18, touch 13, flat-footed 17 (+1 Dex, +4 armor, +1 natural, +2 deflection); Atk +7 melee (2d4+7 18-20/x2, masterwork falchion); Full Atk: +7 melee (2d4+7 18-20/x2, masterwork falchion); SV Fort +6, Ref +1, Will +4.

ENCOUNTER 1

Juniphel, Female human DrN7: Medium humanoid (human); CR 7; HD 7d6+28; hp 59; Init +6; Spd 30 ft.; AC 17, touch 13, flat-footed 13 (+4 armor, +2 Dex, +1, deflection); Base Atk/Grp: +3/+4; Atk +4 melee touch (charnal touch) or +5 melee (1d6+1/18-20 x2, +1 scimitar) or +5 ranged (1d8/19-20 x2, light crossbow); Full Atk: +4 melee touch (charnal touch) or +5 melee (1d6/18-20 x2, masterwork scimitar) or +5 ranged (1d8/19-20 x2, light crossbow); SA charnal touch, negative energy burst 1/day, fear aura, scabrous touch 1/day; SQ rebuke undead, lich body, mental bastion, spells; AL NE; SV Fort +5, Ref +4, Will +4; Str 12, Dex 14, Con 16, Int 10, Wis 8, Cha 16.

Skills & Feats: Bluff +13, Concentration +13, Decipher Script +2, Knowledge [arcana] +2, Knowledge [religion] +2, Listen +2, Spellcraft +2, Spot +2; Improved Initiative, Improved Toughness*, Tomb-Tainted Soul*, Alertness

Charnel Touch (Su): Negative energy flows through a dread necromancer's body, concentrating in her hands. At will, but no more than once per round, she can make a melee touch attack against a living foe that deals 1d8 points of damage, +1 per four class levels. This touch heals undead creatures, restoring 1 hit point per touch, +1 per four class levels.

A dread necromancer can use the *spectral hand* spell to deliver this attack from a distance.

Rebuke Undead (Su): A dread necromancer can rebuke or command undead creatures by channeling negative energy through her body. See the cleric class feature described on page 33 of the Player's Handbook.

Lich Body: Starting at 2nd level, a dread necromancer begins her journey into undeath. The first symptom is her body's increased resilience to physical harm. She gains DR 2/bludgeoning and magic. As the dread necromancer increases in level, this DR increases in effectiveness, to DR 4 at 7th level, DR 6 at 11th level, and DR 8 at 15th level.

Negative Energy Burst (Su): Beginning at 3rd level, a dread necromancer gains the ability to emit a burst of negative energy from her body, harming living creatures within 5 feet of her. This burst deals 1d4 points of damage per class level. A successful Will save (DC 10 + ½ her class level + Cha modifier) reduces damage by half. Undead creatures within this burst are healed the same amount of hit points as the damage she deals to living creatures. A dread necromancer can use this ability once per day at 3rd level, and one additional time per day for every five levels she attains beyond third (2/day at 8th level, 3/day at 13th level, and 4/day at 18th level).

Advanced Learning (Ex): At 4th level, a dread necromancer can add a new spell to her list, representing the result of personal study and experimentation. The spell must be a cleric or wizard spell of the necromancy

school, and of a level no higher than that of the highest-level spell the dread necromancer already knows. Once a new spell is selected, it is added to that dread necromancer's spell list and can be cast just like any other spell she knows. If a spell is both a cleric spell and a wizard spell, use the lower of the two spell levels (when different) to determine what level the spell is for a dread necromancer.

A dread necromancer gains an additional new spell at 8th, 12th, 16th, and 20th level.

Juniphel has used her Advanced Learning to gain the spell *desiccate* at 4th level.

Mental Bastion: Starting at 4th level, a dread necromancer gains a +2 bonus on saving throws made to resist sleep, stunning, paralysis, poison, or disease. This bonus increases to +4 at 14th level.

Fear Aura: Beginning at 5th level, a dread necromancer radiates a 5-foot-radius aura as a free action. Enemies in the area must succeed on a Will save (DC 10 + ½ her class level + her Cha modifier) or become shaken. A creature who successfully saves cannot be affected by that dread necromancer's fear aura for 24 hours.

Scabrous Touch (Su): Starting at 6th level, once per day a dread necromancer can use her charnel touch to inflict disease on a creature she touches. This ability works like the *contagion* spell (see page 213 of the Player's Handbook), inflicting the disease of her choice immediately, with no incubation period, unless the target makes a successful Fortitude save (DC 10 + ½ her class level + her Cha modifier). The DC for subsequent saving throws to resist the effects of the disease depends on the disease inflicted, see page 292 of the Dungeon Master's Guide for details.

Activating this class feature is a swift action. The effect lasts until the dread necromancer makes a successful charnel touch attack. The *spectral hand* spell enables a dread necromancer to deliver a scabrous touch attack from a distance.

A dread necromancer can use this ability once per day at 6th level, twice per day at 11th level, and three times per day at 16th level.

Summon Familiar: At 7th level or anytime thereafter, a dread necromancer can obtain a familiar. The familiar she acquires is more powerful than a standard wizard's or sorcerer's familiar, but it is unequivocally evil. The player of a dread necromancer chooses one of the following creatures: imp (devil), quasit (demon), vargouille, or ghostly visage. All these creatures are described in the Monster Manual except for the ghostly visage, an undead symbiont described on page 221 of the Fiend Folio.

A dread necromancer's familiar gains the usual familiar benefits given on pages 52-53 of the Player's Handbook, with two exceptions. Its type does not change, and it does not gain the exceptional ability to speak with other creatures of its kind.

A dread necromancer's familiar can use its ability to deliver touch spell such as its master's charnel touch, scabrous touch, or enervating touch attack. The master must use a standard action to imbue the touch attack into her familiar.

Languages: Common and Abyssal.

Dread Necromancer Spells Known (6/6/4; base DC = 13 + spell level): 1st – *bane*, *bestow wound*^{*}, *cause fear*^N, *chill touch*^N, *detect magic*, *detect undead*, *doom*^N, *hide from undead*, *inflict light wounds*^N, *ray of enfeeblement*^N, *summon undead I*^{*}, ~~*undetectable alignment*~~, *undetectable alignment*. 2nd – *blindness/deafness*^N, *command undead*^N, *darkness*, *death knell*^N, *desiccate*^{*N}, ~~*false life*^N~~, *false life*^N, *gentle repose*^N, *ghoul touch*^N, *inflict moderate wounds*^N, *scare*^N, ~~*spectral hand*^N~~, *spectral hand*^N, *summon swarm*, *summon undead II*^{*}. 3rd – *crushing despair*, ~~*death ward*^N~~, *death ward*^N, *halt undead*^N, *inflict serious wounds*^N, *ray of exhaustion*^N, *speak with dead*^N, *summon undead III*^{*}, *vampiric touch*^N.

Possessions: +1 scimitar, ~~*potion of protection from good*~~, ~~*potion of barkskin*~~ +2, ~~*potion of cat's grace*~~, ring of protection +1, vest of resistance +1, ~~*wand of disintegration*~~ (1 charge), explorer's outfit, mithral shirt, light crossbow, 20 bolts, dagger, spell component pouch, strange scrolls (the Necro-Maglona), 91 gp.

Power-Up Suite (*barkskin*, *cat's grace* (9 rounds), *death ward*, *false life*, *protection from good* (8 rounds), *spectral hand*, *undetectable alignment*) – hp 72; Init +8; AC 21 (22 vs. good aligned attacks), touch 15, flat-footed 17 (+4 armor, +4 Dex, +1 deflection (+2 vs. good), +2 natural); Atk +4 melee touch (charnal touch) or +5 melee (1d6+1/18-20 x2, +1 scimitar) or +7 ranged (1d8/19-20 x2, light crossbow); Full Atk: +4 melee touch (charnal touch) or +5 melee (1d6/18-20 x2, masterwork scimitar) or +7 ranged (1d8/19-20 x2, light crossbow); SV Fort +5 (+6 vs. good), Ref +6 (+7 vs. good), Will +4 (+5 vs. good); Dex 18.

Mynyrztt, Quasit familiar: Tiny outsider (Chaotic, Extraplanar, Evil); CR 2; HD 3d8; hp 29; Init +7; Spd 20 ft., fly 50 ft. (perfect); AC 22, touch 15, flat-footed 19 (+2 size, +3 Dex, +7 natural); Base Atk/Grp: +3/-6; Atk: +8 melee (1d3-1 plus poison, claw); Full Atk: 2 claws +8 melee (1d3-1 plus poison, claw) and +3 melee (1d4-1, bite); SA Poison, spell-like abilities; SQ Alternate form, DR 5/cold iron or good, darkvision 60 ft., fast healing 2, improved evasion, share spells, empathic link, deliver touch spells, speak with master, immunity to poison, resistance to fire 10; AL CE; SV Fort +3, Ref +6, Will +4; Str 8, Dex 17, Con 10, Int 10, Wis 12, Cha 10.

Skills & Feats: Bluff +10, Diplomacy +2, Disguise +0 (+2 acting), Hide +17, Intimidate +2, Knowledge [the planes] +6, Listen +7, Move Silently +9, Search +6, Spellcraft +6, Spot +6; Improved Initiative, Weapon Finesse.

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex. The save is Constitution-based and includes a +2 racial bonus.

Spell-like abilities: At will – *detect good*, *detect magic*, and *invisibility* (self only); 1/day – *cause fear* (as the spell,

except that its area is a 30-foot radius from the quasit, save DC 11). CL 6th. The save DCs are Charisma based.

Once per week a quasit can use *commune* to ask six questions. The ability otherwise works as the spell (CL 12th).

Alternate form (Su): A quasit can assume other forms at will as a standard action. This ability functions as a *polymorph* spell cast on itself (CL 12th), except that the quasit does not regain hit points for changing form, and any individual quasit can assume only one or two forms no larger than Medium. Common forms include bat, monstrous centipede, toad, and wolf. A quasit in alternate form loses its poison attack. Mynyrztt uses this ability to change into a raven, appearing as a more mundane familiar for Juniphel.

Languages: Common and Abyssal.

Power-Up Suite (*death ward*, *false life*, *undetectable alignment*) – hp 42.

ENCOUNTER 4

Advanced Spellstitched Lacedon Ranger (aquatic ghoul): Medium undead (aquatic); CR 3; HD 3d12+1d8; hp 33; Init +2; Spd 30 ft., swim 30 ft.; AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural); Base Atk/Grp: +2/+3; Atk +3 melee (1d6+1 plus paralysis, bite); Full Atk: +3 melee (1d6+1 plus paralysis, bite), and +1/+1 melee (1d3 plus paralysis, 2 claws); SA ghoul fever, paralysis; SQ darkvision 60 ft., undead traits, DR 5/magic or silver, SR 11, +4 turn resistance, favored enemy (human), wild empathy +0; AL CE; SV Fort +5, Ref +7, Will +7; Str 13, Dex 16, Con -, Int 13, Wis 14, Cha 12

Skills & Feats: Balance +6, Climb +8, Hide +9, Jump +5, Move Silently +9, Spot +7, Survival +3; Multiattack, Ability Focus (Paralysis), Track.

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

An afflicted humanoid who dies of ghoul fever rises as a ghoul the next midnight. A humanoid who rises as a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast, not a ghoul.

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed on a DC 14 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

Spell-like abilities: 3/day – *shocking grasp*, *vampiric touch*; 2/day – *glitterdust* (Will 14), *scorching ray* (+5 ranged touch); 1/day – ~~mage armor~~, *stinking cloud* (Fortitude 15). CL 4th. The save DCs are Wisdom-based.

Languages: Common.

Power-Up Suite (mage armor) – AC 19, touch 13, flat-footed 16 (+3 Dex, +2 natural, +4 *mage armor*).

ENCOUNTER 7

Duskwatcher Grunt, Male Illumian Ftr2/Clr1 of Xan Yae: Medium humanoid (human); CR 3; HD 1d8+2d10+3; hp 24; Init +5; Spd 30 ft.; AC 16, touch 11, flat-footed 15 (+1 Dex, +4 Armor, +1 natural); Base Atk/Grp: +2/+5; Atk +7 melee (2d4+6 18-20/x2, masterwork falchion); Full Atk: +7 melee (2d4+6 18-20/x2, masterwork falchion); SA spontaneous inflict, rebuke undead 4/day; SQ luminous sigils, glyphic resonance, power sigils, illumian words, final utterance, +2 saves vs. spells with the shadow descriptor, superior literacy; AL NE; SV Fort +5, Ref +0, Will +3; Str 16, Dex 12, Con 12, Int 8, Wis 14, Cha 12

Skills & Feats: Knowledge [the planes] +1, Listen +2, Spellcraft +0, Spot +2; Power Attack^B, Weapon Focus (Falchion)^B, Improved Sigil (Aesh), Enhanced Power Sigils, Improved Initiative^B

Luminous Sigils (Su): The sigils that orbit an Illumian's head glow softly, providing illumination equal to that of a candle. Illumians can make their sigils disappear by concentrating for a moment (a standard action), but they don't receive the sigil's benefits and can't use any special abilities granted by illumian words (see below) while they're doused. Restoring the sigils to visibility is a free action.

Luminous sigils (including power sigils; see below) are insubstantial and disappear into any matter they touch. An illumian's sigils remain present and in effect even when the illumian take another form, unless she would lose her supernatural abilities as a result of the form change. An illumian wizard who cast a *polymorph* spell on herself retains her sigils, but an illumian who becomes a zombie loses them.

Glyphic Resonance (Ex): Illumians are the physical embodiment of a magical language, so they interact strangely with symbol-based spells. This group includes all spells whose names contain the words glyph, rune, sigil, or symbol (such spells in the Player's Handbook include *explosive runes*, *glyph of warding*, *greater glyph of warding*, *sepia snake sigil*, and the various symbol spells). When an illumian encounters such magic, one of two things happen: Either the illumian's resonance overpowers the spell, or the foreign magic corrupts the mystical language that defines the illumian. Illumians have a –4 racial penalty on saving throws against these effects if their level is less than the CL of the spell. If an illumian's level is equal or exceeds the spell's CL, she is immune to the effect.

Power Sigils (Su): In addition to the array of dimly glowing luminous sigils that orbits her head, a 1st-level illumian has a single brightly glowing power sigil that grants her certain bonuses. A power sigil can be discerned from other sigils surrounding an illumian with a DC 10 Spot check, and identified with a DC 15 Knowledge [arcana] check.

On attaining 2nd level in any class, an illumian gains a second different power sigil, and the bonus granted by each power sigil increases to +2. Depending on the

combination of power sigils she chooses, an illumian gains one or more extra special abilities (see Illumian words below).

The benefit this Illumian's two power sigils are given below, along with the Common translation of each sigil's Illumian name. These bonuses included the bonus from the Enhanced Power Sigils feat.

Aesh ("vigor"): +3 bonus on Strength checks and Strength-based skill checks.

Hoon ("life"): +3 bonus on Wisdom checks, Constitution checks, and Wisdom- or Constitution-based skills check.

Illumian Words (Su): Each combination of two power sigils' names makes an Illumian word of great power, and thus grants extra abilities to a character who possesses those two power sigils. The benefit of this Illumian's power word is described below.

Aeshoon: Twice per day, the Illumian can spend a turn or rebuke attempt as a swift action to gain a bonus on weapon damage rolls equal to her Wisdom bonus. This effect lasts until the beginning of the next turn, and it applies only to weapon with which she has selected the Weapon Focus feat.

Final Utterance (Ex): When an Illumian dies, her body releases the stored Illumian language within it. For 1 round per Hit Die of the Illumian anyone within earshot hears ululating Illumian syllables – usually gibberish, but occasionally a prophetic phrase or a final curse on the illumian's enemies. The illumian's body need not remain intact for the final utterance to occur. Even if an illumian succumbs to a *disintegrate* spell, her disembodied voice still utters strange gibberish for several rounds.

Languages: Common and Illumian.

Cleric Spells Prepared (4/3 base DC = 12 + spell level): 0 - *detect magic*, *cure minor wounds* x2, ~~resistance~~, ~~virtue~~; 1st - *cure light wounds*, ~~magic weapon*~~, ~~shield of faith~~

*Domain spell; Deity: Xan Yae; Domains: War (free Weapon Focus with deity's favored weapon); Trickery (Bluff, Disguise, and Hide are class skills).

Possessions: *amulet of natural armor* +1, masterwork falchion, wooden holy symbol (Xan Yae), spell component pouch, chain shirt, strange book (Illumian translation of *March Palantine*).

Power-Up Suite (*magic weapon (8 rounds)*, *shield of faith (6 rounds)*, *resistance (9 rounds)*, *virtue (10 rounds)*) – hp 25; AC 18, touch 13, flat-footed 17 (+1 Dex, +4 armor, +1 natural, +2 deflection); Atk +7 melee (2d4+7 18-20/x2, masterwork falchion); Full Atk: +7 melee (2d4+7 18-20/x2, masterwork falchion); SV Fort +6, Ref +1, Will +4.

ENCOUNTER 1

Juniphel, Female human DrN9: Medium humanoid (human); CR 9; HD 9d6+36; hp 76; Init +6; Spd 30 ft.; AC 18, touch 13, flat-footed 16 (+5 armor, +2 Dex, +1 deflection); Base Atk/Grp: +4/+5; Atk +5 melee touch (charnal touch) or +6 melee (1d6+1/18-20 x2, +1 scimitar) or +6 ranged (1d8/19-20 x2, light crossbow); Full Atk: +5 melee touch (charnal touch) or +6 melee (1d6+1/18-20 x2, +1 scimitar) or +6 ranged (1d8/19-20 x2, light crossbow); SA charnal touch, negative energy burst 2/day, fear aura, scabrous touch 1/day; SQ rebuke undead, lich body (DR 4/bludgeoning and magic), mental bastion, spells, undead mastery, negative energy resistance; AL NE; SV Fort +6, Ref +6, Will +5; Str 12, Dex 14, Con 16, Int 10, Wis 8, Cha 17.

Skills & Feats: Bluff +15, Concentration +15, Decipher Script +2, Knowledge [arcana] +2, Knowledge [religion] +2, Listen +2, Spellcraft +4, Spot +2; Improved Initiative, Improved Toughness*, Spell Focus (Necromancy), Tomb-Tainted Soul*, Alertness

Charnel Touch (Su): Negative energy flows through a dread necromancer's body, concentrating in her hands. At will, but no more than once per round, she can make a melee touch attack against a living foe that deals 1d8 points of damage, +1 per four class levels. This touch heals undead creatures, restoring 1 hit point per touch, +1 per four class levels.

A dread necromancer can use the *spectral hand* spell to deliver this attack from a distance.

Rebuke Undead (Su): A dread necromancer can rebuke or command undead creatures by channeling negative energy through her body. See the cleric class feature described on page 33 of the Player's Handbook.

Lich Body: Starting at 2nd level, a dread necromancer begins her journey into undeath. The first symptom is her body's increased resilience to physical harm. She gains DR 2/bludgeoning and magic. As the dread necromancer increases in level, this DR increases in effectiveness, to DR 4 at 7th level, DR 6 at 11th level, and DR 8 at 15th level.

Negative Energy Burst (Su): Beginning at 3rd level, a dread necromancer gains the ability to emit a burst of negative energy from her body, harming living creatures within 5 feet of her. This burst deals 1d4 points of damage per class level. A successful Will save (DC 10 + ½ her class level + Cha modifier) reduces damage by half. Undead creatures within this burst are healed the same amount of hit points as the damage she deals to living creatures. A dread necromancer can use this ability once per day at 3rd level, and one additional time per day for every five levels she attains beyond third (2/day at 8th level, 3/day at 13th level, and 4/day at 18th level).

Advanced Learning (Ex): At 4th level, a dread necromancer can add a new spell to her list, representing the result of personal study and experimentation. The

spell must be a cleric or wizard spell of the necromancy school, and of a level no higher than that of the highest-level spell the dread necromancer already knows. Once a new spell is selected, it is added to that dread necromancer's spell list and can be cast just like any other spell she knows. If a spell is both a cleric spell and a wizard spell, use the lower of the two spell levels (when different) to determine what level the spell is for a dread necromancer.

A dread necromancer gains an additional new spell at 8th, 12th, 16th, and 20th level.

Juniphel has used her Advanced Learning to gain the spell *desiccate* at 4th level, and the spell *wither* at 8th level.

Mental Bastion: Starting at 4th level, a dread necromancer gains a +2 bonus on saving throws made to resist sleep, stunning, paralysis, poison, or disease. This bonus increases to +4 at 14th level.

Fear Aura: Beginning at 5th level, a dread necromancer radiates a 5-foot-radius aura as a free action. Enemies in the area must succeed on a Will save (DC 10 + ½ her class level + her Cha modifier) or become shaken. A creature who successfully saves cannot be affected by that dread necromancer's fear aura for 24 hours.

Scabrous Touch (Su): Starting at 6th level, once per day a dread necromancer can use her charnel touch to inflict disease on a creature she touches. This ability works like the *contagion* spell (see page 213 of the Player's Handbook), inflicting the disease of her choice immediately, with no incubation period, unless the target makes a successful Fortitude save (DC 10 + ½ her class level + her Cha modifier). The DC for subsequent saving throws to resist the effects of the disease depends on the disease inflicted, see page 292 of the Dungeon Master's Guide for details.

Activating this class feature is a swift action. The effect lasts until the dread necromancer makes a successful charnel touch attack. The *spectral hand* spell enables a dread necromancer to deliver a scabrous touch attack from a distance.

A dread necromancer can use this ability once per day at 6th level, twice per day at 11th level, and three times per day at 16th level.

Summon Familiar: At 7th level or anytime thereafter, a dread necromancer can obtain a familiar. The familiar she acquires is more powerful than a standard wizard's or sorcerer's familiar, but it is unequivocally evil. The player of a dread necromancer chooses one of the following creatures: imp (devil), quasit (demon), vargouille, or ghostly visage. All these creatures are described in the Monster Manual except for the ghostly visage, an undead symbiont described on page 221 of the Fiend Folio.

A dread necromancer's familiar gains the usual familiar benefits given on pages 52-53 of the Player's Handbook, with two exceptions. Its type does not

change, and it does not gain the exceptional ability to speak with other creatures of its kind.

A dread necromancer's familiar can use its ability to deliver touch spell such as its master's charnel touch, scabrous touch, or enervating touch attack. The master must use a standard action to imbue the touch attack into her familiar.

Undead Mastery: All undead creatures created by a dread necromancer who has reached 8th level or higher gain a +4 enhancement bonus to Strength and Dexterity and 2 additional hit points per Hit Die.

In addition, when a dread necromancer uses the *animate dead* spell to create undead, she can control 4+her Charisma bonus HD worth of undead creatures per class level (rather than the 4 HD per level normally granted by the spell).

Similarly, when a dread necromancer casts the *control undead* spell, the spell targets up to (2 + her Cha bonus) HD/level of undead creatures, rather than the 2 HD/level normally granted by the spell.

Negative Energy Resistance: Beginning at 9th level, a dread necromancer gains a +4 bonus on saving throws made to resist negative energy effects, including *energy drain*, some ability drain, and *inflict* spells.

Languages: Common and Abyssal.

Dread Necromancer Spells Known (6/6/7/4; base DC = 13 + spell level, DC = 14 + spell level for marked ^N): 1st – *bane*, *bestow wound*^{*}, *cause fear*^N, *chill touch*^N, *detect magic*, *detect undead*, *doom*^N, *hide from undead*, *inflict light wounds*^N, *ray of enfeeblement*^N, *summon undead I*^{*}, ~~*undetectable alignment*~~, *undetectable alignment*. 2nd – *blindness/deafness*^N, *command undead*^N, *darkness*, *death knell*^N, *desiccate*^{**N}, ~~*false life*~~^N, *false life*^N, *gentle repose*^N, *ghoul touch*^N, *inflict moderate wounds*^N, *scare*^N, ~~*spectral hand*~~^N, *spectral hand*^N, *summon swarm*, *summon undead II*^{*}. 3rd – *crushing despair*, ~~*death ward*~~^N, *death ward*^N, *halt undead*^N, *inflict serious wounds*^N, *ray of exhaustion*^N, *speak with dead*^N, *summon undead III*^{*}, *vampiric touch*^N. 4th – *animate dead*^N, *bestow curse*^N, *contagion*^N, *death ward*^N, *dispel magic*, *enervation*^N, *Evard's black tentacles*, *fear*^N, *giant vermin*, *inflict critical wounds*^N, *phantasmal killer*, *poison*^N, *summon undead IV*^{*}, *wither*^{**N}.

Possessions: +1 mithral shirt, +1 scimitar, ~~*potion of protection from good*~~, ~~*potion of barkskin*~~ +2, ~~*potion of cat's grace*~~, ring of protection +1, vest of resistance +2, ~~*wand of disintegration*~~ (+1 charge), wand of inflict light wounds, explorer's outfit, light crossbow, 20 bolts, dagger, spell component pouch, strange scrolls (the Necro-Maglona), 141 gp.

Power-Up Suite (*barkskin*, *cat's grace* (9 rounds), *death ward*, *false life*, *protection from good* (8 rounds), *spectral hand*, *undetectable alignment*) – hp 91; Init +8; AC 22 (23 vs. good aligned attacks), touch 15, flat-footed 18 (+5 armor, +4 Dex, +1 deflection (+2 vs. good), +2 natural); Atk +5 melee touch (charnal touch) or +6 melee (1d6+1/18-20 x2, +1 scimitar) or +8 ranged (1d8/19-20 x2, light crossbow); Full Atk: +5 melee touch (charnal touch) or +6 melee (1d6+1/18-20 x2, +1 scimitar) or +8 ranged (1d8/19-20 x2, light crossbow); SV Fort +6 (+7 vs. good), Ref +8 (+9 vs. good), Will +5 (+6 vs. good); Dex 18.

Mynyrzrt, Quasit familiar: Tiny outsider (Chaotic, Extraplanar, Evil); CR 2; HD 3d8; hp 38; Init +7; Spd 20 ft., fly 50 ft. (perfect); AC 23, touch 15, flat-footed 20 (+2 size, +3 Dex, +8 natural); Base Atk/Grp: +3/-6; Atk: +8 melee (1d3-1 plus poison, claw); Full Atk: 2 claws +8 melee (1d3-1 plus poison, claw) and +3 melee (1d4-1, bite); SA poison, spell-like abilities; SQ alternate form, DR 5/cold iron or good, darkvision 60 ft., fast healing 2, improved evasion, share spells, empathic link, deliver touch spells, speak with master, immunity to poison, resistance to fire 10; AL CE; SV Fort +3, Ref +6, Will +4; Str 8, Dex 17, Con 10, Int 10, Wis 12, Cha 10.

Skills & Feats: Bluff +12, Diplomacy +2, Disguise +0 (+2 acting), Hide +17, Intimidate +2, Knowledge [the planes] +6, Listen +7, Move Silently +9, Search +6, Spellcraft +6, Spot +6; Improved Initiative, Weapon Finesse

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex. The save is Constitution-based and includes a +2 racial bonus.

Spell-like abilities: At will – *detect good*, *detect magic*, and *invisibility* (self only); 1/day – *cause fear* (as the spell, except that its area is a 30-foot radius from the quasit, save DC 11). CL 6th. The save DCs are Charisma based.

Once per week a quasit can use *commune* to ask six questions. The ability otherwise works as the spell (CL 12th).

Alternate form (Su): A quasit can assume other forms at will as a standard action. This ability functions as a *polymorph* spell cast on itself (CL 12th), except that the quasit does not regain hit points for changing form, and any individual quasit can assume only one or two forms no larger than Medium. Common forms include bat, monstrous centipede, toad, and wolf. A quasit in alternate form loses its poison attack. Mynyrzrt uses this ability to change into a raven, appearing as a more mundane familiar for Juniphel.

Languages: Common and Abyssal.

Power-Up Suite (*death ward*, *false life*, *undetectable alignment*) – hp 53.

ENCOUNTER 4

Advanced Spellstitched Lacedon Ranger (aquatic ghoul): Medium undead (aquatic); CR 3; HD 3d12+1d8 (4HD); hp 33; Init +2; Spd 30 ft., swim 30 ft.; AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural); Base Atk/Grp: +2/+3; Atk +3 melee (1d6+1 plus paralysis, bite); Full Atk: +3 melee (1d6+1 plus paralysis, bite), and +1/+1 melee (1d3 plus paralysis, 2 claws); SA ghoulish fever, paralysis; SQ darkvision 60 ft., undead traits, DR 5/magic or silver, SR 11, +4 turn resistance, favored enemy (human), wild empathy +0; AL CE; SV Fort +5, Ref +7, Will +7; Str 13, Dex 16, Con -, Int 13, Wis 14, Cha 12

Skills & Feats: Balance +6, Climb +8, Hide +9, Jump +5, Move Silently +9, Spot +7, Survival +3; Multiattack, Ability Focus (Paralysis), Track.

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

An afflicted humanoid who dies of ghoulish fever rises as a ghoul the next midnight. A humanoid who rises as a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast, not a ghoul.

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed on a DC 14 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

Languages: Common.

Spell-like abilities: 3/day – *shocking grasp*, *vampiric touch*; 2/day – *glitterdust* (Will 14), *scorching ray* (+5 ranged touch); 1/day – ~~mage armor~~, *stinking cloud* (Fortitude 15). CL 4th. The save DCs are Wisdom-based.

Power-Up Suite (mage armor) – AC 19, touch 13, flat-footed 16 (+3 Dex, +2 natural, +4 *mage armor*).

ENCOUNTER 7

Duskwatcher Soldier, Male Illumian Ftr4/Clr1 of Xan Yae: Medium humanoid (human); CR 5; HD 1d8+4d10+5; hp 38; Init +5; Spd 30 ft.; AC 16, touch 11, flat-footed 15 (+1 Dex, +4 armor, +1 natural); Base Atk/Grp: +4/+7; Atk +9 melee (2d4+8 18-20/x2, masterwork falchion); Full Atk: +9 melee (2d4+8 18-20/x2, masterwork falchion); SA spontaneous inflict, rebuke undead 4/day; SQ luminous sigils, glyphic resonance, power sigils, Illumian words, final utterance, +2 saves vs. spells with the shadow descriptor, superior literacy; AL NE; SV Fort +8, Ref +3, Will +6; Str 17, Dex 12, Con 12, Int 8, Wis 14, Cha 12.

Skills & Feats: Knowledge [the planes] +1, Listen +2, Spellcraft +0, Spot +4; Power Attack, Weapon Focus (Falchion), Improved Sigil (Aesh), Enhanced Power Sigils, Improved Initiative, Weapon Specialization (Falchion)

Luminous Sigils (Su): The sigils that orbit an Illumian's head glow softly, providing illumination equal to that of a candle. Illumians can make their sigils disappear by concentrating for a moment (a standard action), but they don't receive the sigil's benefits and can't use any special abilities granted by Illumian words (see below) while they're doused. Restoring the sigils to visibility is a free action.

Luminous sigils (including power sigils; see below) are insubstantial and disappear into any matter they touch. An Illumian's sigils remain present and in effect even when the Illumian take another form, unless she would lose her supernatural abilities as a result of the form change. An Illumian wizard who cast a *polymorph* spell on herself retains her sigils, but an Illumian who becomes a zombie loses them.

Glyphic Resonance (Ex): Illumians are the physical embodiment of a magical language, so they interact strangely with symbol-based spells. This group includes all spells whose names contain the words glyph, rune, sigil, or symbol (such spells in the Player's Handbook include *explosive runes*, *glyph of warding*, *greater glyph of warding*, *sepia snake sigil*, and the various symbol spells). When an Illumian encounters such magic, one of two things happen: Either the Illumian's resonance overpowers the spell, or the foreign magic corrupts the mystical language that defines the Illumian. Illumians have a –4 racial penalty on saving throws against these effects if their level is less than the Caster Level of the spell. If an Illumian's level is equal or exceeds the spell's Caster Level, she is immune to the effect.

Power Sigils (Su): In addition to the array of dimly glowing luminous sigils that orbits her head, a 1st-level Illumian has a single brightly glowing power sigil that grants her certain bonuses. A power sigil can be discerned from other sigils surrounding an Illumian with a DC 10 Spot check, and identified with a DC 15 Knowledge [arcana] check.

On attaining 2nd level in any class, an Illumian gains a second different power sigil, and the bonus granted by

each power sigil increases to +2. Depending on the combination of power sigils she chooses, an illumian gains one or more extra special abilities (see Illumian words below).

The benefit this Illumian's two power sigils are given below, along with the Common translation of each sigil's Illumian name. These bonuses included the bonus from the Enhanced Power Sigils feat.

Aesh ("vigor"): +3 bonus on Strength checks and Strength-based skill checks.

Hoon ("life"): +3 bonus on Wisdom checks, Constitution checks, and Wisdom- or Constitution-based skills check.

Illumian Words (Su): Each combination of two power sigils' names makes an Illumian word of great power, and thus grants extra abilities to a character who possesses those two power sigils. The benefit of this Illumian's power word is described below.

Aeshoon: Twice per day, the Illumian can spend a turn or rebuke attempt as a swift action to gain a bonus on weapon damage rolls equal to her Wisdom bonus. This effect lasts until the beginning of the next turn, and it applies only to weapon with which she has selected the Weapon Focus feat.

Final Utterance (Ex): When an Illumian dies, her body releases the stored Illumian language within it. For 1 round per Hit Die of the Illumian anyone within earshot hears ululating Illumian syllables – usually gibberish, but occasionally a prophetic phrase or a final curse on the illumian's enemies. The illumian's body need not remain intact for the final utterance to occur. Even if an illumian succumbs to a *disintegrate* spell, her disembodied voice still utters strange gibberish for several rounds.

Languages: Common and Illumian.

Cleric Spells Prepared (4/3 base DC = 12 + spell level): 0 - *detect magic*, *cure minor wounds* x3; 1st - *cure light wounds*, *magic weapon**, *shield of faith*

*Domain spell; Deity: Xan Yae; Domains: War (free Weapon Focus with deity's favored weapon); Trickery (Bluff, Disguise, and Hide are class skills).

Possessions: *amulet of natural armor +1*, *cloak of resistance +1*, *wand of cure light wounds* (20 charges), masterwork falchion, wooden holy symbol (Xan Yae), spell component pouch, masterwork chain shirt, strange book (Illumian translation of *March Palantine*)

Power-Up Suite (*magic weapon (8 rounds)*, *shield of faith (6 rounds)*) – AC 18, touch 13, flat-footed 17 (+1 Dex, +4 armor, +1 natural, +2 deflection); Atk +9 melee (2d4+9 18-20/x2, masterwork falchion); Full Atk: +9 melee (2d4+9 18-20/x2, masterwork falchion).

ENCOUNTER 1

Juniphel, Female human DrN11: Medium humanoid (human); CR 11; HD 11d6+44; hp 93; Init +6; Spd 30 ft.; AC 19, touch 13, flat-footed 17 (+6 armor, +2 Dex, +1 deflection); Base Atk/Grp: +5/+6; Atk +6 melee touch (charnal touch) or +7 melee (1d6+1/18-20 x2, +1 scimitar) or +7 ranged (1d8/19-20 x2, light crossbow); Full Atk: +6 melee touch (charnal touch) or +7 melee (1d6+1/18-20 x2, +1 scimitar) or +7 ranged (1d8/19-20 x2, light crossbow); SA charnal touch, negative energy burst 2/day, fear aura, scabrous touch 2/day; SQ rebuke undead, lich body, mental bastion, spells, undead mastery, negative energy resistance, light fortification 25%; AL NE; SV Fort +6, Ref +5, Will +6; Str 12, Dex 14, Con 16, Int 10, Wis 8, Cha 19.

Skills & Feats: Bluff +18, Concentration +17, Decipher Script +2, Knowledge [arcana] +2, Knowledge [religion] +2, Listen +2, Spellcraft +6, Spot +2; Improved Initiative, Improved Toughness*, Spell Focus (Necromancy), Tomb-Tainted Soul*, Alertness

Charnel Touch (Su): Negative energy flows through a dread necromancer's body, concentrating in her hands. At will, but no more than once per round, she can make a melee touch attack against a living foe that deals 1d8 points of damage, +1 per four class levels. This touch heals undead creatures, restoring 1 hit point per touch, +1 per four class levels.

A dread necromancer can use the *spectral hand* spell to deliver this attack from a distance.

Rebuke Undead (Su): A dread necromancer can rebuke or command undead creatures by channeling negative energy through her body. See the cleric class feature described on page 33 of the Player's Handbook.

Lich Body: Starting at 2nd level, a dread necromancer begins her journey into undeath. The first symptom is her body's increased resilience to physical harm. She gains DR 2/bludgeoning and magic. As the dread necromancer increases in level, this DR increases in effectiveness, to DR 4 at 7th level, DR 6 at 11th level, and DR 8 at 15th level.

Negative Energy Burst (Su): Beginning at 3rd level, a dread necromancer gains the ability to emit a burst of negative energy from her body, harming living creatures within 5 feet of her. This burst deals 1d4 points of damage per class level. A successful Will save (DC 10 + ½ her class level + Cha modifier) reduces damage by half. Undead creatures within this burst are healed the same amount of hit points as the damage she deals to living creatures. A dread necromancer can use this ability once per day at 3rd level, and one additional time per day for every five levels she attains beyond third (2/day at 8th level, 3/day at 13th level, and 4/day at 18th level).

Advanced Learning (Ex): At 4th level, a dread necromancer can add a new spell to her list, representing the result of personal study and experimentation. The

spell must be a cleric or wizard spell of the necromancy school, and of a level no higher than that of the highest-level spell the dread necromancer already knows. Once a new spell is selected, it is added to that dread necromancer's spell list and can be cast just like any other spell she knows. If a spell is both a cleric spell and a wizard spell, use the lower of the two spell levels (when different) to determine what level the spell is for a dread necromancer.

A dread necromancer gains an additional new spell at 8th, 12th, 16th, and 20th level.

Juniphel has used her Advanced Learning to gain the spell *desiccate* at 4th level, and the spell *wither* at 8th level.

Mental Bastion: Starting at 4th level, a dread necromancer gains a +2 bonus on saving throws made to resist sleep, stunning, paralysis, poison, or disease. This bonus increases to +4 at 14th level.

Fear Aura: Beginning at 5th level, a dread necromancer radiates a 5-foot-radius aura as a free action. Enemies in the area must succeed on a Will save (DC 10 + ½ her class level + her Cha modifier) or become shaken. A creature who successfully saves cannot be affected by that dread necromancer's fear aura for 24 hours.

Scabrous Touch (Su): Starting at 6th level, once per day a dread necromancer can use her charnel touch to inflict disease on a creature she touches. This ability works like the *contagion* spell (see page 213 of the Player's Handbook), inflicting the disease of her choice immediately, with no incubation period, unless the target makes a successful Fortitude save (DC 10 + ½ her class level + her Cha modifier). The DC for subsequent saving throws to resist the effects of the disease depends on the disease inflicted, see page 292 of the Dungeon Master's Guide for details.

Activating this class feature is a swift action. The effect lasts until the dread necromancer makes a successful charnel touch attack. The *spectral hand* spell enables a dread necromancer to deliver a scabrous touch attack from a distance.

A dread necromancer can use this ability once per day at 6th level, twice per day at 11th level, and three times per day at 16th level.

Summon Familiar: At 7th level or anytime thereafter, a dread necromancer can obtain a familiar. The familiar she acquires is more powerful than a standard wizard's or sorcerer's familiar, but it is unequivocally evil. The player of a dread necromancer chooses one of the following creatures: imp (devil), quasit (demon), vargouille, or ghostly visage. All these creatures are described in the Monster Manual except for the ghostly visage, an undead symbiont described on page 221 of the Fiend Folio.

A dread necromancer's familiar gains the usual familiar benefits given on pages 52-53 of the Player's Handbook, with two exceptions. Its type does not

change, and it does not gain the exceptional ability to speak with other creatures of its kind.

A dread necromancer's familiar can use its ability to deliver touch spell such as its master's charnel touch, scabrous touch, or enervating touch attack. The master must use a standard action to imbue the touch attack into her familiar.

Undead Mastery: All undead creatures created by a dread necromancer who has reached 8th level or higher gain a +4 enhancement bonus to Strength and Dexterity and 2 additional hit points per Hit Die.

In addition, when a dread necromancer uses the *animate dead* spell to create undead, she can control 4 + her Charisma bonus HD worth of undead creatures per class level (rather than the 4 HD per level normally granted by the spell).

Similarly, when a dread necromancer casts the *control undead* spell, the spell targets up to (2 + her Cha bonus) HD/level of undead creatures, rather than the 2 HD/level normally granted by the spell.

Negative Energy Resistance: Beginning at 9th level, a dread necromancer gains a +4 bonus on saving throws made to resist negative energy effects, including *energy drain*, some ability drain, and *inflict* spells.

Light Fortification: Starting at 10th level, a dread necromancer gains 25% resistance to critical hits; this is the equivalent of the light fortification armor special ability described on page 219 of the *Dungeon Master's Guide*. At 17th level, this fortification increases to 50%.

Languages: Common and Abyssal.

Dread Necromancer Spells Known (6/6/7/7/3; base DC = 14 + spell level, DC = 15 + spell level for marked^N): 1st – *bane*, *bestow wound*^{*}, *cause fear*^N, *chill touch*^N, *detect magic*, *detect undead*, *doom*^N, *hide from undead*, *inflict light wounds*^N, *ray of enfeeblement*^N, *summon undead I*^{*}, ~~*undetectable alignment*~~, *undetectable alignment*. 2nd – *blindness/deafness*^N, *command undead*^N, *darkness*, *death knell*^N, *desiccate*^{*N}, *false life*^N, *false life*^N, *gentle repose*^N, *ghoul touch*^N, *inflict moderate wounds*^N, *scare*^N, ~~*spectral hand*~~^N, *spectral hand*^N, *summon swarm*, *summon undead II*^{*}. 3rd – *crushing despair*, ~~*death ward*~~^N, *death ward*^N, *halt undead*^N, *inflict serious wounds*^N, *ray of exhaustion*^N, *speak with dead*^N, *summon undead III*^{*}, *vampiric touch*^N. 4th – *animate dead*^N, *bestow curse*^N, *contagion*^N, *death ward*^N, *dispel magic*, *enervation*^N, *Evard's black tentacles*, *fear*^N, *giant vermin*, *inflict critical wounds*^N, *phantasmal killer*, *poison*^N, *summon undead IV*^{*}, *wither*^{*N}. 5th – *blight*^N, *cloudkill*, ~~*fire in the blood*~~^{*}, *fire in the blood*^{*}, *greater dispel magic*, *insect plague*, *magic jar*^N, *mass inflict light wounds*^N, *nightmare*, *oath of blood*^{*N}, *slay living*^N, *summon undead V*^{*}, *undeath to death*^N, *unhallow*, *waves of fatigue*^N.

Possessions: +2 mithral shirt, +1 scimitar, brooch of shielding, cloak of charisma +2, ~~*potion of protection from good*~~, ~~*potion of protection from arrows*~~, ~~*potion of barkskin*~~ +3, ~~*potion of cat's grace*~~, ring of protection +1, vest of resistance +2, ~~*wand of disintegration*~~ (1 charge), wand of inflict light wounds, explorer's outfit, light crossbow, 20 bolts, dagger, spell component pouch, strange scrolls (the *Necro-Maglona*), 41 gp.

Power-Up Suite (*barkskin*, *cat's grace* (9 rounds), *death ward*, *false life*, *fire in the blood*^{*}, *protection*

from arrows, *protection from good* (8 rounds), *spectral hand*, *undetectable alignment*) – hp 109; Init +8; AC 24 (25 vs. good aligned attacks), touch 15, flat-footed 20 (+6 armor, +4 Dex, +1 deflection (+2 vs. good), +3 natural); Atk +6 melee touch (charnal touch) or +7 melee (1d6+1/18-20 x2, +1 scimitar) or +9 ranged (1d8/19-20 x2, light crossbow); Full Atk: +6 melee touch (charnal touch) or +7 melee (1d6+1/18-20 x2, +1 scimitar) or +9 ranged (1d8/19-20 x2, light crossbow); SV Fort +6 (+7 vs. good), Ref +7 (+8 vs. good), Will +6 (+7 vs. good); Dex 18.

Mynyrztt, Quasit familiar: Tiny outsider (Chaotic, Extraplanar, Evil); CR 2; HD 3d8; hp 46; Init +7; Spd 20 ft., fly 50 ft. (perfect); AC 24, touch 15, flat-footed 21 (+2 size, +3 Dex, +9 natural); Base Atk/Grp: +3/-6; Atk: +8 melee (1d3-1 plus poison, claw); Full Atk: 2 claws +8 melee (1d3-1 plus poison, claw) and +3 melee (1d4-1, bite); SA poison, spell-like abilities; SQ alternate form, DR 5/cold iron or good, darkvision 60 ft., fast healing 2, improved evasion, share spells, empathic link, deliver touch spells, speak with master, SR 16, immunity to poison, resistance to fire 10; AL CE; SV Fort +3, Ref +6, Will +4; Str 8, Dex 17, Con 10, Int 11, Wis 12, Cha 10.

Skills & Feats: Bluff +14, Diplomacy +2, Disguise +0 (+2 acting), Hide +17, Intimidate +2, Knowledge [the planes] +6, Listen +7, Move Silently +9, Search +6, Spellcraft +6, Spot +6; Improved Initiative, Weapon Finesse

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex. The save is Constitution-based and includes a +2 racial bonus.

Spell-like abilities: At will – *detect good*, *detect magic*, and *invisibility* (self only); 1/day – *cause fear* (as the spell, except that its area is a 30-foot radius from the quasit, save DC 11). CL 6th. The save DCs are Charisma based.

Once per week a quasit can use *commune* to ask six questions. The ability otherwise works as the spell (CL 12th).

Alternate form (Su): A quasit can assume other forms at will as a standard action. This ability functions as a *polymorph* spell cast on itself (CL 12th), except that the quasit does not regain hit points for changing form, and any individual quasit can assume only one or two forms no larger than Medium. Common forms include bat, monstrous centipede, toad, and wolf. A quasit in alternate form loses its poison attack. Mynyrztt uses this ability to change into a raven, appearing as a more mundane familiar for Juniphel.

Languages: Common and Abyssal.

Power-Up Suite (*death ward*, *false life*, *fire in the blood*^{*}, *undetectable alignment*) – hp 62.

ENCOUNTER 4

Huge Water Necromental: Huge undead (Augmented Elemental, water, extraplanar); CR 8; HD 16d12; hp 144; Init +4; Spd 40 ft., swim 120 ft.; AC 23, touch 12, flat-footed 19 (-2 Size, +4 Dex, +11 natural); Base Atk/Grp: +12/+27; Atk +17 melee (2d10+7 plus energy drain, slam); Full Atk: +17/+17 melee (2d10+7 plus energy drain, 2 slams); SA water mastery, drench, vortex, create spawn, energy drain; SQ DR 5/-, darkvision 60 ft., elemental traits, fast healing 3, undead traits; AL N; SV Fort +12, Ref +9, Will +7; Str 24, Dex 18, Con -, Int 1, Wis 10, Cha 1

Skills & Feats: Listen +11, Spot +12; Alertness, Cleave, Great Cleave, Power Attack, Improved Bull Rush, Iron Will, Great Fortitude

Water Mastery (Ex): A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a -4 penalty on attack and damage rolls. These modifiers are not included in the statistics block.

A water elemental can be a serious threat to a ship that crosses its path. An elemental can easily overturn small craft (5 feet of length per Hit Dice of the elemental) and stop larger vessels (10 feet long per HD). Even large ships (20 feet long per HD) can be slowed to half speed.

Drench (Ex): The elementals touch puts out torches, campfires, exposed lanterns and other open flames of non magical origin if these are of Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* (CL equals elemental HD).

Vortex (Su): The elemental can transform itself into a whirlpool once every 10 minutes, provided it is underwater, and remain in that form for up to 1 round for every 2 HD it has. In Vortex form, the elemental can move through the water or along the bottom at its swim speed.

The vortex is 5 feet wide at the base, up to 30 feet wide at the top, and 10 feet or taller, depending on the elemental's size. The elemental controls the exact height, but it must be at least 10 feet.

The elemental's movement while in vortex form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the vortex if it touches or enters the vortex, or if the elemental moves into or through the creature's space.

Creatures one or more size categories smaller than the elemental might take damage when caught in the vortex (see the table below for details) and may be swept up into it. An affected creature must succeed on a Reflex save when it comes into contact with the vortex or take the indicated damage. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful currents, automatically taking damage each round. An affected creature is allowed a Reflex save each round to escape the vortex. The creature still takes damage, but can leave if the save is successful. The DC for

saves against the vortex's effects varies with the elemental's size. The save DC is Strength-based.

Creatures trapped in the vortex cannot move except to go where the elemental carries them or to escape the whirlwind. Creatures caught in the whirlwind can otherwise act normally, but must make a Concentration check (DC 10 + spell level) to cast a spell. Creatures caught in the whirlwind take a -4 penalty to Dexterity and a -2 penalty on attack rolls. The elemental can have only as many creatures trapped inside the vortex at one time as will fit in the vortex's volume.

The elemental can eject any carried creatures whenever it wishes, depositing them wherever the vortex happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane.

If the vortex's base touches the bottom, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the vortex's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment. Those caught in the cloud must make a Concentration check (DC 15 + spell level) to cast a spell.

An elemental in vortex form cannot make slam attacks and does not threaten the area around it.

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

Energy Drain (Su): Living creatures hit by a necromental's natural weapon attack gain one negative level. A necromental can use its energy drain ability once per round, regardless of the number of natural weapon attacks the necromental possesses. The save DC to remove the negative level 24 hours later is 10 + ½ the necromental's HD. When a necromental bestows a negative level on a victim, it gains 5 temporary hit points (10 on a critical hit). The temporary hit points last for up to 1 hour.

Fast Healing (Ex): A necromental heal 3 points of damage each round as long as it has at least 1 hit point and is within 5 feet of some form of its element.

Languages: Aquan.

ENCOUNTER 7

Duskwatcher Specialist, Male Illumian Ftr4/Clr3 of Xan Yae: Medium humanoid (human); CR 7; HD 3d8+4d10+7; hp 50; Init +5; Spd 30 ft.; AC 17, touch 11, flat-footed 16 (+1 Dex, +5 armor, +1 natural); Base Atk/Grp: +6/+9; Atk +11 melee (2d4+9 18-20/x2, +1 falchion); Full Atk: +11/+6 melee (2d4+9 18-20/x2, +1 falchion); SA spontaneous inflict, rebuke undead 4/day; SQ luminous sigils, glyphic resonance, power sigils, Illumian words, final utterance, +2 saves vs. spells with the shadow descriptor, superior literacy; AL NE; SV Fort +9, Ref +4, Will +7; Str 17, Dex 12, Con 12, Int 8, Wis 14, Cha 12

Skills & Feats: Concentration +6, Knowledge [the planes] +1, Listen +2, Spellcraft +0, Spot +2; Power Attack, Weapon Focus (Falchion), Improved Sigil (Aesh), Enhanced Power Sigils, Improved Initiative, Weapon Specialization (Falchion), Skill Focus (Concentration)

Luminous Sigils (Su): The sigils that orbit an Illumian's head glow softly, providing illumination equal to that of a candle. Illumians can make their sigils disappear by concentrating for a moment (a standard action), but they don't receive the sigil's benefits and can't use any special abilities granted by illumian words (see below) while they're doused. Restoring the sigils to visibility is a free action.

Luminous sigils (including power sigils; see below) are insubstantial and disappear into any matter they touch. An illumian's sigils remain present and in effect even when the illumian take another form, unless she would lose her supernatural abilities as a result of the form change. An illumian wizard who cast a *polymorph* spell on herself retains her sigils, but an illumian who becomes a zombie loses them.

Glyphic Resonance (Ex): Illumians are the physical embodiment of a magical language, so they interact strangely with symbol-based spells. This group includes all spells whose names contain the words glyph, rune, sigil, or symbol (such spells in the Player's Handbook include *explosive runes*, *glyph of warding*, *greater glyph of warding*, *sepia snake sigil*, and the various symbol spells). When an illumian encounters such magic, one of two things happen: Either the illumian's resonance overpowers the spell, or the foreign magic corrupts the mystical language that defines the illumian. Illumians have a -4 racial penalty on saving throws against these effects if their level is less than the Caster Level of the spell. If an illumian's level is equal or exceeds the spell's Caster Level, she is immune to the effect.

Power Sigils (Su): In addition to the array of dimly glowing luminous sigils that orbits her head, a 1st-level illumian has a single brightly glowing power sigil that grants her certain bonuses. A power sigil can be discerned from other sigils surrounding an illumian with a DC 10 Spot check, and identified with a DC 15 Knowledge [arcana] check.

On attaining 2nd level in any class, an illumian gains a second different power sigil, and the bonus granted by

each power sigil increases to +2. Depending on the combination of power sigils she chooses, an illumian gains one or more extra special abilities (see Illumian words below).

The benefit this Illumian's two power sigils are given below, along with the Common translation of each sigil's Illumian name. These bonuses included the bonus from the Enhanced Power Sigils feat.

Aesh ("vigor"): +3 bonus on Strength checks and Strength-based skill checks.

Hoon ("life"): +3 bonus on Wisdom checks, Constitution checks, and Wisdom- or Constitution-based skills check.

Illumian Words (Su): Each combination of two power sigils' names makes an Illumian word of great power, and thus grants extra abilities to a character who possesses those two power sigils. The benefit of this Illumian's power word is described below.

Aeshoon: Twice per day, the Illumian can spend a turn or rebuke attempt as a swift action to gain a bonus on weapon damage rolls equal to her Wisdom bonus. This effect lasts until the beginning of the next turn, and it applies only to weapon with which she has selected the Weapon Focus feat.

Final Utterance (Ex): When an Illumian dies, her body releases the stored Illumian language within it. For 1 round per Hit Die of the Illumian anyone within earshot hears ululating Illumian syllables – usually gibberish, but occasionally a prophetic phrase or a final curse on the illumian's enemies. The illumian's body need not remain intact for the final utterance to occur. Even if an illumian succumbs to a *disintegrate* spell, her disembodied voice still utters strange gibberish for several rounds.

Languages: Common and Illumian.

Cleric Spells Prepared (4/4/3 base DC = 12 + spell level): 0 - *detect magic*, *cure minor wounds* x3; 1st - *cure light wounds* x2, *disguise self**, ~~*shield of faith*~~; 2nd - *cure moderate wounds*, ~~*bull's strength*~~, *invisibility**

*Domain spell; Deity: Xan Yae; Domains: War (free Weapon Focus with deity's favored weapon); Trickery (Bluff, Disguise, and Hide are class skills).

Possessions: +1 chain shirt, +1 falchion, amulet of natural armor +1, cloak of resistance +1, wand of cure light wounds (20 charges), wooden holy symbol (Xan Yae), spell component pouch, strange book (Illumian translation of *March Palantine*).

Power-Up Suite (*bull's strength* (11 rounds), *shield of faith* (9 rounds)) – AC 19, touch 13, flat-footed 18 (+1 Dex, +5 armor, +1 natural, +2 deflection); Base Atk/Grp: +6/+11; Atk +13 melee (2d4+12, 18-20/x2, +1 falchion); Full Atk: +13/+8 melee (2d4+12, 18-20/x2, +1 falchion); Str 21.

APPENDIX 5 – APL 10

ENCOUNTER 1

Advanced Kolyarut: Medium construct (Extraplanar, lawful); CR 13; HD 17d10+20; hp 121; Init +5; Spd 20 ft. in banded mail, base speed 30 ft.; AC 27, touch 11, flat-footed 26 (+1 Dex, +10 natural, +6 armor); Base Atk/Grp: +12/+14; Atk +14 melee touch (5d6/x2, vampiric touch) or +16 melee (1d8+5/19-20 x2, +2 *longsword*) or +14 melee (1d6+3/x2, slam) or +13 ranged touch (enervation ray); Full Atk: +14/+9/+4 melee touch (5d6/x2, vampiric touch) or +16/+11/+6 melee (1d8+5/19-20 x2, +2 *longsword*) or +14/+9/+4 melee (1d6+3/x2, slam) or +13 ranged touch (enervation ray); SA enervation ray, spell-like abilities, vampiric touch; SQ construct traits, DR 10/chaotic, darkvision 60 ft., fast healing 5, low-light vision, SR 22; AL LN; SV Fort +7, Ref +8, Will +8; Str 14, Dex 13, Con -, Int 10, Wis 17, Cha 16

Skills & Feats: Diplomacy +5, Disguise +12, Gather Information +12, Listen +15, Search +5, Sense Motive +12, Spot +15, Survival +3 (+5 following tracks); Alertness, Combat Casting, Great Fortitude, Improved Initiative, Lightning Reflexes, Quicken Spell-like Ability (*suggestion*)

Enervation Ray (Su): A kolyarut can fire a black enervation ray at targets within 200 feet. The effect is identical with the *enervation* spell (CL 13th).

Spell-like abilities: At will – *discern lies* (DC 17), *disguise self*, *fear* (DC 17), *hold person* (DC 16), *invisibility*, *locate creature*, *suggestion* (DC 16); 1/day – *hold monster* (DC 17), *mark of justice*; 1/week – *geas/quest*. CL 13th. The save DCs are Charisma-based.

Vampiric Touch (Su): As a melee touch attack, a kolyarut can steal life force from its foe, as the *vampiric touch* spell (CL 13th).

Languages: Common, Abyssal, Celestial, and Infernal.

Juniphel, Female human DrN13: Medium humanoid (human); CR 13; HD 13d6+52; hp 110; Init +6; Spd 30 ft.; AC 19, touch 13, flat-footed 17 (+6 armor, +2 Dex, +1 deflection); Base Atk/Grp: +6/+7; Atk +7 melee touch (charnal touch) or +8 melee (1d6+1/18-20 x2, +1 scimitar) or +8 ranged (1d8/19-20 x2, light crossbow); Full Atk: +7 melee touch (charnal touch) or +8/+3 melee (1d6+1/18-20 x2, +1 scimitar) or +8 ranged (1d8/19-20 x2, light crossbow); SA charnal touch, negative energy burst 3/day, fear aura, scabrous touch 2/day, enervating touch; SQ rebuke undead, lich body, mental bastion, spells, undead mastery, negative energy resistance, light fortification 25%; AL NE; SV Fort +7, Ref +6, Will +7; Str 12, Dex 14, Con 16, Int 10, Wis 8, Cha 22

Skills & Feats: Bluff +22, Concentration +19, Decipher Script +2, Knowledge [arcana] +2, Knowledge [religion] +2, Listen +2, Spellcraft +8, Spot +2; Black Lore of Moil*, Improved Initiative, Improved Toughness*, Spell Focus (Necromancy), Tomb-Tainted Soul*, Alertness

Charnal Touch (Su): Negative energy flows through a dread necromancer's body, concentrating in her hands. At will, but no more than once per round, she can make a melee touch attack against a living foe that deals 1d8 points of damage, +1 per four class levels. This touch heals undead creatures, restoring 1 hit point per touch, +1 per four class levels.

A dread necromancer can use the *spectral hand* spell to deliver this attack from a distance.

Rebuke Undead (Su): A dread necromancer can rebuke or command undead creatures by channeling negative energy through her body. See the cleric class feature described on page 33 of the Player's Handbook.

Lich Body: Starting at 2nd level, a dread necromancer begins her journey into undeath. The first symptom is her body's increased resilience to physical harm. She gains DR 2/bludgeoning and magic. As the dread necromancer increases in level, this DR increases in effectiveness, to DR 4 at 7th level, DR 6 at 11th level, and DR 8 at 15th level.

Negative Energy Burst (Su): Beginning at 3rd level, a dread necromancer gains the ability to emit a burst of negative energy from her body, harming living creatures within 5 feet of her. This burst deals 1d4 points of damage per class level. A successful Will save (DC 10 + ½ her class level + Cha modifier) reduces damage by half. Undead creatures within this burst are healed the same amount of hit points as the damage she deals to living creatures. A dread necromancer can use this ability once per day at 3rd level, and one additional time per day for every five levels she attains beyond third (2/day at 8th level, 3/day at 13th level, and 4/day at 18th level).

Advanced Learning (Ex): At 4th level, a dread necromancer can add a new spell to her list, representing the result of personal study and experimentation. The spell must be a cleric or wizard spell of the necromancy school, and of a level no higher than that of the highest-level spell the dread necromancer already knows. Once a new spell is selected, it is added to that dread necromancer's spell list and can be cast just like any other spell she knows. If a spell is both a cleric spell and a wizard spell, use the lower of the two spell levels (when different) to determine what level the spell is for a dread necromancer.

A dread necromancer gains an additional new spell at 8th, 12th, 16th, and 20th level.

Juniphel has used her Advanced Learning to gain the spell *desiccate* at 4th level, the spell *wither* at 8th level, and the spell *spiritwall* at 12th level.

Mental Bastion: Starting at 4th level, a dread necromancer gains a +2 bonus on saving throws made to resist sleep, stunning, paralysis, poison, or disease. This bonus increases to +4 at 14th level.

Fear Aura: Beginning at 5th level, a dread necromancer radiates a 5-foot-radius aura as a free action. Enemies in the area must succeed on a Will save (DC 10 + ½ her class level + her Cha modifier) or become shaken.

A creature who successfully saves cannot be affected by that dread necromancer's fear aura for 24 hours.

Scabrous Touch (Su): Starting at 6th level, once per day a dread necromancer can use her charnel touch to inflict disease on a creature she touches. This ability works like the *contagion* spell (see page 213 of the Player's Handbook), inflicting the disease of her choice immediately, with no incubation period, unless the target makes a successful Fortitude save (DC 10 + ½ her class level + her Cha modifier). The DC for subsequent saving throws to resist the effects of the disease depends on the disease inflicted, see page 292 of the Dungeon Master's Guide for details.

Activating this class feature is a swift action. The effect lasts until the dread necromancer makes a successful charnel touch attack. The *spectral hand* spell enables a dread necromancer to deliver a scabrous touch attack from a distance.

A dread necromancer can use this ability once per day at 6th level, twice per day at 11th level, and three times per day at 16th level.

Summon Familiar: At 7th level or anytime thereafter, a dread necromancer can obtain a familiar. The familiar she acquires is more powerful than a standard wizard's or sorcerer's familiar, but it is unequivocally evil. The player of a dread necromancer chooses one of the following creatures: imp (devil), quasit (demon), vargouille, or ghostly visage. All these creatures are described in the Monster Manual except for the ghostly visage, an undead symbiont described on page 221 of the Fiend Folio.

A dread necromancer's familiar gains the usual familiar benefits given on pages 52-53 of the Player's Handbook, with two exceptions. Its type does not change, and it does not gain the exceptional ability to speak with other creatures of its kind.

A dread necromancer's familiar can use its ability to deliver touch spell such as its master's charnel touch, scabrous touch, or enervating touch attack. The master must use a standard action to imbue the touch attack into her familiar.

Undead Mastery: All undead creatures created by a dread necromancer who has reached 8th level or higher gain a +4 enhancement bonus to Strength and Dexterity and 2 additional hit points per Hit Die.

In addition, when a dread necromancer uses the *animate dead* spell to create undead, she can control 4+her Charisma bonus HD worth of undead creatures per class level (rather than the 4 HD per level normally granted by the spell).

Similarly, when a dread necromancer casts the *control undead* spell, the spell targets up to (2 + her Cha bonus) HD/level of undead creatures, rather than the 2 HD/level normally granted by the spell.

Negative Energy Resistance: Beginning at 9th level, a dread necromancer gains a +4 bonus on saving throws made to resist negative energy effects, including *energy drain*, some ability drain, and *inflict* spells.

Light Fortification: Starting at 10th level, a dread necromancer gains 25% resistance to critical hits; this is the equivalent of the light fortification armor special ability described on page 219 of the Dungeon Master's Guide. At 17th level, this fortification increases to 50%.

Enervating Touch (Su): When a dread necromancer reaches 12th level, she gains the ability to bestow negative levels when she uses her charnel touch attack. Each day, she can bestow a total number of negative levels equal to one-half her class level, but no more than two negative levels with a single touch. The saving throw to remove negative levels has a DC of 10 + ½ her class level + her Charisma modifier.

Activating this class feature is a swift action. The effect lasts until she makes a successful charnel touch attack.

Beginning at 17th level, the number of negative levels a dread necromancer can bestow per day increases to equal her class level.

Languages: Common and Abyssal.

Dread Necromancer Spells Known (7/7/7/7/5 base DC = 16+ spell level, DC = 17+ spell level for spells marked ^N): 1st – *bane*, *bestow wound*^{*}, *cause fear*^N, *chill touch*^N, *detect magic*, *detect undead*, *doom*^N, *hide from undead*, *inflict light wounds*^N, *ray of enfeeblement*^N, *summon undead I*^{*}, ~~undetectable alignment~~, *undetectable alignment*. 2nd – *blindness/deafness*^N, *command undead*^N, *darkness*, *death knell*^N, *desiccate*^{*N}, *false life*^N, *false life*^N, *gentle repose*^N, *ghoul touch*^N, *inflict moderate wounds*^N, *scare*^N, ~~spectral hand~~^N, *spectral hand*^N, *summon swarm*, *summon undead II*^{*}. 3rd – *crushing despair*, ~~death ward~~^N, *death ward*^N, *halt undead*^N, *inflict serious wounds*^N, *ray of exhaustion*^N, *speak with dead*^N, *summon undead III*^{*}, *vampiric touch*^N. 4th – *animate dead*^N, *bestow curse*^N, *contagion*^N, *death ward*^N, *dispel magic*, *enervation*^N, *Evard's black tentacles*, *fear*^N, *giant vermin*, *inflict critical wounds*^N, *phantasmal killer*, *poison*^N, *summon undead IV*^{*}, *wither*^{*N}. 5th – *blight*^N, *cloudkill*, ~~fire in the blood~~^{*}, *fire in the blood*^{*}, *greater dispel magic*, *insect plague*, *magic jar*^N, *mass inflict light wounds*^N, *nightmare*, *oath of blood*^{*N}, *slay living*^N, *spiritwall*^N, *summon undead V*^{*}, *undeath to death*^N, *unhallow*, *waves of fatigue*^N. 6th – *acid fog*, *circle of death*^N, *create undead*^N, *eyebite*^N, *geas/quest*, *harm*^N, *mass inflict moderate wounds*^N, *waves of exhaustion*^N.

Possessions: +1 scimitar, +2 mithral shirt, arcane scroll of *animate dead*, brooch of shielding, cloak of charisma +4, ~~potion of protection from good~~, *potion of protection from arrows*, *potion of barkskin* +3, ~~potion of cat's grace~~, ring of protection +1, vest of resistance +2, wand of *inflict light wounds*, ~~wand of disintegration (-1 charge)~~, explorer's outfit, light crossbow, 20 bolts, dagger, spell component pouch, 900 gp worth of runebones (for black lore of moil feat), strange scrolls (the *Necro-Maglona*), 91 gp.

Power-Up Suite (*barkskin*, *cat's grace* (9 rounds), *death ward*, *false life*, *fire in the blood*^{*}, *protection from arrows*, *protection from good* (8 rounds), *spectral hand*, *undetectable alignment*) – hp 126; Init +8; AC 24 (25 vs. good aligned attacks), touch 15, flat-footed 20 (+6 armor, +4 Dex, +1 deflection (+2 vs. good), +3 natural); Atk +7 melee touch (charnel touch) or +8 melee (1d6+1/1d8-20 x2, +1 scimitar) or +10 ranged

(1d8/19-20 x2, light crossbow); Full Atk: +7 melee touch (charnal touch) or +8/+3 melee (1d6+1/18-20 x2, +1 scimitar) or +10 ranged (1d8/19-20 x2, light crossbow); SV Fort +7 (+8 vs. good), Ref +8 (+9 vs. good), Will +7 (+8 vs. good); Dex 18.

Mynydrztt, Quasit familiar: Tiny outsider (Chaotic, Extraplanar, Evil); CR 2; HD 3d8; hp 55; Init +7; Spd 20 ft., fly 50 ft. (perfect); AC 25, touch 15, flat-footed 22 (+2 size, +3 Dex, +10 natural); Base Atk/Grp: +3/-6; Atk: +8 melee (1d3-1 plus poison, claw); Full Atk: 2 claws +8 melee (1d3-1 plus poison, claw) and +3 melee (1d4-1, bite); SA poison, spell-like abilities; SQ alternate form, DR 5/cold iron or good, darkvision 60 ft., fast healing 2, improved evasion, share spells, empathic link, deliver touch spells, speak with master, SR 18, immunity to poison, resistance to fire 10; AL CE; SV Fort +3, Ref +6, Will +4; Str 8, Dex 17, Con 10, Int 12, Wis 12, Cha 10.

Skills & Feats: Bluff +16, Diplomacy +2, Disguise +0 (+2 acting), Hide +17, Intimidate +2, Knowledge [the planes] +6, Listen +7, Move Silently +9, Search +6, Spellcraft +8, Spot +6; Improved Initiative, Weapon Finesse

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex. The save is Constitution-based and includes a +2 racial bonus.

Spell-like abilities: At will – *detect good*, *detect magic*, and *invisibility* (self only); 1/day – *cause fear* (as the spell, except that its area is a 30-foot radius from the quasit, save DC 11). CL 6th. The save DCs are Charisma based.

Once per week a quasit can use *commune* to ask six questions. The ability otherwise works as the spell (CL 12th).

Alternate form (Su): A quasit can assume other forms at will as a standard action. This ability functions as a *polymorph* spell cast on itself (CL 12th), except that the quasit does not regain hit points for changing form, and any individual quasit can assume only one or two forms no larger than Medium. Common forms include bat, monstrous centipede, toad, and wolf. A quasit in alternate form loses its poison attack. Mynydrztt uses this ability to change into a raven, appearing as a more mundane familiar for Juniphel.

Languages: Common and Abyssal.

Power-Up Suite (*death ward*, *false life*, *fire in the blood**, *undetected alignment*) – hp 71.

ENCOUNTER 4

Huge Water Necromental: Huge undead (Augmented Elemental, water, extraplanar); CR 8; HD 16d12; hp 144; Init +4; Spd 30 ft., swim 120 ft.; AC 23, touch 12, flat-footed 19 (-2 size, +4 Dex, +11 natural); Base Atk/Grp: +12/+27; Atk +17 melee (2d10+7 plus energy drain, slam); Full Atk: +17/+17 melee (2d10+7 plus energy drain, 2 slams); SA water mastery, drench, vortex, create spawn, energy drain; SQ DR 5/-, darkvision 60 ft., elemental traits, fast healing 3, undead traits; AL N; SV Fort +12, Ref +9, Will +7; Str 24, Dex 18, Con -, Int 1, Wis 10, Cha 1

Skills & Feats: Listen +11, Spot +12; Alertness, Cleave, Great Cleave, Power Attack, Improved Bull Rush, Iron Will, Great Fortitude

Water Mastery (Ex): A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a –4 penalty on attack and damage rolls. These modifiers are not included in the statistics block.

A water elemental can be a serious threat to a ship that crosses its path. An elemental can easily overturn small craft (5 feet of length per Hit Dice of the elemental) and stop larger vessels (10 feet long per HD). Even large ships (20 feet long per HD) can be slowed to half speed.

Drench (Ex): The elementals touch puts out torches, campfires, exposed lanterns and other open flames of non magical origin if these are of Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* (CL equals elemental HD).

Vortex (Su): The elemental can transform itself into a whirlpool once every 10 minutes, provided it is underwater, and remain in that form for up to 1 round for every 2 HD it has. In Vortex form, the elemental can move through the water or along the bottom at its swim speed.

The vortex is 5 feet wide at the base, up to 30 feet wide at the top, and 10 feet or taller, depending on the elemental's size. The elemental controls the exact height, but it must be at least 10 feet.

The elemental's movement while in vortex form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the vortex if it touches or enters the vortex, or if the elemental moves into or through the creature's space.

Creatures one or more size categories smaller than the elemental might take damage when caught in the vortex (see the table below for details) and may be swept up into it. An affected creature must succeed on a Reflex save when it comes into contact with the vortex or take the indicated damage. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful currents, automatically taking damage each round. An affected creature is allowed a Reflex save each round to escape the vortex. The creature still takes damage, but can leave if the save is successful. The DC for

saves against the vortex's effects varies with the elemental's size. The save DC is Strength-based.

Creatures trapped in the vortex cannot move except to go where the elemental carries them or to escape the whirlwind. Creatures caught in the whirlwind can otherwise act normally, but must make a Concentration check (DC 10 + spell level) to cast a spell. Creatures caught in the whirlwind take a -4 penalty to Dexterity and a -2 penalty on attack rolls. The elemental can have only as many creatures trapped inside the vortex at one time as will fit in the vortex's volume.

The elemental can eject any carried creatures whenever it wishes, depositing them wherever the vortex happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane.

If the vortex's base touches the bottom, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the vortex's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment. Those caught in the cloud must make a Concentration check (DC 15 + spell level) to cast a spell.

An elemental in vortex form cannot make slam attacks and does not threaten the area around it.

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

Energy Drain (Su): Living creatures hit by a necromental's natural weapon attack gain one negative level. A necromental can use its energy drain ability once per round, regardless of the number of natural weapon attacks the necromental possesses. The save DC to remove the negative level 24 hours later is 10 + ½ the necromental's HD. When a necromental bestows a negative level on a victim, it gains 5 temporary hit points (10 on a critical hit). The temporary hit points last for up to 1 hour.

Fast Healing (Ex): A necromental heal 3 points of damage each round as long as it has at least 1 hit point and is within 5 feet of some form of its element.

Languages: Aquan.

Advanced Quell: Medium undead (Incorporeal); CR 4; HD 10d12; hp 90; Init +7; Spd Fly 60 ft. (good); AC 15, touch 15, flat-footed 12 (+3 Dex, +2 deflection); Base Atk/Grp: +5/-; Atk +8 melee incorporeal touch (1d4, slam); Full Atk: +8 melee incorporeal touch (1d4, slam); SA coupled intercession, intercession; SQ darkvision 60 ft., daylight powerlessness, incorporeal traits, undead traits, +4 turn resistance; AL LE; SV Fort +3, Ref +6, Will +11; Str -, Dex 16, Con -, Int 14, Wis 14, Cha 16

Skills & Feats: Diplomacy +6, Hide +16, Intimidate +10, Listen +17, Profession (Sailor) +7, Search +10, Sense Motive +13, Spot +17, Survival +7 (+9 following tracks); Alertness, Combat Reflexes, Improved Initiative, Weapon Finesse, Iron Will, Positive Energy Resistance*

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 standard actions 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 (10th 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 day, 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 equal to 3 + its Charisma modifier.

Languages: Common and Infernal.

ENCOUNTER 7

Duskwatcher Officer, Male Illumian Ftr4/Clr5 of Xan Yae: Medium humanoid (human); CR 9; HD 5d8+2d10+9; hp 62; Init +5; Spd 30 ft.; AC 19, touch 11, flat-footed 18 (+1 Dex, +7 armor, +1 natural); Base Atk/Grp: +7/+11; Atk +13 melee (2d4+11 18-20/x2, +1 *falchion*); Full Atk: +13/+8 melee (2d4+11 18-20/x2, +1 *falchion*); SA spontaneous inflict, rebuke undead 4/day; SQ luminous sigils, glyphic resonance, power sigils, Illumian words, final utterance, +2 saves vs. spells with the shadow descriptor, superior literacy; AL NE; SV Fort +10, Ref +4, Will +8; Str 18, Dex 12, Con 12, Int 8, Wis 14, Cha 12.

Skills & Feats: Concentration +8, Knowledge [the planes] +1, Listen +2, Spellcraft +0, Spot +2; Power Attack, Weapon Focus (*Falchion*), Improved Sigil (*Aesh*), Enhanced Power Sigils, Improved Initiative, Weapon Specialization (*Falchion*), Skill Focus (Concentration), Divine Vigor.

Luminous Sigils (Su): The sigils that orbit an Illumian's head glow softly, providing illumination equal to that of a candle. Illumians can make their sigils disappear by concentrating for a moment (a standard action), but they don't receive the sigil's benefits and can't use any special abilities granted by illumian words (see below) while they're doused. Restoring the sigils to visibility is a free action.

Luminous sigils (including power sigils; see below) are insubstantial and disappear into any matter they touch. An illumian's sigils remain present and in effect even when the illumian take another form, unless she would lose her supernatural abilities as a result of the form change. An illumian wizard who cast a *polymorph* spell on herself retains her sigils, but an illumian who becomes a zombie loses them.

Glyphic Resonance (Ex): Illumians are the physical embodiment of a magical language, so they interact strangely with symbol-based spells. This group includes all spells whose names contain the words glyph, rune, sigil, or symbol (such spells in the Player's Handbook include *explosive runes*, *glyph of warding*, *greater glyph of warding*, *sepia snake sigil*, and the various symbol spells). When an illumian encounters such magic, one of two things happen: Either the illumian's resonance overpowers the spell, or the foreign magic corrupts the mystical language that defines the illumian. Illumians have a -4 racial penalty on saving throws against these effects if their level is less than the Caster Level of the spell. If an illumian's level is equal or exceeds the spell's Caster Level, she is immune to the effect.

Power Sigils (Su): In addition to the array of dimly glowing luminous sigils that orbits her head, a 1st-level illumian has a single brightly glowing power sigil that grants her certain bonuses. A power sigil can be discerned from other sigils surrounding an illumian with a DC 10 Spot check, and identified with a DC 15 Knowledge [arcana] check.

On attaining 2nd level in any class, an illumian gains a second different power sigil, and the bonus granted by each power sigil increases to +2. Depending on the combination of power sigils she chooses, an illumian gains one or more extra special abilities (see Illumian words below).

The benefit this Illumian's two power sigils are given below, along with the Common translation of each sigil's Illumian name. These bonuses included the bonus from the Enhanced Power Sigils feat.

Aesh ("vigor"): +3 bonus on Strength checks and Strength-based skill checks.

Hoon ("life"): +3 bonus on Wisdom checks, Constitution checks, and Wisdom- or Constitution-based skill checks.

Illumian Words (Su): Each combination of two power sigils' names makes an Illumian word of great power, and thus grants extra abilities to a character who possesses those two power sigils. The benefit of this Illumian's power word is described below.

Aeshoon: Twice per day, the Illumian can spend a turn or rebuke attempt as a swift action to gain a bonus on weapon damage rolls equal to her Wisdom bonus. This effect lasts until the beginning of the next turn, and it applies only to weapon with which she has selected the Weapon Focus feat.

Final Utterance (Ex): When an Illumian dies, her body releases the stored Illumian language within it. For 1 round per Hit Die of the Illumian anyone within earshot hears ululating Illumian syllables – usually gibberish, but occasionally a prophetic phrase or a final curse on the illumian's enemies. The illumian's body need not remain intact for the final utterance to occur. Even if an illumian succumbs to a *disintegrate* spell, her disembodied voice still utters strange gibberish for several rounds.

Languages: Common and Illumian.

Cleric Spells Prepared (5/5/4/2 base DC = 12 + spell level): 0 - *detect magic*, *cure minor wounds* x3; 1st - *cure light wounds* x3, *disguise self**, *shield of faith*; 2nd - *cure moderate wounds* x2, *bull's strength*, *invisibility**; 3rd - *cure serious wounds*, *nondetection**

*Domain spell; Deity: Xan Yae; Domains: War (free Weapon Focus with deity's favored weapon); Trickery (*Bluff*, *Disguise*, and *Hide* are class skills).

Possessions: +1 *falchion*, +1 *mithral breastplate*, *amulet of natural armor* +1, *cloak of resistance* +1, *wand of cure light wounds* (20 charges), *wand of silence* (10 charges), wooden holy symbol (Xan Yae), spell component pouch, strange book (Illumian translation of *March Palantine*)

Power-Up Suite (*bull's strength* (11 rounds), *nondetection*, *shield of faith* (9 rounds)) – AC 21, touch 13, flat-footed 20 (+1 Dex, +7 armor, +1 natural, +2 deflection); Base Atk/Grp: +7/+11; Atk +15 melee (2d4+13, 18-20/x2, +1 *falchion*); Full Atk: +15/+10 melee (2d4+13, 18-20/x2, +1 *falchion*);

ENCOUNTER 1

Juniphel, Female human DrN15: Medium humanoid (human); CR 15; HD 15d6+60; hp 127; Init +6; Spd 30 ft.; AC 23, touch 14, flat-footed 21 (+7 armor, +2 shield, +2 Dex, +1 deflection, +1 insight); Base Atk/Grp: +7/+8; Atk +8 melee touch (charnel touch) or +9 melee (1d6+1/18-20 x2, +1 scimitar) or +9 ranged (1d8/19-20 x2, light crossbow); Full Atk: +8 melee touch (charnel touch) or +9/+4 melee (1d6+1/18-20 x2, +1 scimitar) or +9 ranged (1d8/19-20 x2, light crossbow); SA charnel touch, negative energy burst 3/day, fear aura, scabrous touch 2/day, enervating touch; SQ rebuke undead, lich body, mental bastion, spells, undead mastery, negative energy resistance, light fortification 25%; AL NE; SV Fort +8, Ref +7, Will +8; Str 12, Dex 14, Con 16, Int 10, Wis 8, Cha 22.

Skills & Feats: Bluff +24, Concentration +21, Decipher Script +2, Knowledge [arcana] +2, Knowledge [religion] +2, Listen +2, Spellcraft +10, Spot +2; Black Lore of Moil*, Improved Initiative, Improved Toughness*, Spell Focus (Necromancy), Greater Spell Focus (Necromancy), Tomb-Tainted Soul*, Alertness.

Charnel Touch (Su): Negative energy flows through a dread necromancer's body, concentrating in her hands. At will, but no more than once per round, she can make a melee touch attack against a living foe that deals 1d8 points of damage, +1 per four class levels. This touch heals undead creatures, restoring 1 hit point per touch, +1 per four class levels.

A dread necromancer can use the *spectral hand* spell to deliver this attack from a distance.

Rebuke Undead (Su): A dread necromancer can rebuke or command undead creatures by channeling negative energy through her body. See the cleric class feature described on page 33 of the Player's Handbook.

Lich Body: Starting at 2nd level, a dread necromancer begins her journey into undeath. The first symptom is her body's increased resilience to physical harm. She gains DR 2/bludgeoning and magic. As the dread necromancer increases in level, this DR increases in effectiveness, to DR 4 at 7th level, DR 6 at 11th level, and DR 8 at 15th level.

Negative Energy Burst (Su): Beginning at 3rd level, a dread necromancer gains the ability to emit a burst of negative energy from her body, harming living creatures within 5 feet of her. This burst deals 1d4 points of damage per class level. A successful Will save (DC 10 + ½ her class level + Cha modifier) reduces damage by half. Undead creatures within this burst are healed the same amount of hit points as the damage she deals to living creatures. A dread necromancer can use this ability once per day at 3rd level, and one additional time per day for every five levels she attains beyond third (2/day at 8th level, 3/day at 13th level, and 4/day at 18th level).

Advanced Learning (Ex): At 4th level, a dread necromancer can add a new spell to her list, representing

the result of personal study and experimentation. The spell must be a cleric or wizard spell of the necromancy school, and of a level no higher than that of the highest-level spell the dread necromancer already knows. Once a new spell is selected, it is added to that dread necromancer's spell list and can be cast just like any other spell she knows. If a spell is both a cleric spell and a wizard spell, use the lower of the two spell levels (when different) to determine what level the spell is for a dread necromancer.

A dread necromancer gains an additional new spell at 8th, 12th, 16th, and 20th level.

Juniphel has used her Advanced Learning to gain the spell *desiccate* at 4th level, the spell *wither* at 8th level, and the spell *spiritwall* at 12th level.

Mental Bastion: Starting at 4th level, a dread necromancer gains a +2 bonus on saving throws made to resist sleep, stunning, paralysis, poison, or disease. This bonus increases to +4 at 14th level.

Fear Aura: Beginning at 5th level, a dread necromancer radiates a 5-foot-radius aura as a free action. Enemies in the area must succeed on a Will save (DC 10 + ½ her class level + her Cha modifier) or become shaken. A creature who successfully saves cannot be affected by that dread necromancer's fear aura for 24 hours.

Scabrous Touch (Su): Starting at 6th level, once per day a dread necromancer can use her charnel touch to inflict disease on a creature she touches. This ability works like the *contagion* spell (see page 213 of the Player's Handbook), inflicting the disease of her choice immediately, with no incubation period, unless the target makes a successful Fortitude save (DC 10 + ½ her class level + her Cha modifier). The DC for subsequent saving throws to resist the effects of the disease depends on the disease inflicted, see page 292 of the Dungeon Master's Guide for details.

Activating this class feature is a swift action. The effect lasts until the dread necromancer makes a successful charnel touch attack. The *spectral hand* spell enables a dread necromancer to deliver a scabrous touch attack from a distance.

A dread necromancer can use this ability once per day at 6th level, twice per day at 11th level, and three times per day at 16th level.

Summon Familiar: At 7th level or anytime thereafter, a dread necromancer can obtain a familiar. The familiar she acquires is more powerful than a standard wizard's or sorcerer's familiar, but it is unequivocally evil. The player of a dread necromancer chooses one of the following creatures: imp (devil), quasit (demon), vargouille, or ghostly visage. All these creatures are described in the Monster Manual except for the ghostly visage, an undead symbiont described on page 221 of the Fiend Folio.

A dread necromancer's familiar gains the usual familiar benefits given on pages 52-53 of the Player's Handbook, with two exceptions. Its type does not

change, and it does not gain the exceptional ability to speak with other creatures of its kind.

A dread necromancer's familiar can use its ability to deliver touch spell such as its master's charnel touch, scabrous touch, or enervating touch attack. The master must use a standard action to imbue the touch attack into her familiar.

Undead Mastery: All undead creatures created by a dread necromancer who has reached 8th level or higher gain a +4 enhancement bonus to Strength and Dexterity and 2 additional hit points per Hit Die.

In addition, when a dread necromancer uses the *animate dead* spell to create undead, she can control 4+her Charisma bonus HD worth of undead creatures per class level (rather than the 4 HD per level normally granted by the spell).

Similarly, when a dread necromancer casts the *control undead* spell, the spell targets up to (2 + her Cha bonus) HD/level of undead creatures, rather than the 2 HD/level normally granted by the spell.

Negative Energy Resistance: Beginning at 9th level, a dread necromancer gains a +4 bonus on saving throws made to resist negative energy effects, including *energy drain*, some ability drain, and *inflict* spells.

Light Fortification: Starting at 10th level, a dread necromancer gains 25% resistance to critical hits; this is the equivalent of the light fortification armor special ability described on page 219 of the *Dungeon Master's Guide*. At 17th level, this fortification increases to 50%.

Enervating Touch (Su): When a dread necromancer reaches 12th level, she gains the ability to bestow negative levels when she uses her charnel touch attack. Each day, she can bestow a total number of negative levels equal to one-half her class level, but no more than two negative levels with a single touch. The saving throw to remove negative levels has a DC of 10 + ½ her class level + her Charisma modifier.

Activating this class feature is a swift action. The effect lasts until she makes a successful charnel touch attack.

Beginning at 17th level, the number of negative levels a dread necromancer can bestow per day increases to equal her class level.

Languages: Common and Abyssal.

Dread Necromancer Spells Known (7/7/7/7/7/7/4 base DC = 16+ spell level, DC = 18+ spell level for spells marked ^N): 1st – *bane*, *bestow wound*^{*}, *cause fear*^N, *chill touch*^N, *detect magic*, *detect undead*, *doom*^N, *hide from undead*, *inflict light wounds*^N, *ray of enfeeblement*^N, *summon undead I*^{*}, ~~*undetectable alignment*~~, *undetectable alignment*. 2nd – *blindness/deafness*^N, *command undead*^N, *darkness*, *death knell*^N, *desiccate*^{SN}, *false life*^N, *false life*^N, *gentle repose*^N, *ghoul touch*^N, *inflict moderate wounds*^N, *scare*^N, ~~*spectral hand*~~^N, *spectral hand*^N, *summon swarm*, *summon undead II*^{*}. 3rd – *crushing despair*, *death ward*^N, *halt undead*^N, *inflict serious wounds*^N, *ray of exhaustion*^N, *speak with dead*^N, *summon undead III*^{*}, *vampiric touch*^N. 4th – *animate dead*^N, *bestow curse*^N, *contagion*^N, ~~*death ward*~~^N, *death ward*^N, *dispel magic*, *enervation*^N, *Evard's black tentacles*, *fear*^N, *giant vermin*, *inflict critical wounds*^N, *phantasmal killer*, *poison*^N, *summon undead IV*^{*}, *wither*^{SN}. 5th

– *blight*^N, *cloudkill*, *fire in the blood*^{*}, *greater dispel magic*, *insect plague*, *magic jar*^N, *mass inflict light wounds*^N, *nightmare*, *oath of blood*^{SN}, *slay living*^N, *spiritwall*^N, *summon undead V*^{*}, *undeath to death*^N, *unhallow*, *waves of fatigue*^N. 6th – *acid fog*, *circle of death*^N, *create undead*^N, *eyebite*^N, *geas/quest*, *harm*^N, *mass inflict moderate wounds*^N, *waves of exhaustion*^N. 7th – *control undead*^N, *destruction*^N, *finger of death*^N, *greater harm*^{SN}, *mass inflict serious wounds*^N, *song of discord*, *vile death*^{*}

Possessions: +1 scimitar, +3 mithral shirt, arcane scroll of *animate dead*, brooch of shielding, cloak of charisma +4, dusty rose prism ioun stone, ~~*potion of protection from good*~~, ~~*potion of protection from arrows*~~, ~~*potion of barkskin*~~ +3, ~~*potion of cat's grace*~~, ring of force shield, ring of protection +1, vest of resistance +3, ~~*wand of disintegration*~~ (-1 charge), wand of inflict light wounds, explorer's outfit, light crossbow, 20 bolts, dagger, spell component pouch, 900 gp worth of runebones (for black lore of moil feat), strange scrolls (the *Necro-Maglona*), 91 gp

Power-Up Suite (*barkskin*, *cat's grace* (9 rounds), *death ward*, *false life*, *fire in the blood*^{*}, *protection from arrows*, *protection from good* (8 rounds), *spectral hand*, *undetectable alignment*) – hp 142; Init +8; AC 28 (29 vs. good aligned attacks), touch 16, flat-footed 24 (+7 armor, +2 shield, +4 Dex, +1 deflection (+2 vs. good), +1 insight, +3 natural); Base Atk/Grp: +3/-6; Atk: +8 melee (1d3-1 plus poison, claw) or +9 melee (1d6+1/18-20 x2, +1 scimitar) or +11 ranged (1d8/19-20 x2, light crossbow); Full Atk: +8 melee touch (charnal touch) or +9/+4 melee (1d6+1/18-20 x2, +1 scimitar) or +11 ranged (1d8/19-20 x2, light crossbow); SV Fort +8 (+9 vs. good), Ref +9 (+10 vs. good), Will +8 (+9 vs. good); Dex 18.

Mynydrzst, Quasit familiar: Tiny outsider (Chaotic, Extraplanar, Evil); CR 2; HD 3d8; hp 63; Init +7; Spd 20 ft., fly 50 ft. (perfect); AC 26, touch 15, flat-footed 23 (+2 size, +3 Dex, +11 natural); Base Atk/Grp: +3/-6; Atk: +8 melee (1d3-1 plus poison, claw); Full Atk: 2 claws +8 melee (1d3-1 plus poison, claw) and +3 melee (1d4-1, bite); SA poison, spell-like abilities; SQ alternate form, DR 5/cold iron or good, darkvision 60 ft., fast healing 2, improved evasion, share spells, empathic link, deliver touch spells, speak with master, SR 20, immunity to poison, resistance to fire 10; AL CE; SV Fort +3, Ref +6, Will +4; Str 8, Dex 17, Con 10, Int 13, Wis 12, Cha 10.

Skills & Feats: Bluff +18, Diplomacy +2, Disguise +0 (+2 acting), Hide +17, Intimidate +2, Knowledge [the planes] +6, Listen +7, Move Silently +9, Search +6, Spellcraft +10, Spot +6; Improved Initiative, Weapon Finesse.

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex. The save is Constitution-based and includes a +2 racial bonus.

Spell-like abilities: At will – *detect good*, *detect magic*, and *invisibility* (self only); 1/day – *cause fear* (as the spell, except that its area is a 30-foot radius from the quasit, save DC 11). CL 6th. The save DCs are Charisma based.

Once per week a quasit can use *commune* to ask six questions. The ability otherwise works as the spell (CL 12th).

Alternate form (Su): A quasit can assume other forms at will as a standard action. This ability functions as a *polymorph* spell cast on itself (CL 12th), except that the quasit does not regain hit points for changing form, and any individual quasit can assume only one or two forms no larger than Medium. Common forms include bat, monstrous centipede, toad, and wolf. A quasit in alternate form loses its poison attack. Mynydrzzt uses this ability to change into a raven, appearing as a more mundane familiar for Juniphel.

Languages: Common and Abyssal.

Power-Up Suite (death ward, false life, fire in the blood*, undetectable alignment) – hp 79.

ENCOUNTER 4

Huge Water Necromental: Huge undead (Augmented Elemental, water, extraplanar); CR 8; HD 16d12; hp 144; Init +4; Spd 30 ft., swim 120 ft.; AC 23, touch 12, flat-footed 19 (-2 size, +4 Dex, +11 natural); Base Atk/Grp: +12/+27; Atk +17 melee (2d10+7 plus energy drain, slam); Full Atk: +17/+17 melee (2d10+7 plus energy drain, 2 slams); SA water mastery, drench, vortex, create spawn, energy drain; SQ DR 5/-, darkvision 60 ft., elemental traits, fast healing 3, undead traits; AL N; SV Fort +12, Ref +9, Will +7; Str 24, Dex 18, Con -, Int 1, Wis 10, Cha 1

Skills & Feats: Listen +11, Spot +12; Alertness, Cleave, Great Cleave, Power Attack, Improved Bull Rush, Iron Will, Great Fortitude.

Water Mastery (Ex): A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a -4 penalty on attack and damage rolls. These modifiers are not included in the statistics block.

A water elemental can be a serious threat to a ship that crosses its path. An elemental can easily overturn small craft (5 feet of length per Hit Dice of the elemental) and stop larger vessels (10 feet long per HD). Even large ships (20 feet long per HD) can be slowed to half speed.

Drench (Ex): The elementals touch puts out torches, campfires, exposed lanterns and other open flames of non magical origin if these are of Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* (CL equals elemental HD).

Vortex (Su): The elemental can transform itself into a whirlpool once every 10 minutes, provided it is underwater, and remain in that form for up to 1 round for every 2 HD it has. In Vortex form, the elemental can move through the water or along the bottom at its swim speed.

The vortex is 5 feet wide at the base, up to 30 feet wide at the top, and 10 feet or taller, depending on the elemental's size. The elemental controls the exact height, but it must be at least 10 feet.

The elemental's movement while in vortex form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the vortex if it

touches or enters the vortex, or if the elemental moves into or through the creature's space.

Creatures one or more size categories smaller than the elemental might take damage when caught in the vortex (see the table below for details) and may be swept up into it. An affected creature must succeed on a Reflex save when it comes into contact with the vortex or take the indicated damage. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful currents, automatically taking damage each round. An affected creature is allowed a Reflex save each round to escape the vortex. The creature still takes damage, but can leave if the save is successful. The DC for saves against the vortex's effects varies with the elemental's size. The save DC is Strength-based.

Creatures trapped in the vortex cannot move except to go where the elemental carries them or to escape the whirlwind. Creatures caught in the whirlwind can otherwise act normally, but must make a Concentration check (DC 10 + spell level) to cast a spell. Creatures caught in the whirlwind take a -4 penalty to Dexterity and a -2 penalty on attack rolls. The elemental can have only as many creatures trapped inside the vortex at one time as will fit in the vortex's volume.

The elemental can eject any carried creatures whenever it wishes, depositing them wherever the vortex happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane.

If the vortex's base touches the bottom, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the vortex's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment. Those caught in the cloud must make a Concentration check (DC 15 + spell level) to cast a spell.

An elemental in vortex form cannot make slam attacks and does not threaten the area around it.

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

Energy Drain (Su): Living creatures hit by a necromental's natural weapon attack gain one negative level. A necromental can use its energy drain ability once per round, regardless of the number of natural weapon attacks the necromental possesses. The save DC to remove the negative level 24 hours later is 10 + ½ the necromental's HD. When a necromental bestows a negative level on a victim, it gains 5 temporary hit points (10 on a critical hit). The temporary hit points last for up to 1 hour.

Fast Healing (Ex): A necromental heal 3 points of damage each round as long as it has at least 1 hit point and is within 5 feet of some form of its element.

Languages: Aquan.

Advanced Quell: Medium undead (Incorporeal); CR 4; HD 10d12; hp 90; Init +7; Spd Fly 60 ft. (good); AC 15, touch 15, flat-footed 12 (+3 Dex, +2 deflection); Base Atk/Grp: +5/-; Atk +8 melee incorporeal touch (1d4,

slam); Full Atk: +8 melee incorporeal touch (1d4, slam); SA coupled intercession, intercession; SQ darkvision 60 ft., daylight powerlessness, incorporeal traits, undead traits, +4 turn resistance; AL LE; SV Fort +3, Ref +6, Will +11; Str -, Dex 16, Con -, Int 14, Wis 14, Cha 16.

Skills & Feats: Diplomacy +6, Hide +16, Intimidate +10, Listen +17, Profession (Sailor) +7, Search +10, Sense Motive +13, Spot +17, Survival +7 (+9 following tracks); Alertness, Combat Reflexes, Improved Initiative, Weapon Finesse, Iron Will, Positive Energy Resistance*.

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 standard actions 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 (10th 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 quall attacks an affected divine spellcaster in any day, 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 equal to 3 + its Charisma modifier.

Languages: Common and Infernal.

ENCOUNTER 7

Duskwatcher Veteran, Male Illumian Ftr4/Clr7 of Xan Yae: Medium humanoid (human); CR 11; HD 7d8+4d10+11; hp 83; Init +5; Spd 30 ft.; AC 20, touch 11, flat-footed 19 (+1 Dex, +8 armor, +1 natural); Base Atk/Grp: +9/+13; Atk +17 melee (2d4+11 15-20/x2, +1 keen *falchion*); Full Atk: +17/+12 melee (2d4+11 15-20/x2, +1 keen *falchion*); SA spontaneous inflict, rebuke undead 4/day; SQ luminous sigils, glyphic resonance, power sigils, Illumian words, final utterance, +2 saves vs. spells with the shadow descriptor, superior literacy; AL NE; SV Fort +13, Ref +5, Will +9; Str 18, Dex 12, Con 12, Int 8, Wis 14, Cha 12.

Skills & Feats: Concentration +10, Knowledge [the planes] +1, Listen +2, Spellcraft +0, Spot +2; Power Attack, Weapon Focus (*Falchion*), Improved Sigil (*Aesh*),

Enhanced Power Sigils, Improved Initiative, Weapon Specialization (*Falchion*), Skill Focus (Concentration), Divine Vigor.

Luminous Sigils (Su): The sigils that orbit an Illumian's head glow softly, providing illumination equal to that of a candle. Illumians can make their sigils disappear by concentrating for a moment (a standard action), but they don't receive the sigil's benefits and can't use any special abilities granted by illumian words (see below) while they're doused. Restoring the sigils to visibility is a free action.

Luminous sigils (including power sigils; see below) are insubstantial and disappear into any matter they touch. An illumian's sigils remain present and in effect even when the illumian take another form, unless she would lose her supernatural abilities as a result of the form change. An illumian wizard who cast a *polymorph* spell on herself retains her sigils, but an illumian who becomes a zombie loses them.

Glyphic Resonance (Ex): Illumians are the physical embodiment of a magical language, so they interact strangely with symbol-based spells. This group includes all spells whose names contain the words glyph, rune, sigil, or symbol (such spells in the Player's Handbook include *explosive runes*, *glyph of warding*, *greater glyph of warding*, *sepia snake sigil*, and the various symbol spells). When an illumian encounters such magic, one of two things happen: Either the illumian's resonance overpowers the spell, or the foreign magic corrupts the mystical language that defines the illumian. Illumians have a -4 racial penalty on saving throws against these effects if their level is less than the CL of the spell. If an illumian's level is equal or exceeds the spell's CL, she is immune to the effect.

Power Sigils (Su): In addition to the array of dimly glowing luminous sigils that orbits her head, a 1st-level illumian has a single brightly glowing power sigil that grants her certain bonuses. A power sigil can be discerned from other sigils surrounding an illumian with a DC 10 Spot check, and identified with a DC 15 Knowledge [arcana] check.

On attaining 2nd level in any class, an illumian gains a second different power sigil, and the bonus granted by each power sigil increases to +2. Depending on the combination of power sigils she chooses, an illumian gains one or more extra special abilities (see Illumian words below).

The benefit this Illumian's two power sigils are given below, along with the Common translation of each sigil's Illumian name. These bonuses included the bonus from the Enhanced Power Sigils feat.

Aesh ("vigor"): +3 bonus on Strength checks and Strength-based skill checks.

Hoon ("life"): +3 bonus on Wisdom checks, Constitution checks, and Wisdom- or Constitution-based skills check.

Illumian Words (Su): Each combination of two power sigils' names makes an Illumian word of great power, and thus grants extra abilities to a character who

possesses those two power sigils. The benefit of this Illumian's power word is described below.

Aeshoon: Twice per day, the Illumian can spend a turn or rebuke attempt as a swift action to gain a bonus on weapon damage rolls equal to her Wisdom bonus. This effect lasts until the beginning of the next turn, and it applies only to weapon with which she has selected the Weapon Focus feat.

Final Utterance (Ex): When an Illumian dies, her body releases the stored Illumian language within it. For 1 round per Hit Die of the Illumian anyone within earshot hears ululating Illumian syllables – usually gibberish, but occasionally a prophetic phrase or a final curse on the illumian's enemies. The illumian's body need not remain intact for the final utterance to occur. Even if an illumian succumbs to a *disintegrate* spell, her disembodied voice still utters strange gibberish for several rounds.

Languages: Common and Illumian.

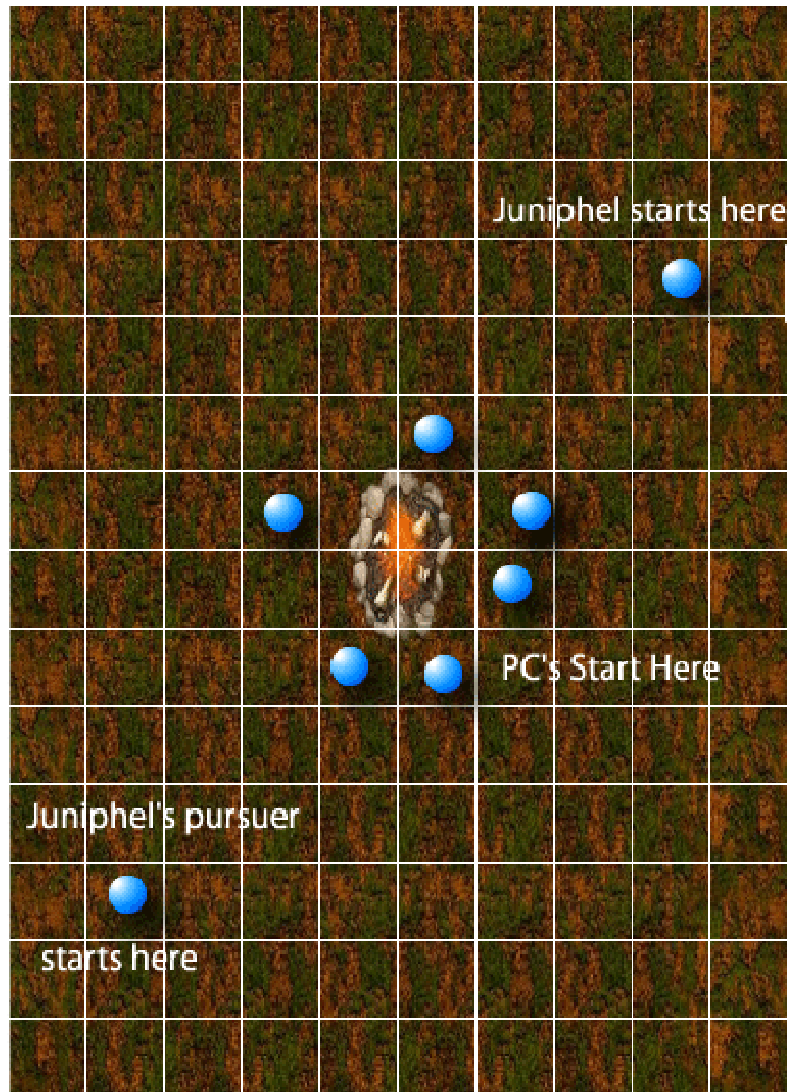
Cleric Spells Prepared (6/6/5/3/2 base DC = 12 + spell level): 0 - *detect magic*, *cure minor wounds* x4, *mending*; 1st - *cure light wounds* x4, *disguise self**, ~~*shield of faith*~~; 2nd – *cure moderate wounds* x2, ~~*bull's strength*~~, ~~*bears endurance*~~, *invisibility**; 3rd – *cure serious wounds*, ~~*nondetection*~~* 4th – ~~*freedom of movement*~~, *confusion**

*Domain spell; Deity: Xan Yae; Domains: War (free Weapon Focus with deity's favored weapon); Trickery (Bluff, Disguise, and Hide are class skills).

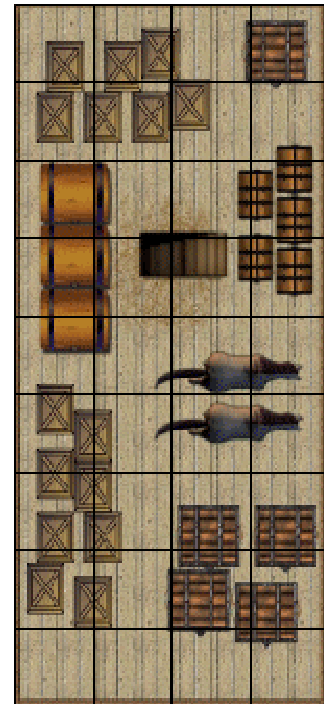
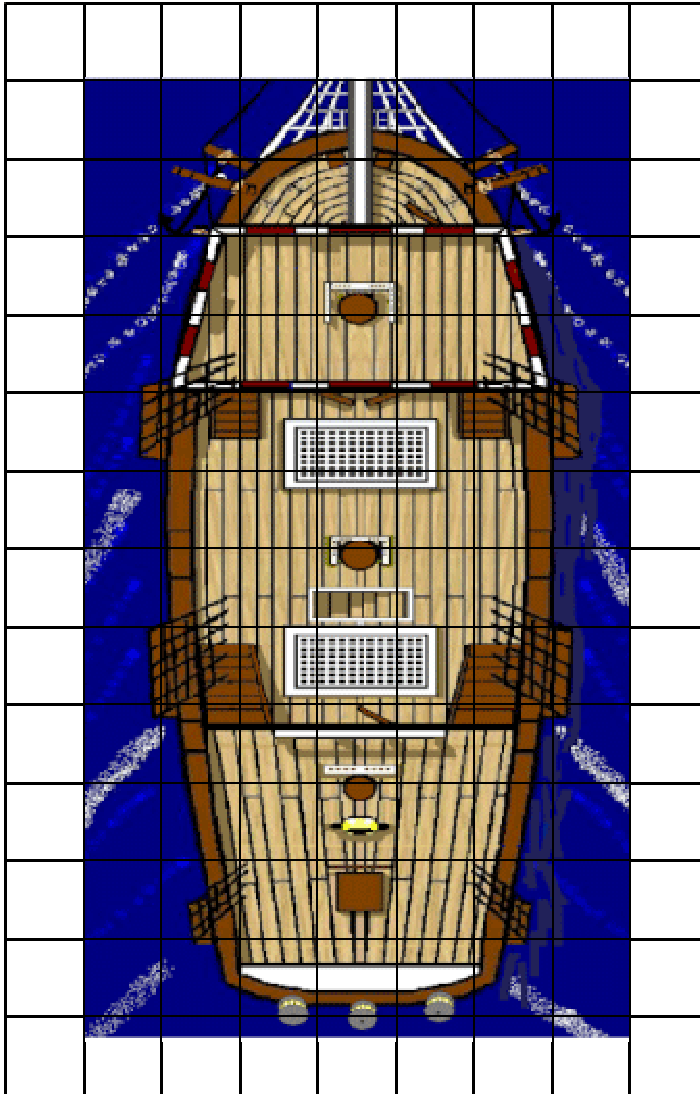
Possessions: +1 *keen falchion*, +2 *mithral breastplate*, *amulet of natural armor* +1, *cloak of resistance* +1, *wand of cure light wounds* (20 charges), *wand of silence* (10 charges), wooden holy symbol (Xan Yae), spell component pouch, strange book (Illumian translation of *March Palantine*).

Power-Up Suite (*bear's endurance* (13 rounds), *bull's strength* (11 rounds), *freedom of movement*, *nondetection*, *shield of faith* (9 rounds)) – hp 105; AC 23, touch 14, flat-footed 22 (+1 Dex, +8 armor, +1 natural, +3 deflection); Atk/Grp: +9/+15; Atk +19 melee (2d4+14, 15-20/x2, +1 *keen falchion*); Full Atk: +19/+14 melee (2d4+14, 15-20/x2, +1 *keen falchion*); SV Fort +15; Str 22, Con 16; Concentration +12

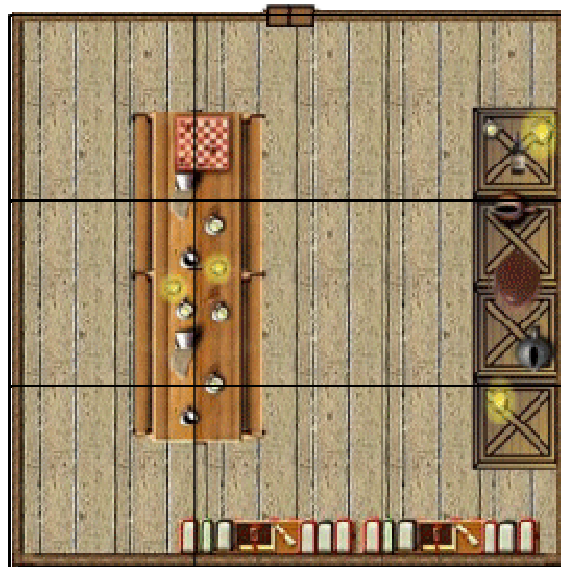
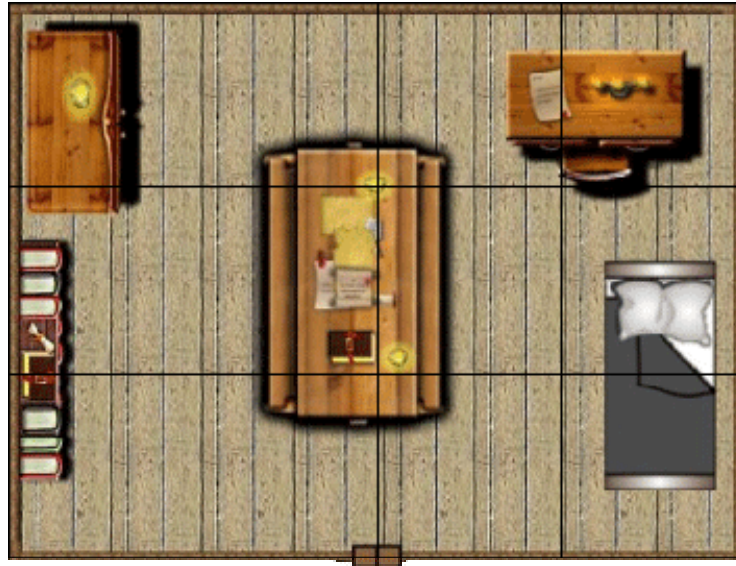
DM AID: MAP #1 – THE PURSUIT



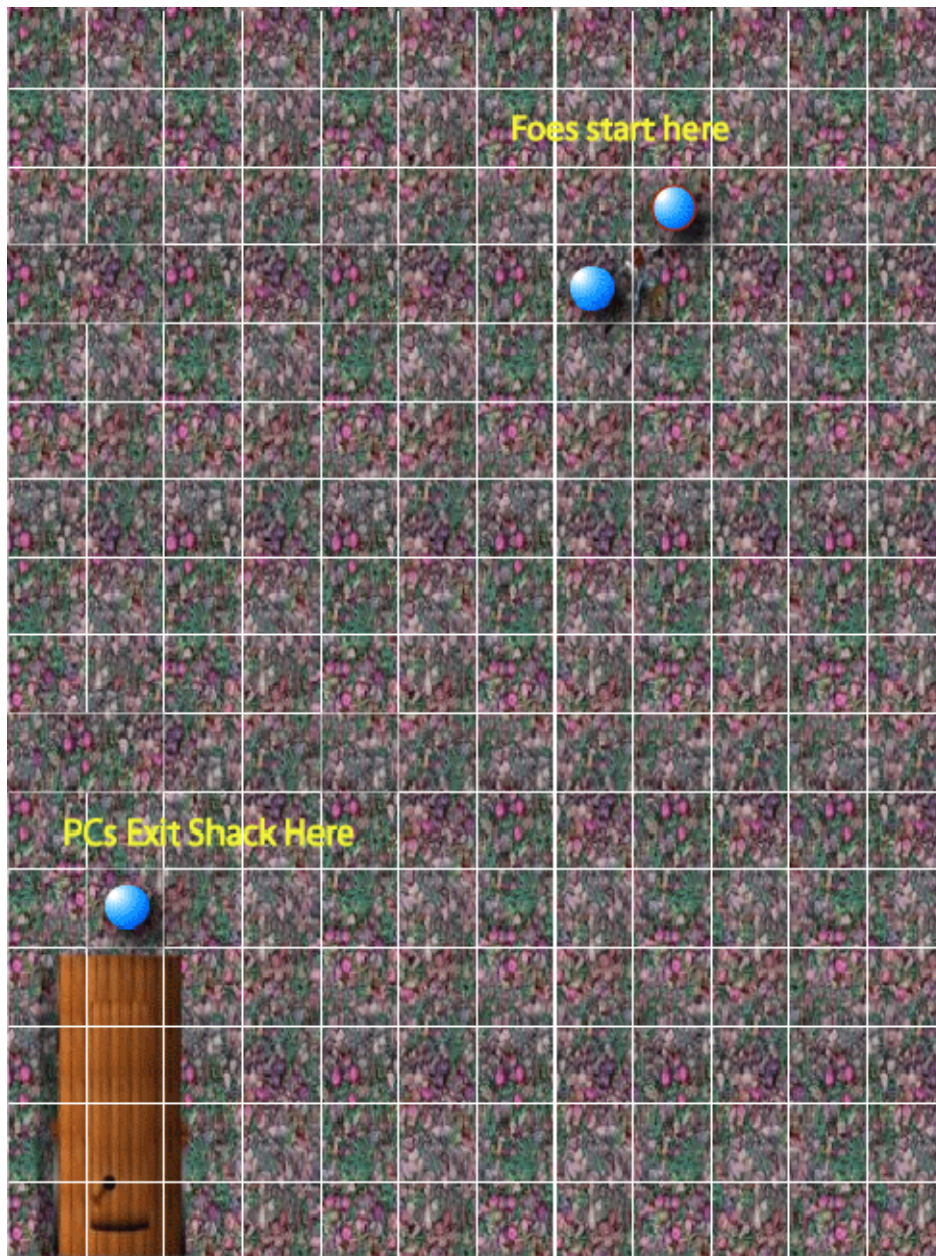
DM AID: MAP #2 – THE RED WITCH OF PELLAK, ABOVE AND BELOW DECKS



DM AID: MAP #3 – THE RED WITCH OF PELLAK, CAPTAIN’S QUARTERS AND GALLEY



DM AID: MAP #4 –FINAL COMBAT



NEW CLASSES

Dread Necromancer

Source: *Heroes of Horror*, page 84.

A specialist wizard who calls himself a necromancer or cleric with the Death domain has significant power over undead and the forces of negative energy, but a dread necromancer is their true master. A practitioner of vile and forbidden arts, the dread necromancer roots about in graveyards, searching out moldering components for her obscene spells. She calls upon restless, tormented spirits of the dead, seeking their arcane secrets. She might be a consummate villain, or perhaps a tortured hero whose obsession with death leads her along questionable moral paths.

Making a Dread Necromancer

A dread necromancer is similar to other arcane spellcasters such as wizards, sorcerers, bards, or warmages. She does not learn spells as quickly as wizards do, nor have access to such a great variety of spells, but she excels at her primary repertoire – necromantic, evil and fear-related spells. She is a combat caster, with more resilience than a wizard or sorcerer and a definite emphasis on combat-oriented necromantic spells.

Abilities: Charisma determines how powerful a spell a dread necromancer can cast, how many spells she can cast per day, and how hard those spells are to resist. Like a sorcerer or wizard, a dread necromancer benefits from high Dexterity and Constitution scores.

Races: Of the standard races, humans are most likely to become dread necromancers. They seem by nature to be more preoccupied with death than longer-lived races, and hence more apt to drift into a necromantic career. Elf dread necromancers, while rare, are not unknown, and a few half-orcs inherit a morbid interest in death and gore from both sides of their lineage.

Alignment: Not all dread necromancers are evil, although the best of them could be described as evil-tolerant. No dread necromancer can have a good alignment. Performing evil acts is a basic feature of the class, but some dread necromancers manage to balance evil acts with good intentions, remaining solidly neutral.

Class Features

Spellcasting is your greatest strength, although your rate of spell acquisition is closer to that of a sorcerer than a wizard. You make up for slower spellcasting progression with a wide array of abilities, including a touch attack that uses negative energy to harm your foes. This attack increases in strength and gains additional effects as you gain levels. Because many of your abilities rely on your entering melee, you are proficient with light armor and have the ability to cast your spells while wearing light armor. You also gain a resilience that wizards or sorcerers do not possess.

Weapon and Armor Proficiency: A dread necromancer is proficient with all simple weapons and with one martial weapon of her choice. Her choice of weapon is made when the character takes her first level of dread necromancer and cannot be changed.

Dread necromancers are also proficient with light armor, but not with shields. The somatic components required for dread necromancer spells are simple, so members of this class can cast dread necromancer spells while wearing light armor without incurring the normal arcane spell failure chance arcane spells derived from other classes. In addition, if a dread necromancer wears medium or heavy armor, or uses a shield, she incurs the same chance of arcane spell failure as any other arcane caster if the spell in question has a somatic component (and most do).

Spellcasting: A dread necromancer casts arcane spells, which are drawn from the dread necromancer's spell list (see below). Like a sorcerer, she can cast a spell she knows without preparing it ahead of time. When a dread necromancer gains access to a new level of spells, she automatically knows all the spells for that level given on the dread necromancer's spell list. Dread necromancers also have the option of adding to their existing spell list through their advanced learning ability as they increase in level (see below).

Table 5-2 THE DREAD NECROMANCER HIT DIE: D6

Spellcasting

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Charnel Touch, Rebuke Undead	3	-	-	-	-	-	-	-	-
2nd	+1	+0	+0	+3	Lich Body DR 2	4	-	-	-	-	-	-	-	-
3rd	+1	+1	+1	+3	Negative Energy Burst 1/Day	5	-	-	-	-	-	-	-	-
4th	+2	+1	+1	+4	Advanced Learning, Mental Bastion +2	6	3	-	-	-	-	-	-	-
5th	+2	+1	+1	+4	Fear Aura	6	4	-	-	-	-	-	-	-
6th	+3	+2	+2	+5	Scabrous Touch 1/Day	6	5	4	-	-	-	-	-	-
7th	+3	+2	+2	+5	Lich Body DR 4, Summon Familiar	6	6	4	-	-	-	-	-	-
8th	+4	+2	+2	+6	Advanced Learning, Negative Energy Burst 2/Day, Undead Mastery	6	6	5	3	-	-	-	-	-
9th	+4	+3	+3	+6	Negative Energy Resistance	6	6	6	4	-	-	-	-	-
10th	+5	+3	+3	+7	Light Fortification 25%	6	6	6	5	3	-	-	-	-
11th	+5	+3	+3	+7	Lich Body DR 6, Scabrous Touch 2/Day	6	6	6	6	4	-	-	-	-
12th	+6/+1	+4	+4	+8	Advanced Learning, Enervating Touch	6	6	6	6	5	3	-	-	-
13th	+6/+1	+4	+4	+8	Negative Energy Burst 3/Day	6	6	6	6	6	4	-	-	-
14th	+7/+2	+4	+4	+9	Mental Bastion +4	6	6	6	6	6	5	3	-	-
15th	+7/+2	+5	+5	+9	Lich Body DR 8	6	6	6	6	6	6	4	-	-
16th	+8/+3	+5	+5	+10	Advanced Learning, Scabrous Touch 3/Day	6	6	6	6	6	6	5	3	-
17th	+8/+3	+5	+5	+10	Enervating Touch, Light Fortification 50%	6	6	6	6	6	6	6	4	-
18th	+9/+4	+6	+6	+11	Negative Energy Burst 4/Day	6	6	6	6	6	6	6	5	3
19th	+9/+4	+6	+6	+11	Craft Wondrous Item	6	6	6	6	6	6	6	6	4
20th	+10/+5	+6	+6	+12	Advanced Learning, Lich Transformation	6	6	6	6	6	6	6	6	5

Class Skills (2 + Int modifier per level): Bluff, Concentration, Craft, Decipher Script, Disguise, Hide, Intimidate, Knowledge (arcana), Knowledge (religion), Profession, and Spellcraft.

To cast a spell, a dread necromancer must have a Charisma score of 10 + the spell's level. The Difficulty Class for a saving throw against a dread necromancer's spell is 10 + the spell's level + her Charisma modifier. Like other spellcasters, a dread necromancer can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given in Table 5-2: The Dread Necromancer. In addition, she receives bonus spells for a high Charisma score (see Table 1-1 on page 8 of the *Player's Handbook*).

Charnel Touch (Su): Negative energy flows through a dread necromancer's body, concentrating in her hands. At will, but no more than once per round, she can make a melee touch attack against a living foe that deals 1d8 points of damage, +1 per four class levels. This touch heals undead creatures, restoring 1 hit point per touch, +1 per four class levels.

A dread necromancer can use the *spectral hand* spell to deliver this attack from a distance.

Rebuke Undead (Su): A dread necromancer can rebuke or command undead creatures by channeling negative energy through her body. See the cleric class feature described on page 33 of the *Player's Handbook*.

Lich Body: Starting at 2nd level, a dread necromancer begins her journey into undeath. The first symptom is her body's increased resilience to physical harm. She gains DR 2/bludgeoning and magic. As the dread necromancer increases in level, this DR increases in effectiveness, to DR 4 at 7th level, DR 6 at 11th level, and DR 8 at 15th level.

Negative Energy Burst (Su): Beginning at 3rd level, a dread necromancer gains the ability to emit a burst of negative energy from her body, harming living creatures within 5 feet of her. This burst deals 1d4 points of damage per class level. A successful Will save (DC 10 + ½ her class level + Cha modifier) reduces damage by half. Undead creatures within this burst are healed the same amount of hit points as the damage she deals to living creatures. A dread necromancer can use this ability once per day at 3rd level, and one additional time per day for every five levels she attains beyond third (2/day at 8th level, 3/day at 13th level, and 4/day at 18th level).

Advanced Learning (Ex): At 4th level, a dread necromancer can add a new spell to her list, representing the result of personal study and experimentation. The spell must be a cleric or wizard spell of the necromancy school, and of a level no higher than that of the highest-level spell the dread necromancer already knows. Once a new spell is selected, it is added to that dread necromancer's spell list and can be cast just like any other spell she knows. If a spell is both a cleric spell and a wizard spell, use the lower of the two spell levels (when different) to determine what level the spell is for a dread necromancer.

A dread necromancer gains an additional new spell at 8th, 12th, 16th, and 20th level.

Mental Bastion: Starting at 4th level, a dread necromancer gains a +2 bonus on saving throws made to resist *sleep*, *stunning*, *paralysis*, *poison*, or *disease*. This bonus increases to +4 at 14th level.

Fear Aura: Beginning at 5th level, a dread necromancer radiates a 5-foot-radius aura as a free action. Enemies in the area must succeed on a Will save (DC 10 + ½ her class level + her Cha modifier) or become shaken. A creature who successfully saves cannot be affected by that dread necromancer's fear aura for 24 hours.

Scabrous Touch (Su): Starting at 6th level, once per day a dread necromancer can use her charnel touch to inflict disease on a creature she touches. This ability works like the *contagion* spell (see page 213 of the *Player's Handbook*), inflicting the disease of her choice immediately, with no incubation period, unless the target makes a successful Fortitude save (DC 10 + ½ her class level + her Cha modifier). The DC for subsequent saving throws to resist the effects of the disease depends on the disease inflicted, see page 292 of the *Dungeon Master's Guide* for details.

Activating this class feature is a swift action. The effect lasts until the dread necromancer makes a successful charnel touch attack. The *spectral hand* spell enables a dread necromancer to deliver a scabrous touch attack from a distance.

A dread necromancer can use this ability once per day at 6th level, twice per day at 11th level, and three times per day at 16th level.

Summon Familiar: At 7th level or anytime thereafter, a dread necromancer can obtain a familiar. The familiar she acquires is more powerful than a standard wizard's or sorcerer's familiar, but it is unequivocally evil. The player of a dread necromancer chooses one of the following creatures: imp (devil), quasit (demon), vargouille, or ghostly visage. All these creatures are described in the *Monster Manual* except for the ghostly visage, an undead symbiont described on page 221 of the *Fiend Folio*.

A dread necromancer's familiar gains the usual familiar benefits given on pages 52-53 of the *Player's Handbook*, with two exceptions. Its type does not change, and it does not gain the exceptional ability to speak with other creatures of its kind.

A dread necromancer's familiar can use its ability to deliver touch spell such as its master's charnel touch, scabrous touch, or enervating touch attack. The master must use a standard action to imbue the touch attack into her familiar.

Undead Mastery: All undead creatures created by a dread necromancer who has reached 8th level or higher gain a +4 enhancement bonus to Strength and Dexterity and 2 additional hit points per Hit Die.

In addition, when a dread necromancer uses the *animate dead* spell to create undead, she can control 4+her Charisma bonus HD worth of undead creatures per class level (rather than the 4 HD per level normally granted by the spell).

Similarly, when a dread necromancer casts the control undead spell, the spell targets up to (2 + her Cha bonus) HD/level of undead creatures, rather than the 2 HD/level normally granted by the spell.

Negative Energy Resistance: Beginning at 9th level, a dread necromancer gains a +4 bonus on saving throws made to resist negative energy effects, including energy drain, some ability drain, and *inflict* spells.

Light Fortification: Starting at 10th level, a dread necromancer gains 25% resistance to critical hits; this is the equivalent of the light fortification armor special ability described on page 219 of the *Dungeon Master's Guide*. At 17th level, this fortification increases to 50%.

Enervating Touch (Su): When a dread necromancer reaches 12th level, she gains the ability to bestow negative levels when she uses her charnel touch attack. Each day, she can bestow a total number of negative levels equal to one-half her class level, but no more than two negative levels with a single touch. The saving throw to remove negative levels has a DC of 10 + ½ her class level + her Charisma modifier.

Activating this class feature is a swift action. The effect lasts until she makes a successful charnel touch attack.

Beginning at 17th level, the number of negative levels a dread necromancer can bestow per day increases to equal her class level.

Craft Wondrous Item: At 19th level, the dread necromancer gains Craft Wondrous Item as a bonus feat. This helps her prepare the phylactery required to become a lich.

Lich Transformation: When a dread necromancer attains 20th level, she undergoes a hideous transformation and becomes a lich. Her type changes to undead (see page 317 of the *Monster Manual*). She no longer has a Constitution score, all her existing Hit Dice become d12s, and she must reroll her hit points. A dread necromancer need not pay experience points or gold to create her phylactery.

A dread necromancer who is not humanoid does not gain this class feature.

Dread Necromancer Spell List

The dread necromancer's spell list appears below. * denotes a new spell described below.

1st Level: Bane, bestow wound*, cause fear, chill touch, detect magic, detect undead, doom, hide from undead, inflict light wounds, ray of enfeeblement, summon undead I*, undetectable alignment

2nd Level: Blindness/deafness, command undead, darkness, death knell, false life, gentle repose, ghoul touch, inflict moderate wounds, scare, spectral hand, summon swarm, summon undead II*

3rd Level: Crushing despair, death ward, halt undead, inflict serious wounds, ray of exhaustion, speak with dead, summon undead III*, vampiric touch

4th Level: Animate dead, bestow curse, contagion, death ward, dispel magic, enervation, Evard's black tentacles, fear, giant vermin, inflict critical wounds, phantasmal killer, poison, summon undead IV*

5th Level: Blight, cloudkill, fire in the blood*, greater dispel magic, insect plague, magic jar, mass inflict light wounds, nightmare, oath of blood*, slay living, summon undead V*, undeath to death, unhallow, waves of fatigue

6th Level: Acid fog, circle of death, create undead, eyebite, geas/quest, harm, mass inflict moderate wounds, waves of exhaustion

7th Level: Control undead, destruction, finger of death, greater harm*, mass inflict serious wounds, song of discord, vile death*

8th Level: Create greater undead, horrid wilting, mass inflict critical wounds, symbol of death

9th Level: Energy drain, imprison soul*, mass harm*, plague of undead*, wail of the banshee

NEW MONSTERS

Quell

Source: from *Libris Mortis*, page 116.

Medium Undead (Incorporeal)

Hit Dice: 5d12 (32 hp)

Initiative: +7

Speed: Fly 60 ft. (12 squares) (good)

Armor Class: 15 (+3 Dex, +2 deflection), touch 15, flat-footed 12

Base Attack/Grapple: +2/-

Attack: Incorporeal touch +5 melee (1d4)

Full Attack: Incorporeal touch +5 melee (1d4)

Space/Reach: 5 ft./5 ft.

Special Attacks: Coupled intercession, intercession

Special Qualities: Darkvision 60 ft., daylight powerlessness, incorporeal traits, undead traits, +4 turn resistance

Saves: Fort +1, Ref +4, Will +6

Abilities: Str -, Dex 16, Con -, Int 14, Wis 14, Cha 15

Skills: Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +2 (+4 following tracks)

Feats: Alertness, Combat Reflexes, Improved Initiative

Environment: Any

Organization: Solitary or pair

Challenge Rating: 3

Treasure: None

Alignment: Always lawful evil

Advancement: 6-10 HD

Level Adjustment: -

Two fiery green eyes glare from a shrouded, half-real visage of this vaguely humanoid shade. Either it is dressed in robes, or its ectoplasmic flesh is naturally loose and flowing. Dark symbols hang in the air just above and about its form, free-standing glyphs that viscerally demonstrate the creature's anathema to all things divine.

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 standard actions 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 (5th 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 day, 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 equal to 3 + its Charisma modifier (five times for a typical creature)

Visilight

Source: *Monster Manual III*, page 186.

Medium Outsider (Lawful)

Hit Dice: 5d8+10 (32 hp)

Initiative: +2

Speed: 30 ft., fly 30 ft. (perfect)

Armor Class: 19 (+2 Dex, +7 natural) touch +12, flat-footed 17

Base Attack/Grapple: +5/+10

Attack: Claw +6 melee (1d6+1)

Full Attack: 2 claws +6 melee (1d6+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Charisma drain, gaze

Special Qualities: Damage reduction 5/chaotic, outsider traits, telepathic link 100 ft.

Saves: Fort +6, Ref +6, Will +6

Abilities: Str 13, Dex 15, Con 15, Int 14, Wis 15, Cha 14

Skills: Hide +10, Intimidate +10, Knowledge (any three) +10, Listen +10, Move Silently +18, Search +10, Spot +10, Survival +10

Feats: Improved Grapple^B, Improved Sunder, Power Attack

Environment: Clockwork Nirvana of Mechanus

Organization: Solitary or patrol (2-5)

Challenge Rating: 5

Alignment: Always lawful neutral

Advancement: -

Level Adjustment: -

The ball of light that hovers behind a visilight's mask is the sentient part of the creature. This ball of light sheds bright illumination in a 5-foot radius and shadowy illumination out to 10 feet. When a visilight is killed, its ball of light explodes in a brief and harmless radiant burst that turns the porcelain-white hand and mask to dust, leaving nothing behind but the empty black dress.

Visilights equate beauty with perfection. On their native plane of Mechanus, they strive to absorb beauty, thus bringing themselves closer to perfection, while simultaneously eradicating ugliness. In these pursuits, they are both insatiable and merciless. A visilight stands 6 feet tall and is weightless.

Visilights communicate with each other by means of their telepathic link and body gestures. They cannot speak and do not communicate with other kinds of creatures.

Charisma Drain (Su): A visilight feeds on great beauty and presence, and it is irresistibly drawn to exceptionally charismatic humanoid. When confronted by a humanoid with a Charisma score higher than its own, a visilight attempts to grapple and pin it. Any living creature pinned by a visilight takes 1d6 points of Charisma drain each round on the visilight's turn. As the visilight begins absorbing its victim's personality, its mask begins to reshape itself to more closely resemble the visage of the individual being drained. For every point of Charisma it drains, a visilight's Charisma score increases by 1. A visilight loses these gained points of Charisma at a rate of 1 point per hour; as this occurs, its porcelain mask gradually reverts to its original shape.

Gaze (Su): Paralysis for 1d4 rounds, 30 feet, Fortitude DC 14 negates. A paralyzed opponent cannot resist a visilight's grapple or pin attempt. As the visilight's Charisma score improves (see Charisma Drain, above), the save DC against its gaze attack increases. The save DC is 10 + ½ the visilight's Hit Dice + the visilight's Charisma modifier.

Telepathic Link (Ex): Visilights share a communal consciousness, enabling them to communicate telepathically with other visilights. A group of visilights within 100 feet of each other are in constant contact. If one is aware of a particular danger, they all are. If one in the group is not flat-footed, none of them are. No visilight in the group is considered flanked unless all are.

Skills: A visilight's ability to float in near silence gives it a +8 racial bonus on Move Silently checks.

NEW FEATS

Black Lore of Moil [Metamagic]

Source: *Complete Arcane*, page 75.

Your study of the sinister knowledge and spellcasting techniques of the long-dead Nightlords of Moil makes your necromancy spells especially potent.

Prerequisites: Spell Focus (necromancy), CL 7th.

Benefit: Any necromancy spell you cast can instead as a Moilian spell, dealing an 1d6 points of damage +1d6 per two spell levels (+1d6 for 1st-level spells, +2d6 for 2nd- or 3rd-level spells, and so on). If the spell normally allows a saving throw, the target takes half the negative energy damage on a successful save, regardless of the outcome of the save on the spell's normal effect.

In addition to its normal spell components, a Moilian spell requires the creation and expenditure of a Moilian runebone – a small human bone (often a finger bone) scribed with carefully prepared arcane markings. Only a character trained in the Black Lore of Moil knows the secrets of creating a runebone, which takes 1 hour to craft and requires special inks and powders costing 25 gp per die of negative energy damage to be generated. For example, a runebone capable of adding 3d6 points of negative energy damage to a spell costs 75 gp to craft.

While the maximum negative energy damage dealt by a Moilian spell is based on the spell's level, the actual damage is limited by the runebone. For example, if a sorcerer casts *finger of death* (a 7th-level spell, so normally +4d6) with a 75-gp (3d6) runebone, the spell deals only 3d6 points of additional negative energy damage.

A Moilian spell uses a spell slot of the spell's normal level.

Divine Vigor [Divine]

Source: *Complete Warrior*, page 108.

You can channel energy to increase your speed and durability.

Prerequisites: Turn or rebuke undead ability.

Benefit: As a standard action, spend one of your turn or rebuke undead attempts to increase your base speed by 10 feet and gain +2 temporary hit points per character level. These effects last number of minutes equal to your Charisma modifier.

Enhanced Power Sigils [Racial]

Source: *Races of Destiny*, page 152.

You tap into the power of your *aesh* power sigil to gain enhanced accuracy with your favored melee weapon.

Prerequisites: Illumian, two power sigils

Benefit: The bonus granted by each of your power sigils improve by 1.

Normal: Without this feat, the bonuses granted by each of your power sigils are equal to the number of power sigils you possess.

Improved Sigil (Aesh) [Racial]

Source: *Races of Destiny*, page 152.

You tap into the power of your *aesh* power sigil to gain enhanced accuracy with your favored melee weapon.

Prerequisites: Illumian, *aesh* power sigil.

Benefit: Your *aesh* power sigil grants you a +1 insight bonus per power sigil on melee weapon damage rolls any weapon with which you have selected the Weapon Focus feat.

Improved Toughness

Source: *Libris Mortis*, page 27.

You are significantly tougher than normal.

Prerequisites: 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.

Positive Energy Resistance [Monstrous]

Source: *Libris Mortis*, page 29.

You are resistant to the damage dealt by positive energy effects

Prerequisites: Undead type.

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

Tomb-Tainted Soul

Source: *Libris Mortis*, page 31.

Your soul is tainted by the foul touch of undeath.

Prerequisites: Nongood alignment.

Benefit: You are healed by negative energy and harmed by positive energy and harmed by positive energy as if you were an undead creature. This feat gives no other penalties or benefits of the undead type.

NEW SPELLS

Bestow Wound

Source: *Heroes of Horror*, page 127.

Transmutation

Level: Dread necromancer 1, sorcerer/wizard 1, Spite 1

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

If wounded, you can cast this spell and touch a living creature. The target takes damage equal to your wounds at the rate of 1 point of damage per your CL, or the amount needed to bring you up to your maximum hit points, whichever is less. At the same time, you heal that much damage, as if a *cure* spell had been cast on you.

Material Component: A small eye agate worth at least 10 gp.

Desiccate

Source: *Sandstorm*, page 114.

Necromancy

Level: Cleric 2, druid 2, sorcerer/wizard 2, Thirst 2

Components: V, S, M

Casting Time: 1 standard action

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

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

You evaporate moisture from the body of a living creature, dealing it 1d6 points of desiccation damage per two CLs (maximum 5d6) and making it dehydrated (see appendix four). A successful fortitude save results in half damage and negates the dehydration. A plant or elemental of the water subtype takes 1d8 points of damage per CL (maximum 10d8). An elemental of the earth subtype takes only 1d4 points of damage per two CLs (maximum 5d4).

Material Component: A pinch of dust.

Favorable Wind

Source: *Stormwrack*, page 116.

Evocation [Air]

Level: Druid 3, sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

Range: 60 feet

Area: Cone-shaped emanation

Duration: 10 min./level (D)

Saving Throw: Fortitude negates

Spell Resistance: No

This spell produces a stream of wind that can fill a ship's sails, disperse vapors and gases, and keep flying creatures at bay. The wind force is strong, with a speed of about 30 mph. It begins where you stand and blows directly away from you; you can easily propel a sailing vessel by standing astern of the mast and directing the wind forward to fill the sails.

Tiny or smaller creatures in the path of the wind are knocked prone, or if flying are blown back 1d6x10 feet.

Small creatures are checked and cannot make headway against the wind. Small airborne creatures are instead blown back 1d6x5 feet.

Medium or higher creatures can move normally with in the effect.

A *favorable wind* can't push a creature beyond the limit of its range.

Any creature, regardless of size, takes a –2 penalty on ranged attacks and on Listen checks in the area of a *favorable wind*.

The wind automatically extinguishes candles, torches, and similar unprotected flames.

In addition to the above-noted effects, *favorable wind* can do anything that a strong natural wind could do. It can fan a large fire, disperse gases and vapors to the limit of its range in 1 round, and make sailing difficult for small craft nearby.

Fire in the Blood

Source: *Heroes of Horror*, page 129.

Transmutation

Level: Cleric 5, Spite 5

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

This unsettling spell enables you to make a deadly weapon out of your own arteries and veins. Once the spell is cast, your blood takes on a mystical potency that makes it more corrosive than the strongest acid to anyone who draws it from you. From then on, until the spell's duration has elapsed, anyone who deals slashing or piercing melee damage on you is sprayed with your blood in retribution. The blood deals a cumulative of 1d6 points of damage per attack upon your attacker, with no save or spell resistance applicable, up to a maximum of 5d6. Thus, the first time a foe hits you with a slashing or piercing weapon, he instantly takes 1d6 points of damage from the sanguinary backlash. The second time that same foe strikes you, he takes 2d6 points of damage. As soon as any single foe has taken 5d6 points of damage in a single spray from your corrosive blood, the spell ends.

Opponents striking you with magical attacks that do not manifest in a slashing or piercing manner, or those striking you with only bludgeoning weapons, do not trigger the retributive blood spray.

The arc and direction of the blood is magical in nature, and the spray does not splatter adjacent squares or parties, no matter how close together they might be. Each spray strikes only the one responsible for the wound.

Material Component: A drop of your own blood.

Harm, Greater

Source: *Heroes of Horror*, page 130.

Level: Cleric 7, dread necromancer 7

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

Target: One creature

As harm (see page 239 of the Player's Handbook), except as noted above and in that this spell deal 1d12 points of damage per CL, to a maximum of 20d12 at 20th level.

Harm, Mass

Source: *Heroes of Horror*, page 130.

Level: Dread necromancer 9

Range: 20 ft.

Area: 20 ft. radius burst centered on the caster

Targets: All creatures except the caster on in the area

As greater harm, except as noted above.

Imprison Soul

Source: *Heroes of Horror*, page 130.

Necromancy [Evil]

Level: Cleric 9, dread necromancer 9, Spite 9

Components: V, S, M, F

Casting Time: 1 standard action; see text

Range: Touch

Target: Creature touched

Duration: Permanent; see text

Saving Throw: Will negates

Spell Resistance: Yes

By casting imprison soul, you place the subject's soul into a receptacle, such as a gem, ring, or some other miniscule object, leaving her body lifeless. While trapped, the subject takes 1d4 points of Constitution damage per day until dead or freed. The rituals to prepare the receptacle require three days. Destroying or opening the receptacle ends the spell, releasing the soul.

To cast the spell, you must know the name of the target. The receptacle must be within the spell range and you must know where it is.

Material Component: A portion of the target's body (a fingernail, a strand of hair, or some other small part).

Focus: A Tiny or smaller object to be the receptacle for the subject's soul.

Note: This updated version of this spell supersedes earlier published descriptions.

Oath of Blood

Source: *Heroes of Horror*, page 131.

Necromancy

Level: Cleric 5, sorcerer/wizard 5

Components: V, S, M, DF

Casting Time: 1 minute

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

Target: One living creature

Duration: See below

Saving Throw: None

Spell Resistance: Yes

Oath of blood functions only when cast on a creature that has recently been subject to a geas or similar spell. It extends the reach of geas beyond death. If the individual subject to the geas dies before completing the task, oath of blood animates him as an undead creature in order that he might continue his quest. The nature of the undead creature is determined by the CL of this spell, as per create undead (see page 215 of the Player's Handbook). Once the task is complete or the original geas (or similar spell) expires, the magic animating the subject ends and he returns to death.

Material Component: Grave dirt mixed with powdered onyx worth at least 40 gp per HD of the target.

Plague of Undead

Source: *Heroes of Horror*, page 131.

Necromancy [Evil]

Level: Cleric 9, dread necromancer 9, sorcerer/wizard 9

Components: V, S, M

Casting Time: 1 standard action

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

Target: One or more corpses within range

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell unleashes great necromantic power, raising a host of undead creatures. Plague of undead turns the bones and bodies of dead creatures within the spell's range into undead skeletons or zombies with maximum hit points for their Hit Dice. The undead remain animated until destroyed. (A destroyed skeleton or zombie can't be animated again.)

Regardless of the specific numbers or kinds of undead created with this spell, a single casting of plague of undead can't create more undead than four times your CL.

The undead you create remain under your control indefinitely and follow your spoken commands. However, no matter how many times you use this spell or animate undead (see page 198 of the Player's Handbook), you can only control 4 HD worth of undead creatures per CL; creatures you animate with either spell count against this limit. If you exceed this number, newly created creatures fall under your control and any excess undead from previous castings of this spell or animate undead become uncontrolled. Anytime this limit causes you to release some of the undead you control through this spell or animate undead, you choose which undead are released.

The bones and bodies required for this spell follow the same restrictions as animate dead. All the material to be animated by this spell must be within range when the spell is cast.

Material Component: A black sapphire worth 100 gp or several black sapphires with total value of 100 gp.

Spiritwall

Source: *Spell Compendium*, page 203.

Necromancy [Fear, Mind-Affecting]

Level: Sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

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

Effect: Swirling wall whose area is up to one 10-ft. square/level, or a sphere or hemisphere with a radius of up to 1 ft./level

Duration: 1 minute/level (D)

Saving Throw: None; see text

Spell Resistance: No

With a deep groan, as from being subjected to eternal pain, you unleash this spell. An immobile, swirling mass of green-white energy forms resembling tortured spirit forms nearby. The mass continues the low groaning you uttered while casting the spell.

One side of the wall, selected by you, emits a low groaning sound that causes creatures within 60 feet of that side to make a Will save or become frightened and flee for 1d4 rounds. Any living creature that merely touches the wall takes 1d10 points of damage as its life force is disrupted. A living creature passing through the wall takes 1d10 points of damage, as above, and must make a Fortitude save or gain one negative level.

The barrier is semimaterial and opaque, providing cover and concealment against physical attacks, and it blocks line of effect for magical effects (including spells, spell-like abilities, and supernatural abilities).

Material Component: A clear cut gemstone.

Summon Undead I

Source: *Heroes of Horror*, page 132.

Conjuration (Summoning) [Evil]

Level: Blackguard 1, cleric 1, dread necromancer 1, sorcerer/wizard 1

Components: V, S, F/DF

Casting Time: 1 round

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

Effect: One summoned creature

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

This spell functions like summon monster I (see page 285 of the Player's Handbook), except that you summon an undead creature.

Summon undead I conjures one of the creatures from the 1st-level list in the Summon Undead table below. You choose which creature to summon, and you can change the choice each time you cast the spell. Summoned undead do not count toward the total Hit Dice of the undead that you can control with animate dead, plague of undead, or other command undead abilities. No undead creature you summon can have more Hit Dice than your CL +1.

Focus: A tiny bag, a small candle (not lit), and a carved bone from any humanoid.

Note: The description of the *summon undead* spells presented here supersede earlier published descriptions.

Summon Undead II

Source: *Heroes of Horror*, page 132.

Conjuration (Summoning) [Evil]

Level: Blackguard 2, cleric 2, dread necromancer 2, sorcerer/wizard 2

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like summon undead I, except you can summon one undead from the 2nd-level list or two undead of the same kind from the 1st-level list.

Summon Undead

1st Level

Human warrior
skeleton

Kobold zombie

2nd Level

Owlbear skeleton

Bugbear zombie

3rd Level

Ghoul

Troll skeleton

Ogre zombie

4th Level

Allip

Ghast
Wyvern zombie

5th Level

Mummy
Shadow

Vampire Spawn
Wight

Summon Undead III

Source: *Heroes of Horror*, page 132.

Conjuration (Summoning) [Evil]

Level: Blackguard 3, cleric 3, dread necromancer 3, sorcerer/wizard 3

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like summon undead I, except you can summon one undead from the 3rd-level list or two undead of the same kind from the 2nd-level list, or four undead of the same kind from the 1st-level list.

Summon Undead IV

Source: *Heroes of Horror*, page 133.

Conjuration (Summoning) [Evil]

Level: Blackguard 4, cleric 4, dread necromancer 4, sorcerer/wizard 4

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like summon undead I, except you can summon one undead from the 4th-level list or two undead of the same kind from the 3rd-level list, or four undead of the same kind from a lower-level list.

Summon Undead V

Source: *Heroes of Horror*, page 133.

Conjuration (Summoning) [Evil]

Level: Cleric 5, dread necromancer 5, sorcerer/wizard 5

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like summon undead I, except you can summon one undead from the 5th-level list or two undead of the same kind from the 4th-level list, or four undead of the same kind from a lower-level list.

Vile Death

Source: *Heroes of Horror*, page 133.

Conjuration (Calling) [Evil]

Level: Cleric 9, dread necromancer 7, sorcerer/wizard 9

Components: V, S, M, XP

Casting Time: 1 hour

Range: Touch

Target: One corporeal undead creature

Duration: Permanent

Saving Throw: None

Spell Resistance: Yes

You summon the spirit of a fiend from the depths of Hell or the Abyss and bind it into the body of a corporeal undead creature.

Binding the fiend applies the fiendish template (see page 108 of the Monster Manual) to the undead creature. The resulting creature is independent of you and can act on its own. Its initial attitude toward you is indifferent.

Material component: A bit of brimstone and a bloodstone worth at least 500 gp.

XP Cost: 100 XP.

Wither

Source: *Sandstorm*, page 128.

Necromancy

Level: Sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

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

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

The spell drains moisture from the body of a living creature. The target takes 1d6 points of desiccation damage per CL (maximum 10d6) and is dehydrated (see below). A character that makes a successful saving throw takes half damage and is not dehydrated. A plant or elemental of the water subtype instead takes 1d8 points of desiccation damage per CL (maximum 15d8).

Material Component: A pinch of powdered bone.

PLAYER HANDOUT #1 – LETTER FROM GENERAL RASHEDRA

A letter written on course parchment in a tight, deliberate script. It is delivered by a young corporal wearing a blue cloak with black trim.

TO: (insert PC's name and rank)

FROM: Command Headquarters, 1st Pellak

New orders: assemble a group and depart immediately. You are to meet with the Holy Clerk Loriti at Location Chimera. The Holy Clerk will have further instructions when you arrive. You are to follow the Holy Clerk's instructions as if they were orders from a superior officer; this is a matter of great importance to the March of Bissel.

Good luck,

General Cainlan Rashedra

This letter comes with a Map of the March of Bissel. Location Chimera is marked as being on the northern shore of Lake Hasra, where the Shaela River feeds into the lake. A route going across Paercium from Pellak is suggested by further markings on map.

PLAYER HANDOUT #2 – ENUMERATOR'S LETTER

A letter written on fine paper in a delicate, careful script. It is delivered by an Enumerator (junior cleric) of the Church of Zilchus in Bissel.

To the most renowned (insert PC's name)

Mutual friends have relayed tales of your adventures to me, and in the interest of my church, my business partners, and myself, I am writing to ask for your services in a task both delicate and dangerous. Assemble a group of combat capable individuals and meet me within three days on the northern shore of Lake Kasra at the point where the great Shaela River meets the Lake. You will be reimbursed for your reasonable travel expenses and I assure you that the task that awaits you will be most lucrative for yourself and your companions.

Guildmaster willing, I hope to see you and your group of able adventurers soon.

Sincerely,

Holy Clerk Loriti Lorgrave