

One Dirty Job

A One-Round Dungeons & Dragons® Living Greyhawk™ Regional Adventure

Version 1.0

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With the recent disappearance of a local priest, the still-small populace of Whitehale is frantic with new fears and fresh rumors. Are there forces of the Heretic still about? Undead? Baby-stealing elven bandits? What new evil has descended upon ever-cursed Whitehale? A challenging one-round Regional adventure set in the Archclericy of Veluna for characters level 1-15 (APLs 2-14). This adventure is not very centaur-friendly, nor is it for the squeamish.

Resources for this adventure [and the authors of those works] include *Complete Arcane* [Richard Baker], *Complete Divine* [David Noonan], *Complete Mage* [Skip Williams, Penny Williams, Ari Marmell, Kolja Raven Lique], *Draconomicon* [Andy Collins, Skip Williams, James Wyatt], *Libris Mortis* [Andy Collins and Bruce R. Cordell], *Magic Item Compendium* [Andy Collins, et.al.], *Monster Manual V* [David Noonan, et.al.], *Player's Handbook II* [David Noonan], and *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor, et.al.].

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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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 rule 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. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full

information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

Along with this adventure, you'll find a RPGA session 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). You need one copy of this for each participating player.

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 calculate the Average Party Level (APL), follow the process below:

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).
2. Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.
3. 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. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in 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.

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.

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing this adventure in 2008, check the current version of the *LGCS* and follow any updated rules presented within.

TIME UNITS AND UPKEEP

This is a standard 1-round Veluna adventure. *As of September 1, 2007, there is no Time Unit cost to play the adventure portion of this adventure; however, standard Time Unit costs still apply to crafting, magic item creation, performing or other non-adventure related activities or penalties. The cost for Standard Upkeep is 12 gp for PCs whose home region is in Veluna, or 24 gp for out-of-region PCs. Both Rich Upkeep and Luxury Upkeep cost 75 gp regardless of home region.*

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

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

PREPARATION FOR PLAY

- The DM should have the PCs roll Spot and Listen checks before the adventure.
- There are multiple opportunities for PCs to contract diseases in the sewers of Whitehale. The DM should get the PC's Fortitude save bonuses so that he can make secret rolls to determine who contracts what. These diseases should not come into play during the

adventure *unless the PCs voluntarily rest overnight in the sewers* – in which case the incubation periods come to term, the diseases kick in, and PCs could be in big trouble. Any diseases contracted should be dealt with in the conclusion.

- The DM should take some time to prepare some of his or her own elaborations on the god-awful, disease-ridden filth that is the Whitehale sewer system after years of use and abuse by orcs and undead. (Ewww....)

Taking time to do this, rather than having the author providing all the descriptions, will provide the DM with two main benefits.

1. He or she will be more comfortable with the descriptions and wording, allowing him or her to really get into it.
2. She or he will be able to tailor the description to the maturity and sensitivity level of her or his particular group. (Either to be nice or to maximize the icky-ness factor.)

Basically, try to maximize your players' feelings of slogging through a slimy, stinking cesspit of an adventure. The more players that feel the need to bathe after running their characters through this adventure the better.

NEW RULE ITEMS

This adventure utilizes quite a few new rules items – including new classes, feats, spells, and equipment (including magic items) – that do not appear in any of the three core D&D books (*Player's Handbook*, *Dungeon Master's Guide*, or *Monster Manual*). The full write-up of any featured feats, spells, or equipment appears in Appendix 2. Information on featured classes, prestige classes, and races appears in the relevant creature's stat block. This adventure includes all the information required to run these characters. The DM should double-check that he fully understands all new rule items presented in this adventure before play begins.

ADVENTURE BACKGROUND

For two long years, the humanoid and undead forces of Herion inhabited the once-shining city of Whitehale, corrupting most of it, and at least staining the rest. When the Heretic was finally defeated, his forces destroyed a good portion of the city before they fled, in one last spiteful gesture towards the people of Veluna.

In the year or so after the war, citizens were reluctant to relocate back into the city proper – gangs of undead still roamed the streets here and there, and many less-than-savory types (including a band of human-hating elves) had taken up residence in many of the abandoned

buildings. Instead, they settled a town outside the city proper, and waited for the Church and adventurers to clean out the evils lurking in the city's darkest corners.

Only now, nearly two years later, is that goal thought accomplished, and the hardy citizens of the Vale have reclaimed all but the most devastated parts of the city. Most of the projects have gone smoothly, and portions of the city are slowly beginning to return to their former states, the reclamation of the northeast quarter has hit a major snag.

People are disappearing. More accurately, people have *noticed* that people are disappearing. In reality, people have been disappearing in this section of town for quite a while, but up until very recently, they had been loners and vagabonds, lone souls out to establish themselves a new life in the “new” Whitehale – people that no one really knew, or even knew were there.

With the recent disappearance of Arbrith Melan, however, all that changed. Arbrith was a friendly young cleric of Pelor, here helping out with the reconstruction. His disappearance has the still-small populace of Whitehale frantic with new fears and fresh rumors. Are there forces of the Heretic still about? Undead? Baby-stealing Elven bandits? What new evil has descended upon ever-cursed Whitehale?

In fact, the evil has not descended on Whitehale, but rather ascended. The sewers are now inhabited by a colony of rylkars – ever-hungry, disease-ridden, rat-like creatures that had crept up from the Underdark during Herion's occupation of Whitehale. These particular rylkars are the last of a once much larger infestation, which had mostly died out with the disappearance of most of their food source when the orcs and undead fled. Now, with food – er, people – returning to the city, their numbers are once again increasing. (Except at APLs 2 and 4, where the rylkars have died off/moved on, with only a few stragglers still here at APL 4.)

To make matters worse, one of those ‘lost souls’ that had recently made its way to Whitehale and subsequently disappeared, did not in fact get eaten by rylkars. Stoa, a cleric of Incabulos, found the filth-ridden sewers under the growing population center (with no strong authorities yet in place) much to his liking, and when he encountered the disease-carrying rylkar, decided that this was a sign from Incabulos himself that Whitehale would be a great place to start a really nice plague.

ADVENTURE SUMMARY

Introduction Finding out about Arbrith's disappearance, maybe getting hired by locals, then following up rumors and leads.

Encounter 1 – The Doctor Is Out After getting a lead about where to look, the PCs search an old

slaughterhouse and meet up with Matchuk, until recently a healer of Zodal – now a morose spirit in need of assistance.

Encounter 2 – Blinding Sickness The party finds its way into the sewers, and experiences some of the worst filth imaginable.

Encounter 3 – Ghoul Fever (APL 12-14 only.) While searching for the true source of the disappearances, higher level PCs encounter a beastly local resident of the sewers.

Encounter 4 – Filth Fever and The Shakes The PCs finally come upon the tunnel that leads to the main nest. The way is not clear of danger, however.

Encounter 5 – Rylkar and Slimy Doom The hub of the rylkar infestation is a cesspit where multiple tunnels intersect. The rylkar harridan resides here, spawning hordes of the beasts. (At APLs 2 and 4, an otyugh has taken up residence where the rylkar were before moving on.)

Encounter 6 – Cackle Fever Hamner Stoa, a priest of Incabulos, has set up this (relatively) dry room as his residence and sanctuary.

Conclusion, Part 1 Hopefully the PCs have recovered the Healing Hands of Zodal and return to Matchuk with them.

Conclusion, Part 2 PCs may return Arbrith's ring to the chapel, and get his thanks.

INTRODUCTION

Most of the city of Whitehale is recovering well now. The Church, as well as mercenaries hired by Baron Randis (and some rumored to be sent by the Landis's) have spent nearly two years scouring the city clean of any remnants of the Heretic's rule.

The populace is returning, the damage being repaired – the stain of Herion's occupation is slowly but surely being cleansed from the face of the city. The purification and rededication of the Temple of Rao was just completed a few short days ago, and the celebration thereof has been very enjoyable.

Apparently not everyone is in a celebratory mood, however. A young Pelorite priestess enters the tavern and finds her way to the bar. She barely acknowledges the barkeep when he delivers a fine ale – she just stares at the drink, her hands clasped under her chin.

Assuming at least one PC goes to talk to her:

The young woman starts when you speak – “I'm sorry, is this your seat?” she says apologetically, rising to let you sit.

The young woman is Anfernee Perneese, and she is an Oeridian with short brown hair, tanned skin, and troubled green eyes. She is somewhat distracted right

now, as she is very concerned over the well-being of a fellow Pelorite, but is not sure what to do about it. As PCs speak with her, she tries to put on her 'I'm here to help' smile, assuming the PCs are coming to her as a priestess, not as a person in need. (Paraphrase as necessary.)

Don't worry / It's not my seat. "Oh – sorry, I thought... nevermind, how can Pelor help you?"

No, how can we help you? "You help... ? Oh – yes, I suppose I am a bit out of place right now." She pauses for a moment, as if weighing her options. "Perhaps you could help – I am in a bit of a quandary at the moment."

She will suggest they find somewhere quieter to talk – a corner, the chapel, it doesn't matter. Once they are somewhere they can talk, she introduces herself:

"I am Anfernee Perneese – I'm with the new chapel of Pelor here in Whitehale." She pauses to let you introduce yourselves.

"Thank you for your concern. I have a friend, a fellow acolyte, actually – Arbrith Melan. He went to the north end a few days ago, helping a family with moving back to their home. He said he might be a couple days, but..."

"Anyway, I sent a messenger to see what was keeping him, but he returned with the worst news – that Arbrith had left two days ago!" she buries her face in her hands, then pulls them back through her hair. "I don't know what to do"

The PCs can learn the following information through conversation. Throughout, Anfernee is frustrated and concerned, but not overly emotional. She wants to help Arbrith, but does not want to cause any trouble, either.

What about your superiors at the chapel? "There's only the two of us acolytes, plus one slightly more experienced priest. Our hands are full as it is – especially since Arbrith's been missing..."

What about the Church of Rao, or Duke Randis' men? "Yes, well, I thought of that, but that's where it gets interesting. With all of the tension right now between the Church and the nobles, Brother Paeten – he's the priest I mentioned – he wasn't sure that asking one side or the other wouldn't be taken as support for that side amongst the people. He thought that the Church of Pelor should remain neutral in that regard. Or at least appear to."

Why not contact them in secret? "I suggested that, but Brother Paeten was concerned that whoever we contacted might not honor our desire to be seen as impartial."

Brother Paeten doesn't seem very eager to help Arbrith... "He wants to help – he's just very cautious. He contacted the head priest in Falsridge, and he

affirmed Paeten's decision. He was going to try to catch Father Tynes – I just hope there's something that can be done."

Father Tynes? "A higher ranking priest, visiting from Greyhawk. He was returning home today. Paeten was going to consult with him. If he can catch him."

How about we go look for him? Anfernee's response to this depends on if there are any Church of Rao members in the group.

If there are not: "That would be wonderful!"

If there are: "Only if you promise not to make a political thing out of it."

How will we know him? "Tall, sandy hair, fair of skin with blue eyes. I think he was wearing his civilian clothes, but he wouldn't leave without his holy symbol. And he has a signet ring – his initials, "AM", over Pelor's symbol. It was a gift from his family."

What do you know / What was he doing? He was helping the Brewer family move back into their house. The father has been up there getting the business organized, and Mrs. Brewer needed the help. The messenger reported that they said Arbrith left there two days ago – that's all I know.

Where should we start looking? "I'm not sure. There aren't many people in that quarter yet – I'm sure he would be noticed if he was hanging around the area. Just ask around, maybe?"

So we'll meet back here? "Actually, I don't think I can sit and wait anymore. I'm going to go tell Paeten... I'll tell him I need to check on the Brewers, and will be back soon. I'll meet you at their house. Who knows, maybe there will be news back at the chapel..."

What will you pay us? "Pay? I'm sorry, I thought you were volunteering... I'm afraid I don't have much..." She pulls out a nearly-empty coin pouch, dropping a few gold crooks on the table. "Perhaps the chapel could scrape something together?"

1: THE DOCTOR IS OUT

There are very few people in this section of town, giving it an eerie, ghost-town feel. Your preliminary search reveals little of interest. You find no secret shrines, no desperate bands of orcs.

The few people you have seen tend to react with suspicion to your appearance, not sure at first glance what it is you might be hunting. Once you assure them of your intentions, they mostly repeat the same rumors you heard before starting your search – agents of Herion, demonic curses, etc.

There is one story that comes up too often to be discounted, though. A few tell of seeing a ghostly figure at night over at Gobbler's Humane Meats – the old slaughterhouse and butchery. No one has a good

description of the spectre, as they all fled at first sight, but most suspect old Gobbler is back from the dead. Everyone knew the old coot was pretty odd to start with – after all, who cares about being nice to animals you're about to eat anyway?

That point aside, the ghost stories do seem to corroborate.

Assuming they follow the lead....

Following the locals' directions, you soon come to the surprisingly intact building. What remains of its broken sign hangs out front, now reading "Gobble Human Meat". It's hard to tell if the sign is a result of orcish vandalism or just the sick humor of fate.

Allow the PCs to Search the building all they want. (No map is provided, if you want to worry the party, feel free to draw one out.) Inside, they disturb a few normal rats and find signs that the building was probably used as barracks during the occupation, but nothing of real interest.

Whenever someone finds themselves in the alley next to the building however, they find a mostly-eaten human body amongst the garbage.

When someone approaches the body:

As you approach the body, you can tell that the local vermin have been eating well lately. As you kneel to examine it more closely, a spectral figure rises from the ground next to the body, reaching out towards you.

If the party wants to attack right away, let them roll for initiative. If they win initiative and immediately attack, the ghost defends himself (see Tactics). If they win initiative and address him in a non-hostile manner, he responds, pleading with them to leave the dangerous area (see below).

If the ghost wins initiative, or if the PCs wait for him to make the first move, he uses his frightful moan ability (Will save DC14 @ APLs 2-6, DC16 @ APLs 8-10, DC18 @ APLs 12-14; see Appendix 1) to try to warn off/scare away the PCs, moaning:

"Flee for your lives, lest you too fall before the rats..."

If/when the PCs talk with Matchuk, he reveals his story, answer questions, and maybe ask a boon of the party:

Why did you scare us? "I apologize. I am not yet accustomed to my new... form. I wanted only to warn you – keep you from my own horrible fate."

Who are you? "I am Matchuk – er, I *was*. I... I *think* I still am... Matchuk, that is, servant of Zodal."

Why are you here? "Zodal brought me here to help with the healing of Whitehale. Heal the sick, mend the broken, the usual things. I heard that there was much disease among those in this part of town, so of course I came to see if there was anything he could do... I think he helped a few."

"He"? "Zodal of course, through the Healing Hands I bore. I am – er, was? – I was merely his instrument."

What happened? "Walking home one evening, I saw him.... (he points to the body on the ground) I went to check if he was hurt, then... Oooohh.... (his eyes open wide in fear and his hands go to cover his mouth). The rats...."

Rats? "There were so many of them... That poor soul... they were inside... and then... (he covers his ears) Oh, I still hear their awful squealing! So many more... so many many more! And so big! (He pauses, gathering his emotions.) They came from the sewer – over there. They attacked – I couldn't stop them..." (he breaks down and sobs).

What happened then? "I don't know. I watched them... (he shudders) watched them drag me... my *body*... down into the dark. I tried to follow, but... I can't. Something wouldn't let me."

Something? "I can't explain it, really – I tried following them, I've tried finding them since. I just can't go anywhere. Nowhere but this alley. I've lost the Hands."

The "Hands"? "Yes, a blessed relic of the Church I am... er, *was* entrusted with – and now they are lost. Lost to all the suffering souls in need of his healing." (He buries his head in his hands.)

We'll find the Hands for you. "Oh, you must! I mean, I do not ask for myself, but for Zodal, and those in need of his healing touch."

When did all this happen? "Last night... no, wait, that can't be. Last... week? I don't know – I can't tell anymore... (No Heal check is necessary to tell what the body in the alley died of – it was eaten by rats. A successful DC 15 Heal check reveals he has been dead for over a week.)

Matchuk cannot offer anything but thanks to the PCs for finding the Hands. (Well, he can *offer* to heal them, or cast other spells for them, but as a ghost he cannot affect them. As a relatively new ghost, he isn't aware of this problem, though.)

APL 2 (EL 2 – inc. –2 for lack of real danger)

Matchuk: male half-elf ghost favored soul 1: hp 7; see Appendix 1.

APL 4 (EL 2 – inc. –2 for lack of real danger)

Matchuk: male half-elf ghost favored soul 2: hp 13; see Appendix 1.

APL 6 (EL 2 – inc. –2 for lack of real danger)

Matchuk: male half-elf ghost favored soul 2: hp 13; see Appendix 1.

APL 8 (EL 4 – inc. –2 for lack of real danger)

Matchuk: male half-elf ghost favored soul 4: hp 26; see Appendix 1.

APL 10 (EL 4 – inc. –2 for lack of real danger)

Matchuk: male half-elf ghost favored soul 4: hp 26; see Appendix 1.

APL 12 (EL 8 – inc. –2 for lack of real danger)

Matchuk: male half-elf ghost favored soul 8: hp 52; see Appendix 1.

APL 14 (EL 8 – inc. –2 for lack of real danger)

Matchuk: male half-elf ghost favored soul 8: hp 52; see Appendix 1.

Tactics:

Matchuk does not attack the PCs first. His intent is to just warn/scare them away from the dangerous area. Once someone addresses him, he pauses to converse (see above). If the PCs attack him, however, he reluctantly defends himself. He starts out any combat crying and apologizing, but if the attacks continue, slides into disbelief and anger over the PCs actions.

Development:

- The body is just over a week old, and its flesh has been mostly eaten away by rats and other vermin. It is in no condition for a *Speak with dead*, but just in case some other, more extreme magic is used to determine if this was Arbrith Melan, it's not – it was once Goss Mumly, a teamster who was looking to open a tavern here in Whitehale.

- Note that Matchuk is fairly fragile, and it is possible that many higher-level parties may manage to destroy him, possibly before he gets a chance to point them in the direction of the sewers. Should this happen, there are two main effects:

- Matchuk rolls a “1” on his rejuvenation check, and is permanently destroyed. The PCs do not receive the story award XP.
- PCs need to spend longer on their search, but eventually they stumble on more evidence or rumors that lead them into the sewers. Summarize their frustration, and then continue to Encounter 2, but each PC must spend an extra TU for the adventure.

2: BLINDING SICKNESS

Lowering yourselves down into the small tunnel, the first thing that hits you is the stink – a thick miasma

brewed from all manner of slime, excrement, garbage, compost, and sludge. It's enough to make you wonder if whatever mage created 'stinking cloud' might have worked here in his formative years, but couldn't bring himself to replicate the true horror of the stench in his spell.

Every surface you can see is covered in damp filth, and you can feel that the floor, underneath a shallow layer of stagnant swill, is slippery with slime. Even the ceiling has muck and mold clinging to it, some seemingly about to fall on your neck at the slightest disturbance.

Clouds of miniscule insects silently converge on you, finding every inch of exposed skin and making it itch and crawl, and you can hear the skitterings and scratchings of tiny claws from somewhere nearby.

There is one pipe leading off from here – sloping slightly down and to the west, deeper into the bowels of the sewers.

Have the PCs determine a marching order, and ask about any precautions they might be taking. Remember to find out how the party is planning on seeing while down in the lightless sewer.

In general, the entire sewer system has uneven, slippery floors (Balance and Tumble DCs are 5 higher than normal, running and charging impossible), and most of the pipes and tunnels are about 5 feet in diameter. (The PCs will find a 10' diameter main soon enough.) Any effects on combat will be noted in the encounter descriptions.

Once their basic procedure has been determined, start them off through the sewer system:

After half-climbing, half-sliding down the narrow pipe, you find yourself dumped unceremoniously into a larger 15' wide cistern that runs north-south (you think). The foot-deep sewage down here is just as thick and gross as above (though more of a bilious yellow color), and, unfortunately, odors apparently don't rise – the rancid troglodyte-cheese smell is just as oppressive on this level as well.

More importantly, even from here, within the limits of what light you have, you can tell that there are dozens of tributary tunnels and feeder pipes leading off from this one. The sewers of Whitehale are much more extensive than most would believe, and finding your way around them (and more importantly, out of them) will be a significant challenge.

Assuming the PCs decide to track the rats (or whatever it is they think they're looking for), they will need to make a DC 20 Tracking check to find any clues at all. These clues they do find are not a solid line of tracks,

but a tuft of hair here and a lone track in a gob of goo there. Just enough to pick out a general path through the sewers. If they fail the check, have them get lost and have to spend a tense night in the sewers (see below).

Have the PCs state which way they are headed, then proceed:

Having decided which way to start off, you take your first slogging steps through the stagnant, foot-deep water. Not ten steps later, the floor gives way under your feet.

At this point, the lead PC(s) must make a DC 15 Dexterity check (DC 10 at APLs 2 and 4) to avoid falling into a small sinkhole that has developed here. Those that fail the save take no damage, but slip into about 6 feet of fermenting offal. These PCs (and those that help them out, at the DM's discretion), must make a DC16 Fortitude save to prevent contracting the blinding sickness (1-3 day incubation; 1d4 Str damage; if victim takes 2 or more damage, he must make another save or go blind; see *DMG*, p292) from the slime in this small sinkhole. Make these rolls in secret, and make note of which PCs contracted the disease for use in the conclusion.

Once the PCs know the hole is there, it is easy enough to get around, and they will have no more problems with similar pitfalls elsewhere in the sewers. (Not that they need to know that.)

Development:

- Unless otherwise noted, it takes about two hours to travel between encounters. (Higher APL parties with access to fast-travel spells may take shorter, but not as much as they'd like – there are lots of false trails, narrow passages, tricky obstacles, etc that even hinder them a bit.)

- As long as the players come up with some manner of mapping or leaving a trail, don't give them any problems with getting lost. If they just go wandering off without a plan, however, they should find themselves stuck overnight. Roll as if wandering monsters are about to come down on them, keep them rolling Listen and Spot checks, etc. The next day they will just stumble upon Encounter 3: Ghoul Fever or 4: Filth Fever and the Shakes (depending on APL). If anyone's party gets lost after they have contracted the blinding disease, it does *not* finish incubating overnight.

- As the PCs travel along, have them make a few Spot and Listen checks. Try to give them the impression that something is watching them (there is, as you will see). Feel free to throw in some strange noises, fleeting shadows, disgusting imagery, etc. The players should feel like bathing just listening to your description – but be too nervous to do so.

- At APLs 2 – 10, skip the next encounter and go directly to Encounter 4: Filth Fever and The Shakes.

- At APLs 12 and 14, the party runs into another denizen of Whitehall's sewers before finding the rylkar lair – continue with Encounter 3: Ghoul Fever.

3: GHOUL FEVER

Slogging through slime and muck has got to be one of the most disgusting parts of any adventure – and this particular slime and muck is the worst you've ever seen. It's like it has a mind of its own and is enjoying finding new ways into your every crack and crevice.

Anyway, you finally find a relatively dry area, and think it might be a good place to take a rest; maybe see if any of your rations has escaped the creeping crud. Before you can do anything, however, you hear something coming from another tunnel... and it sounds big.

This monstrous, disgusting, disease-ridden undead otyugh has been devouring rylkars lately, and would relish some variation in its diet. Start the otyugh off rounding a corner 40' from the open area. Unless the PCs have taken some major precautions, it is not surprised, but neither are the PCs. Roll for initiative.

APL 12 (EL 10)

Gravetouched Ghoul Advanced Otyugh (Rot Grub Hivenest): hp 104; see Appendix 1.

APL 14 (EL 12)

Twice-Evolved Gravetouched Ghoul Advanced Otyugh (Rot Grub Hivenest): hp 104; see Appendix 1.

Tactics:

Remember, each hit by the otyugh's tentacle requires a Fortitude save (paralysis) and a Reflex save (rot grub infestation); and each hit by the otyugh's bite requires three Fortitude saves (filth fever, ghoul fever and paralysis) and a Reflex save (rot grub infestation).

At APL 12, the otyugh comes right in and starts whomping on things, grabbing and eating whatever it can.

At APL 14, it casts *greater invisibility* before approaching, and leads off the combat with its Empowered *cloudkill*. (It is immune to the *cloudkill*, and the swarms inside aren't affected until they are released, by which time the cloud has most likely moved on.

4: FILTH FEVER AND THE SHAKES

After an hour or so of Tracking through the tunnels (or three hours of blindly wandering around), the PCs finally come across a point of interest – a blocked-off tunnel:

As you come to yet another intersection in this endless maze of filth, you notice that there is finally something other than grime, mold and viscous water to look at – not that what you see is any less disgusting.

A mound of sticks, bones, and lots of unidentifiable detritus – all packed together and covered with mud, excrement and slime – blocks off one of the tunnels leading from this intersection. The skull of an orc seems to mark a small hole in the center of the mound – the hole might just be big enough for a man to squeeze through.

At APLs 2 and 4, the PCs have all the time they want to investigate the mound and decide what to do, though there is a trap within the mound's tunnel. At higher APLs, there is no trap, but their investigations will be interrupted by the return of a band of rylkar (see below).

Investigating the mound: There are many tracks around this intersection, especially into and out of the mound of filth. There are so many tracks (including marks where various-sized bodies have been dragged through) that it is hard to make out many details, but a DC 10 Track check can tell they are mostly large rodent-like prints, ranging in size from those of a small cat to those of a good-sized horse. A DC 15 Track check also picks out a set of human-sized boot prints leading up to the mound, but none leaving. A DC 20 Track or Search check notices that the top edge of the outside of the hole, as well as the ceiling inside, seems to have a few burn marks here and there.

APLs 2 and 4. Hamner Stoat, a cleric of Incubulos that has been living here for some time, has set a small trap designed to inhibit the approach of nosy adventurer types. The magical trap is set to go off should the material blocking the tunnel be disturbed. Digging through the filth, either to widen the passage or to remove it entirely automatically sets off the trap. A single PC may squeeze through the hole without disturbing the material with a successful DC 14 Dexterity check, but failure sets off the trap.

APL 2 (EL 3)

Alarm/Rat Swarm Trap: CR 2; magical; touch trigger; no reset; spell effect (*alarm* alerts Stoat); spell

effect (*summon swarm*, 3rd level cleric, rat swarm for 3 rounds); Search DC 26; Disable Device DC 26.

APL 4 (EL 3)

Alarm/Rat Swarm Trap: CR 2; magical; touch trigger; no reset; spell effect (*alarm* alerts Stoat); spell effect (*summon swarm*, 3rd level cleric, rat swarm for 3 rounds); Search DC 26; Disable Device DC 26.

APLs 6 – 14: As the PCs move to investigate the mound, compare their pre-rolled Listen checks to the rylkar's Move Silently checks to determine if they are surprised by the return of a rylkar hunting group. (Remember the –5 for being distracted by the Search.)

As you begin to investigate more closely, a piercing shriek shreds the gloomy silence, and a number of shadowy, rat-like forms scurry at you from the darkness.

APL 6 (EL 6)

Rylkar Madclaws (3): hp 26 each; see Appendix 1.

APL 8 (EL 6)

Rylkar Madclaws (3): hp 26 each; see Appendix 1.

APL 10 (EL 8)

Rylkar Tormentor: hp: 60; see Appendix 1.

Rylkar Madclaws (3): hp 26 each; see Appendix 1.

APL 12 (EL 9)

Advanced Rylkar Tormentor: hp: 77; see Appendix 1.

Rylkar Madclaws (4): hp 26 each; see Appendix 1.

APL 14 (EL 11)

Advanced Rylkar Tormentors (2): hp: 77 each; see Appendix 1.

Rylkar Madclaws (8): hp 26 each; see Appendix 1.

Tactics:

At the beginning of combat, one of the madclaws (2 at APL 14) starts with its mad shriek, hoping to *confuse* as many PCs as possible, while the others attack. Each round thereafter, different one (2 at APL 14) shrieks, until all have either used their shriek or are dead. Madclaws prefer to attack from a position of strength, either with superior numbers or from above (or both).

At APLs 10+, the tormentor(s) begin the combat with their hate shriek, giving the madclaws +2 to attacks and damage, then pounce. Tormentors are just as likely to stop and feed on the dead or dying as pursue fleeing opponents.

At all APLs except APL 2 and 4, the rylkar harridan's corruption (see Appendix 1 for details) has expanded

through most of the sewers – everywhere beyond this point, as a matter of fact. This aura has a chance of despoiling any potions the PCs are carrying, starting now.

Each potion must make a Fortitude save or change into a poison (Fort DC 25, 1d6 Con/1d6 Con). The DC of the save depends on APL: DC 22 @ APL 6&8; DC 25 @ APL 10&12; DC 30 @ APL 14. A potion's save bonus is equal to 2 + 1/2 its caster level, or the save bonus of the PC carrying it, whichever is higher. Potions inside extra-dimensional spaces are not affected unless they are brought out while in this area. (You may want to wait until the first PC goes to use a potion to make the first roll, rather than bog down the game (and also alert the PCs to the problem) at this point – just don't forget to check.

Development:

- Every PC that squeezes through the hole in the barricade needs to make a DC 13 Fortitude save or contract the shakes (1 day incubation; 1d8 Dex damage; see *DMG*, p292). Make these rolls in secret, and make note of which PCs contracted the disease for use in the conclusion.
- If the PCs trip the alarm or encounter the rylkars (which have a hive mind ability), the cleric and/or the rest of the rylkar colony is now aware of their presence, and they begin to prepare.
- From here, it will only take the PCs a few short rounds to reach Encounter 5: Rylkar Fever and Slimy Doom.

5: RYLKAR FEVER AND SLIMY DOOM

The tunnel you have been following opens up into a large nexus of pipes and tubes. There are three large openings and at least twenty smaller pipes, a few of which trickle slime and sewage into the cavern.

The pitted and rocky walls are covered in filth, slime and mold, reaching up to the ceiling nearly twenty feet above the water level. You can only hope the floor is not too far beneath the murky, muddy liquid, but it's not likely, as an old ladder rises from the muck to the large tunnel to your right. Millions of tiny sewer gnats massed in swirling lazy clouds swarm the thick, stinking air.

At APLs 2 and 4, skip this next text and give the PCs Spot checks to notice the otyugh before it attacks.

At APLs 8 and up, read the following text before concluding with the description of the harridan:

Large rats sit watching you from ledges on the walls, islands of filth in the muck, and elsewhere in

the room. While some are the usual size of giant rats, at least two are the size of ponies.

At APLs 6 and up, describe the harridan and then roll for initiative:

Dominating the room, however, is a grotesque mockery of nature. An absolutely huge rat, the size of a small house, sits in the squalor – drooling slime as tiny rats crawl all over it, nipping at its flesh. It turns its hollow, pus-filled eyesockets toward you, drops a half-eaten corpse of one of the smaller rats from its bloody jaws, and wails a hideous screeching challenge.

At APLs 2-10, the dirty, algae-covered water is actually only about a foot deep, except over near the largest of the exit tunnels, where it drops off to 5 feet deep. (The ladder is actually part of a larger one, and how it sits in the water makes it look like it goes further down than it really does.) The underwater floor is slippery and uneven, increasing the DCs of Balance and Tumble checks by 10. Running and charging are also impossible here.

At APLs 12 and 14, the water is three and a half feet deep, making Tumbling impossible and doubling all land-based movement costs in addition to the circumstances mentioned above.

APL 2 (EL 4)

Otyugh: hp 36; see *Monster Manual*, p204

APL 4 (EL 6)

Otyugh: hp 36; see *Monster Manual* p204.

Rylkar Swarm: hp 45; see Appendix 1.

APL 6 (EL 9)

Rylkar Harridan: hp 125; see Appendix 1.

APL 8 (EL 11)

Rylkar Harridan: hp 125; see Appendix 1.

Rylkar Tormentors (2): hp 60; see Appendix 1.

Rylkar Madclaws (3): hp 26 each; see Appendix 1.

APL 10 (EL 13)

Advanced Rylkar Harridan: hp 200; see Appendix 1.

Advanced Rylkar Tormentor (2): hp 77; see Appendix 1.

Rylkar Madclaws (8): hp 26 each; see Appendix 1.

APL 12 (EL 15)

Advanced Rylkar Harridan: hp 200; see Appendix 1.

Advanced Rylkar Tormentor (2): hp 77; see Appendix 1.

Rylkar Madclaws (8): hp 26 each; see Appendix 1.

Stoat: male human cleric 13: hp 85 [111 w/ *bear's endurance*]; see Appendix 1.

APL 14 (EL 17)

Advanced Rylkar Harridan: hp 407; see Appendix 1.

Advanced Rylkar Tormentor (4): hp 77; see Appendix 1.

Rylkar Madclaws (8): hp 26 each; see Appendix 1.

Stoat: male human cleric 15: hp 113; see Appendix 1.

Tactics:

At APLs 2 and 4, the otyugh's tactics are straightforward – it starts out hidden in the mouth of the largest of the tunnel openings and lashes out with tentacles to grab and squeeze opponents into easy-to-chew morsels. If left an escape route (towards Stoat's sanctuary doesn't count), the otyugh flees when reduced to under 1/6 hit points.

At APL 4, the swarm comes pouring out of Stoat's tunnel on round 3 of the combat.

At APLs 6 - 12, the rylkar harridan lumbers into the fray, crushing her foes' bodies (and weapons) with her huge jaws. Her preferred victim is anyone carrying or using fire – she even runs through a *wall of fire*, just for the pain and the spawn. The harridan fights to the death.

At APLs 8 – 14, one tormentor starts off the battle with its hate shriek, while the other pounces on the nearest PC. One (APL 8) or two (APL 10+) madclaws use their mad shriek before joining the rest ganging up on one victim. One (APL 8) or two (APL 10+) use their shriek every round until they are expended or dead. All rylkars fight to the death.

At APLs 12 and 14, Stoat is here as well. He starts out hiding in the mouth one of the tunnels (not his). Noting the agitation the PCs' approach has caused in the colony, he has pre-cast certain spells on himself, and (in the case of *mass conviction*) on the rylkars as well. (At

APL 14, this includes a *wall of greater dispel magic* across the doorway to the nest chamber.) After leading with a *slime wave*, he concentrates mainly on any spellcasters, though he targets a big fighter or two with *moon bolt*. He is well aware of the harridan's spawn swarm ability, and gladly catches her in an *energy vortex*, or even *flame strike*, along with the targeted PCs. Knowing he has a *word of recall* and a *scroll of heal*, he is willing to use his prepared *heal* on the harridan. Use his *boots of sidestepping* to avoid attacks of opportunity for casting spells, and remember the *hellcat gauntlets* can add damage to single-target damaging spells not cast in successive rounds.

Treasure:

APL 12: Loot 2 gp; Magic 3156 gp; *full plate +1* (221 gp), *buckler +1* (97 gp), *everfull mug* (17 gp), *everlasting rations* (29 gp), *hellcat gauntlets* (267 gp), *Healing Hands of Zodal +4* (1583 gp), *scroll of heal* (138 gp), *scroll of restoration* (138 gp), *ring of counterspells (greater dispel magic)* (333 gp), *ring of counterspells (dispel magic)* (333 gp); Total 3158 gp.

APL 14: Loot 2 gp; Magic 4989 gp; *full plate +2* (471 gp), *buckler +2* (347 gp), *everfull mug* (17 gp), *everlasting rations* (29 gp), *hellcat gauntlets* (267 gp), *Healing Hands of Zodal +4* (1583 gp), *belt of priestly might* (500 gp), *vest of health +2* (333 gp), *boots of sidestepping* (500 gp), *scroll of heal* (138 gp), *scroll of restoration* (138 gp), *ring of counterspells (greater dispel magic)* (333 gp), *ring of counterspells (dispel magic)* (333 gp); Coin 18 gp; Total 5009 gp.

Development:

- At APLs 2 and 4, the sound of combat alerts Stoat of the party's approach.

- At APLs 12 and 14, the *Healing Hands of Zodal* are in Stoat's possession and are currently corrupted by Incabulos' influence, only working for his priests. The party needs to recover the *Hands*, purify them of their taint, and return them to Matchuk in order to complete their mission and receive the story award XP. Any divine caster that worships a deity with the community, good, healing, or protection domain that dons the torc can feel that it is tainted. (A divine caster of Zodal actually feels pain when he or she touches it.)

A *break enchantment*, *heal*, *panacea* (SpC), *remove curse*, *remove disease*, or other, more powerful disease- or curse-removing spell cast on the *Hands* (at a minimum caster level equal to APL – 2), removes the taint. (See the Conclusion: Part 2 for an NPC cleric should the PCs not have this capability.)

- At all APLs, there is some miscellaneous treasure lost in the muck, including Arbrith Melan's signet ring. (Note that at APL 4, there is no other

treasure, just the ring.) Finding the coins, gems and jewelry requires feeling around through the filth, and three successful Search DC15 checks (1/3 of the treasure with each successful check).

The PCs can take as long as they want and make as many Search checks to do this, however, poking around in the muck like this requires a DC 14 Fortitude save to prevent contracting slimy doom (1 day incubation; 1d4 Con damage; see *DMG*, p292). Make these rolls in secret, and make note of which PCs contracted the disease for use in the conclusion.

More Treasure:

APL 2: Coin 211 gp; Total 211 gp.

APL 4: none

APL 6: Coin 190 gp; Total 190 gp.

APL 8: Coin 204 gp; Total 204 gp.

APL 10: Coin 132 gp; Total 132 gp.

APL 12: Coin 142 gp; Total 142 gp.

APL 14: Coin 1442 gp; Total 1442 gp.

(Remember these numbers are per PC [1/6 of the actual value found], so there are actually 1266 gp in coins, gems and jewelry to be found at APL 2 and 8,652 gp at APL 14, etc.)

6: CACKLE FEVER

The pipe leading from the large chamber is a bit less disgusting than the rest of the sewer has been. Not clean by any means, but compared to the past few passages, it feels practically sterile. After a short walk, the pipe opens up into a tunnel, a trickle of sewage snaking its way down its center.

After a jog to the right and a short climb, the tunnel widens into a twenty foot wide, twenty foot high chamber, with an elevated area on your left.

At APLs 2, 12 and 14 read this:

A decrepit-looking moldy rotten wooden staircase leads up to the ledge.

At APLs 4 –10, read this instead:

A pile of moldy, broken planks lie in a pile near the ledge, and you can tell where the stairs once attached to the wall.

At APLs 2 – 10, continue:

The air is a bit drier in this room, and the stench has lessened as well. Perhaps that is why the man standing up on the ledge has taken up residence here. He wears filthy, tattered, black robes lined in orange and green over grimy metal armor, and brandishes a corroded holy symbol of Incabulos as he coughs at you:

“A pox on you and your feeble Rao! You cannot save this place from the holy taint of Incabulos – his cancer runs deep and strong! But fret not, you shall be among the first to feel his pestilent touch.”

At APLs 12 and 14, Stoa was in Encounter 5, so he is obviously not here. In any case, Stoa's sparse living quarters, atop the ledge merely consist of a cot, a small altar and a chest full of moldy books and scrolls full of the teachings of Incabulos – half religious catechisms, half dissertations on diseases and plague.

APL 2 (EL 3)

Stoa: male human cleric 3: hp 20; see Appendix 1.

APL 4 (EL 7)

Stoa: male human cleric 7: hp 46; see Appendix 1.

APL 6 (EL 7)

Stoa: male human cleric 7: hp 46; see Appendix 1.

APL 8 (EL 9)

Stoa: male human cleric 9: hp 59 [77 w/ *bear's endurance*]; see Appendix 1.

APL 10 (EL 11)

Stoa: male human cleric 13: hp 72 [94 w/ *bear's endurance*]; see Appendix 1.

Tactics:

At APL 2, the stairs remain intact, and Stoa tries to *summon swarm* down on the PCs as they approach, ceasing concentration when anyone breaks through and mounts the stairs to threaten him.

At higher APLs, he has used *Rapid summon monster III* to summon a small earth elemental, which has broken up the old wooden stairs that lead to the ledge where Stoa resides. Subtract (2 + the number of rounds the previous fight lasted) from Stoa's caster level to determine how many rounds into this encounter (if any) the elemental remains. Stoa generally leads off with a *dispel magic*, and then targets wisely – big fighters with *moon bolts* and wizard types with *enervations* and *slay livings*, etc. Remember that casting *stifle spell* (if available) is an immediate action.

Treasure:

APL 2: Loot 16 gp; Magic 217 gp; *breastplate +1* (113 gp), *everfull mug* (17 gp), *everlasting rations* (29 gp), *scroll of cure critical wounds* (58 gp); Coin 6 gp; Total 239 gp.

APL 4: Loot 16 gp; Magic 688 gp; *breastplate +1* (113 gp), *everfull mug* (17 gp), *everlasting rations* (29 gp), *periapt of wisdom +2* (333 gp), *scroll of cure critical wounds* (138 gp); Coin 6 gp; Total 652 gp.

APL 6: Loot 16 gp; Magic 688 gp; *breastplate +1* (113 gp), *everfull mug* (17 gp), *everlasting rations* (29 gp), *periapt of wisdom +2* (333 gp), *scroll of cure critical*

wounds (138 gp), scroll of remove curse (58 gp); Coin 6 gp; Total 710 gp.

APL 8: Loot 153 gp; Magic 908 gp; *everfull mug* (17 gp), *everlasting rations* (29 gp), *periapt of wisdom +2* (333 gp), *scroll of cure critical wounds* (138 gp), *scroll of remove curse* (58 gp), *ring of counterspells (dispel magic)* (333 gp); Coin 35 gp; Total 1096 gp.

APL 10: Loot 2 gp; Magic 2156 gp; *full plate +1* (221 gp), *buckler +1* (97 gp), *everfull mug* (17 gp), *everlasting rations* (29 gp), *hellcat gauntlets* (267 gp), *Healing Hands of Zodal +2* (583 gp), *scroll of heal* (138 gp), *scroll of restoration* (138 gp), *ring of counterspells (greater dispel magic)* (333 gp), *ring of counterspells (dispel magic)* (333 gp); Coin 10 gp; Total 2168 gp.

Development:

- Every living creature who comes within 10' of Stoa, or who remains in this chamber for more than 1 minute, must make a DC 16 Fortitude save to prevent contracting cackle fever (1 day incubation; 1d6 Wis damage; see *DMG*, p292). Make these rolls in secret, and make note of which PCs contracted the disease for use in the conclusion.

- The *Healing Hands of Zodal* are in Stoa's possession and are currently corrupted by Incabulos' influence, only working for his priests. The party needs to recover the *Hands*, purify them of their taint, and return them to Matchuk in order to complete their mission and receive the story award XP. Any divine caster that worships a deity with the community, good, healing, or protection domain that dons the torc can feel that it is tainted. (A divine caster of Zodal actually feels pain when he or she touches it.)

A *break enchantment*, *heal*, *panacea* (SpC), *remove curse*, *remove disease*, or other, more powerful disease- or curse-removing spell cast on the *Hands* (at a minimum caster level equal to APL – 2), removes the taint. (See the **Conclusion: Part 2** for an NPC cleric should the PCs not have this capability.)

CONCLUSION

Once the PCs have defeated the rylkar (or otyugh) and Stoa, found the *Healing Hands* and possibly Arbrith's signet ring, they should be ready to return to the surface.

If they have been mapping, or marking walls, or doing something else to be able to find their way out, then they have no problems leaving, go to **Part 1** if they go to deal with Matchuk first, or **Part 2** if they go to the chapel first.

If, however, they did not do anything to mark their way (or if they foolishly left bread crumbs or some other edible marker), then they will get lost and need to spend a night in the sewers. In the morning, the incubation periods for any and all diseases they might have

contracted end, and the effects kick in. This will not kill any PC (and there are no more fights where the penalties would be a problem) but it should make for some panicky looks on the player's faces.

The PCs find their way out later that day. Proceed with **Part 1** if they go to deal with Matchuk first, or **Part 2** if they go to the chapel first.

PART 1: HEALING THE SPIRIT

This section covers what happens if the PCs return to Matchuk with the *Healing Hands of Zodal*. If the PCs leave the sewers another way and do not return to Matchuk, they do not receive the story award XP. Skip this section and proceed to **Part 2**.

If Matchuk was destroyed in combat in Encounter 1, he rolled a "1" on his rejuvenation check, and is permanently destroyed. The PCs do not receive the story award XP. Skip this section and proceed to **Part 2**.

As you approach the sewer opening where you originally entered, Matchuk manifests in front of you.

"Did you recover the Hands?"

Assuming the PCs have not purified the Hands yet (see below), but return them to Matchuk, read the following. If they *have* already purified them, skip to the next entry:

He reaches out and touches the relic – and immediately jerks back as if stung.

"No! They are tainted!! Horribly so!! They must be cleansed!"

Once the PCs can get a *break enchantment*, *heal*, *panacea* (SpC), *remove curse*, *remove disease*, or other, more powerful disease- or curse-removing spell cast on the *Hands* (at a minimum caster level equal to APL – 2), or if they already have done so themselves, the taint is lifted, and bringing them back to Matchuk gets this response:

Matchuk reaches out and touches the torc. Instantly, his features relax and he smiles. A single ghostly tear at which point he fades from existence, thanking you as he goes.

PCs receive the story award XP for doing this. Once the PCs have dealt with Matchuk, proceed to **Part 2**. Or, if they have already completed **Part 2**, proceed to **Part 3**.

PART 2: HEALING THE FAMILY

This section covers what happens when the PCs go talk with Anfernee. If the PCs recovered Arbrith's signet ring, read the following text, and finish with version A.

If they did not, read the following, but finish with version B:

As promised, Anfernee is waiting for you at the brewer's house. Waiting with her is an older man, dressed in the robes of a full priest of Pelor. The brewer's wife enters the room with a full tray full of pints of mead.

Version A:

"Pelor knew you were on your way back." Anfernee says, with a nod to the older priest. "Let's have a toast to your success, and to Arbrith's memory."

Version B:

"Pelor knew you were on your way back." Anfernee says, with a nod to the older priest. "Father Tynes here thought you could use a drink. Will you join me in drinking to Albrith, wherever he is?"

Father Tynes (Cleric 9) was contacted by Paeten and returned to the chapel, where he met with Anfernee and joined her for the meeting. He has cast a *commune* at Anfernee's request, and learned that Arbrith was dead, whether the PCs found his ring, and when they would return. He did not get any details of their mission though, and does not have any *remove disease* spells prepared (if the PCs even know they are afflicted). He does, however, have a *break enchantment* prepared, and if asked, will gladly cast it on the *Healing Hands* at no charge, in thanks for the PCs' efforts.

If the PCs have not already returned the cleansed *Healing Hands* to Matchuk, and wish to do so, go to [Part 1](#). If they have already done so, or do not wish to, the adventure is over. Proceed to [Part 3](#).

PART 3: HEALING THYSELF

If the PCs know they are infected by disease(s), and ask Father Tynes to cast a *remove disease*, he will gladly postpone his departure and do it tomorrow (again, free of charge).

If they do not know they are infected, however, the PCs will have to find other means of removing the disease(s) tomorrow (when the symptoms kick in), since he is resuming his journey home immediately after this meeting.

If Father Tynes is out of the picture when PCs discover their affliction, they have four options to get themselves cured:

1. Let the disease run its course. PC must make a Fortitude save (DC depends on the disease) every day. Failure means they take the indicated damage again. Success means they take no damage that day. Two successful

Fortitude saves in a row (on consecutive days) ends the disease. Heal checks may be made in place of Fortitude saves if there is a willing healer. Damage taken from the disease heals normally. (See *DMG*, p 292 for full details.)

2. Heal themselves (and/or other members of the party) with their own spells, abilities and favors.
3. Hire an NPC spellcaster to cast *remove disease* on them. The base cost for this is 150 gp. (This assumes the PC is a lay member in good standing of the Church he/she is getting the spell from. If the PC is not a member of the church, the cleric will charge double. If the PC is a priest or paladin of the church, the cleric will charge half.)
4. Use the Zodal's Touch favor on the AR.

SPECIAL AR INSTRUCTIONS

Healing Hands of Zodal: This item can be purchased by any PC. The magic only functions properly if the torc was cleansed (see [Conclusion: Part 1](#) for details). If it was NOT cleansed, it is unavailable to be purchased.

Heilige Peshten: This item is available to be purchased by any PC whose party found it in [Encounter 6](#). Note that at APL 12 and 14, if the party defeats Stroat in [Encounter 5](#), they may not think to go looking for [Encounter 6](#).

Zodal's Touch: All PCs that returned the [cleansed Healing Hands of Zodal](#) to Matchuk get this boon. PCs may use it at the table to remove any and all diseases acquired during this adventure, but then it must be crossed off. If a PC that earned this favor had his/her diseases removed some other way (NPC caster other than Father Tynes, other PC, etc), then this remains on the sheet for later use.

Scars of the Sewers: Any PC that contracted at least one disease gets this, no matter how they were cured. It has no real game effects.

OFFICIAL CRITICAL EVENTS RESULTS

Any player interested in downloading an official summary of events of this mod that reflects the critical events of the first run of this event should be given the following password. The DM should give this password to the players at the conclusion of play. They can then download the critical summary and use the password to open the file:

Password: ineedashower

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.

1: THE DOCTOR IS OUT

Getting information from, or defeating Matchuk

APL 2	60 XP
APL 4	60 XP
APL 6	60 XP
APL 8	120 XP
APL 10	120 XP
APL 12	240 XP
APL 14	240 XP

3: GHOUL FEVER

Defeat huge undead otyugh

APL 12	300 XP
APL 14	360 XP

4: FILTH FEVER AND THE SHAKES

Disarm / get past / survive trap

APL 2	90 XP
APL 4	90 XP
Defeat Rylkar 'sentries'	
APL 6	180 XP
APL 8	180 XP
APL 10	240 XP
APL 12	270 XP
APL 14	330 XP

5: RYLKAR FEVER AND SLIMY DOOM

Defeat the otyugh

APL 2	120 XP
APL 4	180 XP
Defeat the main Rylkar nest	
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP
APL 14	510 XP

6: CACKLE FEVER

Defeat the cleric of Incubulos

APL 2	90 XP
APL 4	210 XP

APL 6	210 XP
APL 8	270 XP
APL 10	330 XP

STORY AWARD

Cleansing the *Healing Hands of Zodal* and returning them to Matchuk

APL 2	45 XP
APL 4	70 XP
APL 6	90 XP
APL 8	115 XP
APL 10	135 XP
APL 12	160 XP
APL 14	180 XP

STORY AWARD

Return Arbrith Melan's signet ring to the chapel.

APL 2	45 XP
APL 4	65 XP
APL 6	90 XP
APL 8	110 XP
APL 10	135 XP
APL 12	155 XP
APL 14	180 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
APL 14	1,800 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.

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

5: RYLKAR FEVER AND SLIMY DOOM

APL 2: Coin 211 gp; Total 211 gp.

APL 4: none

APL 6: Coin 190 gp; Total 190 gp.

APL 8: Coin 204 gp; Total 204 gp.

APL 10: Coin 132 gp; Total 132 gp.

APL 12: Loot 2 gp; Magic 3156 gp; *full plate +1* (221 gp), *buckler +1* (97 gp), *everfull mug* (17 gp), *everlasting rations* (29 gp), *hellcat gauntlets* (267 gp), *Healing Hands of Zodal +4* (1583 gp), *scroll of heal* (138 gp), *scroll of restoration* (138 gp), *ring of counterspells (greater dispel magic)* (333 gp), *ring of counterspells (dispel magic)* (333 gp); Coin 142 gp; Total 3300 gp.

APL 14: Loot 2 gp; Magic 5156 gp; *full plate +2* (471 gp), *buckler +2* (347 gp), *everfull mug* (17 gp), *everlasting rations* (29 gp), *hellcat gauntlets* (267 gp), *Healing Hands of Zodal +4* (1583 gp), *belt of priestly might* (500 gp), *vest of health +2* (500 gp), *boots of sidestepping* (500 gp), *scroll of heal* (138 gp), *scroll of restoration* (138 gp), *ring of counterspells (greater dispel magic)* (333 gp), *ring of counterspells (dispel magic)* (333 gp); Coin 18 gp; Coin 1442 gp; Total 6600 gp.

6: CACKLE FEVER

APL 2: Loot 16 gp; Magic 217 gp; *breastplate +1* (113 gp), *everfull mug* (17 gp), *everlasting rations* (29 gp),

scroll of cure critical wounds (58 gp); Coin 6 gp; Total 239 gp.

APL 4: Loot 16 gp; Magic 688 gp; *breastplate +1* (113 gp), *everfull mug* (17 gp), *everlasting rations* (29 gp), *periapt of wisdom +2* (333 gp), *scroll of cure critical wounds* (138 gp); Coin 6 gp; Total 652 gp.

APL 6: Loot 16 gp; Magic 688 gp; *breastplate +1* (113 gp), *everfull mug* (17 gp), *everlasting rations* (29 gp), *periapt of wisdom +2* (333 gp), *scroll of cure critical wounds* (138 gp), *scroll of remove curse* (58 gp); Coin 6 gp; Total 710 gp.

APL 8: Loot 153 gp; Magic 908 gp; *everfull mug* (17 gp), *everlasting rations* (29 gp), *periapt of wisdom +2* (333 gp), *scroll of cure critical wounds* (138 gp), *scroll of remove curse* (58 gp), *ring of counterspells (dispel magic)* (333 gp); Coin 35 gp; Total 1096 gp.

APL 10: Loot 2 gp; Magic 2156 gp; *full plate +1* (221 gp), *buckler +1* (97 gp), *everfull mug* (17 gp), *everlasting rations* (29 gp), *hellcat gauntlets* (267 gp), *Healing Hands of Zodal +2* (583 gp), *scroll of heal* (138 gp), *scroll of restoration* (138 gp), *ring of counterspells (greater dispel magic)* (333 gp), *ring of counterspells (dispel magic)* (333 gp); Coin 10 gp; Total 2168 gp.

TREASURE CAP

APL 2:	450 gp
APL 4:	650 gp
APL 6:	900 gp
APL 8:	1300 gp
APL 10:	2300 gp
APL 12:	3300 gp
APL 14:	6600 gp

TOTAL POSSIBLE TREASURE

APL 2:	450 gp
APL 4:	652 gp
APL 6:	900 gp
APL 8:	1,300 gp
APL 10:	2,300 gp
APL 12:	3,300 gp
APL 14:	6,600 gp

ADVENTURE RECORD ITEMS

Healing Hands of Zodal: This relic, a simple ivory torc that depicts the shrouded hands of Zodal, had been lost during the Heretic War. When worn in the throat slot, it functions as a *periapt of wisdom* (+2 or +4, dependent on APL) and allows the wearer to empower a *cure moderate wounds* 3 times a day without increasing casting time or spell level (as *empowered spellshard*, MIC, p.96). Cost: +2 = 7,000 gp; +4 = 19,000 gp.

Heilige Peshten: These scrolls written by priests of Incabulos are part religious encyclical, part encyclopedia of disease. While they are moldy and rotted, they hold a mass of knowledge about most known (and a few unknown) diseases.

Consulting the scrolls (which weigh 5 lbs altogether) for 10 minutes gives the reader a +5 circumstance bonus to Heal checks made to cure a disease. Studying them longer also grants access to the spells *delay disease*, *ghoul gesture*, *ghoul glyph*, *ghoul light*, *nauseating breath*, *ray of sickness* and *ray of weakness*. (All spells from *Spell Compendium*, item must be purchased for access.)

However, each time the scrolls are used, (including gaining access to one spell) there is a 15% cumulative chance they fall apart and become useless. Roll in front of the DM and cross off the % chance as you use them – if you fail the roll, cross off the remaining uses/chances: [15%] [30%] [45%] [60%] [75%] [90%] [cross off item]

Zodal's Touch: By using a standard action that provokes an attack of opportunity, this favor can be spent for one free *panacea* spell (SpC), taking the form of a shaft of light coming down from above.

Scars of the Sewers: You bear some fading scars from the myriad diseases you contracted under the streets of Whitehale.

Vest of Health +2: This functions in all ways as an *amulet of health* (DMG 246), with the exception that it is a vest. Moderate Transmutation; CL: 8th, Craft Wondrous Item, *bear's endurance*; Cost: 6,000 gp

- *boots of sidestepping* (Adventure, MIC, 6000 gp)

ITEM ACCESS

APL 2 - 6:

- *everfull mug* (Adventure, MIC, 250 gp)
- *everlasting rations* (Adventure, MIC, 300 gp)
- *Heilige Peshten* (Adventure, see above, 350 gp)

APL 8 (all of APL 2-6 plus the following):

- *ring of counterspells* (Adventure, DMG)

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

- *hellcat gauntlets* (Adventure, MIC, 3200 gp)
- *Healing Hands of Zodal +2* (Adventure, see above, 7000 gp)

APL 12 (all of APLs 2-10 plus the following):

- *Healing Hands of Zodal +4* (Adventure, see above, 19000 gp)

APL 14 (all of APLs 2-12 plus the following):

- *belt of priestly might* (Adventure, MIC, 6000 gp)
- *vest of health +2* (Adventure, see above, 6000 gp)

APPENDIX 1: APL 2

* = new rule item, see Appendix 2.

1: THE DOCTOR IS OUT

MATCHUK	CR 4
Half-elf ghost favored soul* 2	
* <i>Complete Divine</i> , p6	
N Medium Undead (Incorporeal)	
Init +0; Senses darkvision 60'; Listen +9, Spot +9	
Languages Common, Elven	
AC 13, touch 13, flat-footed 13 (+3 deflection)	
Miss Chance 50%	
hp 13 (2d12 HD)	
Immune undead immunities, non-magic weapons	
Fort +3, Ref +3, Will +4	
Speed 30 ft (6 squares); fly 30 ft (perfect) ft.	
Melee Incorporeal touch +1 (1d6)	
Space 5 ft.; Reach 5 ft.	
Base Atk +1; Grp +1	
Atk Options Spells	
Special Actions Frightful Moan, Manifestation, Telekinesis	
Class Spells Known (CL 2nd):	
1st (5/day) — <i>cure light wounds, sanctuary</i>	
0 (6/day) — <i>create water, cure minor wounds, detect poison, guidance, light, purify food and drink</i>	
† Already cast	
Abilities Str 10, Dex 11, Con -, Int 8, Wis 12, Cha 17	
SQ Rejuvenation, Turn Resistance +4	
Feats Skill Focus (Heal)	
Skills Diplomacy +5, Gather Information +5, Heal +6, Hide +8, Listen +9, Search +7, Spot +9	
Frightful Moan (Su): A ghost can emit a frightful moan as a standard action. All living creatures within a 30' radius spread must make a successful Will save (DC14) or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against his moan cannot be affected by the same ghosts' moan for 24 hours.	

6: CACKLE FEVER

HAMNER STOAT, CLERIC OF INCABULOS	CR 3
NE Medium Humanoid (Human)	
Init +1; Senses Listen +3, Spot +3	
Languages Common, Abyssal	
AC 19, 11 touch, 17 flat-footed (+1 Dex, +6 armor, +1 shield)	
Miss Chance [ranged attacks 20% w/ <i>entropic shield</i>]	
hp 20 (3d8+6 HD)	
Immune Disease	
Fort +5, Ref +4, Will +6	
Speed 20 ft. in armor (4 squares), base movement 30 ft.	

Melee Morningstar +3 (1d8+1) and bite -2 (1d6+1)
Ranged
Space 5 ft.; Reach 5 ft.
Base Atk +2; Grp +3
Atk Options Spells
Combat Gear <i>scroll of cure serious wounds</i>
Class Spells Prepared (CL 3 rd):
2nd— hold <i>person</i> (Will DC 15), <i>silence, summon swarm</i> ^D
1st— <i>cure light wounds, divine favor, doom</i> ^D (Will DC 15), <i>entropic shield</i>
0— <i>create water, detect magic, guidance, mending, resistance</i>
D: Domain spell. Deity: Incabulos: Hunger, Pestilence
Already cast;
Abilities Str 12, Dex 12, Con 14, Int 12, Wis 16, Cha 8
Feats Lightning Reflexes, Silent Spell, Spell Focus (Necromancy)
Skills Concentration +9, Heal +9, Knowledge (Dungeoneering) +4, Knowledge (Religion) +7
Possessions combat gear plus silver holy symbol, +1 <i>breastplate</i> , masterwork buckler, <i>everfull mug</i> , <i>everlasting rations</i> , 35 gp

* = new rule item, see Appendix 2.

1: THE DOCTOR IS OUT

MATCHUK CR 4

Half-elf ghost favored soul* 2

**Complete Divine*, p6

N Medium Undead (Incorporeal)

Init +0; **Senses** darkvision 60'; Listen +9, Spot +9

Languages Common, Elven

AC 13, touch 13, flat-footed 13
(+3 deflection)

Miss Chance 50%

hp 13 (2d12 HD)

Immune undead immunities, non-magic weapons

Fort +3, **Ref** +3, **Will** +4

Speed 30 ft (6 squares); fly 30 ft (perfect) ft.

Melee Incorporeal touch +1 (1d6)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** +1

Atk Options Spells

Special Actions Frightful Moan, Manifestation, Telekinesis

Class Spells Known (CL 2nd):

1st (5/day)—*cure light wounds*, *sanctuary*

0 (6/day)—*create water*, *cure minor wounds*,
detect poison, *guidance*, *light*, *purify food and drink*

† Already cast

Abilities Str 10, Dex 11, Con -, Int 8, Wis 12, Cha 17

SQ Rejuvenation, Turn Resistance +4

Feats Skill Focus (Heal)

Skills Diplomacy +5, Gather Information +5, Heal +6,
Hide +8, Listen +9, Search +7, Spot +9

Frightful Moan (Su): A ghost can emit a frightful moan as a standard action. All living creatures within a 30' radius spread must make a successful Will save (DC14) or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against his moan cannot be affected by the same ghosts' moan for 24 hours.

5: RYLKAR FEVER AND SLIMY DOOM

RYLKAR SWARM CR 4

Always NE Tiny magical beast (swarm)

Init +10; **Senses** darkvision 60 ft.; Listen +9, Spot +5

Aura terror musk (10 ft.)

Languages understands Undercommon

AC 18, touch 18, flat-footed 12

hp 45 (7 HD)

Immune fire, swarm immunities

Resist half damage from piercing and slashing

Fort +6 (+10 against disease), **Ref** +11, **Will** +3 (+7 against mind-affecting)

Weakness swarm vulnerabilities

Speed 20 ft. (4 squares), climb 10 ft.

Melee swarm (2d6 plus 1 Con plus filth fever

Space 10 ft.; **Reach** 0 ft.

Base Atk +7; **Grp** —

Atk Options distraction

Abilities Str 5, Dex 22, Con 13, Int 1, Wis 13, Cha 8

SA distraction, filth fever, terror musk

SQ swarm traits

Feats Ability Focus (distraction), Improved Initiative, Stealthy

Skills Cimb +5, Hide +14, Listen +9, Move Silently +8, Spot +5

Terror Musk (Ex): At the end of a rylkspawn swarm's turn, creatures within 10 feet of it must make a DC 16 Will save or become shaken for 1 round. The save DC is Constitution-based and includes a +2 racial bonus. A creature that successfully saves cannot be affected again by that same rylkspawn swarm's musk for 24 hours. Rylkars are immune to this effect.

Filth Fever (Ex): Disease—swarm attack, Fort DC 14 negates, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Distraction (Ex): Fortitude DC 14, nauseated 1 round. The save DC is Constitution-based.

6: CACKLE FEVER

HAMNER STOAT, CLERIC OF INCABULOS

CR 7

NE Medium Humanoid (Human)

Init +1; **Senses** Listen +3, Spot +3

Languages Common, Abyssal

AC 21, 14 touch, 20 flat-footed

(+1 Dex, +6 armor, +1shield, [+3 deflection w/shield of faith])

Miss Chance [ranged attacks 20% w/entropic shield]
hp 46 (7d8+14 HD)

Immune Disease

Resist [protection from fire (84)]

Fort +7, **Ref** +5, **Will** +9

Speed 20 ft. in armor type (4 squares)

Melee Morningstar +6 (1d8+1) and bite +1 (1d6+1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +6

Atk Options Spells

Combat Gear scroll of cure critical wounds

Class Spells Prepared (CL 7th):

4th—*Silent enervation*^D (Fort DC 19), ~~freedom of movement~~, *moon bolt** (DC 18)

3rd—*dispel magic*, *energy vortex** (Ref DC 17), *ghoul gesture*^{3D} (Fort DC 18), ~~protection from fire~~

2nd—*augury*, *cure moderate wounds*, ~~shield of faith~~, *silence*, *summon swarm*^D

1st—*cure light wounds* (x2), *divine favor*, *doom*^D (Will DC 16), ~~entropic shield~~, *obscuring mist*

0—*create water*, *detect magic*, *guidance*, *mending*, *resistance* (x2)

D: Domain spell. Deity: Incabulos: Hunger*,
Pestilence*

~~Already cast~~

Abilities Str 12, Dex 12, Con 14, Int 12, Wis 19, Cha
8

SQ [*freedom of movement*]

Feats Lightning Reflexes, Silent Spell, Spell Focus
(Necromancy), Sudden Still*

Skills Concentration +13, Heal +14, Knowledge
(Dungeoneering) +6, Knowledge (Religion) +13

Possessions combat gear plus silver holy symbol,
breastplate +1, masterwork buckler, *everfull mug*,
everlasting rations, *periapt of wisdom* +2, 35 gp.

* = new rule item, see Appendix 2.

1: THE DOCTOR IS OUT

MATCHUK

CR 4

Half-elf ghost favored soul* 2

**Complete Divine*, p6

N Medium Undead (Incorporeal)

Init +0; **Senses** darkvision 60'; Listen +9, Spot +9

Languages Common, Elven

AC 13, touch 13, flat-footed 13
(+3 deflection)

Miss Chance 50%

hp 13 (2d12 HD)

Immune undead immunities, non-magic weapons

Fort +3, **Ref** +3, **Will** +4

Speed 30 ft (6 squares); fly 30 ft (perfect) ft.

Melee Incorporeal touch +1 (1d6)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** +1

Atk Options Spells

Special Actions Frightful Moan, Manifestation, Telekinesis

Class Spells Known (CL 2nd):

1st (5/day) — *cure light wounds*, *sanctuary*

0 (6/day) — *create water*, *cure minor wounds*,

detect poison, *guidance*, *light*, *purify food and drink*

† Already cast

Abilities Str 10, Dex 11, Con -, Int 8, Wis 12, Cha 17

SQ Rejuvenation, Turn Resistance +4

Feats Skill Focus (Heal)

Skills Diplomacy +5, Gather Information +5, Heal +6, Hide +8, Listen +9, Search +7, Spot +9

Frightful Moan (Su): A ghost can emit a frightful moan as a standard action. All living creatures within a 30' radius spread must make a successful Will save (DC14) or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against his moan cannot be affected by the same ghosts' moan for 24 hours.

4: FILTH FEVER AND THE SHAKES

RYLKAR MADCLAW

CR 3

Monster Manual IV p.137

NE Small Magical Beast

Init +3; **Senses** darkvision 60' ; Listen +10, Spot +7

Languages Undercommon

AC 15, touch 14, flat-footed 12
(+1 size, +3 Dex, +1 natural)

hp 26 (4d10+4 HD); fire healing

Immune Fire

Fort +5 (+9 vs disease), **Ref** +7, **Will** +4 (+8 vs mind-affecting)

Speed 30 ft. (6 squares); burrow 20 ft.; climb 20 ft.

Melee Bite +8 (1d4 plus filth fever) and 2 claws +3 each (1d3 plus 1 Con)

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +0

Special Actions Mad Shriek

Abilities Str 10, Dex 17, Con 13, Int 4, Wis 17, Cha 14

SQ Hive Mind

SA Filth Fever, Mad Shriek, Magic Strike

Feats Stealthy, Weapon Finesse

Skills Climb +8, Hide +9, Listen +10, Move Silently +5, Spot +7

Fire Healing (Ex): In addition to being immune to fire, a madclaw heals 5 hit points each time it is subjected to an attack that deals fire damage.

Filth Fever (Ex): Disease—bite, Fort DC 13 negates, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Mad Shriek (Ex): Once per day, a madclaw can emit a horrible shriek. All creatures except rylkars within 30 feet must make a DC 13 Will save or become *confused* for 1 round. The save DC is Constitution-based.

Hive Mind (Ex): All rylkars within 10 miles of their harridan are in constant communication, and she with them. If one is aware of a particular danger, they all are. If one in a group is not flat-footed, none of them are. No rylkar in a group is considered flanked unless all of them are.

Skills: Madclaws have a +4 racial bonus on Listen check and a +8 racial bonus on Climb checks. A madclaw can choose to take 10 on Climb checks, even if rushed or threatened.

5: RYLKAR FEVER AND SLIMY DOOM

RYLKAR HARRIDAN

CR 9

Monster Manual IV p.136

NE Huge Magical Beast

Init +2; **Senses** blind, blindsight 60', scent; Listen +19

Languages Undercommon

AC 24, touch 10, flat-footed 22

(-2 size, +2 Dex, +14 natural)

hp 125 (10d10 HD); regeneration 5; DR 10/magic

Immune gaze attacks, illusions, visual effects

Fort +14 (+18 vs disease), **Ref** +9, **Will** +5 (+9 vs mind affecting)

Speed 10 ft. in armor type (2 squares)

Melee Bite +16 (2d6+12/19-20 plus rylkar fever)

Space 15 ft.; **Reach** 10 ft.

Base Atk +10; **Grp** +26

Atk Options Cleave, Improved Sunder, Power Attack, Frightful Presence, Magic Strike

Special Actions Contaminate, Spawn Swarm

Abilities Str 26, Dex 15, Con 24, Int 5, Wis 14, Cha 17

SQ Hive Mind

SA Contaminate, Frightful Presence, Magic Strike

Feats Cleave, Improved Critical (bite), Improved Sunder, Power Attack
Skills Listen +19

Blindsight (Ex): A rylkar harridan can sense all foes within 60 feet as a sighted creature would. Beyond that range, she treats all targets as having total concealment. A rylkar harridan is susceptible to sound- and scent-based attacks, however, and is affected normally by loud noises, sonic spells (such as *ghost sound* or *silence*), and overpowering odors (such as *stinking cloud* or incense-heavy air). Negating a harridan's sense of smell or hearing reduces this ability to normal Blind-Fight (as the feat). If both these senses are negated, a rylkar harridan is effectively blinded.

Regeneration (Ex): A rylkar harridan takes normal damage from fire and acid.

Rylkar Fever (Ex): Disease—bite, Fort DC 22 negates, incubation period 1 day, damage 1d6 Con. The save DC is Constitution based.

Frightful Presence (Ex): 30-foot radius, 10 HD or fewer, Will DC 18 negates.

Contaminate (Su): A rylkar harridan exudes toxins that contaminate the environment around it. Food or drink brought within 20 feet of a harridan becomes foul and poisonous (Fort DC 22, 1d6 Con/1d6 Con) to any but rylkars. Potions in the area must succeed on a DC 22 Fortitude save or become similarly poisonous. The save DC is Constitution-based.

This contamination spreads away from a rylkar harridan's lair. Once a rylkar harridan remains in a cavern or dungeon room up to 80 feet on a side, or similar chamber, for one full week, that entire room is contaminated as above. The contamination spreads 20 feet from that room each day the rylkar harridan remains present. A *remove curse* spell cast within the room after the harridan has been killed ends the contamination.

Spawn Swarm (Ex): Three times per day, when a rylkar harridan takes at least 5 points of fire damage from a single source, she can release a rylkspawn swarm into 3 contiguous squares that she occupies or is adjacent to. See below for stats.

Hive Mind (Ex): All rylkars within 10 miles of their harridan are in constant communication, and she with them. If one is aware of a particular danger, they all are. If one in a group is not flat-footed, none of them are. No rylkar in a group is considered flanked unless all of them are.

Skills Rylkar harridans have a +4 racial bonus on Listen checks.

RYLKAR SWARM **CR 4**

Monster Manual IV p.137

Always NE Tiny magical beast (swarm)

Init +10; **Senses** darkvision 60 ft.; Listen +9, Spot +5

Aura terror musk (10 ft.)

Languages understands Undercommon

AC 18, touch 18, flat-footed 12

hp 45 (7 HD)

Immune fire, swarm immunities

Resist half damage from piercing and slashing

Fort +6 (+10 against disease), **Ref** +11, **Will** +3 (+7 against mind-affecting)

Weakness swarm vulnerabilities

Speed 20 ft. (4 squares), climb 10 ft.

Melee swarm (2d6 plus 1 Con plus filth fever)

Space 10 ft.; **Reach** 0 ft.

Base Atk +7; **Grp** —

Atk Options distraction

Abilities Str 5, Dex 22, Con 13, Int 1, Wis 13, Cha 8

SA distraction, filth fever, terror musk

SQ swarm traits

Feats Ability Focus (distraction), Improved Initiative, Stealthy

Skills Cimb +5, Hide +14, Listen +9, Move Silently +8, Spot +5

Terror Musk (Ex): At the end of a rylkspawn swarm's turn, creatures within 10 feet of it must make a DC 16 Will save or become shaken for 1 round. The save DC is Constitution-based and includes a +2 racial bonus. A creature that successfully saves cannot be affected again by that same rylkspawn swarm's musk for 24 hours. Rylkars are immune to this effect.

Filth Fever (Ex): Disease—swarm attack, Fort DC 14 negates, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Distraction (Ex): Fortitude DC 14, nauseated 1 round. The save DC is Constitution-based.

6: CACKLE FEVER

HAMNER STOAT, CLERIC OF **CR 7** **INCABULOS**

NE Medium Humanoid (Human)

Init +1; **Senses** Listen +3, Spot +3

Languages Common, Abyssal

AC 21, 14 touch, 20 flat-footed

(+1 Dex, +6 armor, +1shield, [+3 deflection w/*shield of faith*])

Miss Chance [ranged attacks 20% w/*entropic shield*]

hp 46 (7d8+14 HD)

Immune Disease

Resist [protection from fire (84)]

Fort +7, **Ref** +5, **Will** +9

Speed 20 ft. in armor type (4 squares)

Melee Morningstar +6 (1d8+1) and bite +1 (1d6+1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +6

Atk Options Spells

Combat Gear

Class Spells Prepared (CL 7th):

4th— *silent enervation*^D (Fort DC 19), *freedom of movement*, *moon bolt*^{*} (DC 18)

3rd— *dispel magic*, *ghoul gesture*^{*D} (Fort DC 18), *protection from fire*, *summon monster III*

2nd— augury, cure moderate wounds, ~~shield of faith~~, silence, summon swarm^D

1st— cure light wounds (x2), divine favor, doom^D
(Will DC 16), ~~entropic shield~~, obscuring mist

0— create water, detect magic, guidance,
mending, resistance (x2)

D: Domain spell. Deity: Incabulos: Hunger*,
Pestilence*

~~Already cast~~

Abilities Str 12, Dex 12, Con 14, Int 12, Wis 19, Cha
8

SQ [freedom of movement]

Feats Lightning Reflexes, Silent Spell, Spell Focus
(Necromancy), Sudden Still*

Skills Concentration +13, Heal +14, Knowledge
(Dungeoneering) +6, Knowledge (Religion) +13

Possessions combat gear plus silver holy symbol,
breastplate +1, masterwork buckler, everfull mug,
everlasting rations, periapt of wisdom +2, scroll of
cure critical wounds, scroll of remove curse, 35 gp.

* = new rule item, see Appendix 2.

1: THE DOCTOR IS OUT

MATCHUK

CR 6

Half-elf ghost favored soul* 4

**Complete Divine*, p6

N Medium Undead (Incorporeal)

Init +0; **Senses** darkvision 60'; Listen +9, Spot +9

Languages Common, Elven

AC 13, touch 13, flat-footed 13

(+4 deflection)

Miss Chance 50%

hp 26 (4d12 HD)

Immune undead immunities, non-magic weapons

Fort +4, **Ref** +4, **Will** +5

Speed 30 ft (6 squares); fly 30 ft (perfect) ft.

Melee Incorporeal touch +4 (1d6)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +3

Atk Options Spells

Special Actions Frightful Moan, Manifestation, Telekinesis

Class Spells Known (CL 4th):

2nd (4/day) — *cure moderate wounds, lesser restoration, status*

1st (7/day) — *cure light wounds, hide from undead, lesser vigor*, sanctuary*

0 (6/day) — *create water, cure minor wounds, detect poison, guidance, light, purify food and drink*

† Already cast

Abilities Str 10, Dex 11, Con -, Int 8, Wis 12, Cha 18

SQ Rejuvenation, Turn Resistance +4

Feats Skill Focus (Heal)

Skills Diplomacy +5, Gather Information +5, Heal +8, Hide +8, Listen +9, Search +7, Spot +9

Frightful Moan (Su): A ghost can emit a frightful moan as a standard action. All living creatures within a 30' radius spread must make a successful Will save (DC16) or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against his moan cannot be affected by the same ghosts' moan for 24 hours.

4: FILTH FEVER AND THE SHAKES

RYLKAR MADCLAW

CR 3

Monster Manual IV p.137

NE Small Magical Beast

Init +3; **Senses** darkvision 60'; Listen +10, Spot +7

Languages Undercommon

AC 15, touch 14, flat-footed 12

(+1 size, +3 Dex, +1 natural)

hp 26 (4d10+4 HD); fire healing

Immune Fire

Fort +5 (+9 vs disease), **Ref** +7, **Will** +4 (+8 vs mind-affecting)

Speed 30 ft. (6 squares); burrow 20 ft.; climb 20 ft.

Melee Bite +8 (1d4 plus filth fever) and 2 claws +3 each (1d3 plus 1 Con)

Ranged

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +0

Special Actions Mad Shriek

Abilities Str 10, Dex 17, Con 13, Int 4, Wis 17, Cha 14

SQ Hive Mind

SA Filth Fever, Mad Shriek, Magic Strike

Feats Stealthy, Weapon Finesse

Skills Climb +8, Hide +9, Listen +10, Move Silently +5, Spot +7

Fire Healing (Ex): In addition to being immune to fire, a madclaw heals 5 hit points each time it is subjected to an attack that deals fire damage.

Filth Fever (Ex): Disease—bite, Fort DC 13 negates, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Mad Shriek (Ex): Once per day, a madclaw can emit a horrible shriek. All creatures except rylkars within 30 feet must make a DC 13 Will save or become *confused* for 1 round. The save DC is Constitution-based.

Hive Mind (Ex): All rylkars within 10 miles of their harridan are in constant communication, and she with them. If one is aware of a particular danger, they all are. If one in a group is not flat-footed, none of them are. No rylkar in a group is considered flanked unless all of them are.

Skills: Madclaws have a +4 racial bonus on Listen check and a +8 racial bonus on Climb checks. A madclaw can choose to take 10 on Climb checks, even if rushed or threatened.

5: RYLKAR FEVER AND SLIMY DOOM

RYLKAR TORMENTOR

CR 6

Monster Manual IV p.138

NE Medium Magical Beast

Init +7; **Senses** darkvision 60'; Listen +10, Spot +6

Languages Undercommon

AC 18, touch 13, flat-footed 15

(+3 Dex, +5 natural)

hp 60 (8d10+16 HD); DR 5/magic

Resist Fire 10

Fort +8 (+12 vs disease), **Ref** +9, **Will** +3 (+7 vs mind-affecting)

Speed 40 ft. in armor type (8 squares); climb 20 ft.

Melee Bite +10 (1d6+2 plus filth fever) and 2 claws +8 each (1d4+1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +8; **Grp** +10

Atk Options Magic strike, Pounce, Rake

Special Actions Hate Shriek

Abilities Str 14, Dex 17, Con 14, Int 5, Wis 12, Cha 10

SQ Hive Mind

SA Filth Fever, Hate Shriek, Magic Strike, Pounce, Rake

Feats Improved Initiative, Multiattack, Weapon Finesse

Skills Climb +10, Jump +6, Listen +10, Spot +6, Survival +2

Filth Fever (Ex): Disease—bite, Fort DC 16 negates, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Hate Shriek (Ex): As a standard action, a tormentor can emit a scream that incites hatred in all madclaws within 30 feet. Madclaws in the area gain a +2 morale bonus on attack rolls and damage rolls for 1 minute.

Pounce (Ex): If a tormentor charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +8 melee, damage 1d4+1.

Hive Mind (Ex): All rylkars within 10 miles of their harridan are in constant communication, and she with them. If one is aware of a particular danger, they all are. If one in a group is not flat-footed, none of them are. No rylkar in a group is considered flanked unless all of them are.

Skills: Rylkar tormentors have a +4 racial bonus on Listen checks and a +8 racial bonus on Climb checks. A tormentor can choose to take 10 on Climb checks, even if rushed or threatened.

RYLKAR MADCLAW

CR 3

Monster Manual IV p.137

NE Small Magical Beast

Init +3; **Senses** darkvision 60' ; Listen +10, Spot +7

Languages Undercommon

AC 15, touch 14, flat-footed 12

(+1 size, +3 Dex, +1 natural)

hp 26 (4d10+4 HD); fire healing

Immune Fire

Fort +5 (+9 vs disease), **Ref** +7, **Will** +4 (+8 vs mind-affecting)

Speed 30 ft. (6 squares); burrow 20 ft.; climb 20 ft.

Melee Bite +8 (1d4 plus filth fever) and 2 claws +3 each (1d3 plus 1 Con)

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +0

Special Actions Mad Shriek

Abilities Str 10, Dex 17, Con 13, Int 4, Wis 17, Cha 14

SQ Hive Mind

SA Filth Fever, Mad Shriek, Magic Strike

Feats Stealthy, Weapon Finesse

Skills Climb +8, Hide +9, Listen +10, MoveSilently +5, Spot +7

Fire Healing (Ex): In addition to being immune to fire, a madclaw heals 5 hit points each time it is subjected to an attack that deals fire damage.

Filth Fever (Ex): Disease—bite, Fort DC 13 negates, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Mad Shriek (Ex): Once per day, a madclaw can emit a horrible shriek. All creatures except rylkars within 30 feet must make a DC 13 Will save or become *confused* for 1 round. The save DC is Constitution-based.

Hive Mind (Ex): All rylkars within 10 miles of their harridan are in constant communication, and she with them. If one is aware of a particular danger, they all are. If one in a group is not flat-footed, none of them are. No rylkar in a group is considered flanked unless all of them are.

Skills: Madclaws have a +4 racial bonus on Listen check and a +8 racial bonus on Climb checks. A madclaw can choose to take 10 on Climb checks, even if rushed or threatened.

RYLKAR HARRIDAN

CR 9

Monster Manual IV p.136

NE Huge Magical Beast

Init +2; **Senses** blind, blindsight 60', scent; Listen +19

Languages Undercommon

AC 24, touch 10, flat-footed 22

(-2 size, +2 Dex, +14 natural)

hp 125 (10d10 HD); regeneration 5; DR 10/magic

Immune gaze attacks, illusions, visual effects

Fort +14 (+18 vs disease), **Ref** +9, **Will** +5 (+9 vs mind affecting)

Speed 10 ft. in armor type (2 squares)

Melee Bite +16 (2d6+12/19-20 plus rylkar fever)

Space 15 ft.; **Reach** 10 ft.

Base Atk +10; **Grp** +26

Atk Options Cleave, Improved Sunder, Power Attack, Frightful Presence, Magic Strike

Special Actions Contaminate, Spawn Swarm

Abilities Str 26, Dex 15, Con 24, Int 5, Wis 14, Cha 17

SQ Hive Mind

SA Contaminate, Frightful Presence, Magic Strike

Feats Cleave, Improved Critical (bite), Improved Sunder, Power Attack

Skills Listen +19

Blindsight (Ex): A rylkar harridan can sense all foes within 60 feet as a sighted creature would. Beyond that range, she treats all targets as having total concealment. A rylkar harridan is susceptible to sound- and scent-based attacks, however, and is affected normally by loud noises, sonic spells (such as *ghost sound* or *silence*), and overpowering odors (such as *stinking cloud* or incense-heavy air). Negating a harridan's sense of smell or hearing reduces this ability to normal Blind-Fight (as the feat). If both these senses are negated, a rylkar harridan is effectively blinded.

Regeneration (Ex): A rylkar harridan takes normal damage from fire and acid.

Rylkar Fever (Ex): Disease—bite, Fort DC 22 negates, incubation period 1 day, damage 1d6 Con. The save DC is Constitution based.

Frightful Presence (Ex): 30-foot radius, 10 HD or fewer, Will DC 18 negates.

Contaminate (Su): A rylkar harridan exudes toxins that contaminate the environment around it. Food or drink brought within 20 feet of a harridan becomes foul and poisonous (Fort DC 22, 1d6 Con/1d6 Con) to any but rylkars. Potions in the area must succeed on a DC 22 Fortitude save or become similarly poisonous. The save DC is Constitution-based.

This contamination spreads away from a rylkar harridan's lair. Once a rylkar harridan remains in a cavern or dungeon room up to 80 feet on a side, or similar chamber, for one full week, that entire room is contaminated as above. The contamination spreads 20 feet from that room each day the rylkar harridan remains present. A *remove curse* spell cast within the room after the harridan has been killed ends the contamination.

Spawn Swarm (Ex): Three times per day, when a rylkar harridan takes at least 5 points of fire damage from a single source, she can release a rylkspawn swarm into 3 contiguous squares that she occupies or is adjacent to. See below for stats.

Hive Mind (Ex): All rylkars within 10 miles of their harridan are in constant communication, and she with them. If one is aware of a particular danger, they all are. If one in a group is not flat-footed, none of them are. No rylkar in a group is considered flanked unless all of them are.

Skills: Rylkar harridans have a +4 racial bonus on Listen checks.

RYLKAR SWARM

CR 4

Monster Manual IV p.137

Always NE Tiny magical beast (swarm)

Init +10; **Senses** darkvision 60 ft.; Listen +9, Spot +5

Aura terror musk (10 ft.)

Languages understands Undercommon

AC 18, touch 18, flat-footed 12

hp 45 (7 HD)

Immune fire, swarm immunities

Resist half damage from piercing and slashing

Fort +6 (+10 against disease), **Ref** +11, **Will** +3 (+7 against mind-affecting)

Weakness swarm vulnerabilities

Speed 20 ft. (4 squares), climb 10 ft.

Melee swarm (2d6 plus 1 Con plus filth fever)

Space 10 ft.; **Reach** 0 ft.

Base Atk +7; **Grp** —

Atk Options distraction

Abilities Str 5, Dex 22, Con 13, Int 1, Wis 13, Cha 8

SA distraction, filth fever, terror musk

SQ swarm traits

Feats Ability Focus (distraction), Improved Initiative, Stealthy

Skills Cimb +5, Hide +14, Listen +9, Move Silently +8, Spot +5

Terror Musk (Ex): At the end of a rylkspawn swarm's turn, creatures within 10 feet of it must make a DC 16 Will save or become shaken for 1 round. The save DC is Constitution-based and includes a +2 racial bonus. A creature that successfully saves cannot be affected again by that same rylkspawn swarm's musk for 24 hours. Rylkars are immune to this effect.

Filth Fever (Ex): Disease—swarm attack, Fort DC 14 negates, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Distraction (Ex): Fortitude DC 14, nauseated 1 round. The save DC is Constitution-based.

6: CACKLE FEVER

HAMNER STOAT, CLERIC OF INCABULOS

CR 9

NE Medium Humanoid (Human)

Init +1; **Senses** Listen +4, Spot +4

Languages Common, Abyssal

AC 23, 14 touch, 22 flat-footed

(+1 Dex, +8 armor, +1 shield, [+3 deflection w/*shield of faith*])

Miss Chance [ranged attacks 20% w/*entropic shield*]

hp 59 [77 w/*bear's endurance*] (9d8+18 HD)

Immune Disease; **SR** [21 w/ *spell resistance*]

Resist [protection from cold (108), protection from fire (108)]

Fort +10, **Ref** +6, **Will** +11

Speed 20 ft. in armor type (4 squares)

Melee Morningstar +7/+2 (1d8+1) and bite +2 (1d6+1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +7

Atk Options Spells

Combat Gear

Class Spells Prepared (CL 9th):

5th— Silent *enervation*^D (Fort DC 20), *silent slay living* (DC 21), ~~*spell resistance*~~

4th— Silent *enervation*^D (Fort DC 20), ~~*freedom of movement*~~, *moon bolt** (Fort DC 19), ~~*rapid summon monster III*~~

3rd— *dispel magic*, *energy vortex** (Ref DC 18), *ghoul gesture*^{AD} (Fort DC 19), ~~*protection from cold*~~, ~~*protection from fire*~~

2nd— *augury*, ~~*bear's endurance*~~, *cure moderate wounds*, ~~*shield of faith*~~, *silence*, *summon swarm*^D

1st— *command* (Will DC 16), *cure light wounds* (x2), *divine favor*, *doom*^D (Will DC 17), ~~*entropic shield*~~, *obscuring mist*

0— *create water*, *detect magic*, *guidance*, *mending*, *resistance* (x2)

D: Domain spell. Deity: Incabulos: Hunger*, Pestilence*

Already cast

Abilities Str 12, Dex 12, Con 14, Int 12, Wis 20, Cha

8

SQ [*freedom of movement*]

Feats Lightning Reflexes, Rapid Spell*, Silent Spell, Spell Focus (Necromancy), Sudden Still*

Skills Concentration +15, Heal +16, Knowledge (Dungeoneering) +7, Knowledge (Religion) +15

Possessions combat gear plus silver holy symbol, masterwork full plate, masterwork buckler, *everfull mug*, *everlasting rations*, *periapt of wisdom +2*, *scroll of cure critical wounds*, *scroll of remove curse*, *ring of counterspells (dispel magic)*, 2 pearls w/100 each, 10 gp.

* = new rule item, see Appendix 2.

1: THE DOCTOR IS OUT

MATCHUK

CR 6

Half-elf ghost favored soul* 4

**Complete Divine*, p6

N Medium Undead (Incorporeal)

Init +0; **Senses** darkvision 60'; Listen +9, Spot +9

Languages Common, Elven

AC 13, touch 13, flat-footed 13

(+4 deflection)

Miss Chance 50%

hp 26 (4d12 HD)

Immune undead immunities, non-magic weapons

Fort +4, **Ref** +4, **Will** +5

Speed 30 ft (6 squares); fly 30 ft (perfect) ft.

Melee Incorporeal touch +4 (1d6)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +3

Atk Options Spells

Special Actions Frightful Moan, Manifestation, Telekinesis

Class Spells Known (CL 4th):

2nd (4/day) — *cure moderate wounds, lesser restoration, status*

1st (7/day) — *cure light wounds, hide from undead, lesser vigor**, *sanctuary*

0 (6/day) — *create water, cure minor wounds, detect poison, guidance, light, purify food and drink*

† Already cast

Abilities Str 10, Dex 11, Con -, Int 8, Wis 12, Cha 18

SQ Rejuvenation, Turn Resistance +4

Feats Skill Focus (Heal)

Skills Diplomacy +5, Gather Information +5, Heal +8, Hide +8, Listen +9, Search +7, Spot +9

Frightful Moan (Su): A ghost can emit a frightful moan as a standard action. All living creatures within a 30' radius spread must make a successful Will save (DC16) or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against his moan cannot be affected by the same ghosts' moan for 24 hours.

4: FILTH FEVER AND THE SHAKES

RYLKAR MADCLAW

CR 3

Monster Manual IV p.137

NE Small Magical Beast

Init +3; **Senses** darkvision 60'; Listen +10, Spot +7

Languages Undercommon

AC 15, touch 14, flat-footed 12

(+1 size, +3 Dex, +1 natural)

hp 26 (4d10+4 HD); fire healing

Immune Fire

Fort +5 (+9 vs disease), **Ref** +7, **Will** +4 (+8 vs mind-affecting)

Speed 30 ft. (6 squares); burrow 20 ft.; climb 20 ft.

Melee Bite +8 (1d4 plus filth fever) and 2 claws +3 each (1d3 plus 1 Con)

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +0

Special Actions Mad Shriek

Abilities Str 10, Dex 17, Con 13, Int 4, Wis 17, Cha 14

SQ Hive Mind

SA Filth Fever, Mad Shriek, Magic Strike

Feats Stealthy, Weapon Finesse

Skills Climb +8, Hide +9, Listen +10, Move Silently +5, Spot +7

Fire Healing (Ex): In addition to being immune to fire, a madclaw heals 5 hit points each time it is subjected to an attack that deals fire damage.

Filth Fever (Ex): Disease—bite, Fort DC 13 negates, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Mad Shriek (Ex): Once per day, a madclaw can emit a horrible shriek. All creatures except rylkars within 30 feet must make a DC 13 Will save or become *confused* for 1 round. The save DC is Constitution-based.

Hive Mind (Ex): All rylkars within 10 miles of their harridan are in constant communication, and she with them. If one is aware of a particular danger, they all are. If one in a group is not flat-footed, none of them are. No rylkar in a group is considered flanked unless all of them are.

Skills: Madclaws have a +4 racial bonus on Listen check and a +8 racial bonus on Climb checks. A madclaw can choose to take 10 on Climb checks, even if rushed or threatened.

RYLKAR TORMENTOR

CR 6

Monster Manual IV p.138

NE Medium Magical Beast

Init +7; **Senses** darkvision 60'; Listen +10, Spot +6

Languages Undercommon

AC 18, touch 13, flat-footed 15

(+3 Dex, +5 natural)

hp 60 (8d10+16 HD); DR 5/magic

Resist Fire 10

Fort +8 (+12 vs disease), **Ref** +9, **Will** +3 (+7 vs mind-affecting)

Speed 40 ft. in armor type (8 squares); climb 20 ft.

Melee Bite +10 (1d6+2 plus filth fever) and 2 claws +8 each (1d4+1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +8; **Grp** +10

Atk Options Magic strike, Pounce, Rake

Special Actions Hate Shriek

Abilities Str 14, Dex 17, Con 14, Int 5, Wis 12, Cha 10

SQ Hive Mind

SA Filth Fever, Hate Shriek, Magic Strike, Pounce, Rake

Feats Improved Initiative, Multiattack, Weapon Finesse

Skills Climb +10, Jump +6, Listen +10, Spot +6, Survival +2

Filth Fever (Ex): Disease—bite, Fort DC 16 negates, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Hate Shriek (Ex): As a standard action, a tormentor can emit a scream that incites hatred in all madclaws within 30 feet. Madclaws in the area gain a +2 morale bonus on attack rolls and damage rolls for 1 minute.

Pounce (Ex): If a tormentor charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +8 melee, damage 1d4+1.

Hive Mind (Ex): All rylkars within 10 miles of their harridan are in constant communication, and she with them. If one is aware of a particular danger, they all are. If one in a group is not flat-footed, none of them are. No rylkar in a group is considered flanked unless all of them are.

Skills: Rylkar tormentors have a +4 racial bonus on Listen checks and a +8 racial bonus on Climb checks. A tormentor can choose to take 10 on Climb checks, even if rushed or threatened.

5: RYLKAR FEVER AND SLIMY DOOM

ADVANCED RYLKAR TORMENTOR CR 7

Monster Manual IV p.138

NE Medium Magical Beast

Init +7; **Senses** darkvision 60' ; Listen +10, Spot +6

Languages Undercommon

AC 18, touch 13, flat-footed 15
(+3 Dex, +5 natural)

hp 77 (11d10+22 HD); DR 5/magic

Resist Fire 10

Fort +9 (+13 vs disease), **Ref** +10, **Will** +4 (+8 vs mind-affecting)

Speed 40 ft. in armor type (8 squares); climb 20

Melee Bite +10 (1d8+2 plus filth fever) and 2 claws +8 each (1d4+1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +11; **Grp** +13

Atk Options Magic strike, Pounce, Rake

Special Actions Hate Shriek

Abilities Str 14, Dex 17, Con 14, Int 5, Wis 12, Cha 10

SQ Hive Mind

SA Filth Fever, Hate Shriek, Magic Strike, Pounce, Rake

Feats Improved Initiative, Improved Natural Attack (bite), Multiattack, Weapon Finesse

Skills Climb +10, Jump +6, Listen +13, Spot +6, Survival +2

Filth Fever (Ex): Disease—bite, Fort DC 17 negates, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Hate Shriek (Ex): As a standard action, a tormentor can emit a scream that incites hatred in all madclaws within 30 feet. Madclaws in the area gain a +2 morale bonus on attack rolls and damage rolls for 1 minute.

Pounce (Ex): If a tormentor charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +8 melee, damage 1d4+1.

Hive Mind (Ex): All rylkars within 10 miles of their harridan are in constant communication, and she with them. If one is aware of a particular danger, they all are. If one in a group is not flat-footed, none of them are. No rylkar in a group is considered flanked unless all of them are.

Skills: Rylkar tormentors have a +4 racial bonus on Listen checks and a +8 racial bonus on Climb checks. A tormentor can choose to take 10 on Climb checks, even if rushed or threatened.

RYLKAR MADCLAW

CR 3

Monster Manual IV p.137

NE Small Magical Beast

Init +3; **Senses** darkvision 60' ; Listen +10, Spot +7

Languages Undercommon

AC 15, touch 14, flat-footed 12
(+1 size, +3 Dex, +1 natural)

hp 26 (4d10+4 HD); fire healing

Immune Fire

Fort +5 (+9 vs disease), **Ref** +7, **Will** +4 (+8 vs mind-affecting)

Speed 30 ft. (6 squares); burrow 20 ft.; climb 20 ft.

Melee Bite +8 (1d4 plus filth fever) and 2 claws +3 each (1d3 plus 1 Con)

Ranged

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +0

Special Actions Mad Shriek

Abilities Str 10, Dex 17, Con 13, Int 4, Wis 17, Cha 14

SQ Hive Mind

SA Filth Fever, Mad Shriek, Magic Strike

Feats Stealthy, Weapon Finesse

Skills Climb +8, Hide +9, Listen +10, Move Silently +5, Spot +7

Fire Healing (Ex): In addition to being immune to fire, a madclaw heals 5 hit points each time it is subjected to an attack that deals fire damage.

Filth Fever (Ex): Disease—bite, Fort DC 13 negates, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Mad Shriek (Ex): Once per day, a madclaw can emit a horrible shriek. All creatures except rylkars within 30 feet must make a DC 13 Will save or become *confused* for 1 round. The save DC is Constitution-based.

Hive Mind (Ex): All rylkars within 10 miles of their harridan are in constant communication, and she

with them. If one is aware of a particular danger, they all are. If one in a group is not flat-footed, none of them are. No rylkar in a group is considered flanked unless all of them are.

Skills: Madclaws have a +4 racial bonus on Listen check and a +8 racial bonus on Climb checks. A madclaw can choose to take 10 on Climb checks, even if rushed or threatened.

ADVANCED RYLKAR HARRIDAN CR 12

Monster Manual IV p.136

NE Huge Magical Beast

Init +2; **Senses** blind, blindsight 60', scent; Listen +21

Languages Undercommon

AC 25, touch 10, flat-footed 22

(-2 size, +3 Dex, +14 natural)

hp 200 (16d10 HD); regeneration 5; DR 10/magic

Immune gaze attacks, illusions, visual effects

Fort +17 (+21 vs disease), **Ref** +13, **Will** +7 (+11 vs mind affecting)

Speed 10 ft. in armor type (2 squares)

Melee Bite +22 (3d6+12/19-20 plus rylkar fever)

Space 15 ft.; **Reach** 10 ft.

Base Atk +16; **Grp** +32

Atk Options Cleave, Improved Sunder, Power Attack, Frightful Presence, Magic Strike

Special Actions Contaminate, Spawn Swarm

Abilities Str 26, Dex 16, Con 24, Int 5, Wis 14, Cha 18

SQ Hive Mind

SA Contaminate, Frightful Presence, Magic Strike

Feats Cleave, Combat Reflexes, Improved Critical (bite), Improved Natural Attack (bite), Improved Sunder, Power Attack

Skills Listen +25

Blindsight (Ex): A rylkar harridan can sense all foes within 60 feet as a sighted creature would. Beyond that range, she treats all targets as having total concealment. A rylkar harridan is susceptible to sound- and scent-based attacks, however, and is affected normally by loud noises, sonic spells (such as *ghost sound* or *silence*), and overpowering odors (such as *stinking cloud* or incense-heavy air). Negating a harridan's sense of smell or hearing reduces this ability to normal Blind-Fight (as the feat). If both these senses are negated, a rylkar harridan is effectively blinded.

Regeneration (Ex): A rylkar harridan takes normal damage from fire and acid.

Rylkar Fever (Ex): Disease—bite, Fort DC 25 negates, incubation period 1 day, damage 1d6 Con. The save DC is Constitution based.

Frightful Presence (Ex): 30-foot radius, 10 HD or fewer, Will DC 22 negates.

Contaminate (Su): A rylkar harridan exudes toxins that contaminate the environment around it. Food or drink brought within 20 feet of a harridan becomes foul and poisonous (Fort DC 25, 1d6 Con/1d6 Con) to any but rylkars. Potions in the area must succeed on a DC 25 Fortitude save or

become similarly poisonous. The save DC is Constitution-based.

This contamination spreads away from a rylkar harridan's lair. Once a rylkar harridan remains in a cavern or dungeon room up to 80 feet on a side, or similar chamber, for one full week, that entire room is contaminated as above. The contamination spreads 20 feet from that room each day the rylkar harridan remains present. A *remove curse* spell cast within the room after the harridan has been killed ends the contamination.

Spawn Swarm (Ex): Three times per day, when a rylkar harridan takes at least 5 points of fire damage from a single source, she can release a rylkspawn swarm into 3 contiguous squares that she occupies or is adjacent to. See below for stats.

Hive Mind (Ex): All rylkars within 10 miles of their harridan are in constant communication, and she with them. If one is aware of a particular danger, they all are. If one in a group is not flat-footed, none of them are. No rylkar in a group is considered flanked unless all of them are.

Skills: Rylkar harridans have a +4 racial bonus on Listen checks.

RYLKAR SWARM

CR 4

Monster Manual IV p.137

Always NE Tiny magical beast (swarm)

Init +10; **Senses** darkvision 60 ft.; Listen +9, Spot +5

Aura terror musk (10 ft.)

Languages understands Undercommon

AC 18, touch 18, flat-footed 12

hp 45 (7 HD)

Immune fire, swarm immunities

Resist half damage from piercing and slashing

Fort +6 (+10 against disease), **Ref** +11, **Will** +3 (+7 against mind-affecting)

Weakness swarm vulnerabilities

Speed 20 ft. (4 squares), climb 10 ft.

Melee swarm (2d6 plus 1 Con plus filth fever)

Space 10 ft.; **Reach** 0 ft.

Base Atk +7; **Grp** —

Atk Options distraction

Abilities Str 5, Dex 22, Con 13, Int 1, Wis 13, Cha 8

SA distraction, filth fever, terror musk

SQ swarm traits

Feats Ability Focus (distraction), Improved Initiative, Stealthy

Skills Cimb +5, Hide +14, Listen +9, Move Silently +8, Spot +5

Terror Musk (Ex): At the end of a rylkspawn swarm's turn, creatures within 10 feet of it must make a DC 16 Will save or become shaken for 1 round. The save DC is Constitution-based and includes a +2 racial bonus. A creature that successfully saves cannot be affected again by that same rylkspawn swarm's musk for 24 hours. Rylkars are immune to this effect.

Filth Fever (Ex): Disease—swarm attack, Fort DC 14 negates, incubation period 1d3 days, damage 1d3

Dex and 1d3 Con. The save DC is Constitution-based.

Distraction (Ex): Fortitude DC 14, nauseated 1 round. The save DC is Constitution-based.

6: CACKLE FEVER

HAMNER STOAT, CLERIC OF INCABULOS CR 11

NE Medium Humanoid (Human)

Init +1; **Senses** Listen +3, Spot +3

Languages Common, Abyssal

AC 25, 14 touch, 24 flat-footed

(+1 Dex, +9 armor, +2 shield, [+3 deflection w/shield of faith])

Miss Chance [ranged attacks 20% w/entropic shield]

hp 72 [94 w/bear's endurance] (11d8+22 HD)

Immune Disease

Resist [protection from cold (120), protection from fire (120)]; **SR** [23 w/spell resistance]

Fort +11 [+14 w/mass conviction], **Ref** +6 [+9], **Will** +12 [+15]

Speed 20 ft. in armor type (4 squares)

Melee Morningstar +9/+4 (1d8+1) and bite +4 (1d6+1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +8; **Grp** +9

Atk Options Spells

Class Spells Prepared (CL 11th):

6th— *heal*, *rapid plague of rats*^D

5th— *flame strike* (Ref DC 20), *Silent enervation*^D (Fort DC 20), *slay living* (Fort DC 21), ~~*spell resistance*~~

4th— *Silent enervation*^D (Fort DC 20), ~~*freedom of movement*~~, *moon bolt** (DC 19), ~~*rapid summon monster III*~~, *silent dispel magic*

3rd— *energy vortex** (Ref DC 18), *ghoul gesture*^D (Fort DC 19), ~~*mass conviction*~~*, ~~*protection from cold*~~, ~~*protection from fire*~~, *rapid summon swarm*

2nd— ~~*augury*~~, ~~*bear's endurance*~~, *cure moderate wounds*, ~~*shield of faith*~~, *silence*, *summon swarm*^D

1st— *command* (Will DC 16), *cure light wounds* (x3), *divine favor*, *doom*^D (Will DC 17), ~~*entropic shield*~~, *obscuring mist*

0— *create water*, *detect magic*, *guidance*, *mending*, *resistance* (x2)

D: Domain spell. Incabulos: Hunger*, Pestilence*

~~Already cast~~

Abilities Str 12, Dex 12, Con 14, Int 12, Wis 20, Cha 8

SQ [*freedom of movement*]

Feats Lightning Reflexes, Rapid Spell*, Silent Spell, Spell Focus (Necromancy), Sudden Still*

Skills Concentration +17, Heal +18, Knowledge (Dungeoneering) +8, Knowledge (Religion) +17

Possessions combat gear plus silver holy symbol, *full plate* +1, *buckler* +1, *everfull mug*, *everlasting rations*, *hellcat gauntlets*, *Healing Hands of Zodal* +2, *scroll of heal*, *scroll of remove curse*, *scroll of restoration*, *ring of counterspells (dispel magic)*, 60 gp.

* = new rule item, see Appendix 2.

1: THE DOCTOR IS OUT

MATCHUK

CR 8

Half-elf ghost favored soul* 8

**Complete Divine*, p6

N Medium Undead (Incorporeal)

Init +1; **Senses** darkvision 60'; Listen +9, Spot +9

Languages Common, Elven

AC 15, touch 15, flat-footed 14

(+1 Dex, +4 deflection)

Miss Chance 50%

hp 52 (8d12 HD)

Immune undead immunities, non-magic weapons

Resist fire 10

Fort +6, **Ref** +7, **Will** +7

Speed 30 ft (6 squares); fly 30 ft (perfect)

Melee Incorporeal touch +7/+2 (1d6)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +6

Atk Options Spells

Special Actions Frightful Moan, Manifestation, Telekinesis

Class Spells Known (CL 8th):

4th (4/day) — *cure critical wounds*, *neutralize poison*, *repel vermin*

3rd (6/day) — *cure serious wounds*, *daylight*, *remove blindness/deafness*, *remove disease*

2nd (7/day) — *calm emotions*, *cure moderate wounds*, *gentle repose*, *lesser restoration*, *status*

1st (7/day) — *command*, *cure light wounds*, *entropic shield*, *hide from undead*, *lesser vigor**, *sanctuary*

0 (6/day) — *create water*, *cure minor wounds*, *detect magic*, *detect poison*, *guidance*, *light*, *purify food and drink*, *read magic*

† Already cast

Abilities Str 10, Dex 12, Con -, Int 8, Wis 12, Cha 18

SQ Rejuvenation, turn resistance +4

Feats Augment Healing, Improved Unarmed Strike, Skill Focus (Heal); Weapon Focus (unarmed strike)^B

Skills Diplomacy +6, Gather Information +6, Heal +15, Hide +8, Listen +9, Search +7, Spot +9

Frightful Moan (Su): A ghost can emit a frightful moan as a standard action. All living creatures within a 30' radius spread must make a successful Will save (DC18) or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against his moan cannot be affected by the same ghosts' moan for 24 hours.

3: GHOUL FEVER

GRAVETOUCHED GHOUL ADVANCED
OTYUGH (ROT GRUB HIVENEST) CR10

Gravetouched Ghoul template: *Libris Mortis*, p.103;

Hivenest Monster template: *Dungeonscape*, p.115;

Rot Grub Swarm: *Dungeonscape*, p.106

CE Huge Undead (Augmented)

Init +1; **Senses** Listen +8, Spot +8; darkvision 60', scent

Languages Common

AC 22, touch 9, flat-footed 21

(-2 size, +1 Dex, +13 natural)

hp 104 (14d12+14 HD)

Immune undead immunities

Fort +7, **Ref** +5, **Will** +12

Speed 20 ft. in armor type (4 squares)

Melee 2 tentacles +15 melee (2d6+6 *plus* paralysis *plus* 3d6 rot grub swarm damage *plus* infestation) and bite +12 melee (2d6+3 *plus* filth fever *plus* ghoul fever *plus* paralysis *plus* 3d6 rot grub swarm damage *plus* infestation)

Space 10 ft.; **Reach** 10 ft.

Base Atk +10; **Grp** +24

Atk Options Constrict, Improved Grab

Abilities Str 22, Dex 12, Con -, Int 8, Wis 16, Cha 8

SA **Constrict**, disease (filth fever, ghoul fever), hivenest attack, improved grab, paralysis

SQ Darkvision 60', diet dependent (flesh), scent, turn resistance +2, undead traits

Feats Ability Focus (paralysis), Alertness, Improved Natural Attack (tentacles), Improved Toughness*, Multiattack, Weapon Focus (tentacle)

Skills Hide +4 (+12 in lair), Listen +8, Spot +8

Constrict (Ex): An otyugh deals automatic tentacle damage with a successful grapple check.

Filth Fever (Ex): Disease – bite, Fortitude DC 17, incubation period 1d3 days; damage 1d3 Dex and 1d3 Con.

Ghoul Fever (Su): Disease – bite, Fortitude DC 16, incubation period 1 day; damage 1d3 Con and 1d3 Dex. The save is Charisma based. An afflicted humanoid that dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way becomes 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 4HD or higher rises as a ghast, rather than a ghoul.

Hivedeath (Ex): If a hivenest monster is reduced to 0 hit points, the monster is destroyed but the swarms that nest within are released. Two rot grub swarms are immediately placed in the space previously occupied by the hivenest monster (see below for statblock). Each swarm has full hit points, regardless of the damage taken by the hivenest monster, and acts independently of any control the hivenest monster was under. Effects that completely destroy the hivenest monster's body (such as disintegrate or implosion) prevent the hivedeath effect.

Hivenest Attack (Ex): Any creature struck by one or more of a hivenest monster's natural weapon attacks also takes damage from the rot grub swarms' swarm attack (3d6 plus infestation) at the end of the hivenest monster's turn, as if the swarm had ended its turn occupying the same space as the creature. Any effect, such as damage reduction, that reduces or negates swarm damage is applied separately to the natural weapon attack and the swarm attack.

Hivenest Distraction (Ex): Any living creature vulnerable to a hivenest attack's damage that begins its turn in a square adjacent to a hivenest monster is nauseated for 1 round. A DC 18 Fortitude save negates the effect. Spellcasting or concentrating on spells while adjacent to a hivenest monster requires a Concentration check (DC 20+ spell level). Using skills that involve patience and concentration requires a successful DC 20 Concentration check.

Infestation (Ex): Any living creature that takes damage from a rot grub swarm might also become infested with rot grubs. A creature must make a successful DC 18 Reflex save to dodge the swarming grubs or bat them aside. The rot grubs infesting the creature burrow into its flesh. An infested creature takes 1d6 points of damage per round, plus an additional 1d6 points of damage for each failed Reflex save against the rot grub's swarm attack. A successful DC 16 Fortitude save halves this damage. After 2d4 rounds, the sated rot grubs crawl away. A rot grub infestation can be removed with a successful DC 20 Heal check, though this check (whether successful or not) deals 1d6 points of damage to the infested target. Alternatively, a rot grub infestation can be destroyed by a *remove disease* (PH 271), or any other effect that halts or counters a disease. Such spells destroy all of the rot grubs inhabiting a target.

Medium or larger creatures that die from rot grub infestation spawn a new rot grub swarm within 2d4 days. Burning or otherwise destroying the body prevents this. Casting *raise dead* (PH 268) to restore a creature killed by a rot grub swarm does not destroy the rot grubs inside, but casting *remove disease* or a similar spell in the round afterward removes the grubs normally. *Resurrection* (PH 272) and *true resurrection* (PH 296) destroy the rot grubs when cast.

Improved Grab (Ex): To use this ability, an otyugh must hit with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Paralysis (Ex): Victims hit by a gravetouched ghoul must make a successful DC 18 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save is Charisma-based.

Skills: An otyugh has a +8 racial bonus on Hide checks when in its lair, due to its natural coloration.

2 ROT GRUB SWARMS CR INC. ABOVE

Dungeonscape, p.106

N Diminutive vermin (swarm)

Init +2; **Senses** Listen +0, Spot +0; darkvision 60'

AC 16, touch 16, flat-footed 14

(+4 size, +2 Dex)

hp 54 (12 HD)

Immune weapon damage

Fort +8, **Ref** +6, **Will** +4

Speed 10 ft. in armor type (2 squares); climb 10 ft.

Space 10 ft.; **Reach** 10 ft.

Base Atk +9; **Grp** -

Atk Options Distraction

Special actions Death hazard, swarm (3d6 plus infestation)

Abilities Str 1, Dex 14, Con 10, Int -, Wis 10, Cha 3

SQ Darkvision 60', swarm traits

Skills Climb +10, Hide +14 (+22 in Medium or larger corpse), Listen +0, Spot +0

Distraction (Ex): Any living creature that begins its turn with a rot grub swarm in its space must succeed on a DC 18 Fortitude save or be nauseated for 1 round. A DC 18 Fortitude save negates the effect. Spellcasting or concentrating on spells with a rot grub swarm in one's space requires a Concentration check (DC 20+ spell level). Using skills that involve patience and concentration requires a successful DC 20 Concentration check.

Infestation (Ex): Any living creature that takes damage from a rot grub swarm might also become infested with rot grubs. A creature must make a successful DC 18 Reflex save to dodge the swarming grubs or bat them aside. The rot grubs infesting the creature burrow into its flesh. An infested creature takes 1d6 points of damage per round, plus an additional 1d6 points of damage for each failed Reflex save against the rot grub's swarm attack. A successful DC 16 Fortitude save halves this damage. After 2d4 rounds, the sated rot grubs crawl away. A rot grub infestation can be removed with a successful DC 20 Heal check, though this check (whether successful or not) deals 1d6 points of damage to the infested target. Alternatively, a rot grub infestation can be destroyed by a *remove disease* (PH 271), or any other effect that halts or counters a disease. Such spells destroy all of the rot grubs inhabiting a target.

Medium or larger creatures that die from rot grub infestation spawn a new rot grub swarm within 2d4 days. Burning or otherwise destroying the body prevents this. Casting *raise dead* (PH 268) to restore a creature killed by a rot grub swarm does not destroy the rot grubs inside, but casting *remove disease* or a similar spell in the round afterward removes the grubs normally. *Resurrection* (PH 272) and *true resurrection* (PH 296) destroy the rot grubs when cast.

Death Hazard (Ex): Upon destroying a rot grub swarm, 1d6 rot grubs remain, spread throughout the space inhabited by the swarm. These rot grubs behave as the hazard (see below – summarized from *Dungeonscape*, p. 140). Destroying these remaining rot grubs does not provide any additional experience points.

Anyone about to enter a square containing a rot grub can attempt a DC 20 Spot check to notice the hazard. Those who fail the check or choose to ignore the grub risk exposure. Each round, the grub makes a single touch attack (at a +5 bonus) against one living target in its square. If it succeeds, it burrows into the target's flesh. See Infestation (above) for damage, saves, and other details.

4: FILTH FEVER AND THE SHAKES

ADVANCED RYLKAR TORMENTOR CR 7

Monster Manual IV p.138

NE Medium Magical Beast

Init +7; **Senses** Listen +10, Spot +6

Languages Common

AC 18, touch 13, flat-footed 15

(+3 Dex, +5 natural)

hp 77 (11d10+22 HD); **DR** 5/magic

Resist Fire 10

Fort +9 (+13 vs disease), **Ref** +10, **Will** +4 (+8 vs mind-affecting)

Speed 40 ft. in armor type (8 squares); climb 20

Melee Bite +10 (1d8+2 plus filth fever) and 2 claws +8 each (1d4+1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +11; **Grp** +13

Atk Options Magic strike, Pounce, Rake

Special Actions Hate Shriek

Abilities Str 14, Dex 17, Con 14, Int 5, Wis 12, Cha 10

SQ Hive Mind

SA Filth Fever, Hate Shriek, Magic Strike, Pounce, Rake

Feats Improved Initiative, Improved Natural Attack (bite), Multiattack, Weapon Finesse

Skills Climb +10, Jump +6, Listen +13, Spot +6, Survival +2

Filth Fever (Ex): Disease—bite, Fort DC 17 negates, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Hate Shriek (Ex): As a standard action, a tormentor can emit a scream that incites hatred in all madclaws within 30 feet. Madclaws in the area gain a +2 morale bonus on attack rolls and damage rolls for 1 minute.

Pounce (Ex): If a tormentor charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +8 melee, damage 1d4+1.

Hive Mind (Ex): All rylkars within 10 miles of their harridan are in constant communication, and she with them. If one is aware of a particular danger,

they all are. If one in a group is not flat-footed, none of them are. No rylkar in a group is considered flanked unless all of them are.

Skills: Rylkar tormentors have a +4 racial bonus on Listen checks and a +8 racial bonus on Climb checks. A tormentor can choose to take 10 on Climb checks, even if rushed or threatened.

RYLKAR MADCLAW

CR 3

Monster Manual IV p.137

NE Small Magical Beast

Init +3; **Senses** darkvision 60'; Listen +10, Spot +7

Languages Undercommon

AC 15, touch 14, flat-footed 12

(+1 size, +3 Dex, +1 natural)

hp 26 (4d10+4 HD); fire healing

Immune Fire

Fort +5 (+9 vs disease), **Ref** +7, **Will** +4 (+8 vs mind-affecting)

Speed 30 ft. (6 squares); burrow 20 ft.; climb 20 ft.

Melee Bite +8 (1d4 plus filth fever) and 2 claws +3 each (1d3 plus 1 Con)

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +0

Special Actions Mad Shriek

Abilities Str 10, Dex 17, Con 13, Int 4, Wis 17, Cha 14

SQ Hive Mind

SA Filth Fever, Mad Shriek, Magic Strike

Feats Stealthy, Weapon Finesse

Skills Climb +8, Hide +9, Listen +10, Move Silently +5, Spot +7

Fire Healing (Ex): In addition to being immune to fire, a madclaw heals 5 hit points each time it is subjected to an attack that deals fire damage.

Filth Fever (Ex): Disease—bite, Fort DC 13 negates, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Mad Shriek (Ex): Once per day, a madclaw can emit a horrible shriek. All creatures except rylkars within 30 feet must make a DC 13 Will save or become *confused* for 1 round. The save DC is Constitution-based.

Hive Mind (Ex): All rylkars within 10 miles of their harridan are in constant communication, and she with them. If one is aware of a particular danger, they all are. If one in a group is not flat-footed, none of them are. No rylkar in a group is considered flanked unless all of them are.

Skills: Madclaws have a +4 racial bonus on Listen check and a +8 racial bonus on Climb checks. A madclaw can choose to take 10 on Climb checks, even if rushed or threatened.

5: RYLKAR FEVER AND SLIMY DOOM

ADVANCED RYLKAR TORMENTOR CR 7

Monster Manual IV p.138

NE Medium Magical Beast

Init +7; **Senses** darkvision 60' ; Listen +10, Spot +6
Languages Undercommon

AC 18, touch 13, flat-footed 15
(+3 Dex, +5 natural)

hp 77 (11d10+22 HD); DR 5/magic

Resist Fire 10

Fort +9 [+13 w/*mass conviction*], **Ref** +10 [+14], **Will** +4 [+8]; (additional +4 vs disease and mind-affecting spells and effects)

Speed 40 ft. in armor type (8 squares); climb 20

Melee Bite +10 (1d8+2 plus filth fever) and 2 claws +8 each (1d4+1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +11; **Grp** +13

Atk Options Magic strike, Pounce, Rake

Special Actions Hate Shriek

Abilities Str 14, Dex 17, Con 14, Int 5, Wis 12, Cha 10

SQ Hive Mind

SA Filth Fever, Hate Shriek, Magic Strike, Pounce, Rake

Feats Improved Initiative, Improved Natural Attack (bite), Multiattack, Weapon Finesse

Skills Climb +10, Jump +6, Listen +13, Spot +6, Survival +2

Filth Fever (Ex): Disease—bite, Fort DC 17 negates, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Hate Shriek (Ex): As a standard action, a tormentor can emit a scream that incites hatred in all madclaws within 30 feet. Madclaws in the area gain a +2 morale bonus on attack rolls and damage rolls for 1 minute.

Pounce (Ex): If a tormentor charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +8 melee, damage 1d4+1.

Hive Mind (Ex): All rylkars within 10 miles of their harridan are in constant communication, and she with them. If one is aware of a particular danger, they all are. If one in a group is not flat-footed, none of them are. No rylkar in a group is considered flanked unless all of them are.

Skills: Rylkar tormentors have a +4 racial bonus on Listen checks and a +8 racial bonus on Climb checks. A tormentor can choose to take 10 on Climb checks, even if rushed or threatened.

RYLKAR MADCLAW

CR 3

Monster Manual IV p.137

NE Small Magical Beast

Init +3; **Senses** darkvision 60' ; Listen +10, Spot +7

Languages Undercommon

AC 15, touch 14, flat-footed 12
(+1 size, +3 Dex, +1 natural)

hp 26 (4d10+4 HD); fire healing

Immune Fire

Fort +5 [+9 w/*mass conviction*], **Ref** +7 [+11], **Will** +4 [+8]; (additional +4 vs disease and mind-affecting spells and effects)

Speed 30 ft. (6 squares); burrow 20 ft.; climb 20 ft.

Melee Bite +8 (1d4 plus filth fever) and 2 claws +3 each (1d3 plus 1 Con)

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +0

Special Actions Mad Shriek

Abilities Str 10, Dex 17, Con 13, Int 4, Wis 17, Cha 14

SQ Hive Mind

SA Filth Fever, Mad Shriek, Magic Strike

Feats Stealthy, Weapon Finesse

Skills Climb +8, Hide +9, Listen +10, Move Silently +5, Spot +7

Fire Healing (Ex): In addition to being immune to fire, a madclaw heals 5 hit points each time it is subjected to an attack that deals fire damage.

Filth Fever (Ex): Disease—bite, Fort DC 13 negates, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Mad Shriek (Ex): Once per day, a madclaw can emit a horrible shriek. All creatures except rylkars within 30 feet must make a DC 13 Will save or become *confused* for 1 round. The save DC is Constitution-based.

Hive Mind (Ex): All rylkars within 10 miles of their harridan are in constant communication, and she with them. If one is aware of a particular danger, they all are. If one in a group is not flat-footed, none of them are. No rylkar in a group is considered flanked unless all of them are.

Skills: Madclaws have a +4 racial bonus on Listen check and a +8 racial bonus on Climb checks. A madclaw can choose to take 10 on Climb checks, even if rushed or threatened.

ADVANCED RYLKAR HARRIDAN CR 12

Monster Manual IV p.136

NE Huge Magical Beast

Init +2; **Senses** blind, blindsight 60', scent; Listen +21

Languages Undercommon

AC 25, touch 10, flat-footed 22

(-2 size, +3 Dex, +14 natural)

hp 200 (16d10 HD); regeneration 5; DR 10/magic

Immune gaze attacks, illusions, visual effects

Fort +17 [+21 w/*mass conviction*], **Ref** +13 [+17], **Will** +7 [+11]; (additional +4 vs disease and mind-affecting spells and effects)

Speed 10 ft. in armor type (2 squares)

Melee Bite +22 (3d6+12/19-20 plus rylkar fever)

Space 15 ft.; **Reach** 10 ft.

Base Atk +16; **Grp** +32

Atk Options Cleave, Improved Sunder, Power Attack, Frightful Presence, Magic Strike

Special Actions Contaminate, Spawn Swarm

Abilities Str 26, Dex 16, Con 24, Int 5, Wis 14, Cha 18

SQ Hive Mind

SA Contaminate, Frightful Presence, Magic Strike

Feats Cleave, Combat Reflexes, Improved Critical (bite), Improved Natural Attack (bite), Improved Sunder, Power Attack
Skills Listen +25

Blindsight (Ex): A rylkar harridan can sense all foes within 60 feet as a sighted creature would. Beyond that range, she treats all targets as having total concealment. A rylkar harridan is susceptible to sound- and scent-based attacks, however, and is affected normally by loud noises, sonic spells (such as *ghost sound* or *silence*), and overpowering odors (such as *stinking cloud* or incense-heavy air). Negating a harridan's sense of smell or hearing reduces this ability to normal Blind-Fight (as the feat). If both these senses are negated, a rylkar harridan is effectively blinded.

Regeneration (Ex): A rylkar harridan takes normal damage from fire and acid.

Rylkar Fever (Ex): Disease—bite, Fort DC 25 negates, incubation period 1 day, damage 1d6 Con. The save DC is Constitution based.

Frightful Presence (Ex): 30-foot radius, 10 HD or fewer, Will DC 22 negates.

Contaminate (Su): A rylkar harridan exudes toxins that contaminate the environment around it. Food or drink brought within 20 feet of a harridan becomes foul and poisonous (Fort DC 25, 1d6 Con/1d6 Con) to any but rylkars. Potions in the area must succeed on a DC 25 Fortitude save or become similarly poisonous. The save DC is Constitution-based.

This contamination spreads away from a rylkar harridan's lair. Once a rylkar harridan remains in a cavern or dungeon room up to 80 feet on a side, or similar chamber, for one full week, that entire room is contaminated as above. The contamination spreads 20 feet from that room each day the rylkar harridan remains present. A *remove curse* spell cast within the room after the harridan has been killed ends the contamination.

Spawn Swarm (Ex): Three times per day, when a rylkar harridan takes at least 5 points of fire damage from a single source, she can release a rylkspawn swarm into 3 contiguous squares that she occupies or is adjacent to. See below for stats.

Hive Mind (Ex): All rylkars within 10 miles of their harridan are in constant communication, and she with them. If one is aware of a particular danger, they all are. If one in a group is not flat-footed, none of them are. No rylkar in a group is considered flanked unless all of them are.

Skills: Rylkar harridans have a +4 racial bonus on Listen checks.

RYLKAR SWARM

CR 4

Monster Manual IV p.137

Always NE Tiny magical beast (swarm)

Init +10; **Senses** darkvision 60 ft.; Listen +9, Spot +5

Aura terror musk (10 ft.)

Languages understands Undercommon

AC 18, touch 18, flat-footed 12

hp 45 (7 HD)

Immune fire, swarm immunities

Resist half damage from piercing and slashing

Fort +6 (+10 against disease), **Ref** +11, **Will** +3 (+7 against mind-affecting)

Weakness swarm vulnerabilities

Speed 20 ft. (4 squares), climb 10 ft.

Melee swarm (2d6 plus 1 Con plus filth fever)

Space 10 ft.; **Reach** 0 ft.

Base Atk +7; **Grp** —

Atk Options distraction

Abilities Str 5, Dex 22, Con 13, Int 1, Wis 13, Cha 8

SA distraction, filth fever, terror musk

SQ swarm traits

Feats Ability Focus (distraction), Improved Initiative, Stealthy

Skills Cimb +5, Hide +14, Listen +9, Move Silently +8, Spot +5

Terror Musk (Ex): At the end of a rylkspawn swarm's turn, creatures within 10 feet of it must make a DC 16 Will save or become shaken for 1 round. The save DC is Constitution-based and includes a +2 racial bonus. A creature that successfully saves cannot be affected again by that same rylkspawn swarm's musk for 24 hours. Rylkars are immune to this effect.

Filth Fever (Ex): Disease—swarm attack, Fort DC 14 negates, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Distraction (Ex): Fortitude DC 14, nauseated 1 round. The save DC is Constitution-based.

HAMNER STOAT, CLERIC OF INCABULOS

CR 13

NE Medium Humanoid (Human)

Init +1; **Senses** Listen +3, Spot +3

Languages Common, Abyssal

AC 26, 15 touch, 25 flat-footed

(+1 Dex, +9 armor, +2 shield, [+4 deflection w/*shield of faith*])

Miss Chance [ranged attacks 20% w/*entropic shield*]

hp 85 [111 w/*bear's endurance*] (13d8+26 HD)

Immune Disease

Resist [protection from cold (120), protection from fire (120)]; **SR** [25 w/*spell resistance*]

Fort +12 [+16 w/*mass conviction*], **Ref** +7 [+11], **Will** +14 [+18]

Speed 20 ft. in armor type (4 squares)

Melee Morningstar +10/+5 (1d8+1) and bite +5 (1d6+1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +10

Atk Options Spells

Class Spells Prepared (CL 13th):

7th—Silent *scourge*^{*D} (Fort DC 24), *slime wave*^{*} (Ref DC 23)

6th—Silent *slay living* (Fort DC 22), *heal*, Rapid *plague of rats*^{*D}, *word of recall*

5th— *flame strike* (Ref DC 21), *Silent enervation*^D (Fort DC 21), *Silent slay living* (Fort DC 22), *Silent stifle spell** (Concentration check 23+spell level), ~~*spell resistance*~~
 4th— *delay death**, *Silent enervation*^D (Fort DC 21), ~~*freedom of movement*~~, *moon bolt** (DC 20), ~~*rapid summon monster III*~~, *Silent dispel magic*
 3rd— *energy vortex* (Ref DC 19), *ghoul gesture*^D (Fort DC 20), ~~*mass conviction*~~, ~~*protection from cold*~~, ~~*protection from fire*~~, *Rapid summon swarm*
 2nd— ~~*augury*~~, ~~*bear's endurance*~~, *cure moderate wounds*, ~~*shield of faith*~~, *silence* (x2), *spiritual weapon*, *summon swarm*^D
 1st— *command* (Will DC 17), *cure light wounds* (x3), *divine favor*, *doom*^D (Will DC 18), ~~*entropic shield*~~, *obscuring mist*
 0— *create water*, *detect magic*, *guidance*, *mending*, *resistance* (x2)

D: Domain spell. Deity: Incubulos: Hunger*, Pestilence*

~~Already cast~~; Silent spells prepared w/metamagic school focus

Abilities Str 12, Dex 12, Con 15, Int 12, Wis 22, Cha 8

SQ [*freedom of movement*]

Feats Lightning Reflexes, Metamagic School Focus* (Necromancy), Rapid Spell*, Silent Spell*, Spell Focus (Necromancy), Sudden Maximize*

Skills Concentration +19, Heal +21, Knowledge (Dungeoneering) +9, Knowledge (Religion) +19

Possessions combat gear plus silver holy symbol, *full plate* +1, *buckler* +1, *everfull mug*, *everlasting rations*, *hellcat gauntlets**, *Healing Hands of Zodal* +4, *scroll of heal*, *scroll of restoration*, *ring of counterspells* (*greater dispel magic*), *ring of counterspells* (*dispel magic*)

* = new rule item, see Appendix 2.

1: THE DOCTOR IS OUT

MATCHUK	CR 8
Half-elf ghost favored soul* 8 * <i>Complete Divine</i> , p6 N Medium Undead (Incorporeal) Init +1; Senses darkvision 60'; Listen +9, Spot +9 Languages Common, Elven	
AC 15, touch 15, flat-footed 14 (+1 Dex, +4 deflection) Miss Chance 50% hp 52 (8d12 HD) Immune undead immunities, non-magic weapons Resist fire 10 Fort +6, Ref +7, Will +7	
Speed 30 ft (6 squares); fly 30 ft (perfect) Melee Incorporeal touch +7/+2 (1d6) Space 5 ft.; Reach 5 ft. Base Atk +6; Grp +6 Atk Options Spells Special Actions Frightful Moan, Manifestation, Telekinesis	
Class Spells Known (CL 8th): 4th (4/day) — <i>cure critical wounds, neutralize poison, repel vermin</i> 3rd (6/day) — <i>cure serious wounds, daylight, remove blindness/deafness, remove disease</i> 2nd (7/day) — <i>calm emotions, cure moderate wounds, gentle repose, lesser restoration, status</i> 1st (7/day) — <i>command, cure light wounds, entropic shield, hide from undead, lesser vigor*, sanctuary</i> 0 (6/day) — <i>create water, cure minor wounds, detect magic, detect poison, guidance, light, purify food and drink, read magic</i> † Already cast	
Abilities Str 10, Dex 12, Con -, Int 8, Wis 12, Cha 18 SQ Rejuvenation, turn resistance +4 Feats Augment Healing, Improved Unarmed Strike, Skill Focus (Heal); Weapon Focus (unarmed strike) ^B Skills Diplomacy +6, Gather Information +6, Heal +15, Hide +8, Listen +9, Search +7, Spot +9	
Frightful Moan (Su): A ghost can emit a frightful moan as a standard action. All living creatures within a 30' radius spread must make a successful Will save (DC18) or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against his moan cannot be affected by the same ghosts' moan for 24 hours.	

3: GHOUL FEVER

TWICE-EVOLVED	GRAVETOUCH
GHOUL ADVANCED	OTYUGH (ROT GRUB HIVENEST)
	CR12
Gravetouched Ghoul template: <i>Libris Mortis</i> , p.103; Hivenest Monster template: <i>Dungeonscape</i> , p.115; Rot Grub Swarm: <i>Dungeonscape</i> , p.106 CE Huge Undead (Augmented) Init +1; Senses Listen +8, Spot +8; darkvision 60', scent Languages Common	
AC 24, touch 9, flat-footed 23 (-2 size, +1 Dex, +15 natural) hp 104 (14d12+14 HD); fast healing 3 Immune undead immunities Fort +7, Ref +5, Will +12	
Speed 20 ft. in armor type (4 squares) Melee 2 tentacles +17 melee (1d8+8 <i>plus</i> paralysis <i>plus</i> 3d6 rot grub swarm damage <i>plus</i> infestation) and bite +14 melee (2d6+4 <i>plus</i> filth fever <i>plus</i> ghoul fever <i>plus</i> paralysis <i>plus</i> 3d6 rot grub swarm damage <i>plus</i> infestation) Space 10 ft.; Reach 10 ft. Base Atk +10; Grp +26 Atk Options Constrict, Improved Grab Spell-Like Abilities (CL 14th): 1/day — Empowered <i>cloudkill</i> (Fort DC 16), greater invisibility Already cast	
Abilities Str 26, Dex 12, Con -, Int 8, Wis 16, Cha 12 SA Constrict, disease (filth fever, ghoul fever), hivenest attack, improved grab, paralysis SQ Darkvision 60', diet dependent (flesh), fast healing 3, scent, turn resistance +2, undead traits Feats Ability Focus (paralysis), Alertness, Empower Spell-Like Ability (<i>cloudkill</i>), Improved Toughness*, Multiattack, Weapon Focus (tentacle) Skills Hide +4 (+12 in lair), Listen +8, Spot +8	
Constrict (Ex): An otyugh deals automatic tentacle damage with a successful grapple check. Filth Fever (Ex): Disease — bite, Fortitude DC 17, incubation period 1d3 days; damage 1d3 Dex and 1d3 Con. Ghoul Fever (Su): Disease — bite, Fortitude DC 18, incubation period 1 day; damage 1d3 Con and 1d3 Dex. The save is Charisma based. An afflicted humanoid that dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way becomes 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 4HD or higher rises as a ghastr, rather than a ghoul. Hivedeath (Ex): If a hivenest monster is reduced to 0 hit points, the monster is destroyed but the swarms	

that nest within are released. Two rot grub swarms are immediately placed in the space previously occupied by the hivenest monster (see below for statblock). Each swarm has full hit points, regardless of the damage taken by the hivenest monster, and acts independently of any control the hivenest monster was under. Effects that completely destroy the hivenest monster's body (such as disintegrate or implosion) prevent the hivedeath effect.

Hivenest Attack (Ex): Any creature struck by one or more of a hivenest monster's natural weapon attacks also takes damage from the rot grub swarms' swarm attack (3d6 plus infestation) at the end of the hivenest monster's turn, as if the swarm had ended its turn occupying the same space as the creature. Any effect, such as damage reduction, that reduces or negates swarm damage is applied separately to the natural weapon attack and the swarm attack.

Hivenest Distraction (Ex): Any living creature vulnerable to a hivenest attack's damage that begins its turn in a square adjacent to a hivenest monster is nauseated for 1 round. A DC 18 Fortitude save negates the effect. Spellcasting or concentrating on spells while adjacent to a hivenest monster requires a Concentration check (DC 20+ spell level). Using skills that involve patience and concentration requires a successful DC 20 Concentration check.

Infestation (Ex): Any living creature that takes damage from a rot grub swarm might also become infested with rot grubs. A creature must make a successful DC 18 Reflex save to dodge the swarming grubs or bat them aside. The rot grubs infesting the creature burrow into its flesh. An infested creature takes 1d6 points of damage per round, plus an additional 1d6 points of damage for each failed Reflex save against the rot grub's swarm attack. A successful DC 16 Fortitude save halves this damage. After 2d4 rounds, the sated rot grubs crawl away. A rot grub infestation can be removed with a successful DC 20 Heal check, though this check (whether successful or not) deals 1d6 points of damage to the infested target. Alternatively, a rot grub infestation can be destroyed by a *remove disease* (PH 271), or any other effect that halts or counters a disease. Such spells destroy all of the rot grubs inhabiting a target.

Medium or larger creatures that die from rot grub infestation spawn a new rot grub swarm within 2d4 days. Burning or otherwise destroying the body prevents this. Casting *raise dead* (PH 268) to restore a creature killed by a rot grub swarm does not destroy the rot grubs inside, but casting *remove disease* or a similar spell in the round afterward removes the grubs normally. *Resurrection* (PH 272) and *true resurrection* (PH 296) destroy the rot grubs when cast.

Improved Grab (Ex): To use this ability, an otyugh must hit with a tentacle attack. It can then attempt

to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Paralysis (Ex): Victims hit by a gravetouched ghoul must make a successful DC 20 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save is Charisma-based.

Skills: An otyugh has a +8 racial bonus on Hide checks when in its lair, due to its natural coloration.

2 ROT GRUB SWARMS CR INC. ABOVE

Dungeonscape, p.106

N Diminutive vermin (swarm)

Init +2; **Senses** Listen +0, Spot +0; darkvision 60'

AC 16, touch 16, flat-footed 14

(+4 size, +2 Dex)

hp 54 (12 HD)

Immune weapon damage

Fort +8, **Ref** +6, **Will** +4

Speed 10 ft. in armor type (2 squares); climb 10 ft.

Melee -

Ranged -

Space 10 ft.; **Reach** 10 ft.

Base Atk +9; **Grp** -

Atk Options Distraction

Special actions Death hazard, swarm (3d6 plus infestation)

Abilities Str 1, Dex 14, Con 10, Int -, Wis 10, Cha 3

SQ Darkvision 60', swarm traits

Skills Climb +10, Hide +14 (+22 in Medium or larger corpse), Listen +0, Spot +0

Distraction (Ex): Any living creature that begins its turn with a rot grub swarm in its space must succeed on a DC 18 Fortitude save or be nauseated for 1 round. A DC 18 Fortitude save negates the effect. Spellcasting or concentrating on spells with a rot grub swarm in one's space requires a Concentration check (DC 20+ spell level). Using skills that involve patience and concentration requires a successful DC 20 Concentration check.

Infestation (Ex): Any living creature that takes damage from a rot grub swarm might also become infested with rot grubs. A creature must make a successful DC 18 Reflex save to dodge the swarming grubs or bat them aside. The rot grubs infesting the creature burrow into its flesh. An infested creature takes 1d6 points of damage per round, plus an additional 1d6 points of damage for each failed Reflex save against the rot grub's swarm attack. A successful DC 16 Fortitude save halves this damage. After 2d4 rounds, the sated rot grubs crawl away. A rot grub infestation can be removed with a successful DC 20 Heal check, though this check (whether successful or not) deals 1d6 points of damage to the infested target. Alternatively, a rot grub infestation can be destroyed by a *remove disease* (PH 271), or any other effect that halts or counters a disease. Such

spells destroy all of the rot grubs inhabiting a target.

Medium or larger creatures that die from rot grub infestation spawn a new rot grub swarm within 2d4 days. Burning or otherwise destroying the body prevents this. Casting *raise dead* (PH 268) to restore a creature killed by a rot grub swarm does not destroy the rot grubs inside, but casting *remove disease* or a similar spell in the round afterward removes the grubs normally. *Resurrection* (PH 272) and *true resurrection* (PH 296) destroy the rot grubs when cast.

Death Hazard (Ex): Upon destroying a rot grub swarm, 1d6 rot grubs remain, spread throughout the space inhabited by the swarm. These rot grubs behave as the hazard (see below – summarized from *Dungeonscape*, p. 140). Destroying these remaining rot grubs does not provide any additional experience points.

Anyone about to enter a square containing a rot grub can attempt a DC 20 Spot check to notice the hazard. Those who fail the check or choose to ignore the grub risk exposure. Each round, the grub makes a single touch attack (at a +5 bonus) against one living target in its square. If it succeeds, it burrows into the target's flesh. See Infestation (above) for damage, saves, and other details.

4: FILTH FEVER AND THE SHAKES

RYLKAR MADCLAW

CR 3

Monster Manual IV p.137

NE Small Magical Beast

Init +3; **Senses** darkvision 60' ; Listen +10, Spot +7

Languages Undercommon

AC 15, touch 14, flat-footed 12

(+1 size, +3 Dex, +1 natural)

hp 26 (4d10+4 HD); fire healing

Immune Fire

Fort +5 (+9 vs disease), **Ref** +7, **Will** +4 (+8 vs mind-affecting)

Speed 30 ft. (6 squares); burrow 20 ft.; climb 20 ft.

Melee Bite +8 (1d4 plus filth fever) and 2 claws +3 each (1d3 plus 1 Con)

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +0

Special Actions Mad Shriek

Abilities Str 10, Dex 17, Con 13, Int 4, Wis 17, Cha 14

SQ Hive Mind

SA Filth Fever, Mad Shriek, Magic Strike

Feats Stealthy, Weapon Finesse

Skills Climb +8, Hide +9, Listen +10, Move Silently +5, Spot +7

Fire Healing (Ex): In addition to being immune to fire, a madclaw heals 5 hit points each time it is subjected to an attack that deals fire damage.

Filth Fever (Ex): Disease—bite, Fort DC 13 negates, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Mad Shriek (Ex): Once per day, a madclaw can emit a horrible shriek. All creatures except rylkars within 30 feet must make a DC 13 Will save or become *confused* for 1 round. The save DC is Constitution-based.

Hive Mind (Ex): All rylkars within 10 miles of their harridan are in constant communication, and she with them. If one is aware of a particular danger, they all are. If one in a group is not flat-footed, none of them are. No rylkar in a group is considered flanked unless all of them are.

Skills: Madclaws have a +4 racial bonus on Listen check and a +8 racial bonus on Climb checks. A madclaw can choose to take 10 on Climb checks, even if rushed or threatened.

ADVANCED RYLKAR TORMENTOR CR 7

Monster Manual IV p.138

NE Medium Magical Beast

Init +7; **Senses** Listen +10, Spot +6

Languages Common

AC 18, touch 13, flat-footed 15

(+3 Dex, +5 natural)

hp 77 (11d10+22 HD); DR 5/magic

Resist Fire 10

Fort +9 (+13 vs disease), **Ref** +10, **Will** +4 (+8 vs mind-affecting)

Speed 40 ft. in armor type (8 squares); climb 20

Melee Bite +10 (1d8+2 plus filth fever) and 2 claws +8 each (1d4+1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +11; **Grp** +13

Atk Options Magic strike, Pounce, Rake

Special Actions Hate Shriek

Abilities Str 14, Dex 17, Con 14, Int 5, Wis 12, Cha 10

SQ Hive Mind

SA Filth Fever, Hate Shriek, Magic Strike, Pounce, Rake

Feats Improved Initiative, Improved Natural Attack (bite), Multiattack, Weapon Finesse

Skills Climb +10, Jump +6, Listen +13, Spot +6, Survival +2

Filth Fever (Ex): Disease—bite, Fort DC 17 negates, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Hate Shriek (Ex): As a standard action, a tormentor can emit a scream that incites hatred in all madclaws within 30 feet. Madclaws in the area gain a +2 morale bonus on attack rolls and damage rolls for 1 minute.

Pounce (Ex): If a tormentor charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +8 melee, damage 1d4+1.

Hive Mind (Ex): All rylkars within 10 miles of their harridan are in constant communication, and she with them. If one is aware of a particular danger,

they all are. If one in a group is not flat-footed, none of them are. No rylkar in a group is considered flanked unless all of them are.

Skills: Rylkar tormentors have a +4 racial bonus on Listen checks and a +8 racial bonus on Climb checks. A tormentor can choose to take 10 on Climb checks, even if rushed or threatened.

5: RYLKAR FEVER AND SLIMY DOOM

ADVANCED RYLKAR TORMENTOR CR 7

Monster Manual IV p.138

NE Medium Magical Beast

Init +7; **Senses** darkvision 60'; Listen +10, Spot +6

Languages Undercommon

AC 18, touch 13, flat-footed 15

(+3 Dex, +5 natural)

hp 77 (11d10+22 HD); DR 5/magic

Resist Fire 10

Fort +9 [+13 w/mass conviction], **Ref** +10 [+14], **Will** +4 [+8]; (additional +4 vs disease and mind-affecting spells and effects)

Speed 40 ft. in armor type (8 squares); climb 20

Melee Bite +10 (1d8+2 plus filth fever) and 2 claws +8 each (1d4+1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +11; **Grp** +13

Atk Options Magic strike, Pounce, Rake

Special Actions Hate Shriek

Abilities Str 14, Dex 17, Con 14, Int 5, Wis 12, Cha 10

SQ Hive Mind

SA Filth Fever, Hate Shriek, Magic Strike, Pounce, Rake

Feats Improved Initiative, Improved Natural Attack (bite), Multiattack, Weapon Finesse

Skills Climb +10, Jump +6, Listen +13, Spot +6, Survival +2

Filth Fever (Ex): Disease—bite, Fort DC 17 negates, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Hate Shriek (Ex): As a standard action, a tormentor can emit a scream that incites hatred in all madclaws within 30 feet. Madclaws in the area gain a +2 morale bonus on attack rolls and damage rolls for 1 minute.

Pounce (Ex): If a tormentor charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +8 melee, damage 1d4+1.

Hive Mind (Ex): All rylkars within 10 miles of their harridan are in constant communication, and she with them. If one is aware of a particular danger, they all are. If one in a group is not flat-footed, none of them are. No rylkar in a group is considered flanked unless all of them are.

Skills: Rylkar tormentors have a +4 racial bonus on Listen checks and a +8 racial bonus on Climb checks. A tormentor can choose to take 10 on Climb checks, even if rushed or threatened.

RYLKAR MADCLAW

CR 3

Monster Manual IV p.137

NE Small Magical Beast

Init +3; **Senses** darkvision 60'; Listen +10, Spot +7

Languages Undercommon

AC 15, touch 14, flat-footed 12

(+1 size, +3 Dex, +1 natural)

hp 26 (4d10+4 HD); fire healing

Immune Fire

Fort +5 [+9 w/mass conviction], **Ref** +7 [+11], **Will** +4 [+8]; (additional +4 vs disease and mind-affecting spells and effects)

Speed 30 ft. (6 squares); burrow 20 ft.; climb 20 ft.

Melee Bite +8 (1d4 plus filth fever) and 2 claws +3 each (1d3 plus 1 Con)

Ranged

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +0

Special Actions Mad Shriek

Abilities Str 10, Dex 17, Con 13, Int 4, Wis 17, Cha 14

SQ Hive Mind

SA Filth Fever, Mad Shriek, Magic Strike

Feats Stealthy, Weapon Finesse

Skills Climb +8, Hide +9, Listen +10, Move Silently +5, Spot +7

Fire Healing (Ex): In addition to being immune to fire, a madclaw heals 5 hit points each time it is subjected to an attack that deals fire damage.

Filth Fever (Ex): Disease—bite, Fort DC 13 negates, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Mad Shriek (Ex): Once per day, a madclaw can emit a horrible shriek. All creatures except rylkars within 30 feet must make a DC 13 Will save or become *confused* for 1 round. The save DC is Constitution-based.

Hive Mind (Ex): All rylkars within 10 miles of their harridan are in constant communication, and she with them. If one is aware of a particular danger, they all are. If one in a group is not flat-footed, none of them are. No rylkar in a group is considered flanked unless all of them are.

Skills: Madclaws have a +4 racial bonus on Listen check and a +8 racial bonus on Climb checks. A madclaw can choose to take 10 on Climb checks, even if rushed or threatened.

ADVANCED RYLKAR HARRIDAN CR 14

Monster Manual IV p.136

NE Gargantuan Magical Beast

Init +2; **Senses** blind, blindsight 60', scent; Listen +21

Languages Undercommon

AC 27, touch 8, flat-footed 24

(-4 size, +3 Dex, class, armor, shield, deflection, insight, +18 natural)

hp 407 (22d10 HD); regeneration 5; DR 10/magic

Immune gaze attacks, illusions, visual effects

Fort +22 [+26 w/mass conviction], **Ref** +16 [+20], **Will** +11 [+15]; (additional +4 vs disease and mind-affecting spells and effects)

Speed 10 ft. in armor type (2 squares)

Melee Bite +30 (4d6+18/19-20 plus rylkar fever)

Space 15 ft.; **Reach** 10 ft.

Base Atk +22; **Grp** +46

Atk Options Cleave, Improved Sunder, Power Attack, Frightful Presence, Magic Strike

Special Actions Contaminate, Spawn Swarm

Abilities Str 35, Dex 16, Con 28, Int 5, Wis 14, Cha 18

SQ Hive Mind

SA Contaminate, Frightful Presence, Magic Strike

Feats Cleave, Combat Reflexes, Improved Critical (bite), Improved Natural Attack (bite), Improved Sunder, Iron Will, Large and In Charge*, Power Attack

Skills Listen +31

Blindsight (Ex): A rylkar harridan can sense all foes within 60 feet as a sighted creature would. Beyond that range, she treats all targets as having total concealment. A rylkar harridan is susceptible to sound- and scent-based attacks, however, and is affected normally by loud noises, sonic spells (such as *ghost sound* or *silence*), and overpowering odors (such as *stinking cloud* or incense-heavy air). Negating a harridan's sense of smell or hearing reduces this ability to normal Blind-Fight (as the feat). If both these senses are negated, a rylkar harridan is effectively blinded.

Regeneration (Ex): A rylkar harridan takes normal damage from fire and acid.

Rylkar Fever (Ex): Disease—bite, Fort DC 30 negates, incubation period 1 day, damage 1d6 Con. The save DC is Constitution based.

Frightful Presence (Ex): 30-foot radius, 10 HD or fewer, Will DC 25 negates.

Contaminate (Su): A rylkar harridan exudes toxins that contaminate the environment around it. Food or drink brought within 20 feet of a harridan becomes foul and poisonous (Fort DC 30, 1d6 Con/1d6 Con) to any but rylkars. Potions in the area must succeed on a DC 30 Fortitude save or become similarly poisonous. The save DC is Constitution-based.

This contamination spreads away from a rylkar harridan's lair. Once a rylkar harridan remains in a cavern or dungeon room up to 80 feet on a side, or similar chamber, for one full week, that entire room is contaminated as above. The contamination spreads 20 feet from that room each day the rylkar harridan remains present. A *remove curse* spell cast within the room after the harridan has been killed ends the contamination.

Spawn Swarm (Ex): Three times per day, when a rylkar harridan takes at least 5 points of fire damage from a single source, she can release a rylkspawn swarm into 3 contiguous squares that she occupies or is adjacent to. See below for stats.

Hive Mind (Ex): All rylkars within 10 miles of their harridan are in constant communication, and she with them. If one is aware of a particular danger, they all are. If one in a group is not flat-footed, none of them are. No rylkar in a group is considered flanked unless all of them are.

Skills: Rylkar harridans have a +4 racial bonus on Listen checks.

RYLKAR SWARM

CR 4

Always NE Tiny magical beast (swarm)

Init +10; **Senses** darkvision 60 ft.; Listen +9, Spot +5

Aura terror musk (10 ft.)

Languages understands Undercommon

AC 18, touch 18, flat-footed 12

hp 45 (7 HD)

Immune fire, swarm immunities

Resist half damage from piercing and slashing

Fort +6 (+10 against disease), **Ref** +11, **Will** +3 (+7 against mind-affecting)

Weakness swarm vulnerabilities

Speed 20 ft. (4 squares), climb 10 ft.

Melee swarm (2d6 plus 1 Con plus filth fever)

Space 10 ft.; **Reach** 0 ft.

Base Atk +7; **Grp** —

Atk Options distraction

Abilities Str 5, Dex 22, Con 13, Int 1, Wis 13, Cha 8

SA distraction, filth fever, terror musk

SQ swarm traits

Feats Ability Focus (distraction), Improved Initiative, Stealthy

Skills Cimb +5, Hide +14, Listen +9, Move Silently +8, Spot +5

Terror Musk (Ex): At the end of a rylkspawn swarm's turn, creatures within 10 feet of it must make a DC 16 Will save or become shaken for 1 round. The save DC is Constitution-based and includes a +2 racial bonus. A creature that successfully saves cannot be affected again by that same rylkspawn swarm's musk for 24 hours. Rylkars are immune to this effect.

Filth Fever (Ex): Disease—swarm attack, Fort DC 14 negates, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Distraction (Ex): Fortitude DC 14, nauseated 1 round. The save DC is Constitution-based.

HAMNER STOAT, CLERIC OF INCABULOS CR 15

NE Medium Humanoid (Human)

Init +1; **Senses** Listen +3, Spot +3; *true seeing*

Languages Common, Abyssal

AC 29, 15 touch, 28 flat-footed

(+1 Dex, +10 armor, +3 shield, [+4 deflection w/shield of faith], +1 natural)

Miss Chance [ranged attacks 20% w/entropic shield]

hp 113 (15d8+30 HD)

Immune Disease

Resist [protection from cold (120), protection from fire (120)]; **SR** [27 w/spell resistance]

Fort +14 [+18 w/mass conviction], **Ref** +8 [+12], **Will** +15 [+19]

Weakness

Speed 20 ft. in armor (4 squares); 30 ft base movement

Melee Morningstar +13/+8/+3 (1d8+2) and bite +8 (1d6+2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +11; **Grp** +13

Atk Options Spells

Class Spells Prepared (CL 15th):

8th— Silent *horrid wilting* (Fort DC 25), ~~wall of greater dispel magic*~~

7th— *scourge*^{*D} (Fort DC 24), *slime wave** (Ref DC 23), Silent *word of recall*

6th— *blade barrier* (Ref DC 22), *harm*, *heal*, Rapid *plague of rats*^D, Silent *slay living* (Fort DC 22),

5th— *flame strike* (Ref DC 21), Silent *enervation*^D (Fort DC 22), Silent *stifle spell** (Concentration check 23+spell level), Silent *slay living* (Fort DC 22), ~~spell resistance~~, ~~true seeing~~

4th— *delay death*^D, Silent *enervation*^D (Fort DC 21), ~~freedom of movement~~, *moon bolt** (Fort DC 20), ~~Rapid summon monster III~~, Silent *dispel magic*

3rd— *energy vortex** (x2) (Ref DC 19), *ghoul gesture*^{*D} (Fort DC 20), ~~mass conviction*~~, ~~protection from cold~~, ~~protection from fire~~, Rapid *summon swarm*

2nd— ~~augury~~, *cure moderate wounds* (x2), ~~shield of faith~~, *silence* (x2), *spiritual weapon*, *summon swarm*^D

1st— *command* (Will DC 17), *cure light wounds* (x3), *divine favor*, *doom*^D (Will DC 18), ~~entropic shield~~, *obscuring mist*

0— *create water*, *detect magic*, *guidance*, *mending*, *resistance* (x2)

D: Domain spell. Deity: Incubulos: *Hunger**, *Pestilence**

~~Already cast~~; Silent spells prepared w/metamagic school focus

Abilities Str 14, Dex 12, Con 17, Int 12, Wis 22, Cha 8

SQ [*freedom of movement*]

Feats Lightning Reflexes, Metamagic School Focus* (Necromancy), Rapid Spell*, Silent Spell, Spell Focus (Necromancy), Sudden Still*, Sudden Maximize*

Skills Concentration +22, Heal +23, Knowledge (Dungeoneering) +10, Knowledge (Religion) +21

Possessions combat gear plus silver holy symbol, *full plate* +2, *buckler* +2, *everfull mug*, *everlasting rations*, *hellcat gauntlets**, *Healing Hands of Zodal* +4, *belt of priestly might**, *vest of health* +2, *boots of sidestepping**, *scroll of heal*, *scroll of restoration*, *ring of counterspells* (*greater dispel magic*), *ring of counterspells* (*dispel magic*), 110 gp.

APPENDIX 2: NEW RULES ITEMS

DOMAINS

Hunger Domain

Granted Power: You gain a bite attack. If you are Small, your bite attack deals 1d4 points of damage; Medium, 1d6; or Large, 1d8. You are proficient with your bite, and considered armed. If you already have a natural bite attack, use the higher of the two damage values. This is considered a secondary natural attack.

Domain Spells

- 1 *Ghoul Light*: Light provides Turn resistance.
 - 2 *Ghoul Glyph*: Glyph wards area, paralyzes victims.
 - 3 *Ghoul Gesture*: Ray paralyzes subject.
 - 4 *Enervation*: Subject gains 1d4 negative levels.
 - 5 *Ghoul Gauntlet*: Convert victim to a ghoul under your control.
 - 6 *Eyes of the King*: Summon fiendish dire bats.
 - 7 *Field of Ghouls*: Transform dying creatures into ghouls.
 - 8 *Bite of the King*: Swallow enemies whole.
 - 9 *Energy Drain*: Subject gains 2d4 negative levels.
- Source:** *Spell Compendium*, p275

Pestilence Domain

Granted Power: You gain immunity to the effects of all diseases, though you can still carry infectious diseases.

Domain Spells

- 1 *Doom*: One subject takes -2 on attacks, damage, saves and checks.
- 2 *Summon Swarm*: Summons swarm of bats, rats, or spiders.
- 3 *Contagion*: Infects subject with chosen disease.
- 4 *Poison*: Touch deals 1d10 Con damage, repeats in 1 minute.
- 5 *Plague of Rats*: Summons horde of rats.
- 6 *Curse of Lycanthropy*: Kills subject and summons wererats.
- 7 *Scourge*: Inflicts a disease that must be magically cured, one subject/level.
- 8 *Horrid Wilting*: Deals 1d6/level damage within 30 ft.
- 9 *Otyugh Swarm*: Creates 3d4 otyughs or 1d3+1 Huge otyughs.

FEATS

Large and In Charge [General]

You can prevent opponents from closing inside your reach.

Prerequisites: Natural reach of 10 feet or more, size Large or larger.

Benefit: When you make a successful attack of opportunity against an opponent that is moving inside your threatened area, you can force the opponent back to the 5-foot space it was in before it provoked the attack of opportunity. After you with your attack of opportunity, make an opposed Strength check against your opponent. You gain a +4 bonus for each size category larger than your opponent you are, and an additional +1 for every 5 points of damage you dealt with your attack of opportunity. If you win the opposed check, your opponent is pushed back into the space it just left. An opponent you push cannot move any farther in this round.

Source: *Draconomicon*, p 71

Metamagic School Focus

You are unusually skilled at modifying the effects of a particular school of magic.

Prerequisite: Spell Focus (chosen school) or specialist wizard in chosen school.

Benefit: Choose a school of magic for which you have the Spell Focus feat, or the school in which you have specialized. Three times per day, you can reduce by one level the cost of a metamagic feat applied to a spell of the chosen school. If you prepare spells, you can have only up to three such reduced-cost spells prepared at any time.

Special: A wizard can select this feat as a wizard bonus feat. This feat can be taken more than once. Each time you take it, it applies to a different school of magic.

Source: *Complete Mage*, p 45

Improved Toughness [General]

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 HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

Special: A fighter may select Improved Toughness as one of his fighter bonus feats.

Source: *Monster Manual V*304

Rapid Spell

You can cast spells with long casting times more quickly.

Benefit: Only spells with a casting time greater than 1 standard action can be made rapid. A rapid spell with a casting time of 1 full round can be cast as a

standard action. A rapid spell with a casting time measured in rounds can be cast in 1 full round. Rapid spells with casting times measured in minutes can be cast in 1 minute, and rapid spells with casting times measured in hours can be cast in 1 hour. A rapid spell uses up a spell slot one level higher than the spell's actual level.

Special: A spell can be made rapid and quickened only if it's original casting time was 1 full round. This feat can be applied to a spell cast spontaneously as long as its original casting time was longer than 1 full round.

Source: *Complete Divine*, p 84

Sudden Still

You can cast a spell without gestures or special preparation.

Benefit: Once per day, you can apply the effect of the Still Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Still Spell normally if you have it.

Source: *Complete Arcane*, p 83

Sudden Maximize

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

Prerequisite: Any metamagic feat.

Benefit: Once per day, you can apply the effect of the Maximize Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Maximize Spell normally if you have it.

Source: *Complete Arcane*, p 83

MAGIC ITEMS

Hellcat Gauntlets

Price (Item Level): 3,200 gp (8th)

Body Slot: Hands

Caster Level: 7th

Aura: Moderate; (DC 18) transmutation

Activation: Swift (command)

Weight: —

When you activate hellcat gauntlets, the next spell you cast during your turn that targets a single creature also deals 1d6 points of slashing damage per level of the spell, unless the spell has no effect on the target (due to spell resistance or a save negating the spell, for example), in which case the extra damage is negated.

This ability functions three times per day, but it can't be activated in consecutive rounds.

Prerequisites: Craft Wondrous Item, *spectral hand*, *keen edge*.

Cost to Create: 1,600 gp, 128 XP, 4 days

Belt of Priestly Might

Price (Item Level): 6,000 gp (10th)

Body Slot: Waist

Caster Level: 8th

Aura: Moderate; (DC 19) transmutation

Activation: —

Weight: 1 lb.

This belt features a deity's holy symbol. Followers of that deity or anyone of that deity's alignment can wear the belt safely. Any other creature gains one negative level when wearing the belt. The negative level remains for as long as the belt is worn. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the belt is worn.

While wearing the belt, you gain a +1 enhancement bonus to your existing natural armor bonus. (A creature without natural armor has an effective natural armor bonus of +0.) The belt also grants you a +2 enhancement bonus to Strength.

Prerequisites: Craft Wondrous Item, *barkskin*, *bull's strength*.

Cost to create: 3,000 gp, 240 XP, 6 days

Boots of Sidestepping

Price (Item Level): 6,000 gp (10th)

Body Slot: Feet

Caster Level: 12th

Aura: Strong; (DC 21) transmutation

Activation: Swift (mental)

Weight: —

Boots of sidestepping allow you to slide out of range of an enemy's attacks. When you activate the boots, you can take a 5-foot step (*PH* 144). Unlike a normal 5-foot step, you can take this action even if you have already moved during the round, and it doesn't prevent you from moving again afterward (or even taking your normal 5-foot step). For example, you could activate the boots to move 5 feet away from an adjacent monster, spend a move action to move another 20 feet away, then take a standard action.

Boots of sidestepping function three times a day.

Prerequisites: Craft Wondrous Item, *haste*.

Cost to Create: 3,000 gp, 240 XP, 6 days

SPELLS

Delay Death

Necromancy

Level: Cleric 4

Components: V, S, DF
Casting Time: 1 immediate action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The subject of this powerful spell is unable to die from hit point damage. While under the protection of this spell, the normal limit of -9 hit points before a character dies is extended without limit. A condition or spell that destroys enough of the subject's body so as to not allow raise dead to work, such as a *disintegrate* effect, still kills the creature, as does death brought about by ability score damage, level drain, or a death effect.

The spell does not prevent the subject from entering the dying state by dropping to -1 hit points. It merely prevents death as a result of hit point loss.

If the subject has fewer than -9 hit points when the spell's duration expires, it dies instantly.

Source: *Spell Compendium* 63

Energy Vortex

Evocation [see text]

Level: Cleric 3, druid 3

Components: V, S

Casting Time: 1 standard action

Range: 20 ft.

Targets: All creatures within a 20-ft.-radius burst centered on you.

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

When you cast energy vortex, you choose one of four energy types: acid, cold, electricity, or fire. A blast of that energy type bursts in all directions from you, dealing 1d8 points of damage +1 point per caster level (maximum +20) to nearby creatures other than you. If you are willing to take the damage yourself, you deal twice as much damage. You don't get a Reflex save, but spell resistance applies, as do any resistances and immunities you have to the energy type.

The descriptor of this spell is the same as the energy type you choose when you cast it.

Source: *Spell Compendium* 81

Ghoul Gesture

Necromancy

Level: Hunger 3

Components: V, S, M

Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Ray
Duration: 1 round/level
Saving Throw: Fortitude partial
Spell Resistance: Yes

You must succeed on a ranged touch attack with the ray to strike a target. A subject that is successfully targeted must make a Fortitude save or be paralyzed for the duration of the spell.

A subject of the ray that succeeds on its Fortitude save is instead sickened for the duration of the spell. *Neutralize poison* removes the sickened condition.

Material Component: A small scrap of cloth taken from clothing worn by a ghoul, or a pinch of earth from a ghoul's lair.

Source: *Spell Compendium* 104

Lesser Vigor

Conjuration (Healing)

Level: Cleric 1, druid 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 10 rounds + 1 round/level (max 15 rounds)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

With a touch of your hand, you boost the subject's life energy, granting him or her the fast healing ability for the duration of the spell. The subject heals 1 hit point per round of such damage until the spell ends and is automatically stabilized if he or she begins dying from hit point loss during that time. *Lesser vigor* does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow or attach lost body parts.

The effects of multiple *vigor* spells do not stack; only the highest-level effect applies. Applying a second *vigor* spell of equal level extends the first spell's duration by the full duration of the second spell.

Source: *Complete Divine* 186

Mass Conviction

Abjuration

Level: Cleric 3

Components: V, S, M

Casting Time: 1 standard action

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

Targets: Allies in a 20-ft.-radius burst

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell bolsters the mental, physical, and spiritual strength of the creatures affected. The spell grants the subject a +2 morale bonus on saving throws, with an additional +1 to the bonus for every six caster levels you have (maximum +5 morale bonus at 18th level).

Material Component: A small parchment with a bit of holy text written upon it.

Source: *Spell Compendium* 52

Moon Bolt

Evocation

Level: Cleric 4, druid 4

Components: V, S

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Target: One living or undead creature, or two living or undead creatures that are no more than 15 ft. apart; see text.

Duration: Instantaneous

Saving Throw: Fortitude half (living target) or Will negates (undead target)

Spell Resistance: Yes

A *moon bolt* strikes unerringly against any living or undead creature in range.

A living creature struck by a *moon bolt* takes 1d4 points of Strength damage per three caster levels (maximum 5d4). If the subject makes a successful Fortitude saving throw, the Strength damage is halved.

An undead creature struck by a *moon bolt* must make a Will save or fall helpless for 1d4 rounds, after which time it is no longer helpless and can stand upright, but it takes a -2 penalty on attack rolls and Will saving throws for the next minute.

Source: *Spell Compendium* 143

Plague of Rats

Conjuration (Summoning)

Level: Pestilence 5

Components: V, S, DF

Casting Time: 1 round

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

Effect: One swarm of rats/2 levels, each of which is adjacent to at least one other swarm.

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You summon a number of rat swarms (*MM* 239)—one per two caster levels—to a maximum of six swarms at 12th level. The swarms must be summoned so that each one is adjacent to at least one other swarm (that is, the swarms must fill one contiguous area). You can summon the rat swarms so that they share the spaces of other creatures. Each swarm attacks any creatures occupying its space. If no living creatures are within its space, a swarm attacks or pursues the nearest creature as best it can. You have no control over its target or direction of travel.

Source: *Spell Compendium* 157

Scourge

Necromancy

Level: Pestilence 7

Components: V, S, F, DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Targets: One living creature/level, no two of which are more than 50 ft. apart

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

The target creatures are infected with a vile disease unless they succeed on a Fortitude save. Once it has infected a creature, the disease immediately deals 1d6 Strength and Dexterity damage, and it deals the same damage each subsequent day. A creature is allowed an additional saving throw each day to avoid that day's damage. As with mummy rot (*DMG* 292), successful saves do not allow the creature to recover. The symptoms persist until the creature finds some magical means to remove the disease.

The disease can be removed by first casting *break enchantment* or *remove curse* on the subject (requiring a DC 20 caster level check for either spell), after which a *remove disease*, *heal*, or similar spell will cure the victim.

Focus: A black whip or riding crop, which is cracked in the direction of the intended victims during the casting of the spell.

Source: *Spell Compendium* 181

Slime Wave

Conjuration (Summoning)

Level: Cleric 7, druid 7

Components: V, S, M

Casting Time: 1 standard action

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

Area: 15-ft.-radius spread

Duration: 1 round/level

Saving Throw: Reflex negates

Spell Resistance: No

You create a wave of green slime (*DMG* 76) that begins at the point of origin you choose and violently spreads to the limit of the area. The wave splashes and splatters as it passes; some slime clings to any wall or ceiling the wave touches. Green slime devours flesh and organic materials on contact, and even dissolves metal. Each creature in the area is covered with one patch of green slime. Unlike normal green slime, the slime created by this spell gradually evaporates, disappearing by the end of the duration.

Material Component: A few drops of stagnant pond water.

Source: *Spell Compendium* 192

Stifle Spell

Abjuration

Level: Cleric 4, sorcerer/wizard 4

Components: V

Casting Time: 1 immediate action

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

Target: One creature casting a spell

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes

You cast this spell to distract another creature as it attempts to cast a spell. The target must succeed on a Concentration check (DC equal to 14 + your key ability modifier + the level of the spell being cast) to ignore the distraction, or else it loses the spell

Source: *Players Handbook II* 126

Wall of Greater Dispel Magic

Abjuration

Level: Cleric 8, sorcerer/wizard 8

Components: V S, DF

Casting Time: 1 standard action

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

Effect: A straight wall whose area is up to one 10-ft. square/level

Duration: 1 minute/level

Saving Throw: None

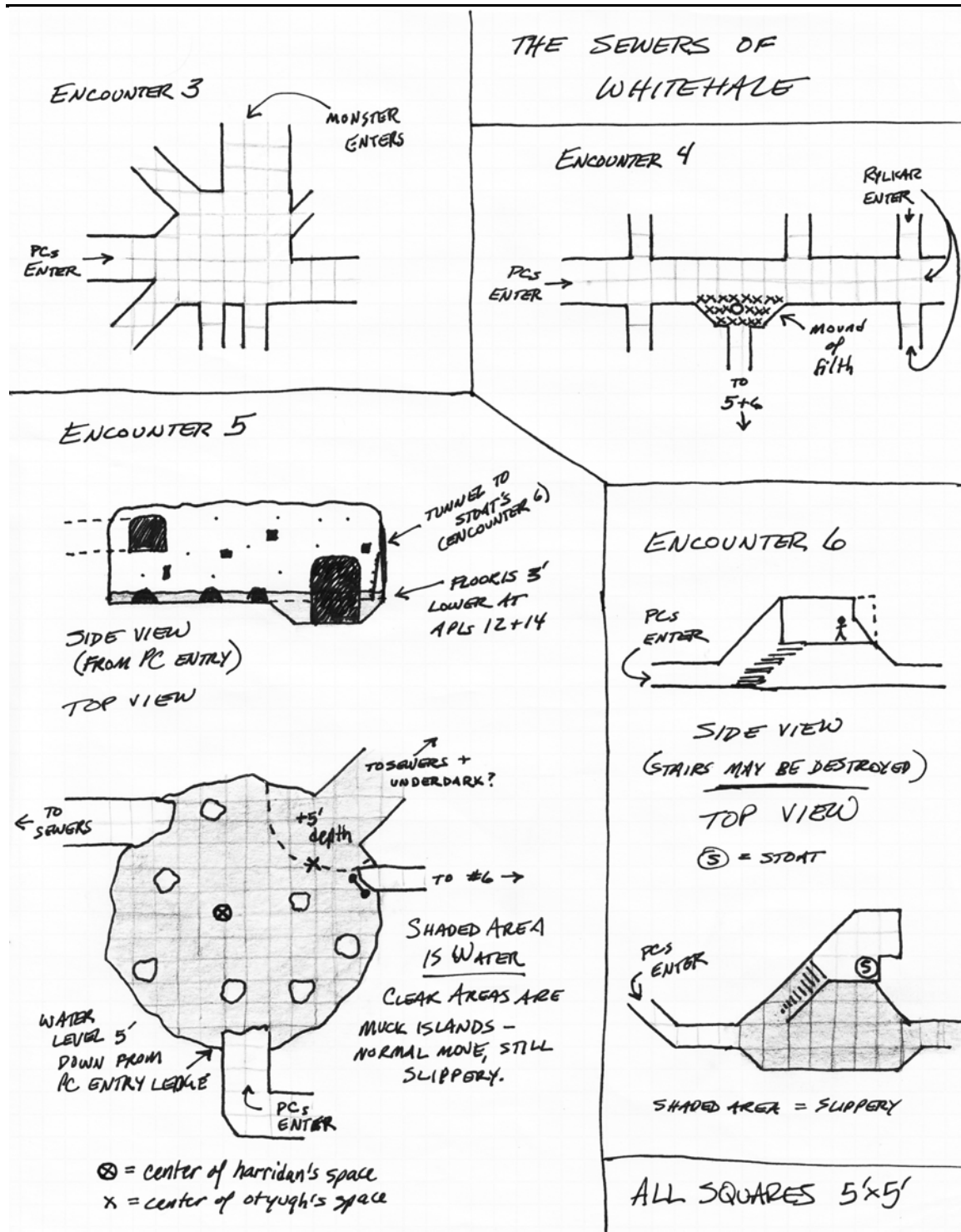
Spell Resistance: No

This spell creates a transparent, permeable barrier. Anyone passing through it becomes the target of a *greater dispel magic* effect (*PH* 223) at your caster level. A summoned creature targeted in this way can be dispelled by the effect.

A *wall of greater dispel magic* cannot be seen or felt by ordinary means, or even with a *see invisibility* spell. *Detect magic* indicates the presence of the effect, and true seeing reveals its presence.

Source: *Spell Compendium* 234

DM AID #1 – MAPS



DM AID # 2 – DISEASE TRACKING CHART AND CRITICAL EVENTS SUMMARY

Disease tracking chart

This is provided to assist the DM in keeping track of which PCs contracted which diseases during their sojourn through the sewers of Whitehale. (Consider it part of the CES.) Just put SAVED or FAILED where applicable. If they did not do the encounter, or did not have a chance to contract the disease, just put N/A.

			PC 1	PC 2	PC 3	PC 4	PC 5	PC 6
Enc #	Disease	DC						
2	Blinding Disease	16						
3	Filth Fever	17						
3	Ghoul Fever	18						
4	Filth Fever	14						
4	The Shakes	13						
5	Filth Fever	14						
5	Rylkar Fever	var						
5	Slimy Doom	14						
6	Cackle Fever	16						

Disease Effects (all except rylkar and ghou fever - see pg 292 of the DMG)

Blinding Disease Fort DC16; 1d4 Str; if victim takes 2+ damage, save again or go blind

Cackle Fever Fort DC16; 1d6 Wis

Filth Fever Fort DC varies by source; 1d3 Con and 1d3 Dex

Ghoul Fever Fort DC varies by source; 1d3 Con and Dex; see MM pg 118.

Rylkar Fever Fort DC varies by source; 1d6 Con; see Appendix 1.

The Shakes Fort DC13; 1d8 Dex

Slimy Doom Fort DC14; 1d4 Con

CES

- | | | |
|--|---------|------|
| 1. Did the PCs talk to Matchuk or destroy him? | DESTROY | TALK |
| 2. Did they learn of the <i>Healing Hands of Zoda</i> ? | YES | NO |
| 3. Did the party ever rest overnight (triggering incubation periods)? | YES | NO |
| 4. Did anyone lose potions to the corruption? | YES | NO |
| If so, how many? _____ | | |
| Did they find out 'the hard way' (ie by drinking any)? | YES | NO |
| 5. Did the party recover Arbrith Melan's signet ring? | YES | NO |
| 6. Did the party recover the <i>Healing Hands of Zoda</i> ? | YES | NO |
| 7. Did they 'return' them to Matchuk? | YES | NO |
| 8. Did they return Arbrith's signet ring to the chapel? | YES | NO |
| 9. Did the PCs remove the corruption in the sewers after the rylkars were defeated? (Requires remove curse – see harridan corruption ability description.) | YES | NO |