



The Enemies of Death

A D&D Living Kingdoms of Kalamar[®] Adventure

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"We are The Willed. Though we are few in numbers, we grow as our battles continue. Each foe fallen is another of The True. Emperor Kabori has approved our movements, unaware of our true intentions. He thinks us to be but thralls in his army, that we serve him, and in some respects we do. We serve him only so long as it is convenient. When the time comes and the Rod of Damagon sits upon the Emerald Throne of Kalamar, he too will join with The True. It is time to begin the final stages of The Way." --*Intercepted message found five days ago in a destroyed refugee camp.*

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The Enemies of Death

Several things to note.

Certain creatures do not change based on ATL. Skeletons, Zombies, Ghouls, Advanced Ghouls, and other undead will be listed in the first chapter of Enemies of Death. After that you will find separate chapters for each ATL.

Instructions – If you know the ATL that you are going to be running, all you need to do is print Chapter One – Unchanging Enemies, and then the ATL that you are going to run.

Good Luck, and good gaming!

Chapter One – Unchanging Enemies

Skeleton (Human Warrior) x 2
Medium-size Male Human Warrior Skeleton
Undead1

Hit Dice:	(1d12)
Hit Points:	12
Initiative:	+5
Speed:	Walk 30 ft.
AC:	15 (flatfooted 14, touch 11)
Attacks:	*Scimitar +1;*Claw +1/+1; ;
Damage:	*Scimitar 1d6+1;*Claw 1d4+1; ;
Vision:	Darkvision (60')
Face / Reach:	5 ft. / 5 ft.
Special Qualities:	Damage Reduction (Su), Immunity to Cold (Ex), Undead Traits
Saves:	Fortitude: +0, Reflex: +1, Will: +2
Abilities:	STR 13 (+1), DEX 13 (+1), CON * (+0), INT * (+0), WIS 10 (+0), CHA 1 (-5)
Skills:	Appraise 0; Balance -1; Bluff -5; Climb -1; Concentration -5; Craft (Untrained) 0; Diplomacy -5; Disguise -5; Escape Artist -1; Forgery 0; Gather Information -5; Heal 0; Hide -1; Intimidate -5; Jump -1; Listen 0; Move Silently -1; Ride 1; Search 0; Sense Motive 0; Spot 0; Survival 0; Swim -3;
Feats:	Improved Initiative
Challenge Rating:	1/3
Alignment:	Neutral Evil

Possessions: Scimitar; Shield (Heavy/Metal); Claw;

Special Qualities: A skeleton loses most special qualities of the base creature. It retains any extraordinary special qualities that improve its melee or ranged attacks. A skeleton gains the following special qualities.

Immunity to Cold (Ex): Skeletons are not affected by cold.

Damage Reduction 5/Bludgeoning: Skeletons lack flesh or internal organs.

Zombie x 2
Medium-size Male Human Commoner Zombie
Undead1

Hit Dice:	(1d12)+3
Hit Points:	15
Initiative:	-2
Speed:	Walk 30 ft.
AC:	10 (flatfooted 10, touch 8)
Attacks:	*Slam +0; ;
Damage:	*Slam 1d6; ;
Vision:	Darkvision (60')
Face / Reach:	5 ft. / 5 ft.
Special Qualities:	Damage Reduction (Su), Single Actions Only (Ex), Undead Traits
Saves:	Fortitude: +0, Reflex: -2, Will: +1
Abilities:	STR 10 (+0), DEX 6 (-2), CON * (+0), INT * (+0), WIS 8 (-1), CHA -1 (-6)
Skills:	Appraise 0; Balance -2; Bluff -6; Climb 0; Concentration -6; Craft (Untrained) 0; Diplomacy -6; Disguise -6; Escape Artist -2; Forgery 0; Gather Information -6; Heal -1; Hide -2; Intimidate -6; Jump 0; Listen -1; Move Silently -2; Ride -2; Search 0; Sense Motive -1; Spot -1; Survival -1; Swim 0;
Feats:	Toughness
Challenge Rating:	1/2
Alignment:	True Neutral

Possessions: Slam;

Special Qualities: A zombie loses most special qualities of the base creature. It retains any extraordinary special qualities that improve its melee or ranged attacks. A zombie gains the following special quality.

Single Actions Only (Ex): Zombies have poor reflexes and can perform only a single move action or attack action each round. A zombie can move up to its speed and attack in the same round, but only if it attempts a charge.

Ghoul
Medium-size Male Ghoul
Undead2

Hit Dice:	(2d12)
Hit Points:	17
Initiative:	+2
Speed:	Walk 30 ft.
AC:	14 (flatfooted 12, touch 12)
Attacks:	*Bite +2;*Claw +0; ;
Damage:	*Bite 1d6+1;*Claw 1d3; ;
Vision:	Darkvision (60')
Face / Reach:	5 ft. / 5 ft.
Special Qualities:	Ghoul Fever (Su), Paralysis (Ex), Turn Resistance (Ex), Undead Traits
Saves:	Fortitude: +0, Reflex: +2, Will: +5
Abilities:	STR 13 (+1), DEX 15 (+2), CON * (+0), INT 13 (+1), WIS 14 (+2), CHA 12 (+1)
Skills:	Appraise 1; Balance 6; Bluff 1; Climb 5; Concentration 1; Craft (Untrained) 1; Diplomacy 1; Disguise 1; Escape Artist 2; Forgery 1; Gather Information 1; Heal 2; Hide 6; Intimidate 1; Jump 5; Listen 2; Move Silently 6; Ride 2; Search 1; Sense Motive 2; Spot 7; Survival 2; Swim 1;
Feats:	Multiattack
Challenge Rating:	1
Alignment:	Chaotic Evil

Possessions: Bite; Claw;

Ghoul Fever (Su): Disease—bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

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

Paralysis (Ex): Those hit by a ghoulish's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

Advanced Ghoul
Medium-size Male Ghoul
Undead3

Hit Dice:	(3d12)
Hit Points:	25
Initiative:	+2
Speed:	Walk 30 ft.
AC:	14 (flatfooted 12, touch 12)
Attacks:	*Bite +2;*Claw +0; ;
Damage:	*Bite 1d6+1;*Claw 1d3; ;
Vision:	Darkvision (60')
Face / Reach:	5 ft. / 5 ft.
Special Qualities:	Ghoul Fever (Su), Paralysis (Ex), Turn Resistance (Ex), Undead Traits
Saves:	Fortitude: +1, Reflex: +3, Will: +5
Abilities:	STR 13 (+1), DEX 15 (+2), CON * (+0), INT 13 (+1), WIS 14 (+2), CHA 12 (+1)
Skills:	Appraise 1; Balance 7; Bluff 1; Climb 6; Concentration 1; Craft (Untrained) 1; Diplomacy 1; Disguise 1; Escape Artist 2; Forgery 1; Gather Information 1; Heal 2; Hide 7; Intimidate 1; Jump 6; Listen 2; Move Silently 7; Ride 2; Search 1; Sense Motive 2; Spot 7; Survival 2; Swim 1;
Feats:	Combat Reflexes, Multiattack
Challenge Rating:	1
Alignment:	Chaotic Evil

Possessions: Bite; Claw;

Ghoul Fever (Su): Disease—bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

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

Paralysis (Ex): Those hit by a ghoulish's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

Greater Ghoul
Medium-size Male Ghoul
Undead3 Rogue3

Hit Dice:	(3d12)+(3d6)
Hit Points:	43
Initiative:	+3
Speed:	Walk 30 ft.
AC:	15 (flatfooted 12, touch 13)
Attacks:	*Bite +4;*Claw +2; ;
Damage:	*Bite 1d6+1;*Claw 1d3; ;
Vision:	Darkvision (60')
Face / Reach:	5 ft. / 5 ft.
Special Qualities:	Evasion (Ex), Ghoul Fever (Su), Paralysis (Ex), Sneak Attack +2d6, Trap Sense (Ex) +1, Trapfinding, Turn Resistance (Ex), Undead Traits
Saves:	Fortitude: +2, Reflex: +7, Will: +6
Abilities:	STR 13 (+1), DEX 16 (+3), CON * (+0), INT 13 (+1), WIS 14 (+2), CHA 12 (+1)
Skills:	Appraise 1; Balance 12; Bluff 1; Climb 10; Concentration 1; Craft (Untrained) 1; Diplomacy 1; Disguise 1; Escape Artist 5; Forgery 1; Gather Information 1; Heal 2; Hide 12; Intimidate 1; Jump 10; Listen 2; Move Silently 12; Ride 3; Search 1; Sense Motive 2; Spot 9; Survival 2; Swim 1;
Feats:	Armor Proficiency (Light), Combat Reflexes, Dodge, Multiattack, Simple Weapon Proficiency
Challenge Rating:	4
Alignment:	Chaotic Evil

Possessions: Bite; Claw;

Ghoul Fever (Su): Disease—bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

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

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

Wraith
Medium-size Male Wraith
Undead5

Hit Dice:	(5d12)
Hit Points:	47
Initiative:	+7
Speed:	Fly 60 ft.
AC:	15 (flatfooted 12, touch 15)
Attacks:	*Incorporeal touch +5; ;
Damage:	*Incorporeal touch 1d4; ;
Vision:	Darkvision (60')
Face / Reach:	5 ft. / 5 ft.
Special Qualities:	50% chance to ignore any damage from a corporeal source, Always moves silently, Attacks pass through armor, Can be harmed only by other incorporeal creatures/+1 or better weapons/magic, Can pass through solid objects at will, Constitution Drain (Su), Create Spawn (Su), Daylight Powerlessness (Ex), Turn Resistance (Ex), Undead Traits, Unnatural Aura (Su)
Saves:	Fortitude: +1, Reflex: +4, Will: +6
Abilities:	STR * (+0), DEX 16 (+3), CON * (+0), INT 14 (+2), WIS 14 (+2), CHA 15 (+2)
Skills:	Appraise 2; Balance 3; Bluff 2; Climb 0; Concentration 2; Craft (Untrained) 2; Diplomacy 6; Disguise 2; Escape Artist 3; Forgery 2; Gather Information 2; Heal 2; Hide 11; Intimidate 10; Jump -18; Listen 12; Move Silently 3; Ride 3; Search 10; Sense Motive 8; Spot 12; Survival 2; Swim 0;
Feats:	Alertness, Blind-Fight, Combat Reflexes, Improved Initiative
Challenge Rating:	5
Alignment:	Lawful Evil

Possessions: Incorporeal touch;

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

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

WRAITH

Constitution Drain (Su): Living creatures hit by a wraith's incorporeal touch attack must succeed on a DC 14 Fortitude save or take 1d6 points of Constitution drain. The

save DC is Charisma-based. On each such successful attack, the wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Vampire Spawn
Medium-size Male Vampire Spawn
Undead4

Hit Dice:	(4d12)
Hit Points:	23
Initiative:	+5
Speed:	Walk 30 ft.
AC:	14 (flatfooted 13, touch 11)
Attacks:	*Slam +4; ;
Damage:	*Slam 1d6+3; ;
Vision:	Darkvision (60')
Face / Reach:	5 ft. / 5 ft.
Special Qualities:	Blood Drain (Ex), Cold Resistance 10 (Ex), Damage Reduction (Su), Domination (Su), Electricity Resistance 10 (Ex), Energy Drain (Su), Fast Healing (Ex), Gaseous Form (Su), Spider Climb (Ex), Turn Resistance (Ex), Undead Traits
Saves:	Fortitude: +1, Reflex: +4, Will: +4
Abilities:	STR 14 (+2), DEX 12 (+1), CON * (+0), INT 10 (+0), WIS 10 (+0), CHA 12 (+1)
Skills:	Appraise 0; Balance 3; Bluff 5; Climb 6; Concentration 1; Craft (Untrained) 0; Diplomacy 1; Disguise 1; Escape Artist 1; Forgery 0; Gather Information 1; Heal 0; Hide 9; Intimidate 1; Jump 8; Listen 10; Move Silently 9; Ride 1; Search 4; Sense Motive 4; Spot 10; Survival 0; Swim 2;
Feats:	Acrobatic, Alertness, Combat Reflexes, Improved Initiative,

	Lightning Reflexes
Challenge Rating:	4
Alignment:	Chaotic Evil

Possessions: Slam;

Vampire spawn use their inhuman strength when engaging mortals, hammering their foes with powerful blows and dashing them against rocks or walls. They also use their gaseous form and flight abilities to strike where opponents are most vulnerable.

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

Domination (Su): A vampire spawn can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must take a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a DC 14 Will save or fall instantly under the vampire's influence as though by a *dominate person* spell from a 5th level caster. The ability has a range of 30 feet. The save DC is Charisma-based.

Energy Drain (Su): Living creatures hit by a vampire spawn's slam attack gain one negative level. The DC is 14 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the vampire spawn gains 5 temporary hit points.

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

Gaseous Form (Su): As a standard action, a vampire spawn can assume *gaseous form* at will as the spell (caster level 6th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

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

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

Chapter Two - ATL 1

ENCOUNTER TWO –

Skeletons x2 – 12 hp, Zombies x2 – 15 hp

ENCOUNTER SIX – STAY

Use Creatures from Encounter 7 A or B, based upon the time that they try to steal the Rod.

ENCOUNTER SEVEN – ASSAULT

7A – Nighttime –

ATL 1 – N'Valdan, Sorvar, 2 Animated Statues, 2 Skeletons, 2 Zombies, 1 Ghoul

7B – Daytime

ATL 1 – N'Valdan, Thramryn, Sorvar, 2 Animated Statues, 2 Skeletons, 2 Zombies, 1 Ghoul

N'Valdan ATL 1

Medium-size Male Altered Ghoul
Undead2 Cleric1

Hit Dice:	(2d12)+(1d8)
Hit Points:	23
Initiative:	+8
Speed:	Walk 30 ft.
AC:	19 (flatfooted 15, touch 14)
Attacks:	*Rod of Damagon +2;*Bite +3;*Claw +4; ;
Damage:	*Rod of Damagon ;*Bite 1d6+2;*Claw 1d3+1; ;
Vision:	Darkvision (60')
Face / Reach:	5 ft. / 5 ft.
Special Qualities:	Ghoul Fever (Su), Paralysis (Ex), Rebuke Undead (Su) 5/day (turn level 1) (turn damage 2d6+3), Spontaneous casting, Turn Resistance (Ex), Undead Traits
Saves:	Fortitude: +2, Reflex: +4, Will: +10
Abilities:	STR 14 (+2), DEX 18 (+4), CON * (+0), INT 17 (+3), WIS 20 (+5), CHA 14 (+2)
Skills:	Appraise 3; Balance 9; Bluff 2; Climb 7; Concentration 6; Craft (Untrained) 3; Diplomacy 8; Disguise 2; Escape Artist 3; Forgery 3; Gather Information 3; Heal 5; Hide 9; Intimidate 2; Jump 1; Listen 5; Move Silently 9; Ride 4; Search 3; Sense Motive 10; Spellcraft 9; Spot 9; Survival 5; Swim 0;
Feats:	Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Combat Casting, Improved Initiative, Negotiator, Shield Proficiency, Simple Weapon Proficiency, Spell Focus (Necromancy), Two-Weapon Fighting
Challenge Rating:	2
Alignment:	Lawful Evil

Possessions: Rod of Damagon; Bite; Claw; Outfit (Explorer's); Studded Leather;

Deity: None *Domains:* Evil (You cast evil spells at +1 caster level.) Death (You may use a death touch once per day. Your death touch is a supernatural ability that produces a death effect. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per cleric level you possess. If the total at least equals the creature's current hit points, it dies (no save)..)

Spells:

Spells per Day: (3/3+1/0/0/0/0/0/0/ DC:15+spell level)

Cleric

Known:

Level 0: Detect Magic, Guidance, Resistance
Level 1: Bane, Bless, Doom, Protection from Good,

Sorvar ATL 1

Medium-size Male Ghoul
Undead2

Hit Dice:	(2d12)
Hit Points:	19
Initiative:	+4
Speed:	Walk 30 ft.
AC:	16 (flatfooted 12, touch 14)
Attacks:	*Bite +3;*Claw -2; ;
Damage:	*Bite 1d6+2;*Claw 1d3+1; ;
Vision:	Darkvision (60')
Face / Reach:	5 ft. / 5 ft.
Special Qualities:	Ghoul Fever (Su), Paralysis (Ex), Turn Resistance (Ex), Undead Traits
Saves:	Fortitude: +0, Reflex: +4, Will: +4
Abilities:	STR 14 (+2), DEX 18 (+4), CON * (+0), INT 14 (+2), WIS 12 (+1), CHA 14 (+2)
Skills:	Appraise 2; Balance 9; Bluff 2; Climb 7; Concentration 2; Craft (Untrained) 2; Diplomacy 2; Disguise 2; Escape Artist 4; Forgery 2; Gather Information 2; Heal 1; Hide 9; Intimidate 2; Jump 2; Listen 1; Move Silently 5; Ride 4; Search 2; Sense Motive 1; Spot 5; Survival 1; Swim 2;
Feats:	Combat Reflexes
Challenge Rating:	1
Alignment:	Chaotic Evil

Possessions: Bite; Claw;

Ghoul Fever (Su): Disease—bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

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

Paralysis (Ex): Those hit by a ghoulish's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Elvish have immunity to this paralysis. The save DC is Charisma-based.

Thramyrrn

Medium-size Male Ghoulish Undead1 Barbarian1

Hit Dice:	(1d12)+(1d12)
Hit Points:	24
Initiative:	+4
Speed:	Walk 30 ft.
AC:	19 (flatfooted 15, touch 14)
Attacks:	Axe, Throwing +5;Axe, Throwing (Thrown) +5;*Handaxe +6;Javelin +5;*Bite +5;*Claw +6; ;
Damage:	Axe, Throwing 1d6+4;Axe, Throwing (Thrown) 1d6;*Handaxe 1d6+4;Javelin 1d6;*Bite 1d6+4;*Claw 1d3+2; ;
Vision:	Darkvision (60')
Face / Reach:	5 ft. / 5 ft.
Special Qualities:	Bonuses when enraged (STR +4, CON +4, Will +2, AC -2, HP 4), Ghoul Fever (Su), Paralysis (Ex), Rage (Ex) 1 times/day (5 rounds), Turn Resistance (Ex), Undead Traits
Saves:	Fortitude: +2, Reflex: +4, Will: +4
Abilities:	STR 18 (+4), DEX 18 (+4), CON * (+0), INT 11 (+0), WIS 14 (+2), CHA 13 (+1)
Skills:	Appraise 0; Balance 5; Bluff 1; Climb 5; Concentration 1; Craft (Untrained) 0; Diplomacy 1; Disguise 1; Escape Artist 1; Forgery 0; Gather Information 1; Heal 2; Hide 4; Intimidate 6; Jump 5; Listen 2; Move Silently 6; Ride 6; Search 0; Sense Motive 2; Spot 2; Survival 6; Swim -2;
Feats:	Armor Proficiency (Light), Armor Proficiency (Medium), Martial Weapon Proficiency, Power Attack, Shield Proficiency, Simple Weapon Proficiency,

	Two-Weapon Fighting, Weapon Focus (Handaxe)
Challenge Rating:	2
Alignment:	Neutral Evil

Possessions: Axe, Throwing; Handaxe; Hide; Javelin; Outfit (Traveler's); Bite; Claw;

Ghoul Fever (Su): Disease—bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

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

Paralysis (Ex): Those hit by a ghoulish's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Elvish have immunity to this paralysis. The save DC is Charisma-based.

Animated Object, Small - ATL 1

Small-size Male Animated Object, Small Construct1

Hit Dice:	(1d10)+10
Hit Points:	20
Initiative:	+1
Speed:	Walk 30 ft., Legs 40 ft., Multiple legs 50 ft., Wheels 70 ft.
AC:	14 (flatfooted 13, touch 12)
Attacks:	*Slam +1; ;
Damage:	*Slam 1d4; ;
Vision:	Darkvision (60'), Low-light
Face / Reach:	5 ft. / 5 ft.
Special Qualities:	Construct Traits
Saves:	Fortitude: +0, Reflex: +1, Will: -5
Abilities:	STR 10 (+0), DEX 12 (+1), CON * (+0), INT * (+0), WIS 1 (-5), CHA 1 (-5)
Skills:	Appraise 0; Balance 1; Bluff -5; Climb 0; Concentration 0; Craft (Untrained) 0; Diplomacy -5; Disguise -5; Escape Artist 1; Forgery 0; Gather Information -5; Heal -5; Hide 5; Intimidate -5; Jump 0; Listen -5; Move Silently 1; Ride 1; Search 0; Sense Motive -5; Spot -5; Survival -5; Swim 0;
Feats:	
Challenge Rating:	1
Alignment:	True Neutral

Possessions: Slam;

Chapter Three - ATL 3

ENCOUNTER TWO

Skeletons x3 - 12 hp, Zombies x3 - 15 hp

ENCOUNTER SIX – STAY

Use Creatures from Encounter 7 A or B, based upon the time that they try to steal the Rod.

ENCOUNTER SEVEN – ASSAULT

7B – Daytime

ATL 3 – N'Valdan, Sorvar, 3 Animated Statues, 3 Skeletons, 3 Zombies, 2 Ghouls

7A – Nighttime –

ATL 3 – N'Valdan, Thramryn, Sorvar, 3 Animated Statues, 3 Skeletons, 3 Zombies, 2 Ghouls,

N'Valdan ATL 3

Medium-size Male Altered Ghoul

Undead2 Cleric2

Hit Dice:	(2d12)+(2d8)
Hit Points:	29
Initiative:	+8
Speed:	Walk 30 ft.
AC:	19 (flatfooted 15, touch 14)
Attacks:	*Rod of Damagon +3;*Bite +4;*Claw +5; ;
Damage:	*Rod of Damagon ;*Bite 1d6+2;*Claw 1d3+1; ;
Vision:	Darkvision (60')
Face / Reach:	5 ft. / 5 ft.
Special Qualities:	Ghoul Fever (Su), Paralysis (Ex), Rebuke Undead (Su) 5/day (turn level 2) (turn damage 2d6+4), Spontaneous casting, Turn Resistance (Ex), Undead Traits
Saves:	Fortitude: +3, Reflex: +4, Will: +11
Abilities:	STR 14 (+2), DEX 18 (+4), CON * (+0), INT 17 (+3), WIS 21 (+5), CHA 14 (+2)
Skills:	Appraise 3; Balance 9; Bluff 2; Climb 7; Concentration 7; Craft (Untrained) 3; Diplomacy 9; Disguise 2; Escape Artist 3; Forgery 3; Gather Information 3; Heal 6; Hide 9; Intimidate 2; Jump 1; Listen 5; Move Silently 9; Ride 4; Search 3; Sense Motive 10; Spellcraft 10; Spot 9; Survival 5; Swim 0;
Feats:	Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Combat Casting, Improved Initiative, Negotiator, Shield Proficiency, Simple Weapon Proficiency, Spell Focus (Necromancy), Two-Weapon Fighting
Challenge Rating:	3
Alignment:	Lawful Evil

Possessions: Rod of Damagon; Bite; Claw; Outfit (Explorer's); Studded Leather;

Deity: None *Domains:* Evil(You cast evil spells at +1 caster level.) Death(You may use a death touch once per day. Your death touch is a supernatural ability that produces a

death effect. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per cleric level you possess. If the total at least equals the creature's current hit points, it dies (no save)..)

Spells:

Spells per Day: (4/4+1/0/0/0/0/0/0/ DC:15+spell level)

Cleric - Known:

Level 0: Detect Magic, Guidance, Resistance x2

Level 1: Bane, Bless, Doom, Inflict Light Wounds,

Protection from Good,

Sorvar ATL 3
Medium-size Male Ghoul
Undead3

Hit Dice:	(3d12)
Hit Points:	30
Initiative:	+4
Speed:	Walk 30 ft.
AC:	16 (flatfooted 12, touch 14)
Attacks:	*Bite +3;*Claw -2; ;
Damage:	*Bite 1d6+2;*Claw 1d3+1; ;
Vision:	Darkvision (60')
Face / Reach:	5 ft. / 5 ft.
Special Qualities:	Ghoul Fever (Su), Paralysis (Ex), Turn Resistance (Ex), Undead Traits
Saves:	Fortitude: +1, Reflex: +7, Will: +4
Abilities:	STR 14 (+2), DEX 18 (+4), CON * (+0), INT 14 (+2), WIS 12 (+1), CHA 14 (+2)
Skills:	Appraise 2; Balance 9; Bluff 2; Climb 8; Concentration 2; Craft (Untrained) 2; Diplomacy 2; Disguise 2; Escape Artist 4; Forgery 2; Gather Information 2; Heal 1; Hide 10; Intimidate 2; Jump 6; Listen 1; Move Silently 5; Ride 4; Search 2; Sense Motive 1; Spot 5; Survival 1; Swim 2;
Feats:	Combat Reflexes, Lightning Reflexes
Challenge Rating:	1
Alignment:	Chaotic Evil

Possessions: Bite; Claw;

Ghoul Fever (Su): Disease—bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

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

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

Thramyryn
Medium-size Male Ghoul
Undead1 Barbarian3

Hit Dice:	(1d12)+(3d12)
Hit Points:	40
Initiative:	+4
Speed:	Walk 30 ft.
AC:	20 (flatfooted 20, touch 14)
Attacks:	Axe, Throwing -3;Axe, Throwing (Thrown) +7;*Handaxe +6;Javelin +7;*Bite +7;*Claw +8; ;
Damage:	Axe, Throwing 1d6+4;Axe, Throwing (Thrown) 1d6;*Handaxe 1d6+2;Javelin 1d6;*Bite 1d6+4;*Claw 1d3+2; ;
Vision:	Darkvision (60')
Face / Reach:	5 ft. / 5 ft.
Special Qualities:	Bonuses when enraged (STR +4, CON +4, Will +2, AC -2, HP 8), Ghoul Fever (Su), Paralysis (Ex), Rage (Ex) 1 times/day (5 rounds), Trap Sense (Ex) +1, Turn Resistance (Ex), Uncanny Dodge (Dex bonus to AC), Undead Traits
Saves:	Fortitude: +3, Reflex: +5, Will: +5
Abilities:	STR 18 (+4), DEX 18 (+4), CON * (+0), INT 11 (+0), WIS 14 (+2), CHA 14 (+2)
Skills:	Appraise 0; Balance 5; Bluff 2; Climb 6; Concentration 2; Craft (Untrained) 0; Diplomacy 2; Disguise 2; Escape Artist 1; Forgery 0; Gather Information 2; Heal 2; Hide 4; Intimidate 8; Jump 6; Listen 3; Move Silently 7; Ride 6; Search 0; Sense Motive 2; Spot 2; Survival 7; Swim -1;
Feats:	Armor Proficiency (Light), Armor Proficiency (Medium), Martial Weapon Proficiency, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (Handaxe)
Challenge Rating:	4
Alignment:	Neutral Evil

Possessions: Axe, Throwing; Handaxe; Hide; Javelin; Outfit (Traveler's); Bite; Claw;

Ghoul Fever (Su): Disease—bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

An afflicted humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a

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

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

Animated Object, Small - ATL 1
Small-size Male Animated Object, Small
Construct1

Hit Dice:	(1d10)+10
Hit Points:	20
Initiative:	+1
Speed:	Walk 30 ft., Legs 40 ft., Multiple legs 50 ft., Wheels 70 ft.
AC:	14 (flatfooted 13, touch 12)
Attacks:	*Slam +1; ;
Damage:	*Slam 1d4; ;

Vision:	Darkvision (60'), Low-light
Face / Reach:	5 ft. / 5 ft.
Special Qualities:	Construct Traits
Saves:	Fortitude: +0, Reflex: +1, Will: -5
Abilities:	STR 10 (+0), DEX 12 (+1), CON * (+0), INT * (+0), WIS 1 (-5), CHA 1 (-5)
Skills:	Appraise 0; Balance 1; Bluff -5; Climb 0; Concentration 0; Craft (Untrained) 0; Diplomacy -5; Disguise -5; Escape Artist 1; Forgery 0; Gather Information -5; Heal -5; Hide 5; Intimidate -5; Jump 0; Listen -5; Move Silently 1; Ride 1; Search 0; Sense Motive -5; Spot -5; Survival -5; Swim 0;
Feats:	
Challenge Rating:	1
Alignment:	True Neutral

Possessions: Slam;

Chapter Four - ATL 5

ENCOUNTER TWO

Ghoul x1 – 17 hp, Skeleton x2 – 12hp, Zombie x2 - 15

ENCOUNTER SIX – STAY

Use Creatures from Encounter 7 A or B, based upon the time that they try to steal the Rod.

ENCOUNTER SEVEN – ASSAULT

7B – Daytime

ATL 5 – N'Valdan, Sorvar, 4 Animated Statues, 5 Skeletons, 5 Zombies, 2 Ghouls, 1 Advanced Ghoul

7A – Nighttime –

ATL 5 – N'Valdan, Thramryn, Sorvar, 4 Animated Statues, 5 Skeletons, 5 Zombies, 2 Ghouls, 1 Advanced Ghoul, 1 vampire spawn

N'Valdan ATL 5 Medium-size Male Altered Ghoul Undead2 Cleric4

Hit Dice:	(2d12)+(4d8)
Hit Points:	40
Initiative:	+8
Speed:	Walk 30 ft.
AC:	19 (flatfooted 15, touch 14)
Attacks:	*Rod of Damagon +5;*Bite +6;*Claw +7; ;
Damage:	*Rod of Damagon ;*Bite 1d6+2;*Claw 1d3+1; ;
Vision:	Darkvision (60')
Face / Reach:	5 ft. / 5 ft.
Special Qualities:	Ghoul Fever (Su), Paralysis (Ex), Rebuke Undead (Su) 5/day (turn level 4) (turn damage 2d6+6), Spontaneous casting, Turn Resistance (Ex), Undead Traits
Saves:	Fortitude: +4, Reflex: +5, Will: +12
Abilities:	STR 14 (+2), DEX 18 (+4), CON * (+0), INT 17 (+3), WIS 21 (+5), CHA 14 (+2)
Skills:	Appraise 3; Balance 9; Bluff 2; Climb 7; Concentration 9; Craft (Untrained) 3; Diplomacy 13; Disguise 2; Escape Artist 3; Forgery 3; Gather Information 3; Heal 8; Hide 9; Intimidate 2; Jump 1; Listen 5; Move Silently 9; Ride 4; Search 3; Sense Motive 10; Spellcraft 12; Spot 9; Survival 5; Swim 0;
Feats:	Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Combat Casting, Improved Initiative, Negotiator, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Spell Focus (Necromancy), Two-Weapon Fighting
Challenge Rating:	5
Alignment:	Lawful Evil

Possessions: Rod of Damagon; Bite; Claw; Outfit (Explorer's); Studded Leather;

Deity: None *Domains:* Evil(You cast evil spells at +1 caster level.) Death(You may use a death touch once per day. Your death touch is a supernatural ability that produces a death effect. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per cleric level you possess. If the total at least equals the creature's current hit points, it dies (no save)..)

Spells:

Spells per Day: (5/5+1/3+1/0/0/0/0/0/ DC:15+spell level)

Cleric - Known:

Level 0: Detect Magic, Guidance, Resistance x2, Virtue

Level 1: Bane, Bless, Doom, Inflict Light Wounds

Protection from Good, Sanctuary

Level 2: Bull's Strength, Darkness, Death Knell, Desecrate

Ghoul Fever (Su): Disease—bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

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

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

Sorvar ATL 5
Medium-size Male Ghast
Undead4

Hit Dice:	(4d12)
Hit Points:	37
Initiative:	+5
Speed:	Walk 30 ft.
AC:	19 (flatfooted 14, touch 15)
Attacks:	*Bite +6;*Claw +1; ;
Damage:	*Bite 1d8+4;*Claw 1d4+2; ;
Vision:	Darkvision (60')
Face / Reach:	5 ft. / 5 ft.
Special Qualities:	Ghoul Fever (Su), Stench (Ex), Turn Resistance (Ex), Undead Traits
Saves:	Fortitude: +1, Reflex: +8, Will: +5
Abilities:	STR 18 (+4), DEX 20 (+5), CON * (+0), INT 14 (+2), WIS 12 (+1), CHA 18 (+4)
Skills:	Appraise 2; Balance 11; Bluff 4; Climb 11; Concentration 4; Craft (Untrained) 2; Diplomacy 4; Disguise 4; Escape Artist 5; Forgery 2; Gather Information 4; Heal 1; Hide 12; Intimidate 4; Jump 9; Listen 1; Move Silently 7; Ride 5; Search 2; Sense Motive 1; Spot 6; Survival 1; Swim 4;
Feats:	Combat Reflexes, Lightning Reflexes, Power Attack
Challenge Rating:	3
Alignment:	Chaotic Evil

Possessions: Bite; Claw;

Ghoul Fever (Su): Disease—bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

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

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

Thramyryn
Medium-size Male Ghoul
Undead1 Barbarian4

Hit Dice:	(1d12)+(4d12)
Hit Points:	48
Initiative:	+4
Speed:	Walk 30 ft.
AC:	20 (flatfooted 20, touch 14)
Attacks:	Axe, Throwing -2;Axe, Throwing (Thrown) +8;*Handaxe +7;Javelin +8;*Bite +8;*Claw +9; ;
Damage:	Axe, Throwing 1d6+4;Axe, Throwing (Thrown) 1d6;*Handaxe 1d6+2;Javelin 1d6;*Bite 1d6+4;*Claw 1d3+2; ;
Vision:	Darkvision (60')
Face / Reach:	5 ft. / 5 ft.
Special Qualities:	Bonuses when enraged (STR +4, CON +4, Will +2, AC -2, HP 10), Ghoul Fever (Su), Paralysis (Ex), Rage (Ex) 2 times/day (5 rounds), Trap Sense (Ex) +1, Turn Resistance (Ex), Uncanny Dodge (Dex bonus to AC), Undead Traits
Saves:	Fortitude: +4, Reflex: +5, Will: +5
Abilities:	STR 18 (+4), DEX 18 (+4), CON * (+0), INT 11 (+0), WIS 14 (+2), CHA 14 (+2)
Skills:	Appraise 0; Balance 5; Bluff 2; Climb 7; Concentration 2; Craft (Untrained) 0; Diplomacy 2; Disguise 2; Escape Artist 1; Forgery 0; Gather Information 2; Heal 2; Hide 4; Intimidate 9; Jump 7; Listen 4; Move Silently 7; Ride 6; Search 0; Sense Motive 2; Spot 2; Survival 7; Swim -1;
Feats:	Armor Proficiency (Light), Armor Proficiency (Medium), Martial Weapon Proficiency, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (Handaxe)
Challenge Rating:	5
Alignment:	Neutral Evil

Possessions: Axe, Throwing; Handaxe; Hide; Javelin; Outfit (Traveler's); Bite; Claw;

Ghoul Fever (Su): Disease—bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

An afflicted humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a

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

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

Animated Object, Small - ATL 1
Small-size Male Animated Object, Small
Construct1

Hit Dice:	(1d10)+10
Hit Points:	20
Initiative:	+1
Speed:	Walk 30 ft., Legs 40 ft., Multiple legs 50 ft., Wheels 70 ft.
AC:	14 (flatfooted 13, touch 12)
Attacks:	*Slam +1; ;
Damage:	*Slam 1d4; ;
Vision:	Darkvision (60'), Low-light
Face / Reach:	5 ft. / 5 ft.

Special Qualities:	Construct Traits
Saves:	Fortitude: +0, Reflex: +1, Will: -5
Abilities:	STR 10 (+0), DEX 12 (+1), CON * (+0), INT * (+0), WIS 1 (-5), CHA 1 (-5)
Skills:	Appraise 0; Balance 1; Bluff -5; Climb 0; Concentration 0; Craft (Untrained) 0; Diplomacy -5; Disguise -5; Escape Artist 1; Forgery 0; Gather Information -5; Heal -5; Hide 5; Intimidate -5; Jump 0; Listen -5; Move Silently 1; Ride 1; Search 0; Sense Motive -5; Spot -5; Survival -5; Swim 0;
Feats:	
Challenge Rating:	1
Alignment:	True Neutral

Possessions: Slam;

Chapter Five - ATL 7

ENCOUNTER TWO

Advanced Ghoul x1, Ghoul x2 – 17 hp, Skeleton x4 – hp 12, Zombie x4

ENCOUNTER SIX – STAY

Use Creatures from Encounter 7 A or B, based upon the time that they try to steal the Rod.

ENCOUNTER SEVEN – ASSAULT

7B – Daytime

ATL 7 - N'Valdan, Sorvar, 4 Animated Statues, 8 Zombies, 8 Skeletons, 3 Ghouls, 1 Advanced Ghoul

7A – Nighttime –

ATL 7 - N'Valdan, Thramryn, Sorvar, 4 Animated Statues, 8 Zombies, 3 Ghouls, 1 Advanced Ghoul, 1 wraith, 2 vampire spawn

N'Valdan ATL 7

Medium-size Male Altered Ghoul

Undead2 Cleric5

Hit Dice:	(2d12)+(5d8)
Hit Points:	46
Initiative:	+8
Speed:	Walk 30 ft.
AC:	19 (flatfooted 15, touch 14)
Attacks:	*Rod of Damagon +5;*Bite +6;*Claw +7; ;
Damage:	*Rod of Damagon ;*Bite 1d6+2;*Claw 1d3+1; ;
Vision:	Darkvision (60)
Face / Reach:	5 ft. / 5 ft.
Special Qualities:	Ghoul Fever (Su), Paralysis (Ex), Rebuke Undead (Su) 5/day (turn level 5) (turn damage 2d6+7), Spontaneous casting, Turn Resistance (Ex), Undead Traits
Saves:	Fortitude: +4, Reflex: +5, Will: +12
Abilities:	STR 14 (+2), DEX 18 (+4), CON * (+0), INT 17 (+3), WIS 21 (+5), CHA 14 (+2)
Skills:	Appraise 3; Balance 9; Bluff 2; Climb 7; Concentration 10; Craft (Untrained) 3; Diplomacy 14; Disguise 2; Escape Artist 3; Forgery 3; Gather Information 3; Heal 8; Hide 9; Intimidate 2; Jump 1; Listen 5; Move Silently 9; Ride 4; Search 3; Sense Motive 11; Spellcraft 13; Spot 9; Survival 5; Swim 0;
Feats:	Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Combat Casting, Improved Initiative, Negotiator, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Spell Focus (Necromancy), Two-Weapon Fighting
Challenge Rating:	6

Alignment:	Lawful Evil
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Possessions: Rod of Damagon; Bite; Claw; Outfit (Explorer's); Studded Leather;

Deity: None *Domains:* Evil(You cast evil spells at +1 caster level.) Death(You may use a death touch once per day. Your death touch is a supernatural ability that produces a death effect. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per cleric level you possess. If the total at least equals the creature's current hit points, it dies (no save)..)

Spells:

Spells per Day: (5/5+1/3+1/2+1/0/0/0/0/ DC:15+spell level)

Cleric - Known:

Level 0: Detect Magic, Guidance, Resistance x2, Virtue

Level 1: Bane, Bless, Doom, Inflict Light Wounds

Protection from Good, Sanctuary

Level 2: Bull's Strength, Darkness, Death Knell,

Desecrate

Level 3: Bestow Curse, Magic Circle against Good,

Searing Light

Ghoul Fever (Su): Disease—bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

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

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

Sorvar ATL 7
Medium-size Male Ghast
Undead5

Hit Dice:	(5d12)
Hit Points:	43
Initiative:	+5
Speed:	Walk 30 ft.
AC:	19 (flatfooted 14, touch 15)
Attacks:	*Bite +6;*Claw +1; ;
Damage:	*Bite 1d8+4;*Claw 1d4+2; ;
Vision:	Darkvision (60')
Face / Reach:	5 ft. / 5 ft.
Special Qualities:	Ghoul Fever (Su), Stench (Ex), Turn Resistance (Ex), Undead Traits
Saves:	Fortitude: +1, Reflex: +8, Will: +5
Abilities:	STR 18 (+4), DEX 20 (+5), CON * (+0), INT 14 (+2), WIS 12 (+1), CHA 18 (+4)
Skills:	Appraise 2; Balance 12; Bluff 4; Climb 12; Concentration 4; Craft (Untrained) 2; Diplomacy 4; Disguise 4; Escape Artist 5; Forgery 2; Gather Information 4; Heal 1; Hide 13; Intimidate 4; Jump 10; Listen 1; Move Silently 8; Ride 5; Search 2; Sense Motive 1; Spot 7; Survival 1; Swim 4;
Feats:	Combat Reflexes, Lightning Reflexes, Power Attack
Challenge Rating:	3
Alignment:	Chaotic Evil

Possessions: Bite; Claw;

Ghoul Fever (Su): Disease—bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

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

Paralysis (Ex): Those hit by a ghoulish's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

Thramyryn
Medium-size Male Ghoul
Undead1 Barbarian6

Hit Dice:	(1d12)+(6d12)
Hit Points:	64
Initiative:	+4
Speed:	Walk 30 ft.
AC:	20 (flatfooted 20, touch 14)
Attacks:	Axe, Throwing +0/-5;Axe, Throwing (Thrown) +10/+5;*Handaxe +9;Javelin +10/+5;*Bite +10;*Claw +11; ;
Damage:	Axe, Throwing 1d6+4;Axe, Throwing (Thrown) 1d6;*Handaxe 1d6+2;Javelin 1d6;*Bite 1d6+4;*Claw 1d3+2; ;
Vision:	Darkvision (60')
Face / Reach:	5 ft. / 5 ft.
Special Qualities:	Bonuses when enraged (STR +4, CON +4, Will +2, AC -2, HP 14), Ghoul Fever (Su), Improved Uncanny Dodge (can't be flanked except by a rogue of 10 level), Paralysis (Ex), Rage (Ex) 2 times/day (5 rounds), Trap Sense (Ex) +2, Turn Resistance (Ex), Undead Traits
Saves:	Fortitude: +5, Reflex: +6, Will: +6
Abilities:	STR 18 (+4), DEX 18 (+4), CON * (+0), INT 11 (+0), WIS 14 (+2), CHA 14 (+2)
Skills:	Appraise 0; Balance 5; Bluff 2; Climb 9; Concentration 2; Craft (Untrained) 0; Diplomacy 2; Disguise 2; Escape Artist 1; Forgery 0; Gather Information 2; Heal 2; Hide 4; Intimidate 11; Jump 10; Listen 5; Move Silently 7; Ride 6; Search 0; Sense Motive 2; Spot 2; Survival 7; Swim -1;
Feats:	Armor Proficiency (Light), Armor Proficiency (Medium), Martial Weapon Proficiency, Power Attack, Power Control (Handaxe), Shield Proficiency, Simple Weapon Proficiency, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (Handaxe)
Challenge Rating:	7
Alignment:	Neutral Evil

Possessions: Axe, Throwing; Handaxe; Hide; Javelin; Outfit (Traveler's); Bite; Claw;

Ghoul Fever (Su): Disease—bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

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

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

**Animated Object, Medium ATL 5
Medium-size Male Animated Object, Medium
Construct2**

Hit Dice:	(2d10)+20
Hit Points:	35
Initiative:	+0
Speed:	Walk 30 ft., Legs 40 ft., Multiple legs 50 ft., Wheels 70 ft.
AC:	14 (flatfooted 14, touch 10)
Attacks:	*Slam +2; ;
Damage:	*Slam 1d6+1; ;
Vision:	Darkvision (60'), Low-light

Face / Reach:	5 ft. / 5 ft.
Special Qualities:	Construct Traits
Saves:	Fortitude: +0, Reflex: +0, Will: -5
Abilities:	STR 12 (+1), DEX 10 (+0), CON * (+0), INT * (+0), WIS 1 (-5), CHA 1 (-5)
Skills:	Appraise 0; Balance 0; Bluff -5; Climb 1; Concentration 0; Craft (Untrained) 0; Diplomacy -5; Disguise -5; Escape Artist 0; Forgery 0; Gather Information -5; Heal -5; Hide 0; Intimidate -5; Jump 1; Listen -5; Move Silently 0; Ride 0; Search 0; Sense Motive -5; Spot -5; Survival -5; Swim 1;
Feats:	
Challenge Rating:	2
Alignment:	True Neutral

Possessions: Slam;

Chapter Six - ATL 9

ENCOUNTER TWO

Greater Ghoul x1, Advanced Ghoul x2, Ghoul x3 – 17 hp, Skeleton x10 – 12 hp, Zombie x10 – 15 hp

ENCOUNTER SIX – STAY

Use Creatures from Encounter 7 A or B, based upon the time that they try to steal the Rod.

ENCOUNTER SEVEN – ASSAULT

7B – Daytime

ATL 9 - N'Valdan, Sorvar, 6 Animated Statues, 10 Zombies, 10 Skeletons, 3 Ghouls, 1 Advanced Ghoul, 1 Greater Ghoul

7A – Nighttime –

ATL 9 - N'Valdan, Thramryn, Sorvar, 6 Animated Statues, 10 Zombies, 10 Skeletons, 3 Ghouls, 1 Advanced Ghoul, 1 Greater Ghoul, 1 wraith, 2 vampire spawn

N'Valdan ATL 9

Medium-size Male Altered Ghoul

Undead2 Cleric6

Hit Dice:	(2d12)+(6d8)
Hit Points:	51
Initiative:	+8
Speed:	Walk 30 ft.
AC:	19 (flatfooted 15, touch 14)
Attacks:	*Rod of Damagon +6;*Bite +7;*Claw +8; ;
Damage:	*Rod of Damagon ;*Bite 1d6+2;*Claw 1d3+1; ;
Vision:	Darkvision (60)
Face / Reach:	5 ft. / 5 ft.
Special Qualities:	Ghoul Fever (Su), Paralysis (Ex), Rebuke Undead (Su) 5/day (turn level 6) (turn damage 2d6+8), Spontaneous casting, Turn Resistance (Ex), Undead Traits
Saves:	Fortitude: +5, Reflex: +6, Will: +13
Abilities:	STR 14 (+2), DEX 18 (+4), CON * (+0), INT 18 (+4), WIS 21 (+5), CHA 14 (+2)
Skills:	Appraise 4; Balance 9; Bluff 2; Climb 7; Concentration 11; Craft (Untrained) 4; Diplomacy 17; Disguise 2; Escape Artist 3; Forgery 4; Gather Information 3; Heal 9; Hide 9; Intimidate 2; Jump 1; Listen 5; Move Silently 9; Ride 4; Search 4; Sense Motive 12; Spellcraft 15; Spot 9; Survival 5; Swim 0;
Feats:	Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Combat Casting, Improved Initiative, Negotiator, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Spell Focus (Necromancy), Two-Weapon Fighting
Challenge Rating:	7

Alignment:	Lawful Evil
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Possessions: Rod of Damagon; Bite; Claw; Outfit (Explorer's); Studded Leather;

Deity: None *Domains:* Evil(You cast evil spells at +1 caster level.) Death(You may use a death touch once per day. Your death touch is a supernatural ability that produces a death effect. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per cleric level you possess. If the total at least equals the creature's current hit points, it dies (no save)..)

Spells:

Spells per Day: (5/5+1/4+1/3+1/0/0/0/0/0/ DC:15+spell level)

Cleric - Known:

Level 0: Detect Magic, Guidance, Resistance x2, Virtue

Level 1: Bane, Bless, Doom, Inflict Light Wounds

Protection from Good, Sanctuary

Level 2: Bull's Strength, Darkness x2, Death Knell,

Desecrate

Level 3: Bestow Curse, Dispel Magic, Magic Circle against Good, Searing Light

Ghoul Fever (Su): Disease—bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

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

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

Sorvar ATL 9
Medium-size Male Ghast
Undead7

Hit Dice:	(7d12)
Hit Points:	59
Initiative:	+5
Speed:	Walk 30 ft.
AC:	19 (flatfooted 14, touch 15)
Attacks:	*Bite +7;*Claw +2; ;
Damage:	*Bite 1d8+4;*Claw 1d4+2; ;
Vision:	Darkvision (60')
Face / Reach:	5 ft. / 5 ft.
Special Qualities:	Ghoul Fever (Su), Stench (Ex), Turn Resistance (Ex), Undead Traits
Saves:	Fortitude: +2, Reflex: +9, Will: +6
Abilities:	STR 18 (+4), DEX 20 (+5), CON * (+0), INT 14 (+2), WIS 12 (+1), CHA 18 (+4)
Skills:	Appraise 2; Balance 14; Bluff 4; Climb 14; Concentration 4; Craft (Untrained) 2; Diplomacy 4; Disguise 4; Escape Artist 5; Forgery 2; Gather Information 4; Heal 1; Hide 15; Intimidate 4; Jump 12; Listen 1; Move Silently 10; Ride 5; Search 2; Sense Motive 1; Spot 9; Survival 1; Swim 4;
Feats:	Combat Reflexes, Improved Overrun, Lightning Reflexes, Power Attack
Challenge Rating:	3
Alignment:	Chaotic Evil

Possessions: Bite; Claw;

Ghoul Fever (Su): Disease—bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

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

Paralysis (Ex): Those hit by a ghoulish's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

Thramyryn
Medium-size Male Ghoul
Undead1 Barbarian8

Hit Dice:	(1d12)+(8d12)
Hit Points:	80
Initiative:	+4
Speed:	Walk 30 ft.
AC:	20 (flatfooted 20, touch 14)
Attacks:	Axe, Throwing +2/-3;Axe, Throwing (Thrown) +12/+7;*Handaxe +11/+6;Javelin +12/+7;*Bite +12;*Claw +13; ;
Damage:	Axe, Throwing 1d6+4;Axe, Throwing (Thrown) 1d6;*Handaxe 1d6+2;Javelin 1d6;*Bite 1d6+4;*Claw 1d3+2; ;
Vision:	Darkvision (60')
Face / Reach:	5 ft. / 5 ft.
Special Qualities:	Bonuses when enraged (STR +4, CON +4, Will +2, AC -2, HP 18), Ghoul Fever (Su), Improved Uncanny Dodge (can't be flanked except by a rogue of 12 level), Paralysis (Ex), Rage (Ex) 3 times/day (5 rounds), Trap Sense (Ex) +2, Turn Resistance (Ex), Undead Traits
Saves:	Fortitude: +6, Reflex: +6, Will: +6
Abilities:	STR 19 (+4), DEX 18 (+4), CON * (+0), INT 11 (+0), WIS 14 (+2), CHA 14 (+2)
Skills:	Appraise 0; Balance 5; Bluff 2; Climb 11; Concentration 2; Craft (Untrained) 0; Diplomacy 2; Disguise 2; Escape Artist 1; Forgery 0; Gather Information 2; Heal 2; Hide 4; Intimidate 13; Jump 12; Listen 5; Move Silently 7; Ride 6; Search 0; Sense Motive 2; Spot 2; Survival 9; Swim -1;
Feats:	Armor Proficiency (Light), Armor Proficiency (Medium), Improved Two-Weapon Fighting, Martial Weapon Proficiency, Power Attack, Power Control (Handaxe), Shield Proficiency, Simple Weapon Proficiency, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (Handaxe)
Challenge Rating:	9
Alignment:	Neutral Evil

Possessions: Axe, Throwing; Handaxe; Hide; Javelin; Outfit (Traveler's); Bite; Claw;

Ghoul Fever (Su): Disease—bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

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

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

Animated Object, Medium ATL 5
Medium-size Male Animated Object, Medium Construct2

Hit Dice:	(2d10)+20
Hit Points:	35
Initiative:	+0
Speed:	Walk 30 ft., Legs 40 ft., Multiple legs 50 ft., Wheels 70 ft.
AC:	14 (flatfooted 14, touch 10)
Attacks:	*Slam +2; ;

Damage:	*Slam 1d6+1; ;
Vision:	Darkvision (60'), Low-light
Face / Reach:	5 ft. / 5 ft.
Special Qualities:	Construct Traits
Saves:	Fortitude: +0, Reflex: +0, Will: -5
Abilities:	STR 12 (+1), DEX 10 (+0), CON * (+0), INT * (+0), WIS 1 (-5), CHA 1 (-5)
Skills:	Appraise 0; Balance 0; Bluff -5; Climb 1; Concentration 0; Craft (Untrained) 0; Diplomacy -5; Disguise -5; Escape Artist 0; Forgery 0; Gather Information -5; Heal -5; Hide 0; Intimidate -5; Jump 1; Listen -5; Move Silently 0; Ride 0; Search 0; Sense Motive -5; Spot -5; Survival -5; Swim 1;
Feats:	
Challenge Rating:	2
Alignment:	True Neutral

Possessions: Slam;

Chapter Seven - ATL 11

ENCOUNTER TWO

Greater Ghoul x2, Advanced Ghoul x5, Ghoul x10 - 17.

ENCOUNTER SIX – STAY

Use Creatures from Encounter 7 A or B, based upon the time that they try to steal the Rod.

ENCOUNTER SEVEN – ASSAULT

7B – Daytime

ATL 11 - N'Valdan, Sorvar, 6 Animated Statues, 16 Zombies, 16 Skeletons, 2 Advanced Ghouls, 1 Greater Ghoul

7A – Nighttime –

ATL 11 - N'Valdan, Thramryn, Sorvar, 6 Animated Statues, 16 Zombies, 16 Skeletons, 2 Advanced Ghouls, 1 Greater Ghoul, 2 wraiths, 2 vampire spawn

N'Valdan ATL 11
Medium-size Male Altered Ghoul
Undead2 Cleric8

Hit Dice:	(2d12)+(8d8)
Hit Points:	63
Initiative:	+8
Speed:	Walk 30 ft.
AC:	19 (flatfooted 15, touch 14)
Attacks:	*Rod of Damagon +8/+3;*Bite +9;*Claw +10;
Damage:	*Rod of Damagon ;*Bite 1d6+2;*Claw 1d3+1; ;
Vision:	Darkvision (60')
Face / Reach:	5 ft. / 5 ft.
Special Qualities:	Ghoul Fever (Su), Paralysis (Ex), Rebuke Undead (Su) 5/day (turn level 8) (turn damage 2d6+10), Spontaneous casting, Turn Resistance (Ex), Undead Traits
Saves:	Fortitude: +6, Reflex: +6, Will: +14
Abilities:	STR 14 (+2), DEX 18 (+4), CON * (+0), INT 18 (+4), WIS 21 (+5), CHA 14 (+2)
Skills:	Appraise 4; Balance 9; Bluff 3; Climb 7; Concentration 13; Craft (Untrained) 4; Diplomacy 19; Disguise 2; Escape Artist 3; Forgery 4; Gather Information 3; Heal 11; Hide 9; Intimidate 2; Jump 1; Listen 5; Move Silently 9; Ride 4; Search 4; Sense Motive 13; Spellcraft 17; Spot 9; Survival 5; Swim 0;
Feats:	Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Combat Casting, Divine Might, Improved Initiative, Negotiator, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Spell Focus (Necromancy), Two-Weapon Fighting
Challenge Rating:	9

Alignment:	Lawful Evil
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Possessions: Rod of Damagon; Bite; Claw; Outfit (Explorer's); Studded Leather;

Deity: None *Domains:* Evil(You cast evil spells at +1 caster level.) Death(You may use a death touch once per day. Your death touch is a supernatural ability that produces a death effect. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per cleric level you possess. If the total at least equals the creature's current hit points, it dies (no save)..)

Spells:

Spells per Day: (6/6+1/4+1/4+1/3+1/0/0/0/0/ DC:15+spell level)

Cleric - Known:

Level 0: Detect Magic, Guidance, Resistance x2, Virtue x2

Level 1: Bane, Bless, Doom x2, Inflict Light Wounds Protection from Good, Sanctuary

Level 2: Bull's Strength, Darkness x2, Death Knell, Desecrate

Level 3: Bestow Curse, Dispel Magic, Magic Circle against Good, Searing Lightx2

Level 4: Death Ward, Divine Power, Freedom of Movement, Inflict Critical Wounds

Ghoul Fever (Su): Disease—bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

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

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

Sorvar ATL 11
Medium-size Male Ghast
Undead8

Hit Dice:	(8d12)
Hit Points:	69
Initiative:	+5
Speed:	Walk 30 ft.
AC:	19 (flatfooted 14, touch 15)
Attacks:	*Bite +8;*Claw +3; ;
Damage:	*Bite 1d8+4;*Claw 1d4+2; ;
Vision:	Darkvision (60')
Face / Reach:	5 ft. / 5 ft.
Special Qualities:	Ghoul Fever (Su), Stench (Ex), Turn Resistance (Ex), Undead Traits
Saves:	Fortitude: +2, Reflex: +9, Will: +7
Abilities:	STR 19 (+4), DEX 20 (+5), CON * (+0), INT 14 (+2), WIS 12 (+1), CHA 18 (+4)
Skills:	Appraise 2; Balance 15; Bluff 4; Climb 15; Concentration 4; Craft (Untrained) 2; Diplomacy 4; Disguise 4; Escape Artist 5; Forgery 2; Gather Information 4; Heal 1; Hide 16; Intimidate 4; Jump 13; Listen 1; Move Silently 11; Ride 5; Search 2; Sense Motive 1; Spot 10; Survival 1; Swim 4;
Feats:	Combat Reflexes, Improved Overrun, Lightning Reflexes, Power Attack
Challenge Rating:	3
Alignment:	Chaotic Evil

Possessions: Bite; Claw;

Ghoul Fever (Su): Disease—bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

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

Paralysis (Ex): Those hit by a ghoulish's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

Thramyryn
Medium-size Male Ghoul
Undead1 Barbarian10

Hit Dice:	(1d12)+(10d12)
Hit Points:	96
Initiative:	+4
Speed:	Walk 30 ft.
AC:	20 (flatfooted 20, touch 14)
Attacks:	Axe, Throwing +4/-1;Axe, Throwing (Thrown) +14/+9;*Handaxe +13/+8;Javelin +14/+9;*Bite +14;*Claw +15; ;
Damage:	Axe, Throwing 1d6+4;Axe, Throwing (Thrown) 1d6;*Handaxe 1d6+2;Javelin 1d6;*Bite 1d6+4;*Claw 1d3+2; ;
Vision:	Darkvision (60')
Face / Reach:	5 ft. / 5 ft.
Special Qualities:	Bonuses when enraged (STR +4, CON +4, Will +2, AC -2, HP 22), Ghoul Fever (Su), Improved Uncanny Dodge (can't be flanked except by a rogue of 14 level), Paralysis (Ex), Rage (Ex) 3 times/day (5 rounds), Trap Sense (Ex) +3, Turn Resistance (Ex), Undead Traits
Saves:	Fortitude: +7, Reflex: +7, Will: +7
Abilities:	STR 19 (+4), DEX 18 (+4), CON * (+0), INT 11 (+0), WIS 14 (+2), CHA 14 (+2)
Skills:	Appraise 0; Balance 5; Bluff 2; Climb 13; Concentration 2; Craft (Untrained) 0; Diplomacy 2; Disguise 2; Escape Artist 1; Forgery 0; Gather Information 2; Heal 2; Hide 4; Intimidate 15; Jump 14; Listen 5; Move Silently 7; Ride 6; Search 0; Sense Motive 2; Spot 2; Survival 11; Swim -1;
Feats:	Armor Proficiency (Light), Armor Proficiency (Medium), Improved Two-Weapon Fighting, Martial Weapon Proficiency, Power Attack, Power Control (Handaxe), Shield Proficiency, Simple Weapon Proficiency, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (Handaxe)
Challenge Rating:	11
Alignment:	Neutral Evil

Possessions: Axe, Throwing; Handaxe; Hide; Javelin; Outfit (Traveler's); Bite; Claw;

Ghoul Fever (Su): Disease—bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

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

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

Animated Object, Large - ATL 9

Large-size Male Animated Object, Large Construct4

Hit Dice:	(4d10)+30
Hit Points:	60
Initiative:	+0
Speed:	Walk 20 ft., Legs 30 ft., Multiple legs 40 ft., Wheels 60 ft.
AC:	14 (flatfooted 14, touch 9)
Attacks:	*Slam +5; ;
Damage:	*Slam 1d8+4; ;
Vision:	Darkvision (60'), Low-light

Face / Reach:	10 ft. / 5 ft.
Special Qualities:	Construct Traits
Saves:	Fortitude: +1, Reflex: +1, Will: -4
Abilities:	STR 16 (+3), DEX 10 (+0), CON * (+0), INT * (+0), WIS 1 (-5), CHA 1 (-5)
Skills:	Appraise 0; Balance 0; Bluff -5; Climb 3; Concentration 0; Craft (Untrained) 0; Diplomacy -5; Disguise -5; Escape Artist 0; Forgery 0; Gather Information -5; Heal -5; Hide -4; Intimidate -5; Jump -3; Listen -5; Move Silently 0; Ride 0; Search 0; Sense Motive -5; Spot -5; Survival -5; Swim 3;
Feats:	
Challenge Rating:	3
Alignment:	True Neutral

Possessions: Slam;

Chapter 8 - ATL 13

ENCOUNTER TWO

Greater Ghoul x4, Advanced Ghoul x10.

ENCOUNTER SIX – STAY

Use Creatures from Encounter 7 A or B, based upon the time that they try to steal the Rod.

ENCOUNTER SEVEN – ASSAULT

7B – Daytime

ATL 13 - N'Valdan, Sorvar, 6 Animated Statues, 16 Zombies, 16 Skeletons, 4 Advanced Ghouls, 2 Greater Ghouls

7A – Nighttime –

ATL 13 - N'Valdan, Thramryn, Sorvar, 6 Animated Statues, 16 Zombies, 16 Skeletons, 4 Advanced Ghouls, 2 Greater Ghouls, 2 wraiths, 2 vampire spawn

N'Valdan ATL 13
Medium-size Male Altered Ghoul
Undead2 Cleric10

Hit Dice:	(2d12)+(10d8)
Hit Points:	73
Initiative:	+8
Speed:	Walk 30 ft.
AC:	19 (flatfooted 15, touch 14)
Attacks:	*Rod of Damagon +9/+4;*Bite +10;*Claw +11;;
Damage:	*Rod of Damagon ;*Bite 1d6+2;*Claw 1d3+1;;
Vision:	Darkvision (60')
Face / Reach:	5 ft. / 5 ft.
Special Qualities:	Ghoul Fever (Su), Paralysis (Ex), Rebuke Undead (Su) 5/day (turn level 10) (turn damage 2d6+12), Spontaneous casting, Turn Resistance (Ex), Undead Traits
Saves:	Fortitude: +7, Reflex: +7, Will: +16
Abilities:	STR 14 (+2), DEX 18 (+4), CON * (+0), INT 18 (+4), WIS 22 (+6), CHA 14 (+2)
Skills:	Appraise 4; Balance 10; Bluff 3; Climb 7; Concentration 15; Craft (Untrained) 4; Diplomacy 21; Disguise 2; Escape Artist 3; Forgery 4; Gather Information 3; Heal 14; Hide 9; Intimidate 2; Jump 1; Listen 6; Move Silently 9; Ride 4; Search 4; Sense Motive 15; Spellcraft 19; Spot 10; Survival 6; Swim 0;
Feats:	Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Combat Casting, Divine Might, Improved Initiative, Maximize Spell, Negotiator, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Spell Focus (Necromancy), Two-Weapon Fighting

Challenge Rating:	11
Alignment:	Lawful Evil

Possessions: Rod of Damagon; Bite; Claw; Outfit (Explorer's); Studded Leather;

Deity: None *Domains:* Evil(You cast evil spells at +1 caster level.) Death(You may use a death touch once per day. Your death touch is a supernatural ability that produces a death effect. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per cleric level you possess. If the total at least equals the creature's current hit points, it dies (no save)..)

Spells:

Spells per Day: (6/6+1/6+1/4+1/4+1/3+1/0/0/0/ DC:16+spell level)

Cleric - Known:

Level 0: Detect Magic, Guidance, Resistance x2, Virtue x2

Level 1: Bane, Bless, Doom x2, Inflict Light Wounds Protection from Good, Sanctuary

Level 2: Bull's Strength, Darkness x2, Death Knell, Desecrate, Hold Person x 2

Level 3: Bestow Curse, Dispel Magic, Magic Circle against Good, Searing Lightx2

Level 4: Death Ward, Divine Power, Freedom of Movement, Giant Vermin, Inflict Critical Wounds

Level 5: Break Enchantment, Dispel Good, Insect Plague, Slay Living

Ghoul Fever (Su): Disease—bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

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

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

Sorvar ATL 13
Medium-size Male Ghast
Undead8

Hit Dice:	(8d12)
Hit Points:	69
Initiative:	+5
Speed:	Walk 30 ft.
AC:	19 (flatfooted 14, touch 15)
Attacks:	*Bite +8;*Claw +3; ;
Damage:	*Bite 1d8+4;*Claw 1d4+2; ;
Vision:	Darkvision (60')
Face / Reach:	5 ft. / 5 ft.
Special Qualities:	Ghoul Fever (Su), Stench (Ex), Turn Resistance (Ex), Undead Traits
Saves:	Fortitude: +2, Reflex: +9, Will: +7
Abilities:	STR 19 (+4), DEX 20 (+5), CON * (+0), INT 14 (+2), WIS 12 (+1), CHA 18 (+4)
Skills:	Appraise 2; Balance 15; Bluff 4; Climb 15; Concentration 4; Craft (Untrained) 2; Diplomacy 4; Disguise 4; Escape Artist 5; Forgery 2; Gather Information 4; Heal 1; Hide 16; Intimidate 4; Jump 13; Listen 1; Move Silently 11; Ride 5; Search 2; Sense Motive 1; Spot 10; Survival 1; Swim 4;
Feats:	Combat Reflexes, Improved Overrun, Lightning Reflexes, Power Attack
Challenge Rating:	3
Alignment:	Chaotic Evil

Possessions: Bite; Claw;

Ghoul Fever (Su): Disease—bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

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

Paralysis (Ex): Those hit by a ghoulish's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Elvish have immunity to this paralysis. The save DC is Charisma-based.

Thramyryn
Medium-size Male Ghoul
Undead1 Barbarian11

Hit Dice:	(1d12)+(11d12)
Hit Points:	104
Initiative:	+4
Speed:	Walk 30 ft.
AC:	20 (flatfooted 20, touch 14)
Attacks:	Axe, Throwing +6/+1/-4;Axe, Throwing (Thrown) +15/+10/+5;*Handaxe +15/+10;Javelin +15/+10/+5;*Bite +16;*Claw +17; ;
Damage:	Axe, Throwing 1d6+5;Axe, Throwing (Thrown) 1d6;*Handaxe 1d6+2;Javelin 1d6;*Bite 1d6+5;*Claw 1d3+2; ;
Vision:	Darkvision (60')
Face / Reach:	5 ft. / 5 ft.
Special Qualities:	Bonuses when enraged (STR +6, CON +6, Will +3, AC -2, HP 36), Ghoul Fever (Su), Greater Rage (Ex) 3 times/day (6 rounds), Improved Uncanny Dodge (can't be flanked except by a rogue of 15 level), Paralysis (Ex), Trap Sense (Ex) +3, Turn Resistance (Ex), Undead Traits
Saves:	Fortitude: +7, Reflex: +7, Will: +7
Abilities:	STR 20 (+5), DEX 18 (+4), CON * (+0), INT 11 (+0), WIS 14 (+2), CHA 14 (+2)
Skills:	Appraise 0; Balance 5; Bluff 2; Climb 15; Concentration 2; Craft (Untrained) 0; Diplomacy 2; Disguise 2; Escape Artist 1; Forgery 0; Gather Information 2; Heal 2; Hide 4; Intimidate 16; Jump 16; Listen 5; Move Silently 7; Ride 6; Search 0; Sense Motive 2; Spot 2; Survival 12; Swim 0;
Feats:	Armor Proficiency (Light), Armor Proficiency (Medium), Cleave, Improved Two-Weapon Fighting, Martial Weapon Proficiency, Power Attack, Power Control (Handaxe), Shield Proficiency, Simple Weapon Proficiency, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (Handaxe)
Challenge Rating:	12
Alignment:	Neutral Evil

Possessions: Axe, Throwing; Handaxe; Hide; Javelin; Outfit (Traveler's); Bite; Claw;

Ghoul Fever (Su): Disease—bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

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

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

Animated Object, Large - ATL 9

Large-size Male Animated Object, Large Construct4

Hit Dice:	(4d10)+30
Hit Points:	60
Initiative:	+0
Speed:	Walk 20 ft., Legs 30 ft., Multiple legs 40 ft., Wheels 60 ft.
AC:	14 (flatfooted 14, touch 9)
Attacks:	*Slam +5; ;
Damage:	*Slam 1d8+4; ;
Vision:	Darkvision (60'), Low-light
Face / Reach:	10 ft. / 5 ft.
Special Qualities:	Construct Traits
Saves:	Fortitude: +1, Reflex: +1, Will: -4
Abilities:	STR 16 (+3), DEX 10 (+0), CON * (+0), INT * (+0), WIS 1 (-5), CHA 1 (-5)
Skills:	Appraise 0; Balance 0; Bluff -5; Climb 3; Concentration 0; Craft (Untrained) 0; Diplomacy -5; Disguise -5; Escape Artist 0; Forgery 0; Gather Information -5; Heal -5; Hide -4; Intimidate -5; Jump -3; Listen -5; Move Silently 0; Ride 0; Search 0; Sense Motive -5; Spot -5; Survival -5; Swim 3;
Feats:	
Challenge Rating:	3
Alignment:	True Neutral

Possessions: Slam;