

HIG5-06

Desires of an Empty Heart

A One-Round D&D LIVING GREYHAWK[®] Highfolk Regional Adventure

Version 1.0

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A treasure lies sleeping in the deep, dark wood, and an empty heart desires it more anything; desires it so much that he is willing to do anything necessary to get it. Soon he will have it, unless heroes intervene. This is a Highfolk regional adventure for APLs 2 to 12; the fourth and final part of "A Slow Rot."

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

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For questions specific to this document and your region, please e-mail your triad point of contact (POC) at skerrit@wi.rr.com; for LIVING GREYHAWK campaign questions, email rpgahq@wizards.com.

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK™ campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

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

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

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important

information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

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

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.

1. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars, paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. Animals with different CRs are determined separately using the chart; then, take the highest CR animal (or animals), and add 2 (drop fractions). This result is the effective character level for a mixed-CR group of animals. A single PC may only bring four or fewer animals of this type.

2. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.

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

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

number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

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

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

TIME UNITS AND UPKEEP

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

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

Adventure Background

The Nightwalker. The Baklunish Man. He goes by many names, and indeed his true name of Khuruhut Zheylet has been forgotten by any still living, for he has lived for centuries. One of the oldest vampires on Oerth, Khuruhut is perhaps the most devoted servant of Nerull, the Reaper, in the Vesve. Draw to this area by the ancient Baklunish ruins in the forest, Khuruhut searches for an artifact known as the Gloom that calls to him. It is always in the back of his mind, urging him on, urging him to uncover its secrets and bring glory to Nerull.

In order to possess this lost artifact of the Hater of Life, he has gone to great lengths. He has temporarily subjugated himself to the pretender Iuz in order to gain access to the resources necessary. He experimented in creating new weapons of war (*HIG1-10 Grave Occurrences* and *HIG2-04 Grave Consequences*), gathered corpses and built an army (*HIG1-04 A Grave Disturbance* and *HIG2-07 Dark and Restless Dreams*), brought that army to bare against the Old One's enemies under the cover of magical darkness (*HIG3-03 Siege*) and finally betrayed his false master during the Festival of the Blood Moon and took his undead army into the woods (*HIG4-02 Losing the War We've Won*). Now that his army is forgotten by most, he recalls all his minions to him, there is only a brief moment that stands between him and the item he wants and needs.

Adventure Synopsis

The Nightwalker has finally put his plan into motion. Now that the absence of his troops has become largely forgotten, he has begun calling them from their hiding places, along with reinforcements, to the Vesve near Flameflower, the way having been cleared by the invading grugach. It is during this reapportioning of troops that the heroes are drawn into his machinations.

Introduction: The party is having a comfortable evening at the Shady Leaf Inn in the small town of Weeping Willow. They have the opportunity to learn of some of the current happenings in the High Vale.

Dawning of Night: Milsa comes into the Shady Leaf seeking aid. Her son Wilten didn't come in out of the fields this evening and she is worried. Milsa asks the heroes to investigate.

Fields of Horror: The party investigates the fields and finds Wilten dead amidst marks of the passing of a great host, yet no one noticed them. While investigating, they encounter the elven merchant Orvar, who has some information to aid the party.

Into the Dark Heart of the Wood: The adventurers follow the host into the Vesve and overtake them. There they discover an old foe thought defeated, and after defeating him again, they can learn where he was headed and why.

Smiles between Friends: The heroes encounter Grinn and Borot who are scouting for Field Marshal Azrin. It is likely that the party never even realizes who it is.

Sepulcher of the Bronze Moon: The party arrives at their destination, only to find it occupied by the missing undead army amidst a flurry of activity. They must sneak inside and get to the Gloom in order to disrupt the plans of the Nightwalker.

The Shadow Cabal: In the final room of the Sepulcher of the Bronze Moon, the party confronts the Shadow Cabal, leaders of the undead army where they can quickly get in over their head. The party must disrupt the ritual in progress or become the undead slaves of the Nightwalker.

Conclusion: The heroes return to Highfolk where they are contacted by the Knights of the High Forest.

Preparation for Play

Legendary Deeds: At the beginning of this scenario, each player must determine the recognition of his Legendary Deeds. If the character has **Defeating Malekash, Pain-bringer of Izlen**, this deed is automatically the Deed recognized. Otherwise, roll percentile dice for each player and compare it to the total percentage value of all the Legendary Deeds that the player has accumulated for this character. If the percentile roll is greater than the total, a Legendary Deed is not recognized, and nothing happens. If the roll is less than the percentage total, then randomly choose one of the deeds from the hero's pool. For the entirety of the event, NPCs recognize the hero for the deed he has accomplished, and the benefit listed on the deed may be used. After the scenario, the deed is marked "USED" and the player may keep it, so as to keep a record of his deeds.

Balance of the Scales: Determine if any character at your table possesses the Dragon Disciple prestige class. If any character is present that possesses the Dragon Disciple prestige class and does not have Highfolk regional documentation giving them access (that is, they possess levels in the class from another region, or they took access exercising the core option), they are touched by a chill as they proceed through the field during **Fields of Horror**. Roll 1d6 to determine one of their statistics randomly. For the rest of the adventure, that character receives a -6 penalty to that statistic (to a minimum of 1). There is no saving throw or spell resistance to resist this effect, although it can be automatically removed by a *miracle*, or *wish* spell. A *remove curse* spell dampens the effect for one day. This effect ends at the end of this scenario.

Karma: Before play starts, also determine if any player possesses a character made with "**Karma**". In this instance, the hero's first AR is from *IUZ4-08 Shattered Reflections of a Frozen Twilight*. These heroes have a modified **Sepulcher of the Bronze Moon**, and receive

the "**Invocation of Karma**" special benefit on that character's AR.

Introduction

The party begins the adventure having stopped at the Shady Leaf Inn (Building #1) in the small town of Weeping Willow. A description of Weeping Willow is provided here to aid in dealing with those adventurers who wish to explore the town. See **Dungeon Master Aid #1** for a map of those buildings corresponding to these descriptions. Once you have described the setting, give the party a chance to introduce themselves to each other before proceeding to **Dawning of Night**.

The buildings in Weeping Willow consist mostly of one-story homes, made entirely of wood. There is not one stone living structure in the hamlet. All of the buildings appear to be well made, except for a couple of farmhouses and barns that have been abandoned for quite some time (marked with an "A" on the map shown in **Dungeon Master Aid #1**).

The Quagflow Road runs north through the village and crosses Chirping Creek just at the edge of town. The farmlands stretch out to either side of the hamlet.

1. Shady Leaf Inn

This two-story timber structure bears a sign outside its doors stating, "Shady Leaf Inn", underneath which a smaller sign hangs which reads, "Welcome". Around the side, you see a stable for horses. Entering the place, it is cozy and inviting inside. No fire burns in the hearth due to the seasonal heat, but several lanterns drive back the approaching night. A curly-haired, bearded halfling male stands behind the raised bar, and smiles as you enter. Besides the bartender and a handful of traveler, the inn is largely deserted.

The halfling's name is **Corbeen Pickerwin** (male lightfoot halfling Exp3; hp 9; Profession (innkeeper) +7), and he and his family run the Shady Leaf. His two daughters, Tilda and Milly, serve the patrons drinks and food. Mirten and Rook, his sons, clean up the rooms and common area, tend to the stabled animals, and tend bar when Corbeen isn't around. All of his children are in their early to late twenties. Corbeen's wife, Fillinda, is the cook, and makes sumptuous meals.

Corbeen is more than happy to talk to any heroes that enter his establishment. He loves to hear tales of adventure, and recounts other tales he's heard from other travelers. His daughters and wife roll their eyes whenever he begins telling another's tale, as he's sure to forget important details, or the outcome of the story. He is very jovial and friendly, despite the overall quiet atmosphere of the Shady Leaf.

The innkeeper charges one solar (gp) a night for staying at the Shady Leaf. He also suggests that for an

additional solar, meals can be provided. There are 10 rooms available upstairs. Corbeen is more than happy to share the following information with those that patronize him (generally one rumor per customer):

- It turns out that half the Perrenland army, sent last fall to rescue Quaalsten was obliterated by some unknown force in the Vesve. No one knows what happened.
- A group of rogues known as the Blood Owls has gone public with their fight against the Old One. While one would normally be inclined to distrust a group of thieves, the Blood Owls have been instrumental in helping defeat Old Wicked. Many respected and important people have come out in support of them.
- Bandit activity has greatly decreased. Whether it is because all the bandits have joined to fight the Old One, or because the merchants have been fighting back, it isn't clear.
- Over a year and a half ago, a group of undead who appeared as grugach marched through the Heartland towards Weeping Willow, but they disappeared entirely and no one has seen them since. It is said they may be the same undead that assailed Quaalsten. That group was controlled by the Shadow Cabal, a group of extremely powerful undead spellcasters that summoned the dome of darkness that had previously plagued that town. Each member of the cabal must be as powerful as an archmage, hierophant, or worse.
- A dwarven druid in the Clatspurs claims to have seen a dragon not much larger than a horse. Some worry that the mate of the Scourge of Verbeeg Hill may have managed another clutch of eggs.

2. Myrindil's Home

A well appointed home sits on the left side of the road, across from a large hall. Vines and carefully tended shrubs cloak the house in green. A white door sports a red harp upon a tree-filled field.

This is the home of town speaker Myrindil Riverstone and his wife Suria. He is also a minor noble of clan Krysalyn, House Riverstone. Heroes that succeed at a Knowledge (nobility or local: Iuz) skill check (DC 5) will recognize the symbol on the door as belonging to the Krysalyn Clan (Vesve elves get a +5 bonus to the roll and may roll even if they have no ranks in the skill). They are well known as hunters and trackers, and also have talent with silversmithing and leatherworking.

Heroes attempting to enter without Myrindil's permission may be seen by passing villagers. Inside, there are fine woodcrafts and knickknacks all about the rooms. A fine longsword hangs over the mantle. Myrindil and his wife are currently away in Highfolk selling his wares.

3. Meeting Hall

A long, tall one-story structure stands in the center of the town. Willow trees surround the building and a set of large double-doors appears slightly ajar. Near the double doors hangs a large brass bell, with a ringing cord attached.

Entering the building, you note many wooden chairs, and a dais towards the back end. Unlit fireplaces flank either side of the hall, and the large room seems to be empty.

This is the meeting hall that is used as Weeping Willow's gathering area for formal and informal meetings, as well as for feasting and festivals.

4. Religuth's Goods

A shop with a closed door bares green lettering on that reads, "Religuth's Goods". The windows in the place are all made of glass.

Religuth (male half-elf Com2; hp 8; Appraising +3, Spot +6) keeps his store in good shape, and caters to travelers as well as villagers. He makes enough money so his wife (a human named Ritta) does not need to work. Any adventuring gear from the PHB Table 7-8 worth 30 gp or less is available in this store for normal prices. The store is only open during daylight hours.

5. Old Graveyard

The old graveyard used to be here, but was destroyed due to an earthquake in fall of CY 591 (HIG1-04 Grave Disturbance). The earth here is churned, as though many graves have been dug up. This will confuse any villagers, as no one was supposed to be buried here.

6. New Graveyard

Here, grassy ground holds the dead of Weeping Willow. The wooden grave markers, several of which are broken or cracked, form tidy little rows of graves. Several wildflowers grow at the base of many of the markers.

The new graveyard is deserted. A glance at the markers can confirm that new markers have all been made since CY 591.

7. Weeping Willow's Well

This wood and stone well stands within easy arrow's shot of the creek, the road, and the graveyards. The well is about a longsword's length wide, and seems to go down for quite a ways. A wooden bucket hangs from a rope winch.

There is nothing overly special about the well itself. It goes down into the ground about 40 feet, of which the last 15 feet is water.

8. Shrine to Pelor

Easily blending into the streets of Weeping Willow is an adequately sized one-story building painted in a pleasingly bright yellow wash. The single door to this building is emblazoned with the symbol of the sun, the symbol of Pelor.

Inside, the shrine to the Sun God is rather quaint and peaceful. Skylights allow the sun's rays to bathe the entirety of the main chamber. A wooden altar heads the chamber, covered in silver and yellow cloth. A great copper embossing of the sun hangs against the rearmost wall. Four rows of benches allow for worship.

Derith (male human Clr1, hp 8, Cha 15) is the sole caregiver at this shrine. His superiors, Welby Bumpus, Silas Nadian, and Berinia Starshine, are famous adventurers whom Derith idolizes. Derith even has a small crush on Berinia, upon whose virtues he expounds if the any seem likely to listen. He can cast first level clerical spells in exchange for a 10 gp donation to the temple, and orisons for half that price.

Dawning of the Night

Once the party has had an opportunity meet, proceed with the following read aloud text:

While considering a second round, or another slice of homemade pie, the door swings open to reveal an elderly woman. With an agitated look about the room she fixes her attention upon you. Swallowing hard she approaches, "Excuse me, I need help. My Wilten is missing. Darkness has fallen and he hasn't come in from the fields. I called him, but he hasn't answered. I'm worried."

The halfling behind the bar speaks up, "Here now, Milsa, you need not go bothering customers in my inn."

The woman looks at you with pleading eyes as she considers leaving.

Milsa (Female human Com1) lives in the farm immediately southeast of the Pelorite shrine with her son Wilten. Wilten is a good son, carrying for his mother and is rarely late for dinner, leading to Milsa's worry. She called out to him in the fields (north and east of their home) but there was no answer and she couldn't see anything from her house, so she came to town looking for him. A quick look at the general store and the inn proved him absent, and thus her concern. She hopes the party will go look for him, but has no reward to offer.

Corbeen on the other hand doesn't want people bothering his customers and thus asks Milsa to leave, however if the heroes are the least bit interested, he can

confirm that by the size of him, he believes Wilten is rarely late for dinner. If the party is willing to investigate, Corbeen offers them each a drink on the house.

Development: It is possible that cold-hearted adventurers are not interested in helping Milsa. If no heroes proceed to **Fields of Horror**, Orvar arrives at inn instead of encountering the party on the road and asks why a large number of townsfolk where hiding in the fields.

Once the party has decided to investigate, proceed to **Fields of Horror**.

Fields of Horror

Before beginning, please note the possible modification to this encounter for some heroes listed in the **Preparation for Play** section.

With Luna new and Celene waxing, the night has taken on still, cool, aquamarine darkness that does not match with the warm sticky night. Insects and frogs sing in the night as your party follows Milsa toward her farm. Biting flies buzz about your neck, looking for a snack.

Stepping onto the porch of a well-kept farmhouse, Milsa points toward a field of corn. "That's where my Wilten went last, the north field. I hope he's okay. Things had been so quiet lately; I should have known something bad was due to happen. Please try and find him soon, his food is getting cold."

Milsa promises to wait in the house for the heroes to return. She offers them each a handful of fresh dinner rolls for helping her. She has nothing of real value on her in or in her home. Once the heroes leave Milsa and begin exploring the fields proceed with the following read aloud text:

The fields take on a strange cast in the dim aquamarine light, where the shadows are long and menacing. Picking your way through the field of corn, already quite high for this time of year, you quickly find a swath of the crop trampled in a path several men across running east-west. Examining the trail, you see a man laying prone several yards to the west. Approaching carefully, it is clear that blood stains the ground.

Wilten is dead, his body ripped in two. His head and torso lie on the edge of the trampled area, but a DC 10 Search check is necessary to find his legs, which have been thrown into the corn. A DC 15 Heal check determines that Wilten was badly beaten, and was in fact torn apart by something powerfully strong. When told, Milsa will be devastated to learn about the death of her boy and begs the party to punish whoever may have done this terrible thing.

The trail clearly emanates from the old graveyard and heads east out of the High Vale toward the Vesve. Those with the Track feat can determine with a DC 10 Survival check that approximately two-dozen booted feet

deliberately moved toward the east. There is an exceptional amount of earth and sod left behind that does not seem to have been churned from the field. This matches the sod missing from the old graveyard, should it be checked.

An inspection of the old graveyard shows that it is covered in freshly turned earth. It seems as if the creatures dug themselves out of the earth and marched through the corn, stopping to kill Wilten on the way.

Once the heroes have discovered the origin of the murderers, they will notice a caravan of three wagons arriving in town from the north.

In the dim light, three wagons pick their way over the over the Chirping Creek bridge along the Quagflow Road. Lanterns hung at the front of each shows that each wagon has one driver. A lone rider leads the column.

If the party approaches, a young gray elf merchant, Orvar, hails them. Orvar rides near the party and asks them the way to the nearest inn. He has just arrived with a load of silver and leather goods from Clan Krysalyn craftsmen in the Vesve. This is his first trip leading the caravan that his father normally watches over and he hopes to do his best. If the heroes appear friendly, he offers to show his goods. He has a wide selection of silver jewelry and leather clothing that may interest the characters. The DM should charge between 10 gp and 100 gp depending on the item, if the heroes shop with Orvar. While talking, he will ask about a group of men, he assumes villagers, moving east through the wilderness without any lights. He noticed them not more than two miles from here, and while he did not get a good look at them, he felt a disturbing chill from the way they shambled, as if they were infirm. He assumes they should have made it to the woods by now if they kept moving in that direction. The path of the "villagers" described by Orvar matches that of the murders through the cornfield found by the party. This means that the undead are not more than a few hours ahead of them.

When the heroes give chase, proceed with **Into the Dark Heart of the Wood**.

Into the Dark Heart of the Wood

While the High Vale is lightly wooded, it does not take long to lose one's self in the woods, unable to determine where the Vesve actually begins. As you follow the obvious trail, the trees become thicker and thicker. In the dull gloom of the night, a fell cackle reverberates through the leaves, followed by a defiant deep voice, "Send your foul hordes of evil Kelthisar, I will not surrender!" An elven man in a combat ready stance prepares himself for the rush of foul undead that surround him. Five more elves lie dead, amidst dozens of rotting corpses. On the other side of the clearing, a robed figure cackles with glee.

Cyrinith, Knight of the High Forest, faces off against a horde of undead; his allies and enemies alike all dead at his feet. The hordes surge as the party arrives, leaving Kelthisar and a few minions out of the fight. The heroes arrive between these two groups closer to Kelthisar and his bodyguards.

Old Friends: Those characters who have participated in *HIGI-10 Grave Occurrences* recognize the decayed form of Kelthisar as a wizard they previously slew. Those characters who participated *HIGI-02 Deep in the Vesve* recognize Cyrinith as a Knight of the High Forest who helped them escape from an orcish camp. Any Knight of the High Forest automatically recognizes Cyrinith. Any character who succeeds in a DC 10 Knowledge (nobility and royalty) or Knowledge (local—Iuz's Border States) check recognizes the heraldry on Cyrinith's gloves as belonging to a Knight of the High Forest.

Creatures: There are dozens of undead that charge Cyrinith, a mix of skeletons, zombie, ghouls, shadows, wights, wraiths, and specters. These are tasked with the Knight and do not stop to fight the party unless the attacked by them. Use as many as necessary. However, when Kelthisar notices the approach of the party, he moves to eliminate them personally. Once the heroes have dealt with Kelthisar and his minions, the horde is either defeated or routed by Cyrinith.

APL 2 (EL 4)

Kelthisar: hp 16; see *Appendix Seven*.

Human Warrior Skeletons (3): hp 6 ea; see *Monster Manual* page 226.

Tactics: Kelthisar sends the skeletons to attack the party while he uses *cause fear* on likely fighter types and *magic missile* on others. If his minions are falling, he uses *summon monster I* to replace his forces.

APL 4 (EL 6)

Kelthisar: hp 38; see *Appendix Two*.

Human Warrior Skeletons (3): hp 6 ea; see *Monster Manual* page 226.

Human Commoner Zombies (2): hp 16 ea; see *Monster Manual* page 266.

Tactics: Kelthisar has previous cast *mage armor* prior to the arrival of the party. Kelthisar sends the skeletons and zombies to attack the party while he uses *cause fear* on likely fighter types and *magic missile* on others. If his minions are falling, he uses *summon monster I* to replace his forces. He uses *color spray*, *grease*, and *sleep* to keep foes from getting too close.

APL 6 (EL 8)

Kelthisar: hp 28 (38 with *false life*); see *Appendix Three*.

Ghouls (6): hp 20 ea; see *Monster Manual* page 119.

Tactics: Kelthisar has previous cast *false life* and *mage armor* prior to the arrival of the party. Kelthisar sends the ghouls to attack the party while he uses his spells on others. He uses *color spray*, *grease*, and *web* to keep foes from getting too close. If the party looks like they are likely to melee him, he casts *mirror image*.

APL 8 (EL 10)

Kelthisar: hp 34 (46 with *false life*); see *Appendix Four*.

Shadows (2): hp 19 ea; see *Monster Manual* page 221.

Wights (2): hp 26 ea; see *Monster Manual* page 255.

Tactics: Kelthisar has previous cast *false life*, *fly*, and *mage armor* prior to the arrival of the party. Kelthisar sends the shadows and wights to attack the party while he uses his spells on others. He uses *color spray*, *grease*, and *web* to keep foes from getting too close. If the party looks like they are likely to melee him, he flies up and casts *mirror image*.

APL 10 (EL 12)

Kelthisar: hp 40 (54 with *false life*); see *Appendix Five*.

Wights (2): hp 26 ea; see *Monster Manual* page 255.

Wraiths (3): hp 32 ea; see *Monster Manual* page 258.

Tactics: Kelthisar has previous cast *false life*, *fly*, *mage armor*, and *protection from good* prior to the arrival of the party. Kelthisar sends the wraiths and wights to attack the party while he uses his spells on others. He uses *color spray*, *grease*, and *web* to keep foes from getting too close. If the party looks like they are likely to melee him, he flies up and casts *mirror image*.

APL 12 (EL 14)

Kelthisar: hp 46 (62 with *false life*); see *Appendix Six*.

Wights (4): hp 26 ea; see *Monster Manual* page 255.

Spectres (3): hp 32 ea; see *Monster Manual* page 258

Tactics: Kelthisar has previous cast *false life*, *fly*, *mage armor*, *protection from good*, and *see invisibility* prior to the arrival of the party. Kelthisar sends the specters and wights to attack the party while he uses his spells on others. He uses *color spray*, *grease*, and *web* to keep foes from getting too close. If the party looks like they are likely to melee him, he flies up and casts *mirror image*.

Development: Regardless of how the party does against Kelthisar, Cyrinith defeats the undead facing him. If the heroes are especially overwhelmed, Cyrinith may be able to assist them based on the Dungeon Master's discretion.

Treasure: While Kelthisar has little to offer the heroes in the form of loot, Cyrinith is watching them. The hero that is the most heroic should be awarded the **Recognition of Cyrinith** on their AR. It should be crossed off for all others.

Talking with Cyrinith

Proceed with the following read aloud text once the party has defeated Kelthisar and his minions.

As the last of your foes fall, the elf strides to you, limping and bleeding from many wounds. "You have fought well, my allies. I am Cyrinith. How did you come to be here this night?"

Cyrinith listens to the party's story while caring for his dead allies (companions who had been assisting the Knight in his search for the undead army). Once the heroes have had their chance to explain the events that have involved them, Cyrinith continues.

"It seems our paths have intertwined. Over a year ago, a small army of undead disguised as grugach escaped into the southwestern Vesve and despite our best efforts, we have been unable to locate them. I was searching for them when I came across this lot. I believe they are related, as the leader of this horde was Kelthisar, a wizard who was a minion of the Nightwalker who commanded this army. Kelthisar was slain almost five years ago, but apparently the Nightwalker felt him too valuable to let him lie. I must alert the Knights of the High Forest that the Nightwalker is on the move. You seem quite capable. If you are willing, I would have you see if you could stealthily track were these abominations were headed and see if you stop whatever foul plans they would have hatched in the Nightwalkers name. Be wary, we know not who sides with this evil."

Cyrinith has nothing to offer the party, and is offended if any ask for a reward. He plans to head north towards the Quaalsten Road and contact other Knights of the High Forest.

Development: If the party refuses to help, Cyrinith is disappointed in them and the module ends here.

The Trail

The heroes must eventually attempt to determine where Kelthisar was guiding the undead. This can be determined in any of several ways. The party can capture Kelthisar undestroyed and force him to talk or the party could cast *speak with dead*. These methods can be used to determine that Kelthisar was brought back to life by his master, the Nightwalker, and that the Nightwalker had commanded him, and others like him, to gather all of his hidden minions at the Sepulcher of the Bronze Moon, an ancient Baklunish ruin under the woods not far from Flameflower. They are to assist in delving into the Sepulcher and help the Nightwalker retrieve some artifact for the glory of Nerull.

Failing some way to communicate with Kelthisar, the party can examine Kelthisar's map (**Player Handout #1**), and make the logical guess. They should be able to determine fairly easily from the direction of travel what Kelthisar's destination was by extrapolating the direction of his travel which leads from the dot near the river (coincidentally where Weeping Willow is) directly towards the Sepulcher of the Bronze Moon. If the heroes seem confused, Cyrinith points them in the right direction.

Development: Should the heroes investigate any of the other marks on the map, they find areas of turned earth and trails heading toward the Sepulcher of the Bronze Moon; just as they found in Weeping Willow.

Smiles between Friends

Note that if the party uses magic to transport themselves to the area near the Sepulcher of the Bronze Moon skip this encounter and proceed onto **Sepulcher of the Bronze Moon**. If they are using more conventional methods of travel, they have this encounter with the goblin mercenaries Grinn and Borot.

Constantly alert for more of the unliving monsters you battled nights before, you are well prepared when two halflings stumble out of the bushes ahead of you. The one wearing studded leather and a long sword eyes you wearily while the other in traveling clothes with a bright red cloak simply smiles. "We may have gotten lost brother, but what did I tell you? Ehlonna will provide," he says gesturing with his walking stick. Looking up at you with a smile he continues, "Hello, I'm Grimple Wood, and this is my brother Bront. We seem to be a little lost."

All APLs (EL 8)

Grinn: Male goblin War1/Ill6; hp 23; see *Appendix Seven*.

Borot: Male goblin War1/Ftr5; hp 59; see *Appendix Seven*.

The heroes have encountered two famed goblin mercenaries in the employ of Field Marshal Azrin (FMA). Grinn and Borot have been sent by FMA to scout the southwestern corner of the Vesve for the traitorous Nightwalker and his minions who should be helping Azrin against the forces of the elves and Quaalsten in the east. They are traveling through the woods under the effects of *alter self* spells to appear as lightfoot halflings.

When they encounter the party, Grinn jovially makes conversation while Borot tends to simply watch or grunt in response to questions. They claim to be Grimple and Bront Wood out of Stoutstump in the High Vale. They are trying to get to their cousin Engert's cottage near Ironstead, but they have gotten turned around and don't know where they are.

While asking for directions, they ask the party about their business in the Vesve and if the undead are mentioned, they worried ask more questions. Their goal is to gain as much information about the undead army as possible without giving themselves away. They have no reason to fight the party, and try to escape rather than fight if attacked.

Treasure: If the heroes are pleasant and helpful, "Grimple" and "Bront" offer them some strange Jervall flowers they found. Grimple suggests they might make a good tea. Those who are helpful to Grinn and Borot receive the **Favor of Grimple and Bront** on their AR.

Sepulcher of the Bronze Moon

Once the party has arrived in the area marked on their map, whether by magic or their own feet, proceed with the following read aloud text.

The crunching of glass is the first sound to warn you that all is not right with the path you walk upon. Moving aside the leaves that cover the ground, you note that crushed blue glass covers an area of several feet. Some pieces are nearly as large as a fist.

This is all that is left of one of *Phildor's globes*, destroyed over a year ago by grugach invaders on their way to Flameflower; just as the Nightwalker had hoped. A successful DC 15 Bardic Lore or DC 10 Knowledge (local—Iuz's Border States) identifies the glass as consistent with one of the famed magical flying glass globes that protected the Vesve. A DC 15 Survival check can determine from the weathering of the edges and the rate at which the chunks have begun to sink into the soil that this globe was destroyed over a year ago.

After inspecting the remains of the globe, the party may continue to the camp of undead grugach.

As Celene is high in the sky and Luna still new, you crest a small rise, and are able to see into a wooded valley shrouded in darkness. Hundreds of grugach elves patrol the valley, their efforts surrounding a hole in the center where digging has clearly recently occurred. As you watch, a dark form swoops from the sky and lands by the hole and an exchange follows between it and one of the guards before it quickly descends.

The heroes may attempt a DC 22 Listen check to overhear the conversation more than one hundred feet away. Those that succeed hear the following.

"Where are the others?" the dark form asks.

"The Master and the rest of the Cabal have descended to the lower chambers, my Lord," answers the grugach with a dry rasping voice like stepping on so many dry leaves.

"All the others have arrived?" the darkness questions, his voice deep.

The elf-thing responds "All but Kelthisar. His absence displeases the Nightwalker greatly, but he proceeded below without the additional workers."

Once the party has had the opportunity to overhear the conversation, determine which hero is the heaviest. Have that hero make a DC 15 Reflex saving throw to avoid the collapse of a small part of the ridge under his feet. If successful, the hero catches himself before falling inside. Otherwise, he falls twenty feet to the loose, soft earth below for 1d6 points of nonlethal damage, which can be negated by a successful DC 15 Tumble check.

The root-studded hole descends to darkness. In the dim moonlight it seems you have stumbled into a

sinkhole heading in the general direction of the hole the grugach guard.

The heroes must choose whether to proceed via the collapsed tunnel, attempt to breach the undead's perimeter, or flee. If they flee the event is over. If they attempt to bypass the undead's perimeter, the Dungeon Master should make it clear that there are hundreds of the grugach and any fighting would almost certainly spell their doom. The Dungeon Master should use as many undead magically disguised as grugach as necessary to dissuade the party. Should they have an overwhelmingly creative plan to enter the hole, they enter the complex from the opposite side. This scenario assumes the party continues through the easiest choice, the collapsed tunnel (**Room 7**).

With the exception of collapsed areas, all walls are dirt lined in stone and all the doors are made of stone. No doors are locked. There is no light within the sepulcher except that which the heroes bring with them. See **Dungeon Master Aid #2** for a map of the Sepulcher of the Bronze Moon.

1. The Dig

This hole descends near several grugach many feet into the moist earth exposing roots of nearby trees and the occasional bone.

The minions of the Nightwalker have dug a hole approximately ten feet across for nearly 50 feet into the ground. At the bottom of the pit, two dread wraiths (*Monster Manual* p. 258) and 6 vampires (5th-level human fighters, *Monster Manual* p. 250) watch the hallway preventing anyone from following their master.

2. Guardians of the Tomb

Four stone sarcophagi lie open and bones litter the floor. It appears as if there was a fierce battle recently in this room. While two fresh rotting bodies lie here, many more dusty piles of bone are recently splintered. The sounds of the excavation are clear from the south as the army shores up the entrance to this complex.

This room was home to four undead guardians. Now they lie permanently dead, along with two ghouls that once served the Nightwalker.

3. Master of the Tomb

The shattered cover of another sarcophagus is covered in writing. A mummified body lies among more of the Nightwalker's minions; all rent limb for limb.

This tomb was once home to the master of the guardians, a mummy lord. When his tomb was opened, he defended it to his passing. In Ancient Baklunish the sarcophagus reads "Xervilt, Master of the Pale Shroud." Those who make a DC 15 Listen check can hear the sounds of the guards talking in area 1, as well as the excavation.

4. Collapsed Tunnel

The tunnel collapses here, a pile of dirt and stone. The cobwebs present suggest this catastrophe happened many years ago.

The tunnel here, and indeed, the rooms beyond, is entirely collapsed.

5. Preparation Room

Deep grooves encircle this room and funnel into a drain in the center of this room. Racks of embalming tools are placed against the southern wall.

The preparation room is set up to prepare bodies for burial. It has not seen use for many centuries, and there is nothing of real value here.

6. The Test of Breath

Except for the corners, a great black dais fills this room. Deep letters are carved into the center of the dais.

In Ancient Baklunish, the dais reads "Let all who stand here offer their last breath." This trap no longer functions, having been bypassed by the Nightwalker. Normally to pass through this room, the penitent would have to cross the dais and either be unable to breath, or be rendered deceased himself. Previously if a living creature crossed the dais they would have been subject to a *wail of the banshee* spell before they could open the door and proceed. Now the dais radiates fading necromantic magic.

7. Collapsed Roof

A rough tunnel slopes downward for the toss of a stone towards a wall of loose dirt. The path smells of moist rot and the roots of many trees reach toward the center of the hall, like grasping finger of some monstrous fiend. A number of worms and crawling insects squirm out of the dirt, slowly raining upon you.

This is where the heroes begin. At the eastern end of the hall, a loose mound of dirt blocks further passage to the hall beyond. The party can easily claw their way through with minor effort.

8. The Test of Heart's Conviction

A stone altar stands in the center of this room, a rotten skull embedded in its face. A blood stained bronze bowl with writing around its lip rests atop the altar next to a curved dagger. The bodies of six small children lie casually thrown into the southwestern corner.

The children, mixed races of ages six to ten, are all deceased; each suffering from a dagger thrust to the neck. Tears dry upon their faces. In Ancient Baklunish, the writing upon the bowl says, "Offer up to the Reaper that which he demands." A *wall of force* (17th caster level) blocks access to the eastern door and can be defeated by a *disintegrate* spell as normal, or by undertaking the test.

Digging around the wall is also a possibility, taking approximately five minutes, but alerts the guards in rooms 9 and 10, who begin preparing for the heroes. To pass this room, the party must offer up a life to Nerull. This can be done in any fashion the party desires, as long as the creature is stabbed and their blood drains into the large bowl. The creature slain can be summoned or caught; a squirrel, a worm, a spider, a deer, a person. Nerull does not care. Note that killing a sentient being in this manner is an evil act, and killing another character, of course, removes that offender from play. Paladins should be disturbed by any such ritual, but do not lose their paladinhood as long as another hero actually exterminates the worm, rat, insect, or similar creature.

Should any character possess “**Karma**” from *IUZ4-8 Shattered Reflections of a Frozen Twilight*, they hear the following read-aloud text in their minds. Please record the **Invocation of Karma** on that player’s AR and remove it from all others.

You hear a sweet feminine voice, “In this place of profane undeath, embrace my blessing. You shall be my emissary and I shall be your guide.” You checks flush and you feel a sense of power.

In addition to gaining the **Invocation of Karma** on their AR, should this hero touch the *wall of force*, they may make one level check (1d20 + character level) against a caster level of 17 to destroy the *wall of force*. This option is only available to “**Karma**” characters.

9. The Bone Gallery

Four statues of bone guard passage through this macabre gallery. Framed in bones, paintings cover the walls. However, diverting your attention from these morbid works of art is a number of undead creatures, shambling towards you.

The paintings in this room show the Gloom being carried from the Baklunish west and laid to rest in the Sepulcher. Throughout their journey (shown in the multiple paintings) they keep a black tripartite stone bathed in light. The statues of bone are in fact the original four wizards that brought it to rest here, entombed forever so that none could know the Gloom’s final resting place.

Creatures: The Nightwalker has left one of his lieutenants behind with some fodder. Malook has orders to stop anyone from trying to pass no matter the cost. Malook is utterly devoted to his master and their deity, and thus fights to the death.

APL 2 (EL 4)

Troll Skeleton: hp 39; see *Monster Manual* page 226.

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

APL 4 (EL 6)

Umber Hulk Zombie: hp 107; see *Monster Manual* page 267.

Malook the Wight: hp 13; see *Monster Manual* page 255.

APL 6 (EL 8)

Umber Hulk Zombie: hp 107; see *Monster Manual* page 267.

Malook the Spectre: hp 45; see *Monster Manual* page 232.

APL 8 (EL 10)

Mohrg (2): hp 91ea; see *Monster Manual* page 198, one is Malook.

APL 10 (EL 12)

Spectre (2): hp 45 ea; see *Monster Manual* page 232.

Malook the Devourer: hp 78; see *Monster Manual* page 58, Malook wears a *ring of force shield* (for a +2 shield bonus to AC).

APL 12 (EL 14)

Dread Wraith: hp 104; see *Monster Manual* page 258.

Malook the Lich: hp 74; see *Monster Manual* page 166, Malook wears a *ring of force shield* (for a +2 shield bonus to AC).

Tactics: Malook sends his minion(s) to immediately attack the front line of the party, possibly taking advantage of incorporeality, while he chooses his targets more selectively hoping to eliminate dangerous clerics. Malook knows that if his allies in Room 10 are to come to his aid, he must delay his enemies as long as possible. Thus he chooses to draw out the fight over escaping. If the party digs around the door from room 8, Malook has activated preparatory abilities just before they enter.

Treasure: At those APLs wear appropriate, the party may claim Malook’s ring.

APL 10: M: *ring of force shield* (708 gp).

APL 12: M: *ring of force shield* (708 gp).

10. Library of Mortality

Dozens of ancient tomes cover the shelves that line this room. The smell of mold is powerful, and except for a path through the center of the room, everything is covered in dust. The roof sags dangerously here and loose soil slowly falls from the ceiling, heaped near the corners. A translucent curtain of faint violet light shimmers in the archway to the east, blocking your view of what may lie beyond. Standing before the curtain is a vast hooded form of darkness. It threateningly raises a large club formed of bone, ending in a massive demonic skull. Its toothy grin screams “Fuggrott!” as it charges.

Fifty-seven books, and twice as many scrolls, fill the shelves. All describe various manners of murder and death, as well as rites associated with Nerull. Due to their condition, none are especially valuable, although the library as a whole offers a +4 circumstance bonus to

Knowledge (religion) checks made concerning Nerull. Unfortunately, the library would not survive any attempts to move it.

Those succeeding in a DC 10 Search will note one ancient and fragile scroll laying open upon of the shelves. This scroll describes the Gloom, a black tripartite stone inscribed in the center with a symbol of Nerull at the center. The scroll says that the Gloom is an artifact of power buried in the Sepulcher of the Bronze Moon in the empty forest of the Vesve by corrupt Baklunish wizards centuries ago to prevent its use against them by the Ur-Flan who created it. The scroll claims that while in an area of total darkness, the Gloom can be used in a ritual to cover an area for several miles in a permanent darkness that cannot support life the scroll calls the Reaping. All within the area, as well as those that enter the area, will be transformed into undead under the control of the holder of the Gloom. The scariest part, there is no limit to the number of such zones the holder of the Gloom can create. According to the scroll, the ritual of the Gloom can be disrupted by exposing it directly to the presence of light, and it cannot be used again for a day.

Creatures: The Nightwalker has left one last defender between him and his enemies, Fuggrott his apprentice. Fuggrott fights to the death to prevent anyone from bringing a light source into the final room.

APL 2 (EL 4)

Fuggrott the Hooded Pupil: hp 42; see *Appendix One*.

Tactics: If Fuggrott is aware of a combat in Room 9, he waits two rounds for Malook to deal with it before using his *spider climb* ability to move to the ceiling. Then he moves to the edge of his room to where he can see the combat. He tries to use his *clutch of Orcus* ability until it proves useless. He moves to the ground to block passage toward the violet curtain should anyone attempt to enter the room.

APL 4 (EL 6)

Fuggrott the Hooded Pupil: hp 60; see *Appendix Two*.

Tactics: At the first sign of combat in the adjoining room or digging from room 8, Fuggrott immediately begins casting preparatory spells in anticipation of combat. He casts *shield of faith* (+2 deflection bonus to AC, doesn't stack with his *ring*), *divine favor* (+1 luck bonus on attack and damage), and *guidance* (+1 competence on one attack roll, saving throw, or skill check) in that order, if given the chance. He then uses his *spider climb* ability to move to the ceiling and moves to the edge of his room to where he can see the combat. He tries to use his *clutch of Orcus* ability until it proves useless. He moves to the ground to block passage toward the violet curtain should anyone attempt to enter the room, activating his Mysticism domain (+1 luck bonus to all saves for 2 rounds) if as soon as his presence is noticed.

APL 6 (EL 8)

Fuggrott the Hooded Pupil: hp 78; see *Appendix Three*.

Tactics: At the first sign of combat in the adjoining room or digging from room 8, Fuggrott immediately begins casting preparatory spells in anticipation of combat. He casts *bull's strength* (+4 Strength), *shield of faith* (+2 deflection bonus to AC, doesn't stack with his *ring*), *divine favor* (+1 luck bonus on attack and damage), and *guidance* (+1 competence on one attack roll, saving throw, or skill check) in that order, if given the chance. Fuggrott has previously cast *delay poison* upon himself. He then uses his *spider climb* ability to move to the ceiling and moves to the edge of his room to where he can see the combat. He tries to use his *clutch of Orcus* ability until it proves useless. If the combat continues and he is not threatened, he casts *bless* on himself and allies. He moves to the ground to block passage toward the violet curtain should anyone attempt to enter the room, activating his Mysticism domain (+1 luck bonus to all saves for 4 rounds) if as soon as his presence is noticed.

APL 8 (EL 10)

Fuggrott the Hooded Pupil: hp 96; see *Appendix Four*.

Tactics: At the first sign of combat in the adjoining room or digging from room 8, Fuggrott immediately begins casting preparatory spells in anticipation of combat. He casts *bull's strength* (+4 Strength), *shield of faith* (+3 deflection bonus to AC, doesn't stack with his *ring*), *lesser visage of the deity* (+4 Charisma, resist cold and fire 10), *divine favor* (+2 luck bonus on attack and damage), and *guidance* (+1 competence on one attack roll, saving throw, or skill check) in that order, if given the chance. Fuggrott has previously cast *delay poison* upon himself. He then uses his *spider climb* ability to move to the ceiling and moves to the edge of his room to where he can see the combat. He tries to use his *clutch of Orcus* ability until it proves useless. If the combat continues and he is not threatened, he casts *bless* and *prayer* upon himself and allies. He moves to the ground to block passage toward the violet curtain should anyone attempt to enter the room, activating his Mysticism domain (+1 [+3 with *lesser visage of the deity*] luck bonus to all saves for 6 rounds) if as soon as his presence is noticed.

APL 10 (EL 12)

Fuggrott the Hooded Pupil: hp 114; see *Appendix Five*.

Tactics: At the first sign of combat in the adjoining room or digging from room 8, Fuggrott immediately begins casting preparatory spells in anticipation of combat. He casts *shield of faith* (+3 deflection bonus to AC, doesn't stack with his *ring*), *lesser visage of the deity* (+4 Charisma, resist cold and fire 10), *divine power* (+6 Strength & +8 hp), *divine favor* (+2 luck bonus on attack and damage), *death ward*, and *guidance* (+1 competence on one attack roll, saving throw, or skill check) in that

order, if given the chance. Fuggrott has previously cast *delay poison* and *freedom of movement* upon himself. He then uses his *spider climb* ability to move to the ceiling and moves to the edge of his room to where he can see the combat. He tries to use his *clutch of Orcus* ability until it proves useless. If the combat continues and he is not threatened, he casts *bless* and *prayer* upon himself and allies. He moves to the ground to block passage toward the violet curtain should anyone attempt to enter the room, activating his Mysticism domain (+1 [+3 with *lesser visage of the deity*] luck bonus to all saves for 8 rounds) if as soon as his presence is noticed.

APL 12 (EL 14)

Fuggrott the Hooded Pupil: hp 132; see *Appendix Six*.

Tactics: At the first sign of combat in the adjoining room or digging from room 8, Fuggrott immediately begins casting preparatory spells in anticipation of combat. He casts *shield of faith* (+3 deflection bonus to AC, doesn't stack with his *ring*), *lesser visage of the deity* (+4 Charisma, resist cold and fire 10), *spell resistance* (SR 22), *divine power* (+6 Strength & +8 hp), *righteous might* (Huge size, +8 Strength, +4 Constitution, +4 enhancement bonus to armor, & damage reduction 3/good), *divine favor* (+3 luck bonus on attack and damage), *death ward*, and *guidance* (+1 competence on one attack roll, saving throw, or skill check) in that order, if given the chance. Fuggrott has previously cast *delay poison* and *freedom of movement* upon himself. He then uses his *spider climb* ability to move to the ceiling and moves to the edge of his room to where he can see the combat. He tries to use his *clutch of Orcus* ability until it proves useless. If the combat continues and he is not threatened, he casts *bless* and *prayer* upon himself and allies. He moves to the ground to block passage toward the violet curtain should anyone attempt to enter the room, activating his Mysticism domain (+1 [+3 with *lesser visage of the deity*] luck bonus to all saves for 10 rounds) if as soon as his presence is noticed.

Treasure: The party may freely claim Fuggrott's equipment.

11. The Vault

When the party gets to this room, proceed to **The Shadow Cabal**.

The Shadow Cabal

This encounter assumes the heroes bring a light source of some kind with them, thus disrupting the ritual. If not, the DM will have to adjust where appropriate.

Forcing your way through the violet curtain, like some insubstantial ooze, you find yourself in a dim room; the only source of light brought with you. Not even the strange curtain offers any light on this side. The roof sags dangerous above you, held up by a timber not a few feet from the doorway. A low

chanting from many voices comes from the dark far side of the room. Pinpricks of red look up at you, and then the laughing begins. "You dare stand before Khuruhut Zheylet the Nightwalker and his Shadow Cabal? We who have lived for centuries and feast upon the strongest of you, you are nothing. Now that I possess the Gloom I will blanket your entire world in the darkness of the Reaping and all will be slaves to Nerull!" The chanting increases.

It takes a move action to pass through the curtain. The party has no hope of standing against the Nightwalker and the Shadow Cabal, but that can easily bring a light source near the Gloom (at the far end of the room) disrupting the ritual and then flee. The Cabal does not bother with the gnats that are the heroes, continuing the ritual. Of course, the party can also collapse the roof by destroying the support (Hardness 5, 20 Hit Points, Strength DC 23 to push it over). Once the support is removed, the roof collapses one round later.

The DM is given wide latitude to play out this scene, but it is important to keep a feeling of tension without overpowering the party. Once the heroes disrupt the ceremony, continue with the read aloud text.

As your light reflects upon the angles of the black stone, a wretched sucking noise is heard swallowing three of the seven shadowy chanters. The Baklunish man looks at you, his eyes flashing in anger. "Noooooooo! Kill the all!" he screams as his form crumbles to dust. A whisper fills the room, "I will destroy you and all you hold dear..."

The Shadow Cabal begins preparing themselves for combat. The party has no choice but to run. Should they run, the DM should describe an appropriate thrilling chase (based upon the direction they choose to flee) but they should escape as the entire complex collapses, burying the remains of the Shadow Cabal, the Gloom, and the majority of the undead army. Any hero left behind when the roof collapses must succeed in a DC 30 Fortitude saving throw or die. Those that survive are buried alive and take 20d6 points of damage every minute until they are rescued.

All APLs (EL 19)

Gerask: hp 82; see *Appendix Seven*.

Terist Valmeen: hp 128; see *Appendix Seven*.

Veraataa: hp 105, see *Appendix Seven*.

Felekdashk: hp 138, see *Appendix Seven*.

Tactics: The remains of the Shadow Cabal prepare themselves for battle, but unless the party is foolish it should never come to that.

Development: If a combat begins, the DM should do everything to drive the party from the room without killing them. After the brace is destroyed, the ceiling rumbles dangerously, and the entire place begins to collapse after four rounds, beginning with the room

containing the Gloom and proceeding one room each round.

Thunder shakes the ground as the roof begins to collapse. Fleeing from the tunnels you can hear the screams of rage from the room containing the unholy artifact. The anger is palpable. As you quickly climb from the sinkhole, you see the army below you in chaos as more sinkholes open at random. Ancient trees collapse to crush dozens of the undead elves, while others plummet into the darkness below. In mere moments, the army is shattered, the ground of Vesve having claimed that which should have been buried long ago.

The heroes can run down any straggling undead as they wish, but any members of the Shadow Cabal not destroyed have escaped. It would be a massive undertaking to excavate the Gloom. Should this somehow be within the party's ability (through overwhelming magic) it still rests where they last saw it. Assuming they turn it over to the Knights of the High Forest, the DM will have to adjust Cyrinith's parting words appropriately.

Development: If the party should get as far as the Vault, but flee before disrupting the ritual, they are lost. The Nightwalker manages to finish the ritual and unless they fled the area using *teleport* or similar magic, the heroes are turned into powerful undead under control of the Nightwalker. Permanently remove their characters from play.

Conclusion

The Leaping Deer is busy this afternoon, but thoughts of crowding are easily forgotten with the tastes of a fine meal. Cyrinith puts his glass down. "It seems as if you have had quite an adventure, and you have done well considering the odds. I predict good things for. You'll excuse me; I have something that needs digging up."

Paying for your meals, Cyrinith leaves you to wonder if now that you have finally disrupted stopped the Nightwalker's schemes in the Vesve, have you seen the last of him?

The End

Experience Point Summary

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

Into the Dark Heart of the Wood

Defeat Kelthisar and his minions.

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

Sepulcher of the Bronze Moon

Defeat Malook and his minions.

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

Defeat Fuggrott.

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

Story Award

Successfully complete the Test of Heart's Conviction

APL 2 - 90 xp; APL 4 - 135 xp; APL 6 - 180 xp; APL 8 - 225 xp; APL 10 - 270 xp; APL 12 - 315 xp

Total possible experience:

APL 2 - 450 xp; APL 4 - 675 xp; APL 6 - 900 xp; APL 8 - 1125 xp; APL 10 - 1350 xp; APL 12 - 1575 xp

Treasure Summary

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

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

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

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value

increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Into the Dark Heart of the Wood

Claim Kelthisar's Spellbook

APL 2: 0 gp

APL 4: *spellbook I* - (33 gp).

APL 6: *spellbook I-II* - (99 gp).

APL 8: *spellbook I-III* - (191 gp).

APL 10: *spellbook I-IV* - (291 gp).

APL 12: *spellbook I-V* - (458 gp).

Encounter Five

Claim Malook's Ring

APL 10: M: *ring of force shield* (708 gp).

APL 12: M: *ring of force shield* (708 gp).

Claim Fuggrott's Gear

APL 2: L: 3 gp, M: *large greatclub +1* - (193 gp), *cloak of resistance +1* - (83 gp), *scroll: silence* - (13 gp), *scroll: resist energy* - (13 gp), *silversheen* - (21 gp), *brooch of shielding* - (125 gp).

APL 4: L: 3 gp, M: *large greatclub +1* - (193 gp), *cloak of resistance +1* - (83 gp), *scroll: silence* - (13 gp), *scroll: resist energy* - (13 gp), *silversheen* - (21 gp), *brooch of shielding* - (125 gp), *ring of protection +1* - (167 gp).

APL 6: L: 3 gp, M: *large greatclub +1* - (193 gp), *cloak of resistance +1* - (83 gp), *scroll: silence* - (13 gp), *scroll: resist energy* - (13 gp), *silversheen* - (21 gp), *brooch of shielding* - (125 gp), *ring of protection +1* - (167 gp), *scroll: flamestrike* - (94 gp), *scroll: mass inflict light wounds* - (94 gp).

APL 8: L: 3 gp, M: *large greatclub +1* - (193 gp), *cloak of resistance +1* - (83 gp), *scroll: silence* - (13 gp), *scroll: resist energy* - (13 gp), *silversheen* - (21 gp), *brooch of shielding* - (125 gp), *ring of protection +1* - (167 gp), *scroll: flamestrike* - (94 gp), *scroll: mass inflict light wounds* - (94 gp), *lesser silent meta-magic rod* - (250 gp), *scroll: summon monster IV* - (58 gp).

APL 10: L: 3 gp, M: *large greatclub +1* - (193 gp), *cloak of resistance +1* - (83 gp), *scroll: silence* - (13 gp), *scroll: resist energy* - (13 gp), *silversheen* - (21 gp), *brooch of shielding* - (125 gp), *ring of protection +1* - (167 gp), *scroll: flamestrike* - (94 gp), *scroll: mass inflict light wounds* - (94 gp), *lesser silent meta-*

magic rod - (250 gp), *scroll: summon monster IV* - (58 gp), *bag of holding type I* - (208 gp).

APL 12: L: 3 gp, M: *large shocking greatclub +1* - (693 gp), *cloak of resistance +1* - (83 gp), *scroll: silence* - (13 gp), *scroll: resist energy* - (13 gp), *silversheen* - (21 gp), *brooch of shielding* - (125 gp), *ring of protection +1* - (167 gp), *scroll: flamestrike* - (94 gp), *scroll: mass inflict light wounds* - (94 gp), *lesser silent meta-magic rod* - (250 gp), *scroll: summon monster IV* - (58 gp), *bag of holding type I* - (208 gp), *ring of counter spells* - (333 gp).

Total Possible Treasure

APL 2: L: 3 gp; M: 448 gp - Total: 450 gp (total 451 gp)

APL 4: L: 3 gp; M: 648 gp - Total: 650 gp (total 651 gp)

APL 6: L: 3 gp; M: 902 gp - Total: 900 gp (total 905 gp)

APL 8: L: 3 gp; M: 1302 gp - Total: 1300 gp (total 1305 gp)

APL 10: L: 3 gp; M: 2318 gp - Total: 2300 gp (total 2321 gp)

APL 12: L: 3 gp; M: 3318 gp - Total: 3300 gp (total 3321 gp)

Special

Favor of Grimple and Bront: You have received a handful of strange flowers from Grimple and Bront Wood, which they suggested you drink as a tea. Should you choose to do so roll 1d6 to determine the effect: 1 – +1 alchemical bonus to Strength; 2 – +1 alchemical bonus to Constitution; 3 – gain the scent ability; 4 – 1d4/0 CON damage (DC 16 Fort negates); 5 – paralyzed (DC 16 Fort negates); 6 – You have visions of success, +1 alchemical bonus to all saving throws. All these effects last for one hour. Once used, cross this favor out.

Invocation of Karma: You have been touched by Wee-Jas and she has made her will felt in you. Whenever you successfully resist a death effect, you receive a +2 sacred bonus to Strength and Constitution for a number of minutes equal to your character level.

Kelthisar's New Spellbook: You have retrieved Kelthisar's spellbooks, possibly for the second time in your career. They contains the following spells: I - *color spray*, *grease*, *mage armor*, *sleep*; II - *expeditious retreat*, *false life*, *mirror image*, *silent image*, *web*; III - *dispel magic*, *fireball*, *fly*, *scorching ray*; IV - *enervation*, *phantasmal killer*, *protection from good*, *slow*; V - *cone of cold*, *dimension door*, *Evard's black tentacles*, *see invisibility*, *waves of fatigue*.

Recognition of Cyrinith: You have performed a valuable service for Cyrinith, a Knight of the High Forest. He has taken note of your actions. Only one character per table may receive this recognition.

Items for the Adventure Record

Item Access

APL 2:

- Brooch of shielding (Adventure; DMG)
- +1 large greatclub (Adventure; DMG)
- Silversheen (Adventure; DMG)

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

- Kelthisar's New Spellbook I (Adventure; See Above; 500 gp)

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

- Kelthisar's New Spellbook II (Adventure; See Above; 1,500 gp)
- Divine scroll: flamestrike (Adventure; CL 9; DMG)
- Divine scroll: mass inflict light wounds (Adventure; CL 9; DMG)

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

- Kelthisar's New Spellbook III (Adventure; See Above; 2,700 gp)
- Lesser silent metamagic rod (Adventure; DMG)

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

- Bag of holding (Type I) (Adventure; DMG)
- Kelthisar's New Spellbook IV (Adventure; See Above; 4,300 gp)
- Ring of Force Shield (Adventure; DMG)

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

- Kelthisar's New Spellbook V (Adventure; See Above; 6,800 gp)
- +1 shocking large greatclub (Adventure; DMG)
- Ring of counterspells (Adventure; DMG)

Sepulcher of the Bronze Moon

Fuggrott the Hooded Pupil: Male ogre; CR 4; Large Giant; HD 4d8+16 plus 3; hp 42; Init +3; Spd 40 ft.; AC 18 [-1 size, -1 Dex, +7 natural, +3 armor], touch 8, flat-footed 18; Base Atk +3; Grp +14; Atk +11 melee (2d8+11, *+1 large greatclub*) or +1 ranged (1d8+7, large javelin); Full Atk as Atk; SA Clutch of Orcus, drink blood; SQ Darkvision 60 ft., low-light vision, resist cold 5, spider climb; AL CE; SV Fort +9, Ref +3, Will +5; Str 25, Dex 8, Con 18, Int 4, Wis 17, Cha 10.

Skills and Feats: Climb +7, Listen +9, Spot +9; Alertness^B, Improved Initiative^B, Lightning Reflexes^B, Toughness, Weapon Focus (greatclub).

Clutch of Orcus (Sp): Once per day, Fuggrott can use the spell *clutch of Orcus*^{*}. Caster level 10^B, save DC 13.

Drink Blood (Su): Once per day, Fuggrott can suck blood from a living victim who has damage that is yet to be healed. It does so by making a successful grapple attack (it usually prefers to use this ability upon foes that are already helpless). Against a pinned or helpless foe, it drinks blood, dealing 2 points of Constitution damage.

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

Languages: Giant

Possessions: *+1 cloak of resistance*, *+1 large greatclub*, *brooch of shielding*, *divine scroll—resist energy*, *divine scroll—silence*, large javelin (x3), *silversheen*, studded leather.

Appendix Two – APL 4

Into the Dark Heart of the Wood

Kelthisar: Male deathlock Wizz; CR 5; Medium Undead; HD 3d12 plus 2d12; hp 38; Init +6; Spd 30 ft.; AC 17 [+4 *mage armor*; +2 Dex, +1 natural], touch 12, flat-footed 15; Base Atk +2; Grp +2; Atk +2 melee (1d4, bite); Full Atk as Atk; SA Spell-like abilities, spells; SQ Darkvision 60 ft., turn resistance +2, undead traits; AL NE; SV Fort +1, Ref +3, Will +7; Str 10, Dex 14, Con -, Int 16, Wis 13, Cha 14.

Skills and Feats: Concentration +8, Hide +8, Knowledge (arcana) +9, Listen +9, Spellcraft +11, Spot +9; Alertness, Improved Initiative, Scribe Scroll^B.

Spell-Like Abilities: At will – *detect magic*, *inflict minor wounds* (DC 13), *read magic*, 3/day – *cause fear* (DC 14), *magic missile*, *summon monster I*, 2/day – *death knell* (DC 14), *ghoul glyph* (DC 14).

Languages: Abyssal, Common, Elven, and Infernal.

Possessions: Map, spellbook.

Spells Prepared (4/3; base DC = 13 + spell level): *acid splash*, *ghost sound*, *prestidigitation*, *resistance*, 1st–*color spray*, *grease*, ~~*mage armor*~~, *sleep*.

Sepulcher of the Bronze Moon

Fuggrott the Hooded Pupil: Male ogre Clr2 (Nerull); CR 6; Large Giant; HD 4d8+16 plus 2d8+8 plus 3; hp 60; Init +3; Spd 40 ft.; AC 19 [-1 size, -1 Dex, +7 natural, +3 armor, +1 deflection], touch 9, flat-footed 19; Base Atk +4; Grp +15; Atk +12 melee (2d8+11, +1 *large greatclub*) or +2 ranged (1d8+7, large javelin); Full Atk as Atk; SA Clutch of Orcus, drink blood, spells; SQ Darkvision 60 ft., low-light vision, rebuke undead 7/day, resist cold 5, spider climb; AL CE; SV Fort +12, Ref +3, Will +9; Str 25, Dex 8, Con 18, Int 4, Wis 17, Cha 10.

Skills and Feats: Climb +7, Concentration +6, Listen +9, Spot +9; Alertness^B, Extra Turning, Improved Initiative^B, Lightning Reflexes^B, Toughness, Weapon Focus (greatclub).

Clutch of Orcus (Sp): Once per day, Fuggrott can use the spell *clutch of Orcus*^{*}. Caster level 10th, save DC 13.

Drink Blood (Su): Once per day, Fuggrott can suck blood from a living victim who has damage that is yet to be healed. It does so by making a successful grapple attack (it usually prefers to use this ability upon foes that are already helpless). Against a pinned or helpless foe, it drinks blood, dealing 2 points of Constitution damage.

Rebuke Undead (Su): 7/day – as 2nd level cleric.

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

Languages: Giant

Possessions: +1 *cloak of resistance*, +1 *large greatclub*, +1 *ring of protection*, *brooch of shielding*, *divine scroll—resist energy*, *divine scroll—silence*, holy symbol, large javelin (x3), *silversheen*, studded leather.

Spells Prepared (4/4; base DC = 13 + spell level): *create water*, *detect magic*, *guidance*, *mending*, 1st–*cure light wounds*, *divine favor*^D, *doom*, *shield of faith*.

^D Domain spell.

Domains: Death (Death touch (Su), 1/day. You must succeed on a melee touch attack against a living creature. 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).); Mysticism (Free action (Su), 1/day, +1 luck bonus to all saves for 2 rounds).

Appendix Three – APL 6

Into the Dark Heart of the Wood

Kelthisar: Male deathlock Wiz4; CR 7; Medium Undead; HD 3d12 plus 4d12; hp 51 (61 with *false life*); Init +6; Spd 30 ft.; AC 17 [+4 *mage armor*, +2 Dex, +1 natural], touch 12, flat-footed 15; Base Atk +3; Grp +3; Atk +3 melee (1d4, bite); Full Atk as Atk; SA Spell-like abilities, spells; SQ Darkvision 60 ft., turn resistance +2, undead traits; AL NE; SV Fort +2, Ref +4, Will +8; Str 10, Dex 14, Con -, Int 16, Wis 13, Cha 14.

Skills and Feats: Concentration +10, Hide +8, Knowledge (arcana) +9, Listen +9, Spellcraft +13, Spot +9; Alertness, Danger Sense, Improved Initiative, Scribe Scroll^B.

Spell-Like Abilities: At will – *detect magic*, *inflict minor wounds* (DC 13), *read magic*, 3/day – *cause fear* (DC 14), *magic missile*, *summon monster I*, 2/day – *death knell* (DC 14), *ghoul glyph* (DC 14).

Languages: Abyssal, Common, Elven, and Infernal.

Possessions: Map, spellbook.

Spells Prepared (4/4/3; base DC = 13 + spell level): 0th – *acid splash*, *ghost sound*, *prestidigitation*, *resistance*, 1st – *color spray*, *expeditious retreat*, *grease*, ~~*mage armor*~~, *silent image*, 2nd – ~~*false life*~~, *mirror image*, *web*.

Sepulcher of the Bronze Moon

Fuggrott the Hooded Pupil: Male ogre Clr4 (Nerull); CR 8; Large giant; HD 4d8+16 plus 4d8+16 plus 3; hp 78; Init +3; Spd 40 ft.; AC 19 [-1 size, -1 Dex, +7 natural, +3 armor, +1 deflection], touch 9, flat-footed 19; Base Atk +6; Grp +18; Atk +15 melee (2d8+13, +1 *large greatclub*) or +4 ranged (1d8+8, large javelin); Full Atk +15/+10 melee (2d8+13, +1 *large greatclub*) or +4 ranged (1d8+8, large javelin); SA Clutch of Orcus, drink blood, spells; SQ Darkvision 60 ft., low-light vision, rebuke undead 7/day, resist cold 5, spider climb; AL CE; SV Fort +13, Ref +4, Will +9; Str 26, Dex 8, Con 18, Int 4, Wis 17, Cha 10.

Skills and Feats: Climb +8, Concentration +8, Listen +9, Spot +9; Alertness^B, Extra Turning, Improved Initiative^B, Lightning Reflexes^B, Toughness, Weapon Focus (greatclub).

Clutch of Orcus (Sp): Once per day, Fuggrott can use the spell *clutch of Orcus*^{*}. Caster level 10th, save DC 13.

Drink Blood (Su): Once per day, Fuggrott can suck blood from a living victim who has damage that is yet to be healed. It does so by making a successful grapple attack (it usually prefers to use this ability upon foes that are already helpless). Against a pinned or helpless foe, it drinks blood, dealing 2 points of Constitution damage.

Rebuke Undead (Su): 7/day – as 4th level cleric.

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

Languages: Giant

Possessions: +1 cloak of resistance, +1 large greatclub, +1 ring of protection, brooch of shielding, divine scroll—*flamestrike*, divine scroll—*mass inflict light wounds*, divine scroll—*resist energy*, divine scroll—*silence*, holy symbol, large javelin (x3), *silversheen*, studded leather.

Spells Prepared (5/5/4; base DC = 13 + spell level): 0 – *create water*, *detect magic*, *guidance*, *light*, *mending*, 1st – *bless*, *cure light wounds*, *divine favor*^P, *doom*, *shield of faith*; 2nd – *bull's strength*, *delay poison*, *sound burst*, *spiritual weapon*^D.

^D Domain spell.

Domains: Death (Death touch (Su), 1/day. You must succeed on a melee touch attack against a living creature. 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).); Mysticism (Free action (Su), 1/day, +1 (Cha bonus) luck bonus to all saves for 4 rounds).

Appendix Four – APL 8

Initiative^B, Lightning Reflexes^B, Quicken Spell, Toughness, Weapon Focus (greatclub).

Clutch of Orcus (Sp): Once per day, Fuggrott can use the spell *clutch of Orcus*^{*}. Caster level 10th, save DC 13.

Drink Blood (Su): Once per day, Fuggrott can suck blood from a living victim who has damage that is yet to be healed. It does so by making a successful grapple attack (it usually prefers to use this ability upon foes that are already helpless). Against a pinned or helpless foe, it drinks blood, dealing 2 points of Constitution damage.

Rebuke Undead (Su): 7/day – as 6th level cleric.

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

Languages: Giant

Possessions: +1 cloak of resistance, +1 large greatclub, +1 ring of protection, brooch of shielding, divine scroll—flamestrike, divine scroll—mass inflict light wounds, divine scroll—resist energy, divine scroll—silence, divine scroll—summon monster IV, holy symbol, large javelin (x3), lesser silent meta-magic rod, silversheen, studded leather.

Spells Prepared (5/5/5/4; base DC = 13 + spell level): 0—create water, detect magic, guidance, light, mending, 1st—bless, cure light wounds, divine favor^P, doom, shield of faith; 2nd—bull's strength, cure moderate wounds, delay poison, sound burst, spiritual weapon^D; 3rd—dispel magic, invisibility purge, lesser visage of the diety^D, prayer.

^D Domain spell.

Domains: Death (Death touch (Su), 1/day. You must succeed on a melee touch attack against a living creature. 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).); Mysticism (Free action (Su), 1/day, +1 (Cha bonus) luck bonus to all saves for 6 rounds).

Into the Dark Heart of the Wood

Kelthisar: Male deathlock Wiz6; CR 9; Medium Undead; HD 3d12 plus 6d12; hp 64 (78 with *false life*); Init +6; Spd 30 ft.; AC 17 [+4 *mage armor*, +2 Dex, +1 natural], touch 12, flat-footed 15; Base Atk +4; Grp +4; Atk +4 melee (1d4, bite); Full Atk as Atk; SA Spell-like abilities, spells; SQ Darkvision 60 ft., turn resistance +2, undead traits; AL NE; SV Fort +3, Ref +5, Will +9; Str 10, Dex 14, Con -, Int 17, Wis 13, Cha 14.

Skills and Feats: Concentration +12, Hide +8, Knowledge (arcane) +9, Listen +9, Spellcraft +15, Spot +9; Alertness, Danger Sense, Improved Initiative, Scribe Scroll^B, Spell Focus (evocation), Sudden Maximize^B.

Spell-Like Abilities: At will – *detect magic*, *inflict minor wounds* (DC 13), *read magic*, 3/day – *cause fear* (DC 14), *magic missile*, *summon monster I*, 2/day – *death knell* (DC 14), *ghoul glyph* (DC 14).

Languages: Abyssal, Common, Elven, and Infernal.

Possessions: Map, spellbook.

Spells Prepared (4/4/4/3; base DC = 13 + spell level, 14 + spell level for evocation): 0th – *acid splash*, *ghost sound*, *prestidigitation*, *resistance*, 1st – *color spray*, *expeditious retreat*, *grease*, ~~*mage armor*~~, *silent image*, 2nd – ~~*false life*~~, *mirror image*, *web*, *scorching ray*, 3rd – *dispel magic*, *fireball*, ~~*fly*~~.

Sepulcher of the Bronze Moon

Fuggrott the Hooded Pupil: Male ogre Clr6 (Nerull); CR 10; Large Giant; HD 4d8+16 plus 6d8+24 plus 3; hp 96; Init +3; Spd 40 ft.; AC 19 [-1 size, -1 Dex, +7 natural, +3 armor, +1 deflection], touch 9, flat-footed 19; Base Atk +7; Grp +19; Atk +16 melee (2d8+13, +1 large greatclub) or +5 ranged (1d8+8, large javelin); Full Atk +16/+11 melee (2d8+13, +1 large greatclub) or +5 ranged (1d8+8, large javelin); SA Clutch of Orcus, drink blood, spells; SQ Darkvision 60 ft., low-light vision, rebuke undead 7/day, resist cold 5, spider climb; AL CE; SV Fort +14, Ref +5, Will +10; Str 26, Dex 8, Con 18, Int 4, Wis 17, Cha 10.

Skills and Feats: Climb +8, Concentration +10, Listen +9, Spot +9; Alertness^B, Extra Turning, Improved

Appendix Five – APL 10

Into the Dark Heart of the Wood

Kelthisar: Male deathlock Wiz8; CR 11; Medium Undead; HD 3d12 plus 8d12; hp 77 (91 with *false life*); Init +6; Spd 30 ft.; AC 17 [+4 *mage armor*, +2 Dex, +1 natural], touch 12, flat-footed 15; Base Atk +5; Grp +5; Atk +5 melee (1d4, bite); Full Atk as Atk; SA Spell-like abilities, spells; SQ Darkvision 60 ft., turn resistance +2, undead traits; AL NE; SV Fort +3, Ref +5, Will +10; Str 10, Dex 14, Con -, Int 17, Wis 13, Cha 14.

Skills and Feats: Concentration +14, Hide +8, Knowledge (arcane) +9, Listen +9, Spellcraft +17, Spot +9; Alertness, Danger Sense, Improved Initiative, Scribe Scroll^B, Spell Focus (evocation), Sudden Maximize^B.

Spell-Like Abilities: At will – *detect magic*, *inflict minor wounds* (DC 13), *read magic*; 3/day – *cause fear* (DC 14), *magic missile*, *summon monster I*; 2/day – *death knell* (DC 14), *ghoul glyph* (DC 14).

Languages: Abyssal, Common, Elven, and Infernal.

Possessions: Map, spellbook.

Spells Prepared (4/5/4/4/2; base DC = 13 + spell level, 14 + spell level for evocation): 0–*acid splash*, *ghost sound*, *prestidigitation*, *resistance*, 1st–*color spray*, *expeditious retreat*, *grease*, ~~*mage armor*~~, ~~*protection from good*~~, *silent image*, 2nd–~~*false life*~~, *mirror image*, *scorching ray*, *web*, 3rd–*dispel magic*, *fireball*, ~~*fly*~~, *slow*; 4th–*enervation*, *phantasmal killer*.

Sepulcher of the Bronze Moon

Fuggrott the Hooded Pupil: Male ogre Clr8 (Nerull); CR 12; Large Giant; HD 4d8+16 plus 8d8+32 plus 3; hp 114; Init +3; Spd 40 ft.; AC 19 [-1 size, -1 Dex, +7 natural, +3 armor, +1 deflection], touch 9, flat-footed 19; Base Atk +9; Grp +21; Atk +18 melee (2d8+13, +1 *large greatclub*) or +7 ranged (1d8+8, large javelin); Full Atk +18/+13 melee (2d8+13, +1 *large greatclub*) or +7 ranged (1d8+8, large javelin); SA Clutch of Orcus, drink blood, spells; SQ Darkvision 60 ft., low-light vision, rebuke undead 7/day, resist cold 5, spider climb; AL CE; SV Fort +15, Ref +5, Will +12; Str 26, Dex 8, Con 18, Int 4, Wis 18, Cha 10.

Skills and Feats: Climb +8, Concentration +12, Listen +10, Spot +10; Alertness^B, Divine Meta-Magic (Quicken

Spell), Extra Turning, Improved Initiative^B, Lightning Reflexes^B, Quicken Spell, Toughness, Weapon Focus (greatclub).

Clutch of Orcus (Sp): Once per day, Fuggrott can use the spell *clutch of Orcus*^{*}. Caster level 10th, save DC 13.

Drink Blood (Su): Once per day, Fuggrott can suck blood from a living victim who has damage that is yet to be healed. It does so by making a successful grapple attack (it usually prefers to use this ability upon foes that are already helpless). Against a pinned or helpless foe, it drinks blood, dealing 2 points of Constitution damage.

Rebuke Undead (Su): 7/day – as 8th level cleric.

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

Languages: Giant

Possessions: +1 cloak of resistance, +1 large greatclub, +1 ring of protection, bag of holding (Type I), brooch of shielding, divine scroll—flamestrike, divine scroll—mass inflict light wounds, divine scroll—resist energy, divine scroll—silence, divine scroll—summon monster IV, holy symbol, large javelin (x3), lesser silent meta-magic rod, silversheen, studded leather.

Spells Prepared (6/6/5/5/4; base DC = 14 + spell level): 0–*create water*, *detect magic* (x2), *guidance*, *light*, *mending*, 1st–*bless*, *cure light wounds*, *divine favor*^D, *doom*, *obscuring mist*, *shield of faith*; 2nd–*bull's strength*, *cure moderate wounds*, *delay poison*, *sound burst*, *spiritual weapon*^D; 3rd–*dispel magic*, *invisibility purge*, *lesser visage of the diety*^{*D}, *prayer*, *wind wall*; 4th–*cure critical wounds*, *death ward*^D, *divine power*, *freedom of movement*.

^D Domain spell.

Domains: Death (Death touch (Su), 1/day. You must succeed on a melee touch attack against a living creature. 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).); Mysticism (Free action (Su), 1/day, +1 (Cha bonus) luck bonus to all saves for 8 rounds).

Appendix Six – APL 12

Into the Dark Heart of the Wood

Kelthisar: Male deathlock Wiz10; CR 13; Medium undead; HD 3d12 plus 10d12; hp 90 (108 with *false life*); Init +6; Spd 30 ft.; AC 17 [+4 *mage armor*, +2 Dex, +1 natural], touch 12, flat-footed 15; Base Atk +6; Grp +6; Atk +6 melee (1d4, bite); Full Atk +6/+1 melee (1d4, bite); SA Spell-like abilities, spells; SQ Darkvision 60 ft., turn resistance +2, undead traits; AL NE; SV Fort +4, Ref +6, Will +11; Str 10, Dex 14, Con -, Int 18, Wis 13, Cha 14.

Skills and Feats: Concentration +16, Hide +8, Knowledge (arcane) +10, Listen +9, Spellcraft +20, Spot +9; Alertness, Danger Sense, Improved Initiative, Scribe Scroll^B, Spell Focus (evocation), Sudden Empower, Sudden Maximize^B, Sudden Silent^B.

Spell-Like Abilities: At will – *detect magic*, *inflict minor wounds* (DC 13), *read magic*, 3/day – *cause fear* (DC 14), *magic missile*, *summon monster I*, 2/day – *death knell* (DC 14), *ghoul glyph* (DC 14).

Languages: Abyssal, Common, Elven, and Infernal.

Possessions: Map, spellbook.

Spells Prepared (4/5/5/4/4/2; base DC = 14 + spell level, 15 + spell level for evocation): 0–*acid splash*, *ghost sound*, *prestidigitation*, *resistance*, 1st–*color spray*, *expeditious retreat*, *grease*, ~~*mage armor*~~, ~~*protection from good*~~, *silent image*, 2nd–~~*false life*~~, *mirror image*, *scorching ray*, ~~*see invisibility*~~, *web*, 3rd–*dispel magic*, *fireball*, ~~*fly*~~, *slow*; 4th–*dimension door*, *enervation*, *evard's black tentacles*, *phantasmal killer*; 5th–*cone of cold*, *waves of fatigue*.

Sepulcher of the Bronze Moon

Fuggrott the Hooded Pupil: Male ogre Clr10 (Nerull); CR 14; Large Giant; HD 4d8+16 plus 10d8+40 plus 3; hp 132; Init +3; Spd 40 ft.; AC 19 [-1 size, -1 Dex, +7 natural, +3 armor, +1 deflection], touch 9, flat-footed 19; Base Atk +10; Grp +22; Atk +19 melee (2d8+13 plus 1d6 electricity, +1 *large shocking greatclub*) or +8 ranged (1d8+8, large javelin); Full Atk +19/+14 melee (2d8+13 plus 1d6 electricity, +1 *large shocking greatclub*) or +8 ranged (1d8+8, large javelin); SA Clutch of Orcus, drink blood, spells; SQ Darkvision 60 ft., low-light vision, rebuke undead 7/day, resist cold 5, *spider climb*, AL CE; SV Fort

+16, Ref +6, Will +13; Str 26, Dex 8, Con 18, Int 4, Wis 18, Cha 10.

Skills and Feats: Climb +8, Concentration +14, Listen +10, Spot +10; Alertness^B, Divine Meta-Magic (Quicken Spell), Extra Turning, Improved Initiative^B, Lightning Reflexes^B, Quicken Spell, Toughness, Weapon Focus (greatclub).

Clutch of Orcus (Sp): Once per day, Fuggrott can use the spell *clutch of Orcus*^{*}. Caster level 10th, save DC 13.

Drink Blood (Su): Once per day, Fuggrott can suck blood from a living victim who has damage that is yet to be healed. It does so by making a successful grapple attack (it usually prefers to use this ability upon foes that are already helpless). Against a pinned or helpless foe, it drinks blood, dealing 2 points of Constitution damage.

Rebuke Undead (Su): 7/day – as 10th level cleric.

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

Languages: Giant

Possessions: +1 cloak of resistance, +1 large greatclub, +1 ring of protection, bag of holding (Type I), brooch of shielding, divine scroll—*flamestrike*, divine scroll—*mass inflict light wounds*, divine scroll—*resist energy*, divine scroll—*silence*, divine scroll—*summon monster IV*, holy symbol, large javelin (x3), lesser silent meta-magic rod, ring of counterspells (*dispel magic*), silversheen, studded leather.

Spells Prepared (6/6/6/5/5/3; base DC = 14 + spell level): 0–*create water*, *detect magic* (x2), *guidance*, *light*, *mending*, 1st–*bless*, *cure light wounds*, *divine favor*^D, *doom*, *obscuring mist*, *shield of faith*; 2nd–*bull's strength*, *cure moderate wounds*, *delay poison*, *hold person*, *sound burst*, *spiritual weapon*^D; 3rd–*dispel magic*, *invisibility purge*, *lesser visage of the diety*^{AD}, *prayer*, *wind wall*; 4th–*air walk*, *cure critical wounds*, *death ward*^D, *divine power*, *freedom of movement*; 5th–*flame strike*, *righteous might*^D, *spell resistance*.

^D Domain spell.

Domains: Death (Death touch (Su), 1/day. You must succeed on a melee touch attack against a living creature. 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).); Mysticism (Free action (Su), 1/day, +1 (Cha bonus) luck bonus to all saves for 10 rounds).

Appendix Seven – All APLs

Smiles between Friends

Grinn: Male goblin War1/Wiz(illusionist)6; CR 6; Small Humanoid (Goblinoid); HD 1d8 plus 6d4; hp 23; Init +3; Spd 30 ft.; AC 18 [+1 size, +3 Dex, +4 *mage armor*], touch 14, flat-footed 15; Base Atk +3; Grp -3; Atk +2 melee (1d4-2, small quarterstaff) or +6 ranged (1d6/19-20, small light crossbow); Full Atk as Atk; SQ Darkvision 60 ft.; AL CN; SV Fort +2, Ref +5, Will +6; Str 7, Dex 16, Con 10, Int 16, Wis 12, Cha 12

Skills and Feats: Bluff +4, Concentration +10, Craft (alchemy) +5, Escape Artist +4, Hide +10, Knowledge (arcana) +10, Knowledge (local-Luz's Border States) +5, Listen +4, Move Silently +7, Ride +7, Spellcraft +13, Spot +4; Alertness, Dodge, Extend Spell, Scribe Scroll^B, Still Spell^B.

Languages: Common, Draconic, Goblinoid, Halfling, Orcish.

Possessions: bolts (10), red cloak, small light crossbow, small quarterstaff, spell component pouch, 8 lunars (sp), 12 wheats (cp).

Spells Prepared (5/5/5/4; base DC = 13 + spell level, banned schools – divination and evocation): 0–*daze*, *ghost sound* (x2), *mage hand*, *prestidigitation*; 1st–*cause fear*, *expeditious retreat*, ~~*mage armor*~~, *silent image*, *ventriloquism*; 2nd–*invisibility* (x2), *mirror image*, *scare*, *web*; 3rd – ~~*extended alter self*~~ (x2), *fly*, *major image*.

Borot: Male goblin War1/Ftr5; CR 5; Small Humanoid (Goblinoid); HD 1d8+3 plus 5d10+15 plus 3; hp 59; Init +0; Spd 30 ft.; AC 14 [+1 Size, +3 armor], touch 11, flat-footed 13; Base Atk +6; Grp +6; Atk +11 melee (1d6+6/19-20, small longsword) or +6 ranged (1d3, small sling); Full Atk +11/+6 melee (1d6+6/19-20, small longsword) or +6/+1 ranged (1d3, small sling); SQ Darkvision 60 ft.; AL CN; SV Fort +9, Ref +1, Will +0; Str 19, Dex 10, Con 16, Int 7, Wis 8, Cha 8.

Skills and Feats: Climb +9, Hide +4, Jump +8, Listen +2, Move Silently +4, Ride +4, Spot +3; Alertness, Power Attack^B, Quick Draw, Toughness, Weapon Focus (longsword)^B, Weapon Specialization (longsword)^B.

Languages: Common, Goblinoid.

Possessions: Small longsword, small sling, sling bullets (10), studded leather armor, whatever Grinn tells him to carry (including Grinn).

Shadow Cabal

Terist Valmeen: Male lich (human) Clr6/Master of Shrouds10 (Nerull); CR 20; Medium Undead (Augmented Humanoid); HD 6d12 plus 10d12; hp 128; Init +1; Spd 30 ft.; AC 37 [+12 armor, +6 shield, +1 Dex, +3 deflection +5 natural armor], touch 14, flat-footed 36; Base Atk +12; Grp +13; Atk +17 melee (1d8+5, morning star) or

+13 ranged (1d8/19-20, light crossbow); Full Atk +17/+12/+7 melee (1d8+5, morning star) or +13 (1d8/19-20, light crossbow); SA Fear aura, paralyzing touch, spells; SQ DR 15/bludgeoning and magic, immunities, turn resistance +4, undead traits; AL CE; SV Fort +11, Ref +9, Will +23; Str 13, Dex 12, Con -, Int 18, Wis 22 (26), Cha 16.

Skills and Feats: Bluff +15, Concentration +19, Disguise +15, Hide+28, Listen +20, Move Silently +8, Search +15, Sense Motive +15, Spot +16, Knowledge (religion) +19, Spellcraft+23; Augment Summoning, Chain Spell, Power Attack, Quickened Spell, Silent Spell, Spell Focus (Conjuration)^B, Spell Focus (Necromancy).

Fear Aura (Su): Creatures of less than 5 HD in a 60-foot radius that look at Terist must succeed on a DC 21 Will save or be affected as though by a *fear* spell from a 16th-level caster. A creature that successfully saves cannot be affected again for 24 hours.

Immunities (Ex): Terist has immunity to cold, electricity, polymorph (though they can use polymorph effects on themselves), and mind-affecting attacks.

Improved Summoning (Ex): Any undead summoned by Terist gain a +2 enhancement bonus on attack and damage rolls.

Paralyzing Touch (Su): Any living creature Terist hits with his touch attack must succeed on a DC 21 Fortitude save or be permanently paralyzed. *Remove paralysis* or any spell that can remove a curse can free the victim (see the *bestow curse* spell description). The effect cannot be dispelled. Anyone paralyzed by Terist seems dead, though a DC 20 Spot check or a DC 15 Heal check reveals that the victim is still alive.

Rebuke Undead (Su): 10/day – as 16th level cleric

Summon Undead (Sp): 6/day – Terist can summon one or more incorporeal undead creatures. This ability is identical to the *summon monster* spells except Terist adds her Charisma modifier to the duration. Terist can summon one dread wraith, two greater shadows, four spectres, four wraiths, or four shadows with each use of this ability.

Spells Prepared: (6/8/8/8/6/6/5/4/2; base DC = 17 + spell level, 18 + spell level for conjuration & necromantic spells): 0–*create water*, *inflict minor wounds* (x2), *detect magic* (x2), *detect poison*; 1st–*bless*, *divine favor*, *doom* (x2), *entropic shield*, *obscuring mist*, *protection from good*^P, *shield of faith* (x2); 2nd–*align weapon*, *death knell*, *hold person* (x2), *invisibility*^P, *sound burst* (x2), *wave of grief*; 3rd–*dispel magic*, *magic circle versus good*^P, ~~*magic vestment*~~ (x3), ~~*protection from elements*~~, *silenced wave of grief*, *wrack*; 4th–*divine power*, ~~*freedom of movement*~~, ~~*greater magic weapon*~~, *silent dispel magic*, *unholy blight*^P, *silent wrack*; 5th–*dispel good*^P, *quickened divine favor*, *flamestrike*, *slay living*, *spell resistance*, *true seeing*; 6th–~~*anti-life shell*~~, *blade barrier*, *harm* (x2), *mislead*^P; 7th – *bestow greater curse*, *blasphemy*^P, *silent greater dispel*

magic, silenced & chained wrack; 8th – *greater planar ally, unholy aura*^b.

^b Domain spell.

Domains: Evil (Evil spells cast at +1 level); Trickery (Bluff, Disguise, and Hide are class skills).

Languages: Ancient Baklunish, Ancient Sueloise, Ancient Flan, Common, Draconic

Possessions: +1 *full plate*, +1 *heavy steel shield*, +1 *unholy morning star*, bolts (20), light crossbow, silver holy symbol (x3), *divine scroll—remove paralysis*, *divine scroll—silence*, *periapt of wisdom* +4, *ring of protection* +3, *cloak of resistance* +3, *potion of protection from elements (fire)*, *potion of fly*, *divine scroll—invisibility*, *purge*, *boots of speed*, *vest of escape*, *divine scroll—prayer*.

Magic in Effect: *magic vestment* (+4 enhancement bonus to armor), *magic vestment* (+4 enhancement bonus to shield), *freedom of movement*, *greater magic weapon* (+4 enhancement bonus to morning star), *spell resistance* (SR 28), *anti-life shell*, *unholy aura* (+4 deflection bonus to AC, +4 resistance bonus to saves, Str dmg against good attackers).

Veraataa: Female ghost Sor14/Acm1; CR 17; Medium Undead (Augmented Humanoid); HD 15d12; hp 105; Init +2; Spd fly 30ft (perfect); AC 28 (+4 armor, +4 shield, +2 Dex, +8 deflection), touch 20, flat-footed 26; Base Atk +6; Grp +5; Atk +5 Incorporeal touch (1d6-1, can only effect ethereal creatures); Full Atk as Atk; SA Corrupting gaze, frightful moan, horrific appearance, manifestation; SQ Mastery of shaping, rejuvenation, turn resistance +4; AL CE; SV Fort +7, Ref +9, Will +12; Str 8, Dex 14, Con -, Int 16, Wis 12, Cha 23(27).

Skills and Feats: Concentration +18, Hide +12, Knowledge (Arcana) +16, Listen +10, search +10, Spellcraft +22, Spot +12; Alertness, Empower Spell, Great Fortitude, Greater Spell Focus (Enchantment), Lightning Reflexes, Skill Focus (Spellcraft)^b, Spell Focus (Enchantment), Spell Focus (Evocation).

Mastery of Shaping (Ex): Veraataa can alter area of effect spells that use one of the following shapes: burst, cone, cylinder, emanation, or spread. The alteration consists of creating spaces within the spell's area or effect that are not subject to the spell. The minimum dimension for these spaces is a 5-foot cube. Furthermore, any shapeable spells have a minimum dimension of 5 feet instead of 10 feet.

Corrupting Gaze (Su): A ghost can blast living beings with a glance, at a range of up to 30 feet. Creatures that meet the ghost's gaze must succeed on a DC 25 Fortitude save or take 2d10 points of damage and 1d4 points of Charisma damage.

Frightful Moan (Su): As a standard action, all living creatures within a 30-foot spread must succeed on a DC 25 Will save or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature

that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours.

Horrific Appearance (Su): Any living creature within 60 feet that views a ghost must succeed on a DC 25 Fortitude save or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for 24 hours.

Manifestation (Su): When Veraataa manifests, she partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. Veraataa can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. Veraataa can pass through solid objects at will, and its own attacks pass through armor. She always moves silently. She can strike with its touch attack or with a ghost touch weapon. Veraataa remains partially on the Ethereal Plane, where is she not incorporeal. She can be attacked by opponents on either the Material Plane or the Ethereal Plane. Her incorporeality helps protect her from foes on the Material Plane, but not from foes on the Ethereal Plane.

When Veraataa is not manifested and is on the Ethereal Plane, her spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When she manifests, her spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. Her touch spells don't work on nonethereal targets.

Languages: Common, Abyssal, Undercommon, Draconic.

Possessions: *cloak of Charisma* +4, *vest of resistance* +2, Quarterstaff.

Sorcerer Spells Known: (6/8/8/8/7/6/5; save DC 16 + spell level; enchantment & evocation spells DC 18 + spell level): 0—*acid splash*, *daze*, *detect magic*, *detect poison*, *flare*, *ray of frost*, *read magic*, *resistance*, *touch of fatigue*, 1st—*charm person*, *mage armor*, *magic missile*, *ray of enfeeblement*, *shield*, 2nd—*false life*, *glitterdust*, *scorching ray*, *mirror image*, *Tasha's hideous laughter*, 3rd—*fireball*, *protection from energy*, *suggestion*, *slow*, 4th—*confusion*, *Evard's black tentacles*, *greater invisibility*, *solid fog*, 5th—*cone of cold*, *cloud kill*, *feeblemind*, *wall of force*. 6th—*disintegrate*, *greater dispel magic*, *guards and wards*; 7th—*prismatic spray*, *spell turning*.

Magic in Effect: *mage armor*, *false life*, *protection from fire* (120 pts), *protection from lightning* (120 pts), *spell turning* (9 levels).

Gerask: Male vampire Clr10/Contemplative1 (Nerull); CR 13; Medium Undead (Augmented Humanoid); HD 11d12; hp 82; Init +6; Spd 20 ft.; AC 28 (+2 Dex, +6 natural, +2 heavy shield, +8 plate), (touch 12, flat-footed 26); Base Atk +7; Grp +12; Atk +12 melee (1d6+10/19-20, short sword) or +7 ranged (1d8+4/x3, shortbow); Full Att +12/+7 melee (1d6+10/19-20, short sword) or +7/+2

ranged (1d8+4/x3, shortbow); SA Blood drain, children of the night, create spawn, energy drain, spells; SQ Alternate form, darkvision 120 ft., DR 10/silver and magic, dwarf traits, fast healing 5, gaseous form, rebuke undead, divine health, resist cold and electricity 10, spider climb, turn resistance +4; AL LE; SV Fort +7, Ref +7, Will +16; Str 20, Dex 14, Con -, Int 12, Wis 24, Cha 16.

Skills and Feats: Concentration +13, Knowledge (religion) +15; Alertness, Combat Reflexes, Divine Metamagic (quicken), Dodge, Improved Initiative, Lightning Reflexes, Quicken Spell, Sudden Silent, Sudden Still.

Blood Drain (Ex): If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampire gains 5 temporary hit points.

Children of the Night (Su): Once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Dominate (Su): This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a DC 18 Will save or fall instantly under the vampire's influence as though by a dominate person spell (caster level 12th). The ability has a range of 30 feet.

Create Spawn (Su): A humanoid or monstrous humanoid slain by a vampire's energy drain rises as a vampire spawn 1d4 days after burial. If the vampire instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and as a vampire if it had 5 or more HD.

Energy Drain (Su): Living creatures hit by a vampire's slam attack (or any other natural weapon the vampire might possess) gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain ability once per round.

Alternate Form (Su): A vampire can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action.

Gaseous Form (Su): As a standard action, a vampire can assume gaseous form at will as the spell (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

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

Spells Prepared (6/7+1/6+1/5+1/4+1/3+1/2+1; base DC = 17 + spell level): 0 – *cure minor wounds* (x2), *detect magic*, *detect poison*, *light*, *mending*; 1st – *bless*, *cure light wounds*, *obscuring mist*, *protection from good**; *remove fear*, *shield of faith* (x2), *sanctuary*; 2nd – *align weapon*, *hold person*, *invisibility**, *remove paralysis*, *resist energy* (x3), *sound burst*; 3rd – *daylight*, *dispel magic*, *invisibility purge*, *magic circle versus good**, *magic vestment*, *searing light*; 4th – *air walk*, *death ward*, *divine power*, *freedom of movement*, *unholy blight**; 5th – *dispel good**, *quicken*

divine favor, *flamestrike*, *righteous might*, 6th – *heal*, *hero's feast*, *mislead**.

*Domain spell. Domains: Evil (Evil spells cast at +1 level); Trickery (Bluff, Disguise, and Hide are class skills).

Felekdashk: male troll ghoulish Wiz6/EdK9; CR 18; Large Undead (Augmented Giant); HD 6d12 plus 6d12 plus 9d12 plus 3; hp 138; Init +9; Spd 30 ft.; AC 22, touch 15, flat-footed 17 (-1 size, +7 Dex, +7 natural armor, +1 insight); Base Atk +16; Grp +38; Atk +35 melee (2d6+24/19-20x1d8), scythe) or +32 melee (1d6+16, claw); Full Atk +35/+35/+30/+25/+20 melee (2d6+24/19-20x1d8), scythe) and +30 melee (1d8+8, bite), or +32 melee (1d6+16, 2 claws) and +30 melee (1d8+8, bite); Space/Reach 10 ft./10 ft.; SA ghoulish fever, paralysis, rend 2d6+24; SQ Darkvision 90 ft., low-light vision, scent, summon familiar (toad), turn resistance +2; AL CE; SV Fort +20, Ref +21, Will +21; Str 42, Dex 24, Con -, Int 22, Wis 18, Cha 6.

Skills and Feats: Concentration +21, Intimidate +4, Knowledge (arcana) +20, Knowledge (religion) +11, Listen +17, Sense Motive +15, Spellcraft +20, Spot +17, Tumble +21. Alertness^B, Arcane Strike*, Combat Expertise, Dodge, Improved Critical (scythe)^B, Karmic Strike*, Mobile Spellcasting*, Multiattack^B, Power Attack, Quicken Spell^B, Scribe Scroll^B, Weapon Focus (scythe).

Ghoul Fever (Su): Disease – bite, Fortitude save DC 18, incubation period 1 day, damage 1d3 Con and 1d3 Dex.

Paralysis (Ex): Victims hit by Troll's bite or claw attack must make a successful DC 18 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis.

Rend (Ex): If Troll hits with both claw attacks, he automatically deals an additional 2d6+24 points of damage.

Languages: Abyssal, Common, Draconic, Giant, Undercommon.

Spells Prepared (4/6/6/9/5/4/4/2; base DC = 6 + spell level, caster level 15): 0 – [*cantrip*, *cantrip* (2)]; 1st – *gust of wind*, *magic missile*, *ray of enfeeblement*, *shield*, *true strike* (2); 2nd – *false life*, *glitterdust*, *mirror image*, *resist energy*, *scorching ray*; 3rd – *fireball*, *greater mage armor*, *magic circle against good*, *protection from energy* (2), *vampiric touch* (3), *wind wall*; 4th – *confusion*, *fire shield*, *greater invisibility*, *stoneskin*, *wall of ice*; 5th – *Bigby's interposing hand*, *quicken true strike*, *teleport*, *wall of stone*; 6th – *globe of invulnerability*, *greater dispel magic*, *greater heroism*, *true seeing*; 7th – *limited wish*, *quicken displacement*.

Possessions: +2 large maiming brilliant energy scythe of speed, belt of giant's strength +6, headband of intellect +6, rod of lesser quicken, rod of quicken, rod of greater quicken, +5 cloak of resistance, luckstone, pale green prism ioun stone, orange prism ioun stone, dusty rose prism ioun stone, hand of glory, winged boots, ring of

*counterspells (greater dispel magic), ring of evasion, ring
of wizardry (III), scroll of imbue familiar with spell ability*

Appendix Eight – New Rules Items

New Feats

Chain Spell [Metamagic]

You can cast spells that arc to other targets in addition to the primary target.

Prerequisite: Any metamagic feat.

Benefit: Any spell that specifically targets a single target and has a range greater than touch can be chained so as to affect the primary target normally then arc to a number of secondary targets equal to your caster level (maximum twenty). Each arc affects one secondary target chosen by you, all of which must be within 30 feet of the primary target, none of which may be affected more than once. You can choose to affect fewer secondary targets than the maximum.

If the chained spell deals damage, the secondary targets each take half of much damage as the primary target (rounded down) and can attempt Reflex saving throws for half damage (whether the spell allows the original target a save or not). For spells that don't deal damage, the saving throw DCs against the arcing effects are reduced by 4. For example, if a 10th-level wizard normally casts *cause fear* at DC 14, a chained *cause fear* could target a goblin chieftain at DC 14 and up to ten of his nearby guards at DC 10.

A chained spell uses up a spell slot three levels higher than the spell's actual level.

Danger Sense

from *Complete Adventurer*, pg. 107

You are one twitchy individual.

Prerequisites: Improved Initiative.

Benefits: Once per day, you can reroll an initiative check you have just made. You use the better of your two rolls. You must decide to reroll before the round starts.

Divine Metamagic [Divine]

from *Complete Divine*, pg. 80

You channel energy into some of your divine spells to make them more powerful.

Prerequisites: Ability to turn undead or rebuke undead, selected metamagic feat.

Benefit: When you take this feat, choose a metamagic feat. This feat only applies to that metamagic feat. As a free action, you can take the energy from turning or rebuking undead and use it to apply a metamagic feat to spells that you know. You must spend one turn or rebuke attempt, plus an additional attempt for each level increase in the metamagic feat you're using. For example, Jazon the cleric could sacrifice three turn attempts to empower a *holy smite* he's casting. Because you're using positive or negative energy to augment your spells, the spell slot for the spell doesn't change.

Special: This feat may be taken multiple times. Each time you take this feat choose a different metamagic feat to which to apply it.

Sudden Empower [Metamagic]

from *Complete Arcane*, pg. 83

Once per day you can cast a spell to greater effect without special preparation.

Prerequisites: Any metamagic feat.

Benefit: Once per day, you may apply the Empower Spell feat to any spell you can cast, without increasing the level of the spell, or specially preparing it ahead of time. You may still use the Empower Spell feat normally if you have it.

Sudden Maximize [Metamagic]

from *Complete Arcane*, pg. 83

Once per day you can cast a spell to maximum effect without special preparation.

Prerequisites: Any metamagic feat.

Benefit: Once per day, you may apply the Maximize Spell feat to any spell you can cast, without increasing the level of the spell, or specially preparing it ahead of time. You may still use the Maximize Spell feat normally if you have it.

Sudden Silent [Metamagic]

from *Complete Arcane*, pg. 83

Once per day you can cast a spell silently without special preparation.

Benefit: Once per day, you may apply the Silent Spell feat to any spell you can cast, without increasing the level of the spell, or specially preparing it ahead of time. You may still use the Silent Spell feat normally if you have it.

New Spells

Clutch of Orcus

from *Libris Mortis*, pg 63

Necromancy

Level: Cleric 3

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One humanoid

Duration: Concentration

Saving Throw: Fortitude negates

Spell Resistance: Yes

Magical force grips the target's heart (or similar vital organ) and begins crushing it. The victim reacts as if having a heart attack (it is paralyzed) and takes 1d3 points of damage per round. Concentration is required to maintain the spell each round. A conscious victim gains a new saving throw each round to the end of the spell. If the victim dies as a result of this spell, its smoking heart appears in the caster's hand.

Ghoul Glyph

from *Libris Mortis*, pg. 66

Necromancy

Level: Hunger 2, sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Effect: One ghoulish glyph that must fit within a 1-ft. square

Duration: Permanent until discharged

Saving Throw: Fortitude partial

Spell Resistance: Yes

You inscribe a glyph that paralyzes any living creature of Large or smaller size that enters, passes, or opens the warded area. You can scribe the glyph to be visible as faintly glowing lines, or invisible. You can inscribe a *ghoul glyph* on a portable object, but if the object is moved more than 5 feet, the glyph fades.

Conditions for triggering a *ghoul glyph* are stringent. It takes effect on any creature except yourself that moves to or within 2 feet of it. It affects invisible creatures normally but is not triggered by those that travel past it ethereally. Only a single *ghoul glyph* can be inscribed in a 5-foot square.

Ghoul glyphs cannot be affected or bypassed by such means as physical or magical probing, though they can be dispelled. *Mislead* and *nondetection* can fool a *ghoul glyph*.

Read magic allows identification of a *ghoul glyph* with a successful DC 13 Spellcraft check, if the glyph is noticed before it is activated. A rogue (only) can use the Search skill to find a *ghoul glyph* and Disable Device to thwart it. The DC in each case is 27.

When a glyph is activated, the subject is paralyzed for 1d6+2 rounds. Additionally, if the subject fails his Fortitude save, the paralyzed subject exudes a carrion stench that causes retching and nausea in a 10-foot radius. Those in the radius must make a Fortitude save or take a –2 penalty on all attack rolls, saving throws, skill checks, and ability checks until the spell ends.

Material Component: You trace the glyph with earth from a ghoulish lair.

Lesser Visage of the Deity

from *Complete Divine*, pg. 187

Transmutation [Evil, Good]

Level: Blackguard 4, cleric 3, paladin 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

When you cast this spell, your body changes into a form more like your deity's (in a very limited fashion, of course). You gain a +4 enhancement bonus to your Charisma score. You also gain resistance 10 to two or three energy types: acid, cold, and electricity if you are good, cold and fire if you are evil.

Wrack

from *Complete Divine*, pg. 190

Necromancy [Evil]

Level: Cleric 3, sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: One humanoid

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

A humanoid subject of the spellcaster's choosing is wracked with such pain that he doubles over and collapses. His face and hands blister and drip fluid, and the eyes cloud with blood, rendering him blind. For the duration of the spell, the subject is considered helpless and cannot take actions.

Even when the spell ends, the subject is still visibly shaken and suffers a –2 penalty to attack rolls, saves, and checks for 3d10 minutes. The subject's sight returns at the end of the spell's duration.

New Creature

Deathlock

from *Libris Mortis*, pg. 94

Medium Undead

Hit Dice: 3d12 (19 hp)

Initiative: +6

Speed: 30 ft. (6 squares)

AC: 13 (+2 Dex, +1 natural), touch 12, flat-footed 11

Attack: Bite +1 melee (1d4)

Full Attack: Bite +1 melee (1d4)

Space/Reach: 5 ft./5 ft.

Special Attacks: Spell-like abilities

Special Qualities: Darkvision 60 ft., undead traits, +2 turn resistance

Saves: Fort +1, Ref +3, Will +4

Abilities: Str 11, Dex 15, Con –, Int 14, Wis 13, Cha 14

Skills: Concentration +6, Hide +8, Knowledge (arcane) +8, Listen +9, Spellcraft +8, Spot +9

Feats: Alertness, Improved Initiative

Climate/Terrain: Any

Organization: Solitary, trio, or college (5-9)

Challenge Rating: 3

Treasure: Standard

Alignment: Usually neutral evil

Advancement: By character class

Level Adjustment: +3

Deathlocks are undead born of the corpses of powerful spellcasters whose remains are so charged with magic that they are unable to lie quiet in the grave. Animate, but shorn of the spirit that once ruled their forms, deathlocks seek to bring all those they meet into an intimate embrace with death. Only their knowledge of spellcasting remains, though twisted and changed.

Sometimes deathlocks retain a single shred of memory from their former spirits. If the recollection was dear to the spirit that once inhabited the now shriveled and blasted body of the deathlock, the creature usually seeks out the source of that memory, hoping to destroy it, compromise it, or undo the deeds associated with it.

Deathlocks stand between 5-1/2 and 6-1/2 feet tall and weigh between 100 and 120 pounds.

Deathlocks speak Common, Abyssal, and Infernal.

Combat

A deathlock prefers to use its spell-like abilities from a distance, disdaining melee. Thus, it can also use *inflict minor wounds* to heal itself.

Spell-Like Abilities: At will – *detect magic*, *inflict minor wounds* (DC 13), *read magic*; 3/day – *cause fear* (DC 14), *magic missile*, *summon monster I*; 2/day – *death knell* (DC 14), *ghoul glyph* (DC 14). Caster level equals the deathlock's HD. The save DCs are Charisma based.

New Template

Hooded Pupil

from *Libris Mortis*, pg. 108

“Hooded pupil” is an acquired template that can be added to any corporeal giant or humanoid (referred to hereafter as the base creature). The creature's size and type do not change.

A hooded pupil uses all the base creature's statistics and special abilities except as noted here.

Armor Class: The outermost layers of the hooded pupil's skin thickens into an all-encompassing callus, granting the base creature an improvement of +2 to its natural armor bonus.

Special Attacks: A hooded pupil retains all the base creature's special attacks and gains those described below.

Clutch of Orcus (Sp): Once per day, a hooded pupil can use the spell *clutch of Orcus*. Caster level 10th. The save DC is Charisma based.

Drink Blood (Su): Once per day, a hooded pupil can suck blood from a living victim who has damage that is yet to be healed (the hooded pupil doesn't have exceptionally sharp teeth, unless the base creature has a bite attack, so it must sip from wounds). It does so by making a successful grapple attack (it usually prefers to use this ability upon foes that are already helpless). Against a pinned or helpless foe, it drinks blood, dealing 2 points of Constitution damage.

Special Qualities: A hooded pupil retains all the base creature's special qualities and gains those described below.

Resistance to Cold (Ex): Hooded pupils gain resistance to cold 5.

Spider Climb (Su): Hooded pupils can climb sheer surfaces as though with a *spider climb* spell.

Abilities: A hooded pupil gains a taste of unholy strength and mental vigor. Increase the base creature as follows: Str +2, Wis +2, Cha +2.

Skills: Hooded pupils have a +2 racial bonus on Hide, Listen, Move Silently, and Spot checks.

Feats: Hooded pupils gain Alertness, Improved Initiative, and Lightning Reflexes, if the base creature meets prerequisites and it doesn't already have these feats.

Environment: Any, usually the same as the base creature.

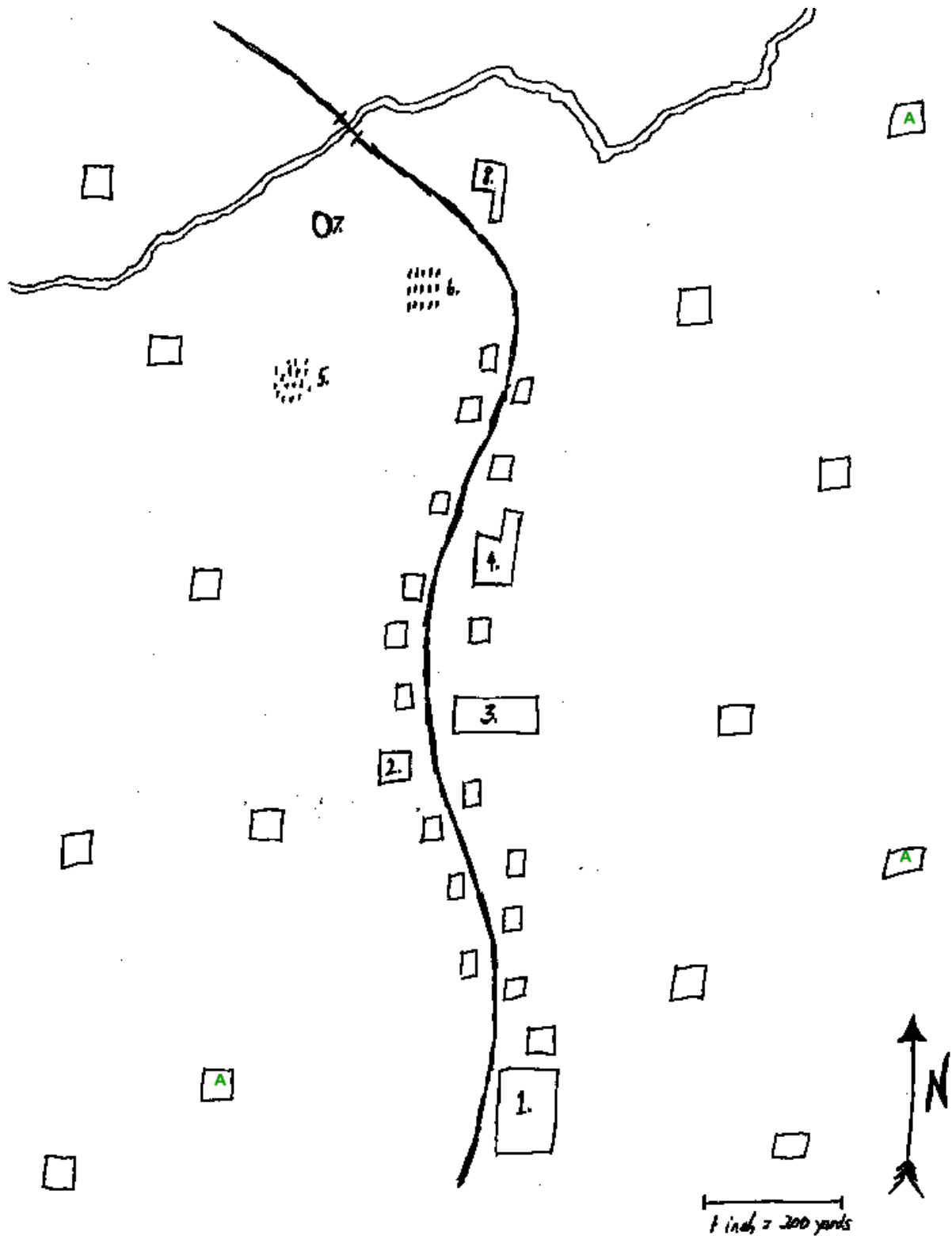
Challenge Rating: +1.

Alignment: Always evil (any).

Level Adjustment: Same as base creature +4.

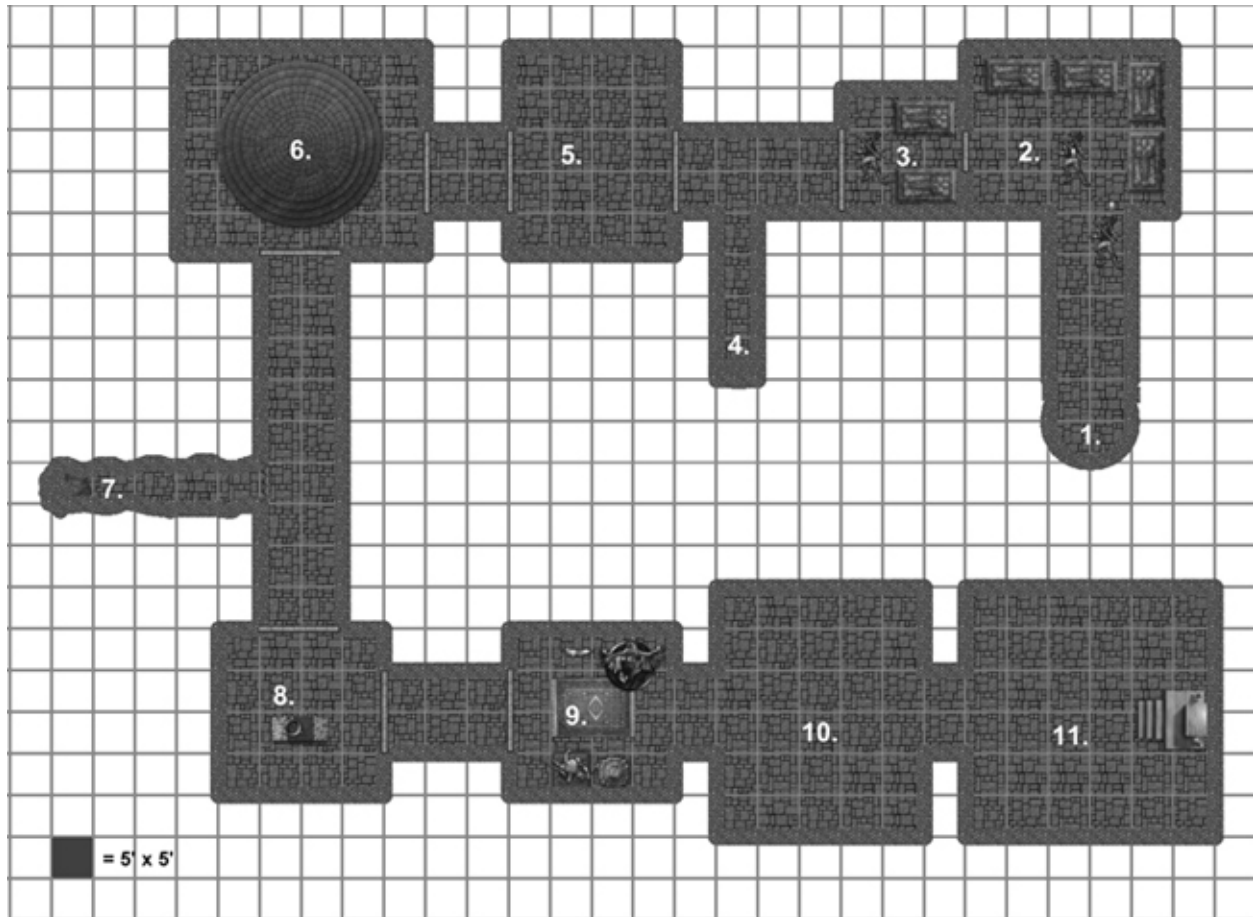
Dungeon Master Aid #1

Map of Weeping Willow



Dungeon Master Aid #2

Map of the Sepulcher of the Bronze Moon



Player Handout #1 – Kelthisar's Map

