

URD3-09

# Rising Shadows

## A One-Round D&D LIVING GREYHAWK<sup>®</sup> Duchy of Urnst Regional Adventure

Version 0.5

### Round One

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The immutable fortress of Knife's Edge Pass has stood for centuries. Now, something is going horribly wrong, as stories of vengeful spirits spread. Can you solve the mystery before all is lost? An adventure for characters from levels 1-16. This is the conclusion of the *Day of the Dead* and *Greywho's* Interactives. This is a Ducal Guard Adventure for all marches.

Based on the original DUNGEONS & DRAGONS<sup>®</sup> 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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# Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

## Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and

the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

## Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or

when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK *Gazetteer*.

## Living Greyhawk Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1<sup>st</sup>-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

1. Attempt to create a table of six 1<sup>st</sup>-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

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

## **Time Units and Upkeep**

This is a standard one-round Regional adventure, set in the Duchy of Urnst. Characters native to the Duchy of Urnst 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.

## **Adventure Background**

The Fortress at Knife's Edge Pass has always stood as a bastion against the Bright Desert. It was originally built by Mordayl Maure, a tyrant who had the corpses of the dead workers built into the wall. Now centuries later he has been awoken, along with a few other spirits, by the meddling of Uro Ukre, a Flan necromancer of some ill repute. Uro Ukre's power is not tied to that of Mordayl Maure, and when Mordayl dies so does Uro Ukre. Mordayl has been awoken as a Gravehaunt, a particularly vile form of undead. These undead retain their powers as arcane spellcasters, while gaining formidable powers as an undead creature.

The only other notable undead who has been awoken is that of Lanyae U'moreal. She is an exiled member of House U'moreal, and was partially responsible for the corruption and downfall of House Teranor.

## **Adventure Summary**

The adventure begins with the heroes having just arrived at the fortress. If they are Ducal Guard they were assigned to the fortress, otherwise they were hired to escort a supply caravan.

When they arrive they will witness a subdued and frightened fortress. Of the people they are supposed to report to when arriving, only the lowest rank member is present. Lord Ellis is busy elsewhere in the Duchy and the others are all missing.

The module from here develops into a short investigation. The soldiers are very reluctant to speak of anything. The villagers in Kelefane, should the heroes think to travel there, are largely missing, but this will lead the heroes to Uro Ukre.

Eventually, the heroes may be able to convince the soldiers to speak of things, as their numbers have dwindled from the depredations of Uro Ukre and the undead lurking in the forest and Cairns nearby.

Eventually they may mention the shadowy shape that has been haunting the fortress. There is also a map, which will lead the adventurers to the Cairn where the evil spirit attacking the Fort and village resides. On the way, they will encounter another ghost in the forest.

After defeating the spirits, eventually reinforcements will arrive and put things back in order.

## **Introduction**

***The Ducal Guard regularly sends supply caravans to the outlying posts it maintains. Sometimes, depending on reports of bandits and conditions in the rest of the Duchy, they may hire guards to act in lieu of actual Ducal Guard members.***

***This is one such trip, but you have seen no bandits thus far. Instead there has been unending rain. For the past week you have been wading your way through mudslides, and quagmires. The constant deluge has soaked both your clothing and spirits and the caravan wagons have become the targets of much cursing, and not just because there have been several times that they have been nearly lost as you worked your way up into the Cairn Hills.***

***Not long ago the military camp of Kelefane, once a small farming village, passed off to the side of the trail on the guide map provided to you.***

***As you headed further up into the mountains, storm clouds whip past, concealing the sky and hiding the nearing sunset. The wind howls past your cold ears as your eyes finally spy the old fort head. Far away you can hear a muffled, repetitive slamming sound harshly coming to you from the fort.***

***As you get closer you see the fort door being blown about in the wind, back and forth often slamming against the doorjamb causing it to rattle visibly.***

***You pass a set of tracks, then another, then another, and more the closer you get. Some are human; some are from horses, but all frantically lead away from the fort.***

Ducal Guard members will have been conscripted for this duty. Non Ducal Guard members will be offered salary equal to 25% of the GP cap. If

helping out the Ducal Guard or a salary is not sufficient, party members are welcome to sit this one out.

The party IS the caravan, leading a wagon filled with supplies and pulled by two horses.

The fortress is somber and dreary inside. It should seem almost like a mortuary. The rain, incessant as always, will not let up until well after the module has ended. The tracks represent horses that have escaped. It also represents the attempted escape of many of the men. A search check can be made to locate an area where the footprints just end, but there is nothing else in site. A small splat of blood can be seen nearby and then a small trail from there leads back inside the fort (but over the wall). This is where someone tried to escape but was attacked by something that could fly, picked up, and then flown back over the fort wall.

The current date is Sunsebb 22, 593 CY. This becomes more important if the party obtains the Duty Log.

## Encounter One – Fortress at Knife's Edge Pass

The fort consists of a tall wall around the outside (20 feet high), which is hexagonal in shape with the front and back walls being wider than the others. It is very sturdy and well build, consisting of piled granite boulders that have been smoothed. At four of the corners of the wall are stone-built tower structures with lookout posts. A wall runs along the front and back walls as well (although not across the door of course).

The inside consists of many buildings, which appear by all accounts to be arranged to depict a very ordered military compound. These are barracks, mess hall, chapel, stable, training area, meeting hall, and officer's quarters (which doubles as a stronghold). Most interior buildings are wooden, and roofed in slate.

The chapel, dedicated to Kord and Lydia is undisturbed. A small candle burns on the altar casting shadows on the wall everywhere. It is an everburning candle. The candle is quite firmly affixed to the altar and cannot be taken.

The stable (see map of Fortress Building 8) is empty aside from one small horse that is extremely hungry but tied up tight. The horse, if taken, will be asked for by the Ducal Guard, as it is their property.

Another horse is running excitedly about the grounds, staying in the area around the chapel for the most part. He is terribly unhappy with all the frights it's had. It will not let anyone near it, but a successful Wild Empathy roll (DC 10+APL), calm emotions, Handle Animal check (DC 10+APL) or similar actions can calm it. In its pack it carries some important things (gloves of one of the officers, a bugle. It has blood on its back. A duty log with notes from the officer about the odd things happening lately and orders for the day.) If grabbed or hooked, the pack can be pulled off with a successful Strength check (DC 15+APL). The duty log is detailed in *Player's Handout #1*.

The Captain's house (see map of Fortress Building 4) is a virtual stronghold. In it are three men who have been living here since the incident. They are untrustworthy of anyone and will possibly shoot anyone that does not signal with a military signal or display military insignias. These soldiers are paranoid, and should be played as such. There is really nothing they can tell the heroes in any regard, except that there were evil spirits, spirits that went through walls and who tore through the soldiers as if they were butter. They are visibly shaken and in condition to fight.

Petty Sergeant Sathan Desanol Ftr 2 War 2

Man at Arms Abigo Slanco War 2

Man at Arms Barot Uridan War 1

The back right tower/outpost (see map of Fortress Building 1b) is half destroyed (making it now 20' tall rather than 40' tall like the other towers). Inside of it is some weird stringy slime, which seems to come from a shallow hole in the floor. The top half of the tower is destroyed and there are black burn marks all over it. Chunks of rubble lie on the ground around it. A Knowledge: Architecture and Engineering check (DC 20) or a Dwarven Stonecunning check (DC 20) will give the impression that lightning probably caused the damage.

There is a memorial in the center of the fortress. The carved plaque of the memorial is actually a map of how to get to the Cairn's of Lost Hope. A DC 15 Wisdom check reveals the truth of the map to those who make the check. The Cairns of Lost Hope are detailed in *Encounter Six*. However, the path on the map leads through the forest where the party will eventually encounter Lanyae U'moreal (either on the way there or the way back), so refer to *Encounter Five* first.

## Encounter Two – Village of Kelefane

***The desolate and cold winds bluster through the deserted village of Kelefane. The only sounds are the keening of the wind, and the whispers of rodents shifting about in the cold, as they search for whatever scraps may remain.***

A DC 10+APL Spot check will reveal a wisp of smoke coming from the chimney's of a farm on the outskirts of the village. If anyone makes the DC by 2 or more, they will also notice a faint wisp of smoke come from the chimney of the Shrine of Phaulkon (see *Encounter Three*).

***The muddy, clogged road cuts across the hard land with definite wheel tracks and hoof prints embedded in the ground. The wind continues to howl. After a little while the ground becomes a little softer and the bumpy flat soil becomes softer earth that inclines slightly. In the distance you see a small field scattered with shafts of wheat and weeds. In the center a shoddy scarecrow stands, elevated about 5 feet off the ground by the pole that goes up its back. A simple rustic farmhouse sits behind it on top of a small hill. A wisp of smoke rises from the chimney.***

The field is barren of crops at the moment because it is winter and the field has obviously been harvested a couple months ago. The scarecrow itself is actually the skeleton of a man. If the party investigates they will see typical scarecrow clothing although the scarecrow being up so high it is hard to tell. If they disturb the pole in any way, the scarecrow will become dislodged from its perch. (It was just loosely balanced up there.) It will slide down the pole. (The pole runs through the inside of the clothes.) When the scarecrow reaches the bottom, the hat falls off revealing a skull still slightly coated in rotting flesh. Disrobing the scarecrow will find that underneath he wears a guards uniform from the fort.

Within the farmhouse is a farmhand and the priest from the shrine of Phyton. He is a civilian but works for the fort. He is now so frightened that he is mostly deranged with all the things he has seen. He has a few weapons available (pitchfork, bow with 16 arrows, cleaver) and is upstairs.

It will take some work to gain the priests trust and get him to a point where he is useful again. Feel free to role-play this out, but under no circumstance will either of them leave while the threat of the invading spirits exists. It will take 3-4 days at least before they are convinced of this. There is no logic functioning here, so if the party makes reasonable reassurances they do not make them feel any safer.

The priest will gladly cast healing spells for the party, as well as gifting them with anything they recovered from the shrine. He has available: 4 *Cure Minor Wounds*, 3 *Cure Light Wounds*, and 2 *Cure Moderate Wounds*. These are all cast as a 4th level caster. He has 17 cold iron crossbow bolts that he will happily give to the party if they ask for ammunition.

If the party investigates the trees, crests the hill, goes around back or looks out a back window (paraphrase as needed):

***You crest the hill and spy another series of fields. So THIS is where all the food is grown. That small field out front did seem a bit small. You scan six large fields total stretching across the land. The fields also look totally harvested. But something still seems to be growing there. You spy one of the figures nearby. It is another scarecrow. Your eyes lock to many other of these figures in the fields. Ten, maybe fifteen, no, twenty, possibly more!***

All of these scarecrows are people who were put here. Some are skeletons. Some are decomposed somewhat. The ground underneath some also has traces of slime. This is a strange substance these men were either fed or covered with.

### Treasure:

If anyone decides to pillage the town, they will find about 100 gp worth of stuff that is worth selling, and that is portable. This is all very well, however, one week after the adventure ends, Lord Ellis Lorinar will put out papers for their arrest, and the character(s) who took stuff from the town will be forced to repay the families (there are a few people who fled town and survived) and spend two weeks (two TU) in the Leukish Gaol. There is an entry on the Adventure Record to cover this instance.

## Encounter Three – Walker in the Shadows

Uro Ukre is spending most of the daylight hours inside the old shrine of Phyton in Kelefane, at

lower APL's if he is disturbed he will teleport away leaving his undead minions behind (but see note after the stat blocks at the end of this section), at higher APL's he will attack them himself. During the night Uro Ukre wanders the area around Kelefane, and the Fortress, seeking more living people to practice his vile arts on.

Any hero who has the *Mark of the Apocalypse* (obtained in the *Day of the Dead* interactive) suffers a -1 profane penalty to armor class and saves, in addition to the regular effects, during this combat.

Use the following text to describe the shrine's exterior, and the section after that for the interior.

***A small stone structure, shaped something like a barn, is standing next to a field. The doors are closed, and above them on the wall is an engraved image of an oak tree bisected by a scimitar.***

***The chamber inside is blackened with fire. Scattered about are pieces of burnt furniture and a wide variety of previous tenants, now reduced to ravaged accoutrements. Moving about the room is a man in black velvet robes. He turns as you enter.***

#### **APL 2-8**

***Ahh, so at last the ever brave and foolish adventurers have arrived. I have no time for your foolishness, business and power awaits. Prepare yourselves, for my servants here will prepare you for your entry into my army.***

#### **APL 10+**

***Fools, you dare to meddle in my affairs? Uro Ukre does not take lightly to your intrusions, and my master will take even less pleasure from it. Prepare yourselves, for the day of your rebirth is upon you and now you shall enter my army.***

**Creatures:**

#### **APL 2 (EL 4)**

**Owlbear Skeleton:** hp 32; See *Monster Manual*.

**6 Human Warrior Skeletons:** hp 6; See *Monster Manual*.

#### **APL 4 (EL 6)**

**Ettin Skeleton:** hp 65; See *Monster Manual*.

**Owlbear Skeleton:** hp 23; See *Monster Manual*.

**3 Human Warrior Skeletons:** hp 6; See *Monster Manual*.

#### **APL 6 (EL 8)**

**2 Ettin Skeletons:** hp 65; See *Monster Manual*.

**Chimera Skeleton:** hp 58; See *Monster Manual*.

**Owlbear Skeleton:** hp 23; See *Monster Manual*.

**3 Human Warrior Skeletons:** hp 6; See *Monster Manual*.

#### **APL 8 (EL 10)**

**Cloud Giant Skeleton:** hp 110; See *Monster Manual*.

**3 Ettin Skeletons:** hp 65; See *Monster Manual*.

**Chimera Skeleton:** hp 58; See *Monster Manual*.

**Owlbear Skeleton:** hp 23; See *Monster Manual*.

**3 Human Warrior Skeletons:** hp 6; See *Monster Manual*.

#### **APL 10 (EL 12)**

**Uro Ukre:** hp 73; See *Appendix I*.

**2 Wraiths (summoned):** hp 32; See *Monster Manual*.

#### **APL 12 (EL 14)**

**Uro Ukre:** hp 85; See *Appendix I*.

**2 Mummies (summoned):** hp 55; See *Monster Manual*.

#### **APL 14 (EL 16)**

**Uro Ukre:** hp 96; See *Appendix I*.

**Vassal Undead:** hp 71; See *Appendix I*.

**Kelrit, Vampiric Cleric (summoned):** hp 61; See *Appendix I*.

#### **APL 16 (EL 18)**

**Uro Ukre:** hp 106; See *Appendix I*.

**Vassal Undead:** hp 96; See *Appendix I*.

**Kelrit, Vampiric Cleric (summoned):** hp 75; See *Appendix I*.

**Tokunk, Vampiric Cleric (summoned):** hp 75; See *Appendix I*.

**Tactics:** APL 2-8: The undead will simply engage in melee as quickly as possible. APL 10+: See *Appendix I* for details of the tactics.

**Developments:** Proceed to Encounter Four once the combat is over, if there are any heroes in the party who bear the *Mark of the Apocalypse*.

#### Treasure:

The following is scattered about the inside of the temple, discarded by Uro Ukre as unusable spoils. The *armor of rage* is covered in dust in a back corner of a dusty storeroom, and for all intents appears to be a suit of armor engraved with the holy symbol of Nerull (which is only visible once the armor is put on). The curse is only received if someone actually says they are putting the armor on.

APL 2–L: 0gp; C 0gp; M: *Necklace of the Wild Beast (Bead of Calming)* (42 gp), *Armor of Rage* (cursed item, 0 gp), *Quiver of Phyton* (behaves as a Quiver of Ehlonna, 150 gp), *Potion of Cure Light Wounds* (4 gp), *Arcane Scroll of Magic Weapon* (2 gp), *Divine Scroll of Magic Weapon* (2 gp).

APL 4–L: 0gp; C 0gp; M: *Necklace of the Wild Beast (Bead of Calming)* (42 gp), *Armor of Rage* (cursed item, 0 gp), *Quiver of Phyton* (behaves as a Quiver of Ehlonna, 150 gp), 2 *Potions of Cure Light Wounds* (4 gp each), 2 *Potions of Cure Moderate Wounds* (25 gp each), *Potion of Barkskin* +3 (50 gp).

APL 6–L: 0gp; C 0gp; M: *Necklace of the Wild Beast (Bead of Calming)* (42 gp), *Armor of Rage* (cursed item, 0 gp), *Quiver of Phyton* (behaves as a Quiver of Ehlonna, 150 gp), 2 *Potions of Cure Light Wounds* (4 gp each), 2 *Potions of Cure Moderate Wounds* (25 gp each), 2 *Potions of Barkskin* +3 (50 gp each), *Masterwork Cold Iron Scimitar* (27 gp), *Potion of Enlarge Person* (21 gp).

APL 8–L: 0gp; C 0gp; M: *Necklace of the Wild Beast (Bead of Calming)* (42 gp), *Armor of Rage* (cursed item, 0 gp), *Quiver of Phyton* (behaves as a Quiver of Ehlonna, 150 gp), 2 *Potions of Cure Light Wounds* (4 gp each), 2 *Potions of Cure Moderate Wounds* (25 gp each), 2 *Potions of Barkskin* +3 (50 gp each), *Masterwork Cold Iron Scimitar* (27 gp), *Potion of Enlarge Person* (21 gp), *Stone of Alarm* (225 gp).

APL 10–L: 0gp; C 0gp; M: *Necklace of the Wild Beast (Bead of Calming)* (42 gp), *Armor of Rage* (cursed item, 0 gp).

APL 12–L: 0gp; C 0gp; M: *Necklace of the Wild Beast (Bead of Calming)* (42 gp), *Armor of Rage* (cursed item, 0 gp).

APL 14–L: 0gp; C 0gp; M: *Necklace of the Wild Beast (Bead of Calming)* (42 gp), *Armor of Rage* (cursed item, 0 gp).

APL 16–L: 0gp; C 0gp; M: *Necklace of the Wild Beast (Bead of Calming)* (42 gp), *Armor of Rage* (cursed item, 0 gp).

The following, only available at APL 10+, this is the equipment that Uro Ukre carries.

APL 10–L: 0gp; C 0gp; M: +1 *Flaming Greatsword* (696 gp), *Bracers of Armor* +1 (83 gp), *Ring of Protection* +1 (167 gp), *Cloak of Resistance* +1 (83 gp).

APL 12–L: 0gp; C 0gp; M: +1 *Flaming Greatsword* (696 gp), *Bracers of Armor* +2 (167 gp), *Ring of Protection* +1 (167 gp), *Cloak of Resistance* +1 (83 gp), *Ring of Featherfalling* (183 gp).

APL 14–L: 0gp; C 0gp; M: +1 *Flaming Greatsword* (696 gp), *Bracers of Armor* +2 (333 gp), *Ring of Protection* +1 (167 gp), *Cloak of Resistance* +1 (83 gp), *Ring of Featherfalling* (183 gp), *Headband of Intellect* +4 (1333 gp), 2 *Pearls of Power* (1<sup>st</sup>) (83 gp each).

APL 16–L: 0gp; C 0gp; M: +1 *Flaming Greatsword* (696 gp), *Bracers of Armor* +3 (750 gp), *Ring of Protection* +2 (667 gp), *Cloak of Resistance* +1 (83 gp), *Ring of Featherfalling* (183 gp), *Headband of Intellect* +4 (1333 gp), 4 *Pearls of Power* (1<sup>st</sup>) (83 gp each), *Immovable Rod* (417 gp), *Potion of Bull's Strength* (25 gp).

**NOTE for APLs 2-8:** As the party is traveling through the forest in Encounter 5, they will see the following site:

**As you travel through the forest, a grisly sight welcomes you. In a small copse of trees, you follow a trail of body parts, chunks of flesh fused with trees in a seemingly random pattern which ends with the face of the man who teleported away from you. A grimace of unbelief and agony is etched into the largest chunk of his face capable of any expression. Apparently his escape was not as successful as he intended.**

## Encounter Four – Apocalypse Averted

This encounter only pertains to anyone who has the *Mark of the Apocalypse* from the *Day of the Dead* interactive. It occurs if Uro is killed either by the party or in his failed attempt to teleport away.



***A cold shudder passes through you, and you come to realize that the cold weight that has rested upon your mind since that day when Uro Ukre scarred you for interfering with his plans has at last been lifted.***

The *Mark of the Apocalypse* is now gone. Anyone who had the Mark should still retain the Mark certificate, with removed written across it, for proof of qualification for the Hunter of the Dead Prestige Class from *Defenders of the Faith*.

## **Encounter Five – Fleeting Shadows**

Lanyae U'moreal spends her time wandering the woods that are outside of Kelefane. She doesn't like the fields, and cannot stray too far from her cairn in the Cairns of Lost Hope. She will attack any living person who enters the forest on sight, save Uro Ukre whom she considers to be an undead creature. To determine whether she sees the heroes or not, roll 1d%, a result of 51 or higher means that she has seen them. If they make it to the cairns without being seen, then they will be seen on the way back without fail. If they run she will simply cackle gleefully and retreat back into the woods.

She appears in a simple white burial shroud, an elderly, matronly Suel woman who time has not treated kindly. The worms are especially pronounced and visible under her skin and the dim, rotted pallor of the grave is thick on her flesh.

Her eyes are sunken remnants, which hang like deflated balloons from her sockets. Her fingernails have been chewed down to the bone, a habit from her life that followed her into death. Her hair, once a rich red color and the envy of many young Suel men, now is brittle and cracked, more faded rust caked with lice and filth. She has fallen as far as one can and landed very, very badly.

### **Creatures:**

#### **APL 2 (EL 4)**

**Lanyae U'moreal, Allip:** hp 26; See *Monster Manual*.

#### **APL 4 (EL 6)**

**Lanyae U'moreal, Ghost:** hp 33; See *Appendix II*.

#### **APL 6 (EL 8)**

**Lanyae U'moreal, Ghost:** hp 47; See *Appendix II*.

#### **APL 8 (EL 10)**

**Lanyae U'moreal, Ghost:** hp 61; See *Appendix II*.

#### **APL 10 (EL 12)**

**Lanyae U'moreal, Ghost:** hp 75; See *Appendix II*.

#### **APL 12 (EL 14)**

**Lanyae U'moreal, Ghost:** hp 89; See *Appendix II*.

#### **APL 14 (EL 16)**

**Lanyae U'moreal, Ghost:** hp 103; See *Appendix II*.

#### **APL 16 (EL 18)**

**Lanyae U'moreal, Ghost:** hp 117; See *Appendix II*.

## **Encounter Six – Cairns of Lost Hope**

***For hours now you have been stumbling through soaked forests, trees dripping cold water down upon you. The intolerable mud is worse in the forest because it slides across the bed of leaves and needles that litters the forest floor. Finally, the trail has ended at the edge of a clearing of three cairns. Spaced between the cairns are low mounds of earth which might be much older cairns, though their undignified lack of grandeur makes them decidedly not Suel, especially in comparison the carved monuments surrounding them.***

***Scattered about the area are the shattered remains of skeletons, and the decomposing bodies of people. Spread over the bodies is a layer of stringy slime, spreading slowly as the rain moves it.***

The three mounds of earth are ancient Flan burial sites. Any power that protected them has long since worn away. Of the three cairns, two of them are unopened, while the last is obviously open. The first two cairns presented below are the unopened cairns, although the blocking stone to the first has been cracked and can be peered through with a light source or darkvision. It still blocks the entrance. Opening the two unopened cairns requires a DC 10+APL Strength check to pull the stones away; alternatively, the stones may be broken through with weapons or shattered with a *shatter* spell. If the latter route is chosen, use the following statistics for the blocking stones.

**Blocking Stone:** Weight: 100 lbs; Hardness 8; 100 \* APL hp; Break DC 15 + APL.

**Un-opened Cairn One:** *Dust lays thick over everything, disturbed only near the door where the faint wind that stirs leaves small dust devils whirling in the shadows around you. The sides of the chamber are covered with carved burial niches, whereas a pair of large granite sarcophagi occupies the center of the chamber. On the top of each of the two sarcophagi is a carved effigy of the presumed occupant. The edge of the lid may have writing engraved upon it, but given the dust it is hard to tell.*

The two effigies represent a man and his wife. The man is shown dressed in ceremonial armor, with a sword laid upon him, both blade and armor have the crest of House Urlirel upon them. The crest can be identified with a DC 15 Knowledge (Nobility and Royalty) or a DC 20 Knowledge (Local - Metaregion IV). The woman is dressed in what would have been a fine dress, a coronet, and holds a book open as if reading it. The text around the sides of both sarcophagi is identical and reads, in Ancient Sueloise & Draconic, *"Here rests Lanyae U'moreal and her devoted husband Karlven Urlirel. Any who dare to defile these remains will suffer the curse of the Matriarch."* Additionally, there are words on the base, in common, that read, *"Defile not the tomb of thy betters, lest ye be punished."* If anyone does open the tomb, then they will be struck with the *Curse of the Matriarch U'moreal*. The curse is detailed in the treasure summary, and repeated here for convenience. If anyone asks the sarcophagi do radiate moderate abjuration and necromancy magic, but do not radiate evil.

### **Curse of the Matriarch U'moreal**

For defiling the grave of one of the ancestors of House U'moreal you have been afflicted with the *Curse of the Matriarch*. This curse, if male, makes you disreputable in the eyes of all females, whereas if female, you are disreputable in the eyes of all males. These effects both result in only receiving half rewards from members of the opposite sex, this effect also gives you a -1 profane penalty on all social interactions with members of the opposite sex. This curse may be lifted in one of three ways:

- Remove Curse, Break Enchantment, or Limited Wish cast at 16th level or higher.
- Redeem a favor with the Matriarch of House U'moreal. A favor with the House alone will not suffice to lift this curse. Currently the

Matriarch of House U'moreal is Lady Naela U'moreal.

- Redeem five favors with House U'moreal.

**Un-opened Cairn Two:** *Darkness, and dust shroud this floor in a cloying, damp musty smell. There is no sound, save that of you and your companions. What breeze there was from outside is stifled here in the dark, and the air seems to almost be malignant. The chamber can be seen to hold a ring of carved burial niches around the exterior and a pair of decorated sarcophagi in the center.*

The pair of sarcophagi in this chamber is protected from magical strife, but not from the physical. The effigies that once graced the tops have been smashed beyond recognition, and all but a few of the words have been scarred to be unintelligible. The area that surrounds the sarcophagi, as indicated on the map, is protected by an *Antimagic* field, which is still in effect. The few words that are legible read, *"Lord K.. Tera... Master of Kelefa.. watched by ... the Stern Lady..."* The reference to the Stern Lady is one to Wee Jas, and this inference can be understood with a DC 10 Knowledge (Religion) check. A DC 20 Knowledge (History) check or a DC 22 Bardic Knowledge check will reveal the name, from the scant clues, of who is entombed here. If the DC's are made then read the following: *"Lord Kelrant Teranor, Master of Kelefane, and Lord Uiten Lorinar, Master of Knife's Edge, are forever watched by Wee Jas, the Stern Lady, and her minions."* They will also know that these two lived around 250 CY.

The magic that protected the contents of the tombs has long ago been destroyed, and the tombs fully pilfered of anything of any remote value, including the skull of Lord Kelrant Teranor.

**Opened Cairn:** *Swirling shadows and a deathly chill pervade this chamber. Whispered sounds flit about the chamber, and a low dark mist blankets the floor. In the center, rising from the mist, is a single black stone sarcophagus. The effigy on top, unmarred with age, is of a man with strong features. He wears finely crafted robes, and holds in one hand a sword, and in the other a book. A light coating of frost covers the entire chamber, and seems to even settle upon you as you enter.*

This sarcophagus bears the resemblance of Mordayl Maure. He can be recognized as Suel with a DC 20 Knowledge (nobility and royalty) check. His family can be determined by succeeding at both a DC 25 Knowledge (nobility

and royalty) check and a DC 25 Knowledge (history) check. These two checks do not have to be made by the same person.

In life Mordayl was a powerful warrior-mage, and led the construction of the Fortress. However, when he was entombed his magics were not gone, and slowly the centuries have driven his magic wild with the past memories of other lives. He has grown insane with passing time, and now only seeks the death of any who live. He will attack immediately when the heroes enter. Each attack he makes leave strings of slime behind. This slime doesn't do anything, although feel free to ask for Fortitude saves, and pretend to keep track of who "fails" the save. This is simply to raise tension.

#### **Creatures:**

##### **APL 2 (EL 4)**

**Mordayl Maure:** hp 19; See *Appendix II*.

##### **APL 4 (EL 6)**

**Mordayl Maure:** hp 33; See *Appendix II*.

##### **APL 6 (EL 8)**

**Mordayl Maure:** hp 40; See *Appendix II*.

##### **APL 8 (EL 10)**

**Mordayl Maure:** hp 54; See *Appendix II*.

##### **APL 10 (EL 12)**

**Mordayl Maure:** hp 68; See *Appendix II*.

##### **APL 12 (EL 14)**

**Mordayl Maure:** hp 82; See *Appendix II*.

##### **APL 14 (EL 16)**

**Mordayl Maure:** hp 89; See *Appendix II*.

##### **APL 16 (EL 18)**

**Mordayl Maure:** hp 103; See *Appendix II*.

#### **Treasure:**

Buried inside Mordayl's Tomb are a few trinkets and treasures that may be useful to people in life.

APL 2: L: 0 gp; C: 169 gp; M: *Arcane Scroll of Dispel Magic* (31 gp).

APL 4: L: 0 gp; C: 236 gp; M: *Arcane Scroll of Dispel Magic* (31 gp), *Quaal's Feather Token (tree)* (33 gp).

APL 6: L: 0 gp; C: 272 gp; M: *Arcane Scroll of Dispel Magic* (31 gp), *Quaal's Feather Token (tree)* (33 gp), *Universal Solvent* (4 gp), *Wand of Enlarge Person* (62 gp).

APL 8: L: 0 gp; C: 347 gp; M: *Arcane Scroll of Dispel Magic* (31 gp), *Quaal's Feather Token (tree)* (33 gp), *Universal Solvent* (4 gp), *Wand of Enlarge Person* (62 gp), *Dust of Appearance* (150 gp).

APL 10: L: 0 gp; C: 466 gp; M: *Arcane Scroll of Dispel Magic* (31 gp), *Quaal's Feather Token (tree)* (33 gp), *Universal Solvent* (4 gp), *Wand of Enlarge Person* (62 gp), *Dust of Appearance* (150 gp), *Oil of Greater Magic Weapon +4* (200 gp), *Arcane Scroll of Freedom of Movement* (83 gp).

APL 12: L: 0 gp; C: 799 gp; M: *Arcane Scroll of Dispel Magic* (31 gp), *Quaal's Feather Token (tree)* (33 gp), *Universal Solvent* (4 gp), *Wand of Enlarge Person* (62 gp), *Dust of Appearance* (150 gp), *Arcane Scroll of Freedom of Movement* (83 gp), 2 *Oil of Greater Magic Weapon +4* (200 gp each), *Oil of Magic Vestment +2* (100 gp).

APL 14: L: 0 gp; C: 1300 gp; M: *Arcane Scroll of Dispel Magic* (31 gp), *Quaal's Feather Token (tree)* (33 gp), *Universal Solvent* (4 gp), *Wand of Enlarge Person* (62 gp), *Dust of Appearance* (150 gp), *Arcane Scroll of Freedom of Movement* (83 gp), 2 *Oil of Greater Magic Weapon +4* (200 gp each), *Oil of Magic Vestment +2* (100 gp), *Ring of Minor Energy Resistance (electricity)* (1000 gp).

APL 16: L: 0 gp; C: 1732 gp; M: *Arcane Scroll of Dispel Magic* (31 gp), *Quaal's Feather Token (tree)* (33 gp), *Universal Solvent* (4 gp), *Wand of Enlarge Person* (62 gp), *Dust of Appearance* (150 gp), *Arcane Scroll of Freedom of Movement* (83 gp), 2 *Oil of Greater Magic Weapon +4* (200 gp each), *Oil of Magic Vestment +2* (100 gp), *Ring of Minor Energy Resistance (electricity)* (1000 gp), *Boccob's Blessed Book* (1042 gp).

## **Conclusion**

With the defeat of Uro Ukre, Lanyae U'moreal and Mordayl Maure, the danger to Knife's Edge pass is over, at least until the next danger presents itself. The heroes may not realize that things are over, so feel free to let them continue to wander about. Three days after the last of the three major undead powers are removed, a contingent of Ducal Guard soldiers will arrive for the regular staffing change at the Fortress. Ducal Guard members will be able to figure this out if they have the missing pages of the duty log and the party can also get this information from the few remaining survivors. If the party

leaves without talking to the Ducal Guard replacements and have not given their names to any of the survivors, they will not gain the favor of the guard. When the replacements arrive, they will of course want an explanation and will immediately initiate a de-briefing from any guard members. Non-Ducal Guard members can attempt to give an explanation in a less formal fashion.

Additionally, the Priest of Phyton will sell any of the remaining crossbow bolts to the heroes.

### **The End**

## **Experience Point Summary**

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

### **Encounter Three**

Destroy the Undead and/or Uro Ukre

APL2 120 xp;

APL4 180 xp;

APL6 240 xp;

APL8 300 xp;

APL10 360 xp;

APL12 420 xp;

APL14 480 xp;

### **Encounter Five**

Destroy Lanyae U'moreal.

APL2 120 xp;

APL4 180 xp;

APL6 240 xp;

APL8 300 xp;

APL10 360 xp;

APL12 420 xp;

APL14 480 xp;

### **Encounter Six**

Destroy Mordayl Maure.

APL2 120 xp;

APL4 180 xp;

APL6 240 xp;

APL8 300 xp;

APL10 360 xp;

APL12 420 xp;

APL14 480 xp;

### **Discretionary roleplaying award**

APL2 90 xp;

APL4 135 xp;

APL6 180 xp;

APL8 225 xp;

APL10 270 xp;

APL12 315 xp;

APL14 360 xp;

### **Total possible experience:**

APL2 450 xp;

APL4 675 xp;

APL6 900 xp;

APL8 1125 xp;

APL10 1350 xp;

APL12 1575 xp;

APL14 1800 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.

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

### Encounter Three

#### Searching the Shrine

APL 2–L: 0gp; C 0gp; M: *Necklace of the Wild Beast (Bead of Calming)* (42 gp), *Armor of Rage* (cursed item, 0 gp), *Quiver of Phyton* (behaves as a Quiver of Ehlonna, 150 gp), *Potions of Cure Light Wounds* (4 gp), *Arcane Scroll of Magic Weapon* (2 gp), *Divine Scroll of Magic Weapon* (2 gp).

APL 4–L: 0gp; C 0gp; M: *Necklace of the Wild Beast (Bead of Calming)* (42 gp), *Armor of Rage* (cursed item, 0 gp), *Quiver of Phyton* (behaves as a Quiver of Ehlonna, 150 gp), 2 *Potions of Cure Light Wounds* (4 gp each), 2 *Potions of Cure Moderate Wounds* (25 gp each), *Potion of Barkskin* +3 (50 gp).

APL 6–L: 0gp; C 0gp; M: *Necklace of the Wild Beast (Bead of Calming)* (42 gp), *Armor of Rage* (cursed item, 0 gp), *Quiver of Phyton* (behaves as a Quiver of Ehlonna, 150 gp), 2 *Potions of Cure Light Wounds* (4 gp each), 2 *Potions of Cure*

*Moderate Wounds* (25 gp each), 2 *Potions of Barkskin* +3 (50 gp each), *Masterwork Cold Iron Scimitar* (27 gp), *Potion of Enlarge Person* (21 gp).

APL 8–L: 0gp; C 0gp; M: *Necklace of the Wild Beast (Bead of Calming)* (42 gp), *Armor of Rage* (cursed item, 0 gp), *Quiver of Phyton* (behaves as a Quiver of Ehlonna, 150 gp), 2 *Potions of Cure Light Wounds* (4 gp each), 2 *Potions of Cure Moderate Wounds* (25 gp each), 2 *Potions of Barkskin* +3 (50 gp each), *Masterwork Cold Iron Scimitar* (27 gp), *Potion of Enlarge Person* (21 gp), *Stone of Alarm* (225 gp).

APL 10–L: 0gp; C 0gp; M: *Necklace of the Wild Beast (Bead of Calming)* (42 gp), *Armor of Rage* (cursed item, 0 gp).

APL 12–L: 0gp; C 0gp; M: *Necklace of the Wild Beast (Bead of Calming)* (42 gp), *Armor of Rage* (cursed item, 0 gp).

APL 14–L: 0gp; C 0gp; M: *Necklace of the Wild Beast (Bead of Calming)* (42 gp), *Armor of Rage* (cursed item, 0 gp).

APL 16–L: 0gp; C 0gp; M: *Necklace of the Wild Beast (Bead of Calming)* (42 gp), *Armor of Rage* (cursed item, 0 gp).

#### Defeat Uro Ukre

APL 10–L: 0gp; C 0gp; M: +1 *Flaming Greatsword* (696 gp), *Bracers of Armor* +1 (83 gp), *Ring of Protection* +1 (167 gp), *Cloak of Resistance* +1 (83 gp).

APL 12–L: 0gp; C 0gp; M: +1 *Flaming Greatsword* (696 gp), *Bracers of Armor* +2 (167 gp), *Ring of Protection* +1 (167 gp), *Cloak of Resistance* +1 (83 gp), *Ring of Featherfalling* (183 gp).

APL 14–L: 0gp; C 0gp; M: +1 *Flaming Greatsword* (696 gp), *Bracers of Armor* +2 (333 gp), *Ring of Protection* +1 (167 gp), *Cloak of Resistance* +1 (83 gp), *Ring of Featherfalling* (183 gp), *Headband of Intellect* +4 (1333 gp), 2 *Pearls of Power* (1<sup>st</sup>) (83 gp each).

APL 16–L: 0gp; C 0gp; M: +1 *Flaming Greatsword* (696 gp), *Bracers of Armor* +3 (750 gp), *Ring of Protection* +2 (667 gp), *Cloak of Resistance* +1 (83 gp), *Ring of Featherfalling* (183 gp), *Headband of Intellect* +4 (1333 gp), 2 *Pearls of Power* (1<sup>st</sup>) (83 gp each), *Immovable Rod* (417 gp), *Heward's Handy Haversack* (167 gp), *Potion of Bull's Strength* (25 gp).

### Encounter Six

#### Searching Mordayl Maure's tomb

APL 2: L: 0 gp; C: 99 gp; M: *Force Ray Spell Sheet* (12 gp), *Arcane Scroll of Dimension Door* (58 gp), *Arcane Scroll of Dispel Magic* (31 gp).

APL 4: L: 0 gp; C: 166 gp; M: *Force Ray Spell Sheet* (12 gp), *Arcane Scroll of Dimension Door* (58 gp), *Arcane Scroll of Dispel Magic* (31 gp), *Quaal's Feather Token (tree)* (33 gp).

APL 6: L: 0 gp; C: 202 gp; M: *Force Ray Spell Sheet* (12 gp), *Arcane Scroll of Dimension Door* (58 gp), *Arcane Scroll of Dispel Magic* (31 gp), *Quaal's Feather Token (tree)* (33 gp), *Universal Solvent* (4 gp), *Wand of Enlarge Person* (62 gp).

APL 8: L: 0 gp; C: 277 gp; M: *Force Ray Spell Sheet* (12 gp), *Arcane Scroll of Dimension Door* (58 gp), *Arcane Scroll of Dispel Magic* (31 gp), *Quaal's Feather Token (tree)* (33 gp), *Universal Solvent* (4 gp), *Wand of Enlarge Person* (62 gp), *Dust of Appearance* (150 gp).

APL 10: L: 0 gp; C: 396 gp; M: *Force Ray Spell Sheet* (12 gp), *Arcane Scroll of Dimension Door* (58 gp), *Arcane Scroll of Dispel Magic* (31 gp), *Quaal's Feather Token (tree)* (33 gp), *Universal Solvent* (4 gp), *Wand of Enlarge Person* (62 gp), *Dust of Appearance* (150 gp), *Arcane Scroll of Heroes Feast* (200 gp), *Arcane Scroll of Freedom of Movement* (83 gp).

APL 12: L: 0 gp; C: 729 gp; M: *Force Ray Spell Sheet* (12 gp), *Arcane Scroll of Dimension Door* (58 gp), *Arcane Scroll of Dispel Magic* (31 gp), *Quaal's Feather Token (tree)* (33 gp), *Universal Solvent* (4 gp), *Wand of Enlarge Person* (62 gp), *Dust of Appearance* (150 gp), *Arcane Scroll of Heroes Feast* (200 gp), *Arcane Scroll of Freedom of Movement* (83 gp), *Oil of Greater Magic Weapon +4* (200 gp), *Oil of Magic Vestment +2* (100 gp).

APL 14: L: 0 gp; C: 1230 gp; M: *Force Ray Spell Sheet* (12 gp), *Arcane Scroll of Dimension Door* (58 gp), *Arcane Scroll of Dispel Magic* (31 gp), *Quaal's Feather Token (tree)* (33 gp), *Universal Solvent* (4 gp), *Wand of Enlarge Person* (62 gp), *Dust of Appearance* (150 gp), *Arcane Scroll of Heroes Feast* (200 gp), *Arcane Scroll of Freedom of Movement* (83 gp), *Oil of Greater Magic Weapon +4* (200 gp), *Oil of Magic Vestment +2* (100 gp), *Ring of Minor Energy Resistance (electricity)* (1000 gp).

APL 16: L: 0 gp; C: 1662 gp; M: *Force Ray Spell Sheet* (12 gp), *Arcane Scroll of Dimension Door* (58 gp), *Arcane Scroll of Dispel Magic* (31 gp), *Quaal's Feather Token (tree)* (33 gp), *Universal Solvent* (4 gp), *Wand of Enlarge Person*

(62 gp), *Dust of Appearance* (150 gp), *Arcane Scroll of Heroes Feast* (200 gp), *Arcane Scroll of Freedom of Movement* (83 gp), *Oil of Greater Magic Weapon +4* (200 gp), *Oil of Magic Vestment +2* (100 gp), *Ring of Minor Energy Resistance (electricity)* (1000 gp), *Boccob's Blessed Book* (1042 gp).

### Total Possible Treasure

APL 2: L: 0 gp; C: 169 gp; M: 231 gp - Total: 400 gp

APL 4: L: 0 gp; C: 236 gp; M: 364 gp - Total: 600 gp

APL 6: L: 0 gp; C: 272 gp; M: 528 gp - Total: 800 gp

APL 8: L: 0 gp; C: 347 gp; M: 903 gp - Total: 1250 gp

APL 10: L: 0 gp; C: 466 gp; M: 1634 gp - Total: 2100 gp

APL 12: L: 0 gp; C: 799 gp; M: 2201 gp - Total: 3000 gp

APL 14: L: 0 gp; C: 1300 gp; M: 4700 gp - Total: 6000 gp

APL 16: L: 0 gp; C: 1732 gp; M: 7268 gp - Total: 9000 gp

### Special

#### Curse of the Matriarch U'moreal

For defiling the grave of one of the ancestors of House U'moreal you have been afflicted with the *Curse of the Matriarch*. This curse, if male, makes you disreputable in the eyes of all females, whereas if female, you are disreputable in the eyes of all males. These effects both result in only receiving half rewards from members of the opposite sex, this effect also gives you a –1 profane penalty on all social interactions with members of the opposite sex. This curse may be lifted in one of three ways:

- *Remove Curse*, *Break Enchantment*, or *Limited Wish* cast at 16th level or higher.
- Redeem a favor with the Matriarch of House U'moreal. A favor with the House alone will not suffice to lift this curse. Currently the Matriarch of House U'moreal is Lady Maera U'moreal.
- Redeem five favors with House U'moreal.

#### Known Thief

You pillaged the abandoned town of Kelefane, and by doing so you have angered powerful forces. Lord Ellis personally, at the request of the survivors of Kelefane, undertook the search for you. For your actions you were forced to repay what you took, and you spent two weeks in the Leukish Gaol. Finally, the word of your foul deed has spread across the lands, and you have a –2 circumstance penalty on all social skills and ability checks when interacting with anyone who recognizes you. Recognition is a simple 1d20 roll. If the result is equal to, or less than your character level then you have been recognized. These penalties are reduced to –1 circumstance penalties one year after the deed, and one year after that they only apply inside the Duchy of Urnst, but they never fully disappear.

### Thanks of the Ducal Guard

The Ducal Guard, grateful for your assistance, has provided you with a means to upgrade either a weapon or a suit of armor to +2 (APL 2-6), +3 (APL 8-12) or +4 (APL14-16). You must choose either the weapon upgrade or the armor upgrade. Regardless of that choice, they also provide access to someone who will add the *ghost touch* enhancement to armor and weapons.

## Items for the Adventure Record

### Item Access

#### APL 2:

*Necklace of the Wild Beast (Bead of Calming)* (Adventure; ARMS & EQUIPMENT GUIDE; 500 gp)

*Quiver of Phytan* (Treat as *Quiver of Ehlonna*, Adventure; DUNGEON MASTER'S GUIDE; 1,800 gp)

Cold Iron Crossbow Bolts (50) (Adventure; DUNGEON MASTER'S GUIDE; 310 gp)

Upgrade Armor or Weapon +2 (Regional; DUNGEON MASTER'S GUIDE)

Enchant Armor or Weapon with Ghost Touch (Regional; DUNGEON MASTER'S GUIDE)

#### APL 4:

##### APL 2 Items

*Potion of Barkskin* +3 (Adventure; DUNGEON MASTER'S GUIDE; 600 gp)

*Quaal's Feather Token (Tree)* (Adventure; DUNGEON MASTER'S GUIDE; 400 gp)

#### APL 6:

##### APL 2&4 Items

Masterwork Cold Iron Scimitar (Adventure; DUNGEON MASTER'S GUIDE; 330 gp)

*Universal Solvent* (Adventure; DUNGEON MASTER'S GUIDE; 50 gp)

*Wand of Enlarge Person* (Adventure; DUNGEON MASTER'S GUIDE; 750 gp)

#### APL 8:

##### APL 2, 4 & 6 Items

*Stone of Alarm* (Adventure; DUNGEON MASTER'S GUIDE; 2,700 gp)

*Dust of Appearance* (Adventure; DUNGEON MASTER'S GUIDE; 1,800 gp)

Upgrade Armor or Weapon +3 (Regional; DUNGEON MASTER'S GUIDE)

#### APL 10:

+1 *Flaming Greatsword* (Adventure; DUNGEON MASTER'S GUIDE; 8,350 gp)

*Oil of Greater Magic Weapon* +4 (Adventure; DUNGEON MASTER'S GUIDE; 2,400 gp)

*Arcane Scroll of Freedom of Movement* (Adventure; DUNGEON MASTER'S GUIDE; 1,000 gp)

#### APL 12:

##### APL 10 Items

*Bracers of Armor* +2 (Adventure; DUNGEON MASTER'S GUIDE; 4,000 gp)

*Ring of Featherfalling* (Adventure; DUNGEON MASTER'S GUIDE; 2,200 gp)

*Oil Magic Vestment* +2 (Adventure; DUNGEON MASTER'S GUIDE; 1,200 gp)

#### APL 14:

##### APL 10 & 12 Items

*Headband of Intellect* +4 (Adventure; DUNGEON MASTER'S GUIDE; 16,000 gp)

*Pearl of Power (1<sup>st</sup>)* (Adventure; DUNGEON MASTER'S GUIDE; 1,000 gp)

*Ring of Minor Energy Resistance (Electricity)* (Adventure; DUNGEON MASTER'S GUIDE; 12,000 gp)

Upgrade Armor or Weapon +4 (Regional; DUNGEON MASTER'S GUIDE)

#### APL 16:

##### APL 10, 12 & 14 Items

*Bracers of Armor* +3 (Adventure; DUNGEON MASTER'S GUIDE; 9,000 gp)

*Ring of Protection* +2 (Adventure; DUNGEON MASTER'S GUIDE; 8,000 gp)

*Immovable Rod* (Adventure; DUNGEON MASTER'S GUIDE; 5,000 gp)

*Boccob's Blessed Book* (Adventure; DUNGEON MASTER'S GUIDE; 12,500 gp)



## Appendix I – Uro Ukre

Uro was once a nice boy (he was NG). However, at the age of ten he met a strange man in black. At the time no one thought of it, but that man kept returning for short periods of time. Uro began to show magical powers, however, they were different than those seen elsewhere in his family. The dark man continued to teach Uro slowly twisting his mind such that by the age of 16 Uro had fallen to the black arts. Shortly thereafter the dark man left and was not seen near the village again, but the damage had been done. Uro's father Tho've was nearly destroyed emotionally when he found out what his son had become and could not bring himself to destroy his son, even in the face of his great evils. So he exiled him for life. Uro went north, searching for the dark man. He never found him, but he found others who also sought the same knowledge. Together they researched magics and stumbled upon ways to master the undeath and become one with it. Finally, he knew the time to return was at hand and so he set back for his village, now prepared to have his vengeance.

Since having his revenge on his village (*Day of the Dead* interactive) he has done further research into the Duchy of Urnst and it's history.

The mysterious black man has also reappeared to him several times, never speaking, but only passing him notes, or pieces of parchment with ancient Suel writings on them. Uro has become further enthralled with the ancient magics of the Maure Suel and has been seeking relics of their legacy for some time, finally he found recent mention of one in the Greyhood monastery and decided to take it.

His attempt at taking the device failed (*Greywho's Interactive*). And so he has been trying to decide how to go about doing ridding himself of the pesky adventurer's who keep disrupting his plans.

### APL 10

**Uro Ukre:** Male Flan Human Necromancer5 /Pale Master7; Medium Humanoid; CR 12; HD 5d4+7d6+27; hp 73; Init +1; Spd 30 ft.; AC 16 (+4 Bonemail, +1 armor, +1 Deflection), touch 11, flat-footed 16; Base Attack/Grapple: +5/8; Atk +9 melee (2d6+6 plus 1d6 fire, 19-20/x2, great sword) or +8 melee touch; Full Atk +9 melee (2d6+6 plus 1d6 fire, 19-20/x2, great sword) or +8 melee touch; SA Animate Dead,

Summon Undead, Undead Graft (2/day); SQ Summon Familiar, Specialized (Necromancy, Abjuration & Enchantment banned), Bonemail +4, Deathless Vigor, Tough as Bone (immune to stunning and subdual), Darkvision 60 ft.; AL NE; SV Fort +9, Ref +5, Will +10; Str 16, Dex 12, Con 14, Int 18, Wis 10, Cha 10.

**Skills and Feats:** Concentration +17 (+21 when casting defensively), Hide +10, Knowledge (Arcana) +19, Knowledge (History) +14, Knowledge (Religion) +22, Listen +4, Move Silently +10, Spellcraft +21 (+23 for Necromancy, +16 for Conjuraction and Enchantment), Spot +4; Alertness<sup>virtual</sup>, Combat Casting, Empower Spell, Improved Familiar, Martial Weapon Proficiency (great sword), Scribe Scroll<sup>B</sup>, Skill Focus (Knowledge (Religion)), Spell Focus (Necromancy)<sup>B</sup>.

**Possessions:** Bracers of Armor +1, +1 Ring of Protection, Cloak of Resistance +1, +1 Flaming Great Sword, Homunculus Familiar.

**Permanent Spells:** Detect Magic

**Spells Prepared** (4+1/5+1/5+1/4+1/3+1/1+1; 9th-level caster; base DC = 14 + spell level; DC 15 + spell level for Necromancy): 0—[Flare, Ray of Frost, Touch of Fatigue x3]; 1st—[Cause Fear, Negative Energy Ray<sup>^</sup> x2, Ray of Enfeeblement x2]; 2nd—[Blindness/Deafness, Bull's Strength, Cat's Grace, False Life, See Invisibility, Web]; 3rd—[Fly, Haste, Negative Energy Burst<sup>^</sup>, Vampiric Touch x2]; 4th—[Enervation, Evard's Black Tentacles, Greater Invisibility, Empowered Ghoul Touch]; 5th—[Waves of Fatigue, Empowered Vampiric Touch]. Necromancy spell. <sup>^</sup>Spell from TOME and BLOOD.

**Spellbook:** 0—[Arcane Mark, Acid Splash, Dancing Lights, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Message, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Touch of Fatigue]; 1st—[Burning Hands, Cause Fear, Chill Touch, Negative Energy Ray<sup>^</sup>, Ray of Enfeeblement, Shocking Grasp]; 2nd—[Blindness/Deafness, Bull's Strength, Cat's Grace, Command Undead, False Life, Fox's Cunning, Ghoul Touch, Ice Knife, Levitate, Scare, See Invisibility, Spectral Hand, Spider Climb, Summon Swarm, Web]; 3rd—[Fireball, Fly, Gentle Repose, Greater Magic Weapon, Halt Undead, Haste, Negative Energy Burst<sup>^</sup>, Ray of Exhaustion, Stinking Cloud, Vampiric Touch]; 4th—[Animate Dead, Bestow Curse,

*Contagion, Enervation, Evard's Black Tentacles, Fear, Greater Invisibility, Negative Energy Wave<sup>^</sup>, Phantasmal Killer*; 5th—*[Blight, Cloudkill, Magic Jar, Permanency, Symbol of Pain, Teleport, Waves of Fatigue]*. <sup>^</sup>Spell from *TOME and BLOOD*.

#### **Tactics:**

Uro is likely to be surprised by the heroes; as such he will cast the following spells as soon in combat as possible.

1. *Fly*
2. *Summon Undead Ability*
3. *Haste*

Once in combat he will attempt to use the damage dealing spells to remove opposing spell casters first, before dealing with melee fighters. The summoned undead will move to face the fighters.

#### **APL 12**

**Uro Ukre:** Male Flan Human Necromancer5 /Pale Master9; Medium Humanoid; CR 14; HD 5d4+9d6+31; hp 85; Init +1; Spd 30 ft.; AC 19 (+6 Bonemail, +2 armor, +1 Deflection), touch 11, flat-footed 19; Base Attack/Grapple: +6/9; Atk +10 melee (2d6+6 plus 1d6 fire, 19-20/x2, *great sword*) or +11 melee graft touch or +9 melee touch; Full Atk +10/5 melee (2d6+6 plus 1d6 fire, 19-20/x2, *great sword*) or +11/6 melee graft touch or +9/4 melee touch; SA Animate Dead, Summon Undead, Undead Graft (3/day), Summon Greater Undead; SQ Summon Familiar, Specialized (Necromancy, Abjuration & Enchantment banned), Bonemail +6, Deathless Vigor, Tough as Bone (immune to stunning and subdual), Darkvision 60 ft.; AL NE; SV Fort +9, Ref +5, Will +10; Str 16, Dex 12, Con 14, Int 18, Wis 10, Cha 10.

**Skills and Feats:** Concentration +19 (+23 when casting defensively), Hide +12, Knowledge (Arcana) +21, Knowledge (History) +16, Knowledge (Religion) +24, Listen +4, Move Silently +12, Spellcraft +23 (+25 for Necromancy, +18 for Conjunction and Enchantment), Spot +4; Alertness<sup>virtual</sup>, Combat Casting, Empower Spell, Improved Familiar, Martial Weapon Proficiency (*great sword*), Scribe Scroll<sup>B</sup>, Skill Focus (Knowledge (Religion)), Spell Focus (Necromancy)<sup>B</sup>.

**Possessions:** *Bracers of Armor* +2, *Ring of Featherfalling*, +1 *Ring of Protection*, *Cloak of Resistance* +1, +1 *Flaming Great Sword*, Homunculus Familiar.

**Permanent Spells:** *Detect Magic, See Invisibility*

**Spells Prepared** (4+1/5+1/5+1/4+1/4+1/2+1; 10th-level caster; base DC = 14 + spell level; DC 15 + spell level for Necromancy): 0—*[Flare, Ray of Frost, Touch of Fatigue x3]*; 1st—*[Cause Fear, Negative Energy Ray<sup>^</sup> x2, Ray of Enfeeblement x2]*; 2nd—*[Blindness/Deafness x2, Bull's Strength, Cat's Grace, False Life, Web]*; 3rd—*[Fly, Haste, Negative Energy Burst<sup>^</sup>, Vampiric Touch x2]*; 4th—*[Enervation x2, Evard's Black Tentacles, Greater Invisibility, Empowered Ghoul Touch]*; 5th—*[Waves of Fatigue, Empowered Vampiric Touch x2]*. Necromancy spell. <sup>^</sup>Spell from *TOME and BLOOD*.

**Spellbook:** 0—*[Arcane Mark, Acid Splash, Dancing Lights, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Message, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Touch of Fatigue]*; 1st—*[Burning Hands, Cause Fear, Chill Touch, Negative Energy Ray<sup>^</sup>, Ray of Enfeeblement, Shocking Grasp]*; 2nd—*[Blindness/Deafness, Bull's Strength, Cat's Grace, Command Undead, False Life, Fox's Cunning, Ghoul Touch, Ice Knife, Levitate, Scare, See Invisibility, Spectral Hand, Spider Climb, Summon Swarm, Web]*; 3rd—*[Fireball, Fly, Gentle Repose, Greater Magic Weapon, Halt Undead, Haste, Negative Energy Burst<sup>^</sup>, Ray of Exhaustion, Stinking Cloud, Vampiric Touch]*; 4th—*[Animate Dead, Bestow Curse, Contagion, Enervation, Evard's Black Tentacles, Fear, Greater Invisibility, Negative Energy Wave<sup>^</sup>, Phantasmal Killer]*; 5th—*[Blight, Cloudkill, Magic Jar, Permanency, Symbol of Pain, Teleport, Waves of Fatigue]*. <sup>^</sup>Spell from *TOME and BLOOD*.

#### **Tactics:**

Uro is likely to be surprised by the heroes; as such he will cast the following spells as soon in combat as possible.

1. *Spiritwall*
2. *Fly*
3. *Summon Undead Ability*
4. *Haste*

Once in combat he will attempt to use the damage dealing spells to remove opposing spell casters first, before dealing with melee fighters. The summoned undead will move to face the fighters.

#### **APL 14**

**Uro Ukre:** Male Flan Human Necromancer6 /Pale Master10; Medium Humanoid; CR 16; HD 6d4+10d6+35; hp 96; Init +1; Spd 30 ft.; AC 19 (+6 Bonemail, +2 armor, +1 Deflection), touch

11, flat-footed 19; Base Attack/Grapple: +8/11; Atk +12 melee (2d6+6 plus 1d6 fire, 19-20/x2, *great sword*) or +13 melee graft touch or +11 melee touch; Full Atk +12/7 melee (2d6+6 plus 1d6 fire, 19-20/x2, *great sword*) or +13/8 melee graft touch or +11/6 melee touch; SA Animate Dead, Summon Undead, Undead Graft (4/day), Summon Greater Undead, Deathless Master Touch; SQ Summon Familiar, Specialized (Necromancy, Abjuration & Enchantment banned), Bonemail +6, Deathless Vigor, Tough as Bone (immune to stunning and subdual), Darkvision 60 ft., Deathless Mastery (11 HD vassal undead, immune to critical hits); AL NE; SV Fort +11, Ref +6, Will +12; Str 16, Dex 12, Con 14, Int 23, Wis 10, Cha 10.

**Skills and Feats:** Concentration +21 (+25 when casting defensively), Hide +13, Knowledge (Arcana) +25, Knowledge (History) +20, Knowledge (Religion) +28, Listen +4, Move Silently +13, Spellcraft +27 (+29 for Necromancy, +22 for Conjuraton and Enchantment), Spot +5; Alertness<sup>virtual</sup>, Combat Casting, Empower Spell, Improved Familiar, Martial Weapon Proficiency (*great sword*), Scribe Scroll<sup>B</sup>, Skill Focus (Knowledge (Religion)), Spell Focus (Necromancy)<sup>B</sup>, Greater Spell Focus (Necromancy).

**Possessions:** *Bracers of Armor* +2, *Ring of Featherfalling*, +1 *Ring of Protection*, *Cloak of Resistance* +1, +1 *Flaming Great Sword*, *Headband of Intellect* +4, 2 *Pearls of Power* (1<sup>st</sup>), Homunculus Familiar.

**Permanent Spells:** *Detect Magic*, See *Invisibility*, *Tongues*, *Arcane Sight*

**Contingency:** When reduced to 15 hit points or fewer (but more than 0) a *teleport* spell will trigger, taking Uro to his hidden base in the Cairn Hills. The spell will not take anyone else with him.

**Spells Prepared** (4+1/6+1/6+1/5+1/4+1/3+1/2+1; 11th-level caster; base DC = 16 + spell level; DC 18 + spell level for Necromancy): 0—[*Flare*, *Ray of Frost*, *Touch of Fatigue* x3]; 1st—[*Cause Fear*, *Negative Energy Ray*<sup>A</sup> x3, *Ray of Enfeeblement* x3]; 2nd—[*Blindness/Deafness*, *Bull's Strength*, *Cat's Grace*, *False Life* x2, See *Invisibility*, *Web*]; 3rd—[*Fly*, *Haste*, *Negative Energy Burst*<sup>A</sup> x2, *Vampiric Touch* x2]; 4th—[*Enervation* x2, *Evard's Black Tentacles*, *Greater Invisibility*, *Empowered Ghoul Touch*]; 5th—[*Waves of Fatigue*, *Empowered Vampiric Touch* x3]; 6th—[*Circle of Death* x2, *Eyebite*]. Necromancy spell. <sup>A</sup>Spell from *TOME and BLOOD*.

**Spellbook:** 0—[*Arcane Mark*, *Acid Splash*, *Dancing Lights*, *Detect Magic*, *Detect Poison*,

*Disrupt Undead*, *Flare*, *Ghost Sound*, *Light*, *Mage Hand*, *Mending*, *Message*, *Open/Close*, *Prestidigitaton*, *Ray of Frost*, *Read Magic*, *Touch of Fatigue*]; 1st—[*Burning Hands*, *Cause Fear*, *Chill Touch*, *Negative Energy Ray*<sup>A</sup>, *Ray of Enfeeblement*, *Shocking Grasp*]; 2nd—[*Blindness/Deafness*, *Bull's Strength*, *Cat's Grace*, *Command Undead*, *False Life*, *Fox's Cunning*, *Ghoul Touch*, *Ice Knife*, *Levitate*, *Scare*, See *Invisibility*, *Spectral Hand*, *Spider Climb*, *Summon Swarm*, *Web*]; 3rd—[*Arcane Sight*, *Fireball*, *Fly*, *Gentle Repose*, *Greater Magic Weapon*, *Halt Undead*, *Haste*, *Negative Energy Burst*<sup>A</sup>, *Ray of Exhaustion*, *Stinking Cloud*, *Tongues*, *Vampiric Touch*]; 4th—[*Animate Dead*, *Bestow Curse*, *Contagion*, *Enervation*, *Evard's Black Tentacles*, *Fear*, *Greater Invisibility*, *Negative Energy Wave*<sup>A</sup>, *Phantasmal Killer*]; 5th—[*Blight*, *Cloudkill*, *Magic Jar*, *Permanency*, *Symbol of Pain*, *Teleport*, *Waves of Fatigue*]; 6th—[*Circle of Death*, *Contingency*, *Create Undead*, *Eyebite*]. <sup>A</sup>Spell from *TOME and BLOOD*.

#### Tactics:

Uro is likely to be surprised by the heroes; as such he will cast the following spells as soon in combat as possible.

1. *Summon Undead Ability*
2. *Spiritwall*
3. *Fly*
4. *Circle of Death*
5. *Haste*

Once in combat he will attempt to use the damage dealing spells to remove opposing spell casters first, before dealing with melee fighters. Uro's vassal undead will try to occupy the fighters, alongside Kelrit.

**Vassal Undead:** Advanced Ettin Skeleton; Large Undead; CR 5; HD 11d12; hp 71; Init +4; Spd 40 ft.; AC 11 (-1 size, +2 natural), touch 9, flat-footed 11; Base Attack/Grapple: +5/15; Atk +11 melee (2d6+6, morningstar) or +11 melee (1d6+6, claws) or +5 ranged (1d8+6, javelins); Full Atk +11 melee (2d6+6, 2 morningstars) or +11 melee (1d6+6, 2 claws) or +5 ranged (1d8+6, 2 javelins); Space/Reach: 10 ft./10 ft.; SQ Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, superior two-weapon fighting; AL NE; SV Fort +4, Ref +4, Will +8; Str 23, Dex 10, Con —, Int —, Wis 10, Cha 1.

**Skills and Feats:** —; Improved Initiative.

**Possessions:** 2 morningstars.

**Kelrit:** Male Vampire Cleric 8 of Nerull; Medium Undead (Augmented Humanoid); CR 10; HD

8d12; hp 61; Init +8; Spd 30 ft.; AC 25 (+4 Dexterity, +6 Natural, +5 armor), touch 14, flat-footed 21; Base Attack/Grapple: +6/11; Atk +12 melee (2d4+8, 19-20/x4, *scythe*) or +11 melee (1d6+5, slam); Full Atk +12/7 melee (2d4+8, 19-20/x4, *scythe*) or +11/6 melee (1d6+5, slam); SA Blood Drain, Children of the Night, Dominate (DC 18), Create Spawn, Energy Drain, Rebuke Undead (7/day, +6 turn check, 2d6+12 damage); SQ Alternate Form, DR 10/silver and magic, Fast Healing 5, Gaseous Form, Resistance 10 (cold and electricity), Spider Climb, +8 turn resistance; AL NE; SV Fort +6, Ref +8, Will +10; Str 20, Dex 18, Con —, Int 14, Wis 18, Cha 18.

**Skills and Feats:** Bluff +12, Concentration +11 (+15 for casting defensively), Hide +12, Knowledge (history) +13, Knowledge (religion) +13, Listen +14, Move Silently +12, Search +10, Sense Motive +12, Spellcraft +13, Spot +14; Alertness<sup>B</sup>, Combat Reflexes<sup>B</sup>, Dodge<sup>B</sup>, Improved Initiative<sup>B</sup>, Lightning Reflexes<sup>B</sup>, Spell Focus (Necromancy), Combat Casting, Greater Spell Focus (Necromancy), Martial Weapon Proficiency (*scythe*).

**Possessions:** +1 Chain Shirt, +1 keen Scythe.

**Spells Prepared** (6/4+1/3+1/3+1/2+1; base DC = 14 + spell level; DC 16 + spell level for Necromancy): 0—[*Inflict Minor Wounds* (x6)]; 1st—[*Deathwatch*<sup>^</sup>, *Doom*, *Protection from Good*<sup>^</sup>, *Shield of Faith*]; 2nd—[*Cure Moderate Wounds*, *Death Knell*<sup>^</sup>, *Desecrate*<sup>^</sup>, *Hold Person*]; 3rd—[*Invisibility Purge*, *Inflict Serious Wounds*, *Magic Circle against Good*<sup>^</sup>, *Prayer*]; 4th—[*Inflict Critical Wounds*, *Spell Immunity*, *Unholy Blight*<sup>^</sup>]. *Necromancy spell*. <sup>^</sup>Evil Spell.

\*Domain spell. *Domains:* [Death (You may use a death touch once per day. Your death touch is a supernatural ability that produces a death effect. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 8d6. If the total at least equals the creature's current hit points, it dies (no save).); Evil (You cast evil spells at +1 caster level.)].

#### Tactics:

Kelrit will begin preparing the round after he is summoned; he does so by casting as follows:

1. *Spell Immunity* (heal, searing light)
2. *Magic Circle against Good*

Kelrit will concentrate on the melee fighters, leaving it to Uro to take care of spell casters. Also, when Kelrit is destroyed, his equipment goes with him, and thus is not included in any treasure summaries.

## APL 16

**Uro Ukre:** Male Flan Human Necromancer8/Pale Master10; Medium Humanoid; CR 18; HD 8d4+10d6+34; hp 106; Init +1; Spd 30 ft.; AC 21 (+6 Bonemail, +3 armor, +2 Deflection), touch 15, flat-footed 21; Base Attack/Grapple: +9/12; Atk +13 melee (2d6+6 plus 1d6 fire, 17-20/x2, *great sword*) or +14 melee graft touch or +12 melee touch; Full Atk +13/8 melee (2d6+6 plus 1d6 fire, 17-20/x2, *great sword*) or +14/9 melee graft touch or +12/7 melee touch; SA Animate Dead, Summon Undead, Undead Graft (4/day), Summon Greater Undead, Deathless Master Touch; SQ Summon Familiar, Specialized (Necromancy, Abjuration & Enchantment banned), Bonemail +6, Deathless Vigor, Tough as Bone (immune to stunning and subdual), Darkvision 60 ft., Deathless Mastery (11 HD vassal undead, immune to critical hits); AL NE; SV Fort +11, Ref +6, Will +13; Str 16, Dex 12, Con 14, Int 23, Wis 10, Cha 10.

**Skills and Feats:** Concentration +23 (+27 when casting defensively), Hide +13, Knowledge (Arcana) +27, Knowledge (History) +22, Knowledge (Religion) +30, Listen +4, Move Silently +13, Spellcraft +29 (+31 for Necromancy, +24 for Conjunction and Enchantment), Spot +5; Alertness<sup>virtual</sup>, Combat Casting, Empower Spell, Improved Critical (greatsword), Improved Familiar, Martial Weapon Proficiency (great sword), Scribe Scroll<sup>B</sup>, Skill Focus (Knowledge (Religion)), Spell Focus (Necromancy)<sup>B</sup>, Greater Spell Focus (Necromancy).

**Possessions:** *Bracers of Armor* +3, *Ring of Featherfalling*, +2 *Ring of Protection*, *Cloak of Resistance* +1, +1 *Flaming Great Sword*, *Headband of Intellect* +4, 4 *Pearls of Power* (1<sup>st</sup>), *Immovable Rod*, *Potion of Bull's Strength*, Homunculus Familiar.

**Permanent Spells:** *Detect Magic*, *See Invisibility*, *Tongues*, *Arcane Sight*

**Contingency:** When reduced to 15 hit points or fewer (but more than 0) a *teleport* spell will trigger, taking Uro to his hidden base in the Cairn Hills. The spell will not take anyone else with him.

**Spells Prepared** (4+1/6+1/6+1/5+1/5+1/4+1/3+1/1+1; 13th-level caster; base DC = 16 + spell level; DC 18 + spell level for Necromancy): 0—[*Flare*, *Ray of Frost*, *Touch of Fatigue* x3]; 1st—[*Cause Fear*, *Negative Energy Ray*<sup>^</sup> x3, *Ray of Enfeeblement* x3]; 2nd—[*Blindness/Deafness*, *Bull's Strength*, *Cat's Grace*, *False Life* x2, *See Invisibility*, *Web*]; 3rd—[*Fly*, *Haste*, *Negative*

Energy Burst<sup>^</sup> x2, Vampiric Touch x2]; 4th—[Enervation x2, Evard's Black Tentacles x2, Greater Invisibility, Empowered Ghoul Touch]; 5th—[Waves of Fatigue x2, Empowered Vampiric Touch x2]; 6th—[Circle of Death x2, Eyebite, Tenser's Transformation]; 7th—[Finger of Death x2]. Necromancy spell. <sup>^</sup>Spell from *TOME and BLOOD*.

**Spellbook:** 0—[Arcane Mark, Acid Splash, Dancing Lights, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Message, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Touch of Fatigue]; 1st—[Burning Hands, Cause Fear, Chill Touch, Negative Energy Ray<sup>^</sup>, Ray of Enfeeblement, Shocking Grasp]; 2nd—[Blindness/Deafness, Bull's Strength, Cat's Grace, Command Undead, False Life, Fox's Cunning, Ghoul Touch, Ice Knife, Levitate, Scare, See Invisibility, Spectral Hand, Spider Climb, Summon Swarm, Web]; 3rd—[Arcane Sight, Fireball, Fly, Gentle Repose, Greater Magic Weapon, Halt Undead, Haste, Negative Energy Burst<sup>^</sup>, Ray of Exhaustion, Stinking Cloud, Tongues, Vampiric Touch]; 4th—[Animate Dead, Bestow Curse, Contagion, Enervation, Evard's Black Tentacles, Fear, Greater Invisibility, Negative Energy Wave<sup>^</sup>, Phantasmal Killer]; 5th—[Blight, Cloudkill, Magic Jar, Permanency, Symbol of Pain, Teleport, Waves of Fatigue]; 6th—[Circle of Death, Contingency, Create Undead, Eyebite, Tenser's Transformation]; 7th—[Finger of Death, Limited Wish, Waves of Exhaustion, Forcecage]. <sup>^</sup>Spell from *TOME and BLOOD*.

#### **Tactics:**

Uro is likely to be surprised by the heroes; as such he will cast the following spells as soon in combat as possible.

1. *Summon Undead Ability*
2. *Fly*
3. *Haste*
4. *Finger of Death*

He will use *Tenser's Transformation* if things are going well, and only if he is confident that the spellcasters are dealt with. Once in combat he will attempt to use the damage dealing spells to remove opposing spell casters first, before dealing with melee fighters. Uro's vassal undead will try to occupy the fighters, alongside Kelrit.

**Vassal Undead:** Advanced Ettin Skeleton; Large Undead; CR 6; HD 13d12; hp 96; Init +4; Spd 40 ft.; AC 11 (-1 size, +2 natural), touch 9, flat-footed 11; Base Attack/Grapple: +6/16; Atk

+12 melee (2d6+6, morningstar) or +12 melee (1d6+6, claws) or +6 ranged (1d8+6, javelins); Full Atk +12/7 melee (2d6+6, 2 morningstars) or +12/7 melee (1d6+6, 2 claws) or +6/1 ranged (1d8+6, 2 javelins); Space/Reach: 10 ft./10 ft.; SQ Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, superior two-weapon fighting; AL NE; SV Fort +5, Ref +5, Will +9; Str 23, Dex 10, Con —, Int —, Wis 10, Cha 1.

**Skills and Feats:** —; Improved Initiative.

**Possessions:** 2 morningstars.

**Kelrit:** Male Vampire Cleric 10 of Nerull; Medium Undead (Augmented Humanoid); CR 12; HD 10d12; hp 75; Init +8; Spd 30 ft.; AC 26 (+4 Dexterity, +6 Natural, +6 armor), touch 14, flat-footed 22; Base Attack/Grapple: +7/12; Atk +14 melee (2d4+8, 19-20/x4, *scythe*) or +12 melee (1d6+5, slam); Full Atk +14/9 melee (2d4+8, 19-20/x4, *scythe*) or +12/7 melee (1d6+5, slam); SA Blood Drain, Children of the Night, Dominate (DC 18), Create Spawn, Energy Drain, Rebuke Undead (7/day, +6 turn check, 2d6+14 damage); SQ Alternate Form, DR 10/silver and magic, Fast Healing 5, Gaseous Form, Resistance 10 (cold and electricity), Spider Climb, +8 turn resistance; AL NE; SV Fort +7, Ref +9, Will +11; Str 20, Dex 18, Con —, Int 14, Wis 18, Cha 18.

**Skills and Feats:** Bluff +12, Concentration +13 (+17 for casting defensively), Hide +17, Knowledge (history) +15, Knowledge (religion) +15, Listen +14, Move Silently +12, Search +10, Sense Motive +14, Spellcraft +15, Spot +14; Alertness <sup>B</sup>, Combat Reflexes <sup>B</sup>, Dodge <sup>B</sup>, Improved Initiative <sup>B</sup>, Lightning Reflexes <sup>B</sup>, Spell Focus (Necromancy), Combat Casting, Greater Spell Focus (Necromancy), Martial Weapon Proficiency (*scythe*), Weapon Focus (*scythe*).

**Possessions:** +2 *Chain Shirt of Shadow*, +1 *Keen Scythe*.

**Spells Prepared** (6/4+1/4+1/3+1/3+1/2+1; base DC = 14 + spell level; DC 16 + spell level for Necromancy): 0—[Inflict Minor Wounds (x6)]; 1st—[Deathwatch<sup>^</sup>, Doom, Protection from Good<sup>^</sup>, Shield of Faith]; 2nd—[Cure Moderate Wounds, Death Knell<sup>^</sup> x2, Desecrate<sup>^</sup>, Hold Person]; 3rd—[Invisibility Purge, Inflict Serious Wounds, Magic Circle against Good<sup>^</sup>, Prayer]; 4th—[Inflict Critical Wounds x2, Spell Immunity, Unholy Blight<sup>^</sup>]; 5th—[Slay Living<sup>\*</sup>, Flame Strike, Dispel Good<sup>\*</sup>]. Necromancy spell. <sup>^</sup>Evil Spell.

<sup>\*</sup>Domain spell. *Domains:* [Death (You may use a death touch once per day. Your death touch is a supernatural ability that produces a death effect. You must succeed on a melee

touch attack against a living creature (using the rules for touch spells). When you touch, roll 8d6. If the total at least equals the creature's current hit points, it dies (no save.); Evil (You cast evil spells at +1 caster level.).]

**Tactics:**

Kelrit will begin preparing the round after he is summoned; he does so by casting as follows:

1. *Spell Immunity (heal, searing light)*
2. *Magic Circle against Good*
3. *Dispel Good*

Kelrit will concentrate on the melee fighters, leaving it to Uro to take care of spell casters. Also, when Kelrit is destroyed, his equipment goes with him, and thus is not included in any treasure summaries.

**Tokunk:** Male Vampire Cleric 10 of Nerull; Medium Undead (Augmented Humanoid); CR 12; HD 10d12; hp 75; Init +8; Spd 30 ft.; AC 26 (+4 Dexterity, +6 Natural, +6 armor), touch 14, flat-footed 22; Base Attack/Grapple: +7/12; Atk +14 melee (2d4+8, 19-20/x4, *scythe*) or +12 melee (1d6+5, *slam*); Full Atk +14/9 melee (2d4+8, 19-20/x4, *scythe*) or +12/7 melee (1d6+5, *slam*); SA Blood Drain, Children of the Night, Dominate (DC 18), Create Spawn, Energy Drain, Rebuke Undead (7/day, +6 turn check, 2d6+14 damage); SQ Alternate Form, DR 10/silver and magic, Fast Healing 5, Gaseous Form, Resistance 10 (cold and electricity), Spider Climb, +8 turn resistance; AL NE; SV Fort +7, Ref +9, Will +11; Str 20, Dex 18, Con —, Int 14, Wis 18, Cha 18.

**Skills and Feats:** Bluff +12, Concentration +13 (+17 for casting defensively), Hide +17, Knowledge (history) +15, Knowledge (religion) +15, Listen +14, Move Silently +12, Search +10, Sense Motive +14, Spellcraft +15, Spot +14; Alertness<sup>B</sup>, Combat Reflexes<sup>B</sup>, Dodge<sup>B</sup>, Improved Initiative<sup>B</sup>, Lightning Reflexes<sup>B</sup>, Spell Focus (Necromancy), Combat Casting, Greater Spell Focus (Necromancy), Martial Weapon Proficiency (*scythe*), Weapon Focus (*scythe*).

**Possessions:** +2 *Chain Shirt of Shadow*, +1 *Keen Scythe*.

**Spells Prepared** (6/4+1/4+1/3+1/3+1/2+1; base DC = 14 + spell level; DC 16 + spell level for Necromancy): 0—[*Inflict Minor Wounds* (x6)]; 1st—[*Deathwatch*<sup>^</sup>, *Doom*, *Protection from Good*<sup>^</sup>, *Shield of Faith*]; 2nd—[*Cure Moderate Wounds*, *Death Knell*<sup>^</sup> x2, *Desecrate*<sup>^</sup>, *Hold Person*]; 3rd—[*Invisibility Purge*, *Inflict Serious Wounds*, *Magic Circle against Good*<sup>^</sup>, *Prayer*]; 4th—[*Inflict Critical Wounds* x2, *Spell Immunity*,

*Unholy Blight*<sup>^</sup>]; 5th—[*Slay Living*<sup>\*</sup>, *Flame Strike*, *Dispel Good*]. Necromancy spell. <sup>^</sup>Evil Spell.

\*Domain spell. *Domains:* [Death (You may use a death touch once per day. Your death touch is a supernatural ability that produces a death effect. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 8d6. If the total at least equals the creature's current hit points, it dies (no save.); Evil (You cast evil spells at +1 caster level.).]

**Tactics:**

Tokunk will begin preparing the round after he is summoned; he does so by casting as follows:

4. *Spell Immunity (heal, searing light)*
5. *Magic Circle against Good*
6. *Dispel Good*

Tokunk will concentrate on the melee fighters, leaving it to Uro to take care of spell casters. Also, when Tokunk is destroyed, his equipment goes with him, and thus is not included in any treasure summaries.

## Appendix II – Lanyae U'moreal

Lanyae U'moreal was exiled into the wilds for ignoring a direct command from the Matriach of the house. At APL 2 she has fallen and become an Allip, a tortured undead spirit. At APL 4+ she has retained her personality, and powers as a sorcerer. Regardless of APL, she will attack any living being on sight due to an intense hatred for the living.

### APL 4

**Lanyae U'moreal, Ghost:** Ghost Suel Human Sorcerer 4; Medium Undead (Augmented Human, Incorporeal); CR 6; HD 4d12; hp 33; Init +6; Spd fly 30 ft. (perfect); AC 18 (+2 Dexterity, +6 charisma), touch 18, flat-footed 16; Base Attack/Grapple: +2/—; Full Atk/Atk vs. Ethereal +1 melee touch (1d6-1, *corrupting touch*); Full Atk/Atk vs. Material +4 melee touch (1d6, *corrupting touch*); SA Manifestation, Corrupting Gaze, Corrupting Touch, Horrific Appearance; SQ Summon Familiar, Rejuvenation, +4 Turn Resistance; AL CE; SV Fort +1, Ref +3, Will +5; Str 9, Dex 14, Con —, Int 12, Wis 12, Cha 22.

**Skills and Feats:** Bluff +13, Concentration +7 (+11 casting defensively), Hide +10, Knowledge (arcana) +8, Listen +11, Search +9, Spellcraft +10, Spot +11; Alertness, Combat Casting, Improved Initiative.

**Corrupting Gaze (Su):** A ghost can blast living beings with a glance, at a range of 30 feet. Creatures that meet the ghost's gaze must succeed at a DC 18 Fortitude save or take 2d10 points of damage and 1d4 points of Charisma damage.

**Corrupting Touch (Su):** A ghost that hits a living target with its incorporeal touch attack deals 1d6 points of damage. Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against non-ethereal opponents, it adds its Dexterity modified to attack rolls only.

**Manifestation (Su):** See Monster Manual.

**Spells Per Day** (6/8/5; base DC = 16 + spell level): 0—[*Resistance, Acid Splash, Daze, Flare, Mage Hand, Ghost Sound*]; 1st—[*Mage Armor, Shield, Magic Missile*]; 2nd—[*Flaming Sphere*].

### APL 6

**Lanyae U'moreal, Ghost:** Ghost Suel Human Sorcerer 6; Medium Undead (Augmented Human, Incorporeal); CR 8; HD 6d12; hp 47; Init +6; Spd fly 30 ft. (perfect); AC 18 (+2 Dexterity, +6 charisma), touch 18, flat-footed 16; Base

Attack/Grapple: +3/—; Full Atk/Atk vs. Ethereal +2 melee touch (1d6-1, *corrupting touch*); Full Atk/Atk vs. Material +5 melee touch (1d6, *corrupting touch*); SA Manifestation, Corrupting Gaze, Corrupting Touch, Horrific Appearance; SQ Summon Familiar, Rejuvenation, +4 Turn Resistance; AL CE; SV Fort +2, Ref +6, Will +6; Str 9, Dex 14, Con —, Int 12, Wis 12, Cha 22.

**Skills and Feats:** Bluff +15, Concentration +9 (+13 casting defensively), Hide +10, Knowledge (arcana) +10, Listen +11, Search +9, Spellcraft +12, Spot +11; Alertness, Combat Casting, Improved Initiative, Lightning Reflexes.

**Corrupting Gaze (Su):** A ghost can blast living beings with a glance, at a range of 30 feet. Creatures that meet the ghost's gaze must succeed at a DC 19 Fortitude save or take 2d10 points of damage and 1d4 points of Charisma damage.

**Corrupting Touch (Su):** A ghost that hits a living target with its incorporeal touch attack deals 1d6 points of damage. Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against non-ethereal opponents, it adds its Dexterity modified to attack rolls only.

**Horrific Appearance (Su):** Any living creature within 60 feet that views a ghost must succeed on a DC 19 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):** See Monster Manual.

**Spells Per Day** (6/8/7/4; base DC = 16 + spell level): 0—[*Resistance, Acid Splash, Daze, Flare, Light, Mage Hand, Ghost Sound*]; 1st—[*Mage Armor, Shield, Magic Missile, Reduce Person*]; 2nd—[*Flaming Sphere, Gust of Wind*]; 3rd—[*Lightning Bolt*].

### APL 8

**Lanyae U'moreal, Ghost:** Ghost Suel Human Sorcerer 8; Medium Undead (Augmented Human, Incorporeal); CR 10; HD 8d12; hp 61; Init +6; Spd fly 30 ft. (perfect); AC 18 (+2 Dexterity, +6 charisma), touch 18, flat-footed 16; Base Attack/Grapple: +4/—; Full Atk/Atk vs. Ethereal +4 melee touch (1d6, *corrupting touch*); Full Atk/Atk vs. Material +6 melee touch (1d6, *corrupting touch*); SA Manifestation, Corrupting Gaze, Corrupting Touch, Horrific Appearance;

SQ Summon Familiar, Rejuvenation, +4 Turn Resistance; AL CE; SV Fort +2, Ref +6, Will +7; Str 10, Dex 14, Con —, Int 12, Wis 12, Cha 22.

**Skills and Feats:** Bluff +17, Concentration +11 (+15 casting defensively), Hide +10, Knowledge (arcana) +12, Listen +11, Search +9, Spellcraft +14, Spot +11; Alertness, Combat Casting, Improved Initiative, Lightning Reflexes.

**Corrupting Gaze (Su):** A ghost can blast living beings with a glance, at a range of 30 feet. Creatures that meet the ghost's gaze must succeed at a DC 20 Fortitude save or take 2d10 points of damage and 1d4 points of Charisma damage.

**Corrupting Touch (Su):** A ghost that hits a living target with its incorporeal touch attack deals 1d6 points of damage. Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against non-ethereal opponents, it adds its Dexterity modified to attack rolls only.

**Horrific Appearance (Su):** Any living creature within 60 feet that views a ghost must succeed on a DC 20 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):** See Monster Manual.

**Spells Per Day** (6/8/8/6/4; base DC = 16 + spell level): 0—[Resistance, Acid Splash, Daze, Flare, Light, Mage Hand, Ghost Sound, Ray of Frost]; 1st—[Mage Armor, Shield, Magic Missile, Enlarge Person, Reduce Person]; 2nd—[Flaming Sphere, Gust of Wind, Protection from Arrows]; 3rd—[Lightning Bolt, Stinking Cloud]; 4th—[Ice Storm].

## APL 10

**Lanyae U'moreal, Ghost:** Ghost Suel Human Sorcerer 10; Medium Undead (Augmented Human, Incorporeal); CR 12; HD 10d12; hp 75; Init +6; Spd fly 30 ft. (perfect); AC 18 (+2 Dexterity, +6 charisma), touch 18, flat-footed 16; Base Attack/Grapple: +5/—; Full Atk/Atk vs. Ethereal +5 melee touch (1d6, *corrupting touch*); Full Atk/Atk vs. Material +7 melee touch (1d6, *corrupting touch*); SA Manifestation, Corrupting Gaze, Corrupting Touch, Horrific Appearance; SQ Summon Familiar, Rejuvenation, +4 Turn Resistance; AL CE; SV Fort +3, Ref +7, Will +10; Str 10, Dex 14, Con —, Int 12, Wis 12, Cha 22.

**Skills and Feats:** Bluff +19, Concentration +13 (+17 casting defensively), Hide +10, Knowledge

(arcana) +14, Listen +11, Search +9, Spellcraft +16, Spot +11; Alertness, Combat Casting, Improved Initiative, Iron Will, Lightning Reflexes.

**Corrupting Gaze (Su):** A ghost can blast living beings with a glance, at a range of 30 feet. Creatures that meet the ghost's gaze must succeed at a DC 21 Fortitude save or take 2d10 points of damage and 1d4 points of Charisma damage.

**Corrupting Touch (Su):** A ghost that hits a living target with its incorporeal touch attack deals 1d6 points of damage. Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against non-ethereal opponents, it adds its Dexterity modified to attack rolls only.

**Horrific Appearance (Su):** Any living creature within 60 feet that views a ghost must succeed on a DC 21 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):** See Monster Manual.

**Spells Per Day** (6/8/8/7/6/4; base DC = 16 + spell level): 0—[Resistance, Acid Splash, Daze, Detect Magic, Flare, Light, Mage Hand, Ghost Sound, Ray of Frost]; 1st—[Mage Armor, Shield, Magic Missile, Enlarge Person, Reduce Person]; 2nd—[Flaming Sphere, Glitterdust, Gust of Wind, Protection from Arrows]; 3rd—[Haste, Lightning Bolt, Stinking Cloud]; 4th—[Ice Storm, Shout]; 5th—[Cone of Cold].

## APL 12

**Lanyae U'moreal, Ghost:** Ghost Suel Human Sorcerer 12; Medium Undead (Augmented Human, Incorporeal); CR 14; HD 12d12; hp 89; Init +6; Spd fly 30 ft. (perfect); AC 18 (+2 Dexterity, +6 charisma), touch 18, flat-footed 16; Base Attack/Grapple: +6/—; Full Atk/Atk vs. Ethereal +6/1 melee touch (1d6, *corrupting touch*); Full Atk/Atk vs. Material +8/3 melee touch (1d6, *corrupting touch*); SA Manifestation, Corrupting Gaze, Corrupting Touch, Horrific Appearance; SQ Summon Familiar, Rejuvenation, +4 Turn Resistance; AL CE; SV Fort +4, Ref +8, Will +11; Str 10, Dex 14, Con —, Int 12, Wis 12, Cha 23.

**Skills and Feats:** Bluff +21, Concentration +15 (+19 casting defensively), Hide +10, Knowledge (arcana) +16, Listen +11, Search +9, Spellcraft +18, Spot +11; Alertness, Combat Casting, Empower Spell, Improved Initiative, Iron Will, Lightning Reflexes.



**Corrupting Gaze (Su):** A ghost can blast living beings with a glance, at a range of 30 feet. Creatures that meet the ghost's gaze must succeed at a DC 22 Fortitude save or take 2d10 points of damage and 1d4 points of Charisma damage.

**Corrupting Touch (Su):** A ghost that hits a living target with its incorporeal touch attack deals 1d6 points of damage. Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against non-ethereal opponents, it adds its Dexterity modified to attack rolls only.

**Horrific Appearance (Su):** Any living creature within 60 feet that views a ghost must succeed on a DC 22 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):** See Monster Manual.

**Spells Per Day** (6/8/8/7/7/6/4; base DC = 16 + spell level): 0—[Resistance, Acid Splash, Daze, Detect Magic, Flare, Light, Mage Hand, Ghost Sound, Ray of Frost]; 1st—[Mage Armor, Shield, Magic Missile, Enlarge Person, Reduce Person]; 2nd—[Flaming Sphere, Glitterdust, Gust of Wind, Mirror Image, Protection from Arrows]; 3rd—[Haste, Hold Person, Lightning Bolt, Stinking Cloud]; 4th—[Ice Storm, Phantasmal Killer, Shout]; 5th—[Cone of Cold, Dominate Person]; 6th—[Chain Lightning].

## APL 14

**Lanyae U'moreal, Ghost:** Ghost Suel Human Sorcerer 14; Medium Undead (Augmented Human, Incorporeal); CR 16; HD 14d12; hp 103; Init +6; Spd fly 30 ft. (perfect); AC 18 (+2 Dexterity, +6 charisma), touch 18, flat-footed 16; Base Attack/Grapple: +7/—; Full Atk/Atk vs. Ethereal +7/2 melee touch (1d6, *corrupting touch*); Full Atk/Atk vs. Material +9/4 melee touch (1d6, *corrupting touch*); SA Manifestation, Corrupting Gaze, Corrupting Touch, Horrific Appearance; SQ Summon Familiar, Rejuvenation, +4 Turn Resistance; AL CE; SV Fort +4, Ref +8, Will +12; Str 10, Dex 14, Con —, Int 12, Wis 12, Cha 23.

**Skills and Feats:** Bluff +23, Concentration +17 (+21 casting defensively), Hide +10, Knowledge (arcana) +18, Listen +11, Search +9, Spellcraft +20, Spot +11; Alertness, Combat Casting, Empower Spell, Improved Initiative, Iron Will, Lightning Reflexes.

**Corrupting Gaze (Su):** A ghost can blast living beings with a glance, at a range of 30 feet. Creatures that meet the ghost's gaze must succeed at a DC 23 Fortitude save or take 2d10 points of damage and 1d4 points of Charisma damage.

**Corrupting Touch (Su):** A ghost that hits a living target with its incorporeal touch attack deals 1d6 points of damage. Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against non-ethereal opponents, it adds its Dexterity modified to attack rolls only.

**Horrific Appearance (Su):** Any living creature within 60 feet that views a ghost must succeed on a DC 23 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):** See Monster Manual.

**Spells Per Day** (6/8/8/7/7/6/3; base DC = 16 + spell level): 0—[Resistance, Acid Splash, Daze, Detect Magic, Flare, Light, Mage Hand, Ghost Sound, Ray of Frost]; 1st—[Mage Armor, Shield, Magic Missile, Enlarge Person, Reduce Person]; 2nd—[Flaming Sphere, Glitterdust, Gust of Wind, Mirror Image, Protection from Arrows]; 3rd—[Haste, Hold Person, Lightning Bolt, Stinking Cloud]; 4th—[Evard's Black Tentacles, Ice Storm, Phantasmal Killer, Shout]; 5th—[Cone of Cold, Dominate Person, Mind Fog]; 6th—[Chain Lightning, True Seeing]; 7th—[Prismatic Spray].

## APL 16

**Lanyae U'moreal, Ghost:** Ghost Suel Human Sorcerer 16; Medium Undead (Augmented Human, Incorporeal); CR 18; HD 16d12; hp 117; Init +6; Spd fly 30 ft. (perfect); AC 19 (+2 Dexterity, +7 charisma), touch 18, flat-footed 16; Base Attack/Grapple: +8/—; Full Atk/Atk vs. Ethereal +8/3 melee touch (1d6, *corrupting touch*); Full Atk/Atk vs. Material +10/5 melee touch (1d6, *corrupting touch*); SA Manifestation, Corrupting Gaze, Corrupting Touch, Horrific Appearance; SQ Summon Familiar, Rejuvenation, +4 Turn Resistance; AL CE; SV Fort +5, Ref +9, Will +13; Str 10, Dex 14, Con —, Int 12, Wis 12, Cha 24.

**Skills and Feats:** Bluff +26, Concentration +19 (+23 casting defensively), Hide +10, Knowledge (arcana) +20, Listen +11, Search +9, Spellcraft +22, Spot +11; Alertness, Combat Casting,

Empower Spell, Improved Initiative, Iron Will, Lightning Reflexes, Widen Spell.

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

**Corrupting Touch (Su):** A ghost that hits a living target with its incorporeal touch attack deals 1d6 points of damage. Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against non-ethereal opponents, it adds its Dexterity modified to attack rolls only.

**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):** See Monster Manual.

**Spells Per Day** (6/8/8/8/7/7/7/6/3; base DC = 17 + spell level): 0—[*Resistance, Acid Splash, Daze, Detect Magic, Flare, Light, Mage Hand, Ghost Sound, Ray of Frost*]; 1st—[*Mage Armor, Shield, Magic Missile, Enlarge Person, Reduce Person*]; 2nd—[*Flaming Sphere, Glitterdust, Gust of Wind, Mirror Image, Protection from Arrows*]; 3rd—[*Haste, Hold Person, Lightning Bolt, Stinking Cloud*]; 4th—[*Evard's Black Tentacles, Ice Storm, Phantasmal Killer, Shout*]; 5th—[*Cone of Cold, Dismissal, Dominate Person, Mind Fog*]; 6th—[*Chain Lightning, Disintegrate, True Seeing*]; 7th—[*Prismatic Spray, Waves of Exhaustion*]; 8th—[*Polar Ray*].

## Appendix III – Mordayl Maure

Mordayl Maure was one of the great warrior-mages of the Suel people who came to form House Maure and populate the Duchy Urnst area. Such power as they possessed does rarely leave quietly when such vessels perish. Mordayl was struck down by a skilled Flan assassin, and was buried with due honor and ceremony in the fortress that he helped build.

Centuries passed, and the magics that were trapped within the corpse, slowly changed it and the multivariate voices of the ancestors slowly emerged. It is important to realize that suel magic at the time used the strength of blood, and the history that runs within it, to power immense magical powers. Finally, by the time the sanctity is broken, Mordayl, or what remains of him, has become a Gravehaunt, a particularly vile type of undead. Each attack he makes leaves slime on everything he touches or hits. This slime does nothing to living creatures.

### APL 2

**Mordayl Maure:** Gravehaunt Suel Fighter 1 Wizard 1; Medium Undead (Augmented Human); CR 4; HD 2d12; hp 19; Init +8; Spd 30 ft., fly 30 ft. (perfect); AC 14 (+4 Dexterity), touch 14, flat-footed 10; Base Attack/Grapple: +1/—; Atk +5 melee touch (1d6 cold, *Touch of the Grave*); Full Atk +5 melee touch (1d6 cold, *Touch of the Grave*); SA Touch of the Grave, Aura of Cold (1d2 cold, 5 ft. radius); SQ Summon Familiar, View from Beyond (30 ft.), Spell Resistance 5, Turn Resistance +2, Arcane Insight, Madness, Darkvision 60 ft., Near Incorporeality (50% miss chance), Undead Traits; AL CE; SV Fort +2, Ref +4, Will +7; Str —, Dex 18, Con —, Int 20, Wis 8, Cha 16.

**Skills and Feats:** Concentration +7 (+11 casting defensively), Decipher Script +9, Intimidate +8, Knowledge (Arcana) +9, Knowledge (History) +9, Knowledge (Religion) +9, Ride +5, Spellcraft +9; Combat Casting, Dodge <sup>B</sup>, Improved Initiative, Scribe Scroll <sup>B</sup>.

**Spells Prepared** (3/3; base DC = 16 + spell level): 0—[*Touch of Fatigue* (x3)]; 1st—[*Mage Armor*, *Magic Missile* (x2)].

### APL 4

**Mordayl Maure:** Gravehaunt Suel Fighter 2 Wizard 2; Medium Undead (Augmented Human); CR 6; HD 4d12; hp 33; Init +8; Spd 30 ft., fly 30 ft. (perfect); AC 14 (+4 Dexterity), touch

14, flat-footed 10; Base Attack/Grapple: +3/—; Atk +8 melee touch (1d8 cold, *Touch of the Grave*); Full Atk +8 melee touch (1d8 cold, *Touch of the Grave*); SA Touch of the Grave, Aura of Cold (1d3 cold, 5 ft. radius); SQ Summon Familiar, View from Beyond (40 ft.), Damage Reduction 5/good or cold iron, Spell Resistance 9, Turn Resistance +2, Arcane Insight, Madness, Darkvision 60 ft., Near Incorporeality (50% miss chance), Undead Traits; AL CE; SV Fort +3, Ref +4, Will +8; Str —, Dex 18, Con —, Int 21, Wis 8, Cha 16.

**Skills and Feats:** Concentration +8 (+12 casting defensively), Decipher Script +10, Intimidate +9, Knowledge (Arcana) +10, Knowledge (History) +10, Knowledge (Religion) +10, Ride +10, Spellcraft +12; Combat Casting, Dodge <sup>B</sup>, Improved Initiative, Mobility, Scribe Scroll <sup>B</sup>, Weapon Focus (touch).

**Spells Prepared** (4/4; base DC = 16 + spell level): 0—[*Touch of Fatigue* (x4)]; 1st—[*Mage Armor*, *Magic Missile* (x3)].

### APL 6

**Mordayl Maure:** Gravehaunt Suel Fighter 2 Wizard 3; Medium Undead (Augmented Human); CR 8; HD 5d12; hp 40; Init +8; Spd 30 ft., fly 30 ft. (perfect); AC 14 (+4 Dexterity), touch 14, flat-footed 10; Base Attack/Grapple: +3/—; Atk +8 melee touch (1d8 cold, *Touch of the Grave*); Full Atk +8 melee touch (1d8 cold, *Touch of the Grave*); SA Touch of the Grave, Aura of Cold (1d3 cold, 5 ft. radius); SQ Summon Familiar, View from Beyond (40 ft.), Damage Reduction 5/good or cold iron, Spell Resistance 10, Turn Resistance +2, Arcane Insight, Madness, Darkvision 60 ft., Near Incorporeality (50% miss chance), Undead Traits; AL CE; SV Fort +4, Ref +5, Will +8; Str —, Dex 18, Con —, Int 21, Wis 8, Cha 16.

**Skills and Feats:** Concentration +9 (+13 casting defensively), Decipher Script +11, Intimidate +9, Knowledge (Arcana) +11, Knowledge (History) +11, Knowledge (Religion) +11, Ride +10, Spellcraft +13; Combat Casting, Dodge <sup>B</sup>, Improved Initiative, Mobility, Scribe Scroll <sup>B</sup>, Weapon Focus (touch).

**Spells Prepared** (4/4/2; base DC = 16 + spell level): 0—[*Touch of Fatigue* (x4)]; 1st—[*Mage Armor*, *Magic Missile* (x3)]; 2nd—[*Magic Missile* (x2)].

## APL 8

**Mordayl Maure:** Gravehaunt Suel Fighter 3 Wizard 4; Medium Undead (Augmented Human); CR 10; HD 7d12; hp 54; Init +8; Spd 30 ft., fly 30 ft. (perfect); AC 14 (+4 Dexterity), touch 14, flat-footed 10; Base Attack/Grapple: +5/—; Atk +10 melee touch (1d8 cold, *Touch of the Grave*); Full Atk +10 melee touch (1d8 cold, *Touch of the Grave*); SA Touch of the Grave, Aura of Cold (1d3 cold, 5 ft. radius); SQ Summon Familiar, View from Beyond (40 ft.), Damage Reduction 5/good or cold iron, Spell Resistance 12, Turn Resistance +2, Arcane Insight, Madness, Darkvision 60 ft., Near Incorporeality (50% miss chance), Undead Traits; AL CE; SV Fort +4, Ref +6, Will +10; Str —, Dex 18, Con —, Int 21, Wis 8, Cha 16.

**Skills and Feats:** Concentration +10 (+14 casting defensively), Decipher Script +12, Intimidate +10, Knowledge (Arcana) +12, Knowledge (History) +12, Knowledge (Religion) +12, Ride +11, Spellcraft +14; Combat Casting, Dodge <sup>B</sup>, Improved Initiative, Mobility, Scribe Scroll <sup>B</sup>, Spring Attack, Weapon Focus (touch).

**Spells Prepared** (4/5/3; base DC = 16 + spell level): 0—[*Touch of Fatigue* (x4)]; 1st—[*Mage Armor*, *Magic Missile* (x4)]; 2nd—[*Magic Missile* (x3)].

## APL 10

**Mordayl Maure:** Gravehaunt Suel Fighter 4 Wizard 5; Medium Undead (Augmented Human); CR 12; HD 9d12; hp 68; Init +8; Spd 30 ft., fly 30 ft. (perfect); AC 14 (+4 Dexterity), touch 14, flat-footed 10; Base Attack/Grapple: +6/—; Atk +11 melee touch (1d8+2 cold plus 1d4 Dexterity, *Touch of the Grave*); Full Atk +11/6 melee touch (1d8+2 cold plus 1d4 Dexterity, *Touch of the Grave*); SA Touch of the Grave, Aura of Cold (1d4 cold, 10 ft. radius); SQ Summon Familiar, View from Beyond (50 ft.), Damage Reduction 5/good or cold iron, Spell Resistance 14, Turn Resistance +2, Arcane Insight, Madness, Darkvision 60 ft., Near Incorporeality (50% miss chance), Undead Traits; AL CE; SV Fort +5, Ref +6, Will +11; Str —, Dex 18, Con —, Int 22, Wis 8, Cha 16.

**Skills and Feats:** Concentration +11 (+15 casting defensively), Decipher Script +14, Intimidate +11, Knowledge (Arcana) +14, Knowledge (History) +14, Knowledge (Religion) +14, Ride +12, Spellcraft +16; Combat Casting, Combat Expertise, Dodge <sup>B</sup>, Empower Spell <sup>B</sup>, Improved Initiative, Mobility, Scribe Scroll <sup>B</sup>,

Spring Attack, Weapon Focus (touch), Weapon Specialization (touch) <sup>B</sup>.

**Spells Prepared** (4/5/4/2; base DC = 17 + spell level): 0—[*Touch of Fatigue* (x4)]; 1st—[*Mage Armor*, *Magic Missile* (x4), *Shield*]; 2nd—[*Magic Missile* (x4)]; 3rd—[*Empowered Magic Missile* (x2)].

## APL 12

**Mordayl Maure:** Gravehaunt Suel Fighter 5 Wizard 6; Medium Undead (Augmented Human); CR 14; HD 11d12; hp 82; Init +8; Spd 30 ft., fly 30 ft. (perfect); AC 14 (+4 Dexterity), touch 14, flat-footed 10; Base Attack/Grapple: +8/—; Atk +13 melee touch (1d8+2 cold plus 1d4 Dexterity, *Touch of the Grave*); Full Atk +13/8 melee touch (1d8+2 cold plus 1d4 Dexterity, *Touch of the Grave*); SA Touch of the Grave, Aura of Cold (1d4 cold, 10 ft. radius); SQ Summon Familiar, View from Beyond (50 ft.), Damage Reduction 5/good or cold iron, Spell Resistance 16, Turn Resistance +2, Arcane Insight, Madness, Darkvision 60 ft., Near Incorporeality (50% miss chance), Undead Traits; AL CE; SV Fort +6, Ref +7, Will +12; Str —, Dex 18, Con —, Int 22, Wis 8, Cha 16.

**Skills and Feats:** Concentration +12 (+16 casting defensively), Decipher Script +15, Intimidate +12, Knowledge (Arcana) +15, Knowledge (History) +15, Knowledge (Religion) +15, Ride +13, Spellcraft +17; Combat Casting, Combat Expertise, Dodge <sup>B</sup>, Empower Spell <sup>B</sup>, Improved Initiative, Mobility, Scribe Scroll <sup>B</sup>, Spring Attack, Weapon Focus (touch), Weapon Specialization (touch) <sup>B</sup>.

**Spells Prepared** (4/5/5/3; base DC = 17 + spell level): 0—[*Touch of Fatigue* (x4)]; 1st—[*Mage Armor*, *Magic Missile* (x4), *Shield*]; 2nd—[*Magic Missile* (x5)]; 3rd—[*Empowered Magic Missile* (x3)].

## APL 14

**Mordayl Maure:** Gravehaunt Suel Fighter 5 Wizard 7; Medium Undead (Augmented Human); CR 16; HD 12d12; hp 89; Init +8; Spd 30 ft., fly 30 ft. (perfect); AC 14 (+4 Dexterity), touch 14, flat-footed 10; Base Attack/Grapple: +8/—; Atk +13 melee touch (2d6+2 cold plus 1d6 Dexterity, *Touch of the Grave*); Full Atk +13/8 melee touch (2d6+2 cold plus 1d6 Dexterity, *Touch of the Grave*); SA Touch of the Grave, Aura of Cold (1d6 cold, 10 ft. radius); SQ Summon Familiar, View from Beyond (60 ft.), Damage Reduction 10/good or cold iron, Spell Resistance 22, Turn Resistance +4, Arcane Insight, Madness, Darkvision 60 ft., Near

Incorporeality (50% miss chance), Undead Traits; AL CE; SV Fort +6, Ref +7, Will +12; Str —, Dex 18, Con —, Int 23, Wis 8, Cha 16.

**Skills and Feats:** Concentration +13 (+17 casting defensively), Decipher Script +16, Intimidate +12, Knowledge (Arcana) +16, Knowledge (History) +16, Knowledge (Religion) +16, Ride +13, Spellcraft +18; Combat Casting, Combat Expertise, Dodge<sup>B</sup>, Empower Spell<sup>B</sup>, Improved Initiative, Mobility, Scribe Scroll<sup>B</sup>, Spring Attack, Weapon Focus (touch), Weapon Specialization (touch)<sup>B</sup>, Whirlwind Attack.

**Spells Prepared** (4/5/5/3/2; base DC = 17 + spell level): 0—[*Touch of Fatigue* (x4)]; 1st—[*Mage Armor*, *Magic Missile* (x4), *Shield*]; 2nd—[*Magic Missile* (x5)]; 3rd—[*Empowered Magic Missile* (x3)]; 4th—[*Empowered Magic Missile* (x2)].

## APL 16

**Mordayl Maure:** Gravehaunt Suel Fighter 7 Wizard 7; Medium Undead (Augmented Human); CR 16; HD 14d12; hp 103; Init +8; Spd 30 ft., fly 30 ft. (perfect); AC 14 (+4 Dexterity), touch 14, flat-footed 10; Base Attack/Grapple: +10/—; Atk +15 melee touch (2d6+2 cold plus 1d6 Dexterity, 19-20/x2, *Touch of the Grave*); Full Atk +15/10 melee touch (2d6+2 cold plus 1d6 Dexterity, 19-20/x2, *Touch of the Grave*); SA Touch of the Grave, Aura of Cold (1d6 cold, 10 ft. radius); SQ Summon Familiar, View from Beyond (60 ft.), Damage Reduction 10/good or cold iron, Spell Resistance 24, Turn Resistance +4, Arcane Insight, Madness, Darkvision 60 ft., Near Incorporeality (50% miss chance), Undead Traits; AL CE; SV Fort +7, Ref +8, Will +13; Str —, Dex 18, Con —, Int 23, Wis 8, Cha 16.

**Skills and Feats:** Concentration +14 (+18 casting defensively), Decipher Script +17, Intimidate +16, Knowledge (Arcana) +17, Knowledge (History) +17, Knowledge (Religion) +17, Ride +17, Spellcraft +19; Combat Casting, Combat Expertise, Dodge<sup>B</sup>, Empower Spell<sup>B</sup>, Improved Critical (touch)<sup>B</sup>, Improved Initiative, Mobility, Scribe Scroll<sup>B</sup>, Spring Attack, Weapon Focus (touch), Weapon Specialization (touch)<sup>B</sup>, Whirlwind Attack.

**Spells Prepared** (4/5/5/3/2; base DC = 17 + spell level): 0—[*Touch of Fatigue* (x4)]; 1st—[*Mage Armor*, *Magic Missile* (x4), *Shield*]; 2nd—[*Magic Missile* (x5)]; 3rd—[*Empowered Magic Missile* (x3)]; 4th—[*Empowered Magic Missile* (x2)].

## Appendix IV – New Rules

### Templates

#### Gravehaunt (*New*)

A Gravehaunt is the tortured spirits of powerful arcane casters who die premature or unnatural deaths. They typically haunt the area of their demise, but occasionally frequent other areas.

#### **Making a Gravehaunt**

Gravehaunt is an acquired template that can be applied to any humanoid, monstrous humanoid or giant, who possesses the ability to cast at least 1<sup>st</sup> level arcane spells. This creature is known as the “base creature”

**HD & Type:** All Hit Dice change to d12, and the creature’s type changes to undead.

**Speed:** The creature gains a fly speed, equal to their normal land speed, with perfect maneuverability.

**Attacks:** The creature loses all normal attacks, and instead gains *Touch of the Grave* (see below).

#### **Special Attacks:**

*Touch of the Grave* (*Su*): With a single touch a Gravehaunt can imbue the target with the terrible chill of the grave. This touch, treated as a melee touch attack, deals damage according to the Hit Dice of the base creature, as indicated below. Any creature killed by this attack, rises 1 hour later as an Allip. All ability damage is permanent.

Hit Dice	Damage
1-3	1d6 Cold
4-7	1d8 Cold
8-11	1d8 Cold plus 1d4 Dexterity
12-15	2d6 Cold plus 1d6 Dexterity
16-18	2d8 Cold plus 1d8 Dexterity
19+	3d6 Cold plus 1d10 Dexterity

*Aura of Cold* (*Su*): The Gravehaunt radiates cold, dealing damage each round. This damage is dependent on the Hit Dice of the base creature. The radius of effect is also based on the Hit Dice of the base creature.

Hit Dice	Damage	Radius
1-3	1d2 Cold	5 ft.
4-7	1d3 Cold	5 ft.

8-11	1d4 Cold	10 ft.
12-15	1d6 Cold	10 ft.
16-18	2d6 Cold	20 ft.
19+	3d6 Cold	20 ft.

**Special Qualities:** *Near Incorporeality* (*Su*): A Gravehaunt is very nearly an incorporeal undead and gains a 50% miss chance, similar to an always active *displacement* spell. This does not require the attackers to have a magical weapon, unless required by any damage reduction the Gravehaunt may have due to its Hit Dice (see below).

*View from Beyond* (*Su*): The Gravehaunt can see with a vision that most cannot. This means that it gains Blindsight, with a range according to Hit Dice.

Hit Dice	Range
1-3	30 ft.
4-7	40 ft.
8-11	50 ft.
12-15	60 ft.
16-18	70 ft.
19+	80 ft.

*Damage Reduction* (*Ex*): A Gravehaunt has damage reduction based off the Hit Dice of the base creature, see below.

*Spell Resistance* (*Ex*): A Gravehaunt has spell resistance based off the Hit Dice of the base creature, see below.

*Cold Immunity* (*Ex*): Gravehaunts are immune to cold effects and spells.

*Turn Resistance* (*Ex*): A Gravehaunt has turn resistance, based off the Hit Dice of the base creature, see below.

Hit Dice	DR	SR (max 25)	Turn Resistance
1-3	—	Hit Dice +3	+2
4-11	5/good or cold iron	Hit Dice +5	+2
12-19	10/good or cold iron	Hit Dice +10	+4
20+	10/epic and good and cold iron	25	+4

*Arcane Insight* (*Su*): The save DC against a Gravehaunt’s arcane spells has a +1 insight bonus to it.

**Madness (Ex):** A Gravehaunt is insane, and as such can use either Intelligence or Charisma for Will saves instead of Wisdom.

**Abilities:** As an undead creature a Gravehaunt does not have a Constitution. As an incorporeal creature it loses its Strength score. The following additional adjustments should be made: Dex +4, Int +4, Wis –6, Cha +4.

**Alignment:** Usually Chaotic Evil, but Always Evil.

**Challenge Rating:** The increase to Challenge Rating is based on the Hit Dice of the base creature.

Hit Dice	Challenge Rating Adjustment
1-4	+2
5-11	+3
12-19	+4
20+	+5

## **Prestige Classes**

### **Pale Master (TOME AND BLOOD)**

*“The dead aren’t so bad once you get to know them.”*

Necromancy is usually a poor choice for arcane spellcasters—those who really want to master the deathless arts almost always pursue divine means. However, an alternative exists for those who desire power over undead but refuse to give up their craft completely. Enter the pale master, who draws on a font of special lore that provides a macabre power all its own.

Many pale masters still end up supplementing their arcane power with levels of divine magic. The mixture of “pale lore” and clerical abilities to sway, create, command, and destroy undead can be a potent one. NPC pale masters head

serve or act in collusion with powerful evil characters, such as true necromancers or divine spellcasters with Death as one of their domains. Wherever pale masters go, undead follow. Often it is difficult to tell a pale master from the undead that he surrounds himself with.

**Hit Die:** d6.

### **Requirements**

To qualify to become a pale master, a character must fulfill all the following criteria.

**Alignment:** Any nongood.

**Knowledge (Religion):** 8 ranks.

**Feat:** Skill Focus (Knowledge [religion]).

**Spells:** Ability to cast arcane spells of 3rd level or higher.

**Special:** The candidate must have spent three or more days locked in a tomb with animate undead. This contact may be peaceful or violent. A character who is slain by the undead and later raised still meets the requirement, although the resulting level loss may delay compliance with other prerequisites.

### **Class Skills**

The pale master's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Hide (Dex), Knowledge (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

### **Class Features**

All the following are class features of the pale master prestige class.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+2	+0	+2	Bonemail +2	+1 level of existing class
2	+1	+3	+0	+3	Animate dead	
3	+1	+3	+1	+3	Darkvision	+1 level of existing class
4	+2	+4	+1	+4	Summon undead, bonemail +4	
5	+2	+4	+1	+4	Deathless vigor	+1 level of existing class
6	+3	+5	+2	+5	Undead graft	
7	+3	+5	+2	+5	Tough as bone	+1 level of existing class
8	+4	+6	+2	+6	Graft upgrade, bonemail +6	
9	+4	+6	+3	+6	Summon greater undead	+1 level of existing class
10	+5	+7	+3	+7	Deathless mastery	

special strike groups comprising lesser undead, supplemented as needed with more powerful, summoned undead. Sometimes they

**Weapon and Armor Proficiency:** Pale masters gain no additional proficiency in any weapon or armor.

**Spells per Day:** At every second level gained in the pale master class, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those he receives from the prestige class, and so on), except for an increased effective level of spellcasting. If a character has more than one spellcasting class before becoming a pale master, he must decide to which class he adds the new level for purposes of determining spells per day.

**Bonemail:** The pale master has an instinctive feel for bone and can craft necromantic armor composed of interlocking bones. His appreciation for all things dead allow him to wear the Bonemail like a second skin—that is, natural armor, which does not interfere with arcane spellcasting. Only pale masters gain any benefit to Armor Class from wearing bonemail.

At 1st level, the bonemail grants a +2 natural armor bonus to its wearer. At 4th level, the pale master's mastery over this unusual medium allows him to move more naturally within the armor, granting him a +4 natural armor bonus. Finally, at 8th level, the pale master becomes a true bone artisan, receiving a +6 natural armor bonus from his bonemail. These increased bonuses are the result of greater expertise in wearing the armor, so bonemail created by a higher-level pale master confers only the natural armor bonus appropriate to the wearer's level.

**Animate Dead (Sp):** At 2nd level, the pale master begins to exercise control over the undead. Once per day as a spell-like ability, he can use *animate dead* without need of a material component. Levels of this prestige class count as caster levels for this purpose. All other level restrictions of *animate dead* still apply. For example, a 6th-level sorcerer/2nd-level pale master can only animate up to 8 HD of undead with a single use of this ability. Likewise, he can only control up to 16 HD of undead created using this ability at one time.

**Darkvision (Ex):** At 3rd level, the dark begins to lose its mysteries to the pale master, who gains

darkvision with a 60-foot range. This is an extraordinary ability. If he already has darkvision, its range increases by 60 feet.

**Summon Undead (Su):** On reaching 4th level, the pale master can summon two undead creatures twice per day as a supernatural ability. This is a standard action that does not provoke an attack of opportunity. The undead appear at the beginning of the pale master's next action, at a point he designates (and can see) within 60 feet, and act immediately. The pale master may verbally direct the undead to attack, not attack, attack particular enemies, or perform other actions. Summoned undead remain for 1 round per caster level, after which time they disappear (sooner if destroyed in combat). Summoned undead do not count against the pale master's HD total for controlling undead with his animate dead ability (see above).

The pale master's caster level determines the type of undead he can summon, as noted below. Levels of this prestige class count as caster levels for this purpose. If desired, he can summon three less powerful undead in place of the highest-level undead available (for example, instead of two wights, he could summon three ghouls, shadows or ghosts). All summoned undead have +4 turn resistance, in addition to any turn resistance they already possess, for the duration of their stay.

Caster Level	Undead Summoned
5th	Ghoul
6th	Shadow
7th	Ghost
8th	Wight
9th	Wraith

**Deathless Vigor:** At 5th level, the pale master's body becomes more akin to the undying flesh of those creatures he associates with. The character gains +3 hit points as though from the Toughness feat.

**Undead Graft:** At 6th level, the pale master gives in to necromantic urges too terrible to verbalize. He cuts off his arm and replaces it entirely with an undead prosthetic, which may be completely skeletal or preserved flesh stitched in place like that of a flesh golem. Regardless of its composition, the limb grants a +4 inherent modifier to the character's Strength. Additionally, the undead graft allows him to use up to two of the following touch attacks per day. These are supernatural abilities, and he can use the same



one twice in one day. A touch attack that misses does not count against the daily limit.

**Paralyzing Touch (Su):** A living foe hit by the pale master's touch attack must succeed at a DC 14 Fortitude save or be paralyzed for 1d6+2 minutes (elves are immune).

**Weakening Touch (Su):** A living foe hit by the pale master's touch attack takes 1d6 points of temporary Strength damage. A creature reduced to 0 Strength dies.

**Degenerative Touch (Su):** A living foe hit by the pale master's touch attack receives one negative level. The Fortitude save to remove the negative level has a DC of 14.

**Destructive Touch (Su):** A living foe hit by the pale master's touch attack must succeed at a DC 14 Fortitude save or take 1d6 points of permanent Constitution drain.

**Commanding Touch (Su):** If the pale master makes a successful touch attack against an undead foe with HD equal to or less than his caster level, it comes under his command for a number of rounds equal to his caster level. When the duration expires, the undead creature returns to its former allegiance, if any. The newly controlled undead can still be turned.

**Tough as Bone (Ex):** On reaching 7th level, the pale master takes on yet more qualities of an undead being. He gains immunity to stunning and is unaffected by nonlethal damage.

**Graft Upgrade:** At 8th level, the pale master becomes skilled in the use of his undead graft (see above). All touch attacks using the graft receive a +2 competence modifier on the attack roll. Additionally, the pale master can use its supernatural abilities three times per day.

**Summon Greater Undead (Su):** At 9th level, the pale master may summon one powerful undead once per day as a supernatural ability. The pale master's caster level determines the type of creatures that he can summon, as noted below. If desired, he can summon two less powerful undead in the place of the highest-level undead available (for example, instead of one vampire, he could summon two mummies or spectres).

All summoned undead have +4 turn resistance, in addition to any turn resistance they already possess, for the duration of their stay. This ability is otherwise identical to the summon undead ability (see above).

Caster Level	Undead Summoned
9th	Mummy
10th	Spectre
11th	Vampire*
12th	Ghost**

\* Summoned vampires have a CR equal to 1 less than the pale master's effective caster level.

\*\* Summoned ghosts have the following ghostly abilities in addition to manifestation: malevolence, horrific appearance, and corrupting gaze.

**Deathless Mastery:** On reaching 10th level, the pale master is now a scion of the deathless arts. His body becomes partly mummified, and he is no longer subject to critical hits. Moreover, he gains access to the pale master touch using his undead graft (see below) and can call on the powers granted by his prosthetic four times per day.

The pale master is now served constantly by an undead with total HD no greater than his caster level (including levels of this prestige class). He chooses an undead type from those he can personally animate or summon, and it obeys his every command. The vassal gains +4 turn resistance (which stacks with any turn resistance it already possesses but not with the +4 turn resistance of summoned undead). The vassal's HD do not count against the pale master's HD total for controlling undead (see above).

**Deathless Master Touch (Su):** A living foe of size Large or smaller hit by the pale master's touch attack must succeed at a DC 17 Fortitude save or die. A slain creature automatically animates 1 round later as though with the pale master's animate dead ability (see below) and is under his control. Undead created using this power do not count against the pale master's HD total for controlling undead.

## Spells

### Negative Energy Burst (TOME AND BLOOD)

Necromancy

**Level:** Sor/Wiz 3

**Components:** V, S

**Casting Time:** 1 standard action

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

**Effect:** 20-ft.-radius burst

**Duration:** Instantaneous

**Saving Throw:** Will half (see text)

**Spell Resistance:** Yes

You release a silent burst of negative energy from a point you indicate.

The burst deals 1d8 points of damage to living creatures in the area + 1 point per caster level (maximum 1d8+10). A successful Will save reduces damage by half.

Since undead are powered by negative energy, this spell cures them of a like amount of damage, rather than harming them.

### **Negative Energy Ray (TOME AND BLOOD)**

Necromancy

**Level:** Sor/Wiz 1

**Components:** V, S, M

**Casting Time:** 1 standard action

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

**Effect:** Ray

**Duration:** Instantaneous

**Saving Throw:** Will half (see text)

**Spell Resistance:** Yes

A ray of negative energy projects from your pointing finger. You must succeed at a ranged touch attack with the ray to deal damage to a target. The ray deals 1d6 points of damage to a living creature.

For every two levels of experience past 1st, you deal an extra 1d6 points of damage. You deal 2d6 at 3rd level, 4d6 at 5th level, and a maximum of 5d6 points of damage at 9th level or higher.

Since undead are powered by negative energy, this spell cures them of a like amount of damage, rather than hurting them.

*Material Component:* A mirror, which you break.

### **Negative Energy Wave (TOME AND BLOOD)**

Necromancy

**Level:** Sor/Wiz 4

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** 50 ft.

**Effect:** 50-ft.-radius burst, centered on you

**Duration:** Instantaneous (see text)

**Saving Throw:** Will negates (see text)

**Spell Resistance:** Yes

You release a silent burst of negative energy from your body.

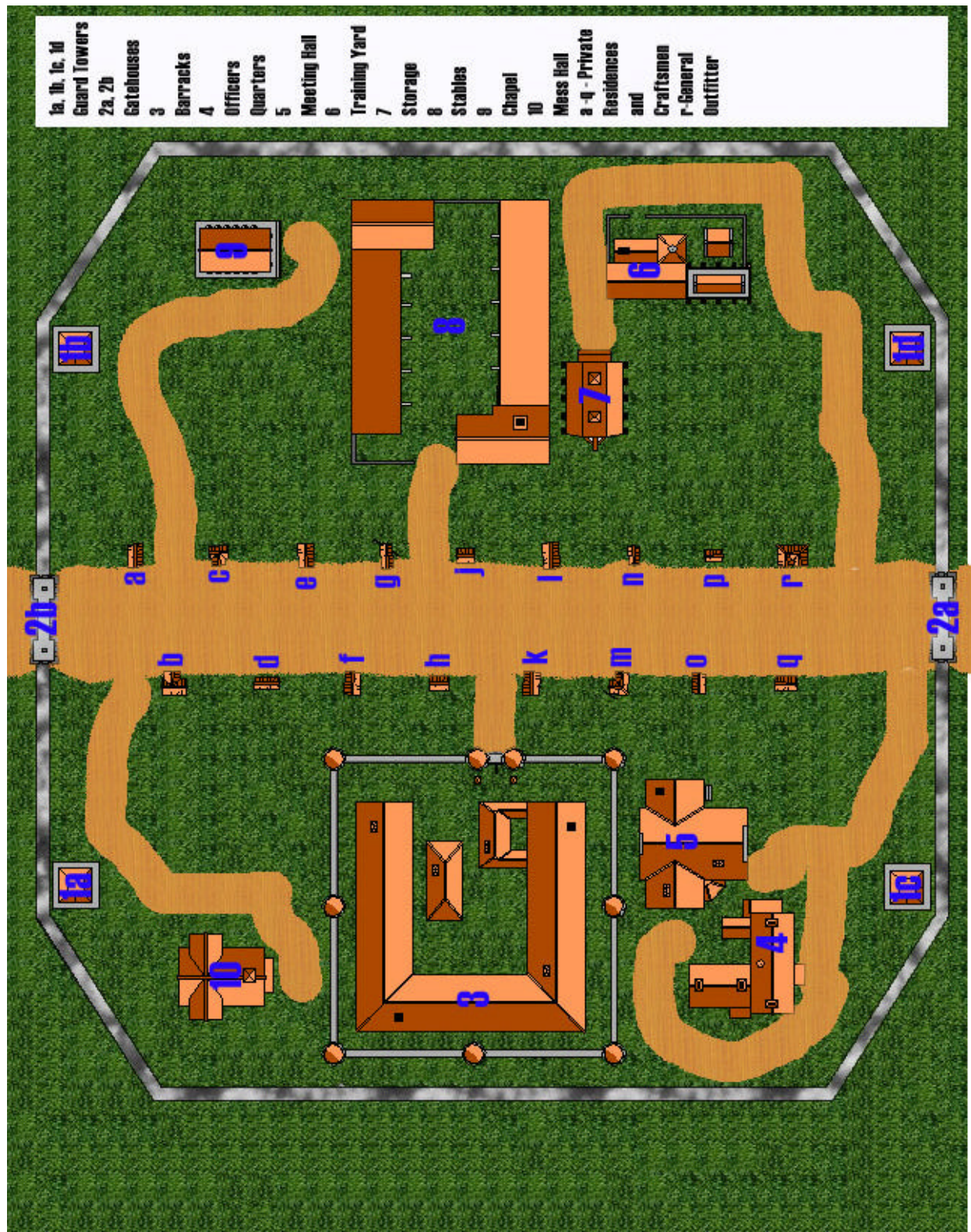
You can affect up to 1d6 HD of undead creatures per level (maximum 15d6). Those closest to you are affected first; among equidistant undead creatures, weaker ones are

affected first. The spell can have one of two effects, which you select when you cast it.

*Rebuked:* The undead creatures cower as if in awe. (Treat them as stunned.) The effect lasts 10 rounds.

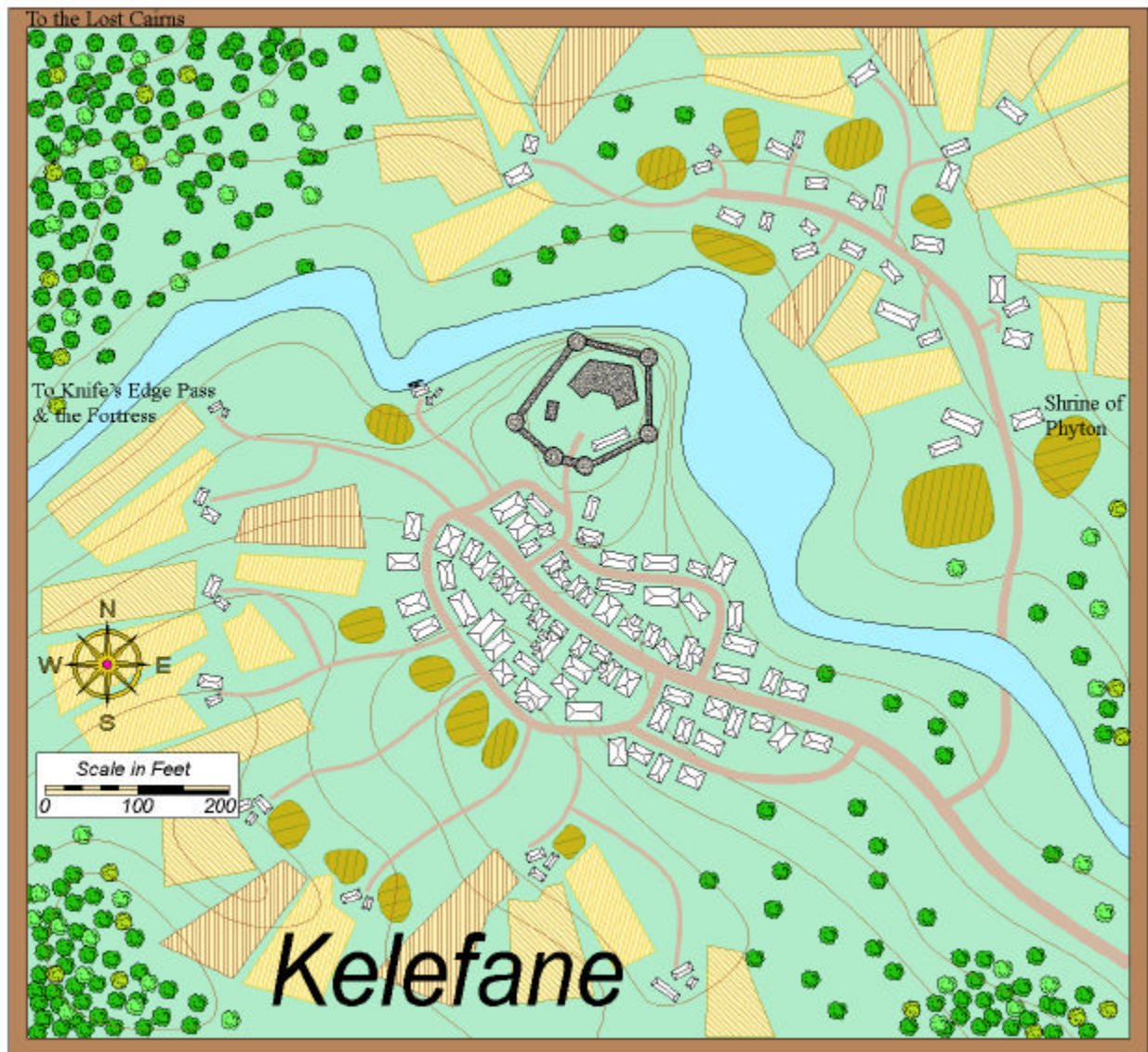
*Bolstered:* Undead creatures gain turn resistance of 1d4 + your Charisma modifier (minimum +1). The effect lasts 10 rounds.

## Appendix V – Map of the Fortress at Knife's Edge Pass

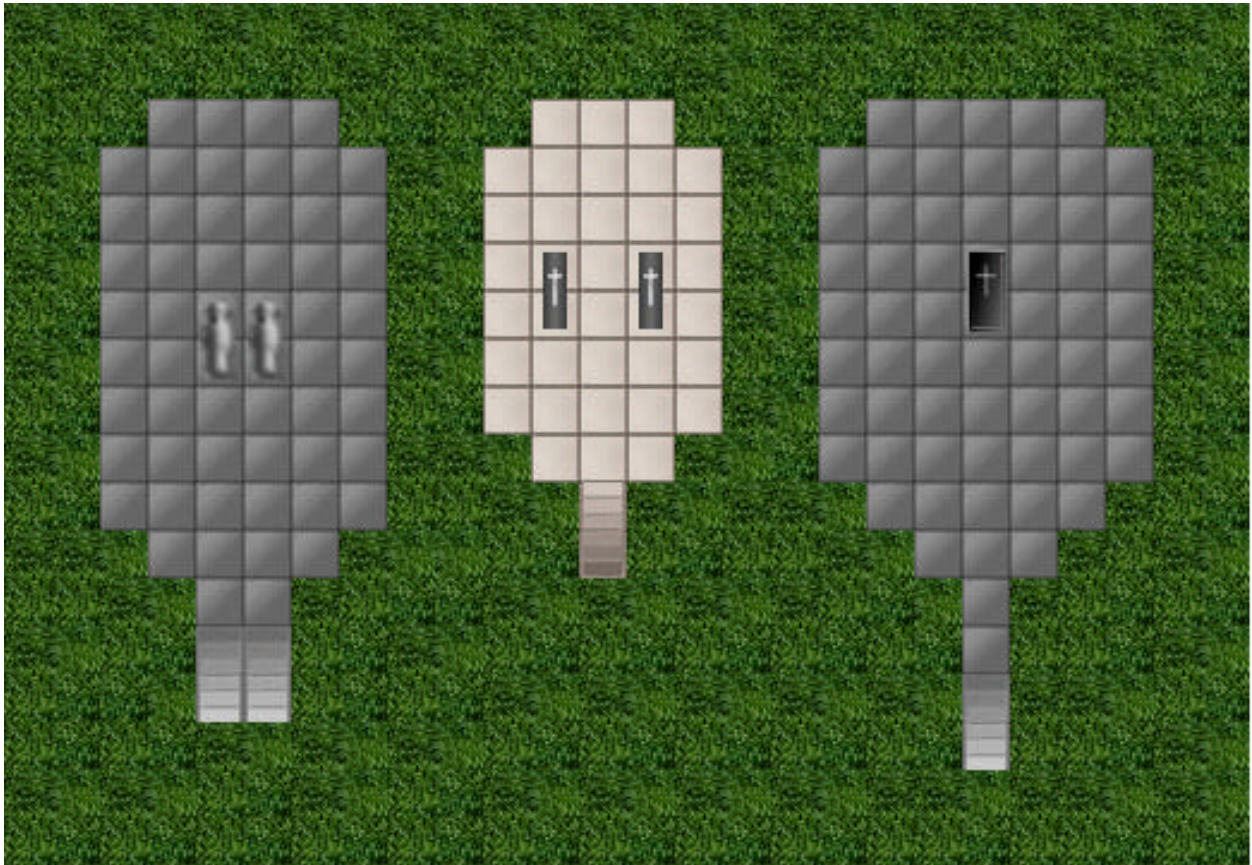




## Appendix VI – Map of the Village of Kelefane



## Appendix VII – Map of the Lost Cairns



### **Player's Handout #1 – Duty Log of the Fortress at Knife's Edge Pass**

<b>Date</b>	<b>Report</b>	<b>Action Taken</b>	<b>Result</b>
Sunsebb 3, 593 CY	Farmer Ikoli Tungil went missing	Sent a patrol to search for him.	Patrol never returned. Sent a search party, they reported the tracks just disappeared. The patrol sizes were doubled.
Sunsebb 7, 593 CY	Blacksmith Sunet Himmerhand is missing.	Sent a patrol by to search for him.	Patrol returned, reported that again there was no trace of him.
Sunsebb 13, 593 CY	Shapes reported moving about in the woods near town.	Sent a squadron to check, it may be Dervishes again.	The squadron never returned. Sent a patrol to check, it also did not return. Now down to nearly half strength, patrols will be severely curtailed. A request for help has been sent to Leukish and Lord Ellis.
Sunsebb 17, 593 CY	Four more people have gone missing.	None, not enough personnel.	No new deaths.
Sunsebb 19, 593 CY	A merchant brought in a body. It is the messenger we sent.	Sent another messenger, with a patrol.	Hopefully this messenger will reach Leukish. I hope we are not attacked, as we would be hard pressed to hold the fortress.
Sunsebb 22, 593 CY	Many shapes have been gathering near the fortress.	Posted all the men to the walls.	I fear the end has come. If this is indeed an attack we do not have the strength to repel it.