

VEL4-01

Whispers in the Dark

A One-Round D&D LIVING GREYHAWK[®]

Veluna Regional Adventure

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The Church of Rao has lost one of the rings and an ominous feeling has fallen over Veluna and the church. A bitter, dark winter has yet to let go of its icy grip even though Veluna yearns for spring to come early and bring new life to a distraught country. Unfortunately the darkness seems to follow you, as your presence in Veluna City is not one of goodwill but of mourning as another prominent Bishop has passed. All is not well in the Vale. An adventure for APLs 6-12.

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

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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 players 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 player'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 player.

The players are free to use the game rules to learn about equipment and weapons their players 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 players.

Reporting

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM fill out a reporting form. After the form is filled out it should be given to the senior DM.

Living Greyhawk

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.

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

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- 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.

Time Units and Upkeep

This is a standard One-round Regional adventure, set in Veluna. Characters native to Veluna 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.

Mundane Animals Effect on	# of Animals			
	1	2	3	4
0 ≈ 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

Adventure Background

After almost a year of battling the wasting disease, Bishop Rinken has finally succumbed to the dreadful disease that has claimed many bishops before him. This has cast even a greater shadow on the church since this comes directly after the forces of the 'One' have retaken one of the Rings. Archbishop Fallswop was by Bishop Rinken's side almost all the time and tried to ease his pain in every way possible. One unusual request that Rinken had right before he died was to see the Shield of Rao. Bishop Tarik Taris, Archbishop Fallswop's right hand man, has called for the shield from the Museum of Mitrik, but it has not arrived. The shield should have arrived 3 days ago and was being guarded by many Mitrik Temple Guardsmen and a Knight of Salvation. Unfortunately they have met a very untimely demise at the hands of agents of the 'One'. Of course no one knows this yet. Rumors of undead rising and heading north have also been reported across Veluna. The Knights of Veluna and clergy have been able to handle most of the uprisings but it still has been a bit unnerving for most of the small farming communities in the Vale.

The players are in Veluna City for the funeral procession of Bishop Rinken. And that is where the story begins.

Adventure Summary

Introduction:

Players get to know each other while traveling the great western road. Players from Veluna that have met certain

criteria will have been summoned to Veluna City for a purpose.

Encounter One: The Celebration of Life

The players arrive in Veluna City to meet with Bishop Tarik Turis. (For out of region PCs he will approach them after a few rounds of studying) They will watch the procession of the funeral of Bishop Rincken. After he is laid to rest Bishop Tarik will approach the PCs to have a meeting with him in the Hall of Wisdom. He will tell them that Rincken's last wish was to see the Shield of Rao and that he sent for it about a week ago but it has not arrived. With no means of contacting Rao to see what happened he asks the players to look into the matter.

Encounter Two: What Lies in the Dark?

PCs travel on the Great Western Road to try and find the missing patrol. They find signs of a scuffle and follow it off the road. However they find nothing but the remains of a camp, and perhaps the bodies of some Mitrik Temple Guardsmen. The PCs then can track further and eventually come upon the Mitrik Temple Guard and Knight of Salvation who have been turned into undead. They have the shield and thus fight the PCs for it.

Encounter Three: Riddle Me This...

After camping for the night the shield will speak to one of the PC's. The shield will speak a riddle, which the players have to solve.

Encounter Four: Researching the Possibilities

The PCs go to Veluna City or Mitrik researching the riddle possibly using various Veluna meta-organizations to do this. The PCs figure out that they are supposed to go where Bishop Rincken was first ordained in the town of Gould in southwest Whitehall Diocese.

Encounter Five: The Calling

As the PCs travel to Gould, undead heading north attack them. However it is not a random thing and the 'One' up north is calling the undead to him. They may find out that these undead clawed their way out of the ground to march north.

Encounter Six: An Old Friend

They enter the town of Gould and speak with the local clergy. They find out that there have been numerous undead sightings. One undead they can't seem to get rid of though is inside the little church of Rao and won't seem to die. The PCs wait for the ghost to attack and they realize it is Bishop Rincken but he keeps trying to frighten off everyone because of his state of madness. He yells out random thoughts trying to clue the PCs in ~~on~~ that he is not in control of himself and needs help. It is obvious he

is trying to hang on to the altar and needs the Shield of Rao. Once the PCs give him the shield he fades away leaving it behind.

Conclusion:

The PCs travel back to Bishop Tarik and relay the story onto him. He tells them of a darkness spreading out of the Yatil Mountains and that the undead activity is becoming rampant. He allows them to keep the shield because he believes that's what it wants. He also tells the PCs that Archbishop Fallswop is missing and so is the last ring.

VELUNA NOTE TO DMs: Any PC or NPC that attempts to cast *scry*, *divination*, *commune*, *contact other plane*, or *greater scrying* in this module will find their attempt blocked. They will feel great pressure on their minds and take 2d6 non-lethal damage.

Introduction

Desolate. Bleak. Sorrowful. All of these words are best used to describe the vilest of countries like the Horned Kingdom or Tenh, but not Veluna. Over the past few months these feelings have crept into the minds and hearts Velunans young and old.

Traversing the Great Western Road has met your usual expectations of comfort and safety. Though there have been more frequent knight patrols, (ranging from the local nobles patrols to Knights of Veluna) all seems to be well in hand. Only a half a days travel more to Veluna City awaits you.

For Veluna PCs who either have played VEL3-09 The Accursed Rings, have the Sacred Quest of Rao cert, or played VEL2-06 Under a Blood Red Sky, VEL3-04 Shrouded in Mist, or VEL1-06 Fields of Peren, please give them **Player Handout #1**.

For others, they can come up with their own reason why they are traveling to Veluna City. They could be coming from Verbobonc on their way to Bissel or the Gran March or vice versa. They could be checking out the grandeur of Mitrik and thus have to go through Veluna City to get there. They could also meet by chance and are electing to go where the road takes them.

For those that are traveling with any PC from Veluna have the Velunan PCs roleplay their way into getting the other PCs to Veluna City. Once settled continue onto

Encounter One: The Celebration of Life.

Encounter One: The Celebration of Life

The sturdy wooden walls ring the outside of the city as large oak beams support the towers beyond the gates to Veluna City. Hard packed dirt roads mixed with a bit of stone give the streets a bit of unevenness. Snow and ice clings to the road in places, making it occasionally treacherous. It appears every building is made out of wood; very much different than Mitrik. A gentleman dressed in fine clothes hurries past, tugging on his robe to keep out the cold air. Strangely there do not seem to be many people on the streets. If the PCs have received the handout, skip the next section.

For parties who did not receive the handout:

[Listen check [DC 5] to hear bells, trumpets, and drums emitting from the center of the town] *Walking towards the center of town you see large throngs of people lining the streets watching as numerous priests and knights ceremoniously walk past. The mood is very somber and sad. Following the priests and knights is an ornate coffin being pulled on a black wagon. The coffin is adorned with flowers, and the people bow their heads in prayer as it passes.*

The PCs can ask anyone to find out that this is the funeral of Bishop Rinken. After a few moments of watching, Bishop Tarik Turis approaches (Give the PCs **Player Handout #2**). He was in the crowd scanning it for adventurers he may know, since he has need of their services. (He has *detect magic* cast helping him single out the adventurer types). He will approach the PCs.

After a few moments a man wearing the clerical vestments of Rao approaches. "Good day gentlemen (and ladies). I trust you have given your blessings to the pious Bishop Rinken?" He motions towards the wagon trundling down the quiet street. (Wait for answer) I see that you appear to be not of our country and bear many items of power. (Points at their magical items/spells cast) This is excellent for I have need of your services, if you will? Will you please follow me?"

Continue to the boxed text where he leads the PCs into the Hall of Wisdom.

For parties who did receive the handout.

If the PCs received the handout then read the following:

As you make your way towards the Cathedral of Rao near the center of town, you can see many people gathering on the streets. You make your way through the crowds to the towering Cathedral of Rao. On the

grand steps you can see Bishop Tarik Turis nod in your direction and motion to stand behind him. Bells, trumpets, and drums ring out all around you. There is no talking just the sound of music and footsteps as knights and clergy file out of the Cathedral, followed by a beautiful casket draped with an elegant banner bearing the holy symbol of the church. It is carried out by various members of the Church of Rao, Knights of Whitehale, and clerics of Zodal. The mood is somber as one of Veluna's finest makes his final journey to Veluna City's cemetery, to rest with many of the greatest bishops of Rao.

A few moments pass as Bishop Turis collects himself and turns to you. "Hello my friends. It is unfortunate we had to meet again under such sad circumstances." Tarik pauses again. "I have important news that concerns me most dire. Please won't you walk with me to the Hall of Wisdom?" (Knowledge (local) [DC 5] to realize that the Hall of Wisdom is where the Celestial Order of the Moon makes their home)

Hall of Wisdom

Bishop Tarik leads the PCs through the wooden walls of the Hall of Wisdom not saying much until they get to his receiving room. He has had his quarters here and not in the Cathedral of Rao ever since the battle for the rings a few months back. He invites the PCs to sit down as he takes a seat himself. He exchanges small talk with the PCs for a bit (especially reminiscing about Bishop Rinken) before getting down to business. If any PCs ask questions regarding the following topics please give them these answers. Do not give them out unless they specifically ask them.

What can you tell us about the problems with divinations? "We haven't been able to break the cloud that is not allowing us to speak with our Revered One. It undoubtedly has something to do with the rings."

Where is Archbishop Fallswoop? "Archbishop Fallswoop has taken Rinken's loss very hard. In fact I have not seen him in over a week. I can understand though since he has lost, as we all have, many friends over the last few months. I am afraid that all the recent troubles weigh heavily upon his heart. I am sure that his faith will carry him through."

What of the rings? "The ring of ages has been lost to us. Luckily we were able to save the ring of immortality, but the enemy has not shown themselves since. It is quite worrisome."

The judge can fill in any loose questions the PCs have but Tarik will cut it short as more pressing matters are needed.

Read this after a few questions:

Bishop Tarik rises up from his desk and circles around toward your group. "Bishop Rincken's last few words were most unusual. At least in the sense that he would spend his last few breaths asking for the shield... As you know Basier was quite fond of looking for ancient Velunan relics to try and solve the mysteries of the past. Archbishop Fallswop was by his side when Basier's eyes went wide and he spurted out that he must see the Shield of Rao one last time. Of course I sent word to Mitrik immediately to retrieve the shield from the museum, but alas it has not arrived. This was about a week ago and the Bishop has since passed on. Even more unsettling, some church horses with broken tethers were found wandering the road just outside of the city, a very bad omen indeed. I fear something has become of the shield, but without any divinations to rely upon and our army spread across the Vale I must rely once again upon the shoulders of adventurers to help. Would you please travel upon the Great Western Road in search of the men that were lost with the shield?"

Assuming the PCs say yes then have Bishop Tarik Turis relay to them that the shield of Rao was being escorted by a contingent of knights. A Knight of Salvation was the leader of 10 Mitrik Temple Guardsmen. He just received word today, via normal church correspondences, that they were dispatched 5 days ago (it's a 2 day trip). That's how he knows the number of men dispatched. The horses found were light warhorses, owned by the church, and definitely would have been the horses used by such a contingent. The horses were unsaddled but with tethers that were broken.

Tarik does not want to send regular church patrols out to search, because if something or someone was able to destroy a Knight of Salvation and 10 guardsmen, he fears for the safety of his men. That is why he has turned to the PC's.

If the PCs wish to *speak with animals* on the horses recovered, or otherwise examine them, they are at the church stables. The horses will explain, in horse terms, that "bad smelling two-legs came from the trees and killed two-leg riders". The horses were extremely afraid of the bad smelling two-legs and fled in terror.

If the PCs need horses they will be provided. There is no pay for anyone seeking it and if any PCs ask for it they will be looked down upon greatly. If they refuse to go without pay, Bishop Tarik will try his best to thank them for coming and see them to the exit and the adventure is over for them.

Bishop Tarik has no more to say and will ask the PCs to leave first thing in the morning. It is about 6 in the evening when they take leave of Tarik.

Encounter Two: What Lies in the Dark?

What has passed before: Three nights ago a Knight of Salvation and 10 Mitrik Temple Guardsmen were traveling along the road to Veluna City carrying the Shield of Rao. The trip would normally take two full days, but they didn't get started till mid-day. On the second night of their trip, they made camp 10 miles out of Veluna City. Their camp was set up out of sight of the road, for safety. But it wasn't safe enough. That night they were attacked by several vampires, agents of "The One", sent to steal the shield.

In the ensuing battle a number of the guardsmen were outright killed: 8 at APL6, 6 at APL8, 2 at APL10, and none at APL12. The rest were drained of blood or energy drained to death. All the horses ran off. At the end of the battle only the knight and 1 vampire remained. As the wounded vampire grappled the knight and drained him of his last drops of blood, the knight channeled all his healing energy into the undead creature destroying it. But it was too late, the knight fell and died from the blood drain.

The bodies of the party, along with the Shield of Rao, lay there, out of sight of the road for three days. On the third night, those drained by the vampire's blood or energy drain rose as undead themselves. The knight, confused at first by his new found evil nature, soon fully embraced the evilness and swore fealty to the gods of darkness, becoming a blackguard at APL's 10 and 12. He quickly took control of the Mitrik Temple Guardsmen vampire spawn, and kept the shield for himself. Hearing the calling of a power of darkness and undeath calling to them, they began answering that calling, traveling north. They are on foot and moving at half speed (taking time to satisfy their new hunger) under cover of night. The party must catch them before they reach the Fals River and escape into the Yatil Mountains with the shield.

Please see the overland movement rules starting on page 162 of the *PHB*.

The undead party is forced marching for 10 hours each night (undead are immune to the non-lethal damage of forced marches). Their base speed is 20 ft. because of the heavy armor of the knight. They are moving at half speed across trackless terrain in the plains (3/4 movement). This means they are making 7.5 miles per night. They

have one night's head start on the party, but the party is moving by day. The vampires are currently 17.5 miles away. Around midnight on the 11th night, the undead will cross the Fals River and escape (after traveling 79 more miles). The module ends if the PCs do not succeed.

The weather is cold, and there are the remains of a previous snowfall in the places shielded from the sun. This means the ground qualifies as soft ground for tracking purposes.

The party can travel 8 hours each day without penalty. See the forced march rules for additional travel. They can also move at double speed, see the hustle rules.

Finding the camp:

The party must first travel 10 miles along the Great Western Road and find the spot where the group was attacked to pick up the trail. If they are not traveling on the ground (*wind walk, air walk, teleport*), they will completely miss the spot they are looking for. A [DC 9] Survival or Search check will show the spot where the 11 mounted men went off the road (DC increases by 1 for each day beyond the first). If the party is not moving at half speed along the road, there is a -5 penalty to the check. If the party is hustling when passing the spot, there is a -20 penalty to the check, and they cannot use search. You cannot "aid another" on these checks, a PC either sees the tracks or they don't. However, each PC can check separately. Should they miss the trail they may make it all the way to Mitrik and have to double back! That's okay; just keep track of the distance the vampires have traveled.

Once they find the spot, they will come across the remains of the camp set up in the woods. They will find the spot where the horses broke their tethers, and the bodies of any guardsmen that did not rise as undead. There will be discarded pieces of armor (the spawn are not proficient in the armor they were wearing as guardsmen), and other supplies used for camping in cool weather. It is easy to determine that a battle took place here, but there are no tracks of the attackers coming into camp because the vampires did not approach along the ground. Neither are there any bodies of any attackers, because they turned to gaseous form and flew away when defeated.

Following the trail:

The DM should be familiar with the tracking rules. See the Survival skill in the PHB. Also, don't forget that the party can "take 10" on the Survival rolls. Below is a summary of how the tracking rules apply to this situation.

To pick up the trail of the vampires the Survival check DC for tracking will be [DC 9] at APL 6 and APL 8, [DC 8] at APL 10, and [DC 7] at APL 12. Subtract 1 from the roll for every day beyond the first. If nobody has the Track feat, they can use Survival checks at the same DC to determine that there are footprints leaving camp to the north.

With the Track feat (or as long as the DC remains at 10 or less), the party can track the undead with Survival checks. Remember that the party moves at half speed of the tracker without taking a -5 penalty to the Survival rolls to move at full speed. Moving at double speed (hustle) is -20. Failed tracking checks can be retried after 1 hour. Movement speed is three-quarters normal overland speed due to moving across trackless plains. The tracker must make a Survival check every mile, or wait an hour to retry.

Without the Track feat or if the track DC becomes more than 10, the party will have to move in the direction they found the tracks leaving the camp, and hope they can search to find further signs. Fortunately, the undead are moving in a direct line towards the Yatils, so the strategy of moving and searching will work. A PC with 5 or more ranks in Survival can automatically determine true north and keep moving in the same direction. Otherwise, the party will have to make a Survival check [DC 15] to keep from wandering off track (they can "aid another" on this check). They must make this check every hour of travel. Assume that a failed check means no progress is made as the party wanders off and has to double back. Assume that the party moves at half speed while constantly checking for signs of the quarries passage. The party must make their search checks every mile to find continued signs of the quarries passage, at the same DC as the tracking check (no "aid another" but each can roll).

A clue to the nature of the quarry:

At some point while tracking the vampires, the DM can use the following:

As the day grows on and there is still no sign of anything, you come upon a field of grain. The field seems endless but surely there is some kind of farmhouse nearby.

A Survival check [DC 15] or Search check [DC 18] to notice there are various hoof prints and grazing patterns around the field as if some animals ate here. Once noticed read the following:

An all too familiar smell creeps over the golden field, seemingly guiding you towards it. Pushing aside some wheat stalks you see at least 15 cows laying in

various states of decay. Oddly there doesn't seem to be any blood on the ground.

A Heal check [DC 10] will tell the PC that these cows are only about a day or two old.

There is a farmhouse in sight so the PCs can go there to ask questions. They may be cautious but it is to no avail as the residents are unharmed and were aware of the cows but too afraid to go outside to investigate. They are pretty far from the major cities too. They have no idea who did this though. They are obviously scared but can only say that they heard noises towards the north numerous times. They will house the PCs if they so wish if it is getting late.

The DM can allow the party a Knowledge (religion) [DC 14] check to recognize that the cows were probably attacked by vampires! For every 5 points by which they beat this check, the DM can give them a useful piece of advice about vampires (their DR magic and silver is a good one to give out first!).

When the party closes in on the vampires:

After walking for better half of the day in the cool weather usual for this time of year, upon the horizon you spot a small farmhouse.

The PCs may be cautious and let them. The trail (if they are tracking it) leads directly towards the farmhouse. Once they get within 60 feet of the farmhouse they will see that the door seems to be slightly ajar. If they yell out they get no reply but alert the undead in the basement to their presence. All the windows on the sides are open. Once the PCs go inside read the following:

An eerie silence greets you as you enter the farmhouse. Nothing seems to be out of the ordinary as you look around, searching for any signs of life. There seems to be a few uncooked rabbits hanging in the kitchen and some stew sits cold over an extinguished fire.

Unless the PCs are moving silently the undead will hear the pattering of their boots echoing off the upstairs wall (basically through the trapdoor leading to downstairs)

All that the PCs can find is a trapdoor leading to the basement. Once they open it they cannot see anything, as it is very dark down there. There are 8 stone pillars holding up the foundation and the undead will hide behind there. Some will go gaseous and go up through the floorboards to try and attack the PCs from behind. Once one PC walks 15 feet into the room they will attack.

The room is 40 feet by 40 feet with the pillars being 10 feet into the room.

All of a sudden, with fangs glaring numerous beings spring forth from the pillars and lunge at you!

Creatures:

APL 6 (EL 8)

☛ **Vampire Spawn (2):** hp 39 each; see *Monster Manual*.
☛ **Sir Whelting Vanbroth:** Male Vampire ex-pal5; hp 45; see Appendix One.

APL 8 (EL 10)

☛ **Vampire Spawn (4):** hp 39 each; see *Monster Manual*.
☛ **Sir Whelting Vanbroth:** Male Vampire ex-pal7; hp 63; see Appendix One.

APL 10 (EL 13)

☛ **Vampire Spawn (6):** hp 39 each; see *Monster Manual*.
☛ **Sir Whelting Vanbroth:** Male Vampire BlckGd10/ex-pal1; hp 99; see Appendix One.

APL 12 (EL 15)

☛ **Vampire Spawn (10):** hp 39 each; see *Monster Manual*.
☛ **Sir Whelting Vanbroth:** Male Vampire BlckGd10/ex-pal3; hp 117; see Appendix One.

Tactics: If the undead hear the PCs coming well before hand they will go gaseous and hide. Then they will reform silently and move into flanking positions trying to take on the PCs from all sides.

Treasure:

APL 6—loot (0 gp), coin- (0 gp), M - +I full plate (221 gp), vest of resistance +I (83 gp), +I greatsword (196 gp), gauntlets of ogre power (333 gp)

APL 8— loot (0 gp), coin- (0 gp), M - +I full plate (221 gp), vest of resistance +I (83 gp), +I greatsword (196 gp), gauntlets of ogre power (333 gp), wand of cure light wounds (62 gp)

APL 10— loot (0 gp), coin- (0 gp), M - +I full plate (221 gp), vest of resistance +I (83 gp), +I greatsword (196 gp), gauntlets of ogre power (333 gp), cloak of charisma +2 (333 gp), wand of cure light wounds (62 gp)

APL 12— loot (0 gp), coin- (0 gp), M - +I full plate (221 gp), vest of resistance +I (83 gp), +I greatsword (196 gp), gauntlets of ogre power (333 gp), cloak of charisma +2 (333 gp), wand of cure light wounds (62 gp)

Development: After the battle the undead burst into mists and glide up towards the sky, heading north. Since they are new vampires they have no home they'll glide for 9 miles towards the Yatil Mts. then be destroyed. If the PCs wish to chase they may but let them know it will take quite some time and much may be missed. The sky is cloudy so once the gaseous form vampire(s) reaches the

clouds he no longer can be seen. The Shield of Rao is left behind, leaning against a wall since the vampire Knight wasn't using it. The party should be a significant distance from a major city, and probably closer to Mitrik than Veluna City.

At some point the party should sleep with the shield for the night, which leads to **Encounter Three: Riddle Me This...**

Encounter Three: Riddle Me This...

Depending on what the PCs decided to do (camp, cast a spell to be in another city, or decide to ride back to see Bishop Tarik) the shield will come to one PC in a vision during their sleep. It will first come to any cleric or paladin who worships Rao. Then, if none of those are in the party, it will come to any PC that worships Rao. If no one meets this criterion then it will come to any paladins/clerics of Saint Cuthbert or paladins/clerics of Heironeous. If still no one, then it will come to any cleric or paladin that worships a good aligned deity. Lastly it will choose a PC closest to Lawful Good alignment in this order: NG, LN, CG, N, CN. For a tiebreaker it will choose whoever has the highest Charisma.

Also if the shield chooses to talk with someone who doesn't worship Rao this could be enlightening to them to possibly change their deity. Please play up the fact the shield chose this person and maybe Rao is favoring them and trying to impart wisdom on his behalf. Don't deviate too much. This is not a solar or anything of that nature just the shield speaking for the 3rd and final time giving forth an unusual message as usual.

This can happen anytime the PC has gone asleep or when the DM deems it appropriate. The dream is available as Player Handout 3.

The Veluna night sky seems to be foggy tonight much like your dreams. A cool wind whips through the air chilling your bones. The air seems to lift the fog away as you are left standing in the middle of a cornfield under a starry night. Intermittent flashes of priests and worshippers of Rao being laid to rest appear with each step you take across the field. You begin to hear a low-pitched chanting carried on the breeze, it repeats itself again and again. Not quite sure of its source, you swear you've heard it before in the lands of Veluna. Then a flash of bright light appears out of nowhere and you are standing in the back of a wooden church amidst a crowd of people. A young

man kneels before two priests of Rao, one anointing his head with the sign common to Rao, the other placing a holy cap upon his head. As soon as you step forward another flash of bright light erupts and you are now stumbling over hundreds of dead Velunan citizens and militia. Darkness clings as far as you can see. Then a stern but gentle voice pierces the silence,

"Three times will I speak of the destruction of the world; once to the discoverer, once to the deliverer, and once to the heroes. The mighty serpents master is coming, and will leave only death and destruction in his wake. All of Rao's people in the Vale will be rocked to the earth and swallowed up in his veil of darkness if he is not stopped."

"The passing of the pure signals the beginning of the end. Many have fallen, many have forgotten, yet many still believe. One will ascend to the highest power, one now falls from grace, and one now walks the path of the dead. Look not in the most holy of grounds but where the heart of his people comes from. Seek ye the place where faith begins to ease his pain."

A sense of calmness washes over you as the sun emerges on the horizon.

You awaken, calm and refreshed. You feel peaceful and serene as you look about at your companions.

The PCs are probably wondering what to do next. Ask them what they wish to do then please go to **Encounter Four: Researching the Possibilities.**

Encounter Four: Researching the Possibilities

Let the PCs decide what to do. Do not help them in any way unless they are stumped and have no idea (And the adventure is running long). Use Bishop Tarik Turis as a last resort to give them the clues they need. He will be vague at first but do a little research himself while the PCs are doing their own. (Also then take off the story experience, as all players should know there are plenty of places to do research in Veluna)

This encounter should not take long at all, at most 30 minutes. There is a list of the organizations and places they may try to go and where they are located. If they decide to try and get to any place other than Mitrik or Veluna City they will miss the undead in **Encounter 5.**

There are two pieces of the riddle of the shield the party should focus upon. The DM can remind the player who had the dream that these stick in his mind as important:

- “The passing of the pure” – This references the death of Bishop Rincken. Anybody who knows him can tell you that he was the epitome of Raon priesthood.
- “The place where faith begins” – This references the place where Rincken was first ordained a priest of Rao. It is the small church of Rao in his hometown of Gould.

It is likely the players will key in on the “death of the pure” part to be Rincken. They know that he has just died; they were just at his funeral! If they don’t figure this part out on their own, have an NPC (Bishop Turis if need be, or other priest) suggest as much.

Allow any PC with Knowledge (religion) check [DC 14+APL] to recognize the phrase “where faith begins” to be a part of an old Raon ceremony for ordaining priests. Allow worshippers of Rao a +6 circumstance bonus on this roll. No “aid another” on Knowledge rolls. If they cannot make this roll on their own, there are plenty of places in Veluna they can get help deciphering this.

The PCs will likely return to Veluna City to see Bishop Tarik or travel to Mitrik since it may be closer. Most often than not the PCs will go different organizations to find their answers. A brief description is listed below for wherever they go and is dependent on the city.

Veluna City

One thing to note of Veluna City is that there are no other temples/shrines/tipping plates to any other deity in the city. It is strictly a Rao worshipping city.

Bishop Tarik Turis: The bishop will not see to any PCs if it is late at night. He will tell the PCs that it might be best to research what the shield said in various Veluna locales. If the PC’s have not made the Knowledge (religion) roll described above, Bishop Turis can give them that information. He will seem a bit pre-occupied with certain circumstances for sure (Like Fallswoop missing) but if anyone does have the gall to have *detect thoughts* up they will just sense doubt. If the PCs are stuck for good they can come back to him and he will lead them on the right path. No matter when the PCs go to speak with Bishop Tarik he will say the following:

“Please keep the shield while investigating these prophecies. I feel that the fact that it spoke its third message to you to be significant.”

Library of Asnath: Asnath City is about 24 miles southeast of Veluna City along the main road so it will take the PCs a while to get here.

The Library of Asnath is a six-story building but it is not exactly straight up or down. It wraps around a tree as it heads up each level it is only half stacked on the level below it. Oddly it just appears not right.

Located in the elven section of Asnath City, this library was last seen in *VELT-06 Fields of Peren*. Inside the library they may ask for aid to get the job done in about 2 hours for a small fee (3 crooks or gold). A librarian, Erenil (Elf), will come and assist them in searching for the right materials. If not they can search themselves but it will take 4 hours of research. In this case have them make Knowledge (history) [DC 15] or Search checks [DC 20] to find the right area. All the books are written in elvish so any PC searching will have to know this language. Again they can hire the librarian to decipher it for them. They may not take out the books under any circumstances. What they find is the information from the Knowledge (religion) check detailed above, plus about 30 years ago the area between Mitrik and Veluna City was a burgeoning area for priests of Rao. Many of the small village’s people were becoming priests or warriors of Rao at a rapid pace. This was considered the “Time of Reason” and considered a holy time by all involved. Most of these priests were ordained in their hometowns before settling down at the local temple or going to the bigger cities to enroll in the College of Divine. The librarian can tell them that the records of ordainments are kept at the Cathedral of Rao in Mitrik.

Grand Temple of Rao: All who enter must say a prayer to Rao before entering (Knowledge (religion) DC 5). If the PCs do not they will be asked to kindly stay outside or they may be asked if they want to meet with a priest later so that they can speak about the great ways of the Reasoned One and if they may wish to worship his ways.

The priests will be greatly interested in what the shield had to say. They will help any who come into their church for free but of course would love to see a donation to help with the upkeep. (Not that they need it) Members of the following Veluna meta-orgs can get in to speak with a high ranking priest immediately, others will have to wait a day for an appointment: Church of Rao, Any Knighthood, Mitrik Temple Guard, Church of St Cuthbert, Church of Heironeous, College of the Divine, College of the Arcane. If the PC’s have not made the Knowledge (religion) roll described above, the priest can give them that information. He will tell them that often priests are ordained in their hometown. There are ledgers that record the rolls of priests in the church in the Cathedral of Rao in Mitrik.

Mitrik

PCs will find out a bit more information if they come to Mitrik than they would if they stay in Veluna City the whole time since there are many more places to go.

College of Arcane or College of Divine: Only a member of this meta-org can get information from here. With access to the great library they can easily find the information they need. They can find out the information from the Knowledge (religion) roll above. They can also find out that the rolls of ordainments are kept in the Cathedral of Rao in Mitrik. If a member of the College of the Divine can make a Gather Information check [DC 10], they can find someone in the College who knows that Rinken was ordained in the town of Gould.

Any Church other than Rao: If a PC is a member of any other church and goes there in Mitrik the church will tell them to seek out the Church of Rao.

Church of Rao: The priests will be greatly interested in what the shield had to say. They will help any who come into their church for free but of course would love to see a donation to help with the upkeep. (Not that they need it) Members of the following Veluna meta-orgs can get in to speak with a high ranking priest immediately, others will have to wait a day for an appointment: Church of Rao, Any Knighthood, Mitrik Temple Guard, Church of St Cuthbert, Church of Heironeous, College of the Divine, College of the Arcane. If the PC's have not made the Knowledge (religion) roll described above, the priest can give them that information. He will tell them that often priests are ordained in their hometown. They have ledgers that record the rolls of priests in the church. The priest will have an acolyte check the ledgers to determine that Bishop Rinken was ordained in the town of Gould.

Knight of Salvation, Mitrik Temple Guardsmen: If a PC is a knight he/she can attempt to gain information from the organization. He will be told to go to the church for help.

Museum of Mitrik – Sheen Kriha will try to help the PCs. He can tell the party the information in the Knowledge (religion) roll, and that the records of ordainments are kept in the Cathedral of Rao in Mitrik.

Once they have found out to go to the village of Gould then continue to the next encounter.

Encounter Five: The Calling

The PCs have figured out that the shield was telling them to go to the village of Gould where Bishop Rinken was first ordained. When they travel to the village they are attacked by a seemingly random undead horde. This is not as random as it may seem: 'The One' is calling the dead of evil creatures who were not buried in consecrated ground to the north for some reason unknown. These undead are unique: they are still very much intelligent and are being led up north by a vilewight. The vilewight is essentially a herald of the one, and is trying to guide the newly risen undead to follow it up north in service to 'The One'.

If PCs use other means of travel (*teleport, wind walk, mass fly, air walk*) they will have a very hard time seeing these undead (even the giants as the trees are taller than them plus the bone giants do not want to be seen). Thus the PCs have skipped the encounter and receive no experience and have let the vilewight and undead roam free to go up north. Please mark this down on the critical event summary.

The town of Gould is about 36 miles south of Mitrik, or 52 miles west of Veluna City. It is at least 24 miles southwest of the Great Western Road in the southwest portion of the Diocese of Whitehale. There is no direct route to the town as it is very rural and small, so even on a fast-unencumbered horse it will take a little more than a day to reach the town. In the evening, just after dark, but before any PC is asleep is when the undead horde will stumble across the party's camp. Just before seeing the skeletal creatures coming towards them, the party will hear a low-pitched whisper on the wind:

"To the north I must go, he promises many dead, yes, many dead. Must bring him more..."

All the trees in this area are 25 feet tall and thus give cover to the giants (if they are there) from being seen from the air. (Also makes it difficult to keep flying and attack amongst the trees) All of the undead will be moving silently and hiding to the best of their ability so they are moving slower than normal. They are very watchful of anything, as they are afraid of Veluna patrols so unless the PCs are *invisible* or all hiding really well they will not be caught off guard. The vilewight is about 20 ft behind the rest of the undead party at the beginning of the battle.

Once the PCs have spotted the undead read this description:

The moonlight filters through the tall trees reflecting down upon familiar creatures. Although they seem to be a bit odd in that bone protrudes from various

extremities and their chests. They act and move the same yet have dark red eyes...

Creatures:

APL 6 (EL 9)

☛ **Vilewight:** hp 108; see Appendix One. No *dark channel* ability.

☛ **Bone Orcs (6):** hp 9 each; see Appendix One.

APL 8 (EL 11)

☛ **Vilewight:** hp 108; see Appendix One.

☛ **Bone Ogre:** Large Giant Undead Bbn3; hp 63; see Appendix One.

☛ **Bone Ogre:** Large Giant Undead Ftr3; hp 63; see Appendix One.

☛ **Bone Troll:** Large Giant Undead Bbn3; hp 81; see Appendix One.

APL 10 (EL 13)

☛ **Vilewight:** hp 108; see Appendix One.

☛ **Bone Ogre:** Large Giant Undead Bbn5; hp 81; see Appendix One.

☛ **Bone Ogre:** Large Giant Undead Ftr5; hp 81; see Appendix One.

☛ **Bone Fire Giant:** Large Giant Undead; hp 135; see Appendix One.

APL 12 (EL 15)

☛ **Vilewight:** hp 108; see Appendix One.

☛ **Bone Ogre:** Large Giant Undead Bbn7; hp 99; see Appendix One.

☛ **Bone Ogre:** Large Giant Undead Ftr7; hp 99; see Appendix One.

☛ **Bone Fire Giant (2):** Large Giant Undead; hp 135 each; see Appendix One.

☛ **Bone Cloud Giant:** Large Giant Undead; hp 153; see Appendix One.

Tactics: At every APL the vilewight will be moving silently and hiding to get around the party. He will not attack until one of his undead is destroyed. He will use his *dark channel* ability (except at APL6) and then use his attacks to the best of his ability. At APL6, the vilewight will never use his *dark channel* ability. If the vilewight is reduced to half his hit points, it will attempt to flee. At APL 10 the bone undead have already drunk their *potions of magic vestment +2* thus their AC is 2 higher. At APL 12 the giants have drunk their *potions of shield of faith +4*. (They did this because the vilewight told them to). They will simply use their power to rage (if they have that ability) and fight till the death.

Development: Once the battle is over the PCs can track the undead back to their source if they wish. They will

come to a large patch of ground where very little grows. There will be many holes in the ground that appear to have been dug up from below. This is where the bone creatures clawed their way up from the ground. If a PC can make a Knowledge (history) check [DC 15], or Bardic Knowledge check [DC 20], they will realize that this is an ancient battlefield where the forces of Veluna fought a small army of raiding humanoids and giants a couple centuries ago.

Treasure:

APL 6—loot (123 gp), coin- (0 gp), M - (0 gp).

APL 8—loot (66 gp), coin- (0 gp), M - +1 *large human bane greataxe* (693 gp)

APL 10—loot (58 gp), coin- (0 gp), M - +1 *keen greatsword* (696 gp), 3 *oils of magic vestment +2* (100 gp each), 2 +1 *greatclubs* (192 gp each)

APL 12—loot (122 gp), coin- (0 gp), M - 3 *potions of shield of faith +4* (600 gp each), +1 *shock gargantuan morningstar* (692 gp), 2 *gauntlets of ogre power* (333 gp each), *belt of giant strength +4* (1333 gp).

Encounter Six: An Old Friend

The party enters the village of Gould and speaks with the local clergy that there have been numerous undead sightings. One undead they can't seem to get rid of though is inside the church of Rao and won't seem to go away.

The PCs will notice right away that this is more of a village than a town. It has a small one-story tavern, a few houses, a stable, a blacksmith, and a small cemetery and, of course, a church of Rao, which is the biggest building in town. If the PCs want to ask the townspeople any questions they won't get many answers. They are a bit unnerved by what appears to be a ghost haunting the church of Rao but that's about it. They are concerned over their crops but that is all. Obviously the PCs will want to head to the church of Rao and explain the situation to them.

There is a priest of Rao, Helix Arnton (Clr3 of Rao) and he has two acolytes that preside over the church. He will greet the PCs happily and try to answer their questions. The PCs can roll a Sense Motive [DC 10] to notice the priest is a bit uneasy and nervous. If asked about why he is nervous, or if asked about the ghost, read the following:

"Well, I am a bit uneasy asking you this since you're on more important church business and all. But we've been having a bit of a..." Helix looks around nervously and speaks in a hushed voice, "ghost problem around here."

“Every night around midnight he appears and tries to use its powers to possess us but we resist. Unfortunately we can’t destroy it. Would you... um... help us?”

Assuming the PCs say yes then continue on. If they don’t then have all the townspeople speak of this ghost and how they believe they may all die from it. Basically try to get the PCs to stay around till midnight.

The priest doesn’t recognize the ghost except that he doesn’t seem evil as he seems to praise the Reasoned One when casting spells.

The church is roughly 40 feet long by 30 feet wide. The altar is about 10 ft by 10 ft in the back of the church. There is a small podium, and rows of pews reaching the double doors in the back.

Assuming the PCs camp inside the church of Rao they can set up whatever precautions they wish and cast what spells they want. The priest and his acolytes will not wait with the party. This is more of a roleplaying encounter but Bishop Rinken’s ghost can harm them. Take note of the PCs that are near the altar. When all preparations have been set read the following:

The church’s old wood roof creaks loudly under a strong night wind. A few of the candles lit by the acolytes of Rao are extinguished by the gusts that sneak through all manner of cracks in this ancient place of worship.

The wind begins to subside slowly. A cold chill begins to emanate from the floor, especially near the altar. [Spot check DC 19 to notice a hand slowly emerging from the altar itself] A milky white hand pushes through the altar followed by a head of an older distinguished man. He wears a cap similar to that of clerics of Rao, but his face is twisted into a grotesque mockery of insanity that chills your bones to the core!

“HELP ME!” (The PCs must make a saving throw for Bishop Rinken’s horrific appearance ability. He is unintentionally doing this, as he has not been a ghost for very long) *the ghost appears to be clinging to the altar with one hand all the while looking wildly about trying to defend itself!*

All APLs (EL 11)

✦ **Bishop Basier Rinken:** Male Ghost Clr11; hp 99; Init +5. See Appendix One.

Tactics: This is an un-tiered encounter mainly because as soon as the Bishop is given the Shield of Rao he will stop ‘defending’ himself. He will use his *frightful moan*

ability in the next round to scare them away. Each time he casts a spell he will invoke the name of the Wizened One or Reasoned One, which should clue the PCs in on what’s going on. Any PC that has seen Bishop Rinken will immediately recognize him. At the same time if any PC harms the Bishop in any way he will float down into the floor and disappear. The party will lose the experience.

He always cast *eagle’s splendor* on himself before he arrives at midnight at APL 10 and 12.

Once a PC shows him the Shield of Rao it will jog his memory of who he is and calm him. They need to specifically present the shield to the ghost, not just have it on them. Read the following:

The ghost’s eyes go wide with recognition. The insane look upon his face disappears; he smiles gently as he floats down to you. “Thank you (insert PCs name if they’ve met Rinken before). Long have my eyes been in darkness. How long have I been amongst the dead? (Once a PC tells him just a few days he looks in shock) It feels as if my bones have been buried for years not days. The voice... it has been echoing in my mind forever... calling me to join him. It’s agonizing yet hypnotic. Only this altar of the Reasoned One, the one where I first experienced the serenity of Rao, could allow me to resist his call. I fear that I only have a few more moments before it comes back to torment me again. Please let me embrace the shield one last time! You must give it to me!”

Ask the PC if he gives the shield to Rinken. If not:

Bishop Rinken’s ghost clutches at his head and screams in agony. Then, with a burst of insane speed, he runs through the north wall of the church and disappears. Only the echoes of the horrible scream mark his passing.

If they give the shield to Rinken.

Bishop Rinken takes hold of the Shield of Rao and looks it over as if studying it, for what you are not sure. “I can now rest in peace. I am forever in your debt. His form starts to fade away and a few moments later the shield clangs loudly against the stone floor.

Regardless of whether they choose to give the shield to Rinken or not, he never appears at the church again. The priest advises the players to take the shield back to Bishop Turis and tell him of what transpired.

Conclusion

More than likely the PCs are going to return to Veluna City to relay the information they found to Bishop Tarik Turis. Be sure to include in the critical event summary what the PCs tell Tarik. Let the players know that it is important what they tell him and not let them pass this over.

The PCs will be escorted through the Halls of Wisdom to Bishop Turis' office. Once checked for any manipulations (charmed, dominated, doppelgangers) they will enter.

"Please I would very much like to hear what you found!"

After the PCs explain, read the following (Though delete anything the PCs failed to mention to him)

"It is good to hear that dear Basier's soul has been laid to rest at last. It is most strange that these undead creatures are all heading north. I will dispatch a message immediately to Mitrik and Whitehale to ensure that they are aware of this. It appears the shield has fulfilled its duty. (If the person who was spoken to by the shield worships Rao, Tarik will allow them to keep the shield. [Of course they have to buy it as usual, only this person will have the shield on their AR]) Since you are the one the shield labeled as 'The Hero', you may keep the shield. Use it as a symbol to remind those set against us to rethink their ways.

After that's decided, Bishop Tarik becomes very silent and worried.

"I...I received news most dire today. The Ring of immortality is gone. Even worse Archbishop Fallswop is missing. I dread these agents of 'The One' have captured him. His room has been thoroughly checked by the best we have and they found nothing. There were no signs of a struggle. A long pause silences the room. "I fear the enemy may have all three rings now..."

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 Two: What Lies in the Dark?

Defeat the newly made vampire bunch and retrieve the shield of Rao.

APL 6	240 xp
APL 8	300 xp
APL 10	390 xp
APL 12	450 xp

Encounter Four: Researching the Possibilities

Figure out the riddle and to go to the village of Gould without the aid of Bishop Tarik.

APL 6	60 xp
APL 8	75 xp
APL 10	90 xp
APL 12	105 xp

Encounter Five: The Calling

Defeat the undead that are being called by the 'One' and the vilewight.

APL 6	270 xp
APL 8	330 xp
APL 10	390 xp
APL 12	450 xp

Encounter Six: An Old Friend

Survive Bishop Rincken's horrific appearance and not harm him in anyway.

APL 6	210 xp
APL 8	270 xp
APL 10	300 xp
APL 12	330 xp

Story Award

Shield of Rao is presented to Bishop Rincken's ghost and he is put at rest:

APL 6	60 xp
APL 8	75 xp
APL 10	90 xp
APL 12	105 xp

Discretionary roleplaying award

APL 6	60 xp
APL 8	75 xp
APL 10	90 xp
APL 12	105 xp

Total possible experience:

APL 6	900 xp
APL 8	1,125 xp
APL 10	1,350 xp
APL 12	1,545 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.

Encounter Two: What Lies in the Dark?

APL 6—loot (0 gp), coin- (0 gp), M - +1 *full plate* (221 gp), *vest of resistance* +1 (83 gp), +1 *greatsword* (196 gp), *gauntlets of ogre power* (333 gp)

APL 8— loot (0 gp), coin- (0 gp), M - +1 *full plate* (221 gp), *vest of resistance* +1 (83 gp), +1 *greatsword* (196 gp), *gauntlets of ogre power* (333 gp), *wand of cure light wounds* (62 gp)

APL 10— loot (0 gp), coin- (0 gp), M - +1 *full plate* (221 gp), *vest of resistance* +1 (83 gp), +1 *greatsword* (196 gp), *gauntlets of ogre power* (333 gp), *cloak of charisma* +2 (333 gp), *wand of cure light wounds* (62 gp)

APL 12— loot (0 gp), coin- (0 gp), M - +1 *full plate* (221 gp), *vest of resistance* +1 (83 gp), +1 *greatsword* (196 gp), *gauntlets of ogre power* (333 gp), *cloak of charisma* +2 (333 gp), *wand of cure light wounds* (62 gp)

Encounter Five: The Calling

APL 6—loot (123 gp), coin- (0 gp), M - (0 gp).

APL 8—loot (66 gp), coin- (0 gp), M - +1 *large human bane greataxe* (693 gp)

APL 10—loot (58 gp), coin- (0 gp), M - +1 *keen greatsword* (696 gp), 3 *oils of magic vestment* +2 (100 gp each), 2 +1 *greatclubs* (192 gp each)

APL 12—loot (122 gp), coin- (0 gp), M - 3 *potions of shield of faith* +4 (50 gp each), +1 *shock gargantuan morningstar* (692 gp), 2 *gauntlets of ogre power* (333 gp each), *belt of giant strength* +4 (1333 gp).

Total Possible Treasure

APL 6	800 gp
APL 8	1250 gp
APL 10	2,100 gp
APL 12	3,000 gp

Special

☛ **Shield of Rao:** This magnificent shiny shield, emblazoned with the powerful symbol of Rao functions as a +1 *light fortification heavy steel shield*. The trim of the shield is gold with the face being a pearly white. This mysterious shield has baffled scholars and clerics for years ever since it’s discovery in a long forgotten monastery of Zodal. (Only worshippers of Rao may use this shield). Frequency: Adventure; Market Price: 4,170 gp; Requirements: Cannot be crafted.

Appendix One.: NPCs

Encounter Two: What Lies in the Dark?

APL 6 (EL 8)

☛**Sir Whelting Vanbroth:** CR 6; Male human vampire ex-Pal5: Medium Undead (augmented humanoid); HD 5d12; hp 45; Init +5; Spd 30 ft; AC 26 [+1 Dex, +9 full plate, +6 natural], touch 11, flat-footed 25; Base Atk +5; Grp +12; Atk +14 (2D6+11, +1 *greatsword*) or slam +12 melee (1D6+10 plus energy drain); Atk +14 (2D6+11, +1 *greatsword*) or slam +12 melee (1D6+10 plus energy drain); SA Blood drain, children of the night, create spawn, dominate, energy drain; SQ +4 turn resistance, darkvision 60 ft, undead traits, alternate form, DR 10/silver and magic, spider climb, fast healing 5, gaseous form, resistance to cold and electricity 10; AL LE; SV Fort +5, Ref +5, Will +4; Str 24, Dex 12, Con -, Int 10, Wis 14, Cha 20.

Skills and Feats: Bluff +13, Diplomacy +8, Hide +10, Listen +10, Move Silently +9, Search +8, Spot +10, Knowledge (religion) +2, Ride +8, Sense Motive +9; Alertness, Improved Initiative, Dodge, Combat Reflexes, Lightning Reflexes, Weapon Focus (greatsword), Power Attack

Possessions: +1 full plate, vest of resistance +1, +1 greatsword, gauntlets of ogre power

Alternate Form (Su): A vampire can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a *polymorph* spell cast by a 12th-level character, except that the vampire does not regain hit points for changing form and must choose from among the forms mentioned here. While in its alternate form, the vampire loses its natural slam attack and dominate ability, but it gains the natural weapons and extraordinary special attacks of its new form. It can remain in that form until it assumes another or until the next sunrise. (If the base creature is not terrestrial, this power might allow other forms.)

Fast Healing (Ex): A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Any additional damage dealt to a vampire forced into gaseous form has no effect. Once at rest in its coffin, a vampire is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

Gaseous Form (Su): As a standard action, a vampire can assume gaseous form at will as the spell (caster level 5th), but it can remain gaseous indefinitely

and has a fly speed of 20 feet with perfect maneuverability.

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

APL 8 (EL 10)

☛**Sir Whelting Vanbroth:** CR 8; Male human vampire ex-Pal7: Medium Undead (augmented humanoid); HD 7d12; hp 63; Init +5; Spd 30 ft; AC 26 [+1 Dex, +9 full plate, +6 natural], touch 11, flat-footed 25; Base Atk +7/+2; Grp +14; Atk +16 (2D6+11, +1 *greatsword*) or slam +14 melee (1D6+10 plus energy drain); Atk +16/+11 (2D6+11, +1 *greatsword*) or slam +14 melee (1D6+10 plus energy drain); SA Blood drain, children of the night, create spawn, dominate, energy drain; SQ +4 turn resistance, darkvision 60 ft, undead traits, alternate form, DR 10/silver and magic, spider climb, fast healing 5, gaseous form, resistance to cold and electricity 10; AL LE; SV Fort +6, Ref +6, Will +5; Str 24, Dex 12, Con -, Int 10, Wis 14, Cha 20.

Skills and Feats: Bluff +13, Diplomacy +9, Hide +10, Listen +10, Move Silently +9, Search +8, Spot +11, Knowledge (religion) +3, Ride +10, Sense Motive +11; Alertness, Improved Initiative, Dodge, Combat Reflexes, Lightning Reflexes, Weapon Focus (greatsword), Power Attack, Improved Sunder

Possessions: +1 full plate, vest of resistance +1, +1 greatsword, gauntlets of ogre power, wand of cure light wounds

Alternate Form (Su): A vampire can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a *polymorph* spell cast by a 12th-level character, except that the vampire does not regain hit points for changing form and must choose from among the forms mentioned here. While in its alternate form, the vampire loses its natural slam attack and dominate ability, but it gains the natural weapons and extraordinary special attacks of its new form. It can remain in that form until it assumes another or until the next sunrise. (If the base creature is not terrestrial, this power might allow other forms.)

Fast Healing (Ex): A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Any additional damage dealt to a vampire forced into gaseous form has no effect. Once at rest in its coffin, a vampire is helpless. It regains 1 hit point after 1 hour,

then is no longer helpless and resumes healing at the rate of 5 hit points per round.

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

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

APL 10 (EL 13)

Sir Whelting Vanbroth: CR 12; Male human vampire BlkGd10/ex-Pal1: Medium Undead (augmented humanoid); HD 11d12; hp 99; Init +5; Spd 30 ft; AC 26 [+1 Dex, +9 full plate, +6 natural], touch 11, flat-footed 25; Base Atk +11/+6/+1; Grp +18; Atk +20 (2D6+11, +1 *greatsword*) or slam +18 melee (1D6+9 plus energy drain); Atk +20/+15/+10 (2D6+11, +1 *greatsword*) or slam +18 melee (1D6+10 plus energy drain); SA Blood drain, children of the night, create spawn, dominate, energy drain, smite good 4/day, sneak attack +3D6; SQ +4 turn resistance, fiendish servant, aura of despair, dark blessing, *detect good*, command undead, poison use, darkvision 60 ft, undead traits, alternate form, DR 10/silver and magic, spider climb, fast healing 5, gaseous form, resistance to cold and electricity 10; AL LE; SV Fort +16, Ref +17, Will +12; Str 25, Dex 12, Con -, Int 10, Wis 14, Cha 22.

Skills and Feats: Bluff +14, Diplomacy +7, Hide +18, Listen +10, Move Silently +12, Search +8, Spot +10, Knowledge (religion) +4, Ride +9, Sense Motive +2; Alertness, Improved Initiative, Dodge, Combat Reflexes, Lightning Reflexes, Weapon Focus (greatsword), Power Attack, Improved Sunder, Cleave.

Spells Prepared (3/3/2/1; Base DC = 12 + Spell Level) 1st – corrupt weapon, inflict light wounds x2; 2nd – bull's strength, darkness, shatter; 3rd – protection from elements, deeper darkness; 4th – freedom of movement.

Possessions: +1 full plate, vest of resistance +1, +1 *greatsword*, cloak of charisma +2, gauntlets of ogre power, wand of cure light wounds

Alternate Form (Su): A vampire can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a *polymorph* spell cast by a 12th-level character, except that the vampire does not regain hit points for changing form and must choose from among the forms mentioned here. While in its alternate form, the vampire loses its natural slam attack and dominate ability, but it gains the natural weapons and extraordinary special attacks of its new form. It can remain in that form until it assumes another or until the next sunrise. (If the base creature is not terrestrial, this power might allow other forms.)

Fast Healing (Ex): A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Any additional damage dealt to a vampire forced into gaseous form has no effect. Once at rest in its coffin, a vampire is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

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

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

APL 12 (EL 15)

Sir Whelting Vanbroth: CR 14; Male human vampire BlkGd10/ex-Pal3: Medium Undead (augmented humanoid); HD 13d12; hp 117; Init +5; Spd 30 ft; AC 26 [+1 Dex, +9 full plate, +6 natural], touch 11, flat-footed 25; Base Atk +13/+8/+3; Grp +21; Atk +23 (2D6+13, +1 *greatsword*) or slam +21 melee (1D6+12 plus energy drain); Atk +23/+18/+13 (2D6+13, +1 *greatsword*) or slam +21 melee (1D6+12 plus energy drain); SA Blood drain, children of the night, create spawn, dominate, energy drain, smite good 4/day, sneak attack +3D6; SQ +4 turn resistance, darkvision 60 ft, undead traits, alternate form, DR 10/silver and magic, spider climb, fast healing 5, gaseous form, resistance to cold and electricity 10, dark blessing, lay on hands, aura of evil, *detect good*, lay on hands, command undead, aura of despair, poison use, fiendish servant; AL LE; SV Fort +17, Ref +14, Will +13; Str 26, Dex 12, Con -, Int 10, Wis 14, Cha 22.

Skills and Feats: Bluff +14, Diplomacy +7, Hide +18, Listen +10, Move Silently +12, Search +8, Spot +10, Knowledge (religion) +4, Ride +9, Sense Motive +6; Alertness, Improved Initiative, Dodge, Combat Reflexes, Lightning Reflexes, Weapon Focus (greatsword), Power Attack, Improved Sunder, Cleave, Mobility

Spells Prepared (3/3/2/1; Base DC = 12 + Spell Level) 1st – corrupt weapon, inflict light wounds x2; 2nd – bull's strength, darkness, shatter; 3rd – protection from elements, deeper darkness; 4th – freedom of movement.

Possessions: +1 full plate, vest of resistance +1, +1 *greatsword*, cloak of charisma +2, gauntlets of ogre power, wand of cure light wounds

Alternate Form (Su): A vampire can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a *polymorph* spell cast by a 12th-level character, except that the vampire does not regain hit points for changing form and must choose from among the forms mentioned here. While in its alternate form, the vampire loses its natural slam attack and dominate ability, but it gains the natural weapons and extraordinary special attacks of its new form. It can remain in that form until it assumes another or until the next sunrise. (If the base creature is not terrestrial, this power might allow other forms.)

Fast Healing (Ex): A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Any additional damage dealt to a vampire forced into gaseous form has no effect. Once at rest in its coffin, a vampire is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

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

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

Encounter Five: The Calling

APL 6 (EL 9)

☛ **Vilewight:** CR 8; Medium Undead; HD 12d12; hp 78; Init +6; Spd 30 ft.; AC 18 [+2 Dex, +6 Natural], touch 12, flat-footed 16; Base Atk/Grp +6/+10; Atk +10 melee (1d6+4, claw); Full Atk +10/+10 melee (1d6+4, claw) and +5 melee (1d8+2, bite) and +5 melee (1d6+2, tendril bites); SA *dark channel*, disease, energy drain, improved grab; SQ create spawn, undead traits; AL NE; SV Fort +4, Ref +6, Will +9; Str 18, Dex 15, Con -, Int 17, Wis 12, Cha 14

Skills and Feats: Climb +12, Hide +15, Knowledge (arcane) +16, Listen +16, Move Silently +25, Spot +14; Alertness, Combat Reflexes, Dodge, Combat Expertise, Improved Initiative, Mobility

Dark Channel (Sp): Once every other round, a vilewight can channel the negative energy infusing it into a line of cold, black energy 5 feet wide and 30 feet long. Everyone in the area takes 8D8 points of damage (Reflex DC 18 half).

Disease (Ex): Any creature hit by the vilewight's intestinal tendrils must succeed at a Fortitude save (DC 16) or contract life blindness. The incubation period is 1 day, and the disease causes the victim to be unable to see living creatures (see Disease in Chapter 3 of the *Dungeon Master's Guide*).

Energy Drain (Su): Any living creature hit by any of a vilewight's natural attacks gains two negative levels. For each negative level bestowed, the vilewight heals 5 points of damage. If the amount of healing is more than the damage it has taken, it gains any excess as temporary hit points. If the negative level has not been removed (with a spell such as restoration) before 24 hours have passed, the afflicted opponent must succeed at a Fortitude save (DC 18) to remove it. Failure means the opponent's level (or Hit Dice) is reduced by one.

Improved Grab (Ex): If a vilewight hits a Medium-size or smaller opponent with a claw attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +10). If it hits with a claw, it automatically hits with its tendril bites in the next round. The vilewight has the option to conduct the grapple normally, or simply use its claw to hold the opponent (-20 penalty on grapple check, but the vilewight is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals claw and tendril bites damage.

Create Spawn (Su): Any humanoid slain by a vilewight becomes a wight in 1D4 rounds. Such wights are under the command of the vilewight that created them remain enslaved until its destruction. They do not possess any of the abilities they had in life.

Undead Traits: A vilewight is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. A vilewight cannot be raised, and resurrection works only if it is willing. The creature has darkvision (60-foot range).

Skills: A vilewight receives a +8 racial bonus on Move Silently checks.

☛ **Bone Orcs (6):** CR 1/2; War1; Medium Undead (augmented humanoid); HD 1d12; hp 9; Init +2; Spd 30 ft.; AC 18 [+2 Dex, +4 chain shirt, +2 natural], touch 12, flat-footed 16; Base Atk +1; Grp +4; Atk +5 (1D12+4, masterwork greataxe) or +4 melee (1D4+3, claw); Atk +5 (1D12+4, masterwork greataxe) or +4 melee (1D4+3, 2 claws); SQ darkvision 60 ft, undead traits, cold

immunity, DR 5/bludgeoning; AL CE; SV Fort +2, Ref +2, Will -1; Str 17, Dex 15, Con -, Int 8, Wis 8 Cha 6.

Skills and Feats: Listen +1, Spot +1; Alertness

Possessions: masterwork greataxe, chain shirt.

APL 8 (EL 11)

Vilewight: CR 8; Medium Undead; HD 12d12; hp 78; Init +6; Spd 30 ft.; AC 18 [+2 Dex, +6 Natural], touch 12, flat-footed 16; Base Atk/Grp +6/+10; Atk +10 melee (1d6+4, claw); Full Atk +10/+10 melee (1d6+4, claw) and +5 melee (1d8+2, bite) and +5 melee (1d6+2, tendril bites); SA *dark channel*, disease, energy drain, improved grab; SQ create spawn, undead traits; AL NE; SV Fort +4, Ref +6, Will +9; Str 18, Dex 15, Con -, Int 17, Wis 12, Cha 14

Skills and Feats: Climb +12, Hide +15, Knowledge (arcane) +16, Listen +16, Move Silently +25, Spot +14; Alertness, Combat Reflexes, Dodge, Combat Expertise, Improved Initiative, Mobility

Dark Channel (Sp): Once every other round, a vilewight can channel the negative energy infusing it into a line of cold, black energy 5 feet wide and 30 feet long. Everyone in the area takes 8D8 points of damage (Reflex DC 18 half).

Disease (Ex): Any creature hit by the vilewight's intestinal tendrils must succeed at a Fortitude save (DC 16) or contract life blindness. The incubation period is 1 day, and the disease causes the victim to be unable to see living creatures (see Disease in Chapter 3 of the Dungeon Master's Guide).

Energy Drain (Su): Any living creature hit by any of a vilewight's natural attacks gains two negative levels. For each negative level bestowed, the vilewight heals 5 points of damage. If the amount of healing is more than the damage it has taken, it gains any excess as temporary hit points. If the negative level has not been removed (with a spell such as restoration) before 24 hours have passed, the afflicted opponent must succeed at a Fortitude save (DC 18) to remove it. Failure means the opponent's level (or Hit Dice) is reduced by one.

Improved Grab (Ex): If a vilewight hits a Medium-size or smaller opponent with a claw attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +10). If it hits with a claw, it automatically hits with its tendril bites in the next round. The vilewight has the option to conduct the grapple normally, or simply use its claw to hold the opponent (-20 penalty on grapple check, but the vilewight is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals claw and tendril bites damage.

Create Spawn (Su): Any humanoid slain by a vilewight becomes a wight in 1D4 rounds. Such wights are under the command of the vilewight that created them remain enslaved until its destruction. They do not possess any of the abilities they had in life.

Undead Traits: A vilewight is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. A vilewight cannot be raised, and resurrection works only if it is willing. The creature has darkvision (60-foot range).

Skills: A vilewight receives a +8 racial bonus on Move Silently checks.

Bone Ogre: CR 6; Bbn3; Large Giant Undead; HD 7d12; hp 63; Init +1; Spd 50 ft.; AC 22 [+1 Dex, +4 chain shirt, +8 natural, -1 size], touch 10, flat-footed 21; Base Atk +6/+1; Grp +15; Atk +12 (2D8+7, greatclub) or +11 melee (1D6+5, claw); Atk +12/+7 (2D8+7, greatclub) or +11 melee (1D6+5, 2 claws); Face/Reach 10 ft by 10ft/10 ft.; SQ darkvision 60 ft, undead traits, cold immunity, DR 5/bludgeoning, rage 1/day, uncanny dodge, trap sense +1; AL CE; SV Fort +7, Ref +5, Will +2; Str 21, Dex 12, Con -, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +5, Listen +8, Intimidate +5, Spot +2; Weapon Finesse, Weapon Focus (greatclub), Power Attack, Lightning Reflexes.

Possessions: masterwork greatclub, large chain shirt

Bone Ogre: CR 6; Ftr3; Large Giant Undead; HD 7d12; hp 63; Init +1; Spd 40 ft.; AC 22 [+1 Dex, +4 chain shirt, +8 natural, -1 size], touch 10, flat-footed 21; Base Atk +6/+1; Grp +15; Atk +12 (2D8+7, greatclub) or +11 melee (1D6+5, claw); Atk +12/+7 (2D8+7, greatclub) or +11 melee (1D6+5, 2 claws); Face/Reach 10 ft by 10ft/10 ft.; SQ darkvision 60 ft, undead traits, cold immunity, DR 5/bludgeoning; AL CE; SV Fort +7, Ref +2, Will +4; Str 21, Dex 12, Con -, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +5, Listen +2, Spot +2; Cleave, Weapon Focus (greatclub), Power Attack, Combat Reflexes, Iron Will, Weapon Finesse.

Possessions: masterwork greatclub, large chain shirt

Bone Troll: CR 8; Bbn3; Large Giant Undead; 9D12; hp 81; Init +4; Spd 40 ft.; AC 25 [+4 Dex, +4 chain shirt, +8 natural, -1 size], touch 13, flat-footed 21; Base Atk +7/+2; Grp +17; Atk +15 (3D6+10 plus 2D6 to humans, +1 *bane large greataxe* (humans)) or +13 melee (1D6+3, bite); Atk +15/+10 (3D6+10 plus 2D6 to humans, +1 *bane large greataxe* (humans)) or +13 melee (1D6+3,

bite); Face/Reach 10 ft by 10ft/10 ft; SA Rend 2D6+9; SQ Darkvision 90 ft., low-light vision, regeneration 5, scent, undead traits, cold immunity, DR 5/bludgeoning, uncanny dodge, rage 1/day, trap sense +1; AL CE; SV Fort +8, Ref +7, Will +5; Str 23, Dex 18, Con -, Int 6, Wis 10, Cha 6.

Skills and Feats: Intimidate +4, Listen +11, Spot +6; Alertness, Track, Iron Will, Weapon Focus (large greataxe)

Possessions: large chain shirt, +1 large *bane greataxe* (humans)

APL 10 (EL 13)

Vilewight: CR 8; Medium Undead; HD 12d12; hp 78; Init +6; Spd 30 ft.; AC 18 [+2 Dex, +6 Natural], touch 12, flat-footed 16; Base Atk/Grp +6/+10; Atk +10 melee (1d6+4, claw); Full Atk +10/+10 melee (1d6+4, claw) and +5 melee (1d8+2, bite) and +5 melee (1d6+2, tendril bites); SA *dark channel*, disease, energy drain, improved grab; SQ create spawn, undead traits; AL NE; SV Fort +4, Ref +6, Will +9; Str 18, Dex 15, Con -, Int 17, Wis 12, Cha 14

Skills and Feats: Climb +12, Hide +15, Knowledge (arcane) +16, Listen +16, Move Silently +25, Spot +14; Alertness, Combat Reflexes, Dodge, Combat Expertise, Improved Initiative, Mobility

Dark Channel (Sp): Once every other round, a vilewight can channel the negative energy infusing it into a line of cold, black energy 5 feet wide and 30 feet long. Everyone in the area takes 8D8 points of damage (Reflex DC 18 half).

Disease (Ex): Any creature hit by the vilewight's intestinal tendrils must succeed at a Fortitude save (DC 16) or contract life blindness. The incubation period is 1 day, and the disease causes the victim to be unable to see living creatures (see Disease in Chapter 3 of the *Dungeon Master's Guide*).

Energy Drain (Su): Any living creature hit by any of a vilewight's natural attacks gains two negative levels. For each negative level bestowed, the vilewight heals 5 points of damage. If the amount of healing is more than the damage it has taken, it gains any excess as temporary hit points. If the negative level has not been removed (with a spell such as restoration) before 24 hours have passed, the afflicted opponent must succeed at a Fortitude save (DC 18) to remove it. Failure means the opponent's level (or Hit Dice) is reduced by one.

Improved Grab (Ex): If a vilewight hits a Medium-size or smaller opponent with a claw attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +10). If it hits with a claw, it automatically hits with its tendril bites in the next

round. The vilewight has the option to conduct the grapple normally, or simply use its claw to hold the opponent (-20 penalty on grapple check, but the vilewight is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals claw and tendril bites damage.

Create Spawn (Su): Any humanoid slain by a vilewight becomes a wight in 1D4 rounds. Such wights are under the command of the vilewight that created them remain enslaved until its destruction. They do not possess any of the abilities they had in life.

Undead Traits: A vilewight is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. A vilewight cannot be raised, and resurrection works only if it is willing. The creature has darkvision (60-foot range).

Skills: A vilewight receives a +8 racial bonus on Move Silently checks.

Bone Fire Giant: CR 10; Large Giant (fire) Undead; 15D12; hp 135; Init +1; Spd 30ft; AC 28 [+1 Dex, +7 half-plate armor, +11 natural, -1 size], touch 10, flat-footed 27; Base Atk +11; Grp +25; Atk +21 melee (3d6+16, +1 *keen greatsword*) or +20 melee (1d4+10, slam); Atk +21/+16/+11 melee (3d6+16, +1 *keen greatsword*) or +20 melee (1d4+10, 2 slams); SA Rock throwing; SQ Darkvision 60 ft., rock catching, immunity to fire, undead traits, cold immunity, DR 5/bludgeoning; AL LE; SV Fort +9, Ref +6, Will +9; Str 31, Dex 13, Con -, Int 10, Wis 14, Cha 11.

Skills and Feats: Climb +9, Craft (adamantine) +6, Intimidate +6, Jump +9, Spot +14; Cleave, Great Cleave, Improved Overrun, Improved Sunder, Iron Will, Power Attack.

Possessions: half-plate armor, +1 *keen greatsword*, *oil of magic vestment* +2 (puts on half-plate armor),

Rock Throwing (Ex): Adult giants are accomplished rock throwers and receive a +1 racial bonus on attack rolls when throwing rocks. A giant of at least Large size can hurl rocks weighing 40 to 50 pounds each (Small objects) up to five range increments. The size of the range increment varies with the giant's variety. A Huge giant can hurl rocks of 60 to 80 pounds (Medium objects).

Rock Catching (Ex): A giant of at least Large size can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock,

20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The giant must be ready for and aware of the attack in order to make a rock catching attempt.

☠Bone Ogre: CR 8; Bbn5; Large Giant Undead; HD 9d12; hp 81; Init +1; Spd 50 ft; AC 22 [+1 Dex, +4 chain shirt, +8 natural, -1 size], touch 10, flat-footed 21; Base Atk +8/+3; Grp +18; Atk +15 (2D8+10, greatclub) or +14 melee (1D6+6, claw); Atk +15/+10 (2D8+10, greatclub) or +14 melee (1D6+6, 2 claws); Face/Reach 10 ft by 10ft/10 ft; SQ darkvision 60 ft, undead traits, cold immunity, DR 5/bludgeoning, rage 2/day, improved uncanny dodge, trap sense +1; AL CE; SV Fort +8, Ref +5, Will +2; Str 22, Dex 12, Con -, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +6, Listen +10, Intimidate +7, Spot +2; Weapon Finesse, Weapon Focus (greatclub), Power Attack, Lightning Reflexes.

Possessions: +1 greatclub, chain shirt, oil of magic vestment +2

☠Bone Ogre: CR 8; Ftr5; Large Giant Undead; HD 9d12; hp 81; Init +1; Spd 40 ft; AC 22 [+1 Dex, +4 chain shirt, +8 natural, -1 size], touch 10, flat-footed 21; Base Atk +8/+3; Grp +18; Atk +15 (2D8+12, greatclub) or +14 melee (1D6+6, claw); Atk +15/+10 (2D8+12, greatclub) or +14 melee (1D6+6, 2 claws); Face/Reach 10 ft by 10ft/10 ft; SQ darkvision 60 ft, undead traits, cold immunity, DR 5/bludgeoning; AL CE; SV Fort +8, Ref +2, Will +4; Str 22, Dex 12, Con -, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +5, Listen +2, Spot +2; Cleave, Weapon Focus (greatclub), Power Attack, Combat Reflexes, Iron Will, Weapon Specialization (greatclub), Weapon Finesse.

Possessions: +1 greatclub, chain shirt, oil of magic vestment +2

APL 12 (EL 15)

☠Vilewight: CR 8; Medium Undead; HD 12d12; hp 78; Init +6; Spd 30 ft; AC 18 [+2 Dex, +6 Natural], touch 12, flat-footed 16; Base Atk/Grp +6/+10; Atk +10 melee (1d6+4, claw); Full Atk +10/+10 melee (1d6+4, claw) and +5 melee (1d8+2, bite) and +5 melee (1d6+2, tendril bites); SA *dark channel*, disease, energy drain, improved grab; SQ create spawn, undead traits; AL NE; SV Fort +4, Ref +6, Will +9; Str 18, Dex 15, Con -, Int 17, Wis 12, Cha 14

Skills and Feats: Climb +12, Hide +15, Knowledge (arcane) +16, Listen +16, Move Silently +25, Spot +14; Alertness, Combat Reflexes, Dodge, Combat Expertise, Improved Initiative, Mobility

Dark Channel (Sp): Once every other round, a vilewight can channel the negative energy infusing it

into a line of cold, black energy 5 feet wide and 30 feet long. Everyone in the area takes 8D8 points of damage (Reflex DC 18 half).

Disease (Ex): Any creature hit by the vilewight's intestinal tendrils must succeed at a Fortitude save (DC 16) or contract life blindness. The incubation period is 1 day, and the disease causes the victim to be unable to see living creatures (see Disease in Chapter 3 of the Dungeon Master's Guide).

Energy Drain (Su): Any living creature hit by any of a vilewight's natural attacks gains two negative levels. For each negative level bestowed, the vilewight heals 5 points of damage. If the amount of healing is more than the damage it has taken, it gains any excess as temporary hit points. If the negative level has not been removed (with a spell such as restoration) before 24 hours have passed, the afflicted opponent must succeed at a Fortitude save (DC 18) to remove it. Failure means the opponent's level (or Hit Dice) is reduced by one.

Improved Grab (Ex): If a vilewight hits a Medium-size or smaller opponent with a claw attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +10). If it hits with a claw, it automatically hits with its tendril bites in the next round. The vilewight has the option to conduct the grapple normally, or simply use its claw to hold the opponent (-20 penalty on grapple check, but the vilewight is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals claw and tendril bites damage.

Create Spawn (Su): Any humanoid slain by a vilewight becomes a wight in 1D4 rounds. Such wights are under the command of the vilewight that created them remain enslaved until its destruction. They do not possess any of the abilities they had in life.

Undead Traits: A vilewight is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. A vilewight cannot be raised, and resurrection works only if it is willing. The creature has darkvision (60-foot range).

Skills: A vilewight receives a +8 racial bonus on Move Silently checks.

☠Bone Cloud Giant: CR 11; Huge Giant Undead; 17D12; hp 153; Init +3; Spd 50ft; AC 31 [+3 Dex, +4 chain shirt, +16 natural, -2 size], touch 11, flat-footed 28; Base Atk +12; Grp +34; Atk +24 melee (4d6+22 plus

1D6 electricity, +1 *shock gargantuan morningstar*) or +24 melee (1d6+21, slam) or +24 melee (2D4+14, claw); Atk +24/+19/+14 melee (4d6+22 plus 1D6 electricity, +1 *shock gargantuan morningstar*) or +24 melee (1d6+21, 2 slams) or +24 melee (2D4+14, 2 claws); SA Rock throwing, spell-like abilities; SQ Darkvision 60 ft., rock catching, scent, oversized weapon, undead traits, cold immunity, DR 5/bludgeoning; AL NE; SV Fort +10, Ref +6, Will +10; Str 39, Dex 17, Con -, Int 12, Wis 16, Cha 13.

Skills and Feats: Climb +21, Craft (adamantine) +11, Diplomacy +3, Intimidate +11, Listen +15, Perform (harp) +2, Sense Motive +9, Spot +15; Awesome Blow, Cleave, Improved Bull Rush, Improved Overrun, Iron Will, Power Attack

Possessions: +1 *shock gargantuan morningstar*, chain shirt, *potion of shield of faith* +4, *belt of giant strength* (+4)

Rock Throwing (Ex): Adult giants are accomplished rock throwers and receive a +1 racial bonus on attack rolls when throwing rocks. A giant of at least Large size can hurl rocks weighing 40 to 50 pounds each (Small objects) up to five range increments. The size of the range increment varies with the giant's variety. A Huge giant can hurl rocks of 60 to 80 pounds (Medium objects).

Rock Catching (Ex): A giant of at least Large size can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The giant must be ready for and aware of the attack in order to make a rock catching attempt.

Bone Fire Giant (2): CR 10; Large Giant (fire) Undead; 15D12; hp 99; Init +1; Spd 30ft; AC 28 [+1 Dex, +7 half-plate armor, +11 natural, -1 size], touch 10, flat-footed 27; Base Atk +11; Grp +26; Atk +21 melee (3d6+16, greatsword) or +21 melee (1d4+11, slam); Atk +21/+16/+11 melee (3d6+16, greatsword) or +21 melee (1d4+11, 2 slams); SA Rock throwing; SQ Darkvision 60 ft., rock catching, immunity to fire, undead traits, cold immunity, DR 5/bludgeoning; AL LE; SV Fort +9, Ref +6, Will +9; Str 33, Dex 13, Con -, Int 10, Wis 14, Cha 11.

Skills and Feats: Climb +10, Craft (adamantine) +6, Intimidate +6, Jump +9, Spot +14; Cleave, Great Cleave, Improved Overrun, Improved Sunder, Iron Will, Power Attack.

Possessions: half-plate armor, greatsword, 2 *potions of shield of faith* +4, 2 *gauntlets of ogre power*

Rock Throwing (Ex): Adult giants are accomplished rock throwers and receive a +1 racial bonus on attack rolls when throwing rocks. A giant of at least Large size can hurl rocks weighing 40 to 50 pounds each (Small objects) up to five range increments. The size of the range increment varies with the giant's variety. A Huge giant can hurl rocks of 60 to 80 pounds (Medium objects).

Rock Catching (Ex): A giant of at least Large size can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The giant must be ready for and aware of the attack in order to make a rock catching attempt.

Bone Ogre: CR 10; Bbn7; Large Giant Undead; HD 11D12; hp 99; Init +1; Spd 50 ft; AC 22 [+1 Dex, +4 chain shirt, +8 natural, -1 size], touch 10, flat-footed 21; Base Atk +10/+5; Grp +20; Atk +17 (2D8+10, masterwork greatclub) or +16 melee (1D6+6, claw); Atk +17/+12 (2D8+10, masterwork greatclub) or +16 melee (1D6+6, 2 claws); Face/Reach 10 ft by 10ft/10 ft; SQ darkvision 60 ft, undead traits, cold immunity, DR 5/bludgeoning, DR 1/-, rage 2/day, improved uncanny dodge, trap sense +2; AL CE; SV Fort +9, Ref +6, Will +3; Str 22, Dex 12, Con -, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +6, Listen +12, Intimidate +9, Spot +2; Weapon Finesse, Weapon Focus (greatclub), Power Attack, Lightning Reflexes, Combat Reflexes.

Possessions: masterwork greatclub, chain shirt

Bone Ogre: CR 10; Ftr7; Large Giant Undead; HD 11D12; hp 99; Init +1; Spd 40 ft; AC 22 [+1 Dex, +4 chain shirt, +8 natural, -1 size], touch 10, flat-footed 21; Base Atk +10/+5; Grp +18; Atk +17 (2D8+11, masterwork greatclub) or +16 melee (1D6+6, claw); Atk +17/+12 (2D8+11, masterwork greatclub) or +16 melee (1D6+6, 2 claws); Face/Reach 10 ft by 10ft/10 ft; SQ darkvision 60 ft, undead traits, cold immunity, DR 5/bludgeoning; AL CE; SV Fort +9, Ref +3, Will +5; Str 22, Dex 12, Con -, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +5, Listen +2, Spot +2; Cleave, Weapon Focus (greatclub), Power Attack, Combat Reflexes, Iron Will, Weapon Specialization (greatclub), Hold the Line*, Improved Critical (greatclub), Weapon Finesse

Possessions: masterwork greatclub, chain shirt

* See Appendix 2: New Rules

Encounter Six: An Old Friend

All APL's (EL11)

☛ **Bishop Rincken:** CR 13; Male Ghost Clr11: Medium Undead (augmented humanoid) (Incorporeal); HD 11d12; hp 99; Init +5; Spd Fly 30 ft; AC 15 [+1 Dex, +4 deflection], touch 15, flat-footed 14 or 21 [+1 Dex, +8 full-plate, +2 heavy steel shield], touch 11, flat-footed 20; Base Atk +8/+3; Grp +8; Atk +8 (1D8, medium heavy mace) or incorporeal touch +9 melee (1D6); Full Atk +8/+3 (1D8, medium heavy mace) or incorporeal touch +9/+4 melee (1D6); SA Frightful moan, Horrific Appearance, manifestation; SQ +4 turn resistance, darkvision 60 ft, undead traits, incorporeal traits, rejuvenation; AL LG; SV Fort +7, Ref +4, Will +12; Str 10, Dex 12, Con -, Int 14, Wis 20, Cha 18 (22 with Eagles Splendor cast at APL's 10 and 12).

Skills and Feats: Concentration +14, Diplomacy +14, Knowledge (arcana) +6, Hide +9, Listen +13, Search +10, Spot +13, Knowledge (religion) +19, Knowledge (history) +16, Spellcraft +16; Combat Casting, Improved Initiative, Skill Focus [Knowledge (Religion)]

Spells Prepared (6/7+1/5+1/5+1/4+1/3+1/1+1; Base DC = 15 + Spell Level) 0th – read magic, guidance, inflict minor wounds x2, detect magic x2; 1st – divine favor, command, cure light wounds x2, protection from chaos, shield of faith, sanctuary*, magic weapon; 2nd – aid*, eagles splendor, hold person, owl's wisdom, resist energy, sound burst; 3rd – dispel magic, invisibility purge, searing light, magic vestment, prayer, magic circle against evil*; 4th – dimensional anchor, lesser planar ally, spell immunity*, freedom of movement, dismissal; 5th – Hallow, spell resistance*, break enchantment, greater command; 6th – greater dispel magic, anti-magic field*.

* Domains: Protection – You can generate a protective ward as a supernatural ability. Grant someone you touch a resistance bonus equal to your cleric level on his or her next saving throw. Activating this power is a standard action. The protective ward is an abjuration effect with a duration of 1 hour that is usable once per day; Good – You cast good spells at +1 caster level.

Possessions: Clerical vestments.

Appendix Two: New Rules

Hold the Line [General] as presented in *Sword and Fist*

You are trained in defensive techniques against charging opponents.

Prerequisites: Base attack bonus +2, Combat Reflexes.

Benefit: You may make an attack of opportunity against an opponent who charges you when he enters an area you threaten. Your attack of opportunity happens immediately before the charge attack is resolved.

Appendix Three: New Template

Bone Creature

Sometimes creatures that rise as undead skeletons retain their intellect and abilities. Bone fighters wield deadly weapons and clank about in ancient armor. Bone sorcerers cast dreadful spells and are often confused with liches. Bone wyverns darken the skies and threaten with their poisoned, skeletal tails.

Bone creatures cannot be the result of a simple *animate dead* spell, but could arise from a *create undead* or *create greater undead* spell, as undead of their equivalent Hit Dice.

CREATING A BONE CREATURE

“Bone” is a template that can be added to any nonundead, corporeal creature that has a skeletal system (referred to hereafter as the base creature). The creature’s type changes to undead. It retains all type modifiers and subtypes, if applicable.

The bone creature uses all the base creature’s statistics and special abilities except as noted here.

Hit Dice: Increase to D12

Speed: Winged bone creatures retain the ability to fly. Now, however, the flight is magical, as the fly spell, but it still uses the creature’s original fly speed.

AC: Natural armor bonus changes to a number based on the bone creature’s size.

Size	Bonus	Size	Bonus
Tiny or smaller	+0	Huge	+4
Small	+1	Gargantuan	+6
Medium-size	+2	Colossal	+10
Large	+3		

Attacks: A bone creature retains all the natural attacks and weapon proficiencies of the base creature, except for attacks that can’t work without flesh, such as a mind flayer’s tentacle attacks. A creature with hands gains one claw attack per hand; a bone creature can strike with all of them at its full attack bonus. If the creature already had claw attacks with its hands, use the bone creature attack format and damage, if they’re better. The base creature’s base attack bonus does not change.

Size	Damage	Size	Damage
Diminutive or Fine	1	Large	1D6
Tiny	1D2	Huge	2D4
Small	1D3	Gargantuan	2D6
Medium-size	1D4	Colossal	2D8

Damage: Natural, and manufactured weapons deal normal damage. A claw attack deals damage depending on the bone creature’s size.

Use the base creature’s claw damage if it’s greater.

Special Qualities: Same as the base creature. In addition, all bone creatures gain darkvision with a range of 60 feet, undead traits, and various immunities.

Immunities (Ex): Bone creatures have cold immunity. Because they lack flesh or internal organs, they have DR 5/bludgeoning.

Saves: Same as base creature, modified by ability score adjustments.

Abilities: Modify the base creature as follows: Str +0, Dex +4, Con -, Int +0, Wis +0, Cha +0.

Skills: Same as the base creature, modified by ability score adjustments.

Feats: Same as the base creature, plus the bone creature gets Weapon Finesse feat for free.

Appendix Four: New Monster

VILEWIGHT

Medium-size undead

Hit Dice: 12D12 (78 hp)

Initiative: +6

Speed: 30 ft.

AC: 18 (+2 Dex, +6 natural), touch 12, flat-footed 16

Attacks: 2 claws +10 melee and bite +5 melee and tendril bites +5 melee

Damage: Claws 1D6+4, bite 1D8+2, tendril bites 1D6+2 and disease

Face/Reach: 5 ft. by 5 ft./ 5 ft. (10 ft. with tendril bites)

Special Attacks: *Dark channel*, disease, energy drain, improved grab

Special Qualities: Create spawn, undead traits

Saves: Fort +4, Ref +6, Will +9

Abilities: Str 18, Dex 15, Con -, Int 17, Wis 12, Cha 14

Skills: Climb +12, Hide +15, Knowledge (arcane) +16, Listen +16, Move Silently +25,

Spot +14

Feats: Alertness, Combat Reflexes, Dodge, Combat Expertise, Improved Initiative,

Mobility

Climate/Terrain: Any land and underground

Organization: Solitary, pair, gang (3-7), or mob (3-7 plus 5-10 wights)

Challenge Rating: 8

Treasure: None

Alignment: Always neutral evil

Advancement: By character class

Vilewights are undead creatures, the remains of those that delved too far and too long into the black arts. They resemble wights – eyes burning with malevolence, teeth like sharp, jagged needles, and leather, desiccated flesh. The torso of a vilewight tears open when it rises from the dead, exposing dried, rubbery intestines. These guts function as limbs, snaking out of the wound as multiple tendrils. Each tendrill ends in a vicious mouth dripping bile.

These undead creatures haunt graveyards and necropolises, but they also can be found in ancient libraries and in hidden cellars beneath wizards' guilds.

Vilewights retain none of the abilities they had in life.

COMBAT

A vilewight relies on its *dark channel* spell-like ability, resorting to melee only when it must. If it kills a humanoid that become a spawn, it attempts to retreat until the spawn is fully formed. Then it charges back into the fray with its new ally.

Dark Channel (Sp): Once every other round, a vilewight can channel the negative energy infusing it into a line of cold, black energy 5 feet wide and 30 feet long. Everyone in the area takes 8D8 points of damage (Reflex DC 18 half).

Disease (Ex): Any creature hit by the vilewight's intestinal tendrils must succeed at a Fortitude save (DC 16) or contract life blindness. The incubation period is 1 day, and the disease causes the victim to be unable to see living creatures (see Disease in Chapter 3 of the *Dungeon Master's Guide*).

Energy Drain (Su): Any living creature hit by any of a vilewight's natural attacks gains two negative levels. For each negative level bestowed, the vilewight heals 5 points of damage. If the amount of healing is more than the damage it has taken, it gains any excess as temporary hit points. If the negative level has not been removed (with a spell such as restoration) before 24 hours have passed, the afflicted opponent must succeed at a Fortitude save (DC 18) to remove it. Failure means the opponent's level (or Hit Dice) is reduced by one.

Improved Grab (Ex): If a vilewight hits a Medium-size or smaller opponent with a claw attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +10). If it hits with a claw, it automatically hits with its tendrill bites in the next round. The vilewight has the option to conduct the grapple normally, or simply use its claw to hold the opponent (-20 penalty on grapple check, but the vilewight is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals claw and tendrill bites damage.

Create Spawn (Su): Any humanoid slain by a vilewight becomes a wight in 1D4 rounds. Such wights are under the command of the vilewight that created them remain enslaved until its destruction. They do not possess any of the abilities they had in life.

Undead Traits: A vilewight is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. A vilewight cannot be raised, and resurrection works only if it is willing. The creature has darkvision (60-foot range).

Skills: A vilewight receives a +8 racial bonus on Move Silently checks.

Player Handout #1

Dear (Insert PCs name),

It is with utmost sorrow that I write to inform you of the passing of Bishop Basier Rinken. The vile wasting disease has finally taken his life but he rests comfortably now with our revered Wizeded One. I ask you, as a friend, to please come to Veluna City and partake in the rejoicing of Basier Rinken's life. He would want some of his loyal friends there with him on his final journey. Please meet with me when you arrive in Veluna City. May the Reasoned One bless you.

Bishop Tarik Turis

Player Handout #2



Player Handout #3

The Veluna night sky seems to be foggy tonight much like your dreams. A cool wind whips through the air chilling your bones. The air seems to lift the fog away as you are left standing in the middle of a cornfield under a starry night. Intermittent flashes of priests and worshippers of Rao being laid to rest appear with each step you take across the field. You begin to hear a low-pitched chanting carried on the breeze, it repeats itself again and again. Not quite sure of its source, you swear you've heard it before in the lands of Veluna. Then a flash of bright light appears out of nowhere and you are standing in the back of a wooden church amidst a crowd of people. A young man kneels before two priests of Rao, one anointing his head with the sign common to Rao, the other placing a holy cap upon his head. As soon as you step forward another flash of bright light erupts and you are now stumbling over hundreds of dead Velunan citizens and militia. Darkness clings as far as you can see. Then a stern but gentle voice pierces the silence,

"Three times will I speak of the destruction of the world; once to the discoverer, once to the deliverer, and once to the heroes. The mighty serpents master is coming, and will leave only death and destruction in his wake. All of Rao's people in the Vale will be rocked to the earth and swallowed up in his veil of darkness if he is not stopped."

"The passing of the pure signals the beginning of the end. Many have fallen, many have forgotten, yet many still believe. One will ascend to the highest power, one now falls from grace, and one now walks the path of the dead. Look not in the most holy of grounds but where the heart of his people comes from. Seek ye the place where faith begins to ease his pain."

A sense of calmness washes over you as the sun emerges on the horizon.

You awaken, calm and refreshed. You feel peaceful and serene as you look about at your companions.

CRITICAL EVENT SUMMARY

Thank you for taking the time to fill out this VERY important form so that the players in fact do affect the region on how well they do during the adventure. Please be sure to turn this into the lead judge at GemCon when you are finished judging the module. Once again thank you for judging!!

Did the PCs recapture the Shield of Rao from the Vampires? Y N

Did the PCs research the shield's riddle? If so where? (Just list the following places)

Did the PCs defeat the Vilewight or did he get away? Y N

Did the PCs attack Bishop Rinken? Y N

Did the PCs give Bishop Rinken the Shield of Rao? Y N

Did the PCs refuse to give the Shield of Rao to Bishop Rinken and he fled? Y N

Did any PC buy the Shield of Rao? If so please list their name.

What if anything else happened during the mod that you feel should be known?
