

VER6-03

Castle Estival

A Two-Round D&D[®] Living Greyhawk[™] Verbobonc Regional Adventure

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Castle Estival has sat looming over the Ironwood. A dark and ominous place shunned by many, though a few have dared to enter...only never to return. For almost two centuries it has stood as a lasting reminder of keoish occupation, a testament to the iniquitous and cruel ways of a long gone noble house. Will you explore past its walls, for you have been asked to delve into its secrets. A two-round adventure for character levels 1 to 14. (APLs 2 to 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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For questions specific to this document and your region, visit the Verbobonc website at www.verbobonc.net and e-mail your triad point of contact at poc@verbobonc.net. For LIVING GREYHAWK campaign questions email rpgahq@wizards.com

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

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

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK PC. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2007.

To learn more about the LIVING GREYHAWK PC creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer PCs (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier

adventure. Based on their choice, use either the higher or the lower adjacent APL.

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

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

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

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

Time Units and Upkeep

This is a standard two-round Regional adventure, set in Verbobonc. PCs native to Verbobonc pay two Time Unit per round, all others pay four Time Units per round. Adventurer's Standard Upkeep costs 12gp per round. Rich Upkeep costs 50gp per round. Luxury Upkeep costs 100gp per round.

Adventure Background

Castle Estival derives its name from the family Estival, primary financial backers of the construction. Oeridian emigrants fleeing the west some time before the common year calendar they settled the area of the Ironwood. The majority of the native residents were humans of flannish descent, though it was not uncommon to see dwarves or gnomes looking to trade. Recognizing the fertile land and bounty of fauna, the Estivals decided to make a permanent settlement and offered to protect the locals in exchange for working the land. Most of the area was plagued with roving orc and goblin tribes. Eventually the flannish natives were weaned off of their hunting and gathering practices and became tenant farmers. This arrangement was beneficial for both, as it created prosperity. Many of the people living near the hills and in the Ironwood perceived the

lands as a safe haven from the lawlessness that ran amok. Now the southern populace had no immediate need to seek protection in Verbobonc City.

By CY 115 Verbobonc was formally incorporated into Veluna and the kingdom of Ferrond. At that time many of the families with substantial holdings were given a chance to swear loyalty to their new rulers. In return their holdings and power would be legitimized. This also made the family bloodlines anointed as noble and blessed by the Raon church. All told, six families swore allegiance, including Estival. The ruling family of Verbobonc City, house Rêvepaix was crowned the rulers of the new Viscounty. This caused considerable tension, though nothing appeared to come of it at the time.

Castle Estival has been a part of Verbobonc's landscape for as long as most can remember. Built in CY 150, the castle was part of a defensive agreement between Veluna and Furyondy. The majority of the money used to erect it came from the coffers of House Estival, which enjoyed unprecedented wealth above and beyond all of the other nobility combined. Naturally, whispers soon began circulating about their fortune and how they acquired it. As time went on other questions were posed as mysterious circumstances and disappearances involving their lands came to light. By CY 200, small farming communities reported being victimized by black-garbed warrior's intent on taking their children. Those that resisted found themselves on the wrong side of a sword. The rest grieved the loss of the children and begged the church of Rao to intercede. The Raoan's negotiated with the nobles to put an end to the bloodshed. This resulted in houses Estival and Rhynehurst collaborating in an investigation of the foul deeds. Success was to be had after two weeks of investigation as Lord Estival and his troops came across the perpetrators in the Ironwood. Capturing them it was learned that they were lycanthropes, diseased exiles of the viscounty. They were put on trial were they proclaimed their innocence. Lord Estival presided over their fate as his captain of the guard presented the charges and evidence. The local citizens, victims of the attacks raged from the gallery. They wanted someone to pay for the crimes. After two days Lord Estival found all the lycanthropes guilty and sentenced them to death by hanging and their souls purged by fire. The populace was happy as the attacks had finally stopped and they could now rest easily knowing that their children were safe. Unbeknownst to many, villages to the far east were reporting disappearances of children in the middle of the night. Many of the local men attributed the disappearances to nothing more than animal attacks. Very few except a fledgling church dedicated to Saint Cuthbert thought to question the disappearances. The church believed that something far

sinister was occurring – especially since word from some the Walkers referenced something similar in the west.

In CY 350, Keoland invaders started what would eventually become known as the Short War. Keoish occupation stretched far into Verbobonc. Many nobles were shocked and caught unprepared for the speed and audacity of the Keoish army. No one had expected them to take up siege of the viscounty. It was later realized that house Estival had put its full support behind Keoland. Word spread that house Estival was promised rule of the viscounty upon Keoland's complete and unilateral victory in Verbobonc. Estival troops fought side by side with those of Keoland. For ten years Keoland had a foothold in the viscounty, controlling much of the southwest. Using Castle Estival as a military headquarters, they were able to keep Veluna from supporting the war effort. But by the end of CY 359, Keoland's power began to wane. The long occupation, as well as the extended fighting with Veluna, ultimately made it unfeasible them continue fighting the war. The Keoish ambassador met with representatives of Furyondy, Veluna and Verbobonc. It was agreed that Keoland would unilaterally pull out of both Veluna and Verbobonc while keeping the lands taken to the south of both states. Many stipulations were made by Veluna but only one was made by Viscount Fullgrum of house Rêvepaix; bringing the Estivals to justice would be left to Verbobonc. Keoland conceded this point so when the day came for Keoish forces to pull out, weeks later Lord Estival was falsely informed that the Verbobonc Standing Army was attempting a spearhead from the south and that the entire keoish army would meet them there and wipe them out once and for all. Lord Estival did not see through the ruse. But what a surprise he had when a day later the Standing Army laid siege to Castle Estival. Over the course of a week, all the other Verbobonc nobles joined the fight against the traitorous Estivals. On the seventh night the forces of the viscounty went over the walls. Borderers took control of the gatehouse and lifted the castles main gate. With torches and weapons, a wave of bodies rushed into the castle. Their expectation of fighting soldiers of Estival was quickly quashed as they did battle with a host of strange creatures. Plant-like animals came to life and swallowing men whole, disgusting jellies and ooze littering the corridors of the castle and Lord Estival's personal arcane adviser cast from a balcony some 40 feet above. The losses were heavy for the Viscount's army but in the end they won the day. In the aftermath both Lord and Lady Estival were found dead. Having decided that their fate was sealed, they drank poison and enter the embrace of their dark god, Erythnul.

The Church of Saint Cuthbert having grown in power over the course of almost 200 years, expected the Estivals

to pay for not only their treachery to the Viscounty, but for their past crimes as well. Both the Lord and Lady were restored to life and put on trial. The church called witnesses who attested to the evil of house Estival they bared witness to the torture, murder, bizarre human experiments, cannibalism and consorting with foul creatures. The Estivals were found guilty and sentenced to be drawn, quartered and burned. With the last of the current line of Estivals gone, the status of their lands and holdings came in question. The Viscount decided to award the majority of lands to the Noble House who suffered the greatest during the Keoish occupation, as well as those that gave the most assistance in fighting it. Of these, house Rhynehurst had endured the most hardship, and so the Viscount awarded the majority of the holdings to his house. But when the subject of the castle came up the church of Saint Cuthbert, silent throughout the proceedings, made an impassioned speech condoning evil and the places that it flourishes. The church preached that Castle Estival could not be cleansed and was a danger to the people of the Viscounty. They beseeched the Viscount to award the castle to the church, so that they may protect the people from it. The viscount relented and to this day the castle is a holding of the church of Saint Cuthbert.

The Here and Now

Sir Wellborn Estival is a descendent of the last Lord Estival, having been the great-grandson of the lord's brother. A successful merchant, he has hopes of restoring his families name and making amends for the past. He has some idea as to what has gone on, but believes that most of it impartial hearsay. In order to prove his noble blood-line he requires two items; a signet ring and a noble patent. Without either he has no chance of seeing his claim heard. He believes that both are in castle Estival, the former home of his family. This poses a problem as the castle belongs to the Church of Saint Cuthbert and the lands belong to house Rhynehurst. He has attempted to negotiate with house Rhynehurst, but has been turned away as Lord Rhynehurst refused the request because he does not want to lose any of his holdings and the fact that he still holds a grudge against house Estival.

So Sir Wellborn Estival has contracted with Betham the sage of Verbobonc City to find adventurers who are brave enough and creative enough to get into the castle and get what he needs.

Adventure Summary

Introduction: The PCs come across a posting for “seasoned adventure ring party ~ individuals need not apply.” The notice advises to see Betham the gnome about the particulars. The PCs will realize that they might need to recruit more people.

Encounter One: The PCs will travel to see Betham about the job. They will witness him ejecting two individuals. He will invite them in give them basic details about the job. If they accept he will tell them that he will set up an interview for the next day at Jaylee’s Inn.

Encounter Two: The next day the PCs travel to Jaylee’s Inn to meet Sir Wellborn Estival. He will inform them that he wishes to hire a group to enter Castle Estival for a twofold mission. First, to clean it out of any denizens within and secondly, to retrieve his family’s heirlooms. He will inform them that he technically doesn’t have any actual right to enter the building. He will lay out the problems with the mission and tell the PCs to travel to the village of Rhynehurst.

Encounter Three: The PCs travel to the City of Rhynehurst located in the lands of house Rhynehurst. They will realize that the castle is watched by the church of Saint Cuthbert, feared by the local residents and locked down with an ironfist by Lord Rhynehurst himself. From here the players must decide on how to tackle the keep.

Encounter Four: The PCs can try to deal with the church of Saint Cuthbert and see if they will help to restore a legitimate heir to the noble house.

Encounter Five: The PCs may negotiate with the guards and representatives of house Rhynehurst

Encounter Six: Ambushed by representatives of Asanto.

Encounter Seven: The PCs explore the castle

Encounter Eight: The PCs will return to Verbobonc City to deliver what they found and report what transpired.

Conclusion: Wrap up and return home.

Introduction

Ahhh... Verbobonc City the jewel of the Volverdyva! The tone here is much more hopeful then it has been recently. The always present influx of goods and trade

is slowly returning to normal. Although the streets are still crowded with homeless refugees the food riots have become far less frequent of late –at least within the capitol city.

And so short on coin and empty in belly, you too have come to the big city. In search of fame and fortune, or at the very least a dry pallet and wet gruel. Browsing the marketplace you arrive at the Crier’s Column, a place for posting announcements such as recruitment notices, warrants and employment offers. While almost all mentioned caravan work, one did seem interesting.

Give the party **Player Handout One**.

“WANTED

Seasoned explorers to take on a difficult task. Must like old places and be unafraid of the unknown. Willing to hire right party. Must bring own tools. Apply at Betham’s Books

Betham

Continue from here

With little else to do and little else to spend, you have decided to see about this opportunity. Finding directions to Betham’s store was fairly easy. It seems that he’s quite well known for his peculiar nature.

Continue to **Encounter One: The Bookstore**

Encounter One: The Bookstore

You hurry along to Betham’s Books hoping that you are not too late. How many people have seen the post? Has it been up for hours? Days? You quicken your pace down the through the marketplace, almost knocking over an oeridian man bearing a curled mustache and stove pipe hat.

Eventually you arrive at your destination. Breathing heavy you wiping your sweaty palms. But alas, was it all for not? From the storefront four men exit laughing to themselves. Out of luck you think, until you hear high pitch yelling coming from instead. “Greedy miscreants! I pay my exterminator less for better work!” You watch as an older gnome gentlemen wearing oversized spectacles chases out the four men as this goes on, a group of people gather around you, watching the melodrama unfold.

The group that has assembled is the other adventurers looking to get hired as well. The party may make small talk or introduce themselves.

Though it is obvious then men find the situation rather funny as they saunter out into the street. "PCs don't come cheap old man", one lobs back as you strolls away. "Yeah! You want seasoned adventurers, but don't want to pay for it. Good luck finding someone! Even better luck dealing with the buffoons who will work that that price." The group laughs and moves on into the direction of a local tavern.

Adjusting his glasses impatiently he looks in your direction. "What are you looking at?"

Give the players a chance to respond on how they see fit. If they mention the job or eventually approach him about work, continue. The players might wish to formulate a plan for approaching Betham. They may take their time and go into the shop after he has left the street.

"So, you all are seasoned explorers? You read my posting on the Crier's Column? Who are you and what are your qualifications?"

He will listen intently to each party member's introduction and story. It is possible that the PCs have meet Betham previously. If the character mention this betham squints at them and shakes his head and states that he doesn't remember. Once they are finished continue.

"Well, I should tell you that this task, this expedition isn't really for me. I was hired to ...shall we say separate the wheat from the chaff. My associate wished to have the most capable people that Verbobonc has to offer. With a true mastery of their skills and abilities, true adventurers. But I guess you will do. Report to Jaylee's Inn tomorrow morning. Tell the inn steward you have an appointment with Sir Wellborn Estival in the private garden. He will be expecting you."

If the PCs ask about how much they are to be paid, read the following:

The gnome slowly turns, hands trembling. He approaches you step by step, inch by inch. "So it comes down to this again.

You do realize that people are starving, don't you? And that this man, Sir Estival, has been spending a healthy part of his estate to feed them? Just what do you think would be equitable compensation for three or four days work?"

He has been instructed to offer 25gp x the APL. If the party initially offers less than this he will accept and inform Sir Estival. If they ask for more he will start to tremble again saying *"GREEEEEDDDYYYY Mongrels! Do you not know the value of coin? Would you take*

food from the refugees so you could buy a few measly baubles?" He will then state the maximum amount of wheatsheaves they are willing to offer. If the party still relents, he will suggest negotiating more at the meeting, though he says that they didn't hear that from him.

The party may equip themselves or make preparations for the mornings meeting. Once the party is ready continue with **Encounter Two**.

Encounter Two: History Repeats Itself

The following morning you make your way to Jaylee's Inn. The early morning hours give you a brief glimpse into the quiet the city is capable of. Merchants begin cleaning their stoops in preparation for the coming day's business. Worshippers head to the temple district in droves hoping to find a good seat for morning prayers. Refugees silently line up at the soup kitchen.

Upon arriving at the inn you announce yourself and your appointment. The steward appears to have been forewarned of your arrival as he asks you to follow him back to the private garden. There your vision is greeted by middle-age man dressed casually in the style of a courtier. Seated by a natural spring, he sips from a cup exuding steam and appears immersed in parchments he's reading. The steward clears his throat prompting the man look up. "Ohh I beg your pardon, I was engrossed by these trade contracts." He rises to greet you half way down the path. Turning to the steward he smiles, "That will be all." With a slight bow the steward is off, once again to fulfill some other guest's whims.

"Where are my manners, please have a seat." He beckons to the party to take up seats across from his.

If he has meet the PCs before he address them by name. Adjust the text as needed.

"I understand from Betham that you all are the best there is, I mean the best at dealing with unknown situations. He communicated to me that he believes that you would be up to the challenge I propose. Has he told you of my task?"

The players may introduce themselves or express ignorance as to the task.

“My name is Wellborn Estival, formerly of the Kingdom of Keoland. I have been in Verbobonc for several months on personal business, and commissioned several shipments of food from the city of Dyvers to be delivered to Verbobonc City and other towns.

If any of the PCs have played VER6-01: *The Discontent of our Winter*, Estival directs the following to them.

“Thank you again for your assistance in the investigation of the missing caravan. Rest assured that I have not forgotten your part in this.”

Continue from here

“I have recently come into a family inheritance, including papers of ownership for a castle on the western lands of Verbobonc. I don't think any of the family knew what they were. I found them in an old locked box among my father's belongings. My great-grandfather was the brother of the last Estival to hold noble title. He left for Keoland when he realized what his brother had become – a monster.”

The horror and sadness in Estival's voice is apparent and he pauses a moment to take a steadying breath before continuing.

“Having done well as a merchant it is my intent to use my funds and contacts to restore my family name, hopefully to reestablish it as bloodline of good and honor.

“As you may be aware of, the castle bearing my family name sits near the Iron Wood.

“Much of the surrounding lands were part of my family's holdings and domain centuries ago. It is my hope to reclaim the castle and lands and in the process reestablish my bloodline here in Verbobonc. To do this I must prove my lineage.

Viscount Langard has required that I submit several items before he will consider my request.

The first of which was myself. By the ancient law of the land, the church of Saint Cuthbert must verify that I am who I claim to be. This has been done by no less a personage than Bishop Hafren himself. With that out of the way I need to deliver two final items; the signet ring of my house and the noble patents of my family. Without both of these I fear my quest is lost”

“After going through father's belongings I realized that he had none of these things. In his rush to emigrate from Verbobonc he left behind much of his

possessions. Also, because he was not the head of the family he did not have access to these items.”

Estival now looks at you directly, a steely glint in his eye.

“I wish to hire you to explore Castle Estival and attempt to find both the signet ring and patents. Through my own research I learned that the former Lord Estival was not in possession of them when he was drawn, quartered, and burned along with his wife. A sad but curious piece of family trivia, it is said that Lord Estival was in fact raised from the dead just so justice would be met out. But that's neither here nor there. I believe that both items are there and might be retrieved by unique individuals. I had contracted with Betham as he has many more contacts in Verbobonc city than I ever will. In return I told him that I would turn over key family documents and archives for the book he and his scribes are writing.

“Now before we go any further I should tell you that the situation has further complications. You see that while I am entitled to the ownership of the castle based on family customs, I in fact do not own it, nor have any say in it. In all honesty it resides on the lands of House Rhynehurst. House Rhynehurst benefited greatly from the evils and subsequent dissolution of my ancient house as much of the land came under their control. The rest was parceled out to other nobles who supported the actions against my house. Curiously enough though, the Viscount of the time gave authority of the castle proper to the Church of Saint Cuthbert. They believed the castle was still a danger even without inhabitants. For two centuries the church has kept an overwatch on the castle dissuading any from venturing, usually just through sermons, though occasionally with clubs.”

“I have attempted to negotiate with Lord Rhynehurst directly. It was my hope that I could impress upon him that I did not wish to restore all the lands previously held by my family. In fact I would not contest a major portion of the lands his family took. It was with great disappointment that he choose to have me meet with his house seneschal. What came out of the short discussion, a one sided one at that, was that under no circumstances would Lord Rhynehurst allow an armed expedition onto his lands and into the keep. It was further impresses up me that they would fight any attempt by me to reacquire my birthright.”

“So I am unfortunately stuck between a rock and a hard place. On one hand I have a legitimate claim of hereditary noble lineage, which entitles me to inherit

what belongs to my family. On the other hand I can not enter the place that would afford the proof that I need."

"My hope is that you could work this situation out and bring me the signet ring and patents. How you do so...and by what means, I leave it to you. I trust in your judgment and I am sure you will find a way that keeps us all within the good graces of the church. I would suggest not visiting with house Rhynehurst as they have made their position clear and I fear that you will become embroiled in this issue. The church of Saint Cuthbert might be able to help based on their connections with the castle. If you were to do this I will pay you're the agreed upon sum and allow you to keep a portion of the treasure you might find, provided you bring all objects you find to me first. What say you?"

Allow the PCs to respond, although those that decline are effectively out of the adventure unless brought back in by PCs that did accept the offer.

Development: The party must decide what they want to do. The first and better course of action (as alluded to by Sir Wellborn Estival) is to travel to Rhynehurst and get permission from the church of Saint Cuthbert. The players might either contact the church or possibly even go to Lord Rhynehurst himself. While there the players may also attempt to gather information through meeting with the commoners who live near the town. In all these cases proceed to **Encounter Three: Arrival in Rhynehurst**.

It is also possible that the party might decide to talk with the church of Saint Cuthbert, whether in Rhynehurst or Verbobonc City. If this is the case, proceed to **Encounter Four: The Church**. The information is written with Rhynehurst in mind and should be tailored to Verbobonc City if the PCs go there instead.

It is also possible that the party might decide to just head to the castle without any permission to enter. If this is the case, proceed to **Encounter Seven: Castle Estival**.

The party may wish to do roll some skill checks to see what they can figure out about the castle, Wellborn and the Estival family. Consult **Appendix five: Legwork** for information.

Encounter Three: Arrival in Rhynehurst

The PCs will likely wish to travel to the city of Rhynehurst, whether to talk with the local church of Saint Cuthbert, negotiate with house Rhynehurst or gather information from the locals.

"On edge of the wood, sits a bastion of good, where good folk embrace cudgel and coin. Ohh Rhynehurst, gem of ol' Ferrond."

The bit of tavern song comes to you as you enter the city proper. Though as you make your way through the streets, you realize one would be hard pressed to call this place a bastion of good. But times change, and now the only thing that is true is a Rhynehurst citizens desire of coin.

The marketway offers a dizzying array of wares and services to choose from. Much of the ebb and flow of traffic centers on merchants selling their goods or negotiating the imports they wish to buy. To the left a kettite merchant swears on the lives of his wives that the quality of his silks is the best of the west. To the right a young flannae man resentfully offers a reduced price on cabbage. The midwife shakes her head, "tis no more starvin' cabbage baron." "Y'll not get richa' on the hunger of us poor folk."

The party may peruse the wares of the marketplace, buying anything available in the *Player's Handbook*.

The party might make subtle inquiries about guard patrols in the area of castle Estival. On a successful Gather Information check (DC 12), the party learns that the patrols in that area are lightest at dusk. The character's digging around does not go unnoticed. An agent of Asanto will inform his boss of the party's interest in Castle Estival and he will send a group of thugs to ambush the PCs.

Development: The party has a couple of options at this point: they may seek the permission of the Church of Saint Cuthbert. If they do proceed to **Encounter Four**. They may seek permission from lord Rhynehurst. Proceed to **Encounter five**.

If the party received explicit permission to enter the castle, proceed to **Encounter Seven: Castle Estival**. Or they may decide to storm the castle without anyone's permission. If this happens proceed to **Encounter Seven**.

In all these cases proceed at your digression. The adventure ends if the party does not enter the castle after two days in Rhynehurst.

The party may wish to do roll some skill checks to see what they can figure out about the castle, Wellborn and the Estivals. Consult **Appendix five: Legwork** for

information.

Encounter Four: The Church

The Church of Saint Cuthbert is the primary reason Castle Estival has remained untouched for two centuries. After the combined might of the local nobles brought down the iniquitous noble house, the church decreed it to be a place of evil. The Rhynehurst was more than happy to hand over care and custody of the castle to the church. This of course with the agreement by the viscount that all the lands of House Estival should be transferred to House Rhynehurst. All the viscounty's nobles and good commonfolk have given it a wide berth.

The Church of Saint Cuthbert is in a unique position; they are the custodians of the castle and have the local duty to patrol the area, dissuading both the common man and greedy adventurer from ever entering. But the Church believes that it is losing the support of some nobles and that the people do not have a local evil to fear. The churches true power lies in their capacity, or perceived capacity, of protecting the people from evil.

The city of Rhynehurst has an impressive temple to Saint Cuthbert and players may travel there to discuss entering the castle.

Read or paraphrase the following:

The temple of Saint Cuthbert is located on in the southside of Rhynehurst. An easy walk through town takes you there. Along the way you are courteously accosted to buy the wares of the street merchants, or to ease the guilt a heavy coin purse can bring. As you get closer to your destination, the cobblestone vendors taper off. At last you arrive at what is literally the religious pillar of the community. The simple marble structure that serves as the center of worship to Saint Cuthbert sports one large column. Upon it are written the parables and wisdom that make up the foundation of the church. The wide steps lead to the entrance.

Making your way inside, you are greeted by a temple curate performing dusting in the vestibule. "Praise all who are wise enough to find the straight path. I am Head Curate Lellder, how may I assist you in your worship?"

Curate Lellder will be openly glad to see any worshippers of Trithereon, as he believes they have come to convert

and will gladly offer up an Atonement upon conversion. Those refusing are asked to leave along with anyone with infamy or disfavours of the Church of saint Cuthbert. He will listen to the party's proposal, all the while nodding and saying "yes, uh-huh" softly.

Once the party has finished making their case, allow the person who did the most talking a Diplomacy check. Curate Lellder start out as Hostile towards the idea of enter the castle. PCs must succeed on a DC 50 diplomacy check to move him from hostile to friendly on the NPC attitude chart (see page 72 of the *Players Handbook*) for him to help.

DM NOTE: He is NOT hostile towards the PCs, just to the course of action they are proposing.

The following conditions affect the Diplomacy check:

- +10 circumstance bonus if the character is a devout worshipper of Saint Cuthbert (Curate Lellder is an astute man and can Sense Motive (+10+APL) if someone is bluffing him).
- Worshipers of Saint Cuthbert that assist in the Diplomacy check grant a +5 circumstance bonus to the overall skill check instead of the standard +2
- +2 competence bonus for each unused influence point with the Church of Saint Cuthbert possessed by anyone in the party.
- -4 competence penalty for each Infamy Point with the Church of Saint Cuthbert possessed by anyone in the party.

Members of the Church of Saint Cuthbert meta-organization automatically succeed the skill check.

"Well, it does seem like you have a pretty strong case for entering the castle and you say this person is in fact of the Estival bloodline. Hmmm, well I can tell you that while the lands themselves belong to Lord Rhynehurst, the castle is in fact under the church's protection and control. In fact we have to check on it twice a week, make sure nothing is touched and what not. I'd venture to guess that no one has gone into the castle in years...maybe Saint Cuthbert helping, decades. I know the edict was passed down by the Bishop at the time, and I think that only Bishop Haufren can change that edict, or dismiss it all together. I could send a missive to the Bishop asking is input, or I could send you with a letter."

Meeting with Bishop Haufren

The party may press the issue and wish to state their case before Bishop Haufren himself. The party will have to

travel to Verbobonc City and state their case at the cathedral of Saint Cuthbert. Though a busy man, the bishop will only grant an audience if the party has a letter from Head Curate Lellder.

If this condition is met, the party's presence will be announced to Bishop Haufren. Minutes later the party will be escorted to the Bishop's reception chambers. He will introduce himself, and allow the party to do the same, as well as state their business.

Once the party has said its piece, Bishop Haufren will seem to think on the issue. A DC 35 Spellcraft check identifies that the Bishop is casting a spell, although what kind cannot be determined.

He will ask the party for some assurances in order to grant the request:

- That the party all swears to report everything they find out to him personally.
- That they will not share any information with their organizations, towns or patrons unless the Bishop grants them leave to do so.
- That they will hand over any evil items for destruction.

If any member of the party refuses any of the above conditions they will not receive permission to enter the castle.

Development: The party may or may not have received permission from the church to enter Castle Estival.

If the party received explicit permission to enter the castle, proceed to **Encounter Seven: Castle Estival**.

If the party was unable to gain permission have them decide a course of action. They may to continue to the castle anyway, or decide to press the issue with Lord Rhynehurst. In all these cases proceed at your discretion. The scenario ends if the party does not enter the castle after two days in Rhynehurst.

The party may wish to do roll some skill checks to see what they can figure out about the castle, Wellborn and the Estivals. Consult **Appendix five: Legwork** for information.

Encounter Five: The Noble

The PCs may decide to meet with one of Lord Rhynehurst's representatives. As Sir Wellborn Estival alluded to, Lord Rhynehurst is vehemently opposed to

any expedition into castle Estival. Players may talk to Curlys the house seneschal. He will communicate that castle Estival is off limits, as this has been a standing order with all house Rhynehurst servants. The party will be informed that while the castle is not "owned" by Lord Rhynehurst, the land is in fact Rhynehurst family property.

If the party wishes to discuss this with Lord Rhynehurst himself, they must expend one Influence Point with House Rhynehurst. A meeting will be arranged at the family estate. There Lord Rhynehurst will probe the party for all the information they have about Sir Wellborn Estival, the task they were asked to do and any other relevant information. While he questions the party he will act as if he is entertaining the idea of allowing them to enter the castle. Once he is confident he knows everything they know, or the party gives no other information, he will announce his decision that the castle is off limits and that anyone caught sneaking about his lands will be arrested and trialed for their crime. If any Mounted Borderers are present he will directly order them to abandon the quest as he is the Knight Commander of the 2nd company. Borderers who obey are done with the module.

Development:


When the party contacts a house Rhynehurst representative, or the Lord himself, they trigger **Encounter Six: Trouble with the Locals**.

The party may wish to do roll some skill checks to see what they can figure out about the castle, Wellborn and the Estivals. Consult **Appendix five: Legwork** for information.

Encounter Six: Trouble with the Locals

This encounter is triggered if anyone in the party makes contact with house Rhynehurst. The thugs are intent on making sure that the adventurers get the message that they shouldn't investigate the castle.

APL 2 (EL 2)

 **Ambushers (2):** male human (sulouise) Ftr1; hp 12; see Appendix One

APL 4 (EL 4)

🗡️ **Ambushers (4):** male human (sulouise) Ftr1; hp 12; see Appendix One

APL 6 (EL 6)

🗡️ **Ambushers (8):** male human (sulouise) Ftr1/War1; hp 17; see Appendix One

APL 8 (EL 8)

🗡️ **Ambushers (8):** male human (sulouise) Ftr2; hp 18; see Appendix One

APL 10 (EL 10)

🗡️ **Ambushers (16):** male human (sulouise) Ftr2; hp 18; see Appendix One

APL 12 (EL 12)

🗡️ **Ambushers (16):** male human (sulouise) Ftr2; hp 18; see Appendix One

🗡️ **Ambush Wizard:** female human (flan) Wiz10; hp 47; see Appendix One

Tactics: The ambushers do not want to kill the party, merely hurt them and force them give up their mission.

They flee when more than half the party is down or dying and contact the Silver Guard to bring charges against the party. If any of the ambushers successfully flee the party they will be picked up on assault and/or murder charges at the end of the adventure. Lord Rhynehurst, angry that the PCs would cross him, will ignore that fact that his men attacked first and pronounce judgment on the PCs. If the party is successful, Lord Estival will intervene on their behalf and reduce the penalties to only assault per the *Laws of the Viscounty* document.

Treasure:

APL 2: L: 50gp; C: ogp; M: ogp

APL 4: L: 100gp; C: ogp; M: ogp

APL 6: L: 200gp; C: ogp; M: ogp

APL 8: L: 200gp; C: ogp; M: ogp

APL 10: L: 400gp; C: ogp; M: ogp

APL 12: L: 400gp; C: ogp; M: ogp

Development: The ambushers are off duty members of the Silver Guard (Lord Rhynehurst's house guards) hired by a Rhennee man named Asanto to waylay the party, though none of them give up this information unless magically compelled to do so through magic.

If captured and threatened with death, they will say that they have a right to be judged by the land's noble, Lord Rhynehurst. They will happily be taken to Lord Rhynehurst's guards who will let them go after two hours. The PC however will not be so lucky. They will be arrested and tried for assault and/or murder. Lord Rhynehurst is angry that the PCs have crossed him and will use his high justice to its full extent. He is however a lawful man and will not blatantly break the law.

If the party was working on behalf of the Church of Saint Cuthbert they will be freed. Likewise Lord Estival will intervene on their behalf and have the charges reduced to assault. The PCs will be fined 50gp and jailed for Two time units. Jail time involves being locked in pillory from sunrise to sunset. The adventure is over of any PCs dumb enough to take this course of action.

This will not happen as long as the PCs take care to dispose of the bodies and there house tabards.

DM Note: this is NOT a Lawful or good act and should be noted on the character's adventure record.

For all others proceed to **Encounter Seven: Castle Estival**.

Encounter Seven: Castle Estival

The area around the castle is occasionally patrolled by the guards of house Rhynehurst. Because of this the party has a 20% of being spotted by a patrol of Rhynehurst guards. This is reduced to 5% if they made local inquiries in the town of Rhynehurst about said guard patrols. If the party is spotted they will be questioned about their activities and will be escorted off Rhynehurst lands.

The PCs should be given as much information as their preparation and investigation would allow. Entrance to the castle can be as simple as flying over the walls, to climbing the walls or even smashing down the gate (which will draw the attention of both the Church of Saint Cuthbert and Lord Rhynehurst's guards). Parties may also come up with a plan to get into the gatehouse above and raise the actual gate. The below information should be used to adjudicate these choices.

Castle Walls

The castle walls are 30 feet high and 15 feet thick. Built to withstand siege attacks, the walls are reinforced masonry.

☛ **Castle Walls:** hardness 8; 270 hp; Climb DC 25

Main Gate

The entrance gate is a wooden drop gate with reinforced iron bands. It is currently in a locked position and can only be operated or moved from the gatehouse above.

☛ **Main Gate:** 4 in. thick; hardness 8; 60 hp; Str DC to Lift 25; Break DC 27

Towers

The four towers situated at the corners of the keep are for the most part empty. Though strewn with rubble (and the occasional skeleton), the party can use them to gain access to different parts of the castle. The crumbling interiors of these antiquated towers are designed with a spiraling wooden staircase. The party may use this to move from floor to floor, though the integrity of the stairs is suspect. The stairs if casually examined appear to be sound enough to traverse on if done so carefully. PCs must make a Balance check DC 10 or take 1 point of subdual damage from falling through the steps.

Each tower comes equipped with a belfry and roofless ceiling exposed to the sky. The towers are 35 feet high (without roofs) and each floor is fashioned with arrow slits in a 360 degree arc. These provide cover just as the battlements.

The Resident Ghost

The PCs will encounter Hawley at some random point in their investigation of the castle. She is one of the last witnesses to the evils of what was house Estival.

☛ **Hawley:** Human Child Ghost; hp 12; see Appendix One

She does not realize exactly what she is, or for that matter the time that has passed since her demise. As a one of the last prisoners of the Estivals, she was processed for the lower dungeons. She was separated from her parents, though she was given her mothers locket. It is this locket that in fact will allow her to find peace. She has searched for it everywhere, but has been unable to find it after nearly two hundred years. The locket currently resides in the crypt buried under bones and debris.

During their stay here the party will potentially have random encounters with her. Each time a party member enters a new room secretly roll a d10. On a result of 1 or 2, she appears. Consult the table below for what happens during the encounter:

Hawley Encounter Table	
Result of D6	Encounter
1	She will stay out of sight and use her frightful moan, hoping to scare off “the bad people”.
2	She will appear behind the party member and say “come play with me.”
3	She will attempt to use her malevolence ability to take over the character that has the highest Charisma. Give the player Player Handout Three: Hawley’s Vision immediately after rolling this encounter.
4	The party members will hear crying. “My locket, mommy, my locket...”, as well as sobbing.
5	She will use her Telekinetic ability to move objects around, or steal objects from the party, such as toys, shiny trinkets or necklaces.
6	She will be using her Manifestation ability to search the room the party is entering. When she spots the party she will try to hide and cower saying “please don’t hurt me, I just want my locket.” If approached within 10 feet, she will use her Frightful Moan ability. Otherwise she will interact with the party for five minutes until fading back into the ethereal plane.

Room One: Courtyard

The castle’s inner square looks to have once been some sort of royal garden, though much of it lies destroyed due to time and the castles violent past. Rubble and bones lie amongst the plants that struggle to make the yard their home. Here and there wild grass grows tall, as weeds choke off the tower doorways. Several rotheleaf bushes flank the entrances, having been shaped as animals.

Many would be adventurers have fallen right here in the courtyard. This is fairly evident if one stops and looks around. Once the courtyard is in view, have anyone looking roll a Spot check (DC 15). Anyone succeeding can tell that the debris and bones seem to be either very old or fairly recent. Anyone examining the bones attempt a Heal check (DC 15.) Success indicates that the bones are no more than a year old.

Combat: A topiary guardians are following the last orders given to them, “attack all who cross the courtyard that do not bear Estival tabards.” As such, they have been the real threat to all those that first investigate the castle.

APL 2 (EL 5)

🐾 **Topiary Guardian (wolf) (2):** hp 36 each; see Appendix One

APL 4 (EL 7)

🐾 **Topiary Guardian (wolf) (4):** hp 36 each; see Appendix One

APL 6 (EL 9)

🐾 **Topiary Guardian (lion) (2):** hp 85 each; see Appendix One

APL 8 (EL 11)

🐾 **Topiary Guardian (lion) (4):** hp 85 each; see Appendix One

APL 10 (EL 13)

🐾 **Topiary Guardian (lion) (4):** hp 85 each; see Appendix One

🐾 **Topiary Guardian (Dire Shark);** hp 210; see Appendix One

APL 12 (EL 15)

🐾 **Topiary Guardian (lion) (4):** hp 85 each; see Appendix One

🐾 **Spellwarped Topiary Guardian (Dire Shark);** hp 250; see Appendix One

Tactics: They will use all their abilities to gang up on the nearest individuals. They fight to the death.

Room Two: Refectory

As you swing wide the gilded doors, you recognize this place as some sort of dining hall. In the center of the room sits a several banquet tables arranged in a “U” shape. Oval plates of bronze litter the tables and floor, with the occasional utensil peering out from beneath the dust. A fireplace graces the back wall, its mantle adorned with the crest of house Estival. The ceiling is a vast array of cobwebs and darkness, save for one narrow beam of light that penetrates the dusty shadows. By all accounts this place has survived better than most of the castle.

If the players either enter the refectory or wait outside the doors for more than one minute, read the following.

A strong feeling of doom comes over you, as you detect a faint odor of rotten. Searching your memory you find that you cannot place where you have smelled it before. Just then the shaft of light is broken by movement. As the wind outside stirs, the tresses of the hall groan with weight. As you look around you hear something moving...no it was your imagination, the dark playing tricks on you. Then all of the sudden it hits you. The smell, that sickly-sweet aroma you realize is that of rotting flesh.

Combat: APLs 2-10 have nothing but simple vermin to deal with. Hunger is the creature’s only motivation. They will fight to the death as they know no better.

APL 12 has a Spellgaunt. Attracted to this area by the faint magical aura surrounding the castle, it has fed quite well. It will fight to the best of its ability using both its special abilities and the environment to its advantage. The ceiling is 30 feet high, the highest 10 comprised of the tresses, joists and beams that hold the roof on. The spider will use the webs and ceiling to help it hide. Doing so gives it a +8 to their Hide checks. The spiders are considered to have cover (+4 to AC) from this as well.

APL 2 (EL 2)

🐾 **Monstrous Spiders, medium (2):** hp 11, 11; see *Monster Manual* pg. 288

APL 4 (EL 4)

🐾 **Monstrous Spiders, large (2):** hp 22; see *Monster Manual* pg. 190

APL 6 (EL 6)

🐾 **Monstrous Spiders, huge:** hp 52; see *Monster Manual* pg. 288

🐾 **Monstrous Spiders, medium (2):** hp 11, 11; see *Monster Manual* pg. 288

APL 8 (EL 8)

🐾 **Monstrous Spiders, huge (2):** hp 52, 52; see *Monster Manual* pg. 288

🐾 **Monstrous Spiders, large (2):** hp 22, 22; see *Monster Manual* pg. 288

APL 10 (EL 10)

🐾 **Monstrous Spider, gargantuan:** hp 104; see *Monster Manual* pg. 288

🐾 **Monstrous Spiders, huge (2):** hp 52, 52; see *Monster Manual* pg. 288

APL 12 (EL 12)

🔥 **Spellgaunt:** hp 136; see Appendix One

Room Three: Kitchen

A half shattered hardwood table juts from the floor, a testament to the destruction that visited ages ago. Larder cabinets line the walls with doors hanging precariously from their hinges. The rats and vermin give evidence that this room has been at least occasionally visited, though the dust on the floor begs to differ.

Room Four: Chapel

Peering through the space afforded by the slightly ajar door, you spy a black space. As your eyesight adjusts to the lack of light, shadows speak of pews lining the sides of the room and an altar that waits at the far end.

If the players enter, continue.

Entering the room, your body shivers from the subtle, yet unnatural cold of the place. As you survey the area it becomes clear that this was once a place of worship. As to what dark god this place paid homage to, one would not wish to guess. The walls bare disquieting geometry, offering shadows and shape where none should be. Perhaps it is a trick of the eye you tell yourself as another shiver runs down your spine. A pathway cuts through the center and ends in an apse where sits an altar that beckons for your attention.

If the party moves closer continue.

As you make your way through the accursed chapel, the sense of foreboding grows.

Anyone within 20 feet of the altar who is not evil must make a Will save DC 14. If they fail they are considered shaken. The effect lasts until they leave the Castle or receive the benefits of a *bless* spell.

The altar appears to be one solid piece of black marble, adorned with archaic symbols. A table sits behind adorned with a host of atrocities.

The party may investigate the symbols on the altar or may choose to search it.

A successful Decipher Script or Knowledge (religion) check (DC 20), allows the user to realize that the altar is dedicated to the worship Erythnul.

A successful Search check (DC 20), finds a hidden switch in the altar. Triggering it makes the top of the altar slide away and a 12" x 12" square box rises out atop. This is the Black Chapel box. It is airtight, waterproof and lined with lead. It is locked (Good lock; Open Locks DC 30). It has an *arcane lock* spell (caster level 20th) and is immune to *knock* spells.

🔒 **The Black Chapel Box:** hardness 10; 25 hp; Break DC 25; Open Locks DC 30

Room Five: Clergy Quarters

Seven sleeping berths line the walls of this room. An incense burner and a smashed piece of art lie in the corner.

Room Six: Ruined Barracks

The remnants of wrecked and fractured materials litter the room, all of which appear to be charred to some degree. You notice your arm hair stand on end and you feel the slightest tinge of arcane energy in the air. Looking up you see an amorphous shape beginning its approach towards you.

The livingspell in this room has been a resident of the castle ever since the violent upheaval.

APL 2 (EL 2)

🔥 **Burningfear:** medium ooze; hp 10; see Appendix One

APL 4 (EL 4)

🔥 **Shadowweb:** medium ooze; hp 25; see Appendix One

APL 6 (EL 6)

⚡ **Lightningcloud:** medium ooze; hp 39; see Appendix One

APL 8 (EL 9)

🌀 **Confusionstorm:** medium ooze; hp 54; see Appendix One

APL 10 (EL 11)

🔪 **Paincone:** medium ooze; hp 68; see Appendix One

APL 12 (EL 14)

🔥 **Dispellingharm:** medium ooze; hp 93; see Appendix One

Tactics: The living spells here are unintelligent, merely a reminder of the force that was used to eradicate the castle residents. It will attack until death.

Treasure:

APL 2: L: ogp; C: ogp; M: *stone salve (333 gp)*

APL 4: L: ogp; C: ogp; M: *stone salve (333 gp)*

APL 6: L: ogp; C: ogp; M: *stone salve (333 gp)*

APL 8: L: ogp; C: ogp; M: *keoghtom's ointment (333 gp), stone salve (333 gp)*

APL 10: L: ogp; C: ogp; M: *keoghtom's ointment (333 gp), robe of useful items (583 gp), stone salve (333 gp)*

APL 12: L: ogp; C: ogp; M: *keoghtom's ointment (333 gp), robe of useful items stone salve (333 gp), oathbow (2,133 gp)*

Room Seven: Lord's Hall

This chamber's door appears to have been battered in, evidenced by the twisted hinges and doorframe. Bits of broken wood litter the floor, intermingling with dusty bones and broken weapons. Off to the right is an ornate desk and chair positioned in front of an abstract mural. A velvet settee and matching chairs sit posed in a silent conversation.

Room Eight: Gate House

The faint spell of fire tickles your nose as you enter the room. The floors and walls are covered in black soot. The floor plays host to a variety of rubble and debris. Arrowheads are by far the most numerous, their shafts mostly brunt and rotting. Fragments of bones lie strewn across the room, a lasting reminder of those who died in defense of the castle. A closed door can be seen across the room.

The defensive gatehouse built over the castle gate was constructed with much of the same forethought as the castle walls and towers. All the walls are filled with arrow slits every 3 feet and two murder holes can be found on the floor. The 6-inch arrow slits afford those inside the gatehouse with cover from attacks outside the castle. A wench mechanism is positioned at the center of the innermost wall. This controls the gate and requires two operators who must both succeed at a DC 20 Strength check.

Room Nine: Captain of the Guard Quarters

A few bats flutter about the room. It is tilled with wreckage, but the bits of furniture and tapestry that remain appear to have once been very fine indeed.

Room Ten: Wizard's Quarters

Here the huge stone door is by far the most intact thing you have come across in the castle. In fact by all account, it is pristine.

The doors are arcane locked and have a permanent *unseen servant* and *mending* spells in place. If the party is able to bypass the *arcane lock*, continue.

Swinging the doors open wide reveals a richly decorated chamber. The opulent furniture and object's d'art bear the imprint of time, having seen better days. In the corner sits two shelves of books, most of which look intact. In the far corner is a large sheet of canvas draped over something. Cobwebs cover everything.

The ooze(s) are currently residing under the canvas. Sustenance is delivered to it via magic, though the glass dome it resides under has cracked long ago. If any player lifts or removes the canvas, the ooze(s) attack. Some things are better left undisturbed.

APL 2 (EL 4)

☞ **Gray Ooze:** hp 31; see *Monster Manual* pg. 202

APL 4 (EL 5)

☞ **Ochre Jelly:** hp 69; see *Monster Manual* pg. 202

APL 6 (EL 7)

☞ **Black Pudding:** hp 115; see *Monster Manual* pg. 201

APL 8 (EL 9)

☞ **Arcane Ooze:** hp 202; see Appendix One

APL 10 (EL 11)

☞ **Arcane Ooze (2):** hp 202, 202; see Appendix One

APL 12 (EL 14)

☞ **Arcane Ooze (2):** hp 202, 202; see Appendix One

☞ **Black Pudding, Elder:** hp 290; see *Monster Manual* pg. 201

Treasure:

The shelves are lined with a variety of books. If the PCs did not target the area with fire spells, then all the books should be intact. All of the books are in Ignan, though

one is a huge tome detailing the history of the Flannae. PCs that read Ignan may spend an hour reading it to gain a Bardic Knowledge check. If the PCs open the huge tome, a piece of parchment falls out. Give the players **Player Handout Two: Old Parchment**.

A DC 15 Appraise check, Knowledge [History], or Profession [Scribe] allows the user to estimate that is at least 100 years old.

Treasure:

APL 2: L: ogp; C: ogp; M: *pearl of power 1st-level (83 gp), wand of cure light wounds (31 gp)*

APL 4: L: ogp; C: ogp; M: *pearl of power 1st-level (83 gp), wand of cure light wounds (31 gp), wand of true strike (31 gp)*

APL 6: L: ogp; C: ogp; M: *pearl of power 1st-level (83 gp), wand of cure light wounds (31 gp), wand of true strike (31 gp), wand of levitate (2,250 gp)*

APL 8: L: ogp; C: ogp; M: *pearl of power 1st-level (1,000 gp), wand of cure light wounds (375 gp), wand of true strike (375 gp), wand of levitate (187 gp), wand of gaseous form (187 gp)*

APL 10: L: ogp; C: ogp; M: *pearl of power 1st-level (1,000 gp), wand of cure light wounds (375 gp), wand of true strike (375 gp), wand of levitate (187 gp), wand of gaseous form (187 gp)*

APL 12: L: ogp; C: ogp; M: *pearl of power 1st-level (1,000 gp), wand of cure light wounds (375 gp), wand of true strike (375 gp), wand of levitate (187 gp), wand of gaseous form (187 gp)*

Room Eleven: Antechamber of Lord Estival

Looking into the room is easy, as the door has been blown off the hinges. The room appears to be a sitting room, adorned with several rich chairs all in various states of ruin. Charred wood and fabric can be found throughout. It appears that something very violent took place here. Situated to the back is a set of intact double doors.

Much in the room has been destroyed or burned.

Room Twelve: Great Chamber of Lord Estival

The door to this room is locked with an *arcane lock* (caster level 20).

The highly stylized doors appear untouched by time or hand.

Once past the door, continue reading the following.

The room appears to be a bed-chamber, though the taste and technique of decorating it must have that of a mad man. The room's unspoiled richness seeps with darkness, with only the color of red velvet interrupting the scene.

An impressive bed sits against the back wall, four columned with stylized roses carved on each. To the left is a large marble tub, its surface hosting age old stains with faint traces of brown.

The room doesn't have much in the way of valuables.

The Tub: A DC 20 Search check reveals a secret compartment in the center of the tub. The compartment is trapped:

APL 2 (EL 2)

↗ **Color Spray Trap:** CR 2; magic device; proximity trigger (alarm); one minute reset; spell effect (*color spray*, 3rd-level wizard, DC 17 Reflex save negates); Search DC 26; Disable Device 26.

APL 4 (EL 3)

↗ **Acid Arrow Trap:** CR 3; magic device; proximity trigger (alarm); automatic reset; Atk +2 ranged touch; spell effect (*acid arrow*, 3rd-level wizard, 2d4 acid/round for 2 rounds); Search DC 27; Disable Device DC 27.

APL 6 (EL 5)

↗ **Confusion Trap:** CR 5; magic device; proximity trigger (alarm); one minute reset; spell effect (*confusion*, 7th-level wizard, DC 16 Will save negates); Search DC 28; Disable Device 28.

APL 8 (EL 6)

↗ **Feeblemind Trap:** CR 6; magic device; proximity trigger (alarm); one minute reset; spell effect (*feeblemind*, 9th-level wizard, DC 17 Will save negates); Search DC 30; Disable Device 30.

APL 10 (EL 8)

↗ **Prismatic Spray Trap:** CR 8; magic device; proximity trigger (alarm); automatic reset; spell effect (*prismatic spray*, 13th-level wizard, DC 20 Reflex, Fortitude, or Will save, depending on effect); Search DC 32; Disable Device DC 32.

APL 12 (EL 10)

➤ **Wail of the Banshee Trap:** CR 10; magic device; proximity trigger (alarm); automatic reset; spell effect (*wail of the banshee*, 17th-level wizard, DC 23 Fortitude save negates); multiple targets (up to 17 creatures); Search DC 34; Disable Device DC 34.

If the party successfully opens the compartment, it contains the patents of nobility for House Estival and a small mummified head. A DC 20 Heal check identifies it to be that of a small child. Making the check by +10 (DC 30) reveals it to be a boy's head.

Treasure:

APL 2: L: ogp; C: ogp; M: *ring of feather falling* (183 gp)

APL 4: L: ogp; C: ogp; M: *ring of feather falling* (183 gp)

APL 6: L: ogp; C: ogp; M: *ring of feather falling* (183 gp)

APL 8: L: ogp; C: ogp; M: *ring of feather falling* (183 gp)

APL 10: L: ogp; C: ogp; M: *ring of feather falling* (183 gp)

APL 12: L: ogp; C: ogp; M: *ring of feather falling* (183 gp)

Room Thirteen: Prison Cells

This area appears to be some type of castle prison, as several cell doors can be seen.

Room Fourteen: Cellar

Surveying the area, it is readily apparent that this was once the larder for the keep. Moldy sacks, broken barrels and long rotten foodstuffs sit stacked against the back wall.

Room Fifteen: Undercroft

One could think that this room was made from the shadows themselves. The room looks to be some sort of noble crypt. The walls to the left and right are horizontally lined with burial alcoves. Stone buttresses populate the room, lending foundation to the ceiling and obstruction to the eye. The movement of light causes shadows to dance and sway eerily.

The crypt contains several creatures – all of which have waited here for decades for someone to enter.

APL 2 (EL 4)

➤ **Mummy, Lesser:** hp 40; see Appendix One

APL 4 (EL 6)

➤ **Mummy, lesser (3):** hp 40, 40, 40; see Appendix One

APL 6 (EL 9)

➤ **Mummy, lesser (3):** hp 40, 40; see Appendix One

➤ **Mummy:** hp 55; see *Monster Manual* pg. 190

➤ **Mohrg:** hp 98; see *Monster Manual* pg. 190

APL 8 (EL 11)

➤ **Abyssal Ghoul:** hp 105; see Appendix One

➤ **Mohrg:** hp 98; see *Monster Manual* pg. 189

APL 10 (EL 13)

➤ **Abyssal Ghoul:** hp 105; see Appendix One

➤ **Devourer:** hp 78; see *Monster Manual* pg. 58

APL 12 (EL 15)

➤ **Abyssal Ghouls, Lurking Terrors (2):** hp 125, 125; see Appendix One

Tactics: If the undead spy someone they will lie in wait, hoping to draw their prey in.

The creatures here have fed on little more than vermin for the last several years, at times straying to the surface. They want nothing short of feasting on the party. They will stay hidden in the shadows until they can either drag off a party member into the dark or block the parties exit.

In **APL 12**, the Abyssal Ghouls with Lurking Terror levels will either Spring Attack or attack and hide in shadows.

During combat, PCs may make a DC 15 Spot check to notice that one of the creatures (DM's choice) wears a ring with a stylized device on the signet. A DC 15 Knowledge [Nobility and Royalty] check identifies the ring as the signet ring of House Estival. PCs that have played **VER6-01: The Discontent of our Winter** automatically succeed in identifying the ring. This ring can be recovered from the creature after it has been killed.

The same creature bearing the ring also carries a small velvet lined box containing several other similar rings.

Hawley's Locket: This can also be found here on a Search check of DC 24. It is located near the far northwestern corner.

Treasure:

APL 2: L: ogp; C: ogp; M: *javelin of lightning (125 gp), brooch of shielding (125 gp)*

APL 4: L: ogp; C: ogp; M: *javelin of lightning (125 gp), brooch of shielding (125 gp), bracers of armor +2 (333 gp)*

APL 6: L: ogp; C: ogp; M: *javelin of lightning (125 gp), brooch of shielding (125 gp), bracers of armor +2 (333 gp)*

APL 8: L: ogp; C: ogp; M: *javelin of lightning (125 gp), brooch of shielding (125 gp), bracers of armor +2 (333 gp), swordbow (557 gp)*

APL 10: L: ogp; C: ogp; M: *javelin of lightning (125 gp), brooch of shielding (125 gp), bracers of armor +2 (333 gp), swordbow (557 gp), lance of the last rider (692 gp)*

APL 12: L: ogp; C: ogp; M: *javelin of lightning (125 gp), brooch of shielding (125 gp), bracers of armor +2 (333 gp), swordbow (557 gp), lance of the last rider (692 gp), sword of subtlety (1859 gp)*

Encounter Eight: Wrap Up

If any of the Ambushers escaped in **Encounter Six**, a patrol of Silver Guardsmen are waiting for the party as they exit Castle Estival. They order the party to come with them to Rhynehurst City pending judgment for their crimes. Lord Rhynehurst is angry that the PCs have crossed him and will use his high justice to its full extent. He is however a lawful man and will not blatantly break the law. If the party was working on behalf of the Church of Saint Cuthbert they are freed. Likewise Lord Estival will intervene on their behalf and have the charges reduced to assault. The PCs will be fined 50gp and jailed for two time units. Jail time involves being locked in pillory from sunrise to sunset.

All APLS (EL 7)

Silver Guardsmen (6): See Appendix One

Note: The Silver Guard is the lawful constabulary for the Barony of Rhynehurst. PCs that attack them in the course of their duties are committing an evil act. The DM should warn the player of any character considering such an act.

If this warning is unheeded, the DM should note this on the character's regional certificate, the Critical Events Summary for this adventure, and the Verbobonc Triad POC.

Upon finishing their expedition to Castle Estival, the players should return back to Sir Wellborn Estival to inform him of what they found. He will nod throughout

the meeting and will be happy with whatever they did, even if unsuccessful.

Sir Estival will arrange for the curing of any ills the party may have suffered on his behalf and will use what little influence he has to clear the PCs of any crimes they are convicted of.

He will award them wheatsheaves in the amount of 25 x APL.

Treasure:

APL 2: L: ogp; C: 50gp; M: ogp

APL 4: L: ogp; C: 100gp; M: ogp

APL 6: L: ogp; C: 150gp; M: ogp

APL 8: L: ogp; C: 200gp; M: ogp

APL 10: L: ogp; C: 250gp; M: ogp

APL 12: L: ogp; C: 300gp; M: ogp

Development: The party members may or may not report what transpired to someone else. They may role-play this if there is time.

Continue to *Conclusion*.

Conclusion

Read or paraphrase the following:

The Viscounty is abuzz with news of the official return of the Estival family to the region.

The commonfolk speak of the new Lord's generosity and once again have hope. So it is not a surprise when you are approached by a courier. He hands you a small ivory box and a scrolled sealed with the crest of House Estival. Opening the box you find a ring. Stowing it in a pouch you break the seal.

The note reads:

"I cannot thank you enough for all you have done for me, my family and the good people of Verbobonc. Please accept this small token of my gratitude. It is an item that will grow as your legend does. I hope that it will serve you well in your future endeavors.

Thank you,

Lord Wellborn Estival"

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 6:

Defeating the house Rhynehurst ambush party.

APL 2	60xp
APL 4	120xp
APL 6	180xp
APL 8	240xp
APL 10	300xp
APL 12	360xp

Encounter 7 [Room 1]:

Surviving the attack of the topiary guardians.

APL 2	150xp
APL 4	210xp
APL 6	270xp
APL 8	330xp
APL 10	390xp
APL 12	450xp;

Encounter 7 [Room 2]:

Killing the spider things in the rafters.

APL 2	60xp
APL 4	120xp
APL 6	180xp
APL 8	240xp
APL 10	300xp
APL 12	360xp

Encounter 7 [Room 6]:

Surviving an encounter with living spells.

APL 2	60xp
APL 4	120xp
APL 6	180xp
APL 8	270xp
APL 10	330xp
APL 12	420xp

Encounter 7 [Room 10]:

Destroying the ooze experiments in the wizard's quarters.

APL 2	150xp
APL 4	210xp
APL 6	270xp
APL 8	330xp
APL 10	390xp
APL 12	450xp

Encounter 7 [Room 12]:

Disabling or bypassing the trapped doors without taking injury.

APL 2	60xp
APL 4	90xp
APL 6	150xp
APL 8	180xp
APL 10	240xp
APL 12	300x;

Encounter 7 [Room 15]:

Destroying the undead in the crypt.

APL 2	150xp
APL 4	210xp
APL 6	270xp
APL 8	330xp
APL 10	390xp
APL 12	450x

Conclusion

Reporting back to Sir Wellborn Estival, and following through with any agreements made during the course of the scenario.

APL 2	100xp
APL 4	190xp

APL 6	210xp
APL 8	240xp
APL 10	270xp
APL 12	220xp

Discretionary roleplaying award

APL 2	90xp
APL 4	90xp
APL 6	90xp
APL 8	90xp
APL 10	90xp
APL 12	90xp

Total possible experience:

APL 2	900xp
APL 4	1,350xp
APL 6	1,800xp
APL 8	2,250xp
APL 10	2,700xp
APL 12	3,100xp

Treasure Summary

During an adventure, PCs 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 PCs cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that PCs 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), PCs may return to retrieve loot. If the PCs 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 PCs may want to use them during the adventure. Many times PCs 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 PCs 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, PCs may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter 6:

APL 2: L: 50gp; C: ogp; M: ogp

APL 4: L: 100gp; C: ogp; M: ogp

APL 6: L: 200gp; C: ogp; M: ogp

APL 8: L: 200gp; C: ogp; M: ogp

APL 10: L: 400gp; C: ogp; M: ogp

APL 12: L: 400gp; C: ogp; M: ogp

Encounter 7 [Room 6]:

APL 2: L: ogp; C: ogp; M: *stone salve (333 gp)*

APL 4: L: ogp; C: ogp; M: *stone salve (333 gp)*

APL 6: L: ogp; C: ogp; M: *stone salve (333 gp)*

APL 8: L: ogp; C: ogp; M: *keoghtom’s ointment (333 gp), stone salve (333 gp)*

APL 10: L: ogp; C: ogp; M: *keoghtom’s ointment (333 gp), robe of useful items (583 gp), stone salve (333 gp)*

APL 12: L: ogp; C: ogp; M: *keoghtom's ointment* (333 gp), *robe of useful items* *stone salve* (333 gp), *oathbow* (2,133 gp)

Encounter 7 [Room 10]:

APL 2: L: ogp; C: ogp; M: *pearl of power 1st-level* (83 gp), *wand of cure light wounds* (31 gp)

APL 4: L: ogp; C: ogp; M: *pearl of power 1st-level* (83 gp), *wand of cure light wounds* (31 gp), *wand of true strike* (31 gp)

APL 6: L: ogp; C: ogp; M: *pearl of power 1st-level* (83 gp), *wand of cure light wounds* (31 gp), *wand of true strike* (31 gp), *wand of levitate* (187 gp)

APL 8: L: ogp; C: ogp; M: *pearl of power 1st-level* (83 gp), *wand of cure light wounds* (31 gp), *wand of true strike* (31 gp), *wand of levitate* (187 gp), *wand of gaseous form* (187 gp)

APL 10: L: ogp; C: ogp; M: *pearl of power 1st-level* (83 gp), *wand of cure light wounds* (31 gp), *wand of true strike* (31 gp), *wand of levitate* (187 gp), *wand of gaseous form* (187 gp)

APL 12: L: ogp; C: ogp; M: *pearl of power 1st-level* (83 gp), *wand of cure light wounds* (31 gp), *wand of true strike* (31 gp), *wand of levitate* (187 gp), *wand of gaseous form* (187 gp)

Encounter 7 [Room 12]:

APL 2: L: ogp; C: ogp; M: *ring of feather falling* (183 gp)

APL 4: L: ogp; C: ogp; M: *ring of feather falling* (183 gp)

APL 6: L: ogp; C: ogp; M: *ring of feather falling* (183 gp)

APL 8: L: ogp; C: ogp; M: *ring of feather falling* (183 gp)

APL 10: L: ogp; C: ogp; M: *ring of feather falling* (183 gp)

APL 12: L: ogp; C: ogp; M: *ring of feather falling* (183 gp)

Encounter 7 [Room 15]:

APL 2: L: ogp; C: ogp; M: *javelin of lightning* (125 gp), *brooch of shielding* (125 gp)

APL 4: L: ogp; C: ogp; M: *javelin of lightning* (125 gp), *brooch of shielding* (125 gp), *bracers of armor +2* (333 gp)

APL 6: L: ogp; C: ogp; M: *javelin of lightning* (125 gp), *brooch of shielding* (125 gp), *bracers of armor +2* (333 gp)

APL 8: L: ogp; C: ogp; M: *javelin of lightning* (125 gp), *brooch of shielding* (125 gp), *bracers of armor +2* (333 gp), *swordbow* (557 gp)

APL 10: L: ogp; C: ogp; M: *javelin of lightning* (125 gp), *brooch of shielding* (125 gp), *bracers of armor +2* (333 gp), *swordbow* (557 gp), *lance of the last rider* (692 gp)

APL 12: L: ogp; C: ogp; M: *javelin of lightning* (125 gp), *brooch of shielding* (125 gp), *bracers of armor +2* (333 gp), *swordbow* (557 gp), *lance of the last rider* (692 gp), *sword of subtlety* (1,859 gp)

Conclusion

APL 2: L: ogp; C: 50gp; M: ogp

APL 4: L: ogp; C: 100gp; M: ogp

APL 6: L: ogp; C: 150gp; M: ogp

APL 8: L: ogp; C: 200gp; M: ogp

APL 10: L: ogp; C: 250gp; M: ogp

APL 12: L: ogp; C: 300gp; M: ogp

Total possible Treasure:

APL 2: 900 gp

APL 4: 1,300 gp

APL 6: 1,800 gp

APL 8: 2,600 gp

APL 10: 4,600 gp

APL 12: 6,600 gp

Appendix One: NPCs

ALL APLs

Sir Wellborn Estival: male human Fighter 10; Medium Humanoid; CR 10; HD 10d10+30; hp 84; Init +9; Spd 30 ft/x4; AC 19 (+5 armor, +3 dex, +1 deflection), touch 14, flat-footed 18; Base Atk +10; Grp +16; Atk +19 melee (1d6+3, short sword); Full Atk +19/+14 melee (1d6+3, short sword); AL NE; SV Fort +10, Ref +6, Will +3; Str 16, Dex 14, Con 16, Int 16, Wis 10, Cha 14;

Skills and Feats: Balance +13, Intimidate +17, Listen +5, Profession (merchant) +11, Spot +8, Tumble +10; Combat Expertise, Dodge, Greater Weapon Focus (short sword), Improved Initiative, Jack of All Trades, Weapon Focus (short sword), Weapon Specialization (short sword)

Possessions: Masterwork short sword, breastplate, ring of protection +1.

Hawley: female human child (flan) ghost; CR 9; small undead (augmented humanoid) (incorporeal); HD 1d12; hp 12; Init +1; Spd 20 ft.; AC 15 (+4 Dex, +4 deflection, -1 size) touch 15, flat-footed 13; Base Atk +0; Grp -5; Atk +2 melee (special, incorporeal touch); SA Frightful moan, malevolence, manifestation, telekinesis; SQ rejuvenation, turn resistance +8, undead traits; AL N; SV Fort +0, Ref +2, Will +0; Str 8, Dex 14, Con -, Int 9, Wis 10, Cha 18.

Skills and Feats: Climb +1, Hide +10, Jump +1, Listen +8, Search +7, Spot +10, Swim +0, Use Rope +3; Ability Focus (malevolence), Improved Turn Resistance.

Frightful Moan (Su): A Hawley can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save DC 15 or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours.

Malevolence (Su): Once per round, an ethereal ghost can merge its body with a creature on the Material Plane. This ability is similar to a magic jar spell (caster level 10th), except that it does not require a receptacle. To use this ability, the ghost must be manifested and it must try move into the target's space; moving into the target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save

(DC 21). A creature that successfully saves is immune to that same ghost's malevolence for 24 hours, and the ghost cannot enter the target's space. If the save fails, the ghost vanishes into the target's body.

Manifestation (Su): Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment, below). A manifested ghost remains partially on the Ethereal Plane, where is it not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

Telekinesis (Su): Hawley can use telekinesis as a standard action (caster level 12th). When she uses this power, it must wait 1d4 rounds before using it again.

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + ghost's HD) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

Turn Resistance (Ex): A ghost has +4 turn resistance

Silver Guard: Male Human(Oeridian) Rgr2/War2; CR 3; Medium Humanoid (Human); HD 4d8+8; hp 31; Init +6; Spd 30 ft/x4; AC 15 (+3 armor, +2 dex), touch 12, flat-footed 13; Base Atk +4; Grp +7; Full Atk +9 melee (1d6+2, Masterwork silver short sword) or +7 melee (1d6+2, Masterwork silver short sword) and +7 melee (1d6, Masterwork silver short sword); SA Wild Empathy(Ex), Favored Enemy, ☐ Monstrous

Humanoid (+2 bonus); AL NG; SV Fort +8, Ref +5, Will +0; Str 16, Dex 15, Con 14, Int 10, Wis 10, Cha 10;

Skills and Feats: Climb +5, Handle Animal +2, Heal +2, Hide +4, Jump +5, Knowledge (geography) +2, Knowledge (nature) +4, Listen +3, Move Silently +4, Profession (Soldier) +2, Ride¹ +4, Search +3, Spot +3, Survival +7, Swim +6, Use Rope +4; Dodge, Improved Initiative, Track, Two-Weapon Fighting, Weapon Focus (Sword, Short).

Possessions: Studded leather armor, masterwork, Silvered Sword, Short(2), Backpack, Rations (2), Dagger (2), Longbow, Arrow (20), Alchemist fire (2), Acid (2)

APL 2

Encounter 6

Ambushers (2): male human Ftr1; CR 1; HD 1d10+2; hp 12; Init +1; Spd 30; AC 14 (studded leather +3, Dex +1) flatfooted 13, touch 11; Base Atk +1; Grp +3; Atk +4 melee (1d6+2, club); Full Atk +4 melee (1d6+2, club); AL N; SV Fort +4, Ref +1, Will -1; Str 14, Dex 12, Con 14, Int 12, Wis 8, Cha 10.

Skills and Feats: Bluff +2, Intimidate +4, Jump +5, Ride +5; Power Attack, Run, Weapon Focus (Club).

Possessions: Club, Studded leather armor

Encounter 8 [Room 1]

Topiary Guardian (Wolf)* (2): CR 3; medium plant; HD 5d8+10; hp 36; Init +3; Spd 50 ft.; AC 17 (+3 Dex, +4 natural) flatfooted 14, touch 13; Atk +3; Grp +6; Atk +6 melee (1d6+3, bite); Full Atk +6 melee (1d6+3, bite); SA merciful, trip; SQ DR 10/slashing, freeze, low-light vision, plant traits, tremorsense 90 ft., vulnerability to fire; AL N; SV Fort +6, Ref +4, Will +1; Str 17, Dex 16, Con 14, Int -, Wis 10, Cha 1.

Skills and Feats: Jump +11, Move Silently +10*

Trip (Ex): A topiary guardian in the form of a wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Merciful (Ex): A topiary guardian can deal nonlethal damage with any of its attacks without taking the standard -4 penalty on attack rolls. The creature chooses whether to deal lethal or nonlethal damage depending on the orders it is given by its creator. Orders to capture or subdue enemies cause the topiary guardian to use nonlethal attacks; any other attack order causes the creature to deal lethal damage.

Freeze (Ex): A topiary guardian can hold itself so still that it appears to be a normal sculpted shrub. An observer must succeed on a DC 30 Spot check to notice that a topiary guardian is actually an animated creature.

Skills: A topiary guardian has a +8 racial bonus on Move Silently checks.

* see Appendix 2: New Rules Items

Encounter 8 [Room 6]

Burningfear*: CR 2; medium ooze; HD 1d10; hp10; Init +0; Spd 20; AC 11 (+1 deflection, 1 Dex), flatfooted 11, touch 10; Base Atk +0; Grp +0; Atk +0 melee (1d4 plus 1d4 fire plus fear, slam); SA *burning hands, cause fear*, engulf; Space/Reach 5ft./5ft.; SQ blindsight 60 ft., DR10/magic, ooze traits, SR 11; AL N; SV Fort +0, Ref -1, Will -1; Str 11, Dex 8, Con 11, Int -, Wis 8, Cha 11.

Engulf (Ex): A burningfear can flow around creatures that fit within its space as a standard action. It cannot make a slam attack during a round in which it engulfs. A burningfear merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the burningfear, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 11 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the spell moves forward. Engulfed creatures are subject to the full normal effect of the *burning hands and cause fear* effects each round on the burningfear's turn, and are considered to be grappled.

Burning Hands (Su): A creature hit by a burningfear's slam attack or engulfed by it takes 1d4 points of fire damage (Reflex DC 11 half).

Cause Fear (Su): A creature hit by a burningfear's slam attack or engulfed by it is affected by *cause fear* (Will DC 11 negates).

* see Appendix 2: New Rules Items

Encounter 8 [Room 6]

Mummy, lesser: medium undead; CR 4; HD 5d12; hp 40; Init +0; Spd 20 ft.; AC 18 (+8 natural), touch 10, flatfooted 18; Base Atk +2; Grp +7; Atk +7 melee (1d6+7 plus mummy rot, slam); Full Atk +7 melee (1d6+7 plus mummy rot, slam); Space/Reach 5 ft./5 ft.; SA despair, mummy rot 3/day; SQ damage reduction 3/, darkvision 60 ft., undead traits, vulnerability to fire; AL NE; SV Fort +1, Ref +3, Will +7; Str 20, Dex 10, Con -, Int 6, Wis 12, Cha 13.

Skills and Feats: Hide +4, Listen +5, Move Silently +4, Spot +5; Iron Will, Lightning Reflexes.

Mummy Rot (Su): Supernatural disease-slam, Fortitude DC 13, incubation period 1 minute; damage 1d6 Con and 1d6 Cha. The save DC is Charisma-based. Unlike normal diseases, mummy rot continues until the

victim reaches Constitution 0 (and dies) or is cured as described below. Mummy rot is a powerful curse, not a natural disease. A character attempting to cast any conjuration (healing) spell on a creature afflicted with mummy rot must succeed on a DC 20 caster level check, or the spell has no effect on the afflicted character. To eliminate mummy rot, the curse must first be broken with break enchantment or remove curse (requiring a DC 20 caster level check for either spell), after which a caster level check is no longer necessary to cast healing spells on the victim, and the mummy rot can be magically cured as any normal disease. An afflicted creature who dies of mummy rot shrivels away into sand and dust that blow away into nothing at the first wind.

APL 4

Encounter 6:

Ambushers (4): male human Ftr1; CR 1; HD 1d10+2; hp 12; Init + 1; Spd 30; AC 14 (studded leather +3, Dex +1) flatfooted 13, touch 11; Base Atk + 1; Grp +3; Atk +4 melee (1d6+2, club); Full Atk +4 melee (1d6+2, club); AL N; SV Fort + 4, Ref + 1, Will -1; Str 14, Dex 12, Con 14, Int 12, Wis 8, Cha 10.

Skills and Feats: Bluff + 2, Intimidate + 4, Jump + 5, Ride + 5; Power Attack, Run, Weapon Focus (Club).

Possessions: Club, Studded leather armor

Encounter 8 [Room 1]

Topiary Guardian (Wolf)* (4): CR 3; medium plant; HD 5d8+10; hp 36; Init +3; Spd 50 ft.; AC 17 (+3 Dex, +4 natural) flatfooted 14, touch 13; Atk +3; Grp +6; Atk +6 melee (1d6+3, bite); Full Atk +6 melee (1d6+3, bite); SA merciful, trip; Space/Reach 5ft./5ft.; SQ DR 10/slashing, freeze, low-light vision, plant traits, tremorsense 90 ft., vulnerability to fire; AL N; SV Fort +6, Ref +4, Will +1; Str 17, Dex 16, Con 14, Int -, Wis 10, Cha 1.

Skills and Feats: Jump +11, Move Silently +10*

Trip (Ex): A topiary guardian in the form of a wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Merciful (Ex): A topiary guardian can deal nonlethal damage with any of its attacks without taking the standard -4 penalty on attack rolls. The creature chooses whether to deal lethal or nonlethal damage depending on the orders it is given by its creator. Orders to capture or subdue enemies cause the topiary guardian to use nonlethal attacks; any other attack order causes the creature to deal lethal damage.

Freeze (Ex): A topiary guardian can hold itself so still that it appears to be a normal sculpted shrub. An observer must succeed on a DC 30 Spot check to notice that a topiary guardian is actually an animated creature.

Skills: A topiary guardian has a +8 racial bonus on Move Silently checks.

* see Appendix 2: New Rules Items

Encounter 8 [Room 6]

Shadowweb*: CR4; medium ooze; HD 3d10+3; hp 25; Init +0; Spd 40 ft.; AC 11 (+2 deflection, -1 Dex), flatfooted 11, touch 11; Base Atk +2; Grp +3; Atk +3 melee (1d4+1 plus 4 str damage plus web, slam); SA *Shadow Spray**, engulf, *web*; Space/Reach 5ft./5ft.; SQ blindsight 60 ft., DR 10/magic, ooze traits, SR 13; AL N; SV Fort +2, Ref +0, Will +0; Str 12, Dex 9, Con 12, Int -, Wis 9, Cha 12.

Engulf (Ex): A shadowweb can flow around creatures that fit within its space as a standard action. It cannot make a slam attack during a round in which it engulfs. A shadowweb merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the shadowweb, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 13 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the spell moves forward. Engulfed creatures are subject to the full normal effect of the *Shadow spray* and *web* effects each round on the shadowweb's turn, and are considered to be grappled.

Shadow spray (Su): A creature hit by an shadowweb's slam attack or engulfed by it takes 4 points of strength damage and are dazed for 1 round (fortitude DC 13 negates).

Web (Su): A creature hit by an shadowweb's slam attack or engulfed by it is affected by *web* (Reflex DC 13 negates).

* see Appendix 2: New Rules Items

Encounter 8 [Room 15]

Mummy, lesser (3): medium undead; CR 4; HD 5d12; hp 40; Init +0; Spd 20 ft.; Space/Reach 5 ft./5 ft.; AC 18 (+8 natural), touch 10, flat-footed 18; Base Atk +2; Grp +7; Atk +7 melee (1d6+7 plus mummy rot, slam); Full Atk +7 melee (1d6+7 plus mummy rot, slam); SA despair, mummy rot 3/day; SQ damage reduction 3/-, darkvision 60 ft., undead traits, vulnerability to fire; AL NE; SV Fort +1, Ref +3, Will +7; Str 20, Dex 10, Con -, Int 6, Wis 12, Cha 13

Skills and Feats: Hide +4, Listen +5, Move Silently +4, Spot +5; Iron Will, Lightning Reflexes.

Mummy Rot (Su): Supernatural disease-slam, Fortitude DC 13, incubation period 1 minute; damage 1d6 Con and 1d6 Cha. The save DC is Charisma-based. Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or is cured as described below. Mummy rot is a powerful curse, not a natural disease. A character attempting to cast any conjuration (healing) spell on a creature afflicted with mummy rot must succeed on a DC 20 caster level check, or the spell has no effect on the afflicted character. To eliminate mummy rot, the curse must first be broken with break enchantment or remove curse (requiring a DC 20 caster level check for either spell), after which a caster level check is no longer necessary to cast healing spells on the victim, and the mummy rot can be magically cured as any normal disease. An afflicted creature who dies of mummy rot shrivels away into sand and dust that blow away into nothing at the first wind.

APL 6

Encounter 6:

Ambusher (8): male human Ftr1/War1; CR 1; HD 1d10+1d8+4; hp 17; Init +1; Spd 30; AC 14 (studded leather +3, Dex +1) flatfooted 13, touch 11; Base Atk +2; Grp +4; Atk +5 melee (1d6+2, club); Full Atk +5 melee (1d6+2, club); AL N; SV Fort +6, Ref +1, Will -1; Str 14, Dex 12, Con 14, Int 12, Wis 8, Cha 10.

Skills and Feats: Bluff +4, Intimidate +5, Jump +5, Ride +5; Power Attack, Run, Weapon Focus (Club).

Possessions: Club, Studded leather armor

Encounter 8 [Room 1]

Topiary Guardian* (Lion) (2): CR 7; large plant; HD 10d8+40; hp 85; Init +2; Spd 40; AC 17 (+2 Dex, -1 size, +6 natural) flatfooted 15, touch 11; Base Atk +6; Grp +13; Atk +13 melee (1d6+7, claw); Full Atk +13/+13 melee (1d6+7, 2 claws) and +8 melee (1d8+3, bite); SA improved grab, merciful, pounce, rake; Space/Reach 10ft./5ft.; SQ DR 10/Slashing, freeze, low-light vision, plant traits, tremorsense 90 ft., vulnerability to fire; AL N; SV Fort +11, Ref +5, Will +3; Str 25, Dex 14, Con 18, Int -, Wis 10, Cha 1.

Skills and Feats: Jump +11, Move Silently +10*

Improved Grab (Ex): To use this ability, a lion topiary guardian must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can rake on subsequent rounds.

Merciful (Ex): A topiary guardian can deal nonlethal damage with any of its attacks without taking the standard -4 penalty on attack rolls. The creature chooses whether to deal lethal or nonlethal damage depending on the orders it is given by its creator. Orders to capture or subdue enemies cause the topiary guardian to use nonlethal attacks; any other attack order causes the creature to deal lethal damage.

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

Rake (Ex): Attack bonus +13 melee, damage 1d6+3.

Freeze (Ex): A topiary guardian can hold itself so still that it appears to be a normal sculpted shrub. An observer must succeed on a DC 30 Spot check to notice that a topiary guardian is actually an animated creature.

Skills: A topiary guardian has a +8 racial bonus on Move Silently checks.

* see Appendix 2: New Rules Items

Encounter 8 [Room 6]

Lightningcloud*: CR 6; medium ooze; HD 5d10+5; hp 39; Init +0; Spd 40 ft.; AC 13 (+3 deflection), flatfooted 13, touch 13; Base Atk +3; Grp +5; Atk +5 (1d4+2 plus 5d6 electricity plus stinking cloud, slam); Space/Reach 5ft./5ft.; SA engulf, *lightening bolt*, *stinking cloud*; SQ blindsight 60 ft., DR10/magic, ooze traits, SR 15; AL N; SV Fort +2, Ref +1, Will +1; Str 14, Dex 10, Con 13, Int -, Wis 10, Cha 13.

Engulf (Ex): A lightningcloud can flow around creatures that fit within its space as a standard action. It cannot make a slam attack during a round in which it engulfs. A lightningcloud merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the lightningcloud, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 14 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the spell moves forward. Engulfed creatures are subject to the full normal effect of the *lightening bolt* and *stinking cloud* effects each round on the lightningcloud's turn, and are considered to be grappled.

Lightening Bolt (Su): A creature hit by a lightningcloud's slam attack or engulfed by it takes 1d4 points of acid damage (Reflex DC 14 half).

Stinking Cloud (Su): A creature hit by a lightningcloud's slam attack or engulfed by it is affected by a *stinking cloud* (Fortitude DC 14 negates).

* see Appendix 2: New Rules Items

Encounter 8 [Room 15]

Mummy, lesser (3): medium undead; CR 4; HD 5d12; hp 40; Init +0; Spd 20 ft.; AC 18 (+8 natural), touch 10, flat-footed 18; Base Atk +2; Grp +7; Atk +7 melee (1d6+7 plus mummy rot, slam); Full Atk +7 melee (1d6+7 plus mummy rot, slam); Space/Reach 5 ft./5 ft.; SA despair, mummy rot 3/day; SQ damage reduction

3/-, darkvision 60 ft., undead traits, vulnerability to fire; AL NE; SV Fort +1, Ref +3, Will +7; Str 20, Dex 10, Con -, Int 6, Wis 12, Cha 13
Skills and Feats: Hide +4, Listen +5, Move Silently +4, Spot +5; Iron Will, Lightning Reflexes.

Mummy Rot (Su): Supernatural disease-slam, Fortitude DC 13, incubation period 1 minute; damage 1d6 Con and 1d6 Cha. The save DC is Charisma-based. Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or is cured as described below. Mummy rot is a powerful curse, not a natural disease. A character attempting to cast any conjuration (healing) spell on a creature afflicted with mummy rot must succeed on a DC 20 caster level check, or the spell has no effect on the afflicted character. To eliminate mummy rot, the curse must first be broken with break enchantment or remove curse (requiring a DC 20 caster level check for either spell), after which a caster level check is no longer necessary to cast healing spells on the victim, and the mummy rot can be magically cured as any normal disease. An afflicted creature who dies of mummy rot shrivels away into sand and dust that blow away into nothing at the first wind.

APL 8

Encounter 6

Ambushers (8): male human Ftr2; CR 1; HD 2d10+4; hp 18; Init +1; Spd 30; AC 14 (studded leather +3, Dex +1) flatfooted 13, touch 11; Base Atk +2; Grp +4; Atk +5 melee (1d6+2, club); Full Atk +5 melee (1d6+2, club); AL N; SV Fort +5, Ref +1, Will -1; Str 14, Dex 12, Con 14, Int 12, Wis 8, Cha 10.

Skills and Feats: Bluff +4, Intimidate +5, Jump +5, Ride +5; Improved Bull Rush, Power Attack, Run, Weapon Focus (Club).

Possessions: Club, Studded leather armor

Encounter 8 [Room 1]

Topiary Guardian (Lion)* (4): CR 7; large plant; HD 10d8+40; hp 85; Init +2; Spd 40; AC 17 (+2 Dex, -1 size, +6 natural) flatfooted 15, touch 11; Base Atk +6; Grp +13; Atk +13 melee (1d6+7, claw); Full Atk +13/+13 melee (1d6+7, 2 claws) and +8 melee (1d8+3, bite); SA improved grab, merciful, pounce, rake; Space/Reach 10ft./5ft.; SQ DR 10/Slashing, freeze, low-light vision, plant traits, tremorsense 90 ft., vulnerability to fire; AL N; SV Fort +11, Ref +5, Will +3; Str 25, Dex 14, Con 18, Int -, Wis 10, Cha 1.

Skills and Feats: Jump +11, Move Silently +10*.

Improved Grab (Ex): To use this ability, a lion topiary guardian must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can rake on subsequent rounds.

Merciful (Ex): A topiary guardian can deal nonlethal damage with any of its attacks without taking the standard -4 penalty on attack rolls. The creature chooses whether to deal lethal or nonlethal damage depending on the orders it is given by its creator. Orders to capture or subdue enemies cause the topiary guardian to use nonlethal attacks; any other attack order causes the creature to deal lethal damage.

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

Rake (Ex): Attack bonus +13 melee, damage 1d6+3.

Freeze (Ex): A topiary guardian can hold itself so still that it appears to be a normal sculpted shrub. An observer must succeed on a DC 30 Spot check to notice that a topiary guardian is actually an animated creature.

Skills: A topiary guardian has a +8 racial bonus on Move Silently checks.

* see Appendix 2: New Rules Items

Encounter 8 [Room 6]

Confusionstorm*: CR 9; large ooze; HD 7d10+28; hp 68; Init -1; Spd 40 ft.; AC 14(+4 deflection, +2 natural, -1 size, -1 dex), flatfooted 12, touch 12); Base Atk +5; Grp +15; Atk +11 (1d6+10 plus 2d6 cold plus 3d6 bludgeoning plus confusion, slam); Space/reach 10 ft./10 ft.; SA *confusion*, engulf, *ice storm*; SQ blindsight 60 ft., DR10/magic, ooze traits, SR 17; AL N; SV Fort +6, Ref +1, Will +2; Str 26, Dex 9, Con 18, Int -, Wis 11, Cha 14.

Engulf (Ex): A confusionstorm can flow around creatures that fit within its space as a standard action. It cannot make a slam attack during a round in which it engulfs. A confusionstorm merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the confusionstorm, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 16 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the spell moves forward. Engulfed creatures are subject to the full normal effect of the *confusion* and *ice storm* effects each round on the confusionstorm's turn, and are considered to be grappled.

Ice Storm (Su): A creature hit by a confusionstorm's slam attack or engulfed by it takes 2d6 points of cold damage and 3d6 points of bludgeoning damage.

Confusion (Su): A creature hit by a confusionstorm's slam attack or engulfed by it is affected by a *confusion* spell (Will DC 16 negates).

* see Appendix 2: New Rules Items

Encounter 8 [Room 10]

Arcane Ooze*: CR 9; Huge ooze; HD 15d10+120; hp 202; Init -5; Spd 20 ft., climb 20 ft.; AC 3, touch 3, flat-footed 3; Base Atk +11; Grp +24; Atk +14 melee (2d6+7 plus 2d6 acid, slam); Full Atk +14 melee (2d6+7 plus 2d6 acid, slam); Space/Reach 15ft./10ft.; SA acid, constrict 2d6+7 plus 2d6 acid, improved grab, spell siphon; SQ blindsight 60 ft., immunity to magic, ooze

traits; AL N; SV Fort +13, Ref +0, Will +0; Str 20, Dex 1, Con 26, Int —, Wis 1, Cha 1.

Skills and Feats: Climb +13 (may take 10 even if rushed or threatened)

Acid (Ex): An arcane ooze's acid dissolves only flesh.

Blindsight (Ex): An ooze's entire body is a primitive sensory organ that can locate prey by scent and vibration within 60 feet.

Constrict (Ex): An arcane ooze deals slam damage (2d6+9 plus 2d6 acid) with a successful grapple check.

Improved Grab (Ex): An arcane ooze that hits with its slam attack can attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check a hold is established and the ooze may constrict.

Spell Siphon (Su): Any time an arcane caster begins his turn within 60 feet of the arcane ooze he must make a DC 29 Fortitude save or lose a randomly selected spell of the highest level he has available. The arcane ooze gains 5 temporary hit points for each level of the arcane spell. These hit points are lost after one hour.

Immunity to Magic (Ex): An arcane ooze is immune to any spell or spell-like effect that allows spell resistance. In addition, any magical attack that would deal electricity damage increases the ooze's speed as if affected by a haste spell for 3 rounds. A magical attack that deals acid damage heals an arcane ooze of an amount of damage equal to half what the acid would normally deal.

Ooze traits: Mindless (immune to charms, compulsions, phantasms, patterns and morale effects,) Blind (immune to gaze attacks, visual effects, illusions and attack forms that rely on sight,) immune to poison, sleep, paralysis, polymorph and stunning, not subject to critical hits or flanking.

* see Appendix 2: New Rules Items

Encounter 8 [Room 15]

Mummy, lesser: medium undead; CR 4; HD 5d12; hp 40; Init +0; Spd 20 ft.; AC 18 (+8 natural), touch 10, flat-footed 18; Base Atk +2; Grp +7; Atk +7 melee (1d6+7 plus mummy rot, slam); Full Atk +7 melee (1d6+7 plus mummy rot, slam); Space/Reach 5 ft./5 ft.; SA despair, mummy rot 3/day; SQ damage reduction 3/-, darkvision 60 ft., undead traits, vulnerability to fire; AL NE; SV Fort +1, Ref +3, Will +7; Str 20, Dex 10, Con -, Int 6, Wis 12, Cha 13

Skills and Feats: Hide +4, Listen +5, Move Silently

+4, Spot +5; Iron Will, Lightning Reflexes.

Mummy Rot (Su): Supernatural disease-slam, Fortitude DC 13, incubation period 1 minute; damage 1d6 Con and 1d6 Cha. The save DC is Charisma-based. Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or is cured as described below. Mummy rot is a powerful curse, not a natural disease. A character attempting to cast any conjuration (healing) spell on a creature afflicted with mummy rot must succeed on a DC 20 caster level check, or the spell has no effect on the afflicted character. To eliminate mummy rot, the curse must first be broken with break enchantment or remove curse (requiring a DC 20 caster level check for either spell), after which a caster level check is no longer necessary to cast healing spells on the victim, and the mummy rot can be magically cured as any normal disease. An afflicted creature who dies of mummy rot shrivels away into sand and dust that blow away into nothing at the first wind.

Abyssal Ghoul*: CR 10; Medium Undead (Extraplanar); HD 16d12; hp 104; Init +7; Spd 40 ft.; AC 27 (+3 Dex, +14 natural) touch 13, flat-footed 27; Base Atk +9; Grp +15; Atk +15 melee (1d4+7 plus disease, front claw); Full Atk +15/+15 melee (1d4+7, 2 front claws) and +13 melee (2d4+3 plus disease, rear claws); Space/Reach 5 ft./5 ft.; SA disease, improved grab, sneak attack +5d6, wisdom drain 1d6; SQ acid resistance 20, blindsight 90 ft., cold resistance 20, *deathwatch*, electricity immunity, fire resistance 20, SR 20, uncanny dodge, undead traits; SV Fort +5, Ref +10, Will +12; Str 25, Dex 16, Con -, Int 14, Wis 15, Cha 18

Skills and Feats: Balance +20, Climb +20, Hide +20, Jump +23, Move Silently +20, Tumble +20; Dodge, Improved Initiative, Lightning Reflexes, Mobility, Multiattack, Spring Attack

Disease (Ex): Any creature hit by an abyssal ghoul's front claw or rear claws attack must succeed on a Fortitude save (DC 18) or contract demon fever. After an incubation period of 1 day, the disease deals 1d6 points of Constitution damage. Each day after contracting demon fever, the creature must succeed on another Fortitude save (DC 18) or take the same damage. Each time it is damaged by the disease, the creature must immediately succeed on another Fortitude save (DC 18) or 1 point of the Constitution damage taken becomes Constitution drain instead. After making a successful Fortitude save against the Constitution damage on each of two consecutive days, the creature recovers.

Improved Grab (Ex): if an abyssal ghoul hits an opponent its own size or smaller with both front claws, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +15). If it gets a hold, it can attempt to pin, and use its Wisdom drain ability on its next grapple check. Alternatively, the abyssal ghoul has the option to conduct the grapple normally, or simply use its front claws to hold the opponent (-20 penalty on grapple check, but the ghoul is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals damage from both front claws.

Sneak Attack (Ex): Anytime an abyssal ghoul's target is denied a Dexterity bonus, or when a target is flanked by an abyssal ghoul, the ghoul deals an additional 5d6 points of damage on a successful melee attack.

Wisdom Drain (Su): If an abyssal ghoul successfully pins a living opponent, it can drain 1d6 points of Wisdom with its smoky tongue on the same action. Each round thereafter that the pin is maintained, the ghoul automatically drains an additional 1d6 points of Wisdom. A creature reduced to 0 Wisdom by an abyssal ghoul becomes unconscious until at least 1 point of Wisdom is restored.

Blindsight (Ex): An abyssal ghoul is blind, but it maneuvers and fights as well as a sighted creature by using scent and vibration to ascertain its surroundings. This ability enables it to discern objects and creatures within 90 feet. An abyssal ghoul usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight.

Deathwatch (Sp): This ability functions like the *deathwatch* spell, except that it is always active and an abyssal ghoul always knows how near death all creatures within 90 feet of it are. Because of this knowledge, it often pauses to kill creatures near death (those with 3 or fewer hit points remaining) before moving on to attack healthier foes.

Uncanny Dodge (Ex): An abyssal ghoul retains its Dexterity bonus to Armor Class even when flat-footed or struck by an invisible attacker. In addition, it cannot be flanked except by a rogue of 20th level or higher.

* see Appendix 2: New Rules Items

APL 10

Encounter 6

Ambushers (16): male human Ftr2; CR 1; HD 2d10+4; hp 18; Init +1; Spd 30; AC 14 (studded leather +3, Dex +1) flatfooted 13, touch 11; Base Atk +2; Grp +4; Atk +5 melee (1d6+2, club); Atk +5 melee (1d6+2, club); AL N; SV Fort +5, Ref +1, Will -1; Str 14, Dex 12, Con 14, Int 12, Wis 8, Cha 10.

Skills and Feats: Bluff +4, Intimidate +5, Jump +5, Ride +5; Improved Bull Rush, Power Attack, Run, Weapon Focus (Club).

Possessions: Club, Studded leather armor

Encounter 8 [Room 1]

Topiary Guardian (Lion)* (4): CR 7; large plant; HD 10d8+40; hp 85; Init +2; Spd 40 ft.; AC 17 (+2 Dex, -1 size, +6 natural) flatfooted 15, touch 11; Base Atk +6; Grp +13; Atk +13 melee (1d6+7, claw); Full Atk +13/+13 melee (1d6+7, 2 claws) and +8 melee (1d8+3, bite); Space/Reach 10ft./5ft.; SA improved grab, merciful, pounce, rake; SQ DR 10/Slashing, freeze, low-light vision, plant traits, tremorsense 90 ft., vulnerability to fire; AL N; SV Fort +11, Ref +5, Will +3; Str 25, Dex 14, Con 18, Int -, Wis 10, Cha 1.

Skills and Feats: Jump +11, Move Silently +10*

Improved Grab (Ex): To use this ability, a lion topiary guardian must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can rake on subsequent rounds.

Merciful (Ex): A topiary guardian can deal nonlethal damage with any of its attacks without taking the standard -4 penalty on attack rolls. The creature chooses whether to deal lethal or nonlethal damage depending on the orders it is given by its creator. Orders to capture or subdue enemies cause the topiary guardian to use nonlethal attacks; any other attack order causes the creature to deal lethal damage.

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

Rake (Ex): Attack bonus +13 melee, damage 1d6+3.

Freeze (Ex): A topiary guardian can hold itself so still that it appears to be a normal sculpted shrub. An observer must succeed on a DC 30 Spot check to notice that a topiary guardian is actually an animated creature.

Skills: A topiary guardian has a +8 racial bonus on Move Silently checks.

* see Appendix 2: New Rules Items

Topiary Guardian (Dire Shark)*: CR 7; huge plant; HD 20d8+120; hp 223; Init +2; Spd 60 ft.; AC 18 (+1 Dex, -2 size, +9 natural) flatfooted 18, touch 9; Base Atk +15; Grp +34; Atk +24 melee (3d8+11, bite); Full Atk +24 melee (3d8+11, bite); Space/Reach 15ft./15ft.; SA improved grab, merciful, swallow whole; SQ DR 10/Slashing, freeze, low-light vision, plant traits, tremorsense 90 ft., vulnerability to fire; AL N; SV Fort +18, Ref +7, Will +6; Str 33, Dex 12, Con 22, Int -, Wis 10, Cha 1.

Skills and Feats: Jump +18, Move Silently +10*

Improved Grab (Ex): To use this ability, a dire shark topiary guardian must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold it establishes a hold and can try to swallow the foe in the following round.

Swallow Whole (Ex): A dire shark can try to swallow a grabbed opponent of up to one size smaller by making a successful grapple check. Once inside, the opponent takes 2d6+6 points of bludgeoning damage plus 1d8+4 points of acid damage per round from the shark's digestive juices. A swallowed creature can cut its way out using a light slashing or piercing weapon by dealing 25 points of damage to the shark's digestive tract (AC 13). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Huge dire shark's gullet can hold 2 Large, 8 Medium or Small, 32 Tiny, 128 Diminutive, or 512 Fine or smaller opponents

Merciful (Ex): A topiary guardian can deal nonlethal damage with any of its attacks without taking the standard -4 penalty on attack rolls. The creature chooses whether to deal lethal or nonlethal damage depending on the orders it is given by its creator. Orders to capture or subdue enemies cause the topiary guardian to use nonlethal attacks; any other attack order causes the creature to deal lethal damage.

Freeze (Ex): A topiary guardian can hold itself so still that it appears to be a normal sculpted shrub. An observer must succeed on a DC 30 Spot check to notice that a topiary guardian is actually an animated creature.

Skills: A topiary guardian has a +8 racial bonus on Move Silently checks.

* see Appendix 2: New Rules Items

Encounter 8 [Room 6]

Paincone*: CR 11; large ooze; HD 9d10+26; hp 86; Init +0; Spd 20 ft.; AC 16 (+5 deflection, +2 natural, -1 size), flatfooted 14, touch 14); Base Atk +6; Grp +17; Atk +13 (1d6+12 plus 9d6 cold plus symbol of pain, slam); Space/Reach 10 ft./10 ft.; SA *cone of cold*, engulf, *symbol of pain*; SQ blindsight 60 ft., DR10/magic, ooze traits, SR 19; AL N; SV Fort +7, Ref +3, Will +4; Str 27, Dex 10, Con 19, Int -, Wis 12, Cha 15.

Engulf (Ex): A paincone can flow around creatures that fit within its space as a standard action. It cannot make a slam attack during a round in which it engulfs. A paincone merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the paincone, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 17 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the spell moves forward. Engulfed creatures are subject to the full normal effect of the *cone of cold* and *symbol of pain* effects each round on the paincone's turn, and are considered to be grappled.

Cone of Cold (Su): A creature hit by a paincone's slam attack or engulfed by it takes 9d6 points of cold damage (Reflex DC 17 negates).

Symbol of Pain (Su): A creature hit by a paincone's slam attack or engulfed by it is affected by a *symbol of pain* spell (Fortitude DC 17 negates).

* see Appendix 2: New Rules Items

Encounter 8 [Room 10]

Arcane Ooze*: CR 9; Huge ooze; HD 15d10+120; hp 202; Init -5; Spd 20 ft., climb 20 ft.; AC 3, touch 3, flat-footed 3; Base Atk +11; Grp +24; Atk +14 melee (2d6+7 plus 2d6 acid, slam); Full Atk +14 melee (2d6+7 plus 2d6 acid, slam); Space/Reach 15ft./10ft.; SA acid, constrict 2d6+7 plus 2d6 acid, improved grab, spell siphon; SQ blindsight 60 ft., immunity to magic, ooze traits; AL N; SV Fort +13, Ref +0, Will +0; Str 20, Dex 1, Con 26, Int —, Wis 1, Cha 1.

Skills and Feats: Climb +13 (may take 10 even if rushed or threatened)

Acid (Ex): An arcane ooze's acid dissolves only flesh.

Blindsight (Ex): An ooze's entire body is a primitive sensory organ that can locate prey by scent and vibration within 60 feet.

Constrict (Ex): An arcane ooze deals slam damage (2d6+9 plus 2d6 acid) with a successful grapple check.

Improved Grab (Ex): An arcane ooze that hits with its slam attack can attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check a hold is established and the ooze may constrict.

Spell Siphon (Su): Any time an arcane caster begins his turn within 60 feet of the arcane ooze he must make a DC 29 Fortitude save or lose a randomly selected spell of the highest level he has available. The arcane ooze gains 5 temporary hit points for each level of the arcane spell. These hit points are lost after one hour.

Immunity to Magic (Ex): An arcane ooze is immune to any spell or spell-like effect that allows spell resistance. In addition, any magical attack that would deal electricity damage increases the ooze's speed as if affected by a haste spell for 3 rounds. A magical attack that deals acid damage heals an arcane ooze of an amount of damage equal to half what the acid would normally deal.

Ooze traits: Mindless (immune to charms, compulsions, phantasms, patterns and morale effects,) Blind (immune to gaze attacks, visual effects, illusions and attack forms that rely on sight,) immune to poison, sleep, paralysis, polymorph and stunning, not subject to critical hits or flanking.

* see Appendix 2: New Rules Items

Encounter 8 [Room 15]

Abyssal Ghoul*: CR 10; Medium Undead (Extraplanar); HD 16d12; hp 104; Init +7; Spd 40 ft.; AC 27 (+3 Dex, +14 natural) touch 13, flat-footed 27; Base Atk +9; Grp +15; Atk +15 melee (1d4+7 plus disease, front claw); Full Atk +15/+15 melee (1d4+7, 2 front claws) and +13 melee (2d4+3 plus disease, rear claws); Space/Reach 5 ft./5 ft.; SA disease, improved grab, sneak attack +5d6, wisdom drain 1d6; SQ acid resistance 20, blindsight 90 ft., cold resistance 20, *deathwatch*, electricity immunity, fire resistance 20, SR 20, uncanny dodge, undead traits; SV Fort +5, Ref +10, Will +12; Str 25, Dex 16, Con -, Int 14, Wis 15, Cha 18

Skills and Feats: Balance +20, Climb +20, Hide +20, Jump +23, Move Silently +20, Tumble +20; Dodge,

Improved Initiative, Lightning Reflexes, Mobility, Multiattack, Spring Attack

Disease (Ex): Any creature hit by an abyssal ghoul's front claw or rear claws attack must succeed on a Fortitude save (DC 18) or contract demon fever. After an incubation period of 1 day, the disease deals 1d6 points of Constitution damage. Each day after contracting demon fever, the creature must succeed on another Fortitude save (DC 18) or take the same damage. Each time it is damaged by the disease, the creature must immediately succeed on another Fortitude save (DC 18) or 1 point of the Constitution damage taken becomes Constitution drain instead. After making a successful Fortitude save against the Constitution damage on each of two consecutive days, the creature recovers.

Improved Grab (Ex): if an abyssal ghoul hits an opponent its own size or smaller with both front claws, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +15). If it gets a hold, it can attempt to pin, and use its Wisdom drain ability on its next grapple check. Alternatively, the abyssal ghoul has the option to conduct the grapple normally, or simply use its front claws to hold the opponent (-20 penalty on grapple check, but the ghoul is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals damage from both front claws.

Sneak Attack (Ex): Anytime an abyssal ghoul's target is denied a Dexterity bonus, or when a target is flanked by an abyssal ghoul, the ghoul deals an additional 5d6 points of damage on a successful melee attack.

Wisdom Drain (Su): if an abyssal ghoul successfully pins a living opponent, it can drain 1d6 points of Wisdom with its smoky tongue on the same action. Each round thereafter that the pin is maintained, the ghoul automatically drains an additional 1d6 points of Wisdom. A creature reduced to 0 Wisdom by an abyssal ghoul becomes unconscious until at least 1 point of Wisdom is restored.

Blindsight (Ex): An abyssal ghoul is blind, but it maneuvers and fights as well as a sighted creature by using scent and vibration to ascertain its surroundings. This ability enables it to discern objects and creatures within 90 feet. An abyssal ghoul usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight.

Deathwatch (Sp): This ability functions like the deathwatch spell, except that it is always active and an abyssal ghoul always knows how near death all

creatures within 90 feet of it are. Because of this knowledge, it often pauses to kill creatures near death (those with 3 or fewer hit points remaining) before moving on to attack healthier foes.

Uncanny Dodge (Ex): An abyssal ghoul retains its Dexterity bonus to Armor Class even when flat-footed or struck by an invisible attacker. In addition, it cannot be flanked except by a rogue of 20th level or higher.

* see Appendix 2: New Rules Items

APL 12

Encounter 6

Ambushers (16): male human Ftr2; CR 1; HD 2d10+4; hp 18; Init + 1; Spd 30ft; AC 14 (studded leather +3, Dex +1) flatfooted 13, touch 11; Base Atk + 2; Grp +4; Atk +5 melee (1d6+2, club); Atk +5 melee (1d6+2, club); AL N; SV Fort + 5, Ref + 1, Will -1; Str 14, Dex 12, Con 14, Int 12, Wis 8, Cha 10.

Skills and Feats: Bluff + 4, Intimidate + 5, Jump + 5, Ride + 5; Improved Bull Rush, Power Attack, Run, Weapon Focus (Club).

Possessions: Club, Studded leather armor

Ambusher Wizard: female human (Oeridian) Wiz10; CR 10; HD 10d4+2; hp 47; Init + 2; Spd 30; AC 24 (*shield* +4, *mage armor*, *greater* +6, Dex +2, deflection +2) flatfooted 22, touch 14; Base Atk + 5; Grp +4; Atk +4 melee (1d6-1, club); AL N; SV Fort + 5, Ref + 5, Will + 9; Str 8, Dex 14, Con 14, Int 18, Wis 14, Cha 8.

Skills and Feats: Concentration + 15, Decipher Script + 7, Knowledge (Arcana) + 19, Knowledge [Dungeoneering] + 12, Knowledge [Planes] + 19, Profession [Astrologer] + 7, Profession [Scribe] + 7, Spellcraft + 21, Use Magic Device + 5; Combat Casting, Scribe Scroll, Sudden Empower, Greater Spell Focus (enchantment), Point Blank Shot, Precise Shot, Spell Focus (enchantment), Weapon Focus (ray).

Possessions: Club, ~~scroll of shield~~ (10th level caster), ~~scroll of fly~~ (10th level caster), ~~scroll of greater mage armor~~ (10th level caster).

Spells Prepared: (4/5/5/3/3/2) (DC = 14 + spell level): 0 - *daze*, *ray of frost* x2, *touch of fatigue*, 1st - *magic missile*, *ray of enfeeblement* x2, *true strike* x2; 2nd - *glitterdust*, *see invisibility*, *scorching ray*, *tasha's hideous laughter* x2; 3rd - *hold person* x2, *ray of exhaustion*; 4th - *bestow curse*, *evard's black tentacles*, *invisibility*, *greater*, 5th - *hold monster*, *wall of force*

Encounter 8 [Room 1]

Topiary Guardian (Lion)* (4): CR 7; large plant; HD 10d8+40; hp 85; Init +2; Spd 40 ft.; AC 17 (+2 Dex, -1 size, +6 natural) flatfooted 15, touch 11; Base Atk +6; Grp +13; Atk +13 melee (1d6+7, claw); Full Atk +13/+13 melee (1d6+7, 2 claws) and +8 melee (1d8+3, bite); Space/Reach 10ft./5ft.; SA improved grab, merciful, pounce, rake; SQ DR 10/slashing, freeze, low-light vision, plant traits, tremorsense 90 ft., vulnerability to fire; AL N; SV Fort +11, Ref +5, Will +3; Str 25, Dex 14, Con 18, Int -, Wis 10, Cha 1.

Skills and Feats: Jump +11, Move Silently +10*.

Improved Grab (Ex): To use this ability, a lion topiary guardian must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can rake on subsequent rounds.

Merciful (Ex): A topiary guardian can deal nonlethal damage with any of its attacks without taking the standard -4 penalty on attack rolls. The creature chooses whether to deal lethal or nonlethal damage depending on the orders it is given by its creator. Orders to capture or subdue enemies cause the topiary guardian to use nonlethal attacks; any other attack order causes the creature to deal lethal damage.

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

Rake (Ex): Attack bonus +13 melee, damage 1d6+3.

Freeze (Ex): A topiary guardian can hold itself so still that it appears to be a normal sculpted shrub. An observer must succeed on a DC 30 Spot check to notice that a topiary guardian is actually an animated creature.

Skills: A topiary guardian has a +8 racial bonus on Move Silently checks.

* see Appendix 2: New Rules Items

Spellwarped Topiary Guardian (Dire Shark)*: CR 7; huge plant; HD 20d8+120; hp 223; Init +2; Spd 60 ft.; AC 20 (+1 Dex, -2 size, +11 natural) flatfooted 19, touch 9; Base Atk +15; Grp +34; Atk +24 melee (3d8+11, bite); Full Atk +24 melee (3d8+11, bite); SA improved grab, merciful, swallow whole; SQ DR 10/Slashing, freeze, low-light vision, plant traits, SR 21, tremorsense 90 ft., vulnerability to fire; AL N; SV Fort +18, Ref +7, Will +6; Str 33, Dex 12, Con 22, Int -, Wis 10, Cha 1.

Skills and Feats: Jump +18, Move Silently +10*.

Improved Grab (Ex): To use this ability, a dire shark topiary guardian must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold it establishes a hold and can try to swallow the foe in the following round.

Swallow Whole (Ex): A dire shark can try to swallow a grabbed opponent of up to one size smaller by making a successful grapple check. Once inside, the opponent takes 2d6+6 points of bludgeoning damage plus 1d8+4 points of acid damage per round from the shark's

digestive juices. A swallowed creature can cut its way out using a light slashing or piercing weapon by dealing 25 points of damage to the shark's digestive tract (AC 13). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Huge dire shark's gullet can hold 2 Large, 8 Medium or Small, 32 Tiny, 128 Diminutive, or 512 Fine or smaller opponents

Merciful (Ex): A topiary guardian can deal nonlethal damage with any of its attacks without taking the standard -4 penalty on attack rolls. The creature chooses whether to deal lethal or nonlethal damage depending on the orders it is given by its creator. Orders to capture or subdue enemies cause the topiary guardian to use nonlethal attacks; any other attack order causes the creature to deal lethal damage.

Freeze (Ex): A topiary guardian can hold itself so still that it appears to be a normal sculpted shrub. An observer must succeed on a DC 30 Spot check to notice that a topiary guardian is actually an animated creature.

Spell Absorption (Su): Whenever a spell fails to penetrate a spellwarped creature's spell resistance, the creature gains one of the following benefits, chosen at the time that the spell resolves.

Might: The spellwarped creature gains a +4 enhancement bonus to Strength for 1 minute.

Agility: The spellwarped creature gains a +4 enhancement bonus to Dexterity for 1 minute.

Endurance: The spellwarped creature gains a +4 enhancement bonus to Constitution for 1 minute.

Life: The spellwarped creature gains temporary hit points equal to 5 x level of the failed spell.

Speed: The spellwarped creature's base speed increases by a number of feet equal to 5 x level of the failed spell

Resistance: The spellwarped creature gains resistance 10 to one energy type (acid, cold, electricity, fire or sonic).

Skills: A topiary guardian has a +8 racial bonus on Move Silently checks.

* see Appendix 2: New Rules Items

Encounter 8 [Room 6]

Spellgaunt*: CR 12; large magical beast; HD 16d10+48; hp 136; Init +2; Spd 40 ft., climb 20 ft.; AC 18 (-1 size, +2 Dex, +7 natural), touch 11, flat-footed 16; Base Atk +15; Grp +23; Atk +20 melee (1d8+4, bite); Full Atk +20 melee (1d8+4, bite) and +17/+17 melee (1d6+2, 2 claws); Space/Reach 10ft./10ft.; SA disjunctive bite,

enhanced bite, force web, snatch; SQ darkvision 60 ft., detect magic, DR 15/magic and cold iron, low-light vision, quick leap, SR 35; AL N; SV Fort +13, Ref +12, Will +5; Str 18, Dex 14, Con 16, Int 13, Wis 11, Cha 21.

Skills and Feats: Balance +16, Climb +12, Hide +19, Jump +28, Spot +26; Combat Expertise, Dodge, Improved Disarm, Improved Trip, Multiattack, Weapon Focus: Bite.

Disjunctive Bite (Su): A magic item bitten by a spellgaunt see Attacking an Object in Chapters of the *Player's Handbook*; must make a successful Will save (DC 23) or instantly become a nonmagical object. A spellgaunt feeding on an artifact has a 33% chance of destroying the item. If it destroys the item, it must make a successful Fortitude save (DC 25) or die instantly from an overwhelming ingestion of magical energy

A spellcaster or a creature with supernatural or spell-like abilities that are cast by a spellgaunt must make a Fortitude save (DC 23) or lose the ability to cast spells or use its magical abilities for 1d2 rounds.

Enhanced Bite (Ex): A spellgaunt's fangs function as magic weapons.

Force Web (Su): A spellgaunt can spray flexible strands of sticky, invisible force at a single Medium-size or smaller target up to 20 feet away. A successful Reflex save (DC 23) lets the target avoid the webs, failure means the creature is stuck and entangled (-2 penalty on attack rolls and -4 penalty to Dexterity). A force web is immune to damage of all kinds from most spells, including *dispel magic*. However, *disintegrate* immediately destroys a force web, and it is also vulnerable to the effects of a sphere of annihilation or a rod of cancellation. Since force webs extend into the Ethereal Plane, they also affect ethereal creatures. A force web dissolves after 1d4 hours.

Snatch Item (Ex): A spellgaunt can take an openly displayed magic item away from an opponent with a successful disarm attempt, whether or nor the item is actually a weapon. It cannot remove armor or other items that are attached at multiple locations, but it can snatch forcefully enough to break a single strap or other such attachment the strap holding a wand to an opponent's belt, for example.

Detect Magic (Su): A spellgaunt can see magical auras in its line of sight to a range of 120 feet. It immediately senses the aura strength of each magic item and magical effect it detects.

Quick Leap (Ex): A spellgaunt can make a standing jump as a free action.

Skills: A spellgaunt receives a +4 racial bonus on Hide checks, a +6 racial bonus on Jump checks, and a +12 racial bonus on Spot checks.

* see Appendix 2: New Rules Items

Encounter 8 [Room 6]

Dispellingharm*: CR 14; large ooze; HD 11d10+55; hp 117; Init +0; Spd 20 ft.; AC 17 (+6 deflection, +2 natural, -1 size), flatfooted 15, touch 15); Base Atk +8; Grp +21; Atk +16 (1d6+13 plus 110 damage plus *dispel magic, greater*, slam); Space/Reach 10ft./10ft.; SA *dispel magic, greater*, engulf, *harm*; SQ blindsight 60 ft., DR 10/magic, ooze traits, SR 21; AL N; SV Fort +8, Ref +3, Will +4; Str 28, Dex 11, Con 20, Int -, Wis 13, Cha 16.

Engulf (Ex): A dispellingharm can flow around creatures that fit within its space as a standard action. It cannot make a slam attack during a round in which it engulfs. A dispellingharm merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the dispellingharm, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 17 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the spell moves forward. Engulfed creatures are subject to the full normal effect of the *greater dispel magic* and *harm* effects each round on the dispellingharm's turn, and are considered to be grappled.

Dispel Magic, Greater (Su): A creature hit by a dispellingharm's slam attack or engulfed by it is affected as if caught in an area *greater dispel magic*.

Harm (Su): A creature hit by a dispellingharm's slam attack or engulfed by it takes 110 points of damage (Will DC 19 negates).

* see Appendix 2: New Rules Items

Encounter 8 [Room 10]

Arcane Ooze*: CR 9; Huge ooze; HD 15d10+120; hp 202; Init -5; Spd 20 ft., climb 20 ft.; AC 3, touch 3, flat-footed 3; Base Atk +11; Grp +24; Atk +14 melee (2d6+7 plus 2d6 acid, slam); Full Atk +14 melee (2d6+7 plus 2d6 acid, slam); Space/Reach 15ft./10ft.; SA acid, constrict 2d6+7 plus 2d6 acid, improved grab, spell siphon; SQ Blindsight 60 ft., immunity to magic, ooze traits; AL N; SV Fort +13, Ref +0, Will +0; Str 20, Dex 1, Con 26, Int —, Wis 1, Cha 1.

Skills and Feats: Climb +13 (may take 10 even if rushed or threatened)

Acid (Ex): An arcane ooze's acid dissolves only flesh.

Blindsight (Ex): An ooze's entire body is a primitive sensory organ that can locate prey by scent and vibration within 60 feet.

Constrict (Ex): An arcane ooze deals slam damage (2d6+9 plus 2d6 acid) with a successful grapple check.

Improved Grab (Ex): An arcane ooze that hits with its slam attack can attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check a hold is established and the ooze may constrict.

Spell Siphon (Su): Any time an arcane caster begins his turn within 60 feet of the arcane ooze he must make a DC 29 Fortitude save or lose a randomly selected spell of the highest level he has available. The arcane ooze gains 5 temporary hit points for each level of the arcane spell. These hit points are lost after one hour.

Immunity to Magic (Ex): An arcane ooze is immune to any spell or spell-like effect that allows spell resistance. In addition, any magical attack that would deal electricity damage increases the ooze's speed as if affected by a haste spell for 3 rounds. A magical attack that deals acid damage heals an arcane ooze of an amount of damage equal to half what the acid would normally deal.

Ooze traits: Mindless (immune to charms, compulsions, phantasms, patterns and morale effects,) Blind (immune to gaze attacks, visual effects, illusions and attack forms that rely on sight,) immune to poison, sleep, paralysis, polymorph and stunning, not subject to critical hits or flanking.

* see Appendix 2: New Rules Items

Encounter 8 [Room 15]

Abyssal Ghoul, Lurking Terror* (2): CR 10; Medium Undead (Extraplanar); HD 19d12; hp 125 hp; Init +7; Spd 40 ft.; AC 27 (+3 Dex, +14 natural) touch 13, flat-footed 27; Base Attack +11; Grp +17; Atk +17 melee (1d4+7 plus disease, front claw); Full Atk +17/+17 melee (1d4+7, 2 front claws) and +15 melee (2d4+3 plus disease, rear claws); Space/Reach 5 ft./5 ft.; SA deathly power, disease, improved grab, sneak attack +5d6, wisdom drain 1d6; SQ acid resistance 20, blindsight 90 ft., cold resistance 20, Darkvision 60ft., *deathwatch*, electricity immunity, fire resistance 20, hide in plain sight, SR 20, uncanny dodge, undead traits; SV Fort +6,

Ref +11, Will +15; Str 25, Dex 16, Con -, Int 14, Wis 15, Cha 18

Disease (Ex): Any creature hit by an abyssal ghoul's front claw or rear claws attack must succeed on a Fortitude save (DC 21) or contract demon fever. After an incubation period of 1 day, the disease deals 1d6 points of Constitution damage. Each day after contracting demon fever, the creature must succeed on another Fortitude save (DC 21) or take the same damage. Each time it is damaged by the disease, the creature must immediately succeed on another Fortitude save (DC 21) or 1 point of the Constitution damage taken becomes Constitution drain instead. After making a successful Fortitude save against the Constitution damage on each of two consecutive days, the creature recovers.

Improved Grab (Ex): if an abyssal ghoul hits an opponent its own size or smaller with both front claws, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +15). If it gets a hold, it can attempt to pin, and use its Wisdom drain ability on its next grapple check. Alternatively, the abyssal ghoul has the option to conduct the grapple normally, or simply use its front claws to hold the opponent (-20 penalty on grapple check, but the ghoul is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals damage from both front claws.

Sneak Attack (Ex): Anytime an abyssal ghoul's target is denied a Dexterity bonus, or when a target is flanked by an abyssal ghoul, the ghoul deals an additional 5d6 points of damage on a successful melee attack.

Wisdom Drain (Su): if an abyssal ghoul successfully pins a living opponent, it can drain 1d6 points of Wisdom with its smoky tongue on the same action. Each round thereafter that the pin is maintained, the ghoul automatically drains an additional 1d6 points of Wisdom. A creature reduced to 0 Wisdom by an abyssal ghoul becomes unconscious until at least 1 point of Wisdom is restored.

Blindsight (Ex): An abyssal ghoul is blind, but it maneuvers and fights as well as a sighted creature by using scent and vibration to ascertain its surroundings. This ability enables it to discern objects and creatures within 90 feet. An abyssal ghoul usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight.

Deathwatch (Sp): This ability functions like the deathwatch spell, except that it is always active and an abyssal ghoul always knows how near death all

creatures within 90 feet of it are. Because of this knowledge, it often pauses to kill creatures near death (those with 3 or fewer hit points remaining) before moving on to attack healthier foes.

Uncanny Dodge (Ex): An abyssal ghoul retains its Dexterity bonus to Armor Class even when flat-footed or struck by an invisible attacker. In addition, it cannot be flanked except by a rogue of 20th level or higher.

* see Appendix 2: New Rules Items

Appendix Two: New Rules Items

Abyssal Ghoul [New Creature] as presented in *Fiend Folio*

Medium-Size Undead (Extraplanar)

Hit Dice: 16d12 (104 hp)

Initiative: +7

Speed: 40 ft.

AC: 27 (+3 Dex, +14 natural) touch 13, flat-looted 27

Base Attack/Grapple: +9/+15

Attack: Front claw +15 melee

Full Attack: 2 front claws +15 melee and rear claws +13 melee

Damage: Front claw 1d4+7 plus disease, rear claws 2d4+3 plus disease

Face/Reach: 5 ft./5 ft.

Special Attacks: Disease, improved grab, sneak attack +5d6, Wisdom drain 1d6

Special Qualities: Acid resistance 20, blindsight 90 ft., cold resistance 20, *deathwatch*, electricity immunity, fire resistance 20, SR 20, uncanny dodge, undead traits

Saves: Fort +5, Ref +10, Will +12

Abilities: Str 25, Dex 16, Con –, Int 14, Wis 15,

Cha 18

Skills: Balance +20, Climb +20, Hide +20, Jump +23, Move Silently +20, Tumble +20

Feats: Dodge, Improved Initiative, Lightning Reflexes. Mobility, Multiattack, Spring Attack

Climate/Terrain: Any land and underground

Organization: Solitary, gang (2-5), or swarm (6-12)

Challenge Rating: 10

Treasure: –

Alignment: Always chaotic evil

Advancement: 17-24 HD (Medium size); 25-48 HD (Large)

Abyssal ghouls are twisted undead creatures with fiendish characteristics. Their abyssal connections make them far more formidable opponents than common ghouls.

An abyssal ghoul looks similar to a common ghoul in that it is a warped humanoid figure with bestial features. Its skin is scaly and tough, and its fingers and toes end in fearsome claws several inches in length. Its teeth are equally fearsome and a foot-long tongue dangles from its mouth, trailing into smoky incorporeality at its tip. Though an abyssal ghoul is blind, its other senses allow it to perceive prey around it.

Abyssal ghouls speak Abyssal.

COMBAT

An abyssal ghoul enters combat slashing with its claws. Its strange tongue allows it to stick mental energy from prey it has pinned.

Despite their apparent bestial nature, abyssal ghouls are quite intelligent, and they show considerable cunning in battle. In groups they always try to flank opponents and take advantage of sneak attack opportunities.

Disease (Ex): Any creature hit by an abyssal ghoul's front claw or rear claws attack must succeed on a Fortitude save (DC 18) or contract demon fever. After an incubation period of 1 day, the disease deals 1d6 points of Constitution damage. Each day after contracting demon fever, the creature must succeed on another Fortitude save (DC 18) or take the same damage. Each time it is damaged by the disease, the creature must immediately succeed on another Fortitude save (DC 18) or 1 point of the Constitution damage taken becomes Constitution drain instead. After making a successful Fortitude save against the Constitution damage on each of two consecutive days, the creature recovers.

Improved Grab (Ex): if an abyssal ghoul hits an opponent its own size or smaller with both front claws, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +15). If it gets a hold, it can attempt to pin, and use its Wisdom drain ability on its next grapple check. Alternatively, the abyssal ghoul has the option to conduct the grapple normally, or simply use its front claws to hold the opponent (-20 penalty on grapple check, but the ghoul is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals damage from both front claws.

Sneak Attack (Ex): Anytime an abyssal ghoul's target is denied a Dexterity bonus, or when a target is flanked by an abyssal ghoul, the ghoul deals an additional 5d6 points of damage on a successful melee attack.

Wisdom Drain (Su): if an abyssal ghoul successfully pins a living opponent, it can drain 1d6 points of Wisdom with its smoky tongue on the same action. Each round thereafter that the pin is maintained, the ghoul automatically drains an additional 1d6 points of Wisdom. A creature reduced to 0 Wisdom by an abyssal ghoul becomes unconscious until at least 1 point of Wisdom is restored.

Blindsight (Ex): An abyssal ghoul is blind, but it maneuvers and fights as well as a sighted creature by using scent and vibration to ascertain its surroundings. This ability enables it to discern objects and creatures within 90 feet. An abyssal ghoul usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight.

Deathwatch (Sp): This ability functions like the deathwatch spell, except that it is always active and an abyssal ghoul always knows how near death all creatures within 90 feet of it are. Because of this knowledge, it often pauses to kill creatures near death (those with 3 or fewer hit points remaining) before moving on to attack healthier foes.

Uncanny Dodge (Ex): Art abyssal ghoul retains its Dexterity bonus to Armor Class even when flat-footed or struck by an invisible attacker. In addition, it cannot be flanked except by a rogue of 20th level or higher.

Undead Traits: An abyssal ghoul is immune to mind affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects (unless they specifically affect undead), 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, or death from massive damage. An abyssal ghoul cannot be raised, and resurrection works only if it is willing. An abyssal ghoul has darkvision (60-foot range).

Living Spell [New Creature] as presented in Monster Manual 3

"Living spell" is an unusual template, in that it is applied to an arcane or divine spell effect (or in some cases, a group of spell effects) and not a creature. The characteristics of a living spell are determined by the nature of the spell(s), including the caster level of the spells. The template can be applied to any spell that creates an area or effect (not targeted spells), but not a

spell whose effect is already a creature (such as a summon monster spell).

A living spell composed of more than one spell uses the caster level of its highest-level spell for all its spell effects.

Size and Type: A living spell's size depends on its caster level: 1st-6th is Medium, 7th-12th is Large, 13th or higher is Huge. Its type is ooze.

Hit Dice: A living spell has Hit Dice equal to its caster level. Its Hit Dice are d10s.

Speed: A living spell's speed depends on the spell's range: A spell with a range of close has a speed of 20 feet, a spell with a range of medium has a speed of 40 feet, and a spell with a range of long has a speed of 60 feet. A spell with any other range has a speed of 20 feet. If two spells with different ranges combine to make a living spell, the living spell's speed is based on the range of the slower of the two parent spells.

Armor Class: A living spell has a deflection bonus to its AC equal to its spell level.

Attack: A living spell gains a slam attack it can use once per round. The slam attack deals damage based on the living spell's size (see the table below), plus its Strength bonus x 1-1/2. A successful slam attack also affects the target as though it were within the spell effect or area (see Special Attacks, below).

Living Spell Size	Slam Damage
Fine	1
Diminutive	1
Tiny	1d2
Small	1d3
Medium	1d4
Large	1d6
Huge	1d8
Gargantuan	2d6
Colossal	2d8

Special Attacks: A living spell has two special attacks.

Spell Effect (Su): A creature hit by a living spell's slam attack is subjected to the normal effect of the spell or spells making up the creature, as if it were within the area or effect of the spell itself. Saves apply as normal for the spell; the DC is 10 + spell level + Cha modifier.

Engulf (Ex): A living spell can flow around creatures that fit within its space as a standard action. It cannot

make a slam attack during a round in which it engulfs. The living spell merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the living spell, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a Reflex save (DC 10 + spell level + Cha modifier) or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the spell moves forward. Engulfed creatures are subject to the full normal effect of the spell(s) each round on the living spell's turn, and are considered to be grappled.

Special Qualities: A living spell has ooze traits, damage reduction 10/magic, and spell resistance equal to 10 + its caster level.

Saves: A living spell has normal saves for a creature of the ooze type (no good saves). It gains a resistance bonus on all saves equal to the spell level of the highest-level spell upon which it is based.

Abilities: A living spell has Strength, Constitution, and Charisma scores equal to 10 + its spell level. Its Dexterity and Wisdom scores are 7+ its spell level. It is mindless, and has no intelligence score.

Skills and Feats: Living spells, being mindless, have no skills or feats.

Environment: Any land. Living spells are found in the Mournlands and other areas blasted by magic.

Organization: Solitary.

Challenge Rating: A living spell's Challenge Rating is equal to the spell level of the highest-level spell upon which it is based, plus one-half its caster level, rounded down (minimum CR 1). If the living spell is based on multiple spells, increase the CR by one-half the sum of the additional spell levels (minimum increase +1).

Treasure: None.

Alignment: Always neutral. If the original spell had an alignment, the living spell adds that alignment to its neutral alignment. For example, an evil spell would spawn a neutral evil living spell, a chaotic spell a chaotic neutral living spell, and so forth.

Advancement: --

Level Adjustment: --

Lurking Terror [New Prestige Class] as presented in *Libris Mortis*

Hit Die: d12.

Requirements: To qualify to become a lurking terror, a character must fulfill all the following criteria.

Type: Undead.

Skills: Hide 8 ranks, Move Silently 8 ranks.

Special: If the character possesses the incorporeal subtype, it need not meet the Move Silently requirement.

Table: Lurking Horror

Level	BAB	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Deathly Power
2	+1	+0	+0	+3	Improved Darkvision
3	+2	+1	+1	+3	Hide in Plain Sight

Class Skills: The lurking terror's class skills (and the key ability for each skill) are Climb (Str), Escape Artist (Dex), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Search (Int), and Spot (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the lurking terror prestige class.

Weapon and Armor Proficiency: Lurking terrors gain no proficiency with any weapons, armor, or shields.

Deathly Power (Ex): A lurking terror adds its class level to any save DCs for the extraordinary and supernatural special attacks possessed by an undead creature of its kind. This ability has no effect on the lurking terror's spells or spell-like abilities, nor on any special abilities gained from its nonundead kind (such as a vampiric medusas petrifying gaze), feats, or class features (such as the assassin's death attack).

For example, a vampire that becomes a 1st-level lurking terror increases the DC of its dominate and energy drain special attacks by 1. If the vampire were also a sorcerer with the Stunning Fist feat, neither its spell save DCs nor the save DC or its stunning attacks would be affected.

Improved Darkvision (Ex): At 2nd level, the effective distance of a lurking terrors darkvision improves to 90

feet. (If the lurking terror doesn't already have darkvision, it gains darkvision out to 60 feet.)

Hide in Plain Sight (Ex): At 3rd level, a lurking terror can use the Hide skill even while being observed, as long as it has cover or concealment.

Spellgaunt [New Creature] as presented in *Monster Manual 2*

Large Magical Beast

Hit Dice: 16d10+48(136 hp)

Initiative: +2

Speed: 40 ft., climb 20 ft.

AC: 18 (-1 size, +2 Dex, +7 natural), touch 11, flat-footed 16

Base Attack/Grapple: +9/+15

Attacks: Bite +21 melee

Full Attacks: Bite +21 melee and 2 claws +17 melee

Damage: Bite 1d8+8, claw 1d6+2

Space/Reach: 10ft./ 5 ft.

Special Attacks: Disjunctive bite, enhanced bite, force web, snatch item.

Special Qualities: Darkvision 60 ft., DR 15/magic and cold iron, detect magic, low-light vision, quick leap, SR 35.

Saves: Fort +13, Ref +12, Will +5

Abilities: Str 18, Dex 14, Con 16, Int 13, Wis 11, Cha 21

Skills: Balance +16, Climb +12, Hide +19, Jump +28, Spot +26

Feats: Combat Expertise, Improved Disarm, Improved Trip, Multiattack, Weapon Focus (bite).

Climate/Terrain: Any forest, mountains or underground

Organization: Solitary, pair, or nest (10-40)

Challenge Rating: 12

Treasure: None

Alignment: Always neutral

Advancement: 17-30 HD (Large); 31-45 HD (Huge)

Spellgaunts feast upon the arcane energy stored within magic items and creatures that use spells, draining the magic from them in the process. A spellgaunt appears as a bizarre, elongated arachnid. Its spindly legs are 10

feet long, and its flat, golden body is covered with hairy, chitinous plates. The monster has tremendous, saw-edged fangs that end in fine, razor-sharp points. Sparkling saliva drips continuously from its maw.

COMBAT

A spellgaunt senses magic items and attacks any creature that carries one. It usually tries to immobilize foes with its force web first, then moves in to feed, drinking up the strongest magic first. Foes that evade its webs are bitten and clawed. If outnumbered, a spellgaunt moves quickly to snatch any visibly displayed magic items, then flees to its lair to feed in peace.

Disjunctive Bite (Su): A magic item bitten by a spellgaunt see Attacking an Object in Chapters of the Player's Handbook; must make a successful Will save (DC 23) or instantly become a nonmagical object. A spellgaunt feeding on an artifact has a 33% chance of destroying the item. If it destroys the item, it must make a successful Fortitude save (DC 25) or die instantly from an overwhelming ingestion of magical energy

A spellcaster or a creature with supernatural or spell-like abilities that are cast by a spellgaunt must make a Fortitude save (DC 23) or lose the ability to cast spells or use its magical abilities for 1d2 rounds.

Enhanced Bite (Ex): A spellgaunt's fangs function as magic weapons.

Force Web (Su): A spellgaunt can spray flexible strands of sticky, invisible force at a single Medium-size or smaller target up to 20 feet away. A successful Reflex save (DC 23) lets the target avoid the webs, failure means the creature is stuck and entangled (-2 penalty on attack rolls and -4 penalty to Dexterity). A force web is immune to damage of all kinds from most spells, including *dispel magic*. However, *disintegrate* immediately destroys a force web, and it is also vulnerable to the effects of a sphere of annihilation or a rod of cancellation. Since force webs extend into the Ethereal Plane, they also affect ethereal creatures. A force web dissolves after 1d4 hours.

Snatch Item (Ex): A spellgaunt can take an openly displayed magic item away from an opponent with a successful disarm attempt, whether or not the item is actually a weapon. It cannot remove armor or other items that are attached at multiple locations, but it can snatch forcefully enough to break a single strap or other such attachment the strap holding a wand to an opponent's belt, for example.

Detect Magic (Su): A spellgaunt can see magical auras in its line of sight to a range of 120 feet. It immediately senses the aura strength of each magic item and magical effect it detects.

Quick Leap (Ex): A spellgaunt can make a standing jump as a free action.

Skills: A spellgaunt receives a +4 racial bonus on Hide checks, a +6 racial bonus on Jump checks, and a +12 racial bonus on Spot checks.

Spellwarped Creature [New Template] as presented in *Monster Manual 3*

"Spellwarped" is an inherited template that can be added to any corporeal aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, plant, or vermin (referred to hereafter as the base creature).

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

Size and Type: The creature's type changes to aberration. Do not recalculate the creature's HD, BAB, saves, or skill points if its type changes. The creature gains the augmented subtype if necessary. Size is unchanged.

Armor Class: Natural armor bonus improves by 2 (stacks with any natural armor bonus the base creature has).

Special Qualities: A spellwarped creature has all the special qualities of the base creature, plus the following special qualities.

Spell Resistance (Ex): A spellwarped creature gains spell resistance 11+its HD. If the creature already has spell resistance, use the greater of the two values.

Spell Absorption (Su): Whenever a spell fails to penetrate a spellwarped creature's spell resistance, the creature gains one of the following benefits, chosen at the time that the spell resolves.

Might: The spellwarped creature gains a +4 enhancement bonus to Strength for 1 minute.

Agility: The spellwarped creature gains a +4 enhancement bonus to Dexterity for 1 minute.

Endurance: The spellwarped creature gains a +4 enhancement bonus to Constitution for 1 minute.

Life: The spellwarped creature gains temporary hit points equal to 5 x level of the failed spell.

Speed: The spellwarped creature's base speed increases by a number of feet equal to 5 x level of the failed spell.

Resistance: The spellwarped creature gains resistance 10 to one energy type (acid, cold, electricity, fire, or sonic).

Abilities: Increase from the base creature as follows: Str +4, Dex +2, Con +4, Int +4.

Challenge Rating: HD 3 or less as base creature; HD 4 to 10, as base creature +1; HD 11 or more as base creature +2.

Alignment: Usually evil (any).

Topiary Guardian [New Template] as presented in *Monster Manual 3*

Creating a topiary guardian that mimics a different animal (of Medium, Large, or Huge size) is possible. Start with the base creature's normal statistics and make the following changes.

Size and Type: The creature's type changes to plant. Recalculate base attack bonus, saves, and skill points based on the topiary guardian's Hit Dice (see below). Size is unchanged.

Hit Dice: Topiary guardians have Hit Dice according to their size. Medium topiary guardians have 5 HD, Large topiary guardians 10 HD, and Huge topiary guardians 20 HD.

Speed: Land speed same as base creature. A topiary guardian does not gain any burrow, climb, fly, or swim speed of the creature on which it is based.

Special Attacks: A topiary guardian gains the following special attack.

Merciful (Ex): A topiary guardian can deal nonlethal damage with any of its attacks without taking the standard -4 penalty on attack rolls. The creature chooses whether to deal lethal or nonlethal damage depending on the orders it is given by its creator. Orders to capture or subdue enemies cause the topiary guardian to use nonlethal attacks; any other attack order causes the creature to deal lethal damage.

Special Qualities: A topiary guardian gains the following special qualities.

Damage Reduction (Ex): A topiary guardian has damage reduction 10/slashing.

Freeze (Ex): A topiary guardian can hold itself so still that it appears to be a normal sculpted shrub. An

observer must succeed on a DC 30 Spot check to notice that a topiary guardian is actually an animated creature.

Tremorsense (Ex): A topiary guardian has tremorsense out to 90 feet.

Vulnerability to Fire: Topiary guardians are vulnerable to fire.

Abilities: A topiary guardian has a specific set of ability scores based on its size, as given below.

Medium: Str 17, Dex 16, Con 14, Int-, Wis 10, Cha 1.

Large: Str 25, Dex 14, Con 18, Int-, Wis 10, Cha 1.

Huge: Str 33, Dex 12, Con 22, Int-, Wis 10, Cha 1.

Skills: A topiary guardian has a +8 racial bonus on Move Silently checks.

Environment: Any.

Organization: Solitary or garden (2-8).

Level	HD	B	A	B	Fort Save	Ref Save	Will Save	Skill Points	Special
1	1d12	+0			+0	+0	+2	(4+Int) x4	Feat, slam 1d4, +2 natural armor
2	2d12	+1			+0	+0	+3	4+Int	+2 Str, Damage Reduction 1/-
3	2d12	+1			+0	+0	+3	-----	+2 Wis, +4 natural armor
4	3d12	+1			+1	+1	+3	4+Int	Feat, +2 Str, Damage Reduction 2/-
5	3d12	+1			+1	+1	+3	-----	Mummy rot 1/day, +2 Cha,+5 natural Armor
6	4d12	+2			+1	+1	+4	4+Int	Slam 1d6, +2 Str
7	4d12	+2			+1	+1	+4	-----	+6 natural armor, Damage Reduction 3/-
8	5d12	+2			+1	+1	+4	4+Int	Mummy rot 3/day
9	5d12	+2			+1	+1	+4	-----	+8 natural armor, +2 Str
10	6d12	+3			+2	+2	+5	4+Int	Feat, Despair, +2 Cha
11	6d12	+3			+2	+2	+5	-----	+9 natural armor, +2 Str, Damage reduction 4/-
12	7d12	+3			+2	+2	+5	4+Int	Mummy rot at will, +2 Wis
13	8d12	+4			+2	+2	+6	4+Int	+2 Str, +10 natural armor, damage reduction 5/-

Challenge Rating: As base creature +1 or by (Medium 3, Large 7, Huge 12), whichever is higher.

Treasure: None.

Alignment: Always neutral.

Advancement: -.

Level Adjustment: -.

Mummy Monster Class [New Rules] as presented in Libris Mortis

A mummy is a preserved corpse, typically animated through the auspices of dark detest gods. Traditionally, mummies serve as guardians of tombs or temples, destroying intruders or thieves who desecrate those areas.

Class Skills:

The mummy's class skills (and key ability for each skill) are hide (dex), listen (wis), move silently (dex), and spot (wis)

Skill points at 1st level: (4+ int modifier) x 4

Skill Points at Each Additional Hit Die: 4 + int modifier

Class Features:

All the following are class features of the mummy

monster class.

Weapons and Armor Proficiency: mummies are proficient with all simple weapons, but not with armor or shields.

Slams: A mummy has a slam attack that is a natural weapon dealing the indicated damage plus 1-1/2 times its strength modifier.

Mummy Rot (Su): Starting at 5th level, once per day a mummy can infect a creature hit by its slam attack

with mummy rot. at 8th level it can do this three time per day, and at 12th level every one of its slam attacks can bring about the disease—Fortitude save DC 10+1/2 mummy's HD from class levels+ mummy's Cha modifier, incubation period 1minute; damage 1d6 con and 1d6 Cha.

Unlike normal diseases, mummy rot persists until the victim reaches constitution 0 (and dies) or is cured as described below.

Mummy rot is a powerful curse, not a natural disease. A character attempting to cast any conjuration (healing) spell on a creature afflicted with mummy rot must succeed on a DC 20 caster level check, or the spell has no effect on the afflicted character.

To eliminate mummy rot, the curse must first be broken with *break enchantment* or *remove curse* (requiring a DC 20 caster level check for either spell), after which a caster level check is no longer necessary to cast healing spells on the victim, and the mummy rot can be magically cured as any normal disease.

An afflicted creature that dies of mummy rot shrivels away into sand and dust that blow away into nothing at the first wind.

Despair (Su): A mummy of 10th level or higher causes fear in any creature that views it. Such a creature must succeed on a Will save (DC 10+1/2 mummy's HD from class levels+ mummy's cha modifier) or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. The save DC is Charisma-based.

Level: Sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

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

Area: 5 ft.-radius burst

Duration: 1 round/ level

Saving Throw: Fortitude negates

Spell Resistance: Yes

You cause a multitude of ribbon like shadows to instantaneously explode outward from the point of origin. Creatures in the area take 4 points of strength damage and are dazed for 2 rounds.

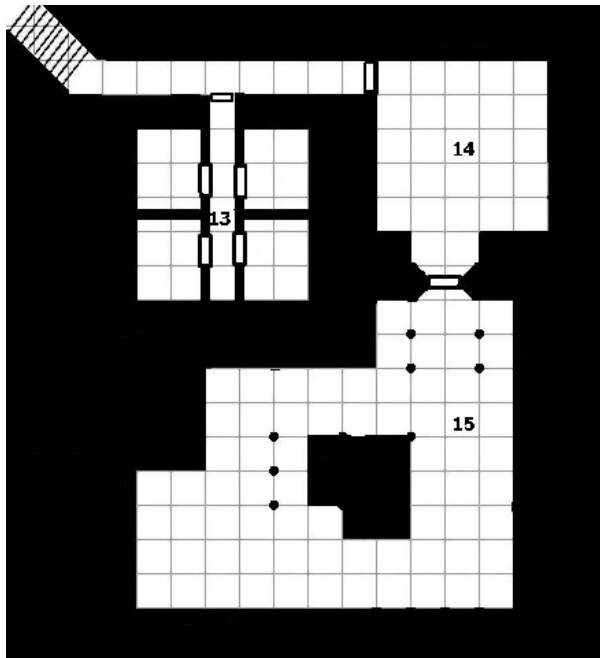
Material Components: a handful of black ribbons

Shadow Spray [New Spell] as presented in Spell Compendium

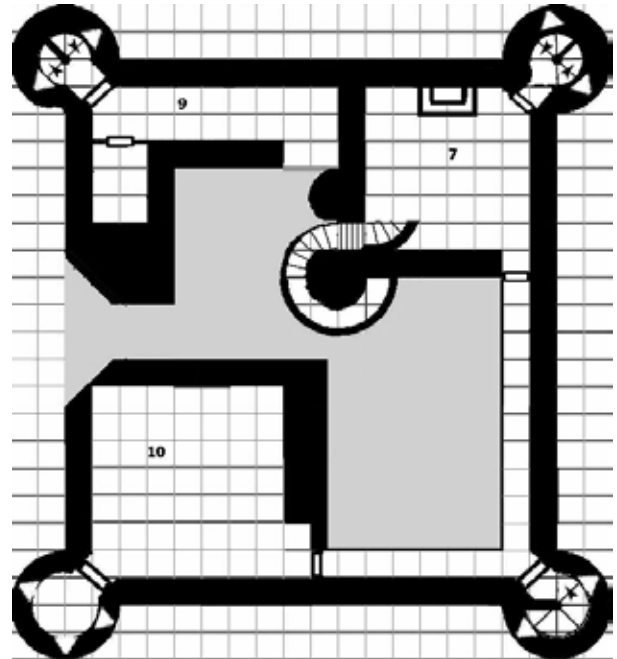
Illusion (shadow)

Appendix Three: DM Maps

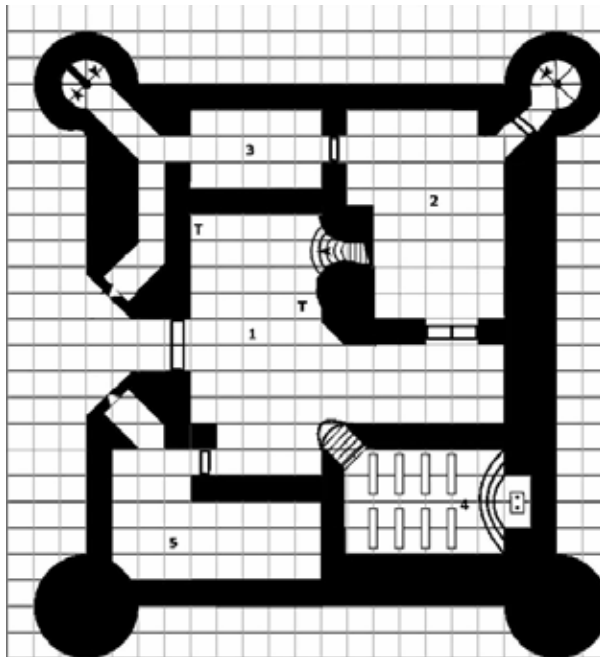
Basement



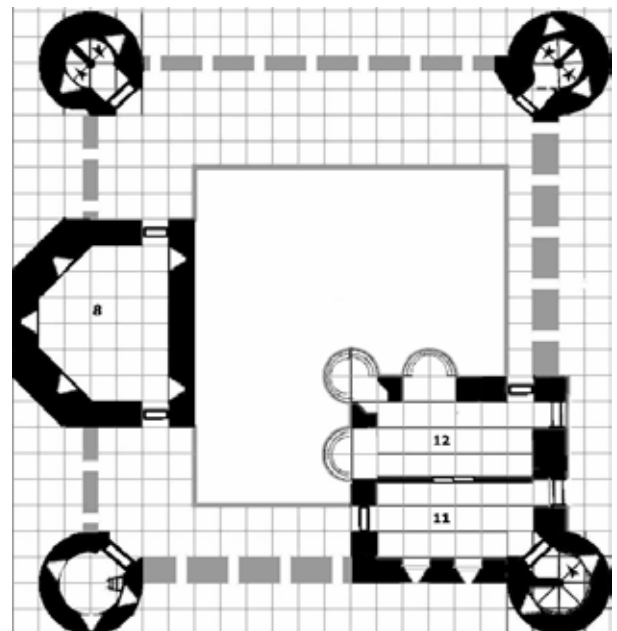
2nd Floor



1st Floor



3rd Floor



Appendix Four: Background on House Rhynehurst

House Rhynehurst

House Rhynehurst has a very relaxed attitude toward many things, which has brought easy growth to their lands, happiness to their vassals, and a gentle truce with some of the unsavory elements of society. The general populace is easy-going and enjoys a good day's work combined with a good night's fun. Rhynehurst's cultural offerings are second only to Verbobonc City in both size and quality. Many a young Rhynehurst lad and lass have strolled and hummed and strummed away the hours while working in the fields, watching the herds, laboring in the bakeries, or enjoying the Riverwalk. Music and lyrical poetry seem almost second nature to those from Rhynehurst, and these abilities are encouraged by Lord Rhynehurst, who often not only attends but sometimes acts in the local plays and pageantry. Socially, Rhynehurst is often viewed as something of a backwater part of the Viscounty.

House position on Viscount

All of house rhynehurst are loyal to the Viscount. Curlys will take offense if they insult the Mounted Borderers, the Church of St. Cuthbert, or the Viscount. If asked how he can live in luxury when so many are suffering he fakes a shocked expression and will state, "If we change the way we live the giant won."

Appendix Five: Legwork

At various points throughout this adventure, the PCs will want to find out more information about certain topics. Have them make the appropriate skill checks, with higher checks resulting in more information. Other knowledge skills may be used, in addition to the ones listed, at the DM's discretion.

The DC is increased by +5 for Bardic Knowledge checks.

The DM is reminded that each Gather Information check takes 1d4+1 hours.

Castle Estival/House Estival (Bardic Knowledge, Gather Information, Knowledge [Local: VTF], Knowledge [Nobility and Royalty]).

DC 0: Castle Estival is an old abandoned castle near the edge of the Iron Wood.

DC 5: The Church of Saint Cuthbert has been custodian of the castle for many years. They forbid anyone from approaching the castle ruins, even The Silver Guard.

DC 7: Sir Welborn Estival has commissioned several food shipments from Dyvers to help alleviate the starvation rampant in Verbobonc City and elsewhere. While the first shipment went missing in the northern Gnarley Forest, most of the others have safely reached their destinations.

DC 10: The castle is ever-present reminder of the Keoish occupation.

DC 15: Castle Estival is named after an ancient noble family that was destroyed for their evil ways. There are rumors that not all of the form residents are dead.

DC 17: Contemporary accounts of the time say that the Estival family committed terrible acts of torture in the dungeons.

DC 23: Dim-witted would be adventurer-types sometime head into the ruins seeking fame and fortune but are never heard from again.

DC 30: The Estivals of lore were obsessed with creating a new, better human. They performed many experiments to create it but all ended in failure.

DC 35: The Estivals worshipped Erythnul

General Information in Verbobonc

DC 5: A large group of travelers were discovered murdered recently on Lord Avgustin's lands. The crime is commonly referred to as the Brewfest Massacre of Humming's End. Rumor has it a former paladin in the service of Lord Shannus is responsible.

DC 10: The Revnash Splinter, a holy artifact dedicated to Saint Cuthbert, was recovered during the giant war last year.

DC 12: The road from Dyvers through the Gnarley Forest has become very dangerous lately. It is believed that the forces of Blackthorn, a large orcish post far in the southern Gnarley, are responsible.

DC 15: Lord Galens has announced that his son, Dafydd is to marry. They are searching for the right woman.

DC 17: A town named Tristane was recently found completely abandoned.

DC 20: Some one has been buying up all the silver in Verbobonc. Rumor has it that it the lycanthropes/ they buying it so that it will not be used against them when they launch their attack.

DC 23: The Church of Saint Cuthbert has commissioned the Order of Billets to deal with the recent trouble caused by heretics. It is said that they relentlessly hunt their prey day and night, never stopping for so much as a meal.

DC 25: The Elven Clans of the Gnarley Forest has increased their interaction with Celene. Some think that they plan to reclaim the great forest.

DC 28: Rumor has it Bishop Huairen is attempting to use the Revnash Splinter to gain insight to guide the people during this trying time.

DC 30: Some one is making a power play for leadership of the Verbobonc underworld.

Player Handout One: A Open Proposal

WANTED

Seasoned explorers to take on a task.

Must like old places and be unafraid of the unknown.

Willing to hire right party. Must bring own tools.

Apply at Betham's Books

Player Handout Two: Old Parchment

The following scrap of parchment is handwritten in Oeridian

I am getting closer. The subject remained alive and retained its amorphous shape for well over a minute. I believe the key is to use a younger base for test subject. They seem to tolerate the improvements better. I shall have the guards procure some additional volunteers tomorrow. I must prepare the glass containment apparatus for the symbiote dissolves all others.

Player Handout Three: Hawley's Vision

All at once your body begins to slowly become cold, as if a large shard of ice has penetrated your body. You feel your very blood grow cold as the dark chilly feeling runs through your body. All at once you realize something, someone is in your head. You feel your arms move by themselves, as your head turns to look around. Then a voice....a meek voice, one of fear. A child's voice. "I will show you....." With that your vision is darkened, the world fades out as you experience a nauseous feeling not unlike spinning.

Slowly a light starts to come into view, it grows brighter and clearer. As it takes focus you realize that you are looking at a village. Primitive huts of grass and stick line the river. People come into view wearing a style of dress that is both poor and highly out of date.

Critical Event Summary

(please submit this to the Verbobonc Triad before July 1, 2006)

List all PCs affiliated with a Verbobonc metaorganization that participated in this adventure.

<u>Character Name</u>	<u>Player Name</u>	<u>RPGA Number</u>	<u>Metaorg Affiliation</u>
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1)

2)

3)

4)

5)

6)

Was Lord Rhynehurst informed of the character intentions?

Did the PCs gain permission from the Church of Saint Cuthbert?

Did the PCs learn that Asanto send the ambushers?

Did the characters get arrested?

Did the character kill any ambushers ?

Did the PCs Find Hawley's locket?

Did they return it to Hawley?

Did the PCs open the block box? If yes, Please list the player's name and character name.

Did the PCs do anything noteworthy? If so, note the details here and on the back if necessary.