

FUR6-01

Master of Bronzeblood

A Two-Round (Continuous) D&D LIVING GREYHAWK[®] Furyondy Regional Adventure

Version 1.0

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Evil abounds in Bronzeblood as the Master stirs again. Undead hordes pour into neighboring towns and fields. Can there be that many undead in the old keep? It's your job to find out. This very dangerous Furyondy adventure is designed for PCs levels 7 to 15 (APL 8 to 16) and is recommended for members of the Green Jerkin Rangers, Furyondy Military, Order of the Hart (Furyondy) and Furyondy Church of Heironeous. This module concludes the Bronzeblood series and serves as the pre-quel to the Shadowgate series.

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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RPGA SANCTIONED PLAY

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

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

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

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

To learn more about the LIVING GREYHAWK character 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 characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

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

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by

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

Animals with different CRs are determined separately

using the chart; then, take the highest CR animal (or animals), and add 2 (drop fractions). This result is the effective character level for a mixed-CR group of animals. A single PC may only bring four or fewer animals of this type.

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

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

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

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

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

TIME UNITS AND UPKEEP

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

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer

other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

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

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

Adventure Background

The ruins of Bronzeblood Haunt have been a forbidden area in Furyondy since the time of King Thrommel I, over 300 years ago. King Thrommel I ordered the area destroyed due to the activities of the Master of Bronzeblood, but legends say that the master escaped the king's forces and later returned to dwell below the keep. Rumors of evil in the area vary from vampire cults to forces of a lich lord. The Green Jerkin Rangers patrol the area around the keep and a military outpost was also established not long ago. The outpost is currently commanded by Lord Nikar Aldestead.

A writ issued by King Thrommel I bans all from entering a three mile radius of the keep, in an effort to protect local citizens. That writ is still active today, although a few noted adventurers have been allowed access over the years. The first such "official" visit to the ruins was over a hundred years ago when King Belvor II sent in the Golden Shields adventuring company to investigate reports that the master was still alive below the castle. They found no such evidence. Two recent visits to the ruins were unofficial and unsanctioned. The first, in CY 591 (*FUR1-09 Bronzeblood Haunt*), involved the rescue of an adventurer who had inadvertently stumbled (quite literally) too far into the ruins. Later, in CY 593 (*FUR3-08 Return to Bronzeblood*), adventurers sought the remains of a merchant's grandfather... and in the process discovered at least some of the master's servants were still haunting the area. In CY 594 (*FUR 4-08 Mysteries Below*), the most recent official trip into the ruins occurred when adventurers were sought out by the Furyondy Military to enter the keep and discover the source of strange nightmares plaguing Overlook Fortress. They were given a writ from King Belvor IV. The group

encountered more of the master's servants, although they did not find the master himself. They did, however, meet his Mistress, Lady Morleth herself. She was a necromancer while living and remained in the area in a state of undeath. The adventurers defeated Lady Morleth, but her defeat unsettled the very ground about the keep...sealing off some areas while opening previously unexplored dungeons.

One result of that earthquake is that the Master is now able to more easily access the world above. Yes, he is still below "his" keep and still simmers in anger at the Furyondy King who challenged his power so many years ago. How dare anyone tell him how he can treat his serfs...his chattel? Three hundred years have not soothed the sting of his defeat but, if anything, it has festered into a hatred of not only the King, but the entire land. The Master is tired of biding his time below ground. He is ready to move on Furyondy...and none shall stand in his way!

Lord Bronzeblood has researched means of obtaining the support he needs in his foray back to the land of the living and found it in the dead. Undead servants are easier to control and require less maintenance. It's just that many of them are too weak. So the Master has decided to import help from another plane via a gate he researched and developed over his years of solitude.

Most recently, the Master began to test his gate, perfecting minor glitches, and sent his scouts out to discover the current state of the world. The scouts have not gone unnoticed. The Green Jerkin Rangers and the nearby military outpost, as well as local churches, have noticed increasing calls for help due to undead in the area. The Green Jerkins have established the source as Bronzeblood, but cannot leave their posts to explore more fully. This is when the adventurers come in.

Adventure Summary

PCs are approached by various meta-organizations (MOs) about the increasing problems with undead in the area of Bronzeblood Haunt. Depending on PC membership in the organizations, this may include the Green Jerkins, military, Church of Heironeous and/or Order of the Hart (Furyondy). If no PCs are in any of the meta-orgs, then a couple PCs are approached by members of the Green Jerkins looking for additional support. PCs are sent in to eliminate the problem.

While traveling through the surrounding forest, PCs encounter a crazed treant (and at higher APLs a

corrupted forest sloth) which attack any humanoids who trespass in their demesne.

PCs arrive at the ruins and meet up with a group of undead guards sent by the Master to protect his castle. Moving into the castle itself, PCs explore the area and encounter Leonelus, who leads them into a trap. His anger is focused on any who previously earned his wrath. Once Leonelus and his "friends" are defeated, PCs may proceed deeper into the Haunt. There they encounter some necromental guards in an old temple as well as a patrol of undead the Master has just sent to move out into the countryside.

PCs experience increasing feelings of unease as the evil deepens the further in they travel. Finally, they meet up with the Master's final guards, including the main lieutenant currently present in the ruins. The Master is found by his gate, through which he is bringing more powerful undead to do his bidding. The Master, a lich, has linked his phylactery to the gate itself so that destroying him locks the gate in an open position, rather than opening only at his will. PCs who wish to attempt to defeat him may opt for an additional TU to combat him, traveling through the gate to this alternate location heavily infused with negative energy. Otherwise, PCs may leave to inform their employers the source of the evil in Bronzeblood.

Preparation for Play

The GM should determine which PCs played any of the previous *Bronzeblood Haunt* adventures. A quick review of the ARs is in order for any PCs who played *FUR 3-08 Return to Bronzeblood*. Make a note of any PCs still under the effect of the "Taint of Evil" or bearing the "Wrath of Leonelus." If any PC still bears the "taint of evil" refer to *Judge Aid 1* for effects on them during this module. Those effects begin as soon as they reach the ruins proper. As this module is primarily a "dungeon crawl" style adventure, the GM is encouraged to have PCs establish a default marching order.

The GM would also find it helpful to determine before play which PCs belong to the following Furyondy meta-organizations: Knights or Squires in the Order of the Hart (Furyondy), Green Jerkins (rangers or scouts), Church of Heironeous and Furyondy Military. Note that any references in the adventure to the Knights/Order of the Hart or the Church of Heironeous refer to the Furyondy branches of these organizations.

Prior to beginning play, the GM should pre-roll several Listen checks for the wights in Encounter Three

so as not to alert the PCs that there is any danger in the area.

Note that PCs who sleep on the grounds of Bronzeblood WILL be interrupted at some point during the night, unless otherwise noted in that specific area. The first night this consists of a patrol composed of undead as outlined for that APL in Encounter Three: Guardians at the Gate. The second and subsequent nights this consists of a group as outlined for that APL in Encounter Five Room E: Darkened Hall.

Introduction

If this is the premiere and PCs have participated in the interactive, then the interactive serves as the introduction and the GM should proceed to Encounter Two. For PCs who did not participate in the interactive or if this is not the premiere, PCs are approached for this mission based on their meta-organization membership.

Select one of the options for Encounter One, based on the memberships of the PCs at the table. If more than one PC is a member of one of the listed MOs, then select the MO with the greatest number of PC members, or randomly if it is an equal number of members. Note that if a PC is a member of a MO, they should receive the appropriate handout even if that encounter is not run due to the composition of the remainder of the party. Also, be aware that there is no separate introduction for PC knights or squires of the Order of the Hart (Furyondy) but they should be given the appropriate handout.

PC members of the Furyondy Military should proceed to Encounter One A. PC members of the Church of Heironeous should be given Encounter One B. PC members of the Green Jerkins should be given Encounter One C. If no PCs at the table are members of any of the above named MOs, then use Encounter One C, adjusting as needed.

Encounter One A: Furyondy Military

PCs are here because one or more of their group are members of the Furyondy military (any of the branches). PCs who are not members of the military are here having been recruited by those who are to assist in this mission. As such, PCs begin as a group and PC introductions should occur before proceeding.

As night falls you are, at last, standing in front of the tall stone towers of Overlook Fortress, commanded by Lord Nikar Aldestead, warmaster of Furyondy.

Members of the Furyondy military recently received orders signed by General Galantren himself assigning them to Lord Nikar for special duties relating to the Bronzeblood Haunt. Showing your orders to the guardsman at the door, you are led quickly into the keep itself and told to wait while the commandant is summoned to give you your orders.

PCs who played *FUR4-08 Mysteries Below* likely remember Lord Nikar from that adventure. Some time later, PCs are joined by the Lord who gives orders to the military members and answers questions from the other PCs if asked.

Creatures: Lord Nikar Aldestead is a colonel in the Furyondy Army (Infantry). Over six-feet tall and in his mid-twenties, Lord Nikar is a handsome, charismatic (Cha 17) young man with a muscular, athletic build. He has brown hair and a clean-shaven but hawkish face with piercing blue eyes.

Lord Nikar Aldestead: Male, human, LG, Mnk2/Pal2/Ftr4/WarMaster2, 79 hp.

"I am glad you were able to make such good time getting here. Due to the limited number of men stationed here, I have been unable to send more than a couple groups to investigate the increasing numbers of undead coming from the grounds of Bronzeblood Haunt. I thought when the Mistress was destroyed a little over a year ago that things would begin to get closer to normal but it seems I was incorrect. While the nightmares have, thankfully, not returned many of my men seem nervous when on patrol in that area and are reporting...odd feelings. The last group actually had only one member make it back here alive...or mostly so. Before he passed away from the wounds and fever he told us the creatures said their Master brought them here from another world. Your mission is to go into the ruins and gather as much information as possible about this Master and the means by which these undead are brought here. Report to me once you are done. Destroy as many of the undead creatures as possible."

Further questioning of Lord Nikar reveals little additional information. However, the Lord is able to provide PCs the following information from past experiences in Bronzeblood.

- A little over a year ago, his post was plagued by strange nightmares which were only resolved when adventurers slew a vampire and mummy in the ruins. An earthquake shook the area around that time so it's possible some of the previously explored areas were affected.

- Things were quiet for awhile after the earthquake but about six months ago he again began to get reports of undead in the countryside.
- The numbers of undead seem to be increasing as time goes on and they also seem to be getting tougher.
- The military orders the PCs are issued allow entrance to the ruins for a period of three days, but they are warned not to tarry as the ruins are dangerous.

PCs are permitted lodging at the fortress overnight but are expected to begin their mission in the morning. Lord Nikar has no problem drafting PCs temporarily into the military if they start to balk at the assignment. Any members of the Furyondy Military who question or seem to be refusing orders are court martialled for insolence and fined 100 gp. If the offense seems more severe, this may also include time in the brig (TUs).

Development: Any PCs who are members of the Green Jerkins, Church of Heironeous or Order of the Hart (Furyondy) should be given the appropriate Player Handout at this time. Once PCs have declared they are proceeding into Bronzeblood Haunt, continue with Encounter Two.

Encounter One B: Church of Heironeous

In this situation, one or more of the PCs are members of the Furyondy Church of Heironeous. This group begins in the city of Chendl but is expected to depart quickly for Bronzeblood. The church is concerned about one of their Silver Blades, who has been missing for a month or so. She left Willip with a message for Tomas Brice (the cleric of Heironeous stationed at Overlook Fortress, near Bronzeblood Haunt), and according to the Green Jerkins, she never arrived. PCs who are not members of the Church are here having been recruited by those who are to assist in this mission. As such, PCs begin as a group and PC introductions should occur before proceeding.

"Thank you for coming. Let me be brief and to the point. About a week ago, I received word that one of our newest Silver Blades has gone missing. She was assigned to deliver a message to Overlook Fortress some time ago. She went missing shortly thereafter. Naturally, some of the clergy here began making preparations to determine what may have occurred. More recently, however, I received a note from Tomas Brice at Overlook indicating that the area down there is becoming riddled with undead. Now, as

you know, we have undead problems ourselves here in Chendl but we've been trying to keep this from spreading through the countryside. We DON'T need another area of unrest. I'd like you to travel down there, check with Tomas to see if he has any additional information, and try to locate Shina."

Creatures: Garaeth is the high cleric to Heironeous in Furyondy, stationed in Chendl. He stands 5' 9" tall and appears to be in his mid-30s despite his actual age. He is very charming and wise. Garaeth is deeply devoted to Belvor, as well as to the citizens of Furyondy. He is currently accompanied by one junior cleric and three warriors of the faith, as is typical for him.

Further questioning reveals the following:

- The missing Silver Blade is Shina Cor. She was originally stationed at Crockport but came to Chendl about a year ago.
- Shina Cor is a vivacious paladin. She is an attractive human female with black hair and green eyes, standing about five foot four inches. She carried a battleaxe.
- Garaeth is able to provide the PCs with a letter of introduction to Lord Nikar.

He does not offer coin to PCs but if they ask agrees to pay a sum of 500 gp for proof they have eliminated the threat or 300 gp for information about a threat they are unable to eliminate. The PC who brings up payment in terms of coin is given the coin but not the favor on successful completion of the mission. Other PCs in the party are given a choice and may instead opt to receive his favor instead of coin. This choice must be made now and should be noted for later reference. If no PCs in the party ask about coin, all are given the favor upon successful completion (unless they receive a favor from another MO).

Upon their arrival at the Fortress, PCs likely speak with Tomas first to determine what occurred with Shina, especially since this was their direction from Garaeth.

When PCs who speak with Tomas they can obtain the following information:

- A little over a year ago, the post was plagued by strange nightmares which were only resolved when adventurers slew some undead in the ruins. An earthquake shook the area around that time so it's possible some of the previously explored areas were affected.

- Things were quiet for awhile after the earthquake but about six months ago the post again began to get reports of undead in the countryside.
- The numbers of undead seem to be increasing as time goes on and they also seem to be getting tougher. He does not recognize the description of all of them. Some seem to be entirely new types.
- Shina delivered the message to him. When she was there, she asked a lot of questions about the undead as well. She was convinced she could take care of the problem and he believes if she didn't go directly to Bronzeblood (it being restricted and her being lawful), she probably was hovering around close enough to run into trouble.

Tomas explains to the PCs, if they express interest in investigating, that Lord Nikar can issue a writ allowing them entrance to the keep but he does not typically do so without good reason. If PCs explain the reason they wish to enter the ruins and show him the letter of introduction, Lord Nikar gives them a writ to enter the ruins. This writ is good for only three days and PCs are cautioned of the danger inherent in staying an extended time in the ruins.

Development: Any PCs who are members of the Green Jerkins, Order of the Hart (Furyondy) or Furyondy Military should be given the appropriate Player Handout at this time. Once PCs have determined they are proceeding into Bronzeblood Haunt, continue with Encounter Two.

Encounter One C: Green Jerkins

PCs are, for reasons of their own, in the village of Mudpaw in the Barony of Willip some distance south of the town. Most of them are here in response to a note received a couple days earlier. Members of the Order of the Hart (Furyondy) and Church of Heironeous are here on their way towards Bronzeblood in response to their own note. The military members are on their way to the outpost. Regardless, the PCs all meet each other here.

The village of Mudpaw is located about a days walk from Joesthall, a coastal town between Willip and Herechel. The village is roughly shaped as a cat's paw, with the borders outlined by small creeks leading into the NyrDyv. Coincidentally, you are all heading for the Bull's Eye tavern on the same evening.

The Bull's Eye is a local farmer's tavern. The sign outside portrays a bull in profile. Oddly, the eye socket looking over the street contains a wooden paddlewheel with several different gaudily painted eyes of various colors. Farmers use this wheel for fortune telling.

As the PCs approach, a moss green eye seems to track one of the PCs (the Green Jerkin, if there is one present, otherwise chose a random PC). This "fortune" (of bloodthirsty envy) can be confirmed inside.

Creatures: PCs do not necessarily begin traveling together in this case and should be given the opportunity to introduce each other after the other occupants of the tavern are described. The half dozen farmers inside when the PCs enter look up briefly before going back to their drinks. They have heard rumors of increasing undead in the area and are careful to hurry home before dark.

The proprietor of the inn is **Judas Kreighton**, a Flan man who is a pretty typical innkeeper and a "good old boy." There are no rooms available here. The innkeeper does not encourage adventurers to stay since they tend to "break up" the inn but he accepts their coin readily enough. He happily directs the PCs to Quill, should they ask.

Sir Quill Kith'Barden: Male human, NG, Rgr12/KoH(Furyondy)³. Quill stands over six feet tall, with blond hair, green eyes, and a well-trimmed beard. He is dressed simply in sturdy but well made clothing of greens and browns over mithril. A finely made composite longbow (*Tormentor*) and beautifully decorated quiver (*quiver of Ehlonna*) are slung over his shoulder while a longsword is sheathed at his side. A finely made clasp of carved platinum leaves holds his heavy green cloak. This clasp is the symbol of his leadership in the Green Jerkins (Knowledge [local, Iuz Border States], DC 15); members know this automatically.

Quill has heard increasing reports from his rangers about undead in the area of Bronzeblood. In addition to the information contained in the note, he can tell the PCs the following:

- The undead seem to be coming out of Bronzeblood and the numbers have been increasing lately, although he does not have specific numbers.
- The undead are stronger than typical and many have spell-casting abilities.
- While adventurers eliminated a powerful undead referred to simply as The Mistress in the ruins a year ago, instead of settling things down the number of undead coming out of the ruins has increased.

- Some of the undead are of a type his rangers had never seen previously. Even those specializing in such things were baffled.

Quill is seeking assistance in discovering exactly what is going on in Bronzeblood. PCs should find out as much as they can about the nature of the threat if they are unable to eliminate it themselves. He is able to give the PCs a writ of passage allowing entrance to the ruins and a letter of introduction which allows them lodging at Overlook Keep. PCs are asked to meet him at Overlook following their exploration to relay any discovered information. He does not offer coin to PCs but if they ask agrees to pay a sum of 500 gp for proof they have eliminated the threat or 300 gp for information about a threat they are unable to eliminate. The PC who brings up payment in terms of coin is given the coin but not the favor on successful completion of the mission. Other PCs in the party are given a choice and may instead opt to receive his favor instead of coin. This choice must be made now and should be noted for later reference. If no PCs in the party ask about coin, all are given the favor upon successful completion (unless they receive a favor from another MO).

Development: Any PCs who are members of the Church of Heironeous, Order of the Hart (Furyondy) or Furyondy Military should be given the appropriate Player Handout at this time. Once PCs have determined they are proceeding into Bronzeblood Haunt, continue with Encounter Two.

Encounter Two: Evergreen

PCs move into the grounds of Bronzeblood Haunt. **PCs who sleep on the grounds of Bronzeblood WILL be interrupted at some point during the night**, unless otherwise noted in that specific area. The first night this consists of a patrol composed of undead as outlined for that APL in Encounter Three: Guardians at the Gate. The second and subsequent nights this consists of a group as outlined for that APL in Encounter Five Room E: Darkened Hall.

In this area, heavy underbrush blocks the sunlight, so PCs receive a -2 circumstance penalty to Spot and Search checks based on sight, unless they chose to have a light source. Inform the players of this and make a note if they chose to have a light source what it is and who is carrying it. This is particularly important since any open flame (e.g. torch or lantern) causes Evergreen to target that PC in his attack. Use the default party marching order established before play if PCs do not declare changes when informed they are entering the grounds of Bronzeblood.

Due to the heavy underbrush in the area, PCs do not see Evergreen until he sees them. Also, the howl of the wind somewhat masks his movement due to background noise. However, a successful DC 15 Listen check detects his movement through the underbrush. PCs who succeed at the Listen check are aware that something very large is moving toward them as well as the direction it is approaching. They have a round to prepare.

Carefully moving deeper into the darkening gloom that is the Bronzeblood Forest, a sense of foreboding washes over you. Strong wind whips through the trees, drawing the very breath from your chest and chilling fingers and faces. Gradually the flora becomes darker and the smell of death and decay fills your nose. Branches of dead wood crack beneath your feet, but it stirs no wildlife. Indeed, you have seen no animals at all since entering the wood – a most unnatural situation.

Crack, crack, THUD! A loud noise off the trail suggests what previously you dismissed as wind is, in fact, something else. Something which, by the sound of it, is moving in your direction.

At this point, allow PCs who made their Listen check above a round of actions before Evergreen appears. Once he spots the PCs, he attacks.

Creatures: The PCs have met with Evergreen, an old insane treant who calls this area home. At one time, Evergreen lived in harmony with humanoids and nature but has been driven insane within the past few years by the rising evil in his forest.

APL 8 (EL 10)

Evergreen: Insane fiendish treant; hp 80; see *Appendix One*.

APL 10 (EL 12)

Evergreen: Insane fiendish treant; hp 128; see *Appendix Two*.

APL 12 (EL 14)

Evergreen: Insane fiendish treant; hp 273; see *Appendix Three*.

APL 14 (EL 16)

Evergreen: Insane fiendish treant; hp 273; see *Appendix Four*.

Corrupted Forest sloth: hp 161; see *Appendix Four*.

APL 16 (EL 18)

Evergreen: Insane fiendish treant; hp 273; hp 37; see *Appendix Five*.

Corrupted Forest sloth, advanced: hp 253; see *Appendix Five*.

Corrupted Forest sloth: hp 161; see *Appendix Five*.

Tactics: This combat occurs in a small clearing, roughly twenty feet in diameter. All area around the clearing is considered difficult terrain for movement purposes (unless the PC has a class ability allowing them to ignore this).

The first round of combat, Evergreen begins by animating trees for support. If he is not injured yet, he does this the second round as well. On the third round (or second if he was injured), he tramples, affecting as many PCs as possible. He then continues with slam attacks on subsequent rounds, smiting good on his first such attack and using his animated trees to keep spellcasters busy. Remember that Evergreen can only control two trees at a time (see description under treant in the *Monster Manual*).

Evergreen himself focuses on those PCs carrying open flame (torches or lanterns), then any PCs wielding axes and finally those using clubs or staves. He eliminates (drops) an opponent before changing his focus. At higher APLs, the forest sloth(s) focus first on any halflings in the party. If no halflings are present, they begin with the closest opponent.

Treasure: Although Evergreen has no need for such things as the PCs would consider treasure, there is a discarded suit of armor from a previous foe, which some searching (DC 10 Search) can locate.

All APLs: Loot – 0 gp, Coin – 0 gp, Magic – *owlfeather armor* (1681 gp).

Encounter Three: The Guardians of the Gate

Realizing that it is only a matter of time before someone comes calling in search of what now resides in Bronzeblood Haunt, the Master has set guards in the courtyard before the entrance to the dungeon of the Keep. The wight(s) are hiding in the ruins of the manor house near the entrance to the northeast tower. See *Judge Aid 2: Map of Bronzeblood Courtyard* for specifics. They have complete cover until the PCs are at the entrance to the tower. Note that they do not make any noise since they are undead and can remain perfectly still, not even needing to breathe.

The special effects begin now for any PCs with the taint of evil from a previous Bronzeblood Haunt adventure. These effects remain until the end of the adventure. See *Judge Aid 1: Taint of Evil Effects* for specifics on the effects, if applicable.

After an arduous climb through the black and scorched moat you peer through a twisted and rusted portcullis, half torn off the wall, into the courtyard of this once great keep. It is dark and foreboding inside, with a feeling of palpable evil permeating the place. Once inside the actual walls of the keep, the feeling grows to one of extreme unease. All of the structures, including the fountain which once graced the center of the courtyard, have collapsed or been destroyed with the exception of the north-east tower, which you know is the entrance to the dungeon area of the ruin. There are several apparently fresh corpses in the courtyard and a cursory examination reveals the wardrobe of the Furyondy Military or the Green Jerkin Rangers on these unfortunate victims. At least some of the missing men and women have been found.

Closer inspection of the bodies with a DC 20 Heal check determines that the bodies have been dead a few days to a week. PCs inquiring may also identify the body of Shina Cor (if they did not find it earlier during the interactive).

Allow PCs Spot checks opposed by the wight's Hide checks (see Tactics section for specifics) as soon as the first PC reaches the entrance to the tower, keeping in mind penalties for distance should any PCs linger significantly behind the others. PCs who fail their Spot check are surprised (unless choosing to use a campaign card such as Feign Surprise). After determining surprise and initiative, but before beginning combat, read the following, adjusting as needed if there are multiple monsters at that APL.

The Master promised us(me) a freessshhhh world with all the life force we(I) could drink... so far he has not disappointed us(I). Welcome to your final resting place, Meat.

Creatures: The Master has set some slaughter wights here to guard the entrance to the lower area of the keep.

APL8 (EL8)

Slaughter Wight: hp 135; see *Appendix One*.

APL 10 (EL 10)

Slaughter Wights (2): hp 135; see *Appendix Two*.

APL 12 (EL 12)

Evolved Slaughter Wights (3): hp 135; see *Appendix Three*.

APL 14 (EL 14)

Evolved Spellstitched Slaughter Wights (4): hp 135; see *Appendix Four*.

APL 16 (EL 16)

Evolved Spellstitched Slaughter Wights (4): hp 135; see *Appendix Five*.

Boneyard: hp 127, see *Appendix Five*.

Tactics: The wights remain hidden from sight until the first PC reaches the entrance to the east tower (with the stairs leading into the lower ruins). If the wights hear the PCs approach, they start casting spells if they are able to do so using their spell-like ability (which has no verbal component so cannot be heard by PCs). Use the prerolled Listen checks for the wights so as not to alert the PCs that there is danger in the area.

At APL 12 the wights buff by casting *improved invisibility* and *haste*. Then the one with *greater dispel magic* targets any obvious divine spellcaster. At APL 14 and 16, the wights all buff with *mage armor*, *chill touch* and *false life* if given the time. They then each use their spell like ability as per APL 12 with two each of the wights casting *scorching rays* at the targets of the *greater dispel magic* spells the following round in the hope that the *dispel* removed any protections that PC had active. At APL 16 the boneyard focuses on any flying opponent first. After the wights exhaust their casting ability, they begin melee combat. The wights begin with a standard attack, waiting to Power Attack until they have determined how easy the PCs are to hit.

Treasure: The wights have nothing that can be considered of any value to a living being. However, at higher APLs, discarded among the corpses are a few items the PCs likely find of interest.

APL 8: Loot: 0 gp; Coin: 0 gp; Magic – 0 gp

APL 10: Loot: 0 gp; Coin: 0 gp; Magic – 0 gp

APL 12: Loot: 0 gp; Coin: 0 gp; Magic – wand of invisibility sphere (937 gp).

APL 14: Loot: 0 gp; Coin: 0 gp; Magic – wand of invisibility sphere (937 gp), periapt of proof against poison (2250 gp each).

APL 16: Loot: 0 gp; Coin: 0 gp; Magic – wand of invisibility sphere (937 gp), periapt of proof against poison (2250 gp each).

Development: If the PCs somehow avoid this encounter on the way into the ruins the wights and boneyard are still positioned here should they exit the ruins at this location.

Encounter Four: Payback

Remember that PCs are on ground controlled by a powerful lich who has numerous undead minions at his command. It is not a place for extended rest, relaxation and camping! **PCs who sleep on the grounds of Bronzeblood WILL be interrupted at some point during the night**, unless otherwise noted in that specific area. The first night this consists of a patrol composed of undead as outlined for that APL in Encounter Three: Guardians at the Gate. The second and subsequent nights this consists of a group as outlined for that APL in Encounter Five Room E: Darkened Hall.

With but a little searching around the ruins, the PCs locate a secret door in the north east tower. The door is an access to the Bronzeblood dungeons. Unless otherwise stated, the rooms and corridors in the dungeon have a height of seven feet. Walls, floors and ceilings are smooth reinforced masonry covering hewn stone tunneled through solid rock. (Remember most burrowing animals cannot move through solid rock, unless they have a specific ability which allows this). No light is provided in the dungeon so PCs without darkvision need to provide their own. Information given to the PCs in read-aloud text may need to be modified, therefore, if they have no light source. Doors are closed and intact, and, unless noted otherwise, are made of iron. Given the large traffic through here lately, however, the doors are not locked unless this is specifically noted.

Reinforced Masonry: 1 ft. thick; hardness 8; hp 180; Break DC 45.

Hewn Stone: 3+ ft. thick; hardness 8; hp 540; Break DC 50.

Iron Door: 2 in. thick; hardness 10; hp 60; Break – Stuck DC 28 (Locked DC 30).

The secret door leads to stairs down into the dungeon area, outlined in the *Judge Aid: Map of Bronzeblood Haunt Dungeons*. The stairs, as noted on the map, end in a door.

At the bottom of the stairs is a portal of smooth, dark marble. Runes outline the edges.

PCs are currently in an area of the dungeons previously explored by adventurers – possibly themselves! – in *FUR3-08 Return to Bronzeblood*. What they do not realize is that some of the rooms contain new inhabitants and the previously impassable *wall of force* is now removed. A successful DC 15 Knowledge (arcana) check or a DC 20 Intelligence check for those who were here in *Return to Bronzeblood* reveals that this portal once contained a magical seal which is now broken. PCs proceed down the hallway and encounter another portal. It is at this point that they meet with Leonelus.

Some distance down the corridor you reach another doorway. The top is adorned by a skull with glowing red eyes while skeletal claws line the frame.

Trap: Skeletal hands reach out and attack each person who goes through the portal or any person who attacks the portal with a non-reach melee weapon. The skeletal hands may be turned as 5 HD undead, as long as this is attempted before the trap is triggered. NOTE: Some PCs may decide to attack the trapped archway directly (e.g. with adamantine weapons) in an effort to eliminate the trap that way. This is allowed; however, the arch must take 100 hp of damage before it is deactivated and it continues to attack them during that time. Once the arch takes half structural damage, (use reinforced masonry above) it causes a cave in with a bury zone of 15 ft. radius and a slide zone of 10 ft. beyond that. Use standard DMG rules (p. 66) for the collapse/cave in. Give PCs a standard DC 20 Knowledge (architecture and engineering) or Craft (stonemasonry) check to realize this (stonecunning does apply to grant a bonus).

Skeletal Doorway Trap: CR 5; mechanical; location trigger; automatic reset; turn bypass; Atk +19 melee (1d6+3 plus poison, claw); poison (shadow essence poison, DC 17 Fortitude save resists, 1 Str*/2d6 Str*; *permanent drain, not temporary damage); Search DC 24; Disable Device DC 24.

If no PCs have the Wrath of Leonelus, once PCs have moved up to the doorway and half have passed through, continue with the following. If any PC has the Wrath of Leonelus, he instead appears directly behind that PC while they are in the portal (see tactics below). Keep in mind the effects of the doorway during the combat.

Stepping out of the wall behind you is a thin, transparent middle-aged man with a neatly trimmed beard. "What are you doing here without an escort? The Master will be displeased. Ah, I know! You are here to feed his minions. COME, MINIONS!"

Creatures: Leonelus was the master's head servant. While he was not an evil man in life, he was ignorant and at times willfully oblivious to his master's deeds.

Following PCs encounter and attack of him in CY593, Leonelus moved deeper into the dungeons of Bronzeblood and fell even further under his master's evil influence.

(Note that one EL is added at APL8 for the presence of the trap noted above but at APLs 10 and above this is not considered an adequate challenge to affect the EL for these PCs). Also note that at APL 8 there are no minions nearby to hear Leonelus' call but at APLs 10 and above the other undead listed move towards the head of the party and combat ensues.

APL 8 (EL 11)

Leonelus: hp 61; see *Appendix Six*.

APL 10 (EL 13)

Leonelus: hp 61; see *Appendix Six*.

Evolved Wheep: hp 58, see *Appendix Two*.

APL 12 (EL 15)

Leonelus: hp 61; see *Appendix Six*.

Evolved Spellstitched Wheep (2): hp 58, see *Appendix Three*.

APL 14 (EL 17)

Leonelus: hp 61; see *Appendix Six*.

Deathshrieker (2): hp 135, see *Appendix Four*.

APL 16 (EL 19)

Leonelus: hp 61; see *Appendix Six*.

Evolved Deathshrieker (3): hp 135, see *Appendix Five*.

Tactics: Keep in mind the effects of the doorway during this combat. If no PCs have the Wrath of Leonelus, once PCs have moved up to the doorway and half have passed through, the ghost (and others at higher APLs) attacks. If any PC has the Wrath of Leonelus, the ghost appears directly behind that PC while they are in the portal. If more than one PC has his wrath, Leonelus focuses on the first PC through the gate who has the *Wrath of Leonelus* from *FUR 3-08 Return to Bronzeblood*. As soon as Leonelus appears, all PCs must make their saving throw versus his *horrific appearance*. At APLs 10 and above PCs should also make their saving throws versus the wheep's *dirge* (as they begin immediately) or the deathshrieker's *despair* ability at this time. Leonelus has made his save earlier in the day and thus is unaffected.

At APL 8, Leonelus is waiting in the ethereal plane and attempts to trap the PC in the portal (where they continue to set off the trap each round) by barring their

passage through. At APLs 10 and above, the gate is blocked by the wheep or deathshrieker and Leonelus instead moves to flank the PC, preventing them from going back the way they came. Leonelus uses his corrupting gaze until he has been injured. At that point, he begins to use his draining touch, affecting whatever appears the most important ability for that PC based on their actions and appearance, in order to regain lost hit points.

At APLs 10 and 12, the wheep(s) first action is to use *cone of cold*, affecting as many PCs as possible. At APL 12, one stays back to utilize the remaining spells while the other moves to block PCs passage. At APLs 14 and 16, one deathshrieker begins with its *cloudkill* spell, seeking to place as many PCs as possible within its area of effect. It then closes to block the gate. The other deathshrieker(s) begins a *scream of the dying*, holding it three rounds if possible.

Treasure: None the PCs may recover. Leonelus' possessions were previously taken from him and the other undead have nothing of value.

Encounter Five: Below the Ruins of Bronzeblood

The description of the remainder of the dungeons of Bronzeblood is by room. Refer to the map to determine the PCs location.

Room A: The Prison

An open wooden door leads into a mid-size room. Dirt and filth encrust the stone floor. Opposite the door is a line of three barred cells. All appear empty.

There is a peg near the door which may have once held keys but is now empty. A small, now empty, chest sits below. In the back of the third cell, scraped on the wall is the word "*death*", written in Old Oeridian.

Room B: The Torture Chamber

The door to this room is currently locked.

Wooden Door: 1 in. thick; hardness 5; hp 10; Break DC 18; Open Lock (DC 30).

A round stone table sits in the center of this room, surrounded by dark stains, remains of years of spilled blood. Manacles decorate the far wall. A large woman is huddled beneath them, her head near the ceiling.

Sitting in a corner of the room, and looking up on their entrance, is a captured djinni. She is held here by not

only the *dimensional anchor* effect in the room she has been unable to dispel, but also by a negative energy effect created by the Master to hold her here. She is unable to pass from the room until it is dispelled, which can only be done through use of a turn or rebuke undead attempt.

Being insatiably curious, Jasell traveled to the area to check out what was happening and was ensnared by the Master. He hopes to use her to lure a more powerful djinni noble, which would give him access to *wishes*.

PCs may notice runes around the door on this side. The runes may be identified as those to contain an elemental (e.g. Jasell) with a DC 15 Knowledge (arcana) check. A DC 15 Knowledge (religion) check deciphers a by-pass of the abjuration using a turn or rebuke undead attempt.

Creatures: Jasell was drawn to the area by increasing planar activity. Specifically, the master had lured an air elemental here, later turning it into a necromental guardian. This attracted a little attention on her own plane but nothing she felt the need to investigate until he began opening the gate regularly, letting in undead minions from the world beyond.

Jasell appears to be an attractive humanoid female of just over ten feet tall. She knows that the undead rarely come here and shares this information if asked. In fact, she has been here almost a week and no one has entered in that time. She knows she's been unable to exit the area but does not know what needs to happen for her to leave.

All APLs (EL 5)

Jasell: djinni, hp 45; see *Monster Manual*, p. 114.

Jasell can provide the PCs with the following information about the Master:

- This lich has somehow connected a gate to another plane, through which he is bringing stronger undead.
- He has spoken of taking revenge on someone named Thrommel.
- There are elementals who were taken from her plane and changed in some way to serve him.
- She agrees to return the favor someday if the PCs figure out a way to free her.

Treasure: Once the PCs have assisted her in exiting the room, she returns to her home plane, but comes back the following round with a gift for the PCs before departing again for good.

All APLs: Loot – 0 gp, Coin – 0 gp, Magic – *belt of hidden pouches* (416 gp each).

Development: This area is safe for the PCs to rest unmolested for one night. Should they spend more than one night here, however, the undead do begin to explore the area (use the patrols as mentioned earlier).

Room C: Wizards Quarters

The door to this room is not locked but is stuck from rubble.

Wooden Door: 1 in. thick; hardness 5; hp 10; Break DC 22.

Much of the ceiling seems to have collapsed here and the floor is covered with a pile of stone and rubble.

The earthquake that shook the area upon the death of the Mistress in CY 594 caused a cave-in in this room. PCs are unable to gain anything of value or interest here. The room once service as the study and quarters of the wizard Balistar but is no longer in use.

Room D: Unhallowed Altar

A carved arch leads into this shrine (note that this arch is drawn as a door on the map, but it **is** an arch). A *darkskull* embedded in the altar places a permanent *unhallow* in this room. There is a secret door (the exit door) at the far side of the room, which a DC 25 Search check reveals.

The archway leads into a large room with the ceiling disappearing above. There is an altar some distance away. As you enter, several creatures move towards you.

At APLs 14 and 16 add:

On the far side of the room stands what appears to be a lovely woman...at least the top half of one. Her bottom half is a pillar of stone set in the ground beneath. Emerald eyes sparkle at you. (At APL 16) *A lit lantern sits at her feet.*

APL 8 (EL 10)

Advanced Earth Necromentals (2): hp 89; see *Appendix One*.

Advanced Air Necromental: hp 89; see *Appendix One*.

APL 10 (EL 12)

Advanced Earth Necromentals (2): hp 89; see *Appendix Two*.

Greater Air Necromental: hp 152; see *Appendix Two*.

APL 12 (EL 14)

Earth Weird: hp 112; see *Appendix Three*.

Greater Air Necromental (2): hp 152; see *Appendix Three*.

APL 14 (EL 16)

Elder Air Necromentals (2): hp 173; see *Appendix Two*.

Advanced Earth Weird: hp 214; see *Appendix Four*.

APL 16 (EL 18)

Advanced Evolved Elder Air Necromentals (2): hp 261; see *Appendix Five*

Advanced Earth Weird: hp 250; see *Appendix Five*.

Tactics: The necromentals focus their attacks on PCs moving further into the room. They continue to attack the same PC until that PC either drops or retreats from the room completely (back the way they came in). The necromentals pursue any PCs who attempt to proceed to the hall beyond.

At APLs 14 and 16, the earth weird's pool blocks the exit door to continue beyond this temple area. At APL 16, the lantern of revealing is lit, so invisible PCs become visible. The earth weird begins by summoning an elder elemental to protect it from melee attacks. It then uses spells to attack the PCs and supplement their minions. It is able to direct the elementals as needed.

Treasure: At higher APLs, the elemental weird has treasure the PCs may gain.

APLs 8 to 12: Loot: 0 gp; Coin: 0 gp; Magic – 0 gp

APL 14: Loot: 0 gp; Coin: 0 gp; Magic – brooch of shielding (125 gp), staff of healing (2312 gp each).

APL 16: Loot: 0 gp; Coin: 0 gp; Magic – brooch of shielding (125 gp), staff of healing (2312 gp each), lantern of revealing (2500 gp).

Development: Once the PCs have defeated the necromentals (and earth weird at higher APLs), and have located the secret door, they may proceed past this room. As noted earlier, should PCs manage to get to the hall beyond without defeating the necromentals, they are pursued. Keep in mind that the creatures of size large or larger need to squeeze in the hallway.

Room E: Darkened Hall

PCs enter a ten-foot wide hallway which extends only ten feet before being subsumed in an area of *deeper darkness* (Caster Level 17). At the point in which the area narrows to five feet wide, is another trap designed to attack only living creatures which pass through. In this general area, PCs encounter another group of undead which the

Master is sending out to patrol. Initiative begins as soon as PCs enter this area, although they are unable to see the undead approaching until the undead emerge from the darkness or PCs dispel the *deeper darkness*.

Trap: Skeletal hands reach out and attack each person who goes through the portal or any person who attacks the portal with a non-reach melee weapon. The skeletal hands may be turned as 5 HD undead, as long as this is attempted before the trap is triggered. NOTE: Some PCs may decide to attack the trapped archway directly (e.g. with adamantine weapons) in an effort to eliminate the trap that way. This is allowed; however, the arch must take 100 hp of damage before it is deactivated and it continues to attack during that time. Once the arch takes half structural damage, (use reinforced masonry above) it causes a cave in with a bury zone of 15 ft. radius and a slide zone of 10 ft. beyond that. Use standard DMG rules (p. 66) for the collapse/cave in. Give PCs a standard DC 20 Knowledge (architecture and engineering) or Craft (stonemasonry) check to realize this (stonecunning does apply to grant a bonus).

Skeletal Doorway Trap: CR 5; mechanical; location trigger; automatic reset; turn bypass; Atk +19 melee (1d6+3 plus poison, claw); poison (shadow essence poison, DC 17 Fortitude save resists, 1 Str*/2d6 Str*; *permanent drain, not temporary damage); Search DC 24; Disable Device DC 24.

Creatures:

APL 8 (EL 10)

Bodak: hp 58; see *Monster Manual*, p. 28.

Spectre: hp 45; see *Monster Manual*, p. 232.

APL 10 (EL 12)

BlaspHEME (3): hp 147; see *Appendix Two*.

APL 12 (EL 14)

Advanced Evolved Blasphemes (3): hp 158; see *Appendix Three*.

APL 14 (EL 16)

Angel of Decay: hp 198; see *Appendix Four*.

Advanced Evolved Blasphemes (2): hp 158; see *Appendix Four*.

APL 16 (EL 18)

Advanced Angel of Decay: hp 198; see *Appendix Four*.

Advanced Evolved Blasphemes (2): hp X; see *Appendix Four*.

Tactics: The undead enter the darkened hall after the PCs do so, from the opposite direction of the PCs, since they are coming from the Master's gate. They are heading to patrol and simply seek to destroy anything in their way. Keep in mind that while they are not affected by the trap (not being alive), they do suffer penalties from the darkness, as long as it remains in effect. Note also that at APLs 10 and above, the undead are intelligent enough to speak Common. The first round they simply move up and attack the PCs. If they are able to see (e.g. the darkness has been dispelled before their turn), they charge the PCs.

Development: When the PCs enter Room F, proceed to Encounter Six.

Encounter Six: Into the Darkness

The shadows seem to cling to you as you enter this room and all light simply fades away. Darkness reigns and with it comes a foreboding feeling of leaving the lighted world behind. A large voice rumbles at you in a whisper, "What could you possibly hope to gain by opposing my Master, foolish mortals? He will break this land and topple this Thrommel that he continually speaks of as your ruler. For many years my Master planned his revenge against this man who slaughtered his people and his family. Now, all is ready. Come, embrace your destiny and join my Master's army as one of his undead."

Creatures: A vasuthant and a shadesteel golem reside in this room as final guardians for the Master. The vasuthant is a small shadowy cloud with black questing tentacles. The shadesteel golem is a 7-foot tall construct crafted from matte black metal that seems to absorb light. A mist fills the hollow spaces between its skeletal frame. It moves slowly but silently, hovering above the ground and disturbing nothing as it passes. At higher APLs, Gorees, his hooded pupil, is also present.

APL 8 (EL 11)

Shadesteel Golem: hp 119; see *Appendix One*.

Vasuthant: hp 17; see *Appendix One*.

APL 10 (EL 13)

Shadesteel Golem: hp 119; see *Appendix Two*.

Gorees: Hooded Pupil Ogre Mage, hp 40, see *Appendix Two*.

Vasuthant: hp 17; see *Appendix Two*.

APL 12 (EL 15)

Greater Shadesteel Golem: hp 178; see *Appendix Three*.

Gorees: Hooded Pupil Cloud Giant, hp 178; see *Appendix Three*.

Vasuthant: hp 17; see *Appendix Three*.

APL 14 (EL 17)

Greater Shadesteel Golem: hp 178; see *Appendix Four*.

Gorees: Death Giant, hp 218; see *Appendix Four*.

Vasuthant: hp 17; see *Appendix Four*.

APL 16 (EL 19)

Greater Shadesteel Golem: hp 178; see *Appendix Five*.

Gorees: Hooded Pupil Death Giant, hp 218; see *Appendix Five*.

Vasuthant: hp 17; see *Appendix Five*.

Dread Wraiths (4): hp 104; see *Monster Manual* p. 258.

Charnel Hound: hp 220; see *Appendix Five*.

Tactics: The vasuthant's *trap light* ability keeps this room in constant shadow no matter what light source or magic is employed. This has the effect of providing concealment to all creatures in the area of effect. It is worth noting that both low-light and darkvision allow normal sight in the area of effect of this ability and the shadesteel golem has both.

The vasuthant has been instructed to not fight but to leave the room and inform the Master that intruders are near if the golem is defeated or after six rounds of combat have passed. The one exception to this is that the creature has been instructed to use its *reality distortion* ability to have an opponent who made his save against the golem's *negative pulse wave* reroll that saving throw and then have any attack rolls that hit the golem or itself be rerolled in the next two rounds. The vasuthant hovers right above the doorway to the room at a height of 10 feet.

The golem waits until a living opponent moves into the room or it has been attacked, then attacks. It charges the nearest opponent and makes an attack then releases its *negative pulse wave* in the second round of combat.

Treasure: At APL 8 the golem is wearing a platinum amulet holy symbol of Erythnul, a red blood drop made

from a bloodstone. At other APLs, Gorees is equipped with several magic items.

APL 8: Loot – 0 gp, Coin – 650 gp, Magic – none.

APL 10: Loot – 0 gp, Coin – 0 gp, Magic – cloak of displacement – minor (2000 gp), ring of protection +2 (666 gp), ioun stone-clear spindle (333 gp).

APL 12: Loot – 0 gp, Coin – 100 gp, Magic – potion of protection from energy (fire) (62 gp each), bag of holding type II (416 gp each), ring of protection +2 (666 gp each), ioun stone-clear spindle (333 gp each).

APL 14: Loot – 0 gp, Coin – 0 gp, Magic – cloak of displacement – minor (2000 gp), potion of protection from energy (fire) (62 gp), ring of protection +2 (666 gp), ioun stone-clear spindle (333 gp), bag of holding type II (416 gp), periapt of wound closure (1250 gp), necklace of adaptation (750 gp).

APL 16: Loot – 0 gp, Coin – 0 gp, Magic – cloak of displacement – minor (2000 gp), potion of protection from energy (fire) (62 gp), necklace of adaptation (750 gp), ring of freedom of movement (3333 gp), ioun stone-clear spindle (333 gp), bag of holding type II (416 gp), periapt of wound closure (1250 gp), ring of protection +3 (1500 gp).

Development: The gate to the world the master shifted himself those many years ago is located on a balcony at the back of this room. It is the only other way out of the room. The gate is a black hole in the wall leaking shadows that swirl from the gate in a chill wind. The wind is caused by the negative energy that flows from that world into ours through the permanently opened gate. Any PC who remains near the gate for longer than a single round begins to feel very cold and the shadows that leak from the gate cling to them and begin to cloak them in darkness. (This has no game effect, is it just to make the PC's apprehensive).

Should the PCs decide to pursue the Master through the gate to the other world, proceed with Encounter Seven. Note that Encounter Seven is an optional encounter for an extended play opportunity and therefore expends an extra TU. PCs below APL 14 should be strongly discouraged from proceeding, as this encounter is a very difficult and untiered encounter.

Encounter Seven: The Master

The gate leads to a world that has been taken over by the plane of shadow and the negative energy plane. All the living creatures of this world eventually succumbed to the negative energy that leaked into this world and it is now completely devoid of life. The catastrophic events

that led this world to its demise were lost millennia ago but when the Master found a way to this world he knew it would be the key to his revenge on Thrommel for assaulting his keep and driving him from Oerth. There is no existing light source on this plane; its prevailing light is shadowy illumination from the plane of shadow equal to that provided by a *darkness* spell.

The time Lord Bronzeblood spent on this world took what little remained of his sanity while stealing his life force. Faced with certain death from the planar effects of this world, he quickly created the necessary components to become a lich and thrive on this dead planet. Once transformed, he spent time traveling the world either raising corpses or dominating the existing undead to form his army for his eventual return to Oerth. Those who were too powerful for him to control he made promises of a ripe new world of the living on which they could feast and most readily agreed to travel through the gate to this living world.

The lich created a permanent gate to this dead world and linked his phylactery to it with a *miracle* spell. The rune covered arch that constitutes the gate on the dead world serves as the focus of the permanent gate and as the residence of the lich's soul. This gives him the added bonus of being able to use a standard action to call the gate to whatever location on Oerth he is at. It also created a secondary side effect that he does not know about nor would he care if he did. Specifically, although destroying the gate destroys the Master, it also leaves the gate permanently open, with no known way to close it. Because the gate is essentially only an opening in Oerth (the PCs' world), it must be destroyed on the other side (in the world of shadow and negative energy). In addition, since the Master is so intimately tied to the gate, he knows whenever it is in use (and thus knows when the PCs are coming through). Transportation through the gate is a full round action.

Phylactery Gate: 3 in. thick; hardness 20; hp 120; Break DC 50. Note: adamantite does not bypass the hardness of 20.

The cold assaults your very soul as you arrive on the other side of the gate. The next thing you notice is the absence of light...not that there is no source but that the very air seems to draw it in, leaving nothing but shadows surrounding you. You stand on dead ground surrounded by rocks and scree. You hear the Master's voice but you cannot yet determine from which direction it is coming.

"So, you think to follow me to the heart of my kingdom. Do you perhaps pathetically plan to stop me from taking out my vengeance on that ignorant

and intolerable fool Thrommel? He thought I should not be allowed to rule as I saw fit. Well, soon I shall rule all of HIS lands and all HIS people will serve me... in death.

"You cannot stop me. Already my minions swarm across the land like a plague of locusts, killing everything in their path. In their wake all will bow to me as they are transformed into my undead minions. Do you like my realm? It borders both the plane of shadow and the negative energy plane. Here I have an unending source of chattel to bring forth into Thrommel's lands. All that is his shall belong to me and nothing you do will change the outcome of this war.

"Come forward if you think you can stand against me. Take your place beside me as I snuff the life from your mortal flesh. In life or in death you will serve me. I have an endless supply of the dead here on my world but defeating Thrommel with his own minions would be even sweeter revenge."

With the last pronouncement you finally register the direction of the disembodied voice. It is coming from slightly farther down the hill from your current position next to the gate. Through the existing shadows, you can just make out a figure glowing mutedly from several spell effects not that far away, below you on the hill.

Note that PCs may chose to leave at this point and take the information they have gained back to the parties who asked them to investigate. Once combat begins, however, the Master persists until death. This is the last opportunity for the PCs to withdraw.

Creatures: The Master is a lich cleric of Erythnul. He is completely insane and obsessed with the defeat of King Thrommel I, who founded Furyondy. His fractured mind cannot comprehend that hundreds of years have passed and that the Thrommel he knew, who caused him to flee Oerth, is long dead. PCs may actually inadvertently contribute to this belief should they confuse his references to Furyondy's founder, Thrommel I, with King Belvor's son, Prince Thrommel. (Note that the Master never acknowledges Thrommel as king and continually refers to him simply by his first name).

ALL APLs (EL 20)

The Master: Lich Cleric of Erythnul, hp 119; see *Appendix Six*.

Tactics: The Master wears full plate armor and wields an animated shield. He casts with one hand and wields a heavy mace in the other. He actually enjoys physically destroying his foes and if his spells prove ineffective after

a few casts he wades into melee and revels in it. It has been a very long time since he has been challenged in any way and he has developed an invulnerability complex, truly believing that he is invincible. Since in his insanity he does not believe that he can be defeated, he fights until destroyed.

The Master moves through the gate to this world from Oerth when the PCs either approach the final room or when they enter it. He immediately starts casting buff spells after moving through the gate. He starts with his highest minute per level spells and then moves to his highest round per level spells once he is sure PCs are moving through the gate. He bolsters himself (using a turn attempt) the round the PCs are moving through the gate.

The first spell he casts after the PCs step through the gate is *summon monster IX* (calling a hezrou, MM p. 44), followed by *unholy aura* (on himself and the hezrou), saving that spell to have it active for certain when confronting the PCs. He follows that spell with any protective buffs he did not have the time to pre-cast while the hezrou engages the PCs. If he has all ready cast his most important protection spells he begins to cast damage dealing spells on the PCs. If he can group more than one opponent, he casts area of effect damage dealing spells. If he cannot, he continues to buff with any round per level spells that he did not have the time to pre-cast. He then melees whatever opponent is nearest, favoring opponents with a visible holy symbol or object or religious affiliation.

Should he require healing, he starts with the mass inflict spells, catching as many PCs as possible in the spell effect along with himself.

Treasure:

All APLs – Loot – 0 gp, Coin – 0 gp, Magic – +1 animated heavy steel shield (764 gp), +1 hammerblock mithril full plate armor (1625 gp), +1 frost heavy mace (692 gp), belt of giant strength +4 (1333 gp), brooch of shielding (125 gp), cloak of turn resistance (916 gp), ioun stone incandescent blue sphere (666 gp), dusty rose prism ioun stone (416 gp), gloves of dexterity +2 (333 gp).

Development: If the PCs are able to defeat the Master but do not destroy the gate he reforms a few days after the encounter. If the PCs defeat the Master and destroy the gate he is permanently destroyed but the gate is now permanently open. If the PCs manage to destroy the gate without defeating the lich he is destroyed but again the gate is permanently open. A DC 30 Spellcraft check can determine that the arch is a focus for the *gate* spell, which requires no material component to cast. A DC 35 Spellcraft check reveals that the arch allows the

gate to remain open permanently, but not why. A DC 40 Spellcraft check can determine that the gate has been permanently opened by the use of a *miracle* spell. A DC 30 Knowledge (religion) check can determine that the arch is the lich's phylactery. No known check can determine what the result will be to the gate if the arch is destroyed. Make certain the PCs understand this if they make any attempt at all to determine what the arch is and how it is affecting the gate. Many PCs should be apprehensive about destroying the gate if they believe it to be their only way back to Oerth.

Conclusion

Once you have completed the conclusion, if this is the premiere, please complete the Critical Event Summary at the end of the event and return it to the Furyondy Plots coordinator, Michelle Sharp, or RPGA HQ. While you do not need to advise the players of the questions (and it is preferable you do not), please make them aware you ARE completing this bit of paperwork and that their actions do make a difference. Any PC actions that are not adequately covered by the questions but may become relevant in future modules or for the region in general should be explained on the backside of the paper.

Conclusion A: PCs defeated the final guardians, discovered information about the Master but left without defeating him. The gate is intact.

Quickly you make your way from the ruins of Bronzeblood. A feeling of dread and foreboding has overwhelmed you since leaving the Master's presence. Who is this Thrommel he speaks of? Surely it is not the Prince! Certainly the undead armies he speaks of mustering do not bode well for the Furyondy Nation. It will be important to get this information to those who can set up some protection for the lands, or undead will soon rule!

Determine from the PCs what they are doing with the information they have obtained. This is especially important at the premiere for purposes of regional development and it is vital that you include this information in the Critical Event Summary. If it is not the premiere, it still determines to some extent the experience gained so should be clarified.

In addition, PCs who turn the information over to the respective MO receive the favor of that MO. If PCs received contact from more than one MO and relay this information to all sources, allow them to select the MO favor they wish to receive without showing or reading them text of the favor (e.g. based only on the MO name).

Note that PCs may receive only one MO favor; all others should be crossed out. PCs who freed Jasell receive her favor, regardless of any other actions in the adventure.

Conclusion B: PCs left before defeating the final guardians or discovering information about the Master. The gate is intact.

Quickly you make your way from the ruins of Bronzeblood. A feeling of dread and foreboding has overwhelmed you since leaving the ruins. Should you have proceeded on and perhaps gathered more information on this growing menace? Would you have survived had you done so...or in this case was caution the better part of valor? One can only speculate at this point. Regardless, it is clear that more and more undead are stirring for some reason in this area and things look to be getting more dangerous by the day.

Since the PCs did not go far enough to gather specific information about what is happening in the ruins, they do not gain experience for this, nor do they receive any MO favors since they did not complete the mission. Cross off all MO favors on the AR and if this is the premiere remember to complete and turn in the Critical Event Summary. PCs who freed Jasell receive her favor, regardless of any other actions in the adventure.

Conclusion C: PCs defeated the final guardians, discovered information about the Master, attacked the Master and damaged the gate, leaving it constantly open. The Master was not defeated.

Quickly you make your way from the ruins of Bronzeblood. A feeling of dread and foreboding has overwhelmed you since leaving the Master's presence. Who is this Thrommel he speaks of? Surely it is not the Prince! Certainly the undead armies he speaks of mustering do not bode well for the Furyondy Nation although it seems your actions have somewhat limited his ability to control those coming in. Regardless, it will be important to get this information to those who can set up some protection for the lands, or undead will soon rule!

Determine from the PCs what they are doing with the information they have obtained. This is especially important at the premiere for purposes of regional development and it is vital that you include this information in the Critical Event Summary. If it is not the premiere, it still determines to some extent the experience gained so should be clarified.

PCs who turn the information over to the respective MO receive the favor of that MO. If PCs received contact from more than one MO and relay this information to all sources, allow them to select the MO favor they wish to receive without showing or reading them text of the favor (e.g. based only on the MO name). Note that PCs may receive only one MO favor; all others should be crossed out. PCs who freed Jasell receive her favor, regardless of any other actions in the adventure.

Conclusion D: PCs defeated the final guardians, discovered information about and defeated the Master, but damaged the gate, leaving it constantly open.

Quickly you make your way from the ruins of Bronzeblood. Despite destroying the Master, a feeling of dread and foreboding has overwhelmed you. Who was this Thrommel he spoke of? Surely it is not the Prince!

Although the lich is now unable to muster and direct undead armies, it was necessary to damage the gate, leaving it open to any undead wandering by. That certainly does not bode well for the Furyondy Nation! It will be important to get this information to those who can set up some protection for the lands!

Determine from the PCs what they are doing with the information they have obtained. This is especially important at the premiere for purposes of regional development and it is vital that you include this information in the Critical Event Summary. If it is not the premiere, it still determines to some extent the experience gained so should be clarified.

PCs who turn the information over to the respective MO receive the favor of that MO. If PCs received contact from more than one MO and relay this information to all sources, allow them to select the MO favor they wish to receive without showing or reading them text of the favor (e.g. based only on the MO name). Note that PCs may receive only one MO favor; all others should be crossed out. PCs who freed Jasell receive her favor, regardless of any other actions in the adventure.

Conclusion E: PCs defeated the final guardians, discovered information about the Master and defeated the Master but do not damage the gate.

Quickly you make your way from the ruins of Bronzeblood. A feeling of dread and foreboding has overwhelmed you since leaving the Master's presence. Who is this Thrommel he speaks of? Surely it is not the Prince! Certainly the undead armies he

speaks of mustering do not bode well for the Furyondy Nation. It will be important to get this information to those who can set up some protection for the lands, or undead will soon rule!

Determine from the PCs what they are doing with the information they have obtained. This is especially important at the premiere for purposes of regional development and it is vital that you include this information in the Critical Event Summary. If it is not the premiere, it still determines to some extent the experience gained so should be clarified.

PCs who turn the information over to the respective MO receive the favor of that MO. If PCs received contact from more than one MO and relay this information to all sources, allow them to select the MO favor they wish to receive without showing or reading them text of the favor (e.g. based only on the MO name). Note that PCs may receive only one MO favor; all others should be crossed out. PCs who freed Jasell receive her favor, regardless of any other actions in the adventure.

The End

Experience Point Summary

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

Encounter Two

Defeat Evergreen and the forest sloth if present

APL8 300 xp
APL10 360 xp
APL12 420 xp
APL14 480 xp
APL16 540 xp

Encounter Three

Defeat the Guards at the gate

APL8 240 xp
APL10 300 xp
APL12 360 xp
APL14 420 xp
APL16 480 xp

Encounter Four

Defeat Leonelus and friends

APL8 330 xp
APL10 390 xp
APL12 450 xp
APL14 510 xp
APL16 570 xp

Encounter Five D

Defeat Necromentials in temple

APL8 300 xp
APL10 360 xp
APL12 420 xp
APL14 480 xp
APL16 540 xp

Encounter Five E

Defeat Undead Patrol

APL8 300 xp
APL10 360 xp
APL12 420 xp
APL14 480 xp
APL16 540 xp

Encounter Six

Defeat the final guardians

APL8 330 xp
APL10 390 xp
APL12 450 xp
APL14 510 xp
APL16 570 xp

Story Award

Information about the Master's plan (from the Master) and the gate is relayed to the MO responsible for sending PCs on the mission.

APL8 300 xp
APL10 365 xp
APL12 430 xp
APL14 500 xp

APL16 575 xp

Story Award

Free the djinni Jasell.

APL8 50 xp

APL10 75 xp

APL12 100 xp

APL14 120 xp

APL16 135 xp

Discretionary roleplaying award

ALL APLs 100 xp

Total possible experience:

APL8 2250 xp

APL10 2700 xp

APL12 3150 xp

APL14 3600 xp

APL16 4050 xp

EXTENDED PLAY OPTION

Encounter Seven

Defeat the Master

All APLs 600 xp

Discretionary roleplaying award

APL8 225 xp

APL10 270 xp

APL12 315 xp

APL14 360 xp

APL16 405 xp

Total possible experience (with optional encounter):

APL8 3075 xp

APL10 3570 xp

APL12 4065 xp

APL14 4560 xp

APL16 5055 xp

Treasure Summary

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Encounter Two

All APLs: L: 0 gp, C: 0 gp, M: 1681 gp – owlfeather armor (1681 gp each).

Encounter Three

APL 8: L: 0 gp; C: 0 gp; M: 0 gp

APL 10: L: 0 gp; C: 0 gp; M: 0 gp

APL 12: L: 0 gp; C: 0 gp; M: 937 gp – wand of invisibility sphere (937 gp each).

APL 14: L: 0 gp; C: 0 gp; M: 3187 gp – wand of invisibility sphere (937 gp each), periapt of proof against poison (2250 gp each).

APL 16: L: 0 gp; C: 0 gp; M: 3187 gp – wand of invisibility sphere (937 gp each), periapt of proof against poison (2250 gp each).

Encounter Five, Room B:

All APLs: L: 0 gp, C: 0 gp, M: 416 gp – belt of hidden pouches (416 gp each).

Encounter Five, Room D:

APL 8: L: 0 gp; C: 0 gp; M: 0 gp.

APL 10: L: 0 gp; C: 0 gp; M: 0 gp.

APL 12: L: 0 gp; C: 0 gp; M: 0 gp.

APL 14: L: 0 gp; C: 0 gp; M: 2437 gp – staff of healing (2312 gp each), brooch of shielding (125 gp each).

APL 16: L: 0 gp; C: 0 gp; M: 4937 gp – staff of healing (2312 gp each) brooch of shielding (125 gp each), lantern of revealing (2500 gp).

Encounter Six:

APL 8: L: 0 gp; C: 650 gp; M: 0 gp.

APL 10: L: 27 gp; C: 0 gp; M: 2499 gp – cloak of displacement – minor (2000 gp each), ring of protection +1 (166 gp each), ioun stone-clear spindle (333 gp each).

APL 12: L: 19 gp; C: 100 gp; M: 3477 gp – cloak of displacement – minor (2000 gp each), potion of protection from energy (fire) (62 gp each), bag of holding type II (416 gp each), ring of protection +2 (666 gp each), ioun stone-clear spindle (333 gp each).

APL 14: L: 45 gp; C: 0 gp; M: 5477 gp – cloak of displacement – minor (2000 gp each), potion of protection from energy (fire) (62 gp each), ring of protection +2 (666 gp each), ioun stone-clear spindle (333 gp each), bag of holding type II (416 gp each), periapt of wound closure (1250 gp each), necklace of adaptation (750 gp each).

APL 16: L: 45 gp; C: 0 gp; M: 9644 gp – cloak of displacement – minor (2000 gp each), potion of protection from energy (fire) (62 gp each), necklace of adaptation (750 gp each), ring of freedom of movement

(3333 gp each), ioun stone-clear spindle (333 gp each), bag of holding type II (416 gp each), periapt of wound closure (1250 gp each), ring of protection +3 (1500 gp each).

Total Possible Treasure

APL 8: L: 0 gp; C: 650 gp; M: 2097 gp - Total: 2747 gp (2600 gp max)

APL 10: L: 27 gp; C: 0 gp; M: 4654 gp - Total: 4681 gp (4600 gp max)

APL 12: L: 19 gp; C: 100 gp; M: 6511 gp - Total: 6530 gp (6600 gp max)

APL 14: L: 45 gp; C: 0 gp; M: 13198 gp - Total: 13243 gp (13200 gp max)

APL 16: L: 45 gp; C: 0 gp; M: 19865 gp - Total: 19910 gp (19800 gp max)

Encounter Seven (extended play option):

All APLs: L: 0 gp, C: 0 gp, M: 6870 gp – +1 animated heavy steel shield (764 gp each), +1 mithral full plate armor (958 gp each), +1 frost heavy mace (692 gp each), belt of giant strength +4 (1333 gp each), brooch of shielding (125 gp each), cloak of turn resistance (916 gp each), ioun stone incandescent blue sphere (666 gp each), dusty rose prism ioun stone (416 gp each), gloves of dexterity +2 (333 gp each).

Total Possible Treasure (for extended play TU)

ALL APLs: L: 0 gp; C: 0 gp; M: 6870 gp - Total: 6870 gp

Special

Favor of Jasell, the Djinni: Jasell is grateful to you and allows you to call upon her while in negotiations with a creature with the air descriptor. If she hears (50% chance) she responds, granting a one-time +10 circumstance modifier to a single Charisma related check designed to make a positive impression. You may instead ask her assistance in obtaining obscure information. If she hears your request (50% chance), her assistance allows you to make a single Knowledge check unskilled or receive a +10 circumstance bonus to a single knowledge check. You also meet the special requirements for the Elemental Savant class.

Favors: PCs may gain only **one** of the following favors, which function as influence points with the respective organization until used, at which point they are consumed.

— **Church of Heironeous:** The Church offers to cast one of the following spells (15th level caster) free of

charge: *restoration, heal, remove disease* or *remove curse*. PC clergy and Silver Blades gain regional access to purchase a *phylactery of undead turning* or a *scroll of dispel evil* as well as core access to the *Libris Mortis* spell *ghost touch weapon*.

— **Green Jerkin Rangers:** You are given a small whistle, which when blown calls for Green Jerkin assistance. Within an hour a ranger arrives and tracks (Survival +15) a foe for you, for a period of one day (or three days if the foe is undead). The Green Jerkins also agree to assist you in locating someone to enchant one weapon with the *bane-undead* enhancement or sell you a *circlet of blasting* – *minor*. Members of the Green Jerkins gain regional access to these items.

— **Knights of Furyondy:** The Order of the Hart grants you access to have the *ghost touch* enhancement added to a single weapon of your choice or *death ward* (CA) added to armor of your choice. You may also purchase up to two *globes of sunlight*. Members of the Order of the Hart gain regional access to these items.

Favor of Furyondy Military: The Furyondy Military grants access to the *ghost touch* or *bane-undead* enhancement to a single weapon of your choice. Members of the Furyondy military gain regional access to these enhancements. Military members who are also in the Church or Heironeous in Furyondy or Knights of Furyondy also gain regional access to the *sacred* and *ghost strike* weapon enhancements (see *Libris Mortis*).

Items for the Adventure Record

Item Access

APL 8:

- Belt of Hidden Pouches (Adventure; RW; 5000 gp)
- Owlfeather Armor (Adventure, RW, 20175 gp)

APL 10 (all of APL 8 plus the following):

- Cloak of Displacement - Minor (Adventure; DMG; 24,000 gp)
- Ioun Stone – Clear Spindle (Adventure, DMG, 4000 gp)

APL 12 (all of APLs 8-10 plus the following):

- Wand of Invisibility Sphere (Adventure; DMG; 11,250 gp)
- Bag of Holding – Type II (Adventure; DMG; 5000 gp)

- Ring of Protection +2 (Adventure; DMG; 8000 gp)

APL 14 (all of APLs 8-12 plus the following):

- Staff of Healing (Adventure; DMG; 27,750 gp)
- Periapt of Proof against Poison (Adventure, DMG, 27,000 gp)
- Periapt of Wound Closure (Adventure, DMG, 15,000 gp)
- Necklace of Adaption (Adventure, DMG, 9,000 gp)
- Brooch of Shielding (Adventure, DMG, 1500 gp)

APL 16 (all of APLs 8-14 plus the following):

- Ring of Freedom of Movement (Adventure; DMG; 40,000 gp)
- Lantern of Revealing (Adventure, DMG, 30,000 gp)
- Ring of Protection +3 (Adventure, DMG, 18,000 gp)

EXTENDED PLAY OPTION

APLs 8-16:

- Brooch of Shielding (Adventure, DMG, 1500 gp)
- Animated Heavy Steel Shield +1 (Adventure, DMG, 9,170 gp)
- Mithral Full Plate Armor +1 (Adventure, DMG, 11,500 gp)
- Belt of Giant Strength +4 (Adventure, DMG, 16,000 gp)
- Incandescent Blue Sphere Ioun Stone (Adventure, DMG, 8,000 gp)
- Dusty Rose Prism Ioun Stone (Adventure, DMG, 5,000 gp)

Appendix One – APL 8

Encounter Two

Evergreen, fiendish treant: CR 10, Huge plant (extraplanar); HD 7d8+49, hp 80; Init +1; Spd 30 ft.; AC 22, touch 9, flat-footed 21; BAB/Grp: +5/+24; Atk: +14 melee (2d6+11, slam); Full Atk: +14/+14 melee (2d6+11, slam); Space/Reach 15 ft./15 ft.; SA Animate trees, double damage against objects, trample 2d6+15, smite good; SQ DR 10/slashing, DR 5/magic, low light vision, darkvision 60', plant traits, vulnerability to fire, cold resistance 5, electric resistance 5; AL NE; SV Fort +12, Ref +3, Will +5; Str 33, Dex 12, Con 24, Int 14, Wis 13, Cha 12.

Skills and Feats: Diplomacy +3, Hide -9, Intimidate +6, Knowledge – Nature +6, Listen +8, Sense Motive +8, Spot +8, Survival +8 (+10 aboveground); Improved Sunder, Iron Will, Power Attack.

Animate Trees (Sp): A treant can animate trees within 180 feet at will, controlling up to two trees at a time. It takes 1 full round for a normal tree to uproot itself. Thereafter it moves at a speed of 10 feet and fights as a treant in all respects. Animated trees lose their ability to move if the treant that animated them is incapacitated or moves out of range. The ability is otherwise similar to *Liveoak* (caster level 12th). Animated trees have the same vulnerability to fire that a treant has.

Trample (Ex): Reflex DC 24 half (save is strength based). See description in the Monster Manual p. 316.

Smite Good (Su): Once per day, Evergreen can deal +7 damage on a melee attack against a good foe.

Plant Traits: Plants are immune to all mind-affecting effects (charms, compulsions, phantasms, patterns and morale effects). They are also immune to poison, sleep effects, paralysis, and polymorph. Plants are not subject to critical hits. While plants eat and breathe, they do not sleep.

Vulnerability to Fire: Evergreen takes half again as much (+50%) damage as normal from fire effects, regardless of whether a saving throw is allowed or if the save is a success or failure.

Double Damage against Objects (Ex): A treant or animated tree that makes a full attack against an object or structure deals double damage.

Encounter Three

Slaughter Wight: CR 8; Medium Undead; HD 18d12+18; hp 135; Init +9; Spd 30 ft.; AC 19, touch 15, flat-footed 14; BAB/Grp: +9/+16; Atk +11 melee (1d8+15/17-20+energy drain, slam); Full Atk +11 melee (1d8+15/17-20+energy drain, slam); SA create spawn, energy drain; SQ Augmented critical, inescapable craving, undead traits, darkvision 60'; AL CE; SV Fort +6, Ref +11, Will +11; Str 24, Dex 21, Con -, Int 10, Wis 11, Cha 16.

Skills and Feats: Climb +17, Hide +22, Listen +15, Move Silently +22, Spot +19, Swim +13, Daunting Presence*, Death Master*, Eviscerator*, Improved Critical, Improved Initiative, Improved Toughness, Power Attack.

Note: A Slaughter Wight normally attacks using its Power Attack feat, taking a -5 penalty on its attack rolls and gaining a +5 bonus on damage rolls. This has already been calculated in its stat block above. The slaughter wight does, however, forego this penalty if consistently unable to hit its foe.

Augmented Critical (Ex): A slaughter Wight's threat range is increased to 17-20.

Create Spawn (Su): Any humanoid slain by a slaughter Wight becomes a normal Wight in 1d4 rounds under control of the slaughter Wight.

Energy Drain (Su): A living creature hit by the Slaughter Wight's natural attack gains a negative level. Removing it requires a DC 21 Fortitude save. The Slaughter Wight gains 5 hp each time this negative level gets bestowed.

Inescapable Craving: Needs life force....

Daunting Presence*: The Slaughter Wight may take an action to awe an opponent. Opponent must be within 30 feet and have an Intelligence score. If opponent fails a DC 22 Will save they are shaken for 10 minutes.

Death Master*: Whenever the slaughter Wight successfully hits a living being with a critical attack, it becomes shaken for 10 rounds. This is a mind affecting fear affect.

Eviscerator*: Whenever the slaughter Wight successfully hits a living being with a critical attack, all allies of the target within 30 feet are shaken. This is a mind affecting fear affect.

Physical Description: A slender wiry corpse moves toward you, supernatural agility obvious in its motions. Its leathery, desiccated flesh ripples across its body, tolerant of the creature's quick movements despite being lifeless parchment.

Encounter Five: Room D

Advanced Earth Necromental: CR 7; Large undead (augmented, earth, extraplanar); HD 12d12; hp 89; Init +3; Spd 20 ft.; AC 20, touch 8, flat-footed 20; BAB/Grp: +9/+21; Atk: +16 melee (3d8+8+energy drain, slam); Full Atk: +16/+16 melee (3d8+8+energy drain, slam); Space/Reach 10 ft./10 ft.; SA earth mastery, push, create spawn, energy drain; SQ DR 5/-, earth glide, darkvision 60ft, elemental traits, undead traits, fast healing 3; AL NE; SV Fort +10, Ref +3, Will +4; Str 26, Dex 8, Con -, Int 1, Wis 10, Cha 1.

Skills and Feats: Listen +8, Spot +7; Cleave, Great Cleave, Great Fortitude, Improved Initiative, Improved Natural Attack, Power Attack.

Earth Mastery (Ex): An earth elemental gains +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes -4 penalty on attack and damage rolls.

Push (Ex): An earth elemental can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed Strength checks.

Earth Glide (Ex): An earth elemental can glide through stone, dirt or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing elemental flings it back 30 feet and stuns the creature for one round unless it succeeds on a Fort save (DC 15).

Create Spawn (Ex): An elemental slain by a necromental's energy drain attack rises as a necromental 1d4 days after death.

Energy Drain (Ex): Living creatures hit by a necromental's natural weapon attack gain one negative level. A necromental can use its energy drain ability once per round, regardless of the number of natural weapon attacks the necromental possesses. The creature is allowed a Fort save (DC 16) to remove the negative level 24 hours later. When a necromental bestows a negative level on a victim, it gains 5 temporary hit points (10 on a critical hit). These temporary hit points last up to one hour.

Fast Healing (Ex): A necromental heals 3 points of damage each round as long as it has at least one hit point and is within five feet of some form of its element (earth, stone or metal for the earth elemental).

Advanced Air Necromental: CR 7; Large undead (augmented, air, extraplanar); HD 12d12; hp 89; Init +12; Spd 100 ft. fly (perfect); AC 23, touch 17, flat-footed 15; BAB/Grp: +9/+15; Atk: +16 melee (3d6+2+1 vile +energy drain, slam); Full Atk: +16/+16 melee (3d6+2+1 vile + energy drain, slam); Space/Reach 10 ft./10 ft.; SA air mastery, whirlwind, create spawn, energy drain; SQ DR 5/-, darkvision 60ft, elemental traits, undead traits, fast healing 3; AL NE; SV Fort +6, Ref +16, Will +4; Str 14, Dex 26, Con -, Int 1, Wis 10, Cha 1.

Skills and Feats: Listen +7, Spot +8; Combat Reflexes, Dodge, Flyby Attack, Great Fortitude, Improved Initiative, Improved Natural Attack, Vile Natural Attack, Weapon Finesse.

Air Mastery (Ex): Airborne creatures take a -1 penalty on attack and damage rolls against an air elemental.

Whirlwind (Su): The elemental can transform itself into a whirlwind once every ten minutes and remain in that form for up to one round for every 2HD it has. In this form, the elemental can move through the air or along a surface at its fly speed. The whirlwind is 5 ft wide at the base, up to 30 ft wide at the top, and up to 50ft tall, depending on the elemental's size. The elemental controls the exact height but it must be at least 10ft.

The elemental's movement while in whirlwind form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind or if the elemental moves into or through the creature's space. Creatures one or more size categories smaller than the elemental might take damage (2d6) when caught in the whirlwind. See Monster Manual pp. 95 to 97 for more details on the whirlwind ability.

Create Spawn (Ex): An elemental slain by a necromental's energy drain attack rises as a necromental 1d4 days after death.

Energy Drain (Ex): Living creatures hit by a necromental's natural weapon attack gain one negative level. A necromental can use its energy drain ability once per round, regardless of the number of natural weapon attacks the necromental possesses. The creature is allowed a Fort save (DC 16) to remove the negative level 24 hours later. When a necromental

bestows a negative level on a victim, it gains 5 temporary hit points (10 on a critical hit). These temporary hit points last up to one hour.

Fast Healing (Ex): A necromental heals 3 points of damage each round as long as it has at least one hit point and is within five feet of some form of its element (air for the air elemental).

Encounter Six

Shadesteel Golem: CR 11; Medium construct (extraplanar); HD 18d10+20; hp 119; Init +3; Spd 30 ft., fly 30 ft. (perfect); AC 33, touch 13, flat-footed 30; BAB/Grp: +13/+20; Atk: +20 melee (2d6+7, slam); Full Atk: +20/+20 melee (2d6+7, slam); SA negative pulse wave; SQ construct traits, DR 10/adamantine and magic, darkvision 60ft, immunity to magic, low light vision; AL N; SV Fort +6, Ref +9, Will +6; Str 24, Dex 16, Con -, Int -, Wis 11, Cha 7.

Skills and Feats: Hide +15, Move Silently +19.

Negative Pulse Wave (Su): The shadesteel golem can radiate a burst of inky black negative energy as a free action every 1d4+1 rounds. The pulse wave drains life from all living creatures within 40 ft of the golem, dealing 12d6 points of negative energy damage. A DC 19 Fort save halves the damage; the save DC is Constitution based. Undead creatures within the area are healed of 12d6 points of damage instead and any turning effect they are under is broken. A *death ward* spell or similar effect protects the creature from the death golem's negative pulse wave.

Immunity to Magic (Ex): A shadesteel golem is immune to any spell, supernatural ability or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature as noted below.

A magical effect that has the light descriptor (such as *continual flame*) causes the golem to speed up as if affected by the spell *haste* for 2d4 rounds. The golem is also hastened whenever it is subject to a positive energy effect, such as the turning attempt of a cleric. This might happen if the cleric mistakenly identifies the creature as a nightwalker or other undead, or if the golem is standing near undead.

If a shadesteel golem is targeted by or within the area of a spell with the darkness or shadow descriptor the golem is healed of one point of damage per level of the spell.

Shadow Blend (Su): In any condition of illumination other than full daylight, a shadesteel golem can

disappear into the shadows, giving it concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability although a daylight spell does.

Skills: A shadesteel golem has a +16 racial bonus on Move Silently checks and a +12 racial bonus on Hide checks.

Vasuthant: CR 2; Small undead; HD 2d12+4; hp 17; Init +3; Spd fly 30 ft. (perfect); AC 17, touch 14, flat-footed 14; BAB/Grp: +1/+1; Atk: +2 melee (1d4, slam); Full Atk: +2 melee (1d4, slam) plus up to four enervating crushes; SA Enervating crush, improved grab, reality distortion; SQ +2 turn resistance, blindsight 60 ft., darkvision 60 ft., immunity to acid and cold, immunity to light, fire resistance 5, electric resistance 5, trap light, undead traits, unholy toughness; AL CE; SV Fort +0, Ref +3, Will +4; Str 10, Dex 16, Con -, Int 4, Wis 12, Cha 14.

Skills and Feats: Hide +9, Listen +4, Spot +5; Flyby Attack, Improved Grapple.

Enervating crush (Su): A successful grapple attempt by a vasuthant against a living creature of the same size or smaller pulls the victim into the center of the vasuthant. In that round and every round thereafter, a grappled victim takes 1d4 points of damage plus 1d4 points of Strength damage. A creature reduced to 0 Strength by a vasuthant dies. This is a negative energy effect.

Every point of Strength damage dealt by a vasuthant heals the creature of 1 point of damage or gives it 1 temporary hit point if the creature is at full normal hit points. These temporary hit points last for 10 minutes.

A vasuthant can grapple with only one creature of its size or can simultaneously grapple one or two creatures one size smaller or up to four creatures two or more sizes smaller. Creatures that become pinned are suspended inside the vasuthant while their life energy is crushed out of their bodies.

The use of the enervating crush ability does not prevent a vasuthant from making slam attacks or using its spell-like abilities.

Improved Grab (Ex): To use this ability, a vasuthant must first hit with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, a vasuthant immediately employs its enervating crush attack.

Reality Distortion (Ex): A vasuthant has limited influence over the forces of time and reality. Three times per day (but only once per round), a vasuthant can take a free action to reroll any unfavorable die roll or force its opponent to reroll a favorable die roll. The vasuthant must accept the result of the reroll.

Immunity to Light (Ex): Unlike many other undead creatures, a vasuthant is immune to any harmful effect of light, either natural or magical. All cleric spells of the Sun domain as well as other spells with the light descriptor (such as daylight) produce no adverse effects on a vasuthant.

Trap Light (Ex): A vasuthant effectively absorbs nearby magical and nonmagical light, creating a 60 ft. emanation of shadow. All creatures within this area, including the vasuthant, gain concealment. Creatures with low-light vision or darkvision can see normally within the area of the emanation. Light sources within the area are suppressed, not dispelled. If a vasuthant moves out of range before the light source's duration expires, the light source illuminates again (although its illumination still cannot extend within the area of the vasuthant's trap light effect).

Unholy Toughness (Ex): A vasuthant gains a bonus to its hit points equal to its Charisma modifier X its hit dice.

Skills: Vasuthants have a +2 racial bonus on Listen checks and Spot checks. A vasuthant gains a +4 racial bonus on Hide checks in areas of shadowy illumination. In areas of bright illumination it takes a -4 penalty on Hide checks.

Appendix Two – APL 10

Encounter Two

Evergreen, fiendish treant: CR 12, Huge plant (extraplanar); HD 11d8+77, hp 128; Init +1; Spd 30 ft.; AC 22, touch 9, flat-footed 21; BAB/Grp: +8/+28; Atk: +18 melee (2d6+12, slam); Full Atk: +18/+18/+13 melee (2d6+12, slam); Space/Reach 15 ft./15 ft.; SA Animate trees, double damage against objects, trample 2d6+16, smite good; SQ DR 10/slashing, DR 5/magic, low light vision, darkvision 60', plant traits, vulnerability to fire, cold resistance 10, electric resistance 10; SR 16, AL NE; SV Fort +14, Ref +4, Will +6; Str 34, Dex 12, Con 24, Int 14, Wis 13, Cha 12.

Skills and Feats: Diplomacy +3, Hide -9, Intimidate +10, Knowledge – Nature +6, Listen +12, Sense Motive +8, Spot +12, Survival +12 (+14 aboveground); Awesome Blow, Improved Bull Rush, Iron Will, Power Attack.

Animate Trees (Sp): A treant can animate trees within 180 feet at will, controlling up to two trees at a time. It takes 1 full round for a normal tree to uproot itself. Thereafter it moves at a speed of 10 feet and fights as a treant in all respects. Animated trees lose their ability to move if the treant that animated them is incapacitated or moves out of range. The ability is otherwise similar to *Liveoak* (caster level 12th). Animated trees have the same vulnerability to fire that a treant has.

Trample (Ex): Reflex DC 25 half (save is strength based). See description in the Monster Manual p. 316.

Smite Good (Su): Once per day, Evergreen can deal +11 damage on a melee attack against a good foe.

Plant Traits: Plants are immune to all mind-affecting effects (charms, compulsions, phantasms, patterns and morale effects). They are also immune to poison, sleep effects, paralysis, and polymorph. Plants are not subject to critical hits. While plants eat and breathe, they do not sleep.

Vulnerability to Fire: Evergreen takes half again as much (+50%) damage as normal from fire effects, regardless of whether a saving throw is allowed or if the save is a success or failure.

Double Damage against Objects (Ex): A treant or animated tree that makes a full attack against an object or structure deals double damage.

Encounter Three

Slaughter Wight: CR 8; Medium Undead; HD 18d12+18; hp 135; Init +9; Spd 30 ft.; AC 19, touch 15, flat-footed 14; BAB/Grp: +9/+16; Atk +11 melee (1d8+15/17-20+energy drain, slam); Full Atk +11 melee (1d8+15/17-20+energy drain, slam); SA create spawn, energy drain; SQ Augmented critical, inescapable craving, undead traits, darkvision 60'; AL CE; SV Fort +6, Ref +11, Will +11; Str 24, Dex 21, Con -, Int 10, Wis 11, Cha 16.

Skills and Feats: Climb +17, Hide +22, Listen +15, Move Silently +22, Spot +19, Swim +13, Daunting Presence*, Death Master*, Eviscerator*, Improved Critical, Improved Initiative, Improved Toughness, Power Attack.

Note: A Slaughter Wight normally attacks using its Power Attack feat, taking a –5 penalty on its attack rolls and gaining a +5 bonus on damage rolls. This has already been calculated in its stat block above. The slaughter wight does, however, forego this penalty if consistently unable to hit its foe.

Augmented Critical (Ex): A slaughter Wight's threat range is increased to 17-20.

Create Spawn (Su): Any humanoid slain by a slaughter Wight becomes a normal Wight in 1d4 rounds under control of the slaughter Wight.

Energy Drain (Su): A living creature hit by the Slaughter Wight's natural attack gains a negative level. Removing it requires a DC 21 Fortitude save. The Slaughter Wight gains 5 hp each time this negative level gets bestowed.

Inescapable Craving: Needs life force....

Daunting Presence*: The Slaughter Wight may take an action to awe an opponent. Opponent must be within 30 feet and have an Intelligence score. If opponent fails a DC 22 Will save they are shaken for 10 minutes.

Death Master*: Whenever the slaughter Wight successfully hits a living being with a critical attack, it becomes shaken for 10 rounds. This is a mind affecting fear affect.

Eviscerator*: Whenever the slaughter Wight successfully hits a living being with a critical attack, all allies of the target within 30 feet are shaken. This is a mind affecting fear affect.

Physical Description: A slender wiry corpse moves toward you, supernatural agility obvious in its motions. Its leathery, desiccated flesh ripples across its body, tolerant of the creature's quick movements despite being lifeless parchment.

Encounter Four

Evolved Wheep: CR 12; Medium undead; HD 9d12; hp 58; Init +2; Spd 30 ft.; AC 31, touch 18, flat-footed 29; BAB/Grp: +4/+15; Atk: +17 melee (1d8+12+poison tears, claw); Full Atk: +17/+17 melee (1d8+12+poison tears, claw) and +14 melee (1d6+6+poison tears, bite); SA weeping dirge, poison tears; SQ blindsight 60ft, DR 5/magic and piercing, darkvision 60ft, fast healing 13, undead traits, unholy grace, +4 turn resistance; AL LE; SV Fort +9, Ref +11, Will +14; Str 35, Dex 15, Con -, Int 6, Wis 14, Cha 22.

Skills and Feats: Hide +8, Listen +8, Move Silently +8, Spot +8; Dodge, Mobility, Multiattack, Weapon Focus (claws).

Poison Tears (Ex): The poison tears continually flowing from the wheep's empty eyes are an injury poison that coats the creature's claws and fills its mouth. Whenever a wheep succeeds on a claw or bite attack, its foe is subject to the poison (injury, Fort DC 20, initial and secondary damage 1d6 Con). The save DC is Charisma based.

Unholy Grace (Su): A wheep adds its Charisma modifier as a bonus on all its saving throws and as a deflection bonus on its AC (already figured above).

Weeping Dirge (Su): A wheep can spend a free action each round crying and blubbering. All who hear the wheep's graveborn sorrow must make a Will save (DC 20) or be shaken for the duration of the encounter. Once a creature saves against a wheep's dirge, that creature cannot be affected again for 24 hours. The save DC is Charisma based.

Cone of Cold (Sp): Due to its evolved nature, the wheep can cast cone of cold once daily as a 9th level caster. The save (DC 20) is Charisma based.

Physical Description: Wheeps are wizened corpses with empty eye sockets that continually leak a black ichor. The ichor covers the body and claws.

Encounter Five: Room D

Advanced Evolved Earth Necromental: CR 8; Large undead (augmented, earth, extraplanar); HD 12d12; hp 89; Init +3; Spd 20 ft.; AC 21, touch 8, flat-footed 21; BAB/Grp: +9/+22; Atk: +17 melee (3d8+9+energy

drain, slam); Full Atk: +17/+17 melee (3d8+8+energy drain, slam); Space/Reach 10 ft./10 ft.; SA earth mastery, push, create spawn, energy drain; SQ DR 5/-, earth glide, darkvision 60ft, elemental traits, undead traits, fast healing 6; AL NE; SV Fort +10, Ref +3, Will +4; Str 28, Dex 8, Con -, Int 1, Wis 10, Cha 3.

Skills and Feats: Listen +8, Spot +7; Cleave, Great Cleave, Great Fortitude, Improved Initiative, Improved Natural Attack, Power Attack.

Earth Mastery (Ex): An earth elemental gains +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes -4 penalty on attack and damage rolls.

Push (Ex): An earth elemental can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed Strength checks.

Earth Glide (Ex): An earth elemental can glide through stone, dirt or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing elemental flings it back 30 feet and stuns the creature for one round unless it succeeds on a Fort save (DC 15).

Create Spawn (Ex): An elemental slain by a necromental's energy drain attack rises as a necromental 1d4 days after death.

Energy Drain (Ex): Living creatures hit by a necromental's natural weapon attack gain one negative level. A necromental can use its energy drain ability once per round, regardless of the number of natural weapon attacks the necromental possesses. The creature is allowed a Fort save (DC 16) to remove the negative level 24 hours later. When a necromental bestows a negative level on a victim, it gains 5 temporary hit points (10 on a critical hit). These temporary hit points last up to one hour.

Fast Healing (Ex): A necromental heals 3 points of damage each round as long as it has at least one hit point and is within five feet of some form of its element (earth, stone or metal for the earth elemental). This necromental heals an additional 3 points of damage each round, regardless of its location, due to its evolved state.

Haste (Sp): Due to its evolved nature, the earth necromentals can cast haste once daily as a 12th level caster.

Greater Air Necromental: CR 10; Huge undead (augmented, air, extraplanar); HD 21d12; hp 152; Init +14; Spd 100 ft. fly (perfect); AC 28, touch 18, flat-footed 18; BAB/Grp: +15/+28; Atk: +23 melee (2d8+5+energy drain, slam); Full Atk: +23/+23 melee (2d8+5+energy drain, slam); Space/Reach 15 ft./15 ft.; SA air mastery, whirlwind, create spawn, energy drain; SQ DR 10/-, darkvision 60ft, elemental traits, undead traits, fast healing 3; AL NE; SV Fort +13, Ref +22, Will +9; Str 20, Dex 31, Con -, Int 1, Wis 10, Cha 1.

Skills and Feats: Listen +14, Spot +14; Alertness, Blind Fight, Combat Reflexes, Dodge, Flyby Attack, Great Fortitude, Improved Initiative, Iron Will, Mobility, Power Attack, Spring Attack, Weapon Finesse.

Air Mastery (Ex): Airborne creatures take a -1 penalty on attack and damage rolls against an air elemental.

Whirlwind (Su): The elemental can transform itself into a whirlwind once every ten minutes and remain in that form for up to one round for every 2HD it has. In this form, the elemental can move through the air or along a surface at its fly speed. The whirlwind is 5 ft wide at the base, up to 30 ft wide at the top, and up to 50ft tall, depending on the elemental's size. The elemental controls the exact height but it must be at least 10ft.

The elemental's movement while in whirlwind form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind or if the elemental moves into or through the creature's space. Creatures one or more size categories smaller than the elemental might take damage (2d6) when caught in the whirlwind. See Monster Manual pp. 95 to 97 for more details on the whirlwind ability.

Create Spawn (Ex): An elemental slain by a necromental's energy drain attack rises as a necromental 1d4 days after death.

Energy Drain (Ex): Living creatures hit by a necromental's natural weapon attack gain one negative level. A necromental can use its energy drain ability once per round, regardless of the number of natural weapon attacks the necromental possesses. The creature is allowed a Fort save (DC 20) to remove the negative level 24 hours later. When a necromental bestows a negative level on a victim, it gains 5 temporary hit points (10 on a critical hit). These temporary hit points last up to one hour.

Fast Healing (Ex): A necromental heals 3 points of damage each round as long as it has at least one hit

point and is within five feet of some form of its element (air for the air elemental).

Encounter Five – Room E

Blaspheme: CR 9; Medium undead; HD 18d12+30; hp 147; Init +1; Spd 40 ft.; AC 20, touch 11, flat-footed 15; BAB/Grp: +9/+18; Atk: +18 melee (1d8+13+blasphemous contact, bite); Full Atk: +18 melee (1d8+13 +blasphemous contact, bite); SA blasphemous contact, erratic charge; SQ darkvision 60ft, immunity to cold, inescapable craving, undead traits, DR 5/slash; AL NE; SV Fort +6, Ref +7, Will +13; Str 28, Dex 12, Con -, Int 5, Wis 15, Cha 10.

Skills and Feats: Listen +10, Spot +10, Survival +7; Improved Natural Attack (bite), Improved Toughness, Toughness (4), Track.

Blasphemous contact (Su): Each time a blaspheme bites a nonevil creature, the creature is dazed for one round and takes 1d6 points of Strength damage. There is no saving throw against this effect.

Erratic charge (Ex): When a blaspheme charges, it can make one turn of up to 90 degrees during its movement. All other restrictions on charges still apply. For instance, it cannot pass through a square that blocks or slows movement or one that contains a creature. A blaspheme must have line of sight to a targeted opponent at the start of its turn.

Inescapable Craving: A blaspheme has an inescapable craving for Strength, which it satisfies by using its blasphemous contact ability.

Physical Description: Blasphemes stand about seven feet in height and appear as surgically modified corpses.

Encounter Six

Shadesteel Golem: CR 11; Medium construct (extraplanar); HD 18d10+20; hp 119; Init +3; Spd 30 ft., fly 30 ft. (perfect); AC 33, touch 13, flat-footed 30; BAB/Grp: +13/+20; Atk: +20 melee (2d6+7, slam); Full Atk: +20/+20 melee (2d6+7, slam); SA negative pulse wave; SQ construct traits, DR 10/adamantine and magic, darkvision 60ft, immunity to magic, low light vision; AL N; SV Fort +6, Ref +9, Will +6; Str 24, Dex 16, Con -, Int -, Wis 11, Cha 7.

Skills and Feats: Hide +15, Move Silently +19.

Negative Pulse Wave (Su): The shadesteel golem can radiate a burst of inky black negative energy as a free action every 1d4+1 rounds. The pulse wave drains life

from all living creatures within 40 ft of the golem, dealing 12d6 points of negative energy damage. A DC 19 Fort save halves the damage; the save DC is Constitution based. Undead creatures within the area are healed of 12d6 points of damage instead and any turning effect they are under is broken. A *death ward* spell or similar effect protects the creature from the death golem's negative pulse wave.

Immunity to Magic (Ex): A shadesteel golem is immune to any spell, supernatural ability or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature as noted below.

A magical effect that has the light descriptor (such as *continual flame*) causes the golem to speed up as if affected by the spell *haste* for 2d4 rounds. The golem is also hasted whenever it is subject to a positive energy effect, such as the turning attempt of a cleric. This might happen if the cleric mistakenly identifies the creature as a nightwalker or other undead, or if the golem is standing near undead.

If a shadesteel golem is targeted by or within the area of a spell with the darkness or shadow descriptor the golem is healed of one point of damage per level of the spell.

Shadow Blend (Su): In any condition of illumination other than full daylight, a shadesteel golem can disappear into the shadows, giving it concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability although a daylight spell does.

Skills: A shadesteel golem has a +16 racial bonus on Move Silently checks and a +12 racial bonus on Hide checks.

Vasuthant: CR 2; Small undead; HD 2d12+4; hp 17; Init +3; Spd fly 30 ft. (perfect); AC 17, touch 14, flat-footed 14; BAB/Grp: +1/+1; Atk: +2 melee (1d4, slam); Full Atk: +2 melee (1d4, slam) plus up to four enervating crushes; SA Enervating crush, improved grab, reality distortion; SQ +2 turn resistance, blindsight 60 ft., darkvision 60 ft., immunity to acid and cold, immunity to light, fire resistance 5, electric resistance 5, trap light, undead traits, unholy toughness; AL CE; SV Fort +0, Ref +3, Will +4; Str 10, Dex 16, Con -, Int 4, Wis 12, Cha 14.

Skills and Feats: Hide +9, Listen +4, Spot +5; Flyby Attack, Improved Grapple.

Enervating crush (Su): A successful grapple attempt by a vasuthant against a living creature of the same size or smaller pulls the victim into the center of the

vasuthant. In that round and every round thereafter, a grappled victim takes 1d4 points of damage plus 1d4 points of Strength damage. A creature reduced to 0 Strength by a vasuthant dies. This is a negative energy effect.

Every point of Strength damage dealt by a vasuthant heals the creature of 1 point of damage or gives it 1 temporary hit point if the creature is at full normal hit points. These temporary hit points last for 10 minutes.

A vasuthant can grapple with only one creature of its size or can simultaneously grapple one or two creatures one size smaller or up to four creatures two or more sizes smaller. Creatures that become pinned are suspended inside the vasuthant while their life energy is crushed out of their bodies.

The use of the enervating crush ability does not prevent a vasuthant from making slam attacks or using its spell-like abilities.

Improved Grab (Ex): To use this ability, a vasuthant must first hit with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, a vasuthant immediately employs its enervating crush attack.

Reality Distortion (Ex): A vasuthant has limited influence over the forces of time and reality. Three times per day (but only once per round), a vasuthant can take a free action to reroll any unfavorable die roll or force its opponent to reroll a favorable die roll. The vasuthant must accept the result of the reroll.

Immunity to Light (Ex): Unlike many other undead creatures, a vasuthant is immune to any harmful effect of light, either natural or magical. All cleric spells of the Sun domain as well as other spells with the light descriptor (such as *daylight*) produce no adverse effects on a vasuthant.

Trap Light (Ex): A vasuthant effectively absorbs nearby magical and nonmagical light, creating a 60 ft. emanation of shadow. All creatures within this area, including the vasuthant, gain concealment. Creatures with low-light vision or darkvision can see normally within the area of the emanation. Light sources within the area are suppressed, not dispelled. If a vasuthant moves out of range before the light source's duration expires, the light source illuminates again (although its illumination still cannot extend within the area of the vasuthant's trap light effect).

Unholy Toughness (Ex): A vasuthant gains a bonus to its hit points equal to its Charisma modifier X its hit dice.

Skills: Vasuthants have a +2 racial bonus on Listen checks and Spot checks. A vasuthant gains a +4 racial bonus on Hide checks in areas of shadowy illumination. In areas of bright illumination it takes a -4 penalty on Hide checks.

Gorees, hooded pupil ogre mage: CR 9; Large giant; HD 5d8+15; hp 40; Init +4; Spd 40 ft., fly 40 ft. (good); AC 21, touch 10, flat-footed 21; BAB/Grp: +3/+13; Atk: +8 melee (3d6+8/19-20, greatsword); Full Atk: +8 melee (3d6+8/19-20, greatsword) or +2 ranged (2d6/X3, longbow); Space/Reach 10 ft./10 ft.; SA spell-like abilities, clutch of orcus, drink blood; SQ darkvision 90ft, low light vision, regeneration 5, cold resistance 5, spider climb; SR 19; AL LE; SV Fort +7, Ref +3, Will +4; Str 23, Dex 10, Con 17, Int 14, Wis 16, Cha 19.

Skills and Feats: Concentration +11, Hide +2, Listen +15, Move Silently +2, Spellcraft +10, Spot +15; Alertness, Combat Expertise, Improved Initiative, Lightning Reflexes.

Possessions: *Cloak of displacement* – minor, greatsword, longbow, chain shirt, *ring of protection* +1, *ioun stone-clear spindle*.

Spell-Like Abilities: At will – *darkness*, *invisibility*, *charm person* (DC 15), *cone of cold* (DC 19), *gaseous form*, *polymorph*, *sleep* (DC 15). Caster Level 9th. Save DCs are Charisma based.

Flight (Su): An ogre mage can cease or resume flight as a free action. While using gaseous form it can fly at its normal speed and has perfect maneuverability.

Regeneration (Ex): Fire and acid deal normal damage to an ogre mage. An ogre mage that loses a limb or body part can re-attach it by holding the severed member to the stump. Reattachment takes 1 minute. If the head or some other vital organ is severed, it must be re-attached within 10 minutes or the creature dies. An ogre mage cannot re-grow lost body parts.

Clutch of Orcus (Sp): Once per day, a hooded pupil can use the spell clutch of orcus (see new rule items). Caster Level 10th. The save DC is Charisma based.

Drink Blood (Su): Once per day, a hooded pupil can suck blood from a living victim who has damage that is yet unhealed (the hooded pupil doesn't have exceptionally sharp teeth, unless the base creature has a bite attack, so it must sip from wounds). It does so by making a successful grapple check (it usually prefers to use this ability on foes that are already helpless).

Against a pinned or helpless foe, it drinks blood dealing 2 points of Constitution damage.

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

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

Appendix Three – APL 12

Encounter Two

Evergreen, fiendish treant: CR 14, Gargantuan plant (extraplanar); HD 19d8+182, hp 273; Init +1; Spd 30 ft.; AC 26, touch 9, flat-footed 25; BAB/Grp: +14/+34; Atk: +22 melee (3d6+12/19-20, slam); Full Atk: +22/+22/+17/+12 melee (3d6+12/19-20, slam); Space/Reach 20 ft./20 ft.; SA Animate trees, double damage against objects, trample 2d6+16, smite good; SQ DR 12/slashing, DR 12/magic, low light vision, darkvision 60', plant traits, vulnerability to fire, cold resistance 10, electric resistance 10; SR 25, AL NE; SV Fort +21, Ref +7, Will +9; Str 34, Dex 12, Con 30, Int 14, Wis 13, Cha 12.

Skills and Feats: Diplomacy +7, Hide -9, Intimidate +14, Knowledge – Nature +12, Listen +16, Sense Motive +14, Spot +16, Survival +16 (+18 aboveground); Awesome Blow, Improved Bull Rush, Improved Critical (slam), Improved Sunder, Iron Will, Power Attack, Thick Skinned.

Animate Trees (Sp): A treant can animate trees within 180 feet at will, controlling up to two trees at a time. It takes 1 full round for a normal tree to uproot itself. Thereafter it moves at a speed of 10 feet and fights as a treant in all respects. Animated trees lose their ability to move if the treant that animated them is incapacitated or moves out of range. The ability is otherwise similar to *Liveoak* (caster level 12th). Animated trees have the same vulnerability to fire that a treant has.

Trample (Ex): Reflex DC 25 half (save is strength based). See description in the Monster Manual p. 316.

Smite Good (Su): Once per day, Evergreen can deal +19 damage on a melee attack against a good foe.

Plant Traits: Plants are immune to all mind-affecting effects (charms, compulsions, phantasms, patterns and morale effects). They are also immune to poison, sleep effects, paralysis, and polymorph. Plants are not subject to critical hits. While plants eat and breathe, they do not sleep.

Vulnerability to Fire: Evergreen takes half again as much (+50%) damage as normal from fire effects, regardless of whether a saving throw is allowed or if the save is a success or failure.

Double Damage against Objects (Ex): A treant or animated tree that makes a full attack against an object or structure deals double damage.

Encounter Three

Evolved Slaughter Wights: CR 9; Medium Undead; HD 18d12+18; hp 135; Init +9; Spd 30 ft.; AC 20, touch 15, flat-footed 15; BAB/Grp: +9/+17; Atk +12 melee (1d8+16/17-20+energy drain, slam); Full Atk +12 melee (1d8+16/17-20+energy drain, slam); SA create spawn, energy drain; SQ Augmented Critical, fast healing, inescapable craving, spell like ability, undead traits, darkvision 60'; AL CE; SV Fort +6, Ref +11, Will +11; Str 26, Dex 21, Con -, Int 10, Wis 11, Cha 18.

Skills and Feats: Climb +18, Hide +22, Listen +15, Move Silently +22, Spot +19, Swim +14, Daunting Presence*, Death Master*, Eviscerator*, Improved Critical, Improved Initiative, Improved Toughness, Power Attack.

Note: A Slaughter Wight normally attacks using its Power Attack feat, taking a –5 penalty on its attack rolls and gaining a +5 bonus on damage rolls. This has already been calculated in its stat block above. The slaughter wight does, however, forego this penalty if consistently unable to hit its foe.

Augmented Critical (Ex): A slaughter Wight's threat range is increased to 17-20.

Create Spawn (Su): Any humanoid slain by a Slaughter Wight becomes a normal Wight in 1d4 rounds under control of the slaughter Wight.

Energy Drain (Su): A living creature hit by the Slaughter Wight's natural attack gains a negative level. Removing it requires a DC 22 Fortitude save. The Slaughter Wight gains 5 hp each time this negative level gets bestowed.

Fast Healing (Ex): An evolved undead heals 3 points of damage each round so long as it has at least 1 hit point.

Inescapable Craving: Needs life force....

Daunting Presence*: The Slaughter Wight may take an action to awe an opponent. Opponent must be within 30 feet and have an Int score. If the opponent fails a DC 23 Will save they are shaken for 10 minutes.

Death Master*: Whenever the Slaughter Wight successfully hits a living being with a critical attack, it becomes shaken for 10 rounds. This is a mind affecting fear affect.

Eviscerator*: Whenever the slaughter Wight successfully hits a living being with a critical attack, all allies of the target within 30 feet are shaken. This is a mind affecting fear affect.

Spell Like Ability (Sp): The evolved undead can use its spell like ability once per day with a caster level of 18. The save DCs are Charisma-based. The Slaughter Wights can cast the following spells, each one casts one of these: 1/day- *greater dispel magic*, *greater invisibility*, *haste*.

Physical Description: A slender wiry corpse moves toward you, supernatural agility obvious in its motions. Its leathery, desiccated flesh ripples across its body, tolerant of the creature's quick movements despite being lifeless parchment.

Encounter Four

Evolved Spellstitched Wheep: CR 12; Medium undead; HD 9d12; hp 58; Init +2; Spd 30 ft.; AC 31, touch 18, flat-footed 29; BAB/Grp: +4/+15; Atk: +17 melee (1d8+12+poison tears, claw); Full Atk: +17/+17 melee (1d8+12+poison tears, claw) and +14 melee (1d6+6+poison tears, bite); SA weeping dirge, poison tears; SQ blindsight 60ft, DR 5/magic and piercing, darkvision 60ft, fast healing 13, undead traits, unholy grace, +6 turn resistance, spell-like abilities, SR 16; AL LE; SV Fort +11, Ref +13, Will +16; Str 35, Dex 15, Con -, Int 6, Wis 14, Cha 22.

Skills and Feats: Hide +8, Listen +8, Move Silently +8, Spot +8; Dodge, Mobility, Multiattack, Weapon Focus (claws).

Poison Tears (Ex): The poison tears continually flowing from the wheep's empty eyes are an injury poison that coats the creature's claws and fills its mouth. Whenever a wheep succeeds on a claw or bite attack, its foe is subject to the poison (injury, Fort DC 20, initial and secondary damage 1d6 Con). The save DC is Charisma based.

Unholy Grace (Su): A wheep adds its Charisma modifier as a bonus on all its saving throws and as a deflection bonus on its AC (already figured above).

Weeping Dirge (Su): A wheep can spend a free action each round crying and blubbering. All who hear the wheep's graveborn sorrow must make a Will save (DC 20) or be shaken for the duration of the encounter.

Once a creature saves against a wheep's dirge, that creature cannot be affected again for 24 hours. The save DC is Charisma based.

Cone of Cold (Sp): Due to its evolved nature, the wheep can cast *cone of cold* once daily as a 9th level caster. The save (DC 20) is Charisma based.

Spell-like abilities (Sp): Due to its spellstitched nature, the wheep can cast the following spells: 3/day – *fireburst*; 2/day – *shocking grasp*, *magic missile*; 1/day: *false life*, *lightning bolt*, *dispel magic*. Caster level 9th.

Physical Description: Wheeps are wizened corpses with empty eye sockets that continually leak a black ichor. The ichor covers the body and claws.

Encounter Five: Room D

Greater Air Necromental: CR 10; Huge undead (augmented, air, extraplanar); HD 21d12; hp 152; Init +14; Spd 100 ft. fly (perfect); AC 28, touch 18, flat-footed 18; BAB/Grp: +15/+28; Atk: +23 melee (2d8+5+energy drain, slam); Full Atk: +23/+23 melee (2d8+5+energy drain, slam); Space/Reach 15 ft./15 ft.; SA air mastery, whirlwind, create spawn, energy drain; SQ DR 10/–, darkvision 60ft, elemental traits, undead traits, fast healing 3; AL NE; SV Fort +13, Ref +22, Will +9; Str 20, Dex 31, Con –, Int 1, Wis 10, Cha 1.

Skills and Feats: Listen +14, Spot +14; Alertness, Blind Fight, Combat Reflexes, Dodge, Flyby Attack, Great Fortitude, Improved Initiative, Iron Will, Mobility, Power Attack, Spring Attack, Weapon Finesse.

Air Mastery (Ex): Airborne creatures take a -1 penalty on attack and damage rolls against an air elemental.

Whirlwind (Su): The elemental can transform itself into a whirlwind once every ten minutes and remain in that form for up to one round for every 2HD it has. In this form, the elemental can move through the air or along a surface at its fly speed. The whirlwind is 5 ft wide at the base, up to 30 ft wide at the top, and up to 50ft tall, depending on the elemental's size. The elemental controls the exact height but it must be at least 10ft.

The elemental's movement while in whirlwind form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind or if the elemental moves into or through the creature's space. Creatures one or more size categories smaller than the elemental might take damage (2d6) when caught in the whirlwind. See Monster Manual pp. 95 to 97 for more details on the whirlwind ability.

Create Spawn (Ex): An elemental slain by a necromental's energy drain attack rises as a necromental 1d4 days after death.

Energy Drain (Ex): Living creatures hit by a necromental's natural weapon attack gain one negative level. A necromental can use its energy drain ability once per round, regardless of the number of natural weapon attacks the necromental possesses. The creature is allowed a Fort save (DC 20) to remove the negative level 24 hours later. When a necromental bestows a negative level on a victim, it gains 5 temporary hit points (10 on a critical hit). These temporary hit points last up to one hour.

Fast Healing (Ex): A necromental heals 3 points of damage each round as long as it has at least one hit point and is within five feet of some form of its element (air for the air elemental).

Earth Weird: CR 12; Large elemental (earth); HD 15d8+45; hp 112 (127); Init +6; Spd 30 ft., burrow 30ft; AC 19, touch 11, flat-footed 17; BAB/Grp: +10/+19; Atk: +15 melee (2d6+7, slam); Full Atk: +15/+15 melee (2d6+7, slam); Space/Reach 10 ft./10 ft.; SA elemental command, spells; SQ earth mastery, earth pool, tremorsense, DR 10/–, elemental traits, prescience, regeneration 10, precast *mage armor* and *false life*; SR 25; AL NE; SV Fort +14, Ref +9, Will +11; Str 21, Dex 14, Con 17, Int 20, Wis 23, Cha 22.

Skills and Feats: Concentration +21, Diplomacy +26, Intimidate +24, Knowledge – the planes +23, Knowledge – Religion +23, Knowledge – arcana +23, Listen +8, Sense Motive +24, Spot +9; Alertness, Dodge, Empower Spell, Great Fortitude, Improved Initiative, Lightning Reflexes, Maximize Spell.

Earth Mastery (Ex): An earth weird gains +1 bonus on attack and damage rolls if its foe is touching the ground.

Earth Pool: This pool is filled with churning mud, rocks and earth. Every creature within it (except the earth weird) takes 4d8 points of damage per round from the ever-grinding earth. In addition, creatures entering the pool suffocate if they do not have a way to breathe and are entombed (unable to move) if they cannot burrow. An earth weird's pool may be affixed only to a horizontal surface and it may only appear in a right-side up position. The top of weird's pool is affixed meets the floor on the far side of the PC's entry point. See Elemental Pool for more information on the weird's pool.

Elemental Pool (Su): Each weird dwells within a large pool (at least 20 feet across and 40 feet deep) filled with

the purest form of its element. The pool is affixed to a flat surface (in this case a wall) such that its depth forms a hollow within that surface. An elemental pool can exist as separate area within a larger volume of the same element

The base of the pool contains a portal to the weird's native plane. Three times per day, the weird can summon forth 2d4 huge elementals, 1d2 greater elementals or 1 elder elemental through the portal. Any nonelemental creature entering a pool without the weird's permission must succeed at a Fort save (DC 20) each round or irrevocably be transformed into the elemental material of the pool. Creatures granted access to the pool by the weird are not subject to this transformation. However, creatures allowed to enter the pool must still provide their own protection from the elemental material

Tremorsense (Ex): An earth weird can automatically sense the location of anything within 60 ft that is in contact with the ground.

Elemental Command (Su): A weird can attempt to gain control over any elemental within 100 ft. regardless of the latter's elemental type. The elemental must make a successful Will save (DC 23) or succumb to the weird's control. An elemental that saves against this attack is immune to that weird's elemental command ability for 24 hours. There is no limit to the number of elementals a weird can control.

Once under the weird's control, an elemental serves the weird until either it or the weird dies, until the weird dismisses it or until the duration of its summoning expires. It obeys the weird explicitly, even if ordered to attack the being who originally summoned it. The weird does not need to concentrate to maintain control over any elemental it commands.

Prescience (Su): At will and as a free action, a weird can duplicate the effect of any of the following divination spells: *analyze dweomer*, *clairaudience/clairvoyance*, *contact other plane*, *detect thoughts*, *discern location*, *find the path*, *foresight*, *greater scrying*, *legend lore*, *locate creature*, *locate object*, *tongues*, *true seeing*, *vision*. Caster level 18th, save DC 16 + spell level.

Spells (Ex): An earth weird can cast arcane spells and divine spells from the Earth and Destruction domains as an 18th level sorcerer.

Spells Known (6/8-1/8-1/7/7/7/6/5/3; base DC = 16 + spell level): 0—[*resistance*, *acid splash*, *detect magic*, *flare*, *mage hand*, *message*, *mending*, *open/close*, *arcane mark*]; 1st—[*inflict light wounds*, *mage armor*,

magic missile, orb of sound – lesser, ray of enfeeblement]; 2nd—[*bears endurance, earthen grasp, false life, scorching ray, shatter*], 3rd—[*dispel magic, lightning bolt, resonating bolt, slow*], 4th—[*charm monster, globe of invulnerability – lesser, ice storm, Otiluke's dispelling screen*], 5th—[*cloudkill, dismissal, inflict light wounds – mass, wall of stone*], 6th—[*bull's strength – mass, dispel magic – greater, harm*], 7th—[*energy immunity, force cage, prismatic spray*], 8th—[*horrid wilting, polar ray*], 9th—[*implosion*].

Encounter Five – Room E

Advanced Evolved Blaspheme: CR 11; Medium undead; HD 22d12+34; hp 158; Init +1; Spd 40 ft.; AC 21, touch 11, flat-footed 16; BAB/Grp: +11/+21; Atk: +21 melee (1d8+14+blasphemous contact, bite); Full Atk: +21/+16 melee (1d8+14+blasphemous contact, bite); SA blasphemous contact, erratic charge, spell-like ability; SQ darkvision 60ft, immunity to cold, inescapable craving, undead traits, fast healing 3, DR 5/slash; AL NE; SV Fort +7, Ref +8, Will +16; Str 30, Dex 12, Con -, Int 5, Wis 16, Cha 12.

Skills and Feats: Listen +12, Spot +13, Survival +9; Improved Natural Attack (bite), Improved Toughness, Quickened Spell-Like Ability (see ability below), Toughness (4), Track.

Blasphemous contact (Su): Each time a blaspheme bites a nonevil creature, the creature is dazed for one round and takes 1d6 points of Strength damage. There is no saving throw against this effect.

Erratic charge (Ex): When a blaspheme charges, it can make one turn of up to 90 degrees during its movement. All other restrictions on charges still apply. For instance, it cannot pass through a square that blocks or slows movement or one that contains a creature. A blaspheme must have line of sight to a targeted opponent at the start of its turn.

Inescapable Craving: A blaspheme has an inescapable craving for Strength, which it satisfies by using its blasphemous contact ability.

Spell-Like Ability (Sp): Due to their evolved nature, two of the blasphemes may cast *greater dispel magic* and the other can cast *haste*. Each blaspheme can cast only one these spells once daily as a 22nd level caster. The save DC is Charisma based.

Physical Description: Blasphemes stand about seven feet in height and appear as surgically modified corpses.

Encounter Six

Greater Shadesteel Golem: CR 14; Large construct (extraplanar); HD 27d10+30; hp 178; Init +2; Spd 30 ft., fly 30 ft. (perfect); AC 33, touch 11, flat-footed 30; BAB/Grp: +20/+36; Atk: +31 melee (2d10+12, slam); Full Atk: +31/+31 melee (2d10+12, slam); Space/Reach 10 ft./10 ft.; SA negative pulse wave; SQ construct traits, DR 15/adamantine and magic, darkvision 60ft, immunity to magic, low light vision; AL N; SV Fort +9, Ref +11, Will +9; Str 34, Dex 14, Con -, Int -, Wis 11, Cha 7.

Skills and Feats: Hide +10, Move Silently +18.

Negative Pulse Wave (Su): The shadesteel golem can radiate a burst of inky black negative energy as a free action every 1d4+1 rounds. The pulse wave drains life from all living creatures within 40 ft of the golem, dealing 12d6 points of negative energy damage. A DC 23 Fort save halves the damage; the save DC is Constitution based. Undead creatures within the area are healed of 12d6 points of damage instead and any turning effect they are under is broken. A *death ward* spell or similar effect protects the creature from the death golem's negative pulse wave.

Immunity to Magic (Ex): A shadesteel golem is immune to any spell, supernatural ability or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature as noted below.

A magical effect that has the light descriptor (such as *continual flame*) causes the golem to speed up as if affected by the spell *haste* for 2d4 rounds. The golem is also hasted whenever it is subject to a positive energy effect, such as the turning attempt of a cleric. This might happen if the cleric mistakenly identifies the creature as a nightwalker or other undead, or if the golem is standing near undead.

If a shadesteel golem is targeted by or within the area of a spell with the darkness or shadow descriptor the golem is healed of one point of damage per level of the spell.

Shadow Blend (Su): In any condition of illumination other than full daylight, a shadesteel golem can disappear into the shadows, giving it concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability although a daylight spell does.

Skills: A shadesteel golem has a +16 racial bonus on Move Silently checks and a +12 racial bonus on Hide checks.

Vasuthant: CR 2; Small undead; HD 2d12+4; hp 17; Init +3; Spd fly 30 ft. (perfect); AC 17, touch 14, flat-footed 14; BAB/Grp: +1/+1; Atk: +2 melee (1d4, slam); Full Atk: +2 melee (1d4, slam) plus up to four enervating crushes; SA Enervating crush, improved grab, reality distortion; SQ +2 turn resistance, blindsight 60 ft., darkvision 60 ft., immunity to acid and cold, immunity to light, fire resistance 5, electric resistance 5, trap light, undead traits, unholy toughness; AL CE; SV Fort +0, Ref +3, Will +4; Str 10, Dex 16, Con -, Int 4, Wis 12, Cha 14.

Skills and Feats: Hide +9, Listen +4, Spot +5; Flyby Attack, Improved Grapple.

Enervating crush (Su): A successful grapple attempt by a vasuthant against a living creature of the same size or smaller pulls the victim into the center of the vasuthant. In that round and every round thereafter, a grappled victim takes 1d4 points of damage plus 1d4 points of Strength damage. A creature reduced to 0 Strength by a vasuthant dies. This is a negative energy effect.

Every point of Strength damage dealt by a vasuthant heals the creature of 1 point of damage or gives it 1 temporary hit point if the creature is at full normal hit points. These temporary hit points last for 10 minutes.

A vasuthant can grapple with only one creature of its size or can simultaneously grapple one or two creatures one size smaller or up to four creatures two or more sizes smaller. Creatures that become pinned are suspended inside the vasuthant while their life energy is crushed out of their bodies.

The use of the enervating crush ability does not prevent a vasuthant from making slam attacks or using its spell-like abilities.

Improved Grab (Ex): To use this ability, a vasuthant must first hit with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, a vasuthant immediately employs its enervating crush attack.

Reality Distortion (Ex): A vasuthant has limited influence over the forces of time and reality. Three times per day (but only once per round), a vasuthant can take a free action to reroll any unfavorable die roll or force its opponent to reroll a favorable die roll. The vasuthant must accept the result of the reroll.

Immunity to Light (Ex): Unlike many other undead creatures, a vasuthant is immune to any harmful effect of light, either natural or magical. All cleric spells of

the Sun domain as well as other spells with the light descriptor (such as daylight) produce no adverse effects on a vasuthant.

Trap Light (Ex): A vasuthant effectively absorbs nearby magical and nonmagical light, creating a 60 ft. emanation of shadow. All creatures within this area, including the vasuthant, gain concealment. Creatures with low-light vision or darkvision can see normally within the area of the emanation. Light sources within the area are suppressed, not dispelled. If a vasuthant moves out of range before the light source's duration expires, the light source illuminates again (although its illumination still cannot extend within the area of the vasuthant's trap light effect).

Unholy Toughness (Ex): A vasuthant gains a bonus to its hit points equal to its Charisma modifier X its hit dice.

Skills: Vasuthants have a +2 racial bonus on Listen checks and Spot checks. A vasuthant gains a +4 racial bonus on Hide checks in areas of shadowy illumination. In areas of bright illumination it takes a -4 penalty on Hide checks.

Gorees, hooded pupil cloud giant: CR 12; Huge giant (Air); HD 17d8+102; hp 178; Init +5; Spd 50 ft; AC 29, touch 11, flat-footed 28; BAB/Grp: +12/+33; Atk: +23 melee (4d6+19, gargantuan morningstar); Full Atk: +23/+18/+13 melee (4d6+19, gargantuan morningstar) or +12 ranged (2d8+12, rock); Space/Reach 15 ft./15 ft.; SA rock throwing, spell-like abilities, clutch of orcus, drink blood; SQ low light vision, oversize weapon, rock catching, scent, cold resistance 5, spider climb; AL NE; SV Fort +16, Ref +8, Will +11; Str 37, Dex 13, Con 23, Int 12, Wis 18, Cha 15.

Skills and Feats: Climb +20, Craft (stone masonry) +12, Diplomacy +4, Hide +3, Intimidate +12, Listen +20, Move Silently +3, Perform (harp) +3, Sense Motive +6, Spot +20; Alertness, Awesome Blow, Cleave, Improved Bull Rush, Improved Initiative, Improved Overrun, Iron Will, Lightning Reflexes, Power Attack.

Possessions: Cloak of displacement – minor, gargantuan morningstar, chain shirt, *potion of protection from energy (fire)*, bag of holding type II, ring of protection +2, ioun stone-clear spindle.

Spell-Like Abilities: 3/day – *levitate* (self + 2000 pounds), *obscuring mist*; 1/day – *fog cloud*. Caster Level 15th.

Rock Throwing (Ex): Adult giants are accomplished rock throwers and receive + racial bonus on attack rolls when throwing rocks. A giant of at least Large size can hurl rocks weighing 40 to 50 pounds each up to five

range increments. A Huge giant can hurl rocks of 60 to 80 pounds (medium objects). The range increment is 140 feet for a cloud giant's thrown rocks.

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

Oversize Weapon (Ex): A cloud giant wields a great, two-handed morningstar (big enough for a gargantuan creature) without penalty.

Clutch of Orcus (Sp): Once per day, a hooded pupil can use the spell clutch of orcus (see new rule items). Caster Level 10th. The save DC is Charisma based.

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

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

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

Appendix Four – APL 14

Encounter Two

Evergreen, fiendish treant: CR 14, Gargantuan plant (extraplanar); HD 19d8+182, hp 273; Init +1; Spd 30 ft.; AC 26, touch 9, flat-footed 25; BAB/Grp: +14/+34; Atk: +22 melee (3d6+12/19-20, slam); Full Atk: +22/+22/+17/+12 melee (3d6+12/19-20, slam); Space/Reach 20 ft./20 ft.; SA Animate trees, double damage against objects, trample 2d6+16, smite good; SQ DR 12/slashing, DR 12/magic, low light vision, darkvision 60', plant traits, vulnerability to fire, cold resistance 10, electric resistance 10; SR 25, AL NE; SV Fort +21, Ref +7, Will +9; Str 34, Dex 12, Con 30, Int 14, Wis 13, Cha 12.

Skills and Feats: Diplomacy +7, Hide -9, Intimidate +14, Knowledge – Nature +12, Listen +16, Sense Motive +14, Spot +16, Survival +16 (+18 aboveground); Awesome Blow, Improved Bull Rush, Improved Critical (slam), Improved Sunder, Iron Will, Power Attack, Thick Skinned.

Animate Trees (Sp): A treant can animate trees within 180 feet at will, controlling up to two trees at a time. It takes 1 full round for a normal tree to uproot itself. Thereafter it moves at a speed of 10 feet and fights as a treant in all respects. Animated trees lose their ability to move if the treant that animated them is incapacitated or moves out of range. The ability is otherwise similar to *Liveoak* (caster level 12th). Animated trees have the same vulnerability to fire that a treant has.

Trample (Ex): Reflex DC 25 half (save is strength based). See description in the Monster Manual p. 316.

Smite Good (Su): Once per day, Evergreen can deal +19 damage on a melee attack against a good foe.

Plant Traits: Plants are immune to all mind-affecting effects (charms, compulsions, phantasms, patterns and morale effects). They are also immune to poison, sleep effects, paralysis, and polymorph. Plants are not subject to critical hits. While plants eat and breathe, they do not sleep.

Vulnerability to Fire: Evergreen takes half again as much (+50%) damage as normal from fire effects, regardless of whether a saving throw is allowed or if the save is a success or failure.

Double Damage against Objects (Ex): A treant or animated tree that makes a full attack against an object or structure deals double damage.

Corrupted Forest Sloth: CR 14, Large aberration; HD 14d8+98, hp 161; Init +5, Spd 40 ft., brachiation 40 ft., climb 60ft; AC 24, touch 13, flat-footed 20; BAB/Grp: +9/+23; Atk: +18 melee (3d8+4[+7vile], bite); Full Atk: +18/+18 melee (2d6+9[+7vile], claw) and +12 melee (3d8+3[+9vile] bite); Space/Reach 10 ft./10 ft.; SA Improved grab, swallow whole, disruptive attack; SQ Darkvision 60 ft, low light vision, poison immunity, acid immunity, scent, fast healing 7, DR 10/magic; AL NE; SV Fort +16, Ref +13, Will +4; Str 29, Dex 18, Con 25, Int 2, Wis 10, Cha 7.

Skills and Feats: Climb +17, Listen +8, Move Silently +9, Spot +8; Alertness, Improved Bull Rush, Improved Overrun, Power Attack, Track.

Improved Grab (Ex): If a forest sloth hits an opponent at least one size category smaller than itself with both claws, it deals normal damage and attempts to start a grapple as a free action without provoking attacks of opportunity. If it gets a hold, it transfers the opponent to its mouth as a free action and automatically hits with its bite attack in the same round. It can then try swallow its prey in the next round. Alternatively, the forest sloth has the option to conduct the grapple normally, or simply use its jaws to hold the opponent (-20 to the grapple check, but the sloth is not considered grappled). Regardless, each successful grapple check automatically deals bite damage.

Swallow Whole (Ex): The forest sloth can swallow a creature that is at least two size categories smaller than itself by making a successful grapple check, provided the opponent is already in its mouth at the start of its turn. Once inside the sloth, the opponent takes 2d4+7 points of bludgeoning damage plus 1d8 points of acid damage per round from the sloth's gullet. A successful grapple check allows the swallowed creature to crawl out of the gullet and return to the sloth's mouth, where another successful grapple check is needed to get free. Alternatively, a swallowed creature can try to cut its way out with either claws or a light piercing or slashing weapon. Dealing at least 25 points of damage to the gullet (AC 13) in this way creates an opening large enough to permit escape. Once a single swallowed creature exits, muscular action closes the hole and another swallowed creature must cut its own way out. A Large forest sloth's gullet can hold 2 Small, 8 Tiny or 32 Diminutive or smaller creatures.

Scent (Ex): A forest sloth can detect approaching enemies, sniff out hidden foes and track by sense of smell.

Disruptive Attack (Su): The corrupted forest sloth deals additional 7 hp of vile damage with each attack. Unlike regular damage, vile damage can only be healed by magic cast within the area of a *consecrate* or *hallow* spell.

Skills: A forest sloth receives a +4 racial bonus on Climb, Move Silently, and Spot checks while in forested areas.

Physical Description: This furred, dark brown creature stands eight feet tall. Tremendous jaws support oversize teeth and its four limbs end in huge curved claws. Reddish eyes glint malevolently.

Encounter Three

Evolved Spellstitched Slaughter Wights: CR 10; Medium Undead; HD 18d12+18; hp 135; Init +9; Spd 30 ft.; AC 20, touch 15, flat-footed 15; BAB/Grp: +9/+17; Atk +12 melee (1d8+16/17-20+energy drain, slam); Full Atk +12 melee (1d8+16/17-20+energy drain, slam); SA create spawn, energy drain; SQ Augmented Critical, DR 10/magic and silver, fast healing, inescapable craving, spell like ability, +2 turn resistance, undead traits, vicious slammer, darkvision 60', SR 14; AL CE; SV Fort +8, Ref +13, Will +13; Str 26, Dex 21, Con -, Int 10, Wis 11, Cha 18.

Skills and Feats: Climb +18, Hide +22, Listen +15, Move Silently +22, Spot +19, Swim +14, Daunting Presence*, Death Master*, Eviscerator*, Improved Critical, Improved Initiative, Improved Toughness, Power Attack.

Note: A Slaughter Wight normally attacks using its Power Attack feat, taking a -5 penalty on its attack rolls and gaining a +5 bonus on damage rolls. This has already been calculated in its stat block above. The slaughter wight does, however, forego this penalty if consistently unable to hit its foe.

Augmented Critical (Ex): A slaughter Wight's threat range is increased to 17-20.

Create Spawn (Su): Any humanoid slain by a Slaughter Wight becomes a normal Wight in 1d4 rounds under control of the slaughter Wight.

Energy Drain (Su): A living creature hit by the Slaughter Wight's natural attack gains a negative level. Removing it requires a DC 22 Fortitude save. The Slaughter Wight gains 5 hp each time this negative level gets bestowed.

Fast Healing (Ex): An evolved undead heals 3 points of damage each round so long as it has at least 1 hit point.

Inescapable Craving: Needs life force....

Daunting Presence*: The Slaughter Wight may take an action to awe an opponent. Opponent must be within 30 feet and have an Int score. If the opponent fails a DC 23 Will save they are shaken for 10 minutes.

Death Master*: Whenever the Slaughter Wight successfully hits a living being with a critical attack, it becomes shaken for 10 rounds. This is a mind affecting fear affect.

Eviscerator*: Whenever the slaughter Wight successfully hits a living being with a critical attack, all allies of the target within 30 feet are shaken. This is a mind affecting fear affect.

Spell Like Ability (Sp): The evolved undead can use its spell like ability once per day with a Caster Level of 18. The save DCs are Charisma-based. The Slaughter Wights can cast the following spells, each one casts one of these: 1/day- *greater dispel magic*, *greater invisibility*, *haste*.

Spell Like Ability (Sp): Due to its spellstitched nature, the slaughter wights can cast the following spells: 2/day - *mage armor*, *chill touch*, *false life*, *scorching ray*. Caster level 18th.

Physical Description: A slender wiry corpse moves toward you, supernatural agility obvious in its motions. Its leathery, desiccated flesh ripples across its body, tolerant of the creature's quick movements despite being lifeless parchment.

Encounter Four

Deathshrieker: CR 15; Medium undead; HD 18d12+18; hp 135; Init +11; Spd 40 ft fly (good); AC 28, touch 28, flat-footed 21; BAB/Grp: +9/-; Atk: +16 melee touch (1d4 Cha drain, incorporeal touch); Full Atk: +16/+11 melee (1d4 Cha drain, incorporeal touch); SA death rattle, despair, scream of the dying; SQ darkvision 60ft, deaths grace, incorporeal traits, undead traits, +4 turn resistance, silence vulnerability; AL CE; SV Fort +8, Ref +13, Will +15; Str -, Dex 25, Con -, Int 8, Wis 14, Cha 20.

Skills and Feats: Hide +17, Intimidate +19, Listen +17, Search +12, Spot +17; Ability Focus (scream of the dying), Alertness, Combat Reflexes, Great Fortitude, Improved Initiative, Improved Toughness, Iron Will.

Charisma Drain (Su): An individual struck by a deathshrieker must make a Fort save (DC 24) or permanently lose 1d4 Charisma (2d4 on a critical hit). The Deathshrieker heals 5 points of damage (10 on a critical hit) whenever it drains Charisma, gaining any

excess as temporary hit points. The save DC is Charisma based.

Death Rattle (Su): When a deathshrieker is reduced to 0 hit points, it releases a final, devastating shriek. All living creatures within a 300-foot spread must succeed on a Will save (DC 24) or gain 1d4 negative levels. Creatures that cannot hear or are under the effects of a *silence* spell gain a +4 bonus on the save to resist this effect. The save DC is Charisma based.

Despair (Su): At the mere sight of a deathshrieker, the viewer must succeed at a Will save (DC 24) or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same deathshrieker's ability for 24 hours. The save DC is Charisma based.

Scream of the Dying (Su): Once per day, as a full round action, a deathshrieker can release a soul-numbing scream that lasts for up to three rounds. After the first round, the deathshrieker needs only a standard action to sustain the scream. This attack affects all living creatures within a 30-foot spread centered on the deathshrieker or within a 60-foot cone extending from the creature at its option. Once chosen, the effect remains the same for all three rounds. Creatures caught in this area must make a Will save (DC 26) or suffer the effects listed below. The save DC is Charisma based. Creatures that cannot hear or are under the effects of a *silence* spell gain a +4 bonus on their Will saves. The effects are cumulative and concurrent.

Round 1: deafened for 1d4 rounds; Round 2: stunned for 1d3 rounds; Round 3: suffers the effects of insanity, as cast by an 18th level sorcerer. The effect is so loud that normal conversation is impossible. Spellcasters who attempt to cast spells with a verbal component must make a Concentration check (DC 26) or the spell is negated.

Deaths Grace: A deathshrieker gains a +1 profane bonus to AC for every 3 HD it possesses.

Silence Vulnerability: Deathshriekers cannot abide silence and are harmed by it. To enter the radius of a silence spell, a deathshrieker must make a Will save (DC 12 + CL). Each round that a deathshrieker remains within the area of a silence spell, it takes 1d10 points of damage (Will save for half).

Physical Description: A deathshrieker is a floating apparition with a skeletal face which is constantly screaming.

Encounter Five: Room D

Elder Air Necromental: CR 12; Huge undead (augmented, air, extraplanar); HD 24d12; hp 173; Init +15; Spd 100 ft. fly (perfect); AC 29, touch 19, flat-footed 18; BAB/Grp: +18/+32; Atk: +27 melee (2d8+6+energy drain, slam); Full Atk: +27/+27 melee (2d8+6+energy drain, slam); Space/Reach 15 ft./15 ft.; SA air mastery, whirlwind, create spawn, energy drain; SQ DR 10/-, darkvision 60ft, elemental traits, undead traits, fast healing 3; AL NE; SV Fort +12, Ref +25, Will +10; Str 22, Dex 33, Con -, Int 1, Wis 10, Cha 1.

Skills and Feats: Listen +29, Spot +29; Alertness, Blind Fight, Cleave, Combat Reflexes, Dodge, Flyby Attack, Great Fortitude, Improved Initiative, Iron Will, Mobility, Power Attack, Spring Attack, Weapon Finesse.

Air Mastery (Ex): Airborne creatures take a -1 penalty on attack and damage rolls against an air elemental.

Whirlwind (Su): The elemental can transform itself into a whirlwind once every ten minutes and remain in that form for up to one round for every 2HD it has. In this form, the elemental can move through the air or along a surface at its fly speed. The whirlwind is 5 ft wide at the base, up to 30 ft wide at the top, and up to 50ft tall, depending on the elemental's size. The elemental controls the exact height but it must be at least 10ft.

The elemental's movement while in whirlwind form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind or if the elemental moves into or through the creature's space. Creatures one or more size categories smaller than the elemental might take damage (2d8) when caught in the whirlwind. See Monster Manual pp. 95 to 97 for more details on the whirlwind ability.

Create Spawn (Ex): An elemental slain by a necromental's energy drain attack rises as a necromental 1d4 days after death.

Energy Drain (Ex): Living creatures hit by a necromental's natural weapon attack gain one negative level. A necromental can use its energy drain ability once per round, regardless of the number of natural weapon attacks the necromental possesses. The creature is allowed a Fort save (DC 22) to remove the negative level 24 hours later. When a necromental bestows a negative level on a victim, it gains 5 temporary hit points (10 on a critical hit). These temporary hit points last up to one hour.

Fast Healing (Ex): A necromental heals 3 points of damage each round as long as it has at least one hit point and is within five feet of some form of its element (air for the air elemental).

Advanced Earth Weird: CR 14; Large elemental (earth); HD 23d8+92; hp 199 (214); Init +6; Spd 30 ft., burrow 30ft; AC 19, touch 11, flat-footed 17; BAB/Grp: +16/+25; Atk: +21 melee (2d6+7, slam); Full Atk: +21/+21 melee (2d6+7, slam); Space/Reach 10 ft./10 ft.; SA elemental command, spells; SQ earth mastery, earth pool, tremorsense, DR 10/-, elemental traits, prescience, regeneration 10, precast *mage armor* and *false life*; SR 25; AL NE; SV Fort +19, Ref +11, Will +13; Str 21, Dex 14, Con 18, Int 20, Wis 23, Cha 23.

Skills and Feats: Concentration +29, Diplomacy +34, Intimidate +32, Knowledge – the planes +29, Knowledge – Religion +27, Knowledge – arcana +29, Listen +16, Sense Motive +32, Spot +17; Alertness, Dodge, Empower Spell, Great Fortitude, Improved Initiative, Lightning Reflexes, Maximize Spell, Silent Spell, Still Spell.

Possessions: brooch of shielding, staff of healing.

Earth Mastery (Ex): An earth weird gains +1 bonus on attack and damage rolls if its foe is touching the ground.

Earth Pool: This pool is filled with churning mud, rocks and earth. Every creature within it (except the earth weird) takes 4d8 points of damage per round from the ever-grinding earth. In addition, creatures entering the pool suffocate if they do not have a way to breathe and are entombed (unable to move) if they cannot burrow. An earth weird's pool may be affixed only to a horizontal surface and it may only appear in a right-side up position. The top of weird's pool is affixed meets the floor on the far side of the PC's entry point. See Elemental Pool for more information on the weird's pool.

Elemental Pool (Su): Each weird dwells within a large pool (at least 20 feet across and 40 feet deep) filled with the purest form of its element. The pool is affixed to a flat surface (in this case a wall) such that its depth forms a hollow within that surface. An elemental pool can exist as separate area within a larger volume of the same element

The base of the pool contains a portal to the weird's native plane. Three times per day, the weird can summon forth 2d4 huge elementals, 1d2 greater elementals or 1 elder elemental through the portal. Any nonelemental creature entering a pool without the weird's permission must succeed at a Fort save (DC

20) each round or irrevocably be transformed into the elemental material of the pool. Creatures granted access to the pool by the weird are not subject to this transformation. However, creatures allowed to enter the pool must still provide their own protection from the elemental material

Tremorsense (Ex): An earth weird can automatically sense the location of anything within 60 ft that is in contact with the ground.

Elemental Command (Su): A weird can attempt to gain control over any elemental within 100 ft. regardless of the latter's elemental type. The elemental must make a successful Will save (DC 23) or succumb to the weird's control. An elemental that saves against this attack is immune to that weird's elemental command ability for 24 hours. There is no limit to the number of elementals a weird can control.

Once under the weird's control, an elemental serves the weird until either it or the weird dies, until the weird dismisses it or until the duration of its summoning expires. It obeys the weird explicitly, even if ordered to attack the being who originally summoned it. The weird does not need to concentrate to maintain control over any elemental it commands.

Prescience (Su): At will and as a free action, a weird can duplicate the effect of any of the following divination spells: *analyze*, *dweomer*, *clairaudience/clairvoyance*, *contact other plane*, *detect thoughts*, *discern location*, *find the path*, *foresight*, *greater scrying*, *legend lore*, *locate creature*, *locate object*, *tongues*, *true seeing*, *vision*. Caster level 18th, save DC 16 + spell level.

Spells (Ex): An earth weird can cast arcane spells and divine spells from the Earth and Destruction domains as an 18th level sorcerer.

Spells Known (6/8-1/8-1/7/7/7/6/5/3; base DC = 16 + spell level): 0—[*resistance*, *acid splash*, *detect magic*, *flare*, *mage hand*, *message*, *mending*, *open/close*, *arcane mark*]; 1st—[*inflict light wounds*, *mage armor*, *magic missile*, *orb of sound – lesser*, *ray of enfeeblement*]; 2nd—[*bears endurance*, *earthen grasp*, *false life*, *scorching ray*, *shatter*]; 3rd—[*dispel magic*, *lightning bolt*, *resonating bolt*, *slow*]; 4th—[*charm monster*, *globe of invulnerability – lesser*, *ice storm*, *Otiluke's dispelling screen*]; 5th—[*cloudkill*, *dismissal*, *inflict light wounds – mass*, *wall of stone*]; 6th—[*bull's strength – mass*, *dispel magic – greater*, *harm*]; 7th—[*energy immunity*, *force cage*, *prismatic spray*]; 8th—[*horrid wilting*, *polar ray*]; 9th—[*implosion*].

Encounter Five – Room E

Advanced Evolved Blaspheme: CR 11; Medium undead; HD 22d12+34; hp 158; Init +1; Spd 40 ft.; AC 21, touch 11, flat-footed 16; BAB/Grp: +11/+21; Atk: +21 melee (1d8+14+blasphemous contact, bite); Full Atk: +21/+16 melee (1d8+14+blasphemous contact, bite); SA blasphemous contact, erratic charge, spell-like ability; SQ darkvision 60ft, immunity to cold, inescapable craving, undead traits, fast healing 3, DR 5/slash; AL NE; SV Fort +7, Ref +8, Will +16; Str 30, Dex 12, Con -, Int 5, Wis 16, Cha 12.

Skills and Feats: Listen +12, Spot +13, Survival +9; Improved Natural Attack (bite), Improved Toughness, Quickened Spell-Like Ability (see ability below), Toughness (4), Track.

Blasphemous contact (Su): Each time a blaspheme bites a nonevil creature, the creature is dazed for one round and takes 1d6 points of Strength damage. There is no saving throw against this effect.

Erratic charge (Ex): When a blaspheme charges, it can make one turn of up to 90 degrees during its movement. All other restrictions on charges still apply. For instance, it cannot pass through a square that blocks or slows movement or one that contains a creature. A blaspheme must have line of sight to a targeted opponent at the start of its turn.

Inescapable Craving: A blaspheme has an inescapable craving for Strength, which it satisfies by using its blasphemous contact ability.

Spell-Like Ability (Sp): Due to their evolved nature, each of the blasphememes may cast *greater dispel magic* once daily as a 22nd level caster. The save DC is Charisma based.

Physical Description: Blasphememes stand about seven feet in height and appear as surgically modified corpses.

Angel of Decay: CR 15; Large undead; HD 26d12+29; hp 198; Init +6; Spd 30 ft., fly 50 ft. (poor); AC 28, touch 15, flat-footed 26; BAB/Grp: +13/+30; Atk: +20 melee (2d6+18, claw); Full Atk: +21/+21 melee (2d6+18, claw) and +15/+15 (1d6+11+rotting touch, wing); Space/Reach 10 ft./10 ft.; SA Rotting aura, rotting touch; SQ Darkvision 60 ft, undead traits, unholy grace, DR 10/adamantine and magic, SR 24; AL CE; SV Fort +14, Ref +18, Will +26; Str 37, Dex 14, Con -, Int 20, Wis 20, Cha 18.

Skills and Feats: Concentration +29, Diplomacy +6, Hide +18, Knowledge (arcane) +29, Listen +29, Move Silently +26, Search +29, Sense Motive +29, Spellcraft

+31, Spot +2, Survival +5 (+7 following tracks); Cleave, Combat Reflexes, Great Fortitude, Improved Initiative, Improved Toughness, Iron Will, Lightning Reflexes, Power Attack, Toughness.

Rotting Aura (Su): When the creature is not flying, rivulets of vile corruption stream from an angel of decay's body, constantly regenerating and renewing a pool of odiferous rot all around the creature. An angel of decay's pool of rot is a 15ft radius spread. Any corporeal creature standing on the ground within that area must make a DC 27 Reflex save each round or take 5d6 points of damage (half on a successful save) as its flesh begins to succumb to decay. The creature must also succeed on a subsequent DC 27 Will save (regardless of whether it succeeds on the first save) or be nauseated for one round. In each round that a creature takes damage from an angel of decay's rotting aura, the angel of decay heals 5 points of damage per victim.

Rotting Touch (Su): An angel of decay that hits a single foe with more than one attack in a round rots its opponent's flesh. This effect automatically deals an extra 1d6+6 points of damage and heals the angel of decay of 5 points of damage.

Unholy grace (Su): An angel of decay adds its Charisma modifier as a bonus on all saving throws and as a deflection bonus on its AC (the statistics block already reflects this).

Physical Description: "A repulsive, extremely tall humanlike creature with long rotting wings and peeling flesh, this monstrosity continually sheds rivulets of filth and decay, creating a pool of rot in which it stands."

Encounter Six

Greater Shadesteel Golem: CR 14; Large construct (extraplanar); HD 27d10+30; hp 178; Init +2; Spd 30 ft., fly 30 ft. (perfect); AC 33, touch 11, flat-footed 30; BAB/Grp: +20/+36; Atk: +31 melee (2d10+12, slam); Full Atk: +31/+31 melee (2d10+12, slam); Space/Reach 10 ft./10 ft.; SA negative pulse wave; SQ construct traits, DR 15/adamantine and magic, darkvision 60ft, immunity to magic, low light vision; AL N; SV Fort +9, Ref +11, Will +9; Str 34, Dex 14, Con -, Int -, Wis 11, Cha 7.

Skills and Feats: Hide +10, Move Silently +18.

Negative Pulse Wave (Su): The shadesteel golem can radiate a burst of inky black negative energy as a free action every 1d4+1 rounds. The pulse wave drains life from all living creatures within 40 ft of the golem,

dealing 12d6 points of negative energy damage. A DC 23 Fort save halves the damage; the save DC is Constitution based. Undead creatures within the area are healed of 12d6 points of damage instead and any turning effect they are under is broken. A *death ward* spell or similar effect protects the creature from the death golem's negative pulse wave.

Immunity to Magic (Ex): A shadesteel golem is immune to any spell, supernatural ability or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature as noted below.

A magical effect that has the light descriptor (such as *continual flame*) causes the golem to speed up as if affected by the spell *haste* for 2d4 rounds. The golem is also hasted whenever it is subject to a positive energy effect, such as the turning attempt of a cleric. This might happen if the cleric mistakenly identifies the creature as a nightwalker or other undead, or if the golem is standing near undead.

If a shadesteel golem is targeted by or within the area of a spell with the darkness or shadow descriptor the golem is healed of one point of damage per level of the spell.

Shadow Blend (Su): In any condition of illumination other than full daylight, a shadesteel golem can disappear into the shadows, giving it concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability although a daylight spell does.

Skills: A shadesteel golem has a +16 racial bonus on Move Silently checks and a +12 racial bonus on Hide checks.

Vasuthant: CR 2; Small undead; HD 2d12+4; hp 17; Init +3; Spd fly 30 ft. (perfect); AC 17, touch 14, flat-footed 14; BAB/Grp: +1/+1; Atk: +2 melee (1d4, slam); Full Atk: +2 melee (1d4, slam) plus up to four enervating crushes; SA Enervating crush, improved grab, reality distortion; SQ +2 turn resistance, blindsight 60 ft., darkvision 60 ft., immunity to acid and cold, immunity to light, fire resistance 5, electric resistance 5, trap light, undead traits, unholy toughness; AL CE; SV Fort +0, Ref +3, Will +4; Str 10, Dex 16, Con -, Int 4, Wis 12, Cha 14.

Skills and Feats: Hide +9, Listen +4, Spot +5; Flyby Attack, Improved Grapple.

Enervating crush (Su): A successful grapple attempt by a vasuthant against a living creature of the same size or smaller pulls the victim into the center of the vasuthant. In that round and every round thereafter, a

grappled victim takes 1d4 points of damage plus 1d4 points of Strength damage. A creature reduced to 0 Strength by a vasuthant dies. This is a negative energy effect.

Every point of Strength damage dealt by a vasuthant heals the creature of 1 point of damage or gives it 1 temporary hit point if the creature is at full normal hit points. These temporary hit points last for 10 minutes.

A vasuthant can grapple with only one creature of its size or can simultaneously grapple one or two creatures one size smaller or up to four creatures two or more sizes smaller. Creatures that become pinned are suspended inside the vasuthant while their life energy is crushed out of their bodies.

The use of the enervating crush ability does not prevent a vasuthant from making slam attacks or using its spell-like abilities.

Improved Grab (Ex): To use this ability, a vasuthant must first hit with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, a vasuthant immediately employs its enervating crush attack.

Reality Distortion (Ex): A vasuthant has limited influence over the forces of time and reality. Three times per day (but only once per round), a vasuthant can take a free action to reroll any unfavorable die roll or force its opponent to reroll a favorable die roll. The vasuthant must accept the result of the reroll.

Immunity to Light (Ex): Unlike many other undead creatures, a vasuthant is immune to any harmful effect of light, either natural or magical. All cleric spells of the Sun domain as well as other spells with the light descriptor (such as daylight) produce no adverse effects on a vasuthant.

Trap Light (Ex): A vasuthant effectively absorbs nearby magical and nonmagical light, creating a 60 ft. emanation of shadow. All creatures within this area, including the vasuthant, gain concealment. Creatures with low-light vision or darkvision can see normally within the area of the emanation. Light sources within the area are suppressed, not dispelled. If a vasuthant moves out of range before the light source's duration expires, the light source illuminates again (although its illumination still cannot extend within the area of the vasuthant's trap light effect).

Unholy Toughness (Ex): A vasuthant gains a bonus to its hit points equal to its Charisma modifier X its hit dice.

Skills: Vasuthants have a +2 racial bonus on Listen checks and Spot checks. A vasuthant gains a +4 racial bonus on Hide checks in areas of shadowy illumination. In areas of bright illumination it takes a -4 penalty on Hide checks.

Gorees, Death Giant: CR 16; Huge giant; HD 23d8+115; hp 218; Init +8; Spd 50 ft. (35 ft in banded mail); AC 31, touch 11, flat-footed 30; BAB/Grp: +17/+37; Atk: +27 melee (4d6+18/X3, greataxe); Full Atk: +27/+22/+17/+12 melee (4d6+18/X3, greataxe) and +22 melee (2d6+6, bite) or +27/+27 (1d8+12, slam) and +22 melee (2d6+6, bite); Space/Reach 15 ft./15 ft.; SA Frightful keening, rock throwing, spell-like abilities, steal soul; SQ darkvision 60 ft., guardian souls, immunity to fear and energy drain, low light vision, rock catching, sold soul, soul healing; AL NE; SV Fort +25, Ref +17, Will +21; Str 34, Dex 13, Con 21, Int 12, Wis 20, Cha 25.

Skills and Feats: Concentration +19, Intimidate +15, Knowledge (arcana) +14, Knowledge (history) +12, Knowledge (religion) +19, Listen +12, Spellcraft +16, Spot +12, Survival +6; Ability Focus (frightful keening), Ability Focus (steal soul), Cleave, Iron Will, Lightning Reflexes, Point Blank Shot, Power Attack, Precise Shot.

Possessions: *Cloak of displacement – minor, greataxe, potion of protection from energy (fire), periapt of wound closure, ring of protection +2, ioun stone-clear spindle, bag of holding type II, periapt of wound closure, necklace of adaptation.*

Frightful keening (Su): As a standard action, a death giant can trigger the guardian souls that waft around its body to wail in frightful anguish. Living creatures within 100 ft. that hear this keening must make a DC 30 Will save. Success indicates that the creature is shaken until it can no longer hear the keening or moves out of range. Failure causes the creature to be panicked for as long as it can hear the keening and remains in range, and shaken for 24 hours afterward. Ending the frightful keening is a standard action. This is a sonic, mind-affecting fear ability. The save DC is Charisma based.

Spell-like abilities: 3/day – *greater dispel magic, inflict critical wounds* (+27 melee touch, DC 21), *unholy blight* (DC 21); 1/day – *flame strike* (DC 22). Caster level 16th.

Rock Throwing (Ex): Adult giants are accomplished rock throwers and receive + racial bonus on attack rolls when throwing rocks. A giant of at least Large size can hurl rocks weighing 40 to 50 pounds each up to five range increments. A Huge giant can hurl rocks of 60 to

80 pounds (medium objects). The range increment is 120 feet for a death giant's thrown rocks.

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

Steal soul (Su): Any living creature with 10 or fewer hit points within 15 feet of a death giant must succeed on a DC 30 Fort save each round or die instantly. This is a death effect. The save DC is Charisma based.

Any creature that dies within 15 feet of a death giant has its spirit sucked up into the swirling guardian souls that protect the death giant. Such creatures cannot be raised, resurrected or reincarnated so long as the death giant lives. Killing the death giant releases the souls.

If a living death giant is within 15 feet of a death giant that dies, the souls are not released and are instead transferred to the nearby death giant due to its steal soul ability. Under extraordinary circumstances, a living death giant may release a soul it has captured.

Guardian souls (Su): A death giant's victims become its guardians in death. Each death giant is surrounded by a constantly swirling cloud of intangible spirits.

These spirits provide the death giant with warnings and protection, granting the creature a bonus on initiative rolls, saves, Listen checks, and Spot checks equal to its Charisma modifier.

A death giant's will binds its guardian souls to it. They are not ghosts or undead in the usual sense and cannot be damaged, dispelled or separated from the death giant. Only a successful turning attempt can quell these spirits for a time. If the turning attempt would turn or rebuke an undead with HD equal to the death giants, the guardian souls vanish for 1d10 rounds and the death giant loses the benefits of its guardian souls, frightful keening, soul healing, and steal soul abilities until the souls return.

Sold Soul (Ex): A death giant cannot be raised, resurrected or reincarnated. If a death giant's soul is not taken as a guardian soul by another death giant or kept from departing by some other means (such as *soul bind*), it is utterly destroyed 1 round after the giant's death.

Soul Healing (Su): When a death giant is protected by its guardian souls, hit point damage due to negative energy (such as from an *inflict* spell) heals rather than harms a death giant. Death giants are healed by positive energy (such as from *cure* spells) normally.

Appendix Five – APL 16

Encounter Two

Evergreen, fiendish treant: CR 14, Gargantuan plant (extraplanar); HD 19d8+182, hp 273; Init +1; Spd 30 ft.; AC 26, touch 9, flat-footed 25; BAB/Grp: +14/+34; Atk: +22 melee (3d6+12/19-20, slam); Full Atk: +22/+22/+17/+12 melee (3d6+12/19-20, slam); Space/Reach 20 ft./20 ft.; SA Animate trees, double damage against objects, trample 2d6+16, smite good; SQ DR 12/slashing, DR 12/magic, low light vision, darkvision 60', plant traits, vulnerability to fire, cold resistance 10, electric resistance 10; SR 25, AL NE; SV Fort +21, Ref +7, Will +9; Str 34, Dex 12, Con 30, Int 14, Wis 13, Cha 12.

Skills and Feats: Diplomacy +7, Hide -9, Intimidate +14, Knowledge – Nature +12, Listen +16, Sense Motive +14, Spot +16, Survival +16 (+18 aboveground); Awesome Blow, Improved Bull Rush, Improved Critical (slam), Improved Sunder, Iron Will, Power Attack, Thick Skinned.

Animate Trees (Sp): A treant can animate trees within 180 feet at will, controlling up to two trees at a time. It takes 1 full round for a normal tree to uproot itself. Thereafter it moves at a speed of 10 feet and fights as a treant in all respects. Animated trees lose their ability to move if the treant that animated them is incapacitated or moves out of range. The ability is otherwise similar to *Liveoak* (caster level 12th). Animated trees have the same vulnerability to fire that a treant has.

Trample (Ex): Reflex DC 25 half (save is strength based). See description in the Monster Manual p. 316.

Smite Good (Su): Once per day, Evergreen can deal +19 damage on a melee attack against a good foe.

Plant Traits: Plants are immune to all mind-affecting effects (charms, compulsions, phantasms, patterns and morale effects). They are also immune to poison, sleep effects, paralysis, and polymorph. Plants are not subject to critical hits. While plants eat and breathe, they do not sleep.

Vulnerability to Fire: Evergreen takes half again as much (+50%) damage as normal from fire effects, regardless of whether a saving throw is allowed or if the save is a success or failure.

Double Damage against Objects (Ex): A treant or animated tree that makes a full attack against an object or structure deals double damage.

Corrupted Forest Sloth: CR 14, Large aberration; HD 14d8+98, hp 161; Init +5, Spd 40 ft., brachiation 40 ft., climb 60ft; AC 24, touch 13, flat-footed 20; BAB/Grp: +9/+23; Atk: +18 melee (3d8+4[+7vile], bite); Full Atk: +18/+18 melee (2d6+9[+7vile], claw) and +12 melee (3d8+3[+9vile] bite); Space/Reach 10 ft./10 ft.; SA Improved grab, swallow whole, disruptive attack; SQ Darkvision 60 ft, low light vision, poison immunity, acid immunity, scent, fast healing 7, DR 10/magic; AL NE; SV Fort +16, Ref +13, Will +4; Str 29, Dex 18, Con 25, Int 2, Wis 10, Cha 7.

Skills and Feats: Climb +17, Listen +8, Move Silently +9, Spot +8; Alertness, Improved Bull Rush, Improved Overrun, Power Attack, Track.

Improved Grab (Ex): If a forest sloth hits an opponent at least one size category smaller than itself with both claws, it deals normal damage and attempts to start a grapple as a free action without provoking attacks of opportunity. If it gets a hold, it transfers the opponent to its mouth as a free action and automatically hits with its bite attack in the same round. It can then try swallow its prey in the next round. Alternatively, the forest sloth has the option to conduct the grapple normally, or simply use its jaws to hold the opponent (-20 to the grapple check, but the sloth is not considered grappled). Regardless, each successful grapple check automatically deals bite damage.

Swallow Whole (Ex): The forest sloth can swallow a creature that is at least two size categories smaller than itself by making a successful grapple check, provided the opponent is already in its mouth at the start of its turn. Once inside the sloth, the opponent takes 2d4+7 points of bludgeoning damage plus 1d8 points of acid damage per round from the sloth's gullet. A successful grapple check allows the swallowed creature to crawl out of the gullet and return to the sloth's mouth, where another successful grapple check is needed to get free. Alternatively, a swallowed creature can try to cut its way out with either claws or a light piercing or slashing weapon. Dealing at least 25 points of damage to the gullet (AC 13) in this way creates an opening large enough to permit escape. Once a single swallowed creature exits, muscular action closes the hole and another swallowed creature must cut its own way out.

A Large forest sloth's gullet can hold 2 Small, 8 Tiny or 32 Diminutive or smaller creatures.

Scent (Ex): A forest sloth can detect approaching enemies, sniff out hidden foes and track by sense of smell.

Disruptive Attack (Su): The corrupted forest sloth deals additional 7 hp of vile damage with each attack. Unlike regular damage, vile damage can only be healed by magic cast within the area of a *consecrate* or *hallow* spell.

Skills: A forest sloth receives a +4 racial bonus on Climb, Move Silently, and Spot checks while in forested areas.

Physical Description: This furred, dark brown creature stands eight feet tall. Tremendous jaws support oversize teeth and its four limbs end in huge curved claws. Reddish eyes glint malevolently.

Advanced Corrupted Forest Sloth: CR 16, Large aberration; HD 20d8+160, hp 253; Init +5, Spd 40 ft., brachiation 40 ft., climb 60ft; AC 24, touch 13, flat-footed 20; BAB/Grp: +14/+28; Atk: +24 melee (3d8+5 [+10 vile], bite); Full Atk: +24/+24 melee (2d6+10[+10 vile], claw) and +17 melee (3d8+5[+10 vile] bite); Space/Reach 10 ft./10 ft.; SA Improved grab, swallow whole, disruptive attack; SQ Darkvision 60 ft, low light vision, poison immunity, acid immunity, scent, fast healing 7, DR 10/+3; AL NE; SV Fort +20, Ref +16, Will +6; Str 30, Dex 18, Con 26, Int 2, Wis 10, Cha 7.

Skills and Feats: Climb +18, Listen +10, Move Silently +11, Spot +10; Alertness, Combat Reflexes, Improved Bull Rush, Improved Overrun, Multiattack, Power Attack, Track.

Improved Grab (Ex): If a forest sloth hits an opponent at least one size category smaller than itself with both claws, it deals normal damage and attempts to start a grapple as a free action without provoking attacks of opportunity. If it gets a hold, it transfers the opponent to its mouth as a free action and automatically hits with its bite attack in the same round. It can then try swallow its prey in the next round. Alternatively, the forest sloth has the option to conduct the grapple normally, or simply use its jaws to hold the opponent (-20 to the grapple check, but the sloth is not considered grappled). Regardless, each successful grapple check automatically deals bite damage.

Swallow Whole (Ex): The forest sloth can swallow a creature that is at least two size categories smaller than itself by making a successful grapple check, provided the opponent is already in its mouth at the start of its turn. Once inside the sloth, the opponent takes 2d4+7

points of bludgeoning damage plus 1d8 points of acid damage per round from the sloth's gullet. A successful grapple check allows the swallowed creature to crawl out of the gullet and return to the sloth's mouth, where another successful grapple check is needed to get free. Alternatively, a swallowed creature can try to cut its way out with either claws or a light piercing or slashing weapon. Dealing at least 25 points of damage to the gullet (AC 13) in this way creates an opening large enough to permit escape. Once a single swallowed creature exits, muscular action closes the hole and another swallowed creature must cut its own way out. A Large forest sloth's gullet can hold 2 Small, 8 Tiny or 32 Diminutive or smaller creatures.

Scent (Ex): A forest sloth can detect approaching enemies, sniff out hidden foes and track by sense of smell.

Disruptive Attack (Su): The corrupted forest sloth deals additional 10 hp of vile damage with each attack. Unlike regular damage, vile damage can only be healed by magic cast within the area of a *consecrate* or *hallow* spell.

Skills: A forest sloth receives a +4 racial bonus on Climb, Move Silently, and Spot checks while in forested areas.

Encounter Three

Evolved Spellstitched Slaughter Wights: CR 10; Medium Undead; HD 18d12+18; hp 135; Init +9; Spd 30 ft.; AC 20, touch 15, flat-footed 15; BAB/Grp: +9+17; Atk +12 melee (1d8+16/17-20+energy drain, slam); Full Atk +12 melee (1d8+16/17-20+energy drain, slam); SA create spawn, energy drain; SQ Augmented Critical, DR 10/magic and silver, fast healing, inescapable craving, spell like ability, +2 turn resistance, undead traits, darkvision 60', SR 14; AL CE; SV Fort +8, Ref +13, Will +13; Str 26, Dex 21, Con -, Int 10, Wis 11, Cha 18.

Skills and Feats: Climb +18, Hide +22, Listen +15, Move Silently +22, Spot +19, Swim +14, Daunting Presence*, Death Master*, Eviscerator*, Improved Critical, Improved Initiative, Improved Toughness, Power Attack.

Note: A Slaughter Wight normally attacks using its Power Attack feat, taking a -5 penalty on its attack rolls and gaining a +5 bonus on damage rolls. This has already been calculated in its stat block above. The slaughter wight does, however, forego this penalty if consistently unable to hit its foe.

Augmented Critical (Ex): A slaughter Wight's threat range is increased to 17-20.

Create Spawn (Su): Any humanoid slain by a Slaughter Wight becomes a normal Wight in 1d4 rounds under control of the slaughter Wight.

Energy Drain (Su): A living creature hit by the Slaughter Wight's natural attack gains a negative level. Removing it requires a DC 22 Fortitude save. The Slaughter Wight gains 5 hp each time this negative level gets bestowed.

Fast Healing (Ex): An evolved undead heals 3 points of damage each round so long as it has at least 1 hit point.

Inescapable Craving: Needs life force....

Daunting Presence*: The Slaughter Wight may take an action to awe an opponent. Opponent must be within 30 feet and have an Int score. If the opponent fails a DC 23 Will save they are shaken for 10 minutes.

Death Master*: Whenever the Slaughter Wight successfully hits a living being with a critical attack, it becomes shaken for 10 rounds. This is a mind affecting fear effect.

Eviscerator*: Whenever the slaughter Wight successfully hits a living being with a critical attack, all allies of the target within 30 feet are shaken. This is a mind affecting fear effect.

Spell Like Ability (Sp): The evolved undead can use its spell like ability once per day with a Caster Level of 18. The save DCs are Charisma-based. The Slaughter Wights can cast the following spells, each one casts one of these: 1/day- *greater dispel magic*, *greater invisibility*, *haste*.

Spell Like Ability (Sp): Due to its spellstitched nature, the slaughter wights can cast the following spells: 2/day – *mage armor*, *chill touch*, *false life*, *scorching ray*. Caster level 18th.

Physical Description: A slender wiry corpse moves toward you, supernatural agility obvious in its motions. Its leathery, desiccated flesh ripples across its body, tolerant of the creature's quick movements despite being lifeless parchment.

Boneyard: CR 14; Huge Undead; HD 17d12+17; hp 127; Init +6; Spd: 20 ft., fly 60ft (good); AC 30, touch 10, flat footed 28; BAB/Grp: +8/+26; Atk +16 melee (2d8+15+ bone subsumption/19-20, bite); Full Atk +16 melee (2d8+15+bone subsumption/19-20, bite); Space/Reach:15ft/10ft; SA Bone subsumption, improved grab, summon skeletons, utter subsumption; SQ Damage reduction 10/-, darkvision 60ft, fast

healing 10, immunity to cold; inescapable craving, undead traits; SR 24; AL CE; SV: Fort +7, Ref +9, Will +15; Str 31, Dex 14, Con -, Int 18, Wis 20, Cha 18.

Skills and Feats: Balance +22, Climb +30, Hide +22, Jump +30, Listen +25, Move Silently +22, Search +24, Spot +25; Combat Reflexes, Dodge, Great Fortitude, Improved Critical (bite), Improved Initiative, Improved Toughness, Lightning Reflexes.

Bone Subsumption (Su): Whenever the boneyard successfully bites a foe, the victim must make a DC 22 Fort save (except undead victims which make Will saves). On a failed save, the victim's bones begin to melt away. The victim takes 2d4 points of damage to Constitution, Dexterity, and Strength. This only works on creatures with a skeletal structure.

Improved Grab (Ex): If the boneyard hits with its bite attack, it can start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can try to utterly subsume the victim's body.

Inescapable Craving: Must eat bones to live.

Summon Skeletons: A boneyard can summon once a day 3-6 troll skeletons or 2-4 young adult red dragon skeletons. The undead arrive in 1d10 rounds and serve for one hour or until they are re-absorbed back into the boneyard.

Utter Subsumption (Su): If a boneyard wins a grapple check after using the improved grab ability, it attempts to pin the target on its next action. A boneyard that begins a turn with a victim still pinned and makes one more successful grapple check automatically tears every bone from the victim's body, instantly killing the victim.

Encounter Four

Evolved Deathshrieker: CR 16; Medium undead; HD 18d12+18; hp 135; Init +11; Spd 40 ft fly (good); AC 30, touch 30, flat-footed 23; BAB/Grp: +9/-; Atk: +16 melee touch (1d4 Cha drain, incorporeal touch); Full Atk: +16/+11 melee (1d4 Cha drain, incorporeal touch); SA death rattle, despair, scream of the dying; SQ darkvision 60ft, death's grace, incorporeal traits, undead traits, +4 turn resistance, silence vulnerability, fast healing 3; AL CE; SV Fort +8, Ref +13, Will +15; Str -, Dex 25, Con -, Int 8, Wis 14, Cha 22.

Skills and Feats: Hide +17, Intimidate +19, Listen +17, Search +12, Spot +17; Ability Focus (scream of the dying), Alertness, Combat Reflexes, Great Fortitude, Improved Initiative, Improved Toughness, Iron Will.

Cloudkill (Sp): Due to its evolved nature, the deathshrieker can cast *cloudkill* once daily as an 18th level caster. The save (DC 16) is Charisma based.

Charisma Drain (Su): An individual struck by a deathshrieker must make a Fort save (DC 25) or permanently lose 1d4 Charisma (2d4 on a critical hit). The Deathshrieker heals 5 points of damage (10 on a critical hit) whenever it drains Charisma, gaining any excess as temporary hit points. The save DC is Charisma based.

Death Rattle (Su): When a deathshrieker is reduced to 0 hit points, it releases a final, devastating shriek. All living creatures within a 300-foot spread must succeed on a Will save (DC 25) or gain 1d4 negative levels. Creatures that cannot hear or are under the effects of a *silence* spell gain a +4 bonus on the save to resist this effect. The save DC is Charisma based.

Despair (Su): At the mere sight of a deathshrieker, the viewer must succeed at a Will save (DC 25) or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same deathshrieker's ability for 24 hours. The save DC is Charisma based.

Scream of the Dying (Su): Once per day, as a full round action, a deathshrieker can release a soul-numbing scream that lasts for up to three rounds. After the first round, the deathshrieker needs only a standard action to sustain the scream. This attack affects all living creatures within a 30-foot spread centered on the deathshrieker or within a 60-foot cone extending from the creature at its option. Once chosen, the effect remains the same for all three rounds. Creatures caught in this area must make a Will save (DC 26) or suffer the effects listed below. The save DC is Charisma based. Creatures that cannot hear or are under the effects of a *silence* spell gain a +4 bonus on their Will saves. The effects are cumulative and concurrent.

Round 1: deafened for 1d4 rounds; Round 2: stunned for 1d3 rounds; Round 3: suffers the effects of insanity, as cast by an 18th level sorcerer. The effect is so loud that normal conversation is impossible. Spellcasters who attempt to cast spells with a verbal component must make a Concentration check (DC 26) or the spell is negated.

Deaths Grace: A deathshrieker gains a +1 profane bonus to AC for every 3 HD it possesses.

Silence Vulnerability: Deathshriekers cannot abide silence and are harmed by it. To enter the radius of a *silence* spell, a deathshrieker must make a Will save (DC 12 + CL). Each round that a deathshrieker remains

within the area of a *silence* spell, it takes 1d10 points of damage (Will save for half).

Physical Description: A deathshrieker is a floating apparition with a skeletal face which is constantly screaming.

Encounter Five: Room D

Advanced Evolved Elder Air Necromental: CR 15; Huge undead (augmented, air, extraplanar); HD 32d12+32; hp 261; Init +16; Spd 100 ft. fly (perfect); AC 31, touch 20, flat-footed 19; BAB/Grp: +24/+39; Atk: +34 melee (3d8+7+energy drain, slam); Full Atk: +34/+34 melee (3d8+7+energy drain, slam); Space/Reach 15 ft./15 ft.; SA air mastery, whirlwind, create spawn, energy drain, *haste* or *greater dispel magic*; SQ DR 10/-, darkvision 60ft, elemental traits, undead traits, fast healing 6; AL NE; SV Fort +15, Ref +30, Will +13; Str 25, Dex 34, Con -, Int 1, Wis 10, Cha 3.

Skills and Feats: Listen +33, Spot +33; Alertness, Blind Fight, Cleave, Combat Reflexes, Dodge, Flyby Attack, Great Fortitude, Improved Initiative, Improved Natural Attack, Improved Toughness, Iron Will, Mobility, Power Attack, Spring Attack, Weapon Finesse.

Air Mastery (Ex): Airborne creatures take a -1 penalty on attack and damage rolls against an air elemental.

Whirlwind (Su): The elemental can transform itself into a whirlwind once every ten minutes and remain in that form for up to one round for every 2HD it has. In this form, the elemental can move through the air or along a surface at its fly speed. The whirlwind is 5 ft wide at the base, up to 30 ft wide at the top, and up to 50ft tall, depending on the elemental's size. The elemental controls the exact height but it must be at least 10ft.

The elemental's movement while in whirlwind form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind or if the elemental moves into or through the creature's space. Creatures one or more size categories smaller than the elemental might take damage (2d8) when caught in the whirlwind. See Monster Manual pp. 95 to 97 for more details on the whirlwind ability.

Create Spawn (Ex): An elemental slain by a necromental's energy drain attack rises as a necromental 1d4 days after death.

Energy Drain (Ex): Living creatures hit by a necromental's natural weapon attack gain one negative level. A necromental can use its energy drain ability once per round, regardless of the number of natural weapon attacks the necromental possesses. The creature is allowed a Fort save (DC 26) to remove the negative level 24 hours later. When a necromental bestows a negative level on a victim, it gains 5 temporary hit points (10 on a critical hit). These temporary hit points last up to one hour.

Fast Healing (Ex): An evolved necromental heals 6 points of damage each round as long as it has at least one hit point and is within five feet of some form of its element (air for the air elemental).

Haste or Greater Dispel Magic (Sp): Due to their evolved nature, one of the air necromentals can cast *haste* once daily as a 32nd level caster and the other can cast *greater dispel magic* as a 32nd level caster.

Advanced Earth Weird: CR 15; Large elemental (earth); HD 27d8+108; hp 235 (250); Init +6; Spd 30 ft., burrow 30ft; AC 19, touch 11, flat-footed 17; BAB/Grp: +19/+29; Atk: +25 melee (2d6+8, slam); Full Atk: +25/+25 melee (2d6+8, slam); Space/Reach 10 ft./10 ft.; SA elemental command, spells; SQ earth mastery, earth pool, tremorsense, DR 10/-, elemental traits, prescience, regeneration 10, precast *mage armor* and *false life*; SR 25; AL NE; SV Fort +21, Ref +12, Will +14; Str 22, Dex 14, Con 18, Int 20, Wis 23, Cha 23.

Skills and Feats: Concentration +32, Diplomacy +34, Intimidate +32, Knowledge – the planes +31, Knowledge – Religion +29, Knowledge – arcana +30, Listen +20, Sense Motive +36, Spot +21; Alertness, Dodge, Empower Spell, Great Fortitude, Greater Spell Focus [Evocation], Improved Initiative, Lightning Reflexes, Maximize Spell, Silent Spell, Spell Focus [Evocation]; Still Spell.

Possessions: *brooch of shielding, lantern of revealing, staff of healing.*

Earth Mastery (Ex): An earth weird gains +1 bonus on attack and damage rolls if its foe is touching the ground.

Earth Pool: This pool is filled with churning mud, rocks and earth. Every creature within it (except the earth weird) takes 4d8 points of damage per round from the ever-grinding earth. In addition, creatures entering the pool suffocate if they do not have a way to breathe and are entombed (unable to move) if they cannot burrow. An earth weird's pool may be affixed only to a horizontal surface and it may only appear in a right-side up position. The top of weird's pool is affixed

meets the floor on the far side of the PC's entry point. See Elemental Pool for more information on the weird's pool.

Elemental Pool (Su): Each weird dwells within a large pool (at least 20 feet across and 40 feet deep) filled with the purest form of its element. The pool is affixed to a flat surface (in this case a wall) such that its depth forms a hollow within that surface. An elemental pool can exist as separate area within a larger volume of the same element

The base of the pool contains a portal to the weird's native plane. Three times per day, the weird can summon forth 2d4 huge elementals, 1d2 greater elementals or 1 elder elemental through the portal. Any nonelemental creature entering a pool without the weird's permission must succeed at a Fort save (DC 20) each round or irrevocably be transformed into the elemental material of the pool. Creatures granted access to the pool by the weird are not subject to this transformation. However, creatures allowed to enter the pool must still provide their own protection from the elemental material

Tremorsense (Ex): An earth weird can automatically sense the location of anything within 60 ft that is in contact with the ground.

Elemental Command (Su): A weird can attempt to gain control over any elemental within 100 ft. regardless of the latter's elemental type. The elemental must make a successful Will save (DC 23) or succumb to the weird's control. An elemental that saves against this attack is immune to that weird's elemental command ability for 24 hours. There is no limit to the number of elementals a weird can control.

Once under the weird's control, an elemental serves the weird until either it or the weird dies, until the weird dismisses it or until the duration of its summoning expires. It obeys the weird explicitly, even if ordered to attack the being who originally summoned it. The weird does not need to concentrate to maintain control over any elemental it commands.

Prescience (Su): At will and as a free action, a weird can duplicate the effect of any of the following divination spells: *analyze dweomer, clairaudience/clairvoyance, contact other plane, detect thoughts, discern location, find the path, foresight, greater scrying, legend lore, locate creature, locate object, tongues, true seeing, vision.* Caster level 18th, save DC 16 + spell level.

Spells (Ex): An earth weird can cast arcane spells and divine spells from the Earth and Destruction domains as an 18th level sorcerer.

Spells Known (6/8-1/8-1/7/7/7/6/5/3; base DC = 16 + spell level, 18+ spell level [evoc]): 0—[*resistance, acid splash, detect magic, flare, mage hand, message, mending, open/close, arcane mark*]; 1st—[*inflict light wounds, mage armor, magic missile, orb of sound – lesser, ray of enfeeblement*]; 2nd—[*bears endurance, earthen grasp, false life, scorching ray, shatter*]; 3rd—[*dispel magic, lightning bolt, resonating bolt, slow*]; 4th—[*charm monster, globe of invulnerability – lesser, ice storm, Otiluke's dispelling screen*]; 5th—[*cloudkill, dismissal, inflict light wounds – mass, wall of stone*]; 6th—[*bull's strength – mass, dispel magic – greater, harm*]; 7th—[*energy immunity, force cage, prismatic spray*]; 8th—[*horrid wilting, polar ray*]; 9th – [implosion].

Encounter Five – Room E

Advanced Evolved Blaspheme: CR 13; Medium undead; HD 30d12+42; hp 222; Init +1; Spd 40 ft.; AC 21, touch 11, flat-footed 16; BAB/Grp: +15/+26; Atk: +27 melee (1d8+15 +blasphemous contact, bite); Full Atk: +27/+22/+17 melee (1d8+15+blasphemous contact, bite); SA blasphemous contact, erratic charge, spell-like ability; SQ darkvision 60ft, immunity to cold, inescapable craving, undead traits, fast healing 3, DR 5/slash; AL NE; SV Fort +10, Ref +11, Will +20; Str 32, Dex 12, Con -, Int 5, Wis 16, Cha 12.

Skills and Feats: Listen +15, Spot +16, Survival +11; Improved Natural Attack (bite), Improved Toughness, Power Attack, Positive Energy Resistance, Quickened Spell-Like Ability (greater dispel magic), Toughness (4), Track, Weapon Focus (bite).

Blasphemous contact (Su): Each time a blaspheme bites a nonevil creature, the creature is dazed for one round and takes 1d6 points of Strength damage. There is no saving throw against this effect.

Erratic charge (Ex): When a blaspheme charges, it can make one turn of up to 90 degrees during its movement. All other restrictions on charges still apply. For instance, it cannot pass through a square that blocks or slows movement or one that contains a creature. A blaspheme must have line of sight to a targeted opponent at the start of its turn.

Inescapable Craving: A blaspheme has an inescapable craving for Strength, which it satisfies by using its blasphemous contact ability.

Spell-Like Ability (Sp): Due to their evolved nature, each of the blasphemes may cast *greater dispel magic* once daily as a 22nd level caster. The save DC is Charisma based.

Physical Description: Blasphemes stand about seven feet in height and appear as surgically modified corpses.

Angel of Decay: CR 17; Large undead; HD 34d12+37; hp 262; Init +6; Spd 30 ft., fly 50 ft. (poor); AC 29, touch 16, flat-footed 27; BAB/Grp: +17/+34; Atk: +24 melee (2d6+18, claw); Full Atk: +24/+24 melee (2d6+18, claw) and +22/+22 (1d6+11+rotting touch, wing); Space/Reach 10 ft./10 ft.; SA Rotting aura, rotting touch; SQ Darkvision 60 ft, undead traits, unholy grace, DR 10/adamantine and magic, SR 24; AL CE; SV Fort +15, Ref +19, Will +27; Str 37, Dex 14, Con -, Int 20, Wis 20, Cha 20.

Skills and Feats: Concentration +35, Diplomacy +14, Hide +25, Knowledge (arcane) +29, Listen +37, Move Silently +34, Search +33, Sense Motive +35, Spellcraft +35, Spot +22, Survival +6 (+8 following tracks); Ability Focus (Rotting Aura), Cleave, Combat Reflexes, Great Fortitude, Improved Initiative, Improved Toughness, Improved Turn Resistance (+4 HD), Iron Will, Lightning Reflexes, Multiattack, Power Attack, Toughness.

Rotting Aura (Su): When the creature is not flying, rivulets of vile corruption stream from an angel of decay's body, constantly regenerating and renewing a pool of odiferous rot all around the creature. An angel of decay's pool of rot is a 15ft radius spread. Any corporeal creature standing on the ground within that area must make a DC 29 Reflex save each round or take 5d6 points of damage (half on a successful save) as its flesh begins to succumb to decay. The creature must also succeed on a subsequent DC 29 Will save (regardless of whether it succeeds on the first save) or be nauseated for one round. In each round that a creature takes damage from an angel of decay's rotting aura, the angel of decay heals 5 points of damage per victim.

Rotting Touch (Su): An angel of decay that hits a single foe with more than one attack in a round rots its opponent's flesh. This effect automatically deals an extra 1d6+6 points of damage and heals the angel of decay of 5 points of damage.

Unholy grace (Su): An angel of decay adds its Charisma modifier as a bonus on all saving throws and as a deflection bonus on its AC (the statistics block already reflects this).

Physical Description: “A repulsive, extremely tall humanlike creature with long rotting wings and peeling flesh, this monstrosity continually sheds rivulets of filth and decay, creating a pool of rot in which it stands.”

Encounter Six

Greater Shadesteel Golem: CR 14; Large construct (extraplanar); HD 27d10+30; hp 178; Init +2; Spd 30 ft., fly 30 ft. (perfect); AC 33, touch 11, flat-footed 30; BAB/Grp: +20/+36; Atk: +31 melee (2d10+12, slam); Full Atk: +31/+31 melee (2d10+12, slam); Space/Reach 10 ft./10 ft.; SA negative pulse wave; SQ construct traits, DR 15/adamantine and magic, darkvision 60ft, immunity to magic, low light vision; AL N; SV Fort +9, Ref +11, Will +9; Str 34, Dex 14, Con -, Int -, Wis 11, Cha 7.

Skills and Feats: Hide +10, Move Silently +18.

Negative Pulse Wave (Su): The shadesteel golem can radiate a burst of inky black negative energy as a free action every 1d4+1 rounds. The pulse wave drains life from all living creatures within 40 ft of the golem, dealing 12d6 points of negative energy damage. A DC 23 Fort save halves the damage; the save DC is Constitution based. Undead creatures within the area are healed of 12d6 points of damage instead and any turning effect they are under is broken. A *death ward* spell or similar effect protects the creature from the death golem's negative pulse wave.

Immunity to Magic (Ex): A shadesteel golem is immune to any spell, supernatural ability or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature as noted below.

A magical effect that has the light descriptor (such as *continual flame*) causes the golem to speed up as if affected by the spell *haste* for 2d4 rounds. The golem is also hasted whenever it is subject to a positive energy effect, such as the turning attempt of a cleric. This might happen if the cleric mistakenly identifies the creature as a nightwalker or other undead, or if the golem is standing near undead.

If a shadesteel golem is targeted by or within the area of a spell with the darkness or shadow descriptor the golem is healed of one point of damage per level of the spell.

Shadow Blend (Su): In any condition of illumination other than full daylight, a shadesteel golem can disappear into the shadows, giving it concealment. Artificial illumination, even a *light* or *continual flame*

spell, does not negate this ability although a daylight spell does.

Skills: A shadesteel golem has a +16 racial bonus on Move Silently checks and a +12 racial bonus on Hide checks.

Vasuthant: CR 2; Small undead; HD 2d12+4; hp 17; Init +3; Spd fly 30 ft. (perfect); AC 17, touch 14, flat-footed 14; BAB/Grp: +1/+1; Atk: +2 melee (1d4, slam); Full Atk: +2 melee (1d4, slam) plus up to four enervating crushes; SA Enervating crush, improved grab, reality distortion; SQ +2 turn resistance, blindsight 60 ft., darkvision 60 ft., immunity to acid and cold, immunity to light, fire resistance 5, electric resistance 5, trap light, undead traits, unholy toughness; AL CE; SV Fort +0, Ref +3, Will +4; Str 10, Dex 16, Con -, Int 4, Wis 12, Cha 14.

Skills and Feats: Hide +9, Listen +4, Spot +5; Flyby Attack, Improved Grapple.

Enervating crush (Su): A successful grapple attempt by a vasuthant against a living creature of the same size or smaller pulls the victim into the center of the vasuthant. In that round and every round thereafter, a grappled victim takes 1d4 points of damage plus 1d4 points of Strength damage. A creature reduced to 0 Strength by a vasuthant dies. This is a negative energy effect.

Every point of Strength damage dealt by a vasuthant heals the creature of 1 point of damage or gives it 1 temporary hit point if the creature is at full normal hit points. These temporary hit points last for 10 minutes.

A vasuthant can grapple with only one creature of its size or can simultaneously grapple one or two creatures one size smaller or up to four creatures two or more sizes smaller. Creatures that become pinned are suspended inside the vasuthant while their life energy is crushed out of their bodies.

The use of the enervating crush ability does not prevent a vasuthant from making slam attacks or using its spell-like abilities.

Improved Grab (Ex): To use this ability, a vasuthant must first hit with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, a vasuthant immediately employs its enervating crush attack.

Reality Distortion (Ex): A vasuthant has limited influence over the forces of time and reality. Three times per day (but only once per round), a vasuthant

can take a free action to reroll any unfavorable die roll or force its opponent to reroll a favorable die roll. The vasuthant must accept the result of the reroll.

Immunity to Light (Ex): Unlike many other undead creatures, a vasuthant is immune to any harmful effect of light, either natural or magical. All cleric spells of the Sun domain as well as other spells with the light descriptor (such as daylight) produce no adverse effects on a vasuthant.

Trap Light (Ex): A vasuthant effectively absorbs nearby magical and nonmagical light, creating a 60 ft. emanation of shadow. All creatures within this area, including the vasuthant, gain concealment. Creatures with low-light vision or darkvision can see normally within the area of the emanation. Light sources within the area are suppressed, not dispelled. If a vasuthant moves out of range before the light source's duration expires, the light source illuminates again (although its illumination still cannot extend within the area of the vasuthant's trap light effect).

Unholy Toughness (Ex): A vasuthant gains a bonus to its hit points equal to its Charisma modifier X its hit dice.

Skills: Vasuthants have a +2 racial bonus on Listen checks and Spot checks. A vasuthant gains a +4 racial bonus on Hide checks in areas of shadowy illumination. In areas of bright illumination it takes a -4 penalty on Hide checks.

Gorees, Death Giant hooded pupil: CR 16; Huge giant; HD 23d8+115; hp 218; Init +13; Spd 50 ft. (35 ft in banded mail); AC 32, touch 12, flat-footed 31; BAB/Grp: +17/+38; Atk: +28 melee (4d6+19/X3, greataxe); Full Atk: +28/+23/+18/+13 melee (4d6+19/X3, greataxe) and +23 melee (2d6+7, bite) or +28/+28 (1d8+13, slam) and +23 melee (2d6+7, bite); Space/Reach 15 ft./15 ft.; SA Frightful keening, rock throwing, spell-like abilities, steal soul, clutch of orcus, drink blood; SQ darkvision 60 ft., guardian souls, immunity to fear and energy drain, low light vision, rock catching, sold soul, soul healing, spider climb, cold resistance 5; AL NE; SV Fort +26, Ref +18, Will +23; Str 36, Dex 13, Con 21, Int 12, Wis 22, Cha 27.

Skills and Feats: Concentration +19, Hide +3, Intimidate +16, Knowledge (arcana) +14, Knowledge (history) +12, Knowledge (religion) +19, Listen +18, Move Silently +3, Spellcraft +16, Spot +18, Survival +7; Ability Focus (frightful keening), Ability Focus (steal soul), Alertness, Cleave, Improved Initiative, Iron Will, Lightning Reflexes, Point Blank Shot, Power Attack, Precise Shot.

Possessions: Cloak of displacement – minor, greataxe, banded mail, *potion of protection from energy (fire)*, necklace of adaptation, ring of freedom of movement, ioun stone-clear spindle, bag of holding type II, *periapt of wound closure*, ring of protection +3.

Frightful keening (Su): As a standard action, a death giant can trigger the guardian souls that waft around its body to wail in frightful anguish. Living creatures within 100 ft. that hear this keening must make a DC 31 Will save. Success indicates that the creature is shaken until it can no longer hear the keening or moves out of range. Failure causes the creature to be panicked for as long as it can hear the keening and remains in range, and shaken for 24 hours afterward. Ending the frightful keening is a standard action. This is a sonic, mind-affecting fear ability. The save DC is Charisma based.

Spell-like abilities: 3/day – *greater dispel magic*, *inflict critical wounds* (+27 melee touch, DC 22), *unholy blight* (DC 22); 1/day – *flame strike* (DC 23). Caster level 16th.

Rock Throwing (Ex): Adult giants are accomplished rock throwers and receive + racial bonus on attack rolls when throwing rocks. A giant of at least Large size can hurl rocks weighing 40 to 50 pounds each up to five range increments. A Huge giant can hurl rocks of 60 to 80 pounds (medium objects). The range increment is 120 feet for a death giant's thrown rocks.

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

Steal soul (Su): Any living creature with 10 or fewer hit points within 15 feet of a death giant must succeed on a DC 30 Fort save each round or die instantly. This is a death effect. The save DC is Charisma based.

Any creature that dies within 15 feet of a death giant has its spirit sucked up into the swirling guardian souls that protect the death giant. Such creatures cannot be raised, resurrected or reincarnated so long as the death giant lives. Killing the death giant releases the souls.

If a living death giant is within 15 feet of a death giant that dies, the souls are not released and are

instead transferred to the nearby death giant due to its steal soul ability. Under extraordinary circumstances, a living death giant may release a soul it has captured.

Guardian souls (Su): A death giant's victims become its guardians in death. Each death giant is surrounded by a constantly swirling cloud of intangible spirits.

These spirits provide the death giant with warnings and protection, granting the creature a bonus on initiative rolls, saves, Listen checks, and Spot checks equal to its Charisma modifier.

A death giant's will binds its guardian souls to it. They are not ghosts or undead in the usual sense and cannot be damaged, dispelled or separated from the death giant. Only a successful turning attempt can quell these spirits for a time. If the turning attempt would turn or rebuke an undead with HD equal to the death giants, the guardian souls vanish for 1d10 rounds and the death giant loses the benefits of its guardian souls, frightful keening, soul healing, and steal soul abilities until the souls return.

Sold Soul (Ex): A death giant cannot be raised, resurrected or reincarnated. If a death giant's soul is not taken as a guardian soul by another death giant or kept from departing by some other means (such as *soul bind*), it is utterly destroyed 1 round after the giant's death.

Soul Healing (Su): When a death giant is protected by its guardian souls, hit point damage due to negative energy (such as from an *inflict* spell) heals rather than harms a death giant. Death giants are healed by positive energy (such as from *cure* spells) normally.

Clutch of Orcus (Sp): Once per day, a hooded pupil can use the spell clutch of orcus (see new rule items). Caster Level 10th. The save DC is Charisma based.

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

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

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

Charnel Hound: CR 13; Huge Undead; HD 21d12+84; hp 220; Init +2; Spd 40 ft.; AC 26, touch 10, flat-footed

24; BAB/Grp: +10/+32; Atk +17 melee (2d8+19, bite)*; Full Atk +17 melee (2d8+19, bite); SA body integration, rend 4d6+21; SQ Aversion to daylight, DR 10/magic and silver, darkvision 60 ft, frightful presence, undead traits, unholy toughness, SR 23; AL CE; SV Fort +7, Ref +9, Will +12; Str 38, Dex 14, Con -, Int -, Wis 11, Cha 18.

Skills and Feats: A Charnel Hound has no skills; Power Attack.

*Note: A charnel hound normally attacks using its Power Attack feat, taking a -5 penalty on its attack rolls and gaining a +5 bonus on damage rolls. This has already been calculated in its stat block above. The charnel hound does, however, forego this penalty if consistently unable to hit its foe.

Body Integration (Su): Whenever a charnel hound reduces a living humanoid foe of large size or smaller to negative hit points, the foe must immediately make a DC 24 fortitude saving throw. On a failed save, the victim's body is instantly absorbed into the form of the charnel hound, healing the charnel hound of points of damage equal to 3 x the Hit Dice of the victim. This effect kills the victim, and makes it difficult for his companions to recover his body or equipment unless the charnel hound is defeated and the proper body is pulled from the pile of resultant corpses. The save DC is Charisma-based.

Rend (Ex): A charnel hound that hits with both claw attacks latches on to the opponent's body and tears its flesh. This automatically deals an extra 4d6+21 points of damage.

Aversion to Daylight (Ex): Charnel hounds loathe daylight. If exposed to natural daylight (not merely a *daylight* spell), a charnel hound takes a -4 penalty on all attack rolls, saving throws, and skill checks.

Frightful Presence (Su): A charnel hound can inspire terror by charging or attacking. Affected creatures must succeed on a DC 24 Will save or be shaken, remaining in that condition as long as they remain within 60 feet of the charnel hound. The save DC is Charisma-based.

Unholy Toughness (Ex): A charnel hound gains a bonus to its hit points equal to its Charisma modifier X its Hit Dice.

Physical Description: The hound-shaped creature stands at least 20 feet tall at the shoulder and weighs about 35,000 pounds. Closer scrutiny reveals that while the creature has the outward shape of a hound, its form is composed of the bodies of hundreds of rotting humanoid corpses.

Appendix Six – all APLs

A manifested ghost moves silently. For more information, see the MM p. 118.

Encounter Four

Leonelus: Male human ghost Rog 8; CR 10; Medium size undead (incorporeal); HD 8d12; hp 61; Init +2; Spd 30 ft. fly (perfect); AC 18, touch 18, flat-footed 18; BAB/Grp: +6/+6; Atk: +6 melee touch (1d4 ability damage, draining touch); Full Atk: +6/+1 (1d4 ability damage, draining touch); SA draining touch, manifestation, horrific appearance, corrupting gaze, sneak attack +4d6; SQ evasion, improved uncanny dodge, incorporeal traits, undead traits, +4 turn resistance, trapfinding, trapsense +2, rejuvenation; AL CE; SV Fort +2, Ref +7, Will +2; Str 10, Dex 14, Con -, Int 12, Wis 10, Cha 22.

Skills and Feats: Bluff +17, Diplomacy +19, Gather Information +17, Hide +13, Listen +19, Move Silently +13, Read Lips +12, Search +25, Sense Motive +11, Spot +19; Dodge, Mobility, Skill Focus (Diplomacy), Spring Attack.

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

Draining Touch (Su): If Leonelus hits a living target with his incorporeal touch attack, he drains 1d4 points from any ability score he selects. On each successful attack, he heals five damage to himself. Against non-ethereal opponents he adds his Dexterity modifier to attacks only.

Horrific Appearance (Su): Any living creature within 60 feet that views Leonelus must succeed on a Fortitude save (DC 21) or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage and 1d4 points of Constitution damage. Once this save is made, the creature cannot be affected for another 24 hours.

Manifestation (Su): As a ghost, Leonelus dwells on the Ethereal Plane and while ethereal cannot 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.

Bonus Encounter

The Master: male human lich Clr 17; CR 20; Medium evolved undead; HD 17d12; hp 124; Init +3; Spd 20 ft., fly (as spell); AC 39, touch 13, flat-footed 30; BAB/Grp +12/+17; Atk +17 melee (1d8+5 plus paralysis, touch) or +22 melee (1d8+10+1d6 cold, +1 [+5] frost heavy mace); Full Att +17 melee (1d8+5 plus paralysis, touch) or +22/+17/+12 melee 1d8+10+1d6 cold, +1 [+5] frost heavy mace); SA Fear Aura, Paralyzing Touch, spells, rebuke undead (3 used for divine spellpower and 1 for bolstering self), *stormrage* lightning; SQ Undead traits, Turn Resistance, Protection from Acid (120 damage), Acid Resistance 30, Cold Immunity, Electricity Immunity, Fire Immunity, Polymorph Immunity, Immunity Mind Effects, Sonic Resistance 30, Greater Spell Immunity (Cure Moderate Wounds, Heal, Cure Serious Wounds, Searing Light), Positive Energy Resistance 10, DR 15/bludgeoning and magic, DR 5/piercing or slashing, Antilife shell, fast healing 3, effective protection of *windwall*; AL CE; SV Fort +10, Ref +8, Will +17; Str 20, Dex 16, Con -, Int 16, Wis 26, Cha 18.

Skills and Feats: Concentration +20, Diplomacy +6, Hide +10*, Knowledge – Arcana +17, Knowledge – History +8, Knowledge – Nobility and Royalty +8, Knowledge – Religion +20, Knowledge – Planes +17, Listen +16*, Move Silently +10*, Search +11*, Sense Motive +16*, Spellcraft +25, Spot +16*; Combat Casting, Corrupt Spell, Craft Wondrous Item, Divine Metamagic – Corrupt Spell, Divine Spellpower, Power Attack, Profane Boost. (*Liches receive +8 racial bonus on these skills)

Fear Aura (Su): Liches are shrouded in a dreadful aura of death and evil. Creatures of less than 5 HD in a 60-foot radius that look at the lich must succeed on a Will save (DC 22) or be affected by as though by a *fear* spell from a sorcerer of the lich's level. A creature that successfully saves cannot be affected again by the same lich's aura for 24 hours.

Paralyzing Touch (Su): Any living creature the Master hits with his touch attack must succeed on a Fort save (DC 22) or be permanently paralyzed. *Remove paralysis* or any spell that can remove a curse can free the victim (see *bestow curse*, page 203 PHB). The effect cannot be dispelled. Anyone paralyzed by a lich seems

dead, though a DC 20 Spot check or a DC 15 Heal check reveals that the victim is still alive.

Damage Reduction (Su): A lich has damage reduction 15/bludgeoning and magic. Its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Touch Attack: The Master's natural touch attack uses negative energy to deal 1d8+5 damage to living creature (Will save DC 22 for half).

Spell Like Ability: Due to his evolved nature, The Master may cast *greater dispel magic* once daily as a 17th level caster. The save DC is Charisma based.

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

Possessions: +1 frost heavy mace (+5 greater magic weapon), +1 animated heavy steel shield (+5 magic vestment), +1 mithral full plate (+5 magic vestment), brooch of shielding, incandescent blue sphere ioun stone (wisdom +2), cloak of turn resistance, belt of giant strength +4, gloves of dexterity +2, dusty rose prism ioun stone.

Spells Prepared (6/7+1/7+1/7+1/7+1/5+1/5+1/4+1/3+1/1+1; base DC = 18 + spell level): 0—detect magic, inflict minor wounds, mending, read magic, resistance, virtue, 1st—bane, command, ~~deathwatch~~, divine favor, doom, protection from good, resurgence, shield of faith; 2nd—aid, calm emotions, death knell, eagle's splendor, owl's wisdom, resist energy (2), spiritual weapon*, 3rd—dispel magic, invisibility purge, ~~magic vestment (2)~~, ~~protection from energy~~, ~~protection from positive energy~~, ring of blades, visage of the diety – lesser*; 4th—confusion*, divine power, energy vortex, ~~freedom of movement~~, inflict critical wounds, ~~magic weapon—greater~~, poison, summon monster IV; 5th—dispel good, flame strike, inflict light wounds – mass, righteous might*, spell resistance, true seeing; 6th—~~antilife shell~~, cometfall, ~~energy immunity (fire)~~, harm, inflict moderate wounds – mass, phantasmal killer*; 7th—blasphemy* (2), inflict serious wounds – mass (2), word of chaos; 8th—brilliant blade, ~~spell immunity—greater~~, ~~stormrage~~, unholy aura*; 9th—implosion, summon monster IX, visage of the diety – greater*.*

*Domain Spell. *Domains:* [Madness (-1 to all Wisdom-based skill checks and Will saves. 1/day add ½ level to a single Wisdom-based skill check or Will save); Mysticism (1/day gain luck bonus equal to Charisma modifier. This is a supernatural ability and its effects last for 1 round per cleric level)].

Appendix Seven – New Rules Items

Spells:

Brilliant Blade

Complete Arcane, p. 100

Transmutation; **Level:** Clr 8; Sor/Wiz 6; **Components:** V; **Casting Time:** 1 standard action; **Range:** Close (25 ft. + 5 ft/2 levels); **Target:** One melee or thrown weapon, or 50 projectiles (all of which must be in contact with each other at the time of casting); **Duration:** 1 min/level; **Saving Throw:** Will negates (harmless, object); **Spell Resistance:** Yes (harmless, object).

You transform a single melee weapon, thrown weapon or group of projectiles into a weapon of brilliant energy. A brilliant energy weapon sheds light as a torch (20 ft radius) and ignores nonliving matter. Armor bonus to AC (including any enhancement bonuses to that armor) do not count against it because the weapon passes through armor. (Dexterity, deflection, dodge, natural armor and other such bonuses apply). A brilliant energy weapon cannot harm undead, constructs or objects. If this spell is cast on arrows or crossbow bolts, the effect on a particular projectile ends after one use, whether or not the missile strikes its intended target. Treat shuriken as arrows, rather than thrown weapons, for the purpose of this spell.

Clutch of Orcus

Libris Mortis, p. 63

Necromancy [Evil]; **Level:** Clr 3; **Components:** V, S; **Casting Time:** 1 standard action; **Range:** Medium (100ft+10ft/level); **Target:** one humanoid; **Duration:** Concentration; **Saving Throw:** Fortitude negates; **Spell Resistance:** Yes.

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

Cometfall

Complete Divine, p. 159

Conjuration [Creation]; **Level:** Clr 6; Drd 6; **Components:** V, S, DF; **Casting Time:** 1 standard action; **Range:** Medium (100ft+10ft/level); **Effect:** 400

pound ball of rock and ice; **Duration:** Instantaneous; **Saving Throw:** Reflex half; **Spell Resistance:** No.

You conjure a bright, glowing comet which appears in midair above your enemies, then strikes the ground with tremendous force. The comet appears 5 ft per caster level above the ground or at the ceiling, whichever is lower. The comet immediately falls, dealing 2d6 points of damage per 10 ft fallen to everything in the 10ft square area directly below it.

The force of the comet can also knock creatures prone. Creatures who fail their Reflex save are subject to a trip attempt. The comet has a +11 bonus (+7 for effective Strength of 25 and +4 for being Large) on the trip attempt. The comet breaks apart on impact, filling the 10-ft. square area with dense rubble (as described in the DMG p. 90).

Energy Immunity

Complete Arcane, p. 105

Abjuration; **Level:** Clr 6, Drd 6, Sor/Wiz 7, WuJen 7; **Components:** V, S; **Casting Time:** 1 standard action; **Range:** touch; **Target:** Creature touched; **Duration:** 24 hours; **Saving Throw:** None; **Spell Resistance:** Yes (harmless).

This abjuration grants a creature and its equipment complete protection against damage from one of the five energy types: acid, cold, electricity, fire, or sonic. *Energy immunity* absorbs only damage so the recipient could still suffer side effects such as drowning in acid, being deafened by sonic attacks or becoming immobilized in ice.

Note: *Energy immunity* overlaps *protection from energy* and *resist energy*. So long as energy immunity is in effect, the other spells absorb no damage.

Energy Vortex

Complete Divine, p. 164

Evocation [Acid, Cold, Fire, Electricity or Sonic]; **Level:** Clr 4, Drd 4; **Components:** V, S; **Casting Time:** 1 standard action; **Range:** 20 ft; **Area:** All creatures within a 20ft. radius burst centered on you; **Duration:** Instantaneous; **Saving Throw:** Reflex half; **Spell Resistance:** Yes.

When you cast energy vortex, you choose one of five energy types: acid, cold, fire, electricity or sonic. A blast of that energy type bursts in all directions from you, dealing 1d8 points of damage +1 per caster level (maximum +20) to nearby creatures other than you. If you are willing to take the damage yourself, you deal

twice as much damage. You don't get a Reflex save, but spell resistance applies, as do any resistances and immunities you have to the energy type.

Fireburst

Complete Arcane, p. 107

Evocation (Fire); **Level:** Sor/Wiz 2, Warmage 2; **Components:** V, S, M; **Casting Time:** 1 standard action; **Range:** 5ft.; **Effect:** Burst of fire extending 5 ft from you; **Duration:** instantaneous; **Saving Throw:** Reflex half; **Spell Resistance:** Yes.

Fireburst causes a powerful explosion of flame to burst from you, damaging anyone within 5 ft of you. All creatures and objects within that area, except for you and any creatures or objects that share your space, take 1d8 points of fire damage per caster level (maximum 5d8).

Material component: a bit of sulfur.

Orb of Sound, Lesser

Complete Arcane, p. 116

Conjuration (Creation) [Sonic]; **Level:** Sor/Wiz 1, Warmage 1; **Components:** V, S; **Casting Time:** 1 standard action; **Range:** Close (25ft. + 5ft/2 levels); **Effect:** one sonic orb; **Duration:** instantaneous; **Saving Throw:** None; **Spell Resistance:** No.

An orb of sound about 2 inches across shoots from your palm at its target, dealing 1d6 points of sonic damage. You must succeed on a ranged touch attack to hit your target.

For every two caster levels beyond first, your orb deals an additional 1d6 points of damage: 2d6 at 3rd level, 3d6 at 5th level, 4d6 at 7th level and the maximum of 5d6 at 9th level and higher.

Otiluke's dispelling screen

Complete Arcane, p. 117

Abjuration; **Level:** Sor/Wiz 4; **Components:** V, S, M; **Casting Time:** 1 standard action; **Range:** Close (25ft. + 5ft/2 levels); **Effect:** energy wall whose area is up to one 10ft. square/level or a sphere or hemisphere with a radius of up to 1 ft./level; **Duration:** 1 min/level (D); **Saving Throw:** None; **Spell Resistance:** No.

You create an opaque, immobile, shimmering screen of violet energy. Any spell effect operating on a creature or unattended object that passes through the screen is affected as by a targeted *dispel magic* at your caster level. Attended items that pass through are not affected by the screen, which is the only way the screen differs from a normal targeted casting of *dispel magic* – attended items are essentially not targeted by the screen. Make a caster level check (1d20 + 1 per caster level, maximum +10) to dispel spell effects (DC 11 + caster level) or suppress an unattended object's

magical properties for 1d4 rounds (DC equal to the item's caster level). Spell effects not operating on objects or unattended creatures cannot pass through the screen. A *disintegrate* or successful *dispel magic* removes *Otiluke's dispelling screen* while an *antimagic field* suppresses it.

Material component: A sheet of fine lead crystal.

Protection from Positive Energy

Libris Mortis, p. 70

Abjuration; **Level:** Clr 3; **Components:** V, S; **Casting Time:** 1 standard action; **Range:** touch; **Target:** undead creature touched; **Duration:** 10min/level; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless).

The warded creature gains partial protection against positive energy effects. Subtract 10 from the hit point damage dealt by any positive energy effect (such as cure spells) that affects the warded creature.

Positive energy effects that wouldn't deal hit point damage to the target (such as turning attempts) affect the target normally.

Resonating bolt

Complete Arcane, p. 121

Evocation [Sonic]; **Level:** Brd 4; Sor/Wiz 3; **Components:** V, S; **Casting Time:** 1 standard action; **Range:** 60ft.; **Area:** 60ft. line; **Duration:** Instantaneous; **Saving Throw:** Reflex half; **Spell Resistance:** Yes.

You unleash a tremendous bolt of sonic energy from your open hand, dealing 1d4 points of sonic damage per caster level (maximum 10d4) to each creature within its area. In addition, a resonating bolt deals full damage to objects and can easily shatter or break interposing barriers. If the bolt destroys a barrier, it can continue beyond it if its range permits; otherwise, it stops.

Resurgence

Complete Divine, p. 177

Abjuration; **Level:** Blackguard 1; Clr 1, Pal 1; **Components:** V, S, DF; **Casting Time:** 1 standard action; **Range:** touch; **Target:** creature touched; **Duration:** Instantaneous; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless).

By laying hands on a creature and saying a brief prayer, you can convince a higher power to grant a second chance to one of your allies. The target of *resurgence* can make a second attempt to save against an ongoing spell, spell-like ability or supernatural ability, such as *dominate person*, a chaos beast's instability or the sickening effect (but not the damage) from *unholy blight*. If the target of *resurgence* is

subject to more than one ongoing magic effect, the target chooses one of them to retry the save against. If the subject succeeds at the saving throw on the second attempt, the effect ends immediately. *Resurgence* never restores hit points or ability score damage, but it does eliminate conditions such as shaken, fatigued or nauseated that were caused by the spell, spell-like ability or supernatural ability.

If a spell, spell-like ability or supernatural ability doesn't allow a save (such as *power word stun*), then *resurgence* won't help the subject recover.

Ring of Blades

Complete Arcane, p. 121

Conjuration [Creation]; **Level:** Clr 3; Warmage 3; **Components:** V, S, M; **Casting Time:** 1 standard action; **Range:** personal; **Target:** you; **Duration:** 1 min/level.

This spell conjures a horizontal ring of swirling metal blades around you. The ring extends 5 ft. from you, into all squares adjacent to your space and it moves with you as you move. Each round on your turn, starting when you cast the spell, the blades deal 1d6 points of damage +1 point per caster level (maximum +10) to all creatures in the affected area.

The blades conjured by a lawfully-aligned cleric are cold iron, those conjured by a chaotic-aligned cleric are silver and those conjured by a cleric who is neither lawful nor chaotic are steel.

Material component: a small dagger.

Stormrage

Complete Divine, p. 182-183.

Transmutation [Electricity]; **Level:** Clr 8; Drd 8; **Components:** V, S, DF; **Casting Time:** 1 standard action; **Range:** personal; **Target:** you; **Duration:** 1 min/level (D).

You harness the powers of wind and storm to move, protect yourself, and attack. You gain the benefits of a *fly* spell and are protected from each direction as if surrounded by a *wind wall* spell. You are completely unaffected by natural or magical wind (such as a hurricane or *gust of wind* spell), easily able to hold your position and completely uninhibited by other adverse effects of extreme wind (such as having to make Concentration checks because of strong winds).

Finally, you can discharge bolts of electricity from your eyes. Your caster level is the total number of d6 you can create with this spell (maximum 20d6). You may use them all at once or divide them over several rounds. For example, a 16th level caster can fire an 8d6 bolt on one round and another 8d6 bolt on the next; fire sixteen bolts over 16 or more rounds (each doing

1d6 points electricity damage) or make one large bolt that deals 16d6. Each bolt affects only one creature.

Launching a bolt is a standard action that does not provoke an attack of opportunity, has a range of 100 feet and requires a ranged touch attack (you can a +3 attack bonus if the opponent is wearing metal armor, made out of metal or carrying a lot of metal).

Visage of the Diety – Greater

Complete Divine, p. 187

Transmutation [Evil, Good]; **Level:** Clr 9; **Components:** V, S, DF; **Casting Time:** 1 standard action; **Range:** Personal; **Target:** you; **Duration:** 1 round/level.

You take on the qualities of a half-celestial or half-fiend (see MM for complete details). You do not gain the spell-like abilities of these creatures.

Your creature type changes to outsider for the duration of the spell. Unlike other outsiders, you can be brought back from the dead if you are killed in this form.

Evil clerics undergo the following transformation:

- You grow batlike wings that allow you to fly at your normal speed (average maneuverability).
- You gain +1 natural armor.
- You gain claw and bite attacks. If you are size Medium or larger, your bite deals 1d6 points of damage and each claw deals 1d4 points of damage. If you are small, your bite deals 1d3 points of damage and each claw deals 1d3 points of damage.
- You gain darkvision out to a range of 60 ft.
- You gain immunity to poison.
- You gain resistance 10 to acid, cold, electricity and fire.
- You gain damage reduction 10/magic.
- You gain spell resistance 25.
- You gain the following bonuses to your ability scores: +4 Str, +4 Dex, +2 Con, +4 Int, +2 Cha.

Feats:

Corrupt Spell [Metamagic]

You can transform one of your spells into an evil version of itself.

Prerequisites: Any evil alignment.

Benefit: This feat adds the evil descriptor to a spell. Furthermore, if the spell deals damage, half of the damage (rounded down) results directly from divine

power and is therefore not subject to being reduced by resistance or immunity to energy-based attacks. The corrupted spell uses up a spell slot one level higher than the spell's actual level.

Reference: Complete Divine, page 79.

Divine Metamagic [Divine]

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

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

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

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

Reference: Complete Divine, page 80.

Divine Spell Power [Divine]

You can channel positive or negative energy to enhance your divine spellcasting ability.

Prerequisites: Ability to turn or rebuke undead, able to cast 1st-level divine spells.

Benefit: You can spend a turn or rebuke attempt as a free action and roll a turning check (with a special +3 bonus, plus any other modifiers you'd normally apply to your turning check). Treat the result of the turning check as a modifier to your caster level on the next divine spell you cast in that round.

For example, if a cleric used this feat and rolled a 16 on his turning check, he would add a +2 bonus to his caster level for the next divine spell he casts in the round. Had he rolled an 8, he would apply a -1 penalty to his caster level for the next divine spell he casts in the round.

If you don't cast a divine spell before your next turn, you lose the effect of the check result. This feat has no effect on your arcane spellcasting ability.

Reference: Complete Divine, page 80.

Improved Turn Resistance [Monstrous]

You have a better than normal chance to resist turning.

Prerequisite: undead type.

Benefit: You are less easily affected by clerics or paladins than you normally would be (see Turn or Rebuke Undead, PHB p. 159). When resolving a turn, rebuke, command, or bolster attempt, add a +4 to your character level to determine your hit dice. For example, a 4HD wight with this feat is treated as 8HD for the purpose of turn, rebuke, command and bolster attempts even though it is a 4HD creature for all other purposes.

Reference: Libris Mortis, p. 27

Positive Energy Resistance [Monstrous]

You are resistant to the damage dealt by positive energy effects.

Prerequisite: undead type.

Benefit: You gain resistance 10 against positive energy effects, such as cure spells.

Reference: Libris Mortis, p. 20

Profane Boost [Divine]

You can channel negative energy to increase the power of *inflict wounds* spells cast near you.

Prerequisites: Ability to rebuke undead.

Benefit: You can spend a rebuke attempt as a standard action to place an aura of negative energy upon each creature within a 60-ft burst. Any *inflict* spell cast on one of these creatures before the end of your next turn is automatically maximized, with no adjustment to the spells level or casting time.

Reference: Complete Divine, page 84.

Vile Natural Attack [Vile]

The character can focus evil power into his natural attacks.

Prerequisite: Natural attack that deals at least 1d8 damage, BAB +5.

Benefit: Each time the character deals damage with his natural attack, he deals one additional point of vile damage.

Reference: Book of Vile Darkness, p. 50

Items:

Belt of Hidden Pouches: This item might be made of silk or soft leather, but it's always fairly wide and with a big buckle (usually brass or silver). Hidden inside the belt are ten small pockets, each of which seems big enough to hold only a few coins. Each pocket actually functions as a small *bag of holding* and can hold up to ½ cubic foot or 5 pounds of nonliving material. No object with any dimension exceeding 6 inches can be placed in a pocket. Anything placed inside a pocket effectively has only one-tenth of its normal weight, so a full pocket weighs only half a pound at most.

In addition, two secret pockets lie behind each visible one, for a total of thirty pockets in all. The hidden pockets can be accessed only through a command word. A *true seeing* spell reveals the presence of the hidden pockets but not the command needed to open them. Even when a pocket is full, it never bulges, so a *belt of hidden pouches* stuffed with 150 pounds of items looks like an ordinary belt.

Accessing any pocket (including the hidden ones) is a move action that does not provoke attacks of opportunity. To place any object in the belt, the wearer merely presses the object into the belt. Doing so while speaking the command word places the object in one of the hidden pockets (if one of them is empty). Naming a stored object and speaking a second command word draws the named object out of the belt and places it in the wearer's hand (though he could simply reach into one of the ten regular pockets and draw it forth, just as if retrieving a stored object (a move action that provokes attacks of opportunity; see page 141 of the *Player's Handbook*).

Simply frisking the wearer won't reveal any objects placed in the belt, and searching the visible pockets cannot reveal anything stored in the hidden pockets. It is possible to use a Slight of Hand check to pluck something out of one of the ten visible pockets, but only someone wearing or holding the belt can access the hidden pockets, and then only with the correct command word.

Moderate conjuration; CL 9th; Craft Wondrous Item, *Secret chest*; Price 5,000 gp; Weight 1 lb.

Owlfeather Armor: This +1 *leather* armor is popular with folk who wish to spend time with the raptorans. The armor has an outer layer covered with gray feathers speckled with black. The armor wearer can use *owl's wisdom* on herself once a day. The wearer gains a +8 competence bonus on Spot checks made in areas of shadowy illumination. The wearer also receives a +4 competence bonus on Listen and Move

Silently checks. For up to 10 rounds a day, the wearer can sprout wings and fly at a speed of 40 feet (good), provided she carries no more than a light load. Activating this effect is a free action; the rounds in which this effect is in use need not be continuous.

Moderate transmutation; CL 9th; Craft Magic Arms and Armor; *Owl's Wisdom*, *Polymorph* or wild shape ability; Price 20,175 gp; Cost 10,525 gp + 828 XP

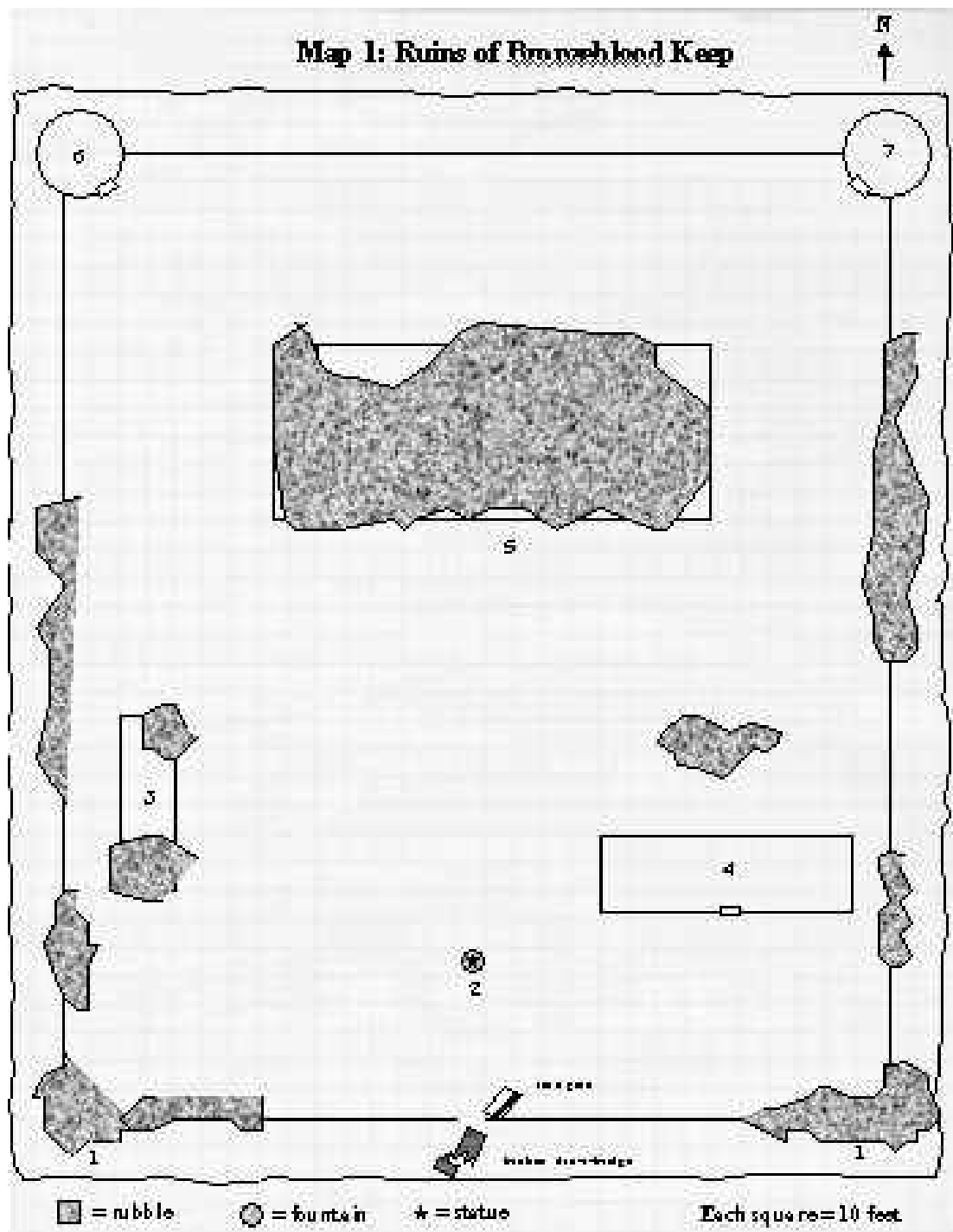
Taint of Evil Effects

These effects begin as soon as the PCs reach the courtyard and remain in effect the entire time they are in the ruins, until the taint is removed. The previously mentioned effects of the taint (e.g. those outlined on the AR) remain in effect as well; the following effects are additional and do not replace those previously outlined.

- A -2 circumstance penalty to saves on anything cast by the Master or in the evil-aligned temple (e.g. fight with the necromentals in Encounter 5, Room D).
- A +2 circumstance bonus vs. saves which do extra damage to good creatures (e.g. Blasphemy). Remember PCs with the taint do not count as “good” for purposes of spells like protection from good, etc.
- A -2 circumstance penalty to hit and damage when attacking the Master of Bronzeblood due to a feeling of reluctance to harm him and desire to assist him.
- If the Master lich is destroyed OR the gate is closed, the resulting backlash of negative energy burns out the taint from them. This causes injury in terms of internal damage which translates to 1d4/level for neutral PCs and 1d6/level for good aligned PCs. The taint is then gone. If PCs have the taint removed here write “*Recovered from the taint of evil*” on their AR.

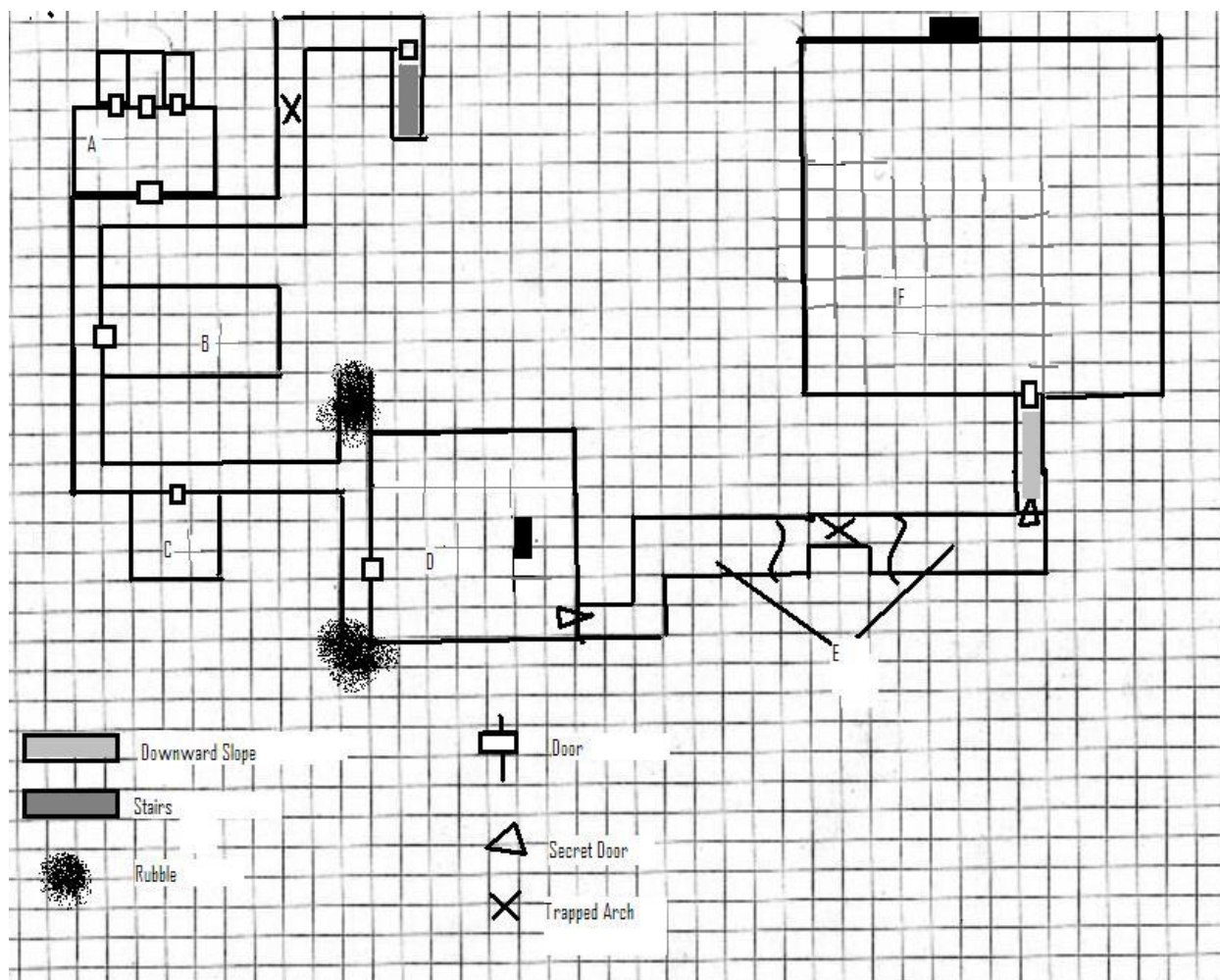
Judge Aid 2

Map of Bronzeblood Haunt Courtyard, with thanks to Brian Irwin.



Map of Bronzeblood Haunt Dungeons.

(one square = 5 ft.)



Player Handout 1: Green Jerkins

The following note is addressed to any PC rangers or scouts in the Green Jerkins:

Garin has reported increasing problems with undead in the area around Bronzeblood. He states there are new creatures there unlike anything he's seen before. Those creatures he does recognize seem more powerful than expected. Some can even cast spells. It seems there are new problems in the area. We are limited, however, in the number of scouts and rangers we can send. I am asking you to check this out and correct the problem if you can. Obviously the danger level indicates you should recruit some friends to help out. Once you have discovered what you can, meet me in Mudpaw and let me know what you've found out.

Quill

Player Handout 2: Order of the Hart

The following note is addressed to any PC knights or squires in the Order of the Hart:

My friend...

The Conclave has received disturbing news of increasing undead in the area around Bronzeblood in the past few moons. It seems there are new creatures and more powerful undead, some of which even have spell casting abilities. As you know, we are spread thin right now with most of our brethren in the north as well as several throughout our land or just returning from the war in Veluna. We are hoping you have the time to check this out and correct the problem if you can. Quill is planning to be in the area of Mudpaw and indicated he could arrange for a writ. I believe he is trying to recruit help from the Green Jerkins and other adventurers but I don't know how successful he will be. Obviously the danger level indicates you should not go alone. Let Quill know what you've found out.

Radiur Nelonshir

Player Handout 3: Church of Heironeous

The following note is addressed to any PC clergy or Silver Blades in the Church of Heironeous:

I have received disturbing news of increasing undead in the area around Bronzeblood in the past few moons. It seems there are new creatures and more powerful undead, some of which even have spell casting abilities. In addition, Tomas, stationed at Overlook, recently wrote me that Shina Cor has turned up missing. As you may or may not know, Shina is one of our newer Silver Blades and was not only delivering a message but was assigned to assist with military matters at the keep as well. Tomas cannot leave his post to search for her. I recommend you check in with him at the fortress and see if he has further information on the source of these difficulties. He knows Shina from previous postings if you do not and can give you a good description of her. Obviously the danger level indicates you should not go alone so I encourage you to recruit some friends.

Gareth Heldenster

Player Handout 4: Furyondy Military

The following orders are dispatched to any PC member of the Furyondy Military:

You are to report, with all haste, to Lord Nikar Aldestead, colonel and commandant of Overlook Fortress, near Bronzeblood. You will be given further information on your mission there. The danger level of this mission is expected to be high; you are welcome to recruit additional support as needed.

General Galantren

Upon reporting to Lord Nikar, you were given the following orders:

Your mission is to investigate the increasing numbers of undead coming from the grounds of Bronzeblood Haunt. I thought when the Mistress was destroyed a little over a year ago that things would begin to get closer to normal but it seems I was incorrect. While the nightmares have, thankfully, not returned many of the men seem nervous when on patrol in that area and are reporting...odd feelings. The last group actually had only one member make it back here alive...or mostly so. Before he passed away from the wounds and fever he told us the creatures said that their Master brought them here from another world. That could be the case. Certainly lately the numbers of undead have been increasing and they are more difficult to destroy. Go into the ruins and gather as much information as possible about this Master and the means by which these undead are brought here. Report to me once you are done. Destroy as many of the undead creatures as possible.

Your orders allow entrance to the ruins for a period of three days, but you are warned the ruins are dangerous and you should not tarry.

Critical Event Summary

LG FUR6–01 – Master of Bronzeblood

(Return to HQ or to Michelle Sharp)

Please be sure to answer all questions. Thanks.

1. Did the PCs eliminate Evergreen? Yes No
2. Did the PCs free Jasell? Yes No
3. Did the PCs discover the Master's plan? Yes No
4. What was the Master's status?

Not confronted"Killed" but reformedCompletely destroyed
5. Did the PCs destroy the phylactery? Yes No
 - a. If no, was the gate otherwise damaged?
6. Describe the information the PCs relayed about the Master:
7. List the MOs notified of information on the Master:
8. Comments (Optional). Please explain any unusual circumstances