

FUR6-08

The Dread Witch Project

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

Version 1.0

By John du Bois

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“Help Wanted: Brave and loyal adventurers to work with Furyondy Players, Church of St. Cuthbert, and Church of Trithereon to investigate unusual occurrences at Gullkeep. Hatred for Old Wicked a must. Those with orc or Rhenee blood or nonhumanoid ancestry must provide references. Interested parties should inquire for further information at the Crockpot Inn.” A one-round Furyondy regional adventure recommended for characters of 1st through 9th level (APLs 2-8).

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

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

RPGA SANCTIONED PLAY

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

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

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

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

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
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 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 Furryondy. Characters native to Furryondy 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 DC 20 Survival check, 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

Since the destruction of Gullkeep and siege of Crockport in 595 CY, the Churches of Trithereon and St. Cuthbert have been keeping a close eye on the area to see if any contingent plans of Old Wicked would be revealed. However, many of the individuals scrying on and scouting the area became increasingly sullen and fearful, jumping even at the shadows caused by familiar buildings and locations in the town. Some abandoned their research, others fled the city, and a few even committed suicide rather than face the fears seemingly existing only in their own heads. This fear even began to have effects on the area's paladins. Worse, the aura of fear and doom slowly began to spread throughout the northern provinces of the kingdom.

In a desperate attempt to stave off the effect, Baroness Jelleneth Kalinstren sought to bring in experts from throughout the kingdom, including Cataryna, high priestess of Trithereon, and Overseer Redankin Desmart of St. Cuthbert. The Baroness courted the Mage Council for advice, but since they were occupied with their own struggles, Pallis Strandor, Master of Arcane Arts for the Furryondy Players, was tapped in their stead. Unfortunately, despite all their research, the group was unable to discern a specific cause for the aura of fear and gloom. With the kingdom's best and brightest unable to find an answer, the city of Crockport became fearful even though the aura had not yet reached the city.

The forces of good received an unexpected windfall when Lady Marlene DeCrainte, a minor noblewoman, stepped forward with knowledge of the source of the fear – a new minion of Iuz known as the Dread Witch. Using the ruins of Gullkeep as a laboratory, the Dread Witch hoped to refine her necromantic talents as well as sow feelings of despair throughout the kingdom and diminish Furryondy's morale against future attacks. With

this knowledge, hope was restored, and the researchers began to make progress toward reversing the spell. However, they were still unable to stop the fear's spread.

When the aura began to permeate Crockport itself, the researchers enacted their plan of last resort – ask adventurers to help out. After the notice was posted, however, the situation worsened. One morning, Lady DeCrainte informed the coalition that Pallis had betrayed the kingdom under cover of darkness to join with the Dread Witch. While this story was extremely unusual, diviners were unable to detect any falsehood, and the researchers had no choice but to accept the betrayal of one of their own.

However, not all was as it seemed with Lady Marlene DeCrainte. The forces of good were not the only forces interested in the workings of the Dread Witch. Prince Thrommel had also taken note of the fear spreading throughout “his” kingdom, and sought to find its source and exploit it for his own benefit. Additionally, he hoped to express his explicit claim on his “turf” to the forces of Old Wicked. To do so, he tapped one of his more reliable and influential minions – a noble woman, bitter over having to hide her abilities as a sorceress, who could both help with the research and wield the powers of the Dread Witch herself when the time came. Using a modified *ring of mind shielding*, Lady DeCrainte was able to hide her true allegiances from the inquisitive eye of the Church of St. Cuthbert. The inquisitive Pallis had come close to discovering this secret on multiple occasions, and Lady DeCrainte wanted to take no more risks. She advised Pallis to use his diplomatic abilities and standing in the Players to gather information about the effects of the fear aura closer to its source. Then, once he left, she sent vampires and wraiths after him and lied to the council about the reasons for his departure.

When Pallis was attacked, his quick thinking and spellcasting abilities saved him – but just barely. Using a personally researched spell, Pallis was able to literally give life to his musical abilities and stave off the undead. Yet before defeating Thrommel's monsters, Pallis was repeatedly level drained, and most of his “living songs” were destroyed. Fearful of another attack, Pallis hid, hoping to get the drop on his assailants with his only remaining ally – one more living spell, under his telepathic control due a scroll of *limited wish* allowing him to duplicate the effects of the *ooze puppet* spell.

Meanwhile, unaware of the sorceress's secret, the Churches of St. Cuthbert and Trithereon included the pursuit and apprehension of Pallis into the mission. As the gloom began to saturate Crockport, two things became clear. First, fear of a threat can be more dangerous than the threat itself. Second, any adventurer

seeking work will certainly get more than they bargained for.

Adventure Summary

Encounter One: The PCs receive a glimpse of the Dread Witch's power firsthand when she grants them horrifying dreams. The dreams are interrupted by a torrential downpour, but not before many are affected by the fear the dream inspired.

Encounter Two: The PCs arrive at Crockport, only to find that all the gates but one are firmly shut and locked. As they approach the west gate, they are attacked by spellstitched necromentals that Iuz sent into the area via the tunnels to Crockport.

Encounter Three: The PCs enter Crockport, and find the town in despair. At the Crockpot Inn, they meet with those researching the Dread Witch's powers to discuss the mission.

Encounter Four: Shortly after leaving the city, the PCs are attacked by Pallis's living spell.

Encounter Five: After the PCs defeat the spell, they must decide what to do with Pallis and have the opportunity to speak with him to learn what's really going on.

Encounter Six: If the PCs choose to pursue Lady DeCrainte, she confronts them outside the city.

Encounter Seven: If the PCs instead continue to Gullkeep, they have the opportunity to confront the Dread Witch and remove the cloud of fear affecting the kingdom.

Preparation for Play

It is recommended that DMs review the rules for fear effects (DMG p. 294) as part of preparation for this adventure. To help create the “feel” of the fear cloud, DMs are encouraged to call for unnecessary Spot and Listen checks or use similar strategies to instill paranoia.

Prior to the adventure, the DM should ask the PCs about their membership status and position with regard to the following Furyondy meta-organizations: Furyondy Players, Church of Trithereon, and Church of St. Cuthbert. This includes checking into any favors with either of these two churches, and making a note of which PCs have such favors. In addition, ask each PC what their standard adventuring attire is, including any illusory modifications such as the *glamered* armor upgrade, a *hat of disguise*, or a similar effect.

Take note of the timeline of events provided in the DM Aid. Essentially, unless the PCs have a way to move remarkably quickly, they have opportunity to rest after fighting the elemental grues/necromentials OR after fighting Pallis and the living spell, but not both.

The Dread Witch is far more complex to run than a normal spellcaster, especially at higher APLs. Take special care to review class abilities, spells, and interactions between the two while preparing this adventure.

Introduction

It's been said that all roads lead to Rauxes, the former capital of the Great Kingdom. If this is true, then it must also be said in these trying times that all roads lead away from Crockport. The city has seen a great deal of conflict in recent years, and the help of adventurers is frequently needed to keep the area free of agents of evil.

As you approach the city, fewer and fewer travelers are seen, and you instinctively start to seek the companionship of others. You begin to tell stories of yourselves and your past adventures, both to pass the time and to remind yourselves that you have braved the darkness before and won.

At this point, have the PCs make character introductions. If PCs wish to know more about the city of Crockport, the following is of particular note:

- The city has traded hands multiple times in battles between Furyondy and the Empire of Iuz. It was most recently recaptured by Furyondy forces shortly following the Battle of Grabford in 588 CY.
- Recapturing Crockport was the culmination of the Great Northern Crusade, and led to a significant rise in support for King Belvor IV.
- King Belvor, Baroness Jelleneth Kalinstren, and churches in the barony have all been working hard to restore the city to its former glory.
- The city has most recently seen combat in 595 CY, when Iuz attempted to besiege the city. This siege was foiled by the efforts of the Furyondy Military and adventurers.
- There have been rumors that the city has fallen into a state of emotional unrest. Peasants and nobles alike have fled the city in terror, but could not describe what they were scared of.

Development: PCs may wish to use magical assistance to get to the city of Crockport. However, the fear cloud interferes any spells of the teleportation subschool,

causing any attempts to use such a spell to result in the party being transported to the edge of the fear cloud.

Encounter One: Dreams of Dread

It is now the morning of Waterday, and you estimate that you will reach the city gates by nightfall. You have noticed that as you approach the city, a sensation of gloom and doom has begun to permeate the atmosphere. Storm clouds seem darker, the trees seem less healthy, and shadows seem to loom larger, as though darkness itself will soon envelop this part of the kingdom. Even more disturbingly, each of you has just awoken from an unusually harrowing dream, and as you discuss your dreams with each other, they appear to be eerily similar. But they're only dreams... right?

Have each PC roll a Will save. Give the PC with the lowest save Player Handout 1. Give the PC with the second lowest save Player Handout 2. Distribute Player Handouts 3-6 to the other PCs at random.

Development: At this point, the PCs are subject to the fear aura. Refer to the DM Aid.

Encounter Two: The Darkness Without

The PCs arrive at Crockport at night. If they attempt to arrive during the day, the fear cloud interferes with their senses.

You arrive at the city of Crockport just after nine bells at night on Waterday. As you approach, you notice several oddities. An abandoned refugee camp made of tents surrounds the city walls. The walls themselves resemble those of a fort more than those of a city. The landscape is barren and marked by short manmade hills placed throughout the countryside.

The city gates are firmly locked and barred. Upon them is inscribed a notice: "We apologize for the inconvenience. The city gates are only open for entry between nine bells in the morning and nine bells in the evening. Rest assured that our defense of the city walls will keep you safe from harm until morning. Signed, Latham Holdfast, Captain of the Crockport City Watch."

Other potential visitors to the city either already knew about the curfew or knew better than to

venture to Crockport in the first place. You find yourselves locked outside of the city... all alone...

Refer to DM Map 1 for a map of this encounter. The hills on the map should be treated as two adjacent steep slopes (see DMG p. 89).

Any PCs who attempt to scale the walls of Crockport may do so. They are treated to a nice warm bed and hot meal in a jail cell for the night. The next morning, they are brought before Overseer Desmart, and are offered amnesty for their crime if they help the city with its problems.

Allow the PCs to choose a spot on the map to camp. If they wish, they may set watches. During the first watch, those awake who succeed at a DC 5 Listen check hear movement somewhere to the north. Investigation of this sound reveals nothing.

During the second watch, a DC 6 Spot check catches a glimpse of movement near the city walls. If the PCs investigate, they find a family of raccoons rifling through rancid food items.

The attack by the grues/necromentals occurs during the third watch, at approximately 7 bells in the morning. PCs on that watch may make Spot and Listen checks (opposed by the NPCs' Hide and Move Silently checks) to detect their attackers. While the twilight of dawn has arrived, the city walls to the east block much of the sun's light, providing enough darkness to provide the creatures with concealment.

Creatures:

APL 2 (EL 4)

Chaggrin: hp 25, see Appendix 1.

Ildriss: hp 13, see Appendix 1.

APL 4 (EL 6)

Spellstitched Necromental Chaggrin: hp 29, see Appendix 1.

Spellstitched Necromental Ildriss: hp 26, see Appendix 1.

APL 6 (EL 8)

Advanced Spellstitched Necromental Chaggrin: hp 57, see Appendix 1.

Advanced Spellstitched Necromental Ildriss: hp 54, see Appendix 1.

APL 8 (EL 10)

Advanced Spellstitched Necromental Chaggrin (2): hp 57, see Appendix 1.

Advanced Spellstitched Necromental Ildriss (2): hp 54, see Appendix 1.

Tactics: The grues/necromentals approach the party from the west in an attempt to catch the PCs with their backs to the wall. They Hide and Move Silently to maintain surprise unless they see evidence to the contrary. PCs on watch should be given Spot and Listen checks every round until the creatures attack. PCs who fail are surprised. Whenever a creature ends its movement behind one of the manmade hills, it is considered to have total concealment.

At APL 2, the grues attempt to maintain a flanking position at all times to take advantage of the chaggrin's sneak attack ability. They also make aggressive use of their spell disruption ability when the opportunity is presented.

At all other APLs, the chaggrins use their *hail of stone* spell-like ability when they are 60 feet away from the PCs. When the PCs approach, they use their *corrosive grasp* spell-like ability and close, attempting to flank whenever possible.

The ildrisses ready actions to use their *lesser orb of electricity* spell-like abilities when a PC enters their range. It then closes and uses its *shocking grasp* spell-like ability, using a slam attack to deliver the spell.

Treasure: Each necromental drops a fist-sized stone when it is destroyed. The stones are covered in arcane symbols. The spell objects have no monetary value, but may be used to scribe their spell into a wizard's spellbook following the adventure for the normal scribing cost.

The PCs find spell objects with the following spells regardless of APL: *fly*, *invisibility*, *nondetection*, *resist energy*. At APLs 6 and 8, previous adventurers defeated a harginn and missed its spell objects in the area, allowing PCs to find spell objects for *haste* and *flaming sphere*.

The PCs may use the following skills/abilities on the spell objects if they desire.

- With a DC 15 Knowledge (arcana) or DC 20 Bardic Knowledge check the PC recalls an overheard conversation in which two wizards were discussing the magical value and properties of something like these stones called "spell objects", but the details of the conversation are fuzzy.
- A DC 25 Spellcraft or Decipher Script check reveals that the etchings are writings describing some form of elemental magic.
- A *detect magic* spell reveals that the objects radiate faint magic of the school of the etched spell.

- The *identify* spell reveals the uses of the spell objects and that the objects are created by the same evil magic that initially spawned the grues, although the objects are not evil.
- A *read magic* spell (or a DC 20+spell level Spellcraft check) allows the PC to tell which spell is on the object and allows the PC to recognize the etchings as similar to writings in a spellbook.

Development: At nine bells in the morning, the gates open. Proceed to Encounter Three.

Encounter Three: Nine O'clock and Nothing's Well

The city of Crockport is a town in the last throes of desperation. Homes all across the city are locked shut or boarded up. No children play in the streets. Even the stores where you once purchased supplies are closed with no indication that they will ever be open again. The people are so scared that they're not even able to do the work they need to keep themselves alive. The only buildings open are the city's temples, which are so packed with citizens praying for respite from their fears that you would not be able to gain entry if you tried.

The entire city of Crockport, with the exception of the Crockpot Inn and the temples of Trithereon, St. Cuthbert and Heironeous, has completely shut down due to its citizens' fear. The only equipment that may be purchased in town is the equipment specifically offered to the PCs in this encounter.

To make the organization and understanding of this encounter easier, its remainder is broken up into five sections.

Sub—Encounter 3A: Ale and Information

You find your way to the Crockpot Inn, where the smell of home-cooked stew wafting from the fireplace and its three large crockpots not only give the inn its name, but serve as the first sign of comfort you've had since your nightmares.

If the PCs look around the inn, they see the following:

- The common area of the inn is empty except for one man, who is tending the bar and paying little attention to your group.
- There is a discoloration above the mantle of the fireplace that appears as though a scimitar might have once hung there.

- A sign above the bar reads, "Crock Ale, 3 copper commons. Belgros' Best, 1 silver sheridan. Ask for food and lodging prices."

After you've been standing around for a minute or so, a human male in his early thirties looks up from the bar. Without saying a word to you, he shouts, "Buxea! Guests!" After a minute, he shouts again, louder. "BUXEA!"

"What? There can't already be customers. Isn't everyone still begging at the Cudgel's temple?" A voluptuous barmaid walks out of the back room, yawns, and looks at your group. "Oh. Adventurers." She looks at her disheveled clothing and gives you a sheepish grin. "Sorry I'm not looking my best. I'm not much of a morning person in the first place, and I haven't had much sleep. I keep having nightmares about some demon and a guy in black armor destroying the inn while I'm asleep." She shrugs, and seems to perk up a little. "So how are you today?"

Creatures:

Belgros: (male human Rog5). Belgros is in his early thirties with long, greasy black hair and hazel eyes. He seems like the kind of person who would strike a deal with Old Wicked himself if there was something in it for him.

Buxea: (female human Com1). She is a voluptuous middle-aged woman who has seen many a bar brawl and many of the battles for control of Crockport. While she kept good humor about this for a long time, the strain of living in a war zone is finally starting to break her. She has straight golden hair and green eyes.

If the PCs ask Buxea about her dreams or the town, she relays the following information:

- The entire town has had dreams about the knight and the demon. Each dream seems custom-built to the dreamer's life.
- If anyone has been able to decipher who the figures in the dreams are, they aren't telling.
- The dreams started about two weeks ago and have increased in frequency and severity.
- Ever since the dreams began, the people of the city have grown increasingly fearful and have resorted to constant prayer or hiding in their homes to keep them safe.
- The Churches of Trithereon and St. Cuthbert have attempted divinations to find the source of the "fear cloud". Most diviners either fled the city or committed suicide. The Church of Heironeous has

been oddly silent about the matter; rumor states they have been calling most of their researchers to the capital to address the shield issue. Currently the church in town is manned by a very junior clergy member who is of no assistance if approached directly.

- A team of clerics and mages are working nonstop to find the source of the aura. At one point, Buxea overheard them talking about the “witch who caused things”, but didn’t hear much more than that.

Sub—Encounter 3B: Two Clerics and a Noble

After the PCs have had a chance to chat with Buxea (or decide not to chat), Cataryna, Overseer Desmart, and Lady DeCrainte come downstairs.

As your conversation with Buxea comes to a close, three people come downstairs to the inn’s main floor – a robust yet attractive auburn-haired Oeridian woman, a young flame-haired woman wearing a holy symbol of Trithereon, and a portly middle-aged man wearing a holy symbol of St. Cuthbert.

The middle-aged man introduces himself to you as Overseer Redankin Desmart of the Church of St. Cuthbert, the flame-haired woman as Cataryna, high priestess of Trithereon, and the auburn-haired woman as Lady Marlene DeCrainte. “We thank you for responding,” Overseer Desmart says in a serious tone. “We were hoping that some stalwart group of adventurers would brave... whatever it is that’s been going on around here. But it seems that in addition to the mission we originally called you here for, we have a second favor to ask of you. But first, I would like to know if you had any troubles in your journey to the city.”

Creatures:

Cataryna: (female human Clr13 [Trithereon]). While not unattractive, this flame-haired woman is pushing forty and commands a crowd with her personality and fiery rhetoric more than her beauty these days. She feels that the best defense is a good offense, and has been pushing for a direct assault on the Dread Witch for weeks. Chaotic and hot-tempered, she is quick to chastise those who feel that caution and diplomacy are the means to peace in the kingdom.

Redankin Desmart: (male human Clr12 [St. Cuthbert]). This red faced, large stomached man is getting on in years and takes his age to mean that his words are weightier than those of others (although he also felt that way in his younger years). While stalwart in his opposition of Old Wicked, he feels that Iuz’s defeat is

best achieved by fortifying the kingdom against attacks, and his research has been focused on countering the fear aura for long-term protection. He constantly prods at those who disagree with him, searching for even the minutest evidence that they are incorrect in their opinions.

Lady Marlene DeCrainte: (female human [Bluff +33], see Appendix). Lady DeCrainte has an active *nondetection* spell at caster level 17th. Lady DeCrainte is a very attractive Oeridian woman in her early twenties with long, straight auburn hair and brown eyes. She seems extremely well-spoken, as though every word that comes out of her mouth was carefully selected. She is mostly content to play Cataryna and Overseer Desmart against each other. While she wants the Dread Witch eliminated (because her prince hates competition), she would prefer to study the full extent of the Dread Witch’s powers before acting. Similarly, while she wishes for the kingdom to be defended against outside attack, she doesn’t want the kingdom defended against powers she hopes to use against the kingdom herself.

If any PCs are Rhenee human, half-orc, or of a race that is not in the PHB, Overseer Desmart insists upon seeing evidence of that PC’s loyalty to the kingdom. This is a safety precaution given the proximity of Crockport to the lands of Old Wicked and the recent “betrayal”. A PC is considered to have evidence if he or she expends an influence point with or is a member of any one of the following Furyondy meta-organizations: Church of St. Cuthbert, Church of Trithereon, Furyondy Military, Order of the Hart, or the War College. An influence point with the nobility or King of Furyondy may also be expended as evidence. If a PC is unable to produce evidence, the NPCs will not discuss the mission until that PC leaves the city or another PC is willing to claim responsibility for any misdeeds the offending PC may commit. Note which PCs agree to claim responsibility for another PC; it may affect later events.

The PCs are likely to already have questions for the three researchers. Some common topics of inquiry are below. While giving answers, Cataryna and Overseer Desmart make it a point to insult or belittle the other as much as possible; their churches are often at odds, and their exhaustion and the fear aura have made their tempers short. Lady DeCrainte is content to let the two feed off each other.

- **Nightmares/Dreams:** Cataryna informs the PCs that the nightmares first started in Crockport two weeks previously. She is very concerned that the aura has spread to the west of the city, as this means that the aura’s effect is growing rapidly.

- Spell Objects: Lady DeCrainte tells the PCs of the objects' purpose, and identifies the spells on objects the PCs were unable to decipher.
- Grues/Necromentials: Overseer Desmart admits that he doesn't know the source of these monsters. With all the undead in the area, his best guesses are the Master of Bronzewood or Iuz.
- Healing/Restoration: The clerics admit that they did not prepare any spells of that kind, and that they cannot spare any of their prepared spells for spontaneous *cure* spells. However, they offer to get the PCs into a church to Trithereon or St. Cuthbert to purchase spellcasting. They lead the PCs to the temple of their choice following the meeting.
- Locked Gates: They apologize for the inconvenience, but state that keeping monsters out is a necessity.
- Furyondy Players?: All three NPCs become extremely reserved and simply say that they will get to the issue when the time comes.

After the PCs are caught up on what they've already encountered, Lady DeCrainte begins to discuss the mission.

Sub—Encounter 3C: The Dread Witch Project

Lady DeCrainte cuts directly to the chase. "My friends, time is short, so I must be direct. Simply put, the original mission has become two equally important errands. It will be easiest to begin by discussing your original mission."

No doubt you have noticed the atmosphere of fear permeating the area and suffered horrifying nightmares. These are both the works of a new ally of Old Wicked known as the Dread Witch. We have tracked her to Gullkeep, but our research prevents us from hunting her down. With your help, we can end this terror plaguing the city of Crockport. While we cannot provide you with many details, we have been able to discern some information and can answer many of your questions."

PCs who wish to know more about the Dread Witch may make a Knowledge (Arcana) or Bardic Knowledge check. For Bardic Knowledge checks, increase all DCs by 5.

Sub—Encounter 3D: The Dread Witch Project

The Dread Witch Project

- DC 20: The Dread Witch can evoke fear in others through apparently mundane spells, or cause someone to grow terrified long after she's cursed him. The more dangerous the situation in which she finds herself, the more potent her magic becomes.

Cataryna, Overseer Desmart, and Lady DeCrainte are able to provide the following information:

- How did you find out about the fear aura? Cataryna proudly asserts that the Church of Trithereon has been keeping an eye out for Iuz's contingency plans in the area and was able to detect the existence of the fear aura when it first emerged.
- Why haven't you pursued a direct assault? Cataryna emphasizes that she wished to, but was told by her companions that it would be more prudent to do research. Any further questions on the issue spark an argument between Cataryna and Overseer Desmart.
- Have you asked for other groups' help? Cataryna and Overseer Desmart tried to enlist the help of the Mage Council before they looked to the Furyondy Players, but they refused aid, citing "internal affairs". The Noble Council also declined aid; Cataryna suspects that they are acting out of spite for Baroness Kalinstren's religious preference. Desmart adds that the Players' and Lady DeCrainte's help was only enlisted because "that insufferable redhead wouldn't stop arguing with me." The Church of Heironeous has declined to send additional assistance, as they feel the difficulties here are secondary to increasing problems in Chendl.
- What are the effects of the cloud? Lady DeCrainte lets the party know that the cloud interferes with the senses, blocks magical travel, causes spell effects to seem more intimidating, and improves the potency of fear effects.
- Who made the greatest advances in the research? Overseer Desmart remarks that Lady DeCrainte did more to advance research on the fear cloud than the Furyondy Players and Cataryna combined. Cataryna adds that Lady DeCrainte was also far more helpful than Desmart.
- Can we see the research? They refuse to let the PCs see their own research, but do share the notes from the member of the Furyondy Players. His notes grant a +5 circumstance bonus on Knowledge (Arcana) or Bardic Knowledge checks to recall information about the Dread Witch. If the check has already been made, apply the bonus retroactively.

Sub–Encounter 3D: The Problem with Pallis

The first part of your mission explained, Lady DeCrainte turns to the second. “At first, we were aided in our research by Pallis Strador, Master of Arcane Arts for the Furyondy Players. However, it seems that his involvement was treacherous. When we began our work yesterday, Pallis was nowhere to be found, and we found a note suggesting that he was to meet someone at Gullkeep in three days. It is critical that Pallis not meet with his fell masters to report what we have learned. We need you to apprehend or eliminate this traitor – I have no preference as to which. Do you have any questions about this task?”

The NPCs can provide the following information on Pallis’s powers:

- Cataryna noticed that Pallis possesses powers beyond those of the average bard. In fact, he at times seemed more like a wizard or sorcerer than a musician, and spent all his free time scribing scrolls.

The NPCs can provide the following information on Pallis’s behavior:

- Overseer Desmart reports that Pallis spent a lot of time nosing around in other people’s business.
- Overseer Desmart attributes Pallis’s betrayal to a behavioral change brought on by the fear cloud. Desmart had personally tested the loyalty of every researcher before he or she started to help.
- Pallis seemed to be something of a voyeur. Cataryna caught him too close for comfort to her quarters on more than one occasion.

The next couple rounds of questions contain some untrue or partially true statements by Lady DeCrainte. These statements are designated. PCs may only roll Sense Motive checks (versus Lady DeCrainte Bluff [+33]) if they ask.

The NPCs provide the following information on the time frame or circumstances of Pallis’s disappearance:

- Neither Overseer Desmart nor Cataryna had seen Pallis for twelve hours prior to his confirmed disappearance.
- The night Pallis left, Lady DeCrainte overheard him talking to himself in his room. All she could understand was, “It knows” and “No god can save us now.” She assumed this came from the nightmares that they all face. (UNTRUE)

- All three inspected Pallis’s room the morning after he left. His belongings were in disarray, as though he had quickly packed for a short trip.
- Lady DeCrainte found the note implicating Pallis in treason. She gives it to the PCs. It reads, “It is time. Meet at Gullkeep in three days to finish the experiments. C.” (PARTLY TRUE. While this note was found in Pallis’s room, Lady DeCrainte planted it there. It is not a forgery, but it was not originally written to Pallis. Thrommel’s minions found the note on a cleric of Iuz. However, without divination magic, there is no way for the PCs to discover the note’s true origin).

The NPCs can provide the following information on Pallis’s allies:

- Lady DeCrainte reveals that Pallis had developed a method for creating life out of music. (TRUE)
- (At APL 2 only – provide this even if not asked) Overseer Desmart overheard Pallis muttering about the properties of “living songs”, discussing how they were resistant to nonmagical weapons. In light of this, he offers to sell the PCs up to two scrolls of *magic weapon*, each of which may be either arcane or divine at the PCs’ preference.

Sub–Encounter 3E: Mission Statement

As the conversation winds down, Lady DeCrainte punctuates your mission. “We need your help in two ways. First, find and deal with the traitor Pallis in any way you see fit. It makes no difference whether you apprehend or eliminate him, as long as he no longer poses a threat to our kingdom. Second, proceed to Gullkeep and eliminate the Dread Witch. Research has its time and place, but so does action. It takes roughly two days to reach Gullkeep from here, giving you just enough time to stop the rendezvous. I strongly encourage you to make haste, but ask us anything you like before you go.”

The following questions/situations may arise:

- The PCs ask about a reward: Overseer Desmart gets indignant and starts to huff and puff about “duty to the kingdom.” Cataryna quickly cuts him off and explains that their ability to reward the PCs is limited. She also mentions that the Dread Witch is likely to have valuable possessions, and that adventuring in the Crockport area is tax-free.
- The PCs use *detect evil* or something similar on or around Lady DeCrainte: Lady DeCrainte’s ring (a token from Thrommel that is only useable by her)

continually casts the *nondetection* and *glibness* spells on her at caster level 17th. This masks any attempt to magically discern her alignment or divine her intentions; such attempts must succeed at a DC 28 caster level check to be effective. If these checks succeed, Lady DeCrainte lies about anything incriminating the PCs ask her. Her Bluff modifier for this lie is +31 (she takes a -2 circumstance penalty due to the successful divination). If they specifically ask about her detecting as evil, she warns them not to drink the water at Bronzeblood Haunt. If they press the issue, Overseer Desmart scolds them for being distrustful of “our fine nobles.”

When the PCs are finished asking questions, read the following text:

Each of the three researchers wish you luck. After they have left the room, Buxea approaches you. “Hey, adventurers, I heard that you were going to Gullkeep. If you’re worried about time, I recommend making use of some horses. Belgros has some for rent.” She then leans close and continues quietly: “Just make sure you haggle on the deposit.”

Belgros does indeed have horses and riding dogs for rent. He charges 75% of the standard PHB value to rent each mount, requests a 15 gp deposit on each mount (which is returned if the mount comes home safely), and refuses to sell mounts under any circumstances. If the PCs attempt to haggle, as recommended by Buxea, a DC 20 Bluff or Diplomacy check can decrease the deposit by 5 gp per mount. There is nowhere else in town to acquire a mount. If the PCs do not have mounts of their own, they must take his price or leave it if they wish to be mounted.

PCs may wish to obtain healing from the temples of Trithereon or St. Cuthbert. Each cleric takes a group of PCs to the temple of their choice; each PC must select a temple of preference. At this point in time, more divine spellcasters are in Crockport to help satisfy the increased demand for supplication; both the temples can sell the PCs cure spells of up to 4th level cast by a cleric of up to 9th level. In addition, both temples have a single *scroll of restoration* available for purchase (e.g. there are a total of two such scrolls for purchase in the city). If PCs request other spells, give a base 25% chance that a cleric has the spell in memory.

- Members of the Church of Trithereon and any PCs who went to the temple of Trithereon for healing receive Player Handout #7.
- Members of the Church of St. Cuthbert and any PCs who went to the temple of St. Cuthbert for healing receive Player Handout #8.

- Members of the Furyondy Players receive Player Handout #9.

If any PC who receives Player Handout #9 indicates that he or she is also a Twilight Hunter, take him/her aside and reveal the following information:

You recall that you’ve heard of this “Silver Strings” outside the ivory towers of Caronis. You know him in your... let’s call it a “private life”, and while you’re not sure how high up he is, he’s higher up than you.

Development: The only way to advance the plot is to leave in the direction of Gullkeep. The time is roughly noon, and a DC 25 Knowledge (geography) or Track check allows a PC to estimate that the party will most likely catch up with Pallis at about noon tomorrow.

Encounter Four: the Best Defense is a Good Offense

The distance from Crockport to Pallis’s hiding place is twenty-four miles, a full day’s journey for a creature with 30-foot movement. DM Map 2 details the setup of this encounter.

The journey to Crockport’s northeast is less scenic and more frightening than the route you took to the city. The odd shrub and tree along the road seem very out of place, and you find yourself jumping at their shadows as though you expect some foul creature to jump out at you.

As it becomes dark, you notice that tonight is the new moon, and you keep an eye out for a place to camp for the night. After a while, you locate the perfect campsite. It has more vegetation than normal for this area, providing you with relatively good cover.

Creatures:

All APLs

Pallis: hp 14, see Appendix (Untiered).

APL 2 (EL 3)

Insomnia: hp 22 (Hide -1), see Appendix.

APL 4 (EL 5)

Cacophony: hp 39 (Hide -1), see Appendix.

APL 6 (EL 7)

Dissonance: hp 53 (Hide -4), see Appendix.

APL 8 (EL 9)

Orchestral Lullaby: hp 76 (Hide -4), see Appendix.

It is a moonless night. Without a light source, all forms of vision are obscured except darkvision. Pallis has no light source, and is unable to Spot the PCs approaching. However, when a PC comes within sixty feet of the living spell, it detects the PC with its blindsense and resists the telekinetic force of the *ooze puppet* spell, alerting Pallis to the PCs' presence. If the PCs have a light source, Pallis can see it.

The PCs may make one Spot check at any distance they choose to "scout out" the campsite. The living spell has taken 10 on its Hide check and may be seen with a successful Spot check. Pallis has cover in the tree, receiving a +6 bonus on his Hide check. At higher APLs, he has had additional time to hide and receives an additional +2 circumstance bonus at APL6 and a +4 at APL8. Remember to include distance penalties when rolling these Spot checks.

When a light source comes close enough to the living spell for a PC to see it in shadowy illumination or when the living spell is in the range of a PC's darkvision, it is no longer able to hide from the PCs, and they become aware of its presence. If Pallis's tree is also in the PC's visual field, those PCs may make a Spot check to see him, as noted above.

If the PCs Spot the living spell, read the following text:

The campsite is already inhabited – by a rolling mass that seems to have an almost musical grace. As you get closer, you can hear that the creature more than looks musical – each movement produces a discordant yet beautiful musical note.

If the PCs fail to Spot the living spell, read the following text when it is able to detect the PCs:

The site appears to be clear of all inhabitants. As you move in to set up camp, you notice a flash of movement near you, and you find yourself under assault by a bizarre creature – a rolling mass that seems to have an almost musical grace. As you get closer, you can hear that the creature more than looks musical – each movement produces a discordant yet beautiful musical note.

Due to the fact that Pallis can hinder as well as help the living spell and cannot attack on his own, he is not counted in calculating the EL of this combat. In addition to the normal means of identifying an ooze, the PCs may identify each spell effect of the living spell with a DC 20+spell level Spellcraft check.

Tactics: At all APLs, Pallis remains hiding in the tree, telepathically directing the living spell's actions. If no PC has a light source, Pallis releases his telekinetic control over the ooze and it attacks mindlessly. If the PCs flee at any point during the combat, neither Pallis nor the living spell pursue.

During the combat, PCs may guess that Pallis is nearby. Spot checks to notice him use the same DC as above, but take a -5 penalty due to the distraction caused by combat.

Each time that the living spell takes an action that would not normally be taken by a mindless creature (DM's discretion), each PC may make a DC 10 + the living spell's HD Knowledge (arcana) or Knowledge (dungeoneering) check to recognize that the living spell is acting oddly. PCs that make the Knowledge check may make a DC 28 Spellcraft check (+2 bonus on the DC due to the spell's rarity) to identify the ongoing effect of an *ooze puppet* spell cast on the living spell. Identifying the spell also allows the PC to know that the caster of *ooze puppet* must be able to see the subject of the spell.

Pallis is twenty feet above the ground and has cover due to the tree's branches and leaves. Any acid area of effect spells that damage Pallis melt away part of the tree and remove his cover. Any fire area of effect spells that damage Pallis cause him and the tree to catch fire (see DMG p. 303).

If Pallis is knocked unconscious or otherwise unable to take actions, two things happen. First, the living spell ceases to move or attack until Pallis is once again able to act. Second, Pallis falls out of the tree and takes 2d6 falling damage.

Due to his recent experiences, Pallis's starting attitude is Unfriendly to members of the Furyondy Players and Hostile to all other PCs. PCs must use Diplomacy to change his attitude to Indifferent (see PHB p 72) before he discontinues his attack. Each check only changes his attitude toward the PC who made it.

At APL 2, the insomnia focuses its attacks first on heavily armored PCs if convenient. Failing this, the insomnia focuses on PCs who are lightly armored, then those with no armor.

At APL 4, the cacophony focuses its attacks on spellcasters (assuming armorless characters are casters until someone actually casts a spell) or the most lightly armored character that does not have a holy symbol displayed. It attempts to engulf in any round following one in which it successfully stuns.

At APL 6, the dissonance focuses its attacks on anyone who casts a spell or the most lightly armored

character that does not have a holy symbol displayed. It does its best to attack different opponents in each round in order to affect the greatest number of PCs with its distraction ability.

At APL 8, the orchestral lullaby prioritizes attacking the least armored characters that are wearing neither a monk's outfit nor a holy symbol.

Treasure: Pallis has a few items that the PCs can loot if they capture or kill him. If they do not kill him, Pallis offers to sell them the equipment at the end of the adventure (providing the PCs with access, but not treasure).

APL 2: Loot – 8 gp each, Coin – 72 gp each, Magic – 0 gp.

APL 4: Loot – 8 gp each, Coin – 0 gp, Magic – *scroll of limited wish* (CL 15th) (343 gp each).

APL 6: Loot – 8 gp each, Coin – 0 gp, Magic – *scroll of limited wish* (CL 15th) (343 gp each).

APL 8: Loot – 8 gp each, Coin – 0 gp, Magic – *scroll of limited wish* (CL 15th) (343 gp each).

Development: Killing a helpless individual is an evil act. If the PCs wish to do so, make a note in the play notes of the AR. If Pallis was killed in combat or the PCs wish for him to remain an unconscious prisoner, go to Encounter Seven. If he is still alive and becomes conscious, go on to Encounter Five. If the PCs flee, go to Encounter Seven if they proceed to find the dread witch or to the conclusion if not.

Encounter Five: Moment of Truth

This encounter occurs if Pallis is conscious and able to talk with the PCs.

After the defeat of his ally, Pallis gives up. He emerges from his hiding place and looks at the party incredulously. "First vampires, then wraiths, and now adventurers? Some 'fact-finding' mission this has been. Then again, maybe you're just bandits. If that's the case, I don't really have any money, so it'll have to be my life. Be forewarned, though. I make a mighty vengeful ghost."

If the PCs wish to question him, he provides the following information. All statements are true except one, which is noted below.

- On Godsdag (most likely two days ago – see DM Aid for timeline), Pallis was asked by Lady DeCrainte to gather information from any citizens who may still

be in the area of Gullkeep. She hoped to determine the effects of the fear aura as one approached its center.

- When Pallis left Crockport, he was a powerful bard/sublime chord, and was accompanied by four living spells which he controlled by means of scrolls of *ooze puppet* and *limited wish*.
- At about midnight, he was accosted by a number of wraiths and vampires. All but one of his living spells was destroyed as Pallis drove them off. The undead caused him to lose many spells, abilities, and skills.
- During the fight, Pallis overheard a vampire mention that "The Dark Prince and the Lady will reward them." When they fled, another said that "a collection team would come by in a couple days." Pallis hid to attempt to ambush the collection team.
- Pallis confirms that the Dread Witch is a servant of Iuz. He also thinks that the Dread Witch is nearing the end of her experiments, and will leave the area when she is finished.
- Pallis did not think that he would be able to expose Lady DeCrainte. In a "he said/she said" situation, nobility wins. However, if the PCs were to take up his cause, the Church of St. Cuthbert might make a full investigation.
- If asked why Lady DeCrainte would send him to his death, Pallis claims to have no idea (not true). If pressed on the issue, Pallis admits to having voyeuristic tendencies, and he was caught hovering around Lady DeCrainte's room at inappropriate times. At first, he thought she was just trying to get rid of him. Now, he thinks that he may have gotten close to discovering her secret.

Pallis's trauma has left him unable to answer most other questions, including the nature of his research and how he created living spells. If he is asked about what the PCs should do next or the threat level of Lady DeCrainte and/or the Dread Witch, or if the PCs have run out of questions to ask him, read the following text:

Pallis, regaining a small portion of his strength, stands up. "Noble adventurers, it appears that you have a choice to make. The Lady DeCrainte and her 'Dark Prince' are as much a threat as the Dread Witch. However, confronting the Lady would give the Witch the opportunity to finish her work and leave. On the other hand, if you defeat the Witch, the Lady will flee with the research she has. If you choose to attack Gullkeep, I will be on my way; in my weakened condition I would be of little help to you. If you

return to Crockport, I will bear witness against the Lady. I leave the choice to you."

If asked, Pallis expresses a preference for exposing Lady DeCrainte. If the PCs ask Pallis about the possibility of taking on both Lady DeCrainte and the Dread Witch, he grows pale (even more so than usual) and says:

"The Lady and the Witch are both formidable opponents! Only those lacking in all sense would engage in a fool's errand like that."

Development: If the PCs choose to take on the Dread Witch, skip ahead to Encounter Seven. If this is the case, Thrommel sends a force to finish Pallis off. Without Pallis's testimony, the PCs are unable to implicate Lady DeCrainte, and she gets away with the research after the adventure.

If the PCs want to return and confront Lady DeCrainte, continue to Encounter Six.

Particularly courageous (or foolish) parties may choose to split the party and deal with both threats at once. If this is the case, run both Encounters Six and Seven and accelerate the remainder of the adventure.

Encounter Six: Nabbing the Naughty Noble

Due to scrying sensors hidden in Pallis's equipment, Lady DeCrainte is aware that the tables have been turned on her. She and her servant Brick meet the PCs a few hundred yards outside of the city, without alerting Cataryna or Overseer Desmart to her actions. PCs should establish a marching order for the trip back to Crockport, including Pallis. His location vis-à-vis Brick at the start of the next combat could be critical to his survival.

The PCs return to the city at night regardless of their intentions since the fear aura continues to interfere with their senses. As a result, the PCs do not see Lady DeCrainte well enough to use ranged attacks until she is forty feet away (sixty feet away for PCs with darkvision, or eighty for those with low-light vision). If there is a PC with low-light vision or darkvision in the party, adapt the read-aloud text appropriately.

If PCs think to disguise Pallis as a prisoner, allow Lady DeCrainte a Spot check (opposed by the disguise check) to realize he is not a prisoner. If she succeeds, continue as below, modifying read aloud text as needed to reflect her increased agitation that they attempted to trick her. If the PCs are successful in this disguise, the lady approaches with the belief that the PCs do not suspect her and Pallis is a prisoner. Allow PCs a surprise

round, if desired. Otherwise, allow the Lady a new Spot check each round spent in parlay.

As you approach the city of Crockport from the east, you notice that Lady DeCrainte is coming to meet you, and that she is accompanied by a hulking human wielding a greatsword. Her rage at you can be seen even from a hundred feet away. When she is forty feet away, she starts to shout at you.

"What were you thinking, bringing this traitor back here? Why is the aura of fear still active? I thought your mission was clear – to eliminate the Dread Witch, and to capture or kill the bard! Clearly, you have done neither, and you are letting the betrayer walk free!"

Pallis snaps back at the noblewoman. "Let the Cudgel decide who is the traitor! You sent me on a suicide mission, and then sent the Dark Prince's undead legions to ensure my death!"

Lady DeCrainte replies, "I see now that you wish not only to betray us to the Old One, but seek to conspire with those who would remove our noble council." She nods to the man standing next to her. "The adventurers are not important. Kill the bard."

As the Lady and her guard close in, Pallis remarks quietly, "If we kill the Lady, all our lives are immediately forfeit. We have to get through this with all of us alive."

As Brick closes in, you (indicate the PC who received Player Handout 1 in Encounter One) *think that he seems a little pale, and that his armor is darker than that normally produced by smiths. Are your nightmares coming true by proxy?*

The PC who received Player Handout 1 is shaken for the remainder of this encounter.

Creatures:

APL 2 (EL 5)

Lady Marlene DeCrainte: hp 9, see Appendix.

Brick: hp 22, see Appendix.

APL 4 (EL 7)

Lady Marlene DeCrainte: hp 17, see Appendix.

Brick: hp 38, see Appendix.

APL 6 (EL 9)

Lady Marlene DeCrainte: hp 25, see Appendix.

Brick: hp 52, see Appendix.

APL 8 (EL 11)

Lady Marlene DeCrainte: hp 35, see Appendix.

Brick: hp 67, see Appendix.

Tactics: Lady DeCrainte's primary objective is Pallis's death. Once this is done, she and Brick attempt to withdraw from combat and only attack the PCs if they are assaulted. Because saving Pallis is the primary purpose of this encounter, the EL has been increased by 1.

If the PCs force Lady DeCrainte and Brick into combat after Pallis has died, they attempt to focus their assault on the PC who received Player Handout 1 in Encounter One. However, they do not give up a tactical advantage or put themselves in extra danger to do so.

Lady DeCrainte and Brick have no interest in killing the PCs. In the event that all characters are knocked unconscious, combat ends with no more PC death than has already occurred.

At APLs 2 and 4, if more than half the PCs are level 3 or below, Brick delays until after Lady DeCrainte acts. Lady DeCrainte fires a *color spray* into the party, affecting as many PCs as possible while still including Pallis in the cone. If more than half the PCs are level 4 or higher, Brick rages, charges and attacks the nearest spellcaster, staying near Pallis if possible. Lady DeCrainte casts a Sudden Extended *glitterdust* centered on Pallis. Afterward, she uses *color spray* until Pallis is unconscious. When Lady DeCrainte has immobilized Pallis, Brick rages and uses his Death Blow feat to perform a coup de grace on Pallis as a standard action. If the PCs continue to attack him, he prioritizes spellcasters when he attacks.

At APL 6, Lady DeCrainte casts a Sudden Extended *hold person* on Pallis. If Pallis fails his save, Brick attempts to coup de grace him. If Pallis makes his save, Lady DeCrainte uses *color spray* on Pallis until he falls unconscious. While Pallis is not helpless, Brick attempts to close with Pallis, fighting any PCs who get in his way. When Brick rages, he uses his Intimidating Rage feat to demoralize the PC who he considers to be the biggest physical challenge.

At APL 8, Brick rages and charges Pallis, and Lady DeCrainte attempts to use *phantasmal killer*. If this fails, continue with APL 6 tactics.

At all APLs, Pallis knows that his goose is cooked. He uses his actions to withdraw, keeping as many PCs between himself and Brick as possible. When the opportunity presents itself, he casts *inspirational boost* and uses his inspire courage bardic music ability, granting the PCs who remain between him and Brick and

any PCs adjacent to Brick a +2 morale bonus to attack rolls, weapon damage rolls, and saving throws versus charm and fear effects.

If Pallis thinks he's *really* in trouble, (for example, if Brick has a charge line that he's about to use), he attempts to use his scroll of *limited wish* (through Use Magic Device) to imitate the *mislead* spell. If this succeeds, Pallis flees while his double appears to perform for the three rounds before it disappears. Lady DeCrainte, Brick, and the PCs may each make a DC 22 Spellcraft check to identify the spell. If Brick or Lady DeCrainte does so, they ignore the image and attempt to spot Pallis, and Lady DeCrainte casts *glitterdust* thirty feet behind the image if she is able (successfully guessing Pallis's action and centering the spell on him). A mishap using this scroll causes Pallis to take 1d6 fire damage and shed light as a torch, as though the *light* spell had been cast on him.

If the PCs knock Lady DeCrainte unconscious without killing her, remain in initiative until she is either stable (through the PCs actions or the game mechanics) or dead. Killing her in combat, while not an evil act, carries serious repercussions.

Treasure:

APL 2: Loot – 54 gp each, Coin – 130 gp each, Magic – +1 *Noble's Outfit* (89 gp each), *brooch of shielding* (125 gp each), *Lady DeCrainte's Ring* (0 gp).

APL 4: Loot – 0 gp, Coin – 138 gp each, Magic – +1 *Noble's Outfit* (89 gp each), *brooch of shielding* (125 gp each), +1 *greatsword* (196 gp each), +1 *chainmail* (108 gp each), *Lady DeCrainte's Ring* (0 gp).

APL 6: Loot – 0 gp, Coin – 0 gp, Magic – 2 *cloaks of resistance* +1 (166 gp each), +1 *Noble's Outfit* (89 gp each), *brooch of shielding* (125 gp each), +1 *greatsword* (196 gp each), +1 *chainmail* (108 gp each), *Lady DeCrainte's Ring* (0 gp).

APL 8: Loot – 0 gp, Coin – 0 gp, Magic – *cloak of resistance* +1 (83 gp each), +1 *Noble's Outfit* (89 gp each), *brooch of shielding* (125 gp each), +1 *magebane greatsword* (696 gp each), +1 *chainmail* (108 gp each), *tunic of steady spellcasting* (208 gp each), *Lady DeCrainte's Ring* (0 gp).

Development: If the PCs defeated Lady DeCrainte and saved Pallis, proceed to Conclusion A at the end of combat.

If the PCs defeated Lady DeCrainte, but Pallis died, the PCs have no way to reasonably implicate Lady DeCrainte, as divination reveals only that the PCs believed Pallis's story, not if the story was actually true. The PCs may be frustrated by this. If excess protest

occurs, remind the players that Furyondy is a feudal monarchy and typically the nobles are considered inherently better than commoners (even adventuring ones). Therefore, there must be absolute evidence of wrongdoing to even have a chance of winning a legal battle. Proceed to Conclusion B.

If the PCs express interest in resolving the issue with force, remind them that Lady DeCrainte is currently allied with two extremely powerful good-aligned clerics. Even if they were acting in the right, which they would not be, they are likely out of their league. If the PCs persist in pursuing this line of action, Cataryna and Overseer Desmart immediately intervene on Lady DeCrainte's behalf and command the PCs to stand down and withdraw. If the PCs attack the clerics, they are committing an evil act. Any clerics of good or lawful deities and paladins immediately lose their class abilities (including prepared spells) and require an *atonement* to get them back. Further, both Cataryna and Overseer Desmart attack any party members who do not withdraw, using the most effective and efficient means at their disposal (see 6th and 7th level cleric spells in the *PHB* and/or *SC* for options). There are two exceptions to this. First, if a PC attacks for nonlethal damage, the clerics attack that PC for nonlethal damage. Second, any PC that surrenders during combat immediately has his or her surrender accepted. Note that once combat has begun, Cataryna warns PCs again to back off or be considered a party to the attack. Any PCs who do not state they are withdrawing or surrender at this point are considered in allegiance with those attacking and are included, whenever possible, in area of effect spells, etc. This combat will likely result in PC death, and any PC killed in this manner CANNOT be raised by ANY cleric of Trithereon or St. Cuthbert. This is a result of the deities' refusal to grant the spell given their actions, so this applies even if there are PC clerics of these deities. PCs who wish to have an *atonement* cast on them immediately following this adventure must pay an additional TU in order to find a cleric willing to cast the spell on them. Proceed to Conclusion B.

If the PCs lost the battle, Lady DeCrainte brings the PCs in for questioning and punishment; proceed to Conclusion C.

If the PCs kill Lady DeCrainte, then they have a BIG problem: they have killed a noble in cold blood and have no way to definitively implicate her in the conspiracy to kill Pallis. Proceed to Conclusion D.

If the PCs chose to defeat both Lady DeCrainte and the Dread Witch, proceed to Encounter Seven.

Encounter Seven: Facing Fears

The distance from the encounter with Pallis to Gullkeep is sixteen miles, a full day's journey for a creature with 20-foot movement. Determine how long the PCs took to travel here and refer to DM Aid 2. The Dread Witch leaves Gullkeep 36 hours after the combat in Encounter Two. A party who took Buxea's advice and used mounts and only rested once can easily make it in time but other parties may find themselves out of luck. It is likely that those who returned to Crockport with Pallis do not arrive in time to encounter the witch.

As you reach Gullkeep, you realize that finding the Dread Witch will be an extremely daunting task. The keep is completely ruined, both from the epic combat between good and evil that took place here and from the deific intervention that ended the battle. Entire pieces of the keep lay about, providing ample cover for any who might wish to hide. Further, the wasted landscape makes tracking difficult. It seems that locating your quarry will be a matter of time – and luck.

Take note of which spells the PCs cast when they enter the keep and track time spent beginning at this point. If they take a long time to search for the Dread Witch, some of the spells' durations may have expired.

Gullkeep is a large ruined military outpost (five hundred feet by five hundred feet). It takes a very long time to search without the use of skills. The PCs can locate the Dread Witch using the following methods. Allow other innovative strategies, improvising the time it takes to search based on the examples.

- Tracking: A DC 19 Survival check allows the PCs to find the Dread Witch's hideout in one hour (half an hour if the tracker beats the DC by 5 or more).
- Process of elimination: A DC 15 Knowledge (architecture and engineering) check allows the PCs to recognize indefensible locations in the keep and avoid searching them; it takes two hours to find the Dread Witch. A DC 20 Knowledge (architecture and engineering) check allows the PC making the check to identify the most defensible position in the keep at a glance. It takes thirty minutes to find the Dread Witch.

If the PCs do not possess these skills and cannot think of another strategy, they must find the Dread Witch the hard way – by searching every room in the keep until they locate her. After 1d3 hours, they PCs stumble across the Dread Witch's hideout, and she ambushes them.

The Dread Witch is hiding behind a fallen wall in the northeastern corner of the keep. At APLs 4 through 8, her allies are in a chamber forty feet to the west of the Witch's hiding place.

When the PC who received Player Handout #2 in Encounter One sees the Dread Witch for the first time, read the following text:

When you lay eyes on this fell creation of Old Wicked, her smile reminds you of a grinning skull and a demon. Could it be that your nightmares will come true through proxy?

The PC who received Player Handout 2 is shaken for the remainder of this encounter.

Creatures:

APL 2 (EL 5)

Dread Witch: hp 40, see Appendix 1.

APL 4 (EL 7)

Dread Witch: hp 40, see Appendix 1.

Advanced Raiment (3): hp 47 each, see Appendix 1.

APL 6 (EL 9)

Dread Witch: hp 52, see Appendix 1.

Entombed (2): hp 52 each, see Appendix 1.

APL 8 (EL 11)

Dread Witch: hp 66, see Appendix 1.

Bloodrot (2): hp 65 each, see Appendix 1.

Tactics: Any PC who fails a save against a fear effect cast by the Dread Witch flees to the west unless he or she has been made aware of the lurking monsters. If no PC flees to the west, the monsters begin moving toward combat one round after the first sounds of combat can be heard.

Refer to DM Map 3 for the physical properties of the floor and walls in this encounter.

The Dread Witch and any intelligent monsters focus their assault first on the PC who received Player Handout #2 in Encounter One but they do NOT put themselves in extra danger to do so.

At all APLs, the Dread Witch uses her first round of combat to cast *death armor* using her *lesser metamagic rod of silent spell*. Then, she attempts to remain hidden and uses the "arrow slit" (actually a small hole in the collapsed wall) to cast fear spells on the PCs. Once she is forced out of hiding, she attempts to use fear effects and ranged spells on the PCs until at least half the PCs have closed with her. Then, she makes liberal use of her touch

spells, negative energy aura and, at APLs 6 and 8, the Profane Lifeleech feat. When using the negative energy aura, she tries to include the other undead in the aura's range, as it heals them.

At APL 4, the raiments attack the nearest PC that is size Large or smaller.

At APL 6, the entombers attempt to use their entomb ability against any PCs that come their way, placing a priority on the PCs with the smallest size, then those with the lightest armor.

At APL 8, the bloodrots attack the nearest PC that is not infected with blood fever. If multiple PCs are at the same distance apart or within reach (ten feet), roll randomly to determine which one the bloodrot attacks. As an undead, the Dread Witch is immune to blood fever, and the bloodrots do not attack her.

Treasure:

APL 2: Loot – 21 gp each, Coin – 8 gp each, Magic – *lesser metamagic rod of silent spell* (250 gp each), *vest of resistance +1* (83 gp each).

APL 4: Loot – 21 gp each, Coin – 0 gp, Magic – *lesser metamagic rod of silent spell* (250 gp each), *vest of resistance +1* (83 gp each).

APL 6: Loot – 21 gp each, Coin – 0 gp, Magic – *lesser metamagic rod of silent spell* (250 gp each), *vest of resistance +2* (333 gp each).

APL 8: Loot – 21 gp each, Coin – 0 gp, Magic – *lesser metamagic rod of silent spell* (250 gp each), *vest of resistance +2* (333 gp each), *cloak of charisma +2* (333 gp each), *scroll of summon undead IV* (58 gp each).

Development: If the PCs have taken Pallis prisoner, they must decide at this point whether they wish to return him to Crockport conscious and bound or unconscious. This affects which church's favor the party receives. Proceed to the conclusions section below, noting the general description as well as the conclusion for the outcome the PCs achieved.

Conclusions

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.

If the PCs attempted to defeat both Lady DeCrainte and the Dread Witch and did not defeat both while keeping Pallis alive, each PC receives the conclusion appropriate to his or her specific actions during the adventure. PCs who attacked Lady DeCrainte may receive Conclusion A, B, C or D and those who attacked the Dread Witch may receive Conclusions E, F, G, H, or I.

There are two conclusions that the PCs may receive regardless of the overall results of the adventure. If a PC failed a save against one of the Dread Witch's fear effects, he or she receives Conclusion L. If a PC killed Pallis, he or she receives Conclusion M.

Conclusion A: The PCs defeat Lady DeCrainte and save Pallis's life.

While you did not complete your mission, you have accomplished a task of equal importance. Upon returning to the city of Crockport, Pallis informs the authorities of Lady DeCrainte's crimes. After divinations on both individuals reveal no falsehoods, both are ordered to remove all equipment and submit to the same divinations. Then it is discovered that Lady DeCrainte had obscured her evil tendencies and lied to both the authorities and PCs. In particular, divinations were able to discover her benefactor and source of information about the Dread Witch – Prince Thrommel. One of the Prince's allies in the Furyondy nobility has been dealt with, and an innocent man's life has been saved.

Cataryna and Overseer Desmart are dismayed that you did not defeat the Dread Witch, but express their thanks that you did what right, even if it isn't what you were asked.

Some time later, Pallis approaches your group. "I cannot thank you enough for saving my life and believing my story. Your heroics will make superb tales for the bards of the future. I have contacted my comrades at the Furyondy Players, and we offer to teach you some of the special skills that we have discovered in our research. I realize that it is small thanks, but I hope that you will enjoy our hospitality the next time you visit Caronis."

After a few days, the fear aura over Crockport dissipates, seemingly of its own accord. The city is no longer at risk. While you are not certain of the cause of this reversal, you have a feeling that this week's events will haunt you in the future...

The PCs receive the Favor of Pallis and Favor of the Furyondy Players AR items. One (and only one) PC at the table MAY chose to take Lady DeCrainte's ring at no cost.

Conclusion B: The PCs defeat Lady DeCrainte, but Pallis is killed.

Your victory over Lady DeCrainte, valiant though it was, was for naught. Without Pallis, Cataryna and Overseer Desmart have no reason to believe your tale of the Lady's deception. Both express their disappointment at your failure to deal with the Dread Witch, and Overseer Desmart wishes to have you all pressed into service for your assault on a noble of Furyondy, backing down only when Cataryna convinces him that you were fooled by Pallis just as much as they.

After a few days, the fear aura over Crockport dissipates, seemingly of its own accord. The city is no longer at risk. While you are not certain of the cause of this reversal, you have a feeling that this week's events will haunt you in the future...

The PCs do NOT gain access to Pallis's equipment. One (and only one) PC at the table MAY chose to take Lady DeCrainte's ring at no cost.

If any PC attacked Cataryna and Overseer Desmart after they were specifically told to stand down and withdraw, read the following text:

After Cataryna has finished her conversation with others in the Crockpot Inn, including your less foolish companions, and sent them away, she subjects you to her full fury. Her eyes seem to blaze the same color as her hair as she begins to lecture you in a tone that suggests any protest from you would light off a very short fuse. "You idiots have committed a grave mistake. Not only have you allowed a force of evil to escape and run amok, but you come back and insult us with this assault. It takes a grave circumstance for Overseer Desmart and I to agree on anything, and a miracle for us to agree twice in the same week. But that seems to have happened. From this point forward, when you seek help from the Summoner or the Cudgel, you will find nothing but locked doors. No supplications for even the most basic of spellcasting will be accepted. Those of you already following one of our faiths are excommunicated. Leave." With that, she leaves you to wonder: What could be worse than having two churches of vengeance deities angry with you?

These PCs receive the Enmity of the Churches of Vengeance AR item.

Conclusion C: Lady DeCrainte and Brick defeat the PCs.

When you come to, you find a distressing sight. Overseer Desmart, Cataryna, and Lady DeCrainte are arguing over what is the appropriate course of action to take against you. The criminal charges are stacking up. Serious assault, sedition, and treason are obvious, but more could easily be added. Eventually, Overseer Desmart comes up to your party. "As the highest-ranking priest of the Cudgel, I hand down your sentence for crimes against the kingdom of Furyondy. It seems," he says, shooting a glare at Cataryna, "that your service to the kingdom in the past is reason enough to reduce your sentence. We will dismiss the charges of treason and sedition; after all, we were all fooled by Pallis's deceptions. However, due to actions that you took of your own accord," and with this he glances at Lady DeCrainte, "you are to serve a sentence of no less than twenty weeks in pressed service to the kingdom as punishment for Serious Assault against a noble of Furyondy. You should be grateful; this is a light sentence." With that, he calls guards, and you are led away for a twenty-week tour in Castle Greylode.

After a few days, so the rumors say, the fear aura over Crockport dissipates, seemingly of its own accord. The city is no longer at risk. While you are not certain of the cause of this reversal, you have a feeling that this week's events will haunt you in the future...

Each PC loses 20 TUs (mark this off in the "other TUs spent" column of the AR). They do NOT gain access to Pallis's equipment.

Any PC who offered to claim responsibility for the actions of a PC who failed to give evidence of loyalty receives a harsher sentence and loses an extra 10 TUs (for a total of 30).

Conclusion D: The PCs kill Lady DeCrainte.

What is right is not always legal. Your role in the death of Lady DeCrainte has not only sealed Pallis's doom, but implicated you as a conspirator in her murder and his treason. Without the ability to compare Lady DeCrainte's testimony with Pallis's, the law of the land sides with the noble. Pallis is captured and swiftly executed. With him out of the way, the

law must deal with you. Overseer Desmart, as a representative of the church responsible for enforcing the law, thankfully shows mercy. Perhaps a thirty-five week tour in Castle Greylode will teach you your proper place in the kingdom.

If any PC attacked Cataryna and Overseer Desmart after they were specifically told to stand down and withdraw, read the following text:

As you leave the courthouse, Cataryna moves up to you, and subjects you to her full fury. Her eyes seem to blaze the same color as her hair as she begins to lecture you in a tone that suggests any protest from you would light off a very short fuse. "You idiots have committed a grave mistake. Not only have you allowed a force of evil to escape and run amok, but you come back and insult us with an assault. It takes a grave circumstance for Overseer Desmart and I to agree on anything, and a miracle for us to agree twice in the same week. But that seems to have happened. From this point forward, when you seek help from the Summoner or the Cudgel, you will find nothing but locked doors. No supplications for even the most basic of spellcasting will be accepted. Those of you already following one of our faiths are excommunicated." With that, she turns and leaves in a huff. What could be worse than having two churches of vengeance deities angry with you?

These PCs receive the Enmity of the Churches of Vengeance AR item.

Regardless, conclude with the following:

After a few days, so the rumors say, the fear aura over Crockport dissipates, seemingly of its own accord. The city is no longer at risk. While you are not certain of the cause of this reversal, you have a feeling that this week's events will haunt you in the future...

The PCs do NOT gain access to Pallis's equipment. One (and only one) PC at the table MAY chose to take Lady DeCrainte's ring at no cost. Each PC loses 35 TUs (mark this off in the "other TUs spent" column of the AR). Any PC who offered to claim responsibility for the actions of a PC who failed to give evidence of loyalty receives a harsher sentence and loses an extra 17 TUs (for a total of 52). This are considered "out of game" TUs (and thus do NOT count toward the Enmity item on the AR).

Conclusion E: The PCs defeat the Dread Witch and bring Pallis back conscious and bound to stand trial.

It is a great day for the kingdom of Furyondy and the city of Crockport. The Dread Witch has been destroyed, and the aura of fear surrounding the city has dissipated. Her work done, Lady DeCrainte has already left town, but she leaves you a message thanking you for your work. This message is hand-delivered to you by none other than Overseer Redankin Desmart, who heartily thanks you on his own part for bringing Pallis back for trial, which starts immediately on your return.

With the evidence against him left by Lady DeCrainte, the trial is a rapid one. Pallis is convicted of treason and executed. Following the trial, Overseer Desmart summons you for a private meeting. "It is good to see that there are still people in our kingdom who respect justice. I hope that in the future, you will serve as well in missions for the church as you have in this one." With that, he grants you leave as he prepares for his return to Chendl, his work here finished.

However, some questions still nag at you about the ordeal you've faced. Why did Lady DeCrainte leave so quickly, without even waiting to thank you or give direct testimony herself? How did an individual as powerful as Pallis become so weak literally overnight? Are there forces at work here that you did not discover? Only time will tell when, or if, your questions will be answered...

PCs receive the Favor of St. Cuthbert AR item. They also gain access to Pallis's equipment.

Conclusion F: The PCs defeat the Dread Witch and bring Pallis back unconscious to stand trial.

It is a great day for the kingdom of Furyondy and the city of Crockport. The Dread Witch has been destroyed, and the aura of fear surrounding the city has dissipated. Her work done, Lady DeCrainte has already left town, but she leaves you a message thanking you for your work. This message is hand-delivered to you by none other than Cataryna, who heartily thanks you on her own part for bringing Pallis back for trial, which starts immediately on your return.

With the evidence against him left by Lady DeCrainte, the trial is a rapid one. Pallis is convicted

of treason and executed. Following the trial, Cataryna summons you for a private meeting. "You have done well in exacting righteous vengeance upon those who would do evil. Those of you who follow the faith of the Summoner have my recommendation to join our elite ranks. Keep in touch." With that, she grants you leave as she prepares for her return to Chendl, her work here finished.

However, some questions still nag at you about the ordeal you've faced. Why did Lady DeCrainte leave so quickly, without even waiting to thank you or give direct testimony herself? How did an individual as powerful as Pallis become so weak literally overnight? Are there forces at work here that you did not discover? Only time will tell when, or if, your questions will be answered...

PCs receive the Favor of Trithereon AR item. They also gain access to Pallis's equipment.

Conclusion G: The PCs defeat the Dread Witch, and kill Pallis themselves.

It is a great day for the kingdom of Furyondy and the city of Crockport. The Dread Witch has been destroyed, and the aura of fear surrounding the city has dissipated. You have also defeated a traitor to the kingdom. Her work done, Lady DeCrainte has already left town, but she leaves you a message thanking you for your work.

However, some questions still nag at you about the ordeal you've faced. Why did Lady DeCrainte leave so quickly, without even waiting to thank you or give testimony herself? How did an individual as powerful as Pallis become so weak literally overnight? Are there forces at work here that you did not discover? Only time will tell when, or if, your questions will be answered...

The PCs gain access to Pallis's equipment.

Conclusion H: The PCs defeat the Dread Witch, but Pallis flees.

It is a great day for the kingdom of Furyondy and the city of Crockport. The Dread Witch has been destroyed, and the aura of fear surrounding the city has dissipated. Her work done, Lady DeCrainte has already left town, but she leaves you a message thanking you for your work. Buxea gives you the message upon your return to the Crockpot Inn. Overseer Desmart and Cataryna are there, tolerating their last meal together before they return to their

normal duties in Chendl. They thank you for dealing with the Dread Witch, but express disappointment at your failure to bring Pallis back to them. If you provide testimony regarding Lady DeCrainte's misdeeds, they scold you, as Pallis's word holds little weight when compared to that of a noble. Perhaps if you had you brought him back alive, something could have been done.

A couple days later, news arrives that the body of a bard was found in the Willip countryside. He was wearing the attire of someone with a high position in the Furyondy Players, and he appeared to be wasted away despite the recency of his death. The dispatch marks it as the work of the Master of Bronzeblood, but you have doubts. It seems that Pallis was right in his accusations after all. You have defeated one threat to the kingdom, but may have allowed the powers of that threat to be wielded by another of Furyondy's enemies. Only time will tell if the next Dread Witch Project will fare better than Old Wicked's...

The PCs do NOT gain access to Pallis's equipment.

Conclusion I: The PCs are defeated by the Dread Witch.

It is a dark day for the kingdom of Furyondy. The adventurers who were sent out to investigate the aura of fear saturating the Barony of Kalinstren did not return from their mission. Only the worst is expected, especially since everyone is Crockport has their concerns enhanced by the fear aura. Lady Marlene DeCrainte attempted to divine what had happened to them, but was only able to discover the result of their efforts to eliminate the traitor Pallis.

After a few days, the fear aura over dissipates, seemingly of its own accord. The city is no longer at risk. However, the fear of the city's population remains after it occurred to a local band of adventurers that Gullkeep may be safe for exploration once more. During their delve, they discover a number of perfectly preserved corpses, their faces frozen with fear. After their souls are returned to their bodies by their respective faiths, they can tell no tales of their adventure. Whatever happened to you will most likely happen again, possibly with dire results...

All PCs receive the Affected by Fear AR item (whether they failed a save against the Dread Witch's abilities or not). The PCs do not gain access to Pallis's equipment.

Conclusion J: The PCs are able to defeat Lady DeCrainte, defeat the Dread Witch, and save Pallis's life.

You are used to receiving congratulations from your employers only in the "it's all in a day's work" sense. Today, however, the people of the city of Crockport have pulled out all the stops, using their meager resources to hold a feast in your honor. Not only were you successful in removing a known threat to the kingdom of Furyondy, but you also saved the life of an innocent man and exposed a sympathizer of the Dark Prince in the ranks of the kingdom's nobles. Seated at the head of the table with you are high priestess Cataryna, Overseer Redankin Desmart, and Pallis Strandor. Cataryna offers you service in the ranks of those who serve the Summoner and a unique magic spear. Overseer Desmart offers you a position in the ranks of St. Cuthbert's harriers. Pallis offers to let you peruse the greatest magical instruments in the kingdom and promises to teach you abilities that will help you deal with future adventures. You know that adventuring has its good days and its bad days. But right now, you'd be hard pressed to think of what the bad days are.

The PCs receive the Favor of Pallis, Favor of the Furyondy Players, Favor of Trithereon, and Favor of St. Cuthbert AR items. The PCs gain access to Pallis's equipment. One (and only one) PC at the table MAY chose to take Lady DeCrainte's ring at no cost.

Conclusion K: The PCs decide at some point to abandon their mission.

It's been said that true heroes know when they face an unbeatable foe. Perhaps that is what occurred this time. All there is to do now is to go to the tavern, wash your failures away with strong ale, and know that there will be other missions – other opportunities to prove your mettle and serve your kingdom. Hopefully, your other opportunities work out better than this one.

If the PCs killed Pallis, they receive his equipment.

Conclusion L: Any PC who failed a Will save against a fear effect of the Dread Witch receives this conclusion, in addition to any other above.

Despite the dissipation of the fear aura, you feel ill at ease, as though something is always watching your

back. This sensation is especially present when you think back on your adventure to Gullkeep and the bizarre undead witch you met there. Then one night, you have a haunting and vivid dream similar to the one you had when you were approaching Crockport, except that this time, you are not surrounded by adventuring companions. Oddly, this does not frighten you; you now know that this is a dream and that you've faced worse in real life. You quickly eliminate the apparitions of Old Wicked and the Dark Prince, and awaken with the knowledge that, as an adventurer, there is little that you cannot accomplish as long as you keep your head.

This PC receives the Affected by Fear and Dread Witch AR items.

Conclusion M: If Pallis was killed by PC hands, the PC who dealt the final blow (and only that PC) receives this conclusion:

As you go to sleep following yet another adventure, you find to your horror that a remnant – or, perhaps more appropriately, revenant – of this mission is staying with you. Your dreams are haunted by the ghostly face of the late Master of Arcane Arts, Pallis Strandor. “Conspirator in fell deeds, ally of Thrommel the cursed, receive my revenge. It will not bring me back to life, but I hope that it reminds you to be more careful about choosing your allies in the future...”

Upon waking, you are grateful to find that the apparition was just a dream. However, every so often, you can feel that ghostly presence watching over you, constantly haunting you with the knowledge that this time, you chose poorly...

The PC receives the Haunted AR item.

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 the grues/necromentials:

APL2 120 xp

APL4 180 xp

APL6 240 xp

APL8 300 xp

Encounter Two

Defeat the living spell:

APL2 90 xp

APL4 150 xp

APL6 210 xp

APL8 270 xp

Encounter Six

Save Pallis's life:

APL2 50 xp

APL4 70 xp

APL6 90 xp

APL8 110 xp

Defeat Lady DeCrainte and Brick:

APL2 100 xp

APL4 140 xp

APL6 180 xp

APL8 220 xp

Encounter Seven

Defeat the Dread Witch and her minions:

APL2 150 xp

APL4 210 xp

APL6 270 xp

APL8 330 xp

Story Award

Successfully implicated Lady DeCrainte OR Removed the fear aura:

APL2 45 xp

APL4 67 xp

APL6 90 xp

APL8 112 xp

Discretionary roleplaying award

APL2 45 xp

APL4 68 xp

APL6 90 xp

APL8 113 xp

Total possible experience:

APL2 450 xp

APL4 675 xp

APL6 900 xp

APL8 1125 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 Four: Pallis

APL 2: L: 8 gp, C: 72 gp, M: 0 gp.

APL 4: L: 8 gp, C: 0 gp, M: *scroll of limited wish* (CL 15th)(343 gp).

APL 6: L: 8 gp, C: 0 gp, M: *scroll of limited wish* (CL 15th)(343 gp).

APL 8: L: 8 gp, C: 0 gp, M: *scroll of limited wish* (CL 15th)(343 gp).

Encounter Six: Lady DeCrainte

APL 2: L: 54 gp, C: 130 gp, M: 214 gp: +1 *noble's outfit* (89 gp), *brooch of shielding* (125 gp).

APL 4: L: 0 gp, C: 132 gp, M: 518 gp: +1 *noble's outfit* (89 gp), *brooch of shielding* (125 gp), +1 *greatsword* (196 gp), +1 *chainmail* (108 gp).

APL 6: L: 0 gp, C: 0 gp, M: 684 gp: 2 *cloak of resistance* +1 (83 gp each), +1 *noble's outfit* (89 gp), *brooch of shielding* (125 gp), +1 *greatsword* (196 gp), +1 *chainmail* (108 gp).

APL 8: L: 0 gp, C: 0 gp, M: 1392 gp: 2 *cloak of resistance* +1 (83 gp each), +1 *noble's outfit* (89 gp), *brooch of shielding* (125 gp), +1 *magebane greatsword* (696 gp), +1 *chainmail* (108 gp), *tunic of steady spellcasting* (208 gp).

Encounter Seven: Dread Witch

APL 2: L: 21 gp, C: 8 gp, M: 333 gp: *vest of resistance* +1 (83 gp), *lesser metamagic rod of silent spell* (250 gp).

APL 4: L: 21 gp, C: 0 gp, M: 333 gp: *vest of resistance* +1 (83 gp), *lesser metamagic rod of silent spell* (250 gp).

APL 6: L: 21 gp, C: 0 gp, M: 583 gp: *vest of resistance* +2 (333 gp), *lesser metamagic rod of silent spell* (250 gp).

APL 8: L: 21 gp, C: 0 gp, M: 974 gp: *vest of resistance* +2 (333 gp), *lesser metamagic rod of silent spell* (250 gp), *cloak of charisma* +2 (333 gp), *scroll of summon undead IV* (58 gp).

Total Possible Treasure:

(It is not expected that PCs will obtain treasure from both Encounter Six AND Encounter Seven; likely they will experience only one of those encounters. Thus, the totals listed below are well over what PCs

are likely to actually earn and the GM is reminded to calculate treasure based on the Encounters completed only)

APL 2: L: 83 gp; C: 202 gp; M: 547 gp – Total: 832 gp (maximum 450 gp)

APL 4: L: 29 gp; C: 132 gp; M: 1194 gp – Total: 1355 gp (maximum 650 gp)

APL 6: L: 29 gp; C: 0 gp; M: 1610 gp – Total: 1639 gp (maximum 900 gp)

APL 8: L: 29 gp; C: 0 gp; M: 2709 gp – Total: 2738 gp (maximum 1300 gp)

Special

Favor of Pallis: Pallis will teach you one of the following spells (cross off all others): *incite*, *inhibit*, *ironthunder horn*, or *ooze puppet* (SC). Members of the Furyondy Players may also purchase one *instrument of the bards* (CA) valued at 25,000 gp or less. Record the instrument chosen: _____.

Favor of the Furyondy Players: PCs gain access to the Haunting Melody feat (HH).

Affected by Fear: This PC gains access to the Unnatural Will feat (HH) and has been deeply affected by the fear aura which may have effects in future adventures.

Dread Witch: You failed a save versus fear, meeting the special requirements of the Dread Witch class.

Haunted: Pallis's ghost has pledged to haunt you for eternity. Every time this character rolls initiative in a Furyondy regional adventure, roll 1d10. On a 7, this PC is affected by the *crushing despair* spell (caster level 15th). This curse may only be removed by a *remove curse*, *break enchantment*, *wish*, or *limited wish* cast by a bard of 15th level or higher.

Favor of Trithereon: Members of the Church of Trithereon gain adventure access to *javelins of lightning*. Clergy of the faith may join the Templars after only one month (4TUs) assuming all other criteria are met.

Favor of St. Cuthbert: Clergy of the Church of St. Cuthbert may take levels in the Consecrated Harrier prestige class (CD).

Enmity of the Churches of Vengeance: This PC immediately loses membership in and all influence points from the Church of St. Cuthbert and Church of Trithereon. For one year from the date of this AR, this PC must pay triple lifestyle in any Furyondy regional adventure. This PC may not benefit from any spells cast by clerics of St. Cuthbert or Trithereon until one year has passed (52 TUs in play), and they obtain an *atonement*.

Lady DeCrainte's Ring: Only one PC per table may keep this ring. It cannot be sold. Inform the GM prior to beginning any Furyondy regional event if you possess this ring. It may come into play in future events.

Items for the Adventure Record

Item Access

APL 2:

- Brooch of shielding (Adventure; DMG; 1500 gp)
- Vest of Resistance +1 (Adventure; CA; 1000 gp)
- Lesser Metamagic Rod of Silent Spell (Adventure; DMG; 3000 gp)
- Scroll of Restoration (Adventure; DMG; 800 gp; **limit 2**)

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

- Scroll of limited wish, caster level 15th (Adventure; DMG; 4,125 gp, **limit 1**)

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

- Vest of resistance +2 (Adventure; CA; 4000 gp)

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

- +1 magebane greatsword (Adventure; CA; 8350 gp)
- Tunic of steady spellcasting (Adventure; CV; 2500 gp)

Combat Appendix – All APLs

Encounter Four

Pallis Strandor: Male human (Oeridian) Brd2; CR 2; Medium humanoid (human); HD 2d6+4; hp 14; Init +2; Spd 30 ft.; AC 16; touch 12, flat-footed 14; BAB/Grp +1/+0; Atk +0 melee (1d6-1, club); Full Atk +0 melee (1d6-1, club); SA spells, SQ bardic knowledge +3; countersong, *fascinate*, inspire courage +1; AL N; SV Fort +2, Ref +5, Will +2; Str 8, Dex 14, Con 14, Int 14, Wis 8, Cha 16.

Skills and Feats: Concentration +10, Diplomacy +7, Knowledge (arcana) +7, Listen +3, Perform (oratory) +8, Perform (string instruments) +8, Profession (astrologer) +2, Spellcraft +7, Use Magic Device +10; Skill Focus (Concentration), Skill Focus (Use Magic Device).

Countersong (Su): Twice daily, Pallis can counter magical effects that depend on sound by making a Perform check for each round of countersong. Any creature within thirty feet of Pallis who is affected by a sonic or language-dependent magical attack may use Pallis's Perform check result in place of his or her saving throw if desires. Countersong lasts for ten rounds.

Fascinate (Sp): Twice daily, Pallis can cause up to one creature within ninety feet that can see or hear him to become *fascinated* with him as per the spell. Pallis's Perform check result is the DC for the opponent's Will save. Any obvious threat breaks the effect. Fascination lasts two rounds.

Inspire Courage (Su): Allies (including Pallis) who can hear Pallis receive a +2 morale bonus on saves against charm and fear effects and a +1 morale bonus on attack and weapon damage rolls. The effect lasts for five rounds after the ally can no longer hear Pallis.

Spells known (3/1); save DC 13 + spell level: 0 – *daze*, *flare*, *mage hand*, *resistance*, *summon instrument*; 1st – *grease*, *inspirational boost*.

Possessions (APL 2): chain shirt, club.

Possessions (APL 4 to 8): chain shirt, club, *scroll of limited wish* (CL 15th).

Combat Appendix – APL 2

Encounter Two

Chaggrin: CR 2; Medium elemental (evil, earth, extraplanar); HD 3d8+12; hp 25; Init +0; Spd 30 ft., burrow 20 ft.; AC 16, touch 10, flat-footed 16; BAB/Grp: +2/+5; Atk +5 melee (1d6+3, claw); Full Atk +5/+5 melee (1d6+3, claws); SA sneak attack +1d6; SQ darkvision 60 ft., elemental traits, immunity to acid, spell disruption, tremorsense 30 ft.; AL NE; SV Fort +6, Ref +1, Will +1; Str 17, Dex 10, Con 16, Int 5, Wis 11, Cha 8.

Skills and Feats: Hide +2, Listen +4, Spot +4, Alertness, Toughness

Sneak Attack (Ex): A chaggrin's melee attack deals an extra 1d6 damage whenever its target is flanked or would be denied a Dexterity bonus to Armor Class (whether the target actually has a Dexterity bonus or not).

Spell Disruption (Su): Any spellcaster within 40 feet of a chaggrin who casts a spell with the earth descriptor must succeed on a DC 15 caster level check or have the spell fail. Within the same area of an such spell currently in effect, a chaggrin has a chance to dispel the effect as a free action, as if casting a targeted *dispel magic* (caster level 10th).

Ildriss: CR 2; Medium elemental (air, evil, extraplanar); HD 3d8; hp 13; Init +3, Spd fly 40 ft. (perfect); AC 16, touch 13, flat-footed 13; BAB/Grp: +2/+3; Atk +5 melee (1d6+1, slam); Full Atk +5 melee (1d6+1, slam); SQ darkvision 60 ft., elemental traits, invisible, immunity to electricity, spell disruption; AL NE; SV Fort +1, Ref +6, Will +1; Str 13, Dex 16, Con 10, Int 9, Wis 11, Cha 8.

Skills and Feats: Listen +4, Move Silently +5, Spot +4, Alertness, Weapon Finesse.

Invisible (Su): Ildrisses are naturally invisible, gaining total concealment.

Spell Disruption (Su): Any spellcaster within 40 feet of an ildriss who casts a spell with the air descriptor must succeed on a DC 15 caster level check or have the spell fail. Within the same area of an such spell currently in effect, an ildriss has a chance to dispel the effect as a free action, as if casting a targeted *dispel magic* (caster level 10th).

Encounter Four

Insomnia (Caster level 3): CR 3; Medium ooze; HD 3d10; hp 22; Init -1; Spd 20 ft.; AC 10, touch 10, flat-footed 10; BAB/Grp: +2/+2; Atk +2 melee (1d4 plus

sleep, slam); Full Atk +2 melee (1d4 plus sleep plus vibration, slam); SA sleep, vibration, engulf; SQ blindsight 60 ft., DR 10/magic, ooze traits, SR 13; AL N; SV Fort +2, Ref +1, Will +1; Str 11, Dex 8, Con 11, Int -, Wis 8, Cha 11.

Skills and Feats: None.

Sleep (Su): A creature with 4 HD or less hit by an insomnia's slam attack or engulfed by it must make a DC 11 Will save or fall asleep for three minutes. Sleeping creatures are helpless. Awakening a sleeping creature takes a standard action. This is a compulsion, mind-affecting ability.

Vibration (Su): A creature hit by an insomnia's slam attack or engulfed by it must make a DC 11 Reflex save or fall prone.

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

Encounter Six

Lady Marlene DeCrainte: Female human (Oeridian) Sor2; CR 2; Medium humanoid (human); HD 2d4+2; hp 9; Init +2; Spd 30 ft.; AC 17, touch 12, flat-footed 15; BAB/Grp: +1/+0; Atk +0 melee (1d4-1/19-20, dagger) or +3 ranged (1d4-1/19-20, dagger); Full Atk +0 melee (1d4-1/19-20, dagger) or +3 ranged (1d4-1/19-20, dagger); SA spells; SQ summon familiar; AL CE; SV Fort +1, Ref +2, Will +3; Str 8, Dex 14, Con 13, Int 12, Wis 10, Cha 15.

Skills and Feats: Bluff +32, Concentration +5 (+9 when casting defensively), Knowledge (the planes) +3, Spellcraft +7, Use Magic Device +6, Combat Casting, Magical Aptitude.

Spells known (6/5-1; save DC 12 + spell level): 0 – *acid splash, daze, detect magic, disrupt undead, ray of frost*; 1st – *color spray, shield*.

Active Spells: *shield* (CL 2nd), *nondetection* (CL 17th), *glibness* (CL 17th). These spells are included in the statistics.

Possessions: dagger (2), +1 *Noble's Outfit*, *brooch of shielding*, *Lady DeCrainte's Ring*.

Brick: Male human (Oeridian) Bbn1/Ftr1; CR 2; Medium humanoid (human); HD 1d12+1d10+4; hp 22; Init +5; Spd 40 ft., AC 16, touch 11, flat-footed 15; BAB/Grp +2/+4; Atk +6 melee (2d6+3/19-20, mw greatsword); Full Atk +6 melee (2d6+3/19-20, mw greatsword); SA rage 1/day; SQ fast movement; AL NE; SV Fort +6, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 8, Wis 12, Cha 10.

Skills and Feats: Intimidate +5, Knowledge (arcana) +1, Spellcraft +1, Death Blow, Improved Initiative, Weapon Focus (Greatsword).

Possessions: masterwork greatsword, masterwork chainmail.

Encounter Seven

Dread Witch: Female necropolitan Dread Necromancer 4/Dread Witch 1; CR 5; Medium undead (augmented humanoid); HD 5d12; hp 40; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14; BAB/Grp: +2/+3; Atk +3 melee (1d8+1, charnel touch) or +4 ranged (1d4+1/19-20, dagger); Full Atk +3 melee (1d8+1, charnel touch) or +4 ranged (1d4+1/19-20, dagger); SA spells, charnel touch, rebuke undead, negative energy burst 1/day; SQ DR 2/bludgeoning and magic, mental bastion +2, master of terror, resist control, turn resistance +6, unnatural resilience; AL CE; SV Fort +2, Ref +2, Will +8; Str 12, Dex 14, Con -, Int 10, Wis 13, Cha 16.

Skills and Feats: Concentration +8, Intimidate +11, Knowledge (arcana) +8, Spell Focus (necromancy), Greater Spell Focus (necromancy), Improved Turn Resistance, Unnatural Will^a.

Charnel Touch (Su): At will, but no more than once per round, Dread Witch can make a melee touch attack against a living foe that deals 1d8+1 points of damage. This touch heals undead creatures, restoring 2 hit points per touch. She can use the *spectral hand* spell to deliver this attack from a distance.

Rebuke Undead (Su): Dread Witch rebukes undead as a 4th level cleric.

Negative Energy Burst (Su): Once per day, Dread Witch may emit a burst of negative energy from her body, dealing 4d4 damage to living creatures within 5 feet of her (DC 15 Will save for half). Undead

creatures within this burst are healed the same amount of hit points as the damage she deals to living creatures.

Mental Bastion: Dread Witch has a +2 bonus on saving throws made to resist *sleep*, stunning, paralysis, poison, or disease.

Master of Terror (Ex): The save DC of any spell cast by Dread Witch with the fear descriptor is increased by 1. This bonus stacks with Spell Focus. Furthermore, the spells *bane* and *doom* are added to this character's spell list as arcane spells. In addition, Dread Witch gains a +2 bonus to all Intimidate checks. (These abilities have been added to the statistics block.)

Resist Control (Ex): Dread Witch has a +2 profane bonus on her Will saving throws to resist the effect of a *control undead* spell.

Unnatural Resilience (Ex): Dread Witch automatically heals hit point damage and ability damage at the same rate as a living creature. The Heal skill has no effect on Dread Witch; however, negative energy (such as an *inflict* spell) heals her.

Spells known (6/4; caster level 4th); save DC 13 + spell level (add 2 for necromancy, add 1 for fear): 1st – *bane*, *bestow wound*, *cause fear*, *chill touch*, *detect magic*, *detect undead*, *doom*, *hide from undead*, *inflict light wounds*, *ray of enfeeblement*, *summon undead I*, *undetectable alignment*; 2nd – *blindness/deafness*, *command undead*, *darkness*, *death armor*, *death knell*, *false life*, *gentle repose*, *ghoul touch*, *inflict moderate wounds*, *scare*, *spectral hand*, *summon swarm*, *summon undead II*.

Possessions: *lesser metamagic rod of silent spell*, *vest of resistance* +1, dagger, masterwork chain shirt.

Combat Appendix – APL 4

Encounter Two

Spellstitched Necromental Chaggrin: CR 4; Medium undead (augmented elemental, earth, extraplanar); HD 3d12+3; hp 29; Init +0; Spd 30 ft., burrow 20 ft.; AC 18, touch 10, flat-footed 18; BAB/Grp: +2/+5; Atk +5 melee (1d6+3, claw); Full Atk +5 melee (1d6+3, 2 claws); SA sneak attack +1d6, create spawn, energy drain, spell-like abilities; SQ darkvision 60 ft., elemental traits, immunity to acid, spell disruption, tremorsense 30 ft, fast healing 3, SR 5, turn resistance +2; AL NE; SV Fort +7, Ref +3, Will +3; Str 17, Dex 10, Con -, Int 1, Wis 10, Cha 1.

Skills and Feats: Hide +2, Listen +4, Spot +4, Alertness, Toughness, Great Fortitude^B

Sneak Attack (Ex): A spellstitched necromental chaggrin's melee attack deals an extra 1d6 damage whenever its target is flanked or would be denied a Dexterity bonus to Armor Class (whether the target actually has a Dexterity bonus or not).

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

Energy Drain (Su): Living creatures hit by a spellstitched necromental chaggrin's natural weapon attack gain one negative level. A spellstitched necromental chaggrin can use its energy drain ability once per round. The save to remove the negative level 24 hours later has a DC of 11. When a spellstitched necromental chaggrin bestows a negative level on a victim, it gains 5 temporary hit points (10 on a critical hit). These temporary hit points last for up to 1 hour.

Spell-Like Abilities: 3/day – *hail of stone*; 1/day – *corrosive grasp*. Caster level 3rd.

Spell Disruption (Su): Any spellcaster within 40 feet of a spellstitched necromental chaggrin who casts a spell with the earth descriptor must succeed on a DC 15 caster level check or have the spell fail. Within the same area of an such spell currently in effect, a spellstitched necromental chaggrin has a chance to dispel the effect as a free action, as if casting a targeted *dispel magic* (caster level 10th).

Fast Healing (Su): A spellstitched necromental chaggrin heals 3 points of damage each round as long

as it has at least 1 hit point and is within 5 feet of earth, stone, or metal.

Spellstitched Necromental Ildriss: CR 4, Medium undead (augmented elemental, air, extraplanar); HD 3d12; hp 26; Init +3, Spd fly 40 ft. (perfect); AC 18, touch 13, flat-footed 15; BAB/Grp: +2/+3; Atk +5 melee (1d6+1, slam); Full Atk +5 melee (1d6+1, slam); SA create spawn, energy drain, spell-like abilities; SQ darkvision 60 ft., elemental traits, invisible, immunity to electricity, spell disruption, fast healing 3, SR 5, turn resistance +2; AL NE; SV Fort +5, Ref +8, Will +3; Str 13, Dex 16, Con -, Int 1, Wis 10, Cha 1.

Skills and Feats: Listen +4, Move Silently +5, Spot +5, Alertness, Weapon Finesse, Great Fortitude^B.

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

Energy Drain (Su): Living creatures hit by a spellstitched necromental ildriss's natural weapon attack gain one negative level. A spellstitched necromental ildriss can use its energy drain ability once per round. The save to remove the negative level 24 hours later has a DC of 11. When a spellstitched necromental ildriss bestows a negative level on a victim, it gains 5 temporary hit points (10 on a critical hit). These temporary hit points last for up to 1 hour.

Spell-Like Abilities: 3/day – *lesser orb of electricity* (ranged touch +5); 1/day – *shocking grasp*. Caster level 3rd.

Invisible (Su): Spellstitched necromental ildrisses are naturally invisible, gaining total concealment.

Spell Disruption (Su): Any spellcaster within 40 feet of a spellstitched necromental ildriss who casts a spell with the air descriptor must succeed on a DC 15 caster level check or have the spell fail. Within the same area of an such spell currently in effect, a spellstitched necromental ildriss has a chance to dispel the effect as a free action, as if casting a targeted *dispel magic* (caster level 10th).

Fast Healing (Su): A spellstitched necromental ildriss heals 3 points of damage each round as long as it has at least 1 hit point and is within 5 feet of air.

Encounter Four

Cacophony (Caster level 5): CR 5; Medium ooze; HD 5d10+5; hp 39; Init -1; Spd 20 ft.; AC 11, touch 11, flat-footed 11; BAB/Grp: +3/+4; Atk +4 melee (1d4+1 plus 1d8 sonic plus stun plus distraction, slam); Full Atk +4 melee (1d4+1 plus sound burst plus distraction, slam); SA sound burst, distraction, engulf; SQ blindsight 60 ft., DR 10/magic, ooze traits, SR 15; AL N; SV Fort +4, Ref +2, Will +2; Str 12, Dex 9, Con 12, Int -, Wis 9, Cha 12.

Skills and Feats: None.

Sound Burst (Su): A creature hit by a cacophony's slam attack or engulfed by it takes 1d8 sonic damage and must make a DC 13 Fortitude save or be stunned for one round.

Distraction (Su): A creature hit by a cacophony's slam attack or engulfed by it that attempts spellcasting or other activities that require concentration within the next five rounds must make a Concentration check (DC 13 + spell level). The DCs of activities that already require Concentration checks, such as casting defensively, increase by 4. Creatures affected by this ability also gain a +4 bonus on saving throws on language-dependent effects. (See *dissonant chant*).

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

Encounter Six

Lady Marlene DeCrainte: Female human (Oeridian) Sor4; CR 4; Medium humanoid (human); HD 4d4+4; hp 17; Init +2; Spd 30 ft.; AC 21, touch 12, flat-footed 19; BAB/Grp: +2/+1; Atk +1 melee (1d4-1/19-20, dagger) or +4 ranged (1d4-1/19-20, dagger); Full Atk +1 melee (1d4-1/19-20, dagger) or +4 ranged (1d4-1/19-20, dagger); SA spells; SQ summon familiar; AL CE; SV Fort +2, Ref +3, Will +4; Str 8, Dex 14, Con 13, Int 12, Wis 10, Cha 16.

Skills and Feats: Bluff +33, Concentration +7 (+11 when casting defensively), Knowledge (the planes) +4, Spellcraft +9, Use Magic Device +8, Combat Casting, Magical Aptitude, Sudden Extend.

Spells known (6/7-2/4); save DC 13 + spell level): 0 – *acid splash*, *daze*, *detect magic*, *disrupt undead*, *ray of frost*, *touch of fatigue*; 1st – *color spray*, *mage armor*, *shield*, 2nd – *glitterdust*.

Active Spells: *mage armor* (CL 4th), *shield* (CL 4th), *nondetection* (CL 17th), *glibness* (CL 17th). These spells are included in the statistics.

Possessions: dagger (2), +1 *Nobles Outfit*, *brooch of shielding*, *Lady DeCrainte's Ring*.

Brick: Male human (Oeridian) Bbn1/Ftr3; CR 4; Medium humanoid (human); HD 1d12+3d10+8; hp 38; Init +5; Spd 40 ft.; AC 17, touch 11, flat-footed 16; BAB/Grp +4/+7; Atk +9 melee (2d6+5/19-20, +1 *greatsword*); Full Atk +9 melee (2d6+5/19-20, +1 *greatsword*); SA rage 1/day; SQ fast movement; AL NE; SV Fort +7, Ref +2, Will +2; Str 16, Dex 13, Con 14, Int 8, Wis 12, Cha 10.

Skills and Feats: Intimidate +7, Knowledge (arcana) +2, Spellcraft +2, Cleave, Death Blow, Improved Initiative, Power Attack, Weapon Focus (Greatsword).

Possessions: +1 *greatsword*, +1 *chainmail*.

Encounter Seven

Dread Witch: Female necropolitan Dread Necromancer 4/Dread Witch 1; CR 5; Medium undead (augmented humanoid); HD 5d12; hp 40; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14; BAB/Grp: +2/+3; Atk +3 melee (1d8+1, charnel touch) or +4 ranged (1d4+1/19-20, dagger); Full Atk +3 melee (1d8+1, charnel touch) or +4 ranged (1d4+1/19-20, dagger); SA spells, charnel touch, rebuke undead, negative energy burst 1/day; SQ DR 2/bludgeoning or magic, mental bastion +2, master of terror, resist control, turn resistance +6, unnatural resilience; AL CE; SV Fort +2, Ref +2, Will +8; Str 12, Dex 14, Con -, Int 10, Wis 13, Cha 16.

Skills and Feats: Concentration +8, Intimidate +11, Knowledge (arcana) +8, Spell Focus (necromancy), Greater Spell Focus (necromancy), Improved Turn Resistance, Unnatural Will⁸.

Charnel Touch (Su): At will, but no more than once per round, Dread Witch can make a melee touch attack against a living foe that deals 1d8+1 points of damage. This touch heals undead creatures, restoring 2

hit points per touch. She can use the *spectral hand* spell to deliver this attack from a distance.

Rebuke Undead (Su): Dread Witch rebukes undead as a 4th level cleric.

Negative Energy Burst (Su): Once per day, Dread Witch may emit a burst of negative energy from her body, dealing 4d4 damage to living creatures within 5 feet of her (DC 15 Will save for half). Undead creatures within this burst are healed the same amount of hit points as the damage she deals to living creatures.

Mental Bastion: Dread Witch has a +2 bonus on saving throws made to resist *sleep*, stunning, paralysis, poison, or disease.

Master of Terror (Ex): The save DC of any spell cast by Dread Witch with the fear descriptor is increased by 1. This bonus stacks with Spell Focus. Furthermore, the spells *bane* and *doom* are added to this character's spell list as arcane spells. In addition, Dread Witch gains a +2 bonus to all Intimidate checks. (These abilities have been added to the statistics block.)

Resist Control (Ex): Dread Witch has a +2 profane bonus on her Will saving throws to resist the effect of a *control undead* spell.

Unnatural Resilience (Ex): Dread Witch automatically heals hit point damage and ability damage at the same rate as a living creature. The Heal skill has no effect on Dread Witch; however, negative energy (such as an *inflict* spell) heals her.

Spells known (6/4; caster level 4th); save DC 13 + spell level (add 2 for necromancy, add 1 for fear): 1st – *bane*, *bestow wound*, *cause fear*, *chill touch*, *detect magic*, *detect undead*, *doom*, *hide from undead*, *inflict light wounds*, *ray of enfeeblement*, *summon undead I*, *undetectable alignment*; 2nd – *blindness/deafness*, *command undead*, *darkness*, *death armor*, *death knell*, *false life*, *gentle repose*, *ghoul touch*, *inflict moderate wounds*, *scare*, *spectral hand*, *summon swarm*, *summon undead II*.

Possessions: *lesser metamagic rod of silent spell*, *vest of resistance +1*, dagger, masterwork chain shirt.

Advanced Raiment: CR 2; Small undead; HD 6d12; hp 47; Init +2; Spd 20 ft., AC 14, touch 13, flat-footed 12; BAB/Grp +3/+10; Atk +6 melee (1d2+3, coat sleeve); Full Atk +6 melee (1d2+3, 2 coat sleeves); SA Constrict, improved grab; SQ blindsight 60 ft., DR 5/magic, darkvision 60 ft., mindless, undead traits; AL CE; SV Fort +2, Ref +4, Will +7; Str 16, Dex 14, Con -, Int -, Wis 14, Cha 7.

Skills and Feats: None.

Constrict (Ex): A raiment deals 1d2+3 points of damage with a successful grapple check against a Large or smaller creature, in addition to the normal 1d2+3 points of damage for its regular attack. Because it wraps itself around its victim's neck, a creature in the raiment's grasp cannot speak or cast spells that have verbal components.

Improved Grab (Ex): To use this ability, a raiment must hit a Large or smaller opponent with a coat sleeve attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. A raiment is hard to grapple because of its body configuration, so it gains a +4 bonus on its grapple checks (already figured into the statistics above). If it wins the grapple check, it establishes a hold and can constrict.

Mindless (Ex): A raiment is mindless, so it has no Intelligence score and no feats or skills. A raiment is immune to mind-affecting spells and abilities.

Combat Appendix – APL 6

Encounter Two

Advanced Spellstitched Necromental Chaggrin: CR 6; Large undead (augmented elemental, earth, extraplanar); HD 7d12+3; hp 57; Init -1; Spd 30 ft., burrow 20 ft.; AC 18, touch 9, flat-footed 18; BAB/Grp: +5/+17; Atk +12 melee (1d8+8, claw); Full Atk +12/+12 melee (1d8+8, claws); SA sneak attack +1d6, create spawn, energy drain, spell-like abilities; Space/Reach 10 ft./10 ft., SQ darkvision 60 ft., elemental traits, immunity to acid, spell disruption, tremorsense 30 ft., fast healing 3, turn resistance +6, SR 5, DR 5/silver or magic; AL NE; SV Fort +9, Ref +3, Will +4; Str 26, Dex 8, Con -, Int 1, Wis 10, Cha 1.

Skills and Feats: Hide +2, Listen +4, Spot +4, Alertness, Great Fortitude^B, Toughness, Improved Turn Resistance.

Sneak Attack (Ex): A spellstitched necromental chaggrin's melee attack deals an extra 1d6 damage whenever its target is flanked or would be denied a Dexterity bonus to Armor Class (whether the target actually has a Dexterity bonus or not).

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

Energy Drain (Su): Living creatures hit by a necromental chaggrin's natural weapon attack gain one negative level. A spellstitched necromental chaggrin can use its energy drain ability once per round. The save to remove the negative level 24 hours later has a DC of 13. When a spellstitched necromental chaggrin bestows a negative level on a victim, it gains 5 temporary hit points (10 on a critical hit). These temporary hit points last for up to 1 hour.

Spell-Like Abilities: 3/day – *hail of stone*; 1/day – *corrosive grasp*. Caster level 7th.

Fast Healing (Su): A spellstitched necromental chaggrin heals 3 points of damage each round as long as it has at least 1 hit point and is within 5 feet of earth, stone, or metal.

Spell Disruption (Su): Any spellcaster within 40 feet of a spellstitched necromental chaggrin who casts a spell with the earth descriptor must succeed on a DC 15 caster level check or have the spell fail. Within the same area of an such spell currently in effect, a

spellstitched necromental chaggrin has a chance to dispel the effect as a free action, as if casting a targeted *dispel magic* (caster level 10th).

Advanced Spellstitched Necromental Ildriss: CR 6, Large undead (augmented elemental, air, extraplanar); HD 7d12; hp 54; Init +2; Spd fly 40 ft. (perfect); AC 18, touch 11, flat-footed 16; BAB/Grp +5/+14; Atk +9 melee (1d8+7, slam); Full Atk +9 melee (1d8+7, slam); Space/Reach 10 ft./10 ft., SA create spawn, energy drain, spell-like abilities; SQ darkvision 60 ft., elemental traits, invisible, immunity to electricity, spell disruption, fast healing 3, undead traits, DR 5/magic or silver, SR 5, turn resistance +6; AL NE; SV Fort +6, Ref +9, Will +4; Str 21, Dex 15, Con -, Int 1, Wis 10, Cha 1.

Skills and Feats: Listen +4, Move Silently +9, Spot +4, Alertness, Weapon Finesse, Great Fortitude^B, Improved Turn Resistance.

Invisible (Su): Spellstitched necromental ildrisses are naturally invisible, gaining total concealment.

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

Energy Drain (Su): Living creatures hit by a spellstitched necromental ildriss's natural weapon attack gain one negative level. A spellstitched necromental ildriss can use its energy drain ability once per round. The save to remove the negative level 24 hours later has a DC of 13. When a spellstitched necromental ildriss bestows a negative level on a victim, it gains 5 temporary hit points (10 on a critical hit). These temporary hit points last for up to 1 hour.

Spell-Like Abilities: 3/day – *lesser orb of electricity* (ranged touch +7); 1/day – *shocking grasp*. Caster level 7th.

Spell Disruption (Su): Any spellcaster within 40 feet of a spellstitched necromental ildriss who casts a spell with the air descriptor must succeed on a DC 15 caster level check or have the spell fail. Within the same area of an such spell currently in effect, a spellstitched necromental ildriss has a chance to dispel the effect as a free action, as if casting a targeted *dispel magic* (caster level 10th).

Fast Healing (Su): A spellstitched necromental ildriss heals 3 points of damage each round as long as it has at least 1 hit point and is within 5 feet of air.

Encounter Four

Dissonance (Caster level 7): CR 7; Large ooze; HD 7d10+7; hp 53; Init +0; Spd 20 ft.; AC 12, touch 12, flat-footed 12; BAB/Grp: +5/+10; Atk +6 melee (1d6+1 plus 3d8 sonic plus distraction, slam); Full Atk +6 melee (1d6+1 plus 3d8 sonic plus distraction, slam); Space/Reach 10 ft./5 ft., SA dissonant chord, distraction, engulf; SQ blindsight 60 ft., DR 10/magic, ooze traits, SR 17; AL N; SV Fort +6, Ref +5, Will +5; Str 13, Dex 10, Con 13, Int -, Wis 10, Cha 13.

Skills and Feats: None.

Dissonant Chord (Su): A creature hit by a dissonance's slam attack or engulfed by it takes 3d8 sonic damage (Fortitude DC 14 half).

Distraction (Su): A creature hit by a dissonance's slam attack or engulfed by it that attempts spellcasting or other activities that require concentration within the next five rounds must make a Concentration check (DC 13 + spell level). The DCs of activities that already require Concentration checks, such as casting defensively, increase by 4. Creatures affected by this ability also gain a +4 bonus on saving throws on language-dependent effects. See *dissonant chant*.

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

Encounter Six

Lady Marlene DeCrainte: Female human (Oeridian) Sor5/Wild Mage 1; CR 6; Medium humanoid (human); HD 6d4+6; hp 25; Init +2; Spd 30 ft.; AC 21, touch 12, flat-footed 19; BAB/Grp: +2/+1; Atk +1 melee (1d4-1/19-20, dagger) or +4 ranged (1d4-1/19-20, dagger); Full Atk +1 melee (1d4-1/19-20, dagger) or +4 ranged (1d4-1/19-20, dagger); SA spells; SQ summon familiar, wild magic; AL CE; SV Fort +3, Ref +6, Will +5; Str 8, Dex 14, Con 13, Int 12, Wis 10, Cha 16.

Skills and Feats: Bluff +33, Concentration +9 (+13 when casting defensively), Knowledge (the planes) +6, Spellcraft +11, Use Magic Device +10, Combat Casting, Magical Aptitude, Sudden Extend, Practiced Spellcaster.

Wild Magic: Lady DeCrainte reduces her caster level by 3 for all spells she casts. Every time she casts a spell, her use of wild magic adds 1d6 to her adjusted caster level.

Spells Known (6/7-1/6/4); save DC 13 + spell level): 0 – *acid splash*, *daze*, *detect magic*, *disrupt undead*, *ray of frost*, *touch of fatigue*; 1st – *color spray*, *enlarge person*, *mage armor*, *shield*, 2nd – *bull's strength*, *glitterdust*, 3rd – *hold person*.

Active Spells: *mage armor* (CL 6th), *shield* (CL 6th), *nondetection* (CL 17th), *glibness* (CL 17th). These spells are included in the statistics.

Possessions: dagger (2), *brooch of shielding*, +1 *Noble's Outfit*, *cloak of resistance* +1, *Lady DeCrainte's Ring*, ~~*scroll of shield*~~.

Brick: Male human (Oeridian) Bbn1/Ftr4/Occult Slayer 1; CR 6; Medium humanoid (human); HD 1d12+4d10+1d8+12; hp 52; Init +5; Spd 30 ft., AC 19, flat-footed 18, touch 11; BAB/Grp: +6/+9; Atk +11 melee (2d6+5/19-20, +1 *greatsword*); Full Atk +11/+6 melee (2d6+5/19-20, +1 *greatsword*); SA rage 1/day, weapon bond; SQ fast movement, magical defense +1; AL NE; SV Fort +9, Ref +3, Will +5; Str 16, Dex 13, Con 14, Int 8, Wis 12, Cha 10.

Skills and Feats: Intimidate +8, Knowledge (arcana) +4, Spellcraft +4, Improved Initiative, Weapon Focus (Greatsword), Death Blow, Power Attack, Cleave, Weapon Specialization (Greatsword), Intimidating Rage.

Weapon Bond (Su): Any successful attack Brick makes with his +1 *greatsword* against a spellcaster or creature with spell-like abilities deals an extra 1d6 damage.

Magical Defense (Ex): Brick has a +1 bonus on saving throws against spells or spell-like abilities.

Possessions: +1 *greatsword*, +1 *chainmail* (+3 with *oil of magic vestment*), *cloak of resistance* +1, ~~*oil of magic vestment* +3~~.

Encounter Seven

Dread Witch: Female necropolitan Dread Necromancer 4/Dread Witch 3; CR 7; Medium undead (augmented humanoid); HD 7d12; hp 52; Init +2; Spd

30 ft.; AC 16, touch 12, flat-footed 14; BAB/Grp: +3/+4; Atk +4 melee (1d8+1, charnel touch) or +5 ranged (1d4+1/19-20, dagger); Full Atk +4 melee (1d8+1, charnel touch) or +5 ranged (1d4+1/19-20, dagger); SA spells, charnel touch, rebuke undead 6/day, negative energy burst 1/day, fearful empowerment 1/day; SQ DR 2/bludgeoning, mental bastion +2, master of terror, resist control, turn resistance +6, unnatural resilience, absorb fear; AL CE; SV Fort +4, Ref +4, Will +10; Str 12, Dex 14, Con -, Int 10, Wis 13, Cha 16.

Skills and Feats: Concentration +9, Intimidate +13, Knowledge (arcana) +9, Spell Focus (necromancy), Greater Spell Focus (necromancy), Improved Turn Resistance, Unnatural Will⁸, Profane Lifeleech.

Charnel Touch (Su): At will, but no more than once per round, Dread Witch can make a melee touch attack against a living foe that deals 1d8+1 points of damage. This touch heals undead creatures, restoring 2 hit points per touch. She can use the *spectral hand* spell to deliver this attack from a distance.

Rebuke Undead (Su): Dread Witch rebukes undead as a 4th level cleric.

Negative Energy Burst (Su): Once per day, Dread Witch may emit a burst of negative energy from her body, dealing 4d4 damage to living creatures within 5 feet of her (DC 15 Will save for half). Undead creatures within this burst are healed the same amount of hit points as the damage she deals to living creatures.

Mental Bastion: Dread Witch has a +2 bonus on saving throws made to resist *sleep*, stunning, paralysis, poison, or disease.

Master of Terror (Ex): The save DC of any spell cast by Dread Witch with the fear descriptor is increased by 1. This bonus stacks with Spell Focus. Furthermore, the spells *bane* and *doom* are added to this character's spell list as arcane spells. In addition, Dread Witch gains a +6 bonus to all Intimidate checks. (These abilities have been added to the statistics block.)

Resist Control (Ex): Dread Witch has a +2 profane bonus on her Will saving throws to resist the effect of a *control undead* spell.

Unnatural Resilience (Ex): Dread Witch automatically heals hit point damage and ability damage at the same rate as a living creature. The Heal skill has no effect on Dread Witch; however, negative energy (such as an *inflict* spell) heals her.

Absorb Fear (Su): Any time Dread Witch is exposed to a condition that could make her shaken, all her spells function at +1 caster level; if the condition could make her frightened, they function at +2 caster level; if panicked, they function at +3 caster level. These bonuses last for the duration of the fear effect or for 4 rounds, whichever is less. These bonuses are treated in all ways as though she had failed the save.

She can, instead of gaining these bonuses, choose to cast a single extra spell; this casting does not use a spell slot. Dread Witch must make this choice the instant she is subject to the fear effect, and once she has made her choice she must cast the spell within 3 rounds. She can cast an additional 1st-level spell if frightened, or an additional 2nd-level spell if panicked.

If Dread Witch is subject to a second fear effect while still enjoying the effects of the first – either the granted benefits or holding the extra spell – she must decide whether to keep the original effect or replace it with the new one; she cannot benefit from more than one fear effect at a time.

Fearful Empowerment (Su): Once per day, Dread Witch may add the fear descriptor to any spell she casts that has some sort of visual manifestation. Creatures targeted by or in the area of effect of the spell must make a DC 17 Will save or become shaken for 1d4 rounds; this is in addition to any other effects the spell might have. Dread Witch's save DC bonuses from master of terror apply to this spell (and have already been taken into account for the fear effect of this ability).

Spells known (7/6/4; caster level 6th); save DC 13 + spell level (add 2 for necromancy, add 1 for fear): 1st – *bane*, *bestow wound**, *cause fear*, *chill touch**, *detect magic*, *detect undead*, *doom*, *hide from undead*, *inflict light wounds**, *ray of enfeeblement**, *summon undead I*, *undetectable alignment*; 2nd – *blindness/deafness*, *command undead*, *darkness**, *death armor*, *death knell**, *false life*, *gentle repose*, *ghoul touch**, *inflict moderate wounds**, *scare*, *spectral hand*, *summon swarm*, *summon undead II*; 3rd – *crushing despair*, *death ward*, *halt undead*, *inflict serious wounds**, *ray of exhaustion**, *speak with dead*, *summon undead III*, *vampiric touch*.*

*Asterisked spells may be modified by the Dread Witch's Fearful Empowerment ability.

Possessions: *lesser metamagic rod of silent spell*, *vest of resistance* +2, dagger, masterwork chain shirt.

Entomber: CR 5; Medium undead; HD 8d12; hp 52; Init +0; Spd 30 ft., burrow 10 ft.; AC 21, touch 10, flat-

footed 21; BAB/Grp +4/+11; Atk +10 melee (1d6+9 plus entomb, slam); Full Atk +10 melee (1d6+9 plus entomb, slam); SA entomb, exhume; SQ DR 5/silver, darkvision 60 ft., undead traits; AL LE; SV Fort +4, Ref +4, Will +8; Str 23, Dex 10, Con -, Int 6, Wis 14, Cha 15.

Skills and Feats: Hide +7, Listen +8, Move Silently +7, Spot +8, Alertness, Great Fortitude, Lightning Reflexes.

Entomb (Su): Whenever an entomber succeeds on a slam attack, it can attempt to entomb its foe. The foe must make a DC 16 Reflex save or be pounded bodily into a shallow grave. This ability doesn't work in locations with a basement or open level immediately below, nor can the creature entomb victims in a magical, living, or animate materials, or materials with a hardness higher than 8.

The upthrust bulge of cracked flooring material, earth, or stone reveals the location of the victim to compatriots. Two standard actions spent clearing away the broken flooring material reveals the entombed victim, who can use his or her next action to stand from a prone (and dusty) position. Attempting to rescue a friend in this way can provoke attacks of opportunity.

The victim is treated as if pinned by an opponent (the earth) with a grapple check of 20. Breaking free first of the "pin" and then the "grapple" allows the victim to stand from a prone position on his or her next round. If the compatriots of the victim have partially cleared away the covering material, then the victim need only make a single check before standing from the prone position. Each round the victim spends fully or partially entombed is a round in which the victim suffocates (see Suffocation, page 304 of the *Dungeon Master's Guide*).

Exhume (Su): When an entomber spends a standard action and touches the top of a grave or space where a creature is buried no deeper than 10 feet, the body immediately rises to the surface, leaving no hole or tunnel. A body is not harmed when brought to the surface in this manner.

Combat Appendix – APL 8

Encounter Two

Advanced Spellstitched Necromental Chaggrin: CR 6; Large undead (augmented elemental, earth, extraplanar); HD 7d12+3; hp 57; Init -1; Spd 30 ft., burrow 20 ft.; AC 18, touch 9, flat-footed 18; BAB/Grp: +5/+17; Atk +12 melee (1d8+8, claw); Full Atk +12/+12 melee (1d8+8, claws); Space/Reach 10 ft./10 ft., SA sneak attack +1d6, create spawn, energy drain, spell-like abilities; SQ darkvision 60 ft., elemental traits, immunity to acid, spell disruption, tremorsense 30 ft., fast healing 3, turn resistance +6, SR 5, DR 5/silver or magic; AL NE; SV Fort +9, Ref +3, Will +4; Str 26, Dex 8, Con -, Int 1, Wis 10, Cha 1.

Skills and Feats: Hide +2, Listen +4, Spot +4, Alertness, Great Fortitude^B, Toughness, Improved Turn Resistance.

Sneak Attack (Ex): A spellstitched necromental chaggrin's melee attack deals an extra 1d6 damage whenever its target is flanked or would be denied a Dexterity bonus to Armor Class (whether the target actually has a Dexterity bonus or not).

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

Energy Drain (Su): Living creatures hit by a necromental chaggrin's natural weapon attack gain one negative level. A spellstitched necromental chaggrin can use its energy drain ability once per round. The save to remove the negative level 24 hours later has a DC of 13. When a spellstitched necromental chaggrin bestows a negative level on a victim, it gains 5 temporary hit points (10 on a critical hit). These temporary hit points last for up to 1 hour.

Spell-Like Abilities: 3/day – *hail of stone*; 1/day – *corrosive grasp*. Caster level 7th.

Fast Healing (Su): A spellstitched necromental chaggrin heals 3 points of damage each round as long as it has at least 1 hit point and is within 5 feet of earth, stone, or metal.

Spell Disruption (Su): Any spellcaster within 40 feet of a spellstitched necromental chaggrin who casts a spell with the earth descriptor must succeed on a DC 15 caster level check or have the spell fail. Within the same area of an such spell currently in effect, a spellstitched necromental chaggrin has a chance to

dispel the effect as a free action, as if casting a targeted *dispel magic* (caster level 10th).

Advanced Spellstitched Necromental Ildriss: CR 6, Large undead (augmented elemental, air, extraplanar); HD 7d12; hp 54; Init +2; Spd fly 40 ft. (perfect); AC 18, touch 11, flat-footed 16; BAB/Grp +5/+14; Atk +9 melee (1d8+7, slam); Full Atk +9 melee (1d8+7, slam); Space/Reach 10 ft./10 ft., SA create spawn, energy drain, spell-like abilities; SQ darkvision 60 ft., elemental traits, invisible, immunity to electricity, spell disruption, fast healing 3, undead traits, DR 5/magic or silver, SR 5, turn resistance +6; AL NE; SV Fort +6, Ref +9, Will +4; Str 21, Dex 15, Con -, Int 1, Wis 10, Cha 1.

Skills and Feats: Listen +4, Move Silently +9, Spot +4, Alertness, Weapon Finesse, Great Fortitude^B, Improved Turn Resistance.

Invisible (Su): Spellstitched necromental ildrisses are naturally invisible, gaining total concealment.

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

Energy Drain (Su): Living creatures hit by a spellstitched necromental ildriss's natural weapon attack gain one negative level. A spellstitched necromental ildriss can use its energy drain ability once per round. The save to remove the negative level 24 hours later has a DC of 13. When a spellstitched necromental ildriss bestows a negative level on a victim, it gains 5 temporary hit points (10 on a critical hit). These temporary hit points last for up to 1 hour.

Spell-Like Abilities: 3/day – *lesser orb of electricity* (ranged touch +7); 1/day – *shocking grasp*. Caster level 7th.

Spell Disruption (Su): Any spellcaster within 40 feet of a spellstitched necromental ildriss who casts a spell with the air descriptor must succeed on a DC 15 caster level check or have the spell fail. Within the same area of an such spell currently in effect, a spellstitched necromental ildriss has a chance to dispel the effect as a free action, as if casting a targeted *dispel magic* (caster level 10th).

Fast Healing (Su): A spellstitched necromental ildriss heals 3 points of damage each round as long as it has at least 1 hit point and is within 5 feet of air.

Encounter Four

Orchestral Lullaby (Caster level 9): CR 9; Large ooze; HD 9d10+18; hp 76; Init +0; Spd 20 ft; AC 13, touch 13, flat-footed 13; BAB/Grp: +6/+12; Atk +7 melee (1d6+2 plus shout plus sleep, slam); Full Atk +7 melee (1d6+2 plus shout plus sleep, slam); Space/Reach 10 ft./5 ft., SA shout, deep slumber, engulf; SQ blindsight 60 ft., DR 10/magic, ooze traits, SR 19; AL N; SV Fort +9, Ref +7, Will +7; Str 14, Dex 11, Con 14, Int -, Wis 11, Cha 14.

Skills and Feats: None.

Shout (Su): A creature hit by an orchestral lullaby's slam attack or engulfed by it is deafened for 2d6 rounds and takes 5d6 points of sonic damage. A DC 16 Fortitude save negates the deafness and reduces the damage by half. If the creature hit is brittle or crystalline, it instead takes 9d6 sonic damage, which is halved by a DC 16 Fortitude save.

Sleep (Su): A creature with 10 HD or less hit by an orchestral lullaby's slam attack or engulfed by it must make a DC 15 Will save or fall asleep for nine minutes. Sleeping creatures are helpless. Awakening a sleeping creature takes a standard action. This is a compulsion, mind-affecting ability.

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

Encounter Six

Lady Marlene DeCrainte: Female human (Oeridian) Sor5/Wild Mage 3; CR 8; Medium humanoid (human); HD 8d4+16; hp 35; Init +2; Spd 30 ft.; AC 21, touch 12, flat-footed 19; BAB/Grp: +3/+2; Atk +2 melee (1d4-1/19-20, dagger) or +5 ranged (1d4-1/19-20, dagger); Full Atk +2 melee (1d4-1/19-20, dagger) or +5 ranged (1d4-1/19-20X2, dagger); SA spells; SQ summon familiar, wild magic, random deflector 1/day, student

of chaos; AL CE; SV Fort +4, Ref +7, Will +6; Str 8, Dex 14, Con 14, Int 12, Wis 10, Cha 16.

Skills and Feats: Bluff +33, Concentration +11 (+15 when casting defensively), Knowledge (the planes) +8, Spellcraft +13, Use Magic Device +13, Combat Casting, Magical Aptitude, Sudden Extend, Practiced Spellcaster.

Wild Magic: Lady DeCrainte reduces her caster level by 3 for all spells she casts. Every time she casts a spell, her use of wild magic adds 1d6 to her adjusted caster level.

Random Deflector (Su): Once per day, as an immediate action, Lady DeCrainte may redirect ranged attacks, ranged touch attacks, and individually targeted spells so that they instead attack a random target within 20 feet of her. Lady DeCrainte includes herself and her allies among the possible new targets. Any creature targeted by a deflected attack is attacked or affected normally, so an attack roll is made normally against the new target's AC, the new target receives a saving throw if a spell or effect allows one, and so on.

Student of Chaos (Ex): Whenever Lady DeCrainte uses a magic item that offers a randomly determined effect, she can roll twice and choose between the two results.

Spells known (6/7/7/6/4); save DC 13 + spell level): 0 – *acid splash*, *daze*, *detect magic*, *disrupt undead*, *ray of frost*, *touch of fatigue*; 1st – *color spray*, *enlarge person*, *mage armor*, *magic missile*, *shield*; 2nd – *bear's endurance*, *bull's strength*, *glitterdust*; 3rd – *dispel magic*, *hold person*; 4th – *phantasmal killer*.

Active Spells: *shield* (CL 8th), *nondetection* (CL 17th), *glibness* (CL 17th). These spells are included in the statistics.

Possessions: *dagger* (2), *brooch of shielding*, +1 *Noble's Outfit*, *tunic of steady spellcasting*, *Lady DeCrainte's Ring*, *cloak of resistance* +1, ~~*scroll of shield*~~.

Brick: Male human (Oeridian) Bbn1/Ftr4/Occult Slayer 3; CR 8; Medium humanoid (human); HD 1d12+4d10+3d8+16; hp 67; Init +6; Spd 40 ft., AC 20, flat-footed 18, touch 12; BAB/Grp: +8/+11; Atk +13 melee (2d6+5/19-20, +1 *magebane greatsword*); Full Atk +11/+6 melee (2d6+5/19-20, +1 *magebane greatsword*); SA rage 1/day, weapon bond, vicious strike, mind over magic 1/day; SQ fast movement, magical defense +2, auravision; AL NE; SV Fort +9, Ref +3, Will +5; Str 16, Dex 14, Con 14, Int 8, Wis 12, Cha 10.

Skills and Feats: Intimidate +9, Knowledge (arcana) +6, Spellcraft +6, Improved Initiative, Weapon Focus (Greatsword), Death Blow, Power Attack, Cleave, Weapon Specialization (Greatsword), Intimidating Rage.

Weapon Bond (Su): Any successful attack Brick makes with his +1 *magebane greatsword* against a spellcaster or creature with spell-like abilities deals an extra 1d6 damage.

Vicious Strike (Ex): When Brick readies an attack action to disrupt a spellcaster, he deals double damage if the attack hits.

Mind over Magic (Su): Once per day, Brick can cause a spell or spell-like ability targeted against him to rebound onto the originator as a free action. This ability otherwise functions as the *spell turning* spell (caster level 8).

Magical Defense (Ex): Brick has a +2 bonus on saving throws against spells or spell-like abilities.

Auravision (Su): Brick can see magical auras at a range up to 60 feet as a free action. This ability otherwise functions as the *detect magic* spell. The character cannot use this ability to determine anything but the number of auras present.

Possessions: +1 *magebane greatsword*, +1 *chainmail* (+3 with *oil of magic vestment*), *cloak of resistance* +1, *oil of magic vestment* +3.

Encounter Seven

Dread Witch: Female necropolitan Dread Necromancer 4/Dread Witch 5; CR 9; Medium undead (augmented humanoid); HD 9d12; hp 66; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14; BAB/Grp: +4/+5; Atk +5 melee (1d8+1, charnel touch) or +6 ranged (1d4+1/19-20, dagger); Full Atk +5 melee (1d8+1, charnel touch) or +6 ranged (1d4+1/19-20, dagger); SA spells, charnel touch, rebuke undead 11/day, negative energy burst 1/day, fearful empowerment 2/day, horrific aura; SQ DR 2/bludgeoning or magic, mental bastion +2, master of terror, resist control, turn resistance +6, unnatural resilience, absorb fear, delay fear, greater master of terror, reflective fear; AL CE; SV Fort +4, Ref +4, Will +12; Str 12, Dex 14, Con -, Int 10, Wis 14, Cha 18.

Skills and Feats: Concentration +11 (+15 when casting defensively), Intimidate +16, Knowledge (arcana) +9, Extra Turning, Greater Spell Focus (necromancy), Improved Turn Resistance, Unnatural Will^b, Profane Lifeleech, Spell Focus (necromancy).

Charnel Touch (Su): At will, but no more than once per round, Dread Witch can make a melee touch attack against a living foe that deals 1d8+1 points of damage. This touch heals undead creatures, restoring 2 hit points per touch. She can use the *spectral hand* spell to deliver this attack from a distance.

Rebuke Undead (Su): Dread Witch rebukes undead as a 4th level cleric.

Negative Energy Burst (Su): Once per day, Dread Witch may emit a burst of negative energy from her body, dealing 4d4 damage to living creatures within 5 feet of her (DC 16 Will save for half). Undead creatures within this burst are healed the same amount of hit points as the damage she deals to living creatures.

Mental Bastion: Dread Witch has a +2 bonus on saving throws made to resist *sleep*, stunning, paralysis, poison, or disease.

Master of Terror (Ex): The save DC of any spell cast by Dread Witch with the fear descriptor is increased by 1. This bonus stacks with Spell Focus. Furthermore, the spells *bane* and *doom* are added to this character's spell list as arcane spells. In addition, Dread Witch gains a +10 bonus to all Intimidate checks. (These abilities have been added to the statistics block.)

Resist Control (Ex): Dread Witch has a +2 profane bonus on her Will saving throws to resist the effect of a *control undead* spell.

Unnatural Resilience (Ex): Dread Witch automatically heals hit point damage and ability damage at the same rate as a living creature. The Heal skill has no effect on Dread Witch; however, negative energy (such as an *inflict* spell) heals her.

Absorb Fear (Su): Any time Dread Witch is exposed to a condition that could make her shaken, all her spells function at +1 caster level; if the condition could make her frightened, they function at +2 caster level; if panicked, they function at +3 caster level. These bonuses last for the duration of the fear effect or for 4 rounds, whichever is less. These bonuses are treated in all ways as though she had failed the save.

She can, instead of gaining these bonuses, choose to cast a single extra spell; this casting does not use a spell slot. Dread Witch must make this choice the instant she is subject to the fear effect, and once she has made her choice she must cast the spell within 4 rounds. She can cast an additional 1st-level spell if frightened, or an additional 2nd-level spell if panicked.

If Dread Witch is subject to a second fear effect while still enjoying the effects of the first – either the granted benefits or holding the extra spell – she must decide whether to keep the original effect or replace it with the new one; she cannot benefit from more than one fear effect at a time.

Fearful Empowerment (Su): Twice per day, Dread Witch may add the fear descriptor to any spell she casts that has some sort of visual manifestation. Creatures targeted by or in the area of effect of the spell must make a DC 21 Will save or become shaken for 1d4 rounds; this is in addition to any other effects the spell might have. Dread Witch's save DC bonuses from master of terror apply to this spell (and have already been taken into account for the fear effect of this ability).

Delay Fear (Su): Dread Witch can choose to delay the onset of any fear effect that she imposes on someone else up to 4 minutes. She must determine the onset time when casting the spell, and she cannot later change her mind.

Similarly, Dread Witch can delay fear effects affecting her. If she fails her save against a fear effect, she can delay its onset for 4 rounds. She still gains the advantages granted by the absorb fear class feature, even though she is delaying the negative effects. She can invoke this version of delay fear twice per day.

Greater Master of Terror (Ex): The increased difficulty of all spells Dread Witch casts with the fear descriptor increases from +1 to +2. In addition, her fear spells are now so potent that they can even affect individuals that are normally immune to fear, such as paladins, although the subject still gets a saving throw to resist the spell's effect. Only a target with 12 or more HD is immune to Dread Witch's mastery of terror.

Horrific Aura (Su): Creatures with 6 or fewer HD must succeed in a DC 19 Will save or remain shaken as long as they are within 10 feet of Dread Witch. A creature who successfully saves is immune to this ability for 24 hours. Creatures of greater than 6 HD are unaffected.

Four times per day, Dread Witch can channel this power into a potent touch attack. Creatures struck by this attack must succeed in a DC 19 Will save or be panicked for 1d4+1 rounds; creatures who succeed are shaken for 1 round. This touch attack, unlike the standard aura, functions against creatures of any HD and can even affect creatures normally immune to fear.

Reflective Fear (Su): Any fear effect against which Dread Witch successfully saves is immediately targeted back at the source. She still gains the benefits of absorb fear. If the source of this fear fails its save, everyone else who might have been subject to the effect immediately gets a second saving throw to shake off the effects, as they observe the object of their fear itself grow terrified.

Spells known (7/7/6/4; caster level 8th); save DC 14 + spell level (add 2 for necromancy, add 2 for fear; 20% spell failure): 1st – *bane*, *bestow wound**, *cause fear*, *chill touch**, *detect magic*, *detect undead*, *doom*, *hide from undead*, *inflict light wounds**, *ray of enfeeblement**, *summon undead I*, *undetected alignment*; 2nd – *blindness/deafness*, *command undead*, *darkness**, *death armor*, *death knell**, *false life*, *gentle repose*, *ghoul touch**, *inflict moderate wounds**, *scare*, *spectral hand*, *summon swarm*, *summon undead II*; 3rd – *crushing despair*, *death ward*, *halt undead*, *inflict serious wounds**, *ray of exhaustion**, *speak with dead*, *summon undead III*, *vampiric touch**, 4th – *animate dead*, *bestow curse**, *contagion**, *death ward*, *dispel magic*, *enervation**, *Evard's black tentacles**, *fear*, *giant vermin*, *inflict critical wounds**, *phantasmal killer**, *poison**, *summon undead IV*.

*Asterisked spells may be modified by the Dread Witch's Fearful Empowerment ability.

Possessions: *lesser metamagic rod of silent spell*, *vest of resistance* +2, dagger, masterwork chain shirt, *cloak of charisma* +2, *scroll of summon undead IV*.

Bloodrot: CR 7; Medium undead; HD 10d12; hp 65; Init -5; Spd 20 ft., climb 20 ft.; AC 5, touch 5, flat-footed 5; BAB/Grp +5/+8; Atk +8 melee (1d6+4 plus blood fever, slam); Full Atk +8 melee (1d6+4 plus blood fever, slam); Space/Reach 5 ft./10 ft.; SA blood fever, constrict 1d6+4, improved grab, sanguineous mount; SQ blindsight 60 ft., DR 5/-, immunities, split, track infected, undead traits; AL N; SV Fort +3, Ref -2, Will +2; Str 17, Dex 1, Con -, Int -, Wis 1, Cha 14.

Skills and Feats: Climb +11.

Blood Fever (Su): Supernatural disease – physical contact (including slam, grappling, or striking a bloodrot with unarmed attacks), Fortitude DC 17, incubation period 1 minute, damage 1d6 Con and 1d4 Cha.

Unlike normal diseases, blood fever continues until the creature reaches 0 Constitution (and dies) or is cured. Blood fever is a powerful curse, not a natural disease. A character attempting to cast a conjuration (healing) spell on a creature afflicted with blood fever

must succeed on a DC 20 caster level check, or the spell has no effect.

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

An afflicted creature who dies of blood fever – or who dies of any other cause while infected with blood fever – dissolves into a puddle of thick blood and liquefied flesh and organs. A bloodrot feeds on these remains.

Constrict (Ex): A bloodrot deals automatic slam damage with a successful grapple check, in addition to possibly infecting the target with blood fever.

Improved Grab (Ex): To use this ability, a bloodrot must hit with a 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, it establishes a hold and can constrict. Creatures who have not already contracted blood fever must make a new save every round while grappled to avoid contracting the disease.

Sanguineous Mount (Su): If a bloodrot is losing a battle, it might attempt to hide within the body of anyone already infected with blood fever. The bloodrot need merely touch someone it has already infected, and it can then seep into his body. The individual can resist this invasion with a DC 17 Fortitude save. Failure on the save means the bloodrot occupies the target's bloodstream, and the target is nauseated as long as the bloodrot remains within him. The bloodrot can be expelled through the use of *remove disease* or *heal*, if the caster succeeds on a DC 20 caster level check. Otherwise, it can remain for up to 24 hours before it must depart, gushing forth from the host's various orifices.

Split (Ex): Slashing and piercing weapons deal no damage to a bloodrot. Instead the creature splits into two identical bloodrots, each with half the original's current hit points (round down). A bloodrot with 10 or fewer hit points cannot be further split and dies if reduced to 0 hit points. Splitting only occurs if an attack would deal actual damage; blows that are completely nullified by a bloodrot's damage reduction do not cause it to split.

Track Infected (Su): A bloodrot can sense the distance and direction to anyone currently infected with blood fever, so long as he is within a number of

miles equal to the bloodrot's Hit Dice and not within an *antimagic field* or similar effect.

Skills: A bloodrot has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

New Rules Items

Spells:

Bestow Wound (HH, p127)

Transmutation; **Level:** Dread necromancer 1, Sor/Wiz1, Spite 1; **Components:** V, S, M; **Casting Time:** 1 standard action; **Range:** Touch; **Target:** Living creature touched; **Duration:** Instantaneous; **Saving Throw:** Fortitude negates; **Spell Resistance:** Yes

If wounded, you can cast this spell and touch a living creature. The target takes damage equal to your wounds at the rate of 1 point of damage per your caster level, or the amount needed to bring you up to your maximum hit points, whichever is less. At the same time, you heal that much damage, as if a *cure* spell had been cast on you.

Material Component: A small eye agate worth at least 10 gp.

Corrosive Grasp (SC, p 53)

Conjuration (Creation) [Acid]; **Level:** Sor/Wiz 1; **Components:** V, S; **Casting Time:** 1 standard action; **Range:** Touch; **Targets:** Creatures touched; **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** Yes

Your hand glistens and smokes from a viscous coat of acid. It does not harm you, but your opponents are less fortunate.

A touch attack with this hand causes 1d8 points of acid damage. You can use this melee touch attack up to one time per level. You can also deal this damage as extra damage with an unarmed strike or an attack with a natural weapon. If you grapple an opponent, you can deal this damage in addition to other damage you deal with a successful grapple check.

Death Armor (SC p 60)

Necromancy; **Level:** Sor/Wiz 2; **Components:** V, S, M, F; **Casting Time:** 1 standard action; **Range:** Personal; **Target:** You; **Duration:** 1 round/level

You smear yourself with white paste, drawing a skull on your bare flesh. Immediately, a wreath of black flames crackles to life around you.

The black flames created by this spell injure creatures that contact them. Any creature who strikes you with its body or handheld weapons takes 1d4 points of damage +1 per two caster levels (maximum +10). If the creature has spell resistance, it applies to the damage.

Weapons with reach, such as longswords, do not endanger their users in this way.

Material Component: Paste made from ground bones.
Focus: an onyx worth 50 gp.

Dissonant Chant (SC p. 69)

Abjuration [Sonic]; **Level:** Brd2, Sor/Wiz2; **Components:** V, S; **Casting Time:** 1 standard action; **Range:** Close (25 ft. + 5 ft./2 levels); **Area:** 100-ft.-radius emanation; **Duration:** 1 round/level (D); **Saving Throw:** None; see text; **Spell Resistance:** Yes

Your intricate hand motions slow and then stop even as you begin chanting the arcane words that unlock the spell's power. As you conclude, your disembodied words continue on, growing both in tempo and volume.

You create a distracting and discordant chant. Affected creatures that attempt spellcasting or other activities that require concentration must make Concentration checks (DC equal to this spell's DC + the level of the spell being cast).

The DCs of activities that already require Concentration checks, such as casting defensively, increase by 4. Creatures within the area gain a +4 bonus on saving throws against language-dependent effects.

Dissonant Chord (SC, p.69)

Evocation [Sonic]; **Level:** Brd 3; **Components:** V, S; **Casting Time:** 1 standard action; **Range:** 10 ft.; **Area:** 10-ft.-radius burst centered on you; **Duration:** Instantaneous; **Saving Throw:** Fortitude half; **Spell Resistance:** Yes

You emit a terrible, piercing note. The note pulses in the air, radiating like a shockwave. It slams into nearby creatures and rattles loose objects.

Creatures (other than you) in the affected area take 1d8 points of sonic damage per two caster levels (maximum 5d8).

Hail of Stone (SC, p. 109)

Conjuration (Creation) [Earth]; **Level:** Sor/Wiz1; **Components:** V, S, M; **Casting Time:** 1 round; **Range:** Medium (100 ft. + 10 ft./level); **Area:** Cylinder (5-ft. radius, 40 ft. high); **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** No

You hold the jade chip before you and blow on it as you end the spell. The chip flares with a green flame and vanishes as rocks begin to fall on your pursuers.

You create a rain of stones that deals 1d4 points of damage per caster level (maximum 5d4) to creatures and objects within the area.

Material component: a piece of jade worth at least 5 gp.

Inspirational Boost (SC, p. 124)

Enchantment (Compulsion) [Mind-Affecting, Sonic]; **Level:** Brd1; **Components:** V, S; **Casting Time:** 1 swift action; **Target:** You; **Duration:** 1 round or special; see text.

You concentrate on assisting your friends as you begin the short chant and simple hand-chopping motion necessary to cast the spell. As you finish, the spell's chant allows you to segue easily into bolstering your allies.

While this spell is in effect, the morale bonus granted by your inspire courage bardic music ability increases by 1. The effect lasts until your inspire courage effect ends. If you don't begin to use your inspire courage ability before the beginning of your next turn, the spell's effect ends.

Ironthunder Horn (SC, p. 126)

Transmutation [Sonic]; **Level:** Brd1, Sor/Wiz1; **Components:** V, S; **Casting Time:** 1 standard action; **Range:** 30 feet; **Area:** Cone-shaped burst; **Duration:** Instantaneous; **Saving Throw:** Reflex negates; **Spell Resistance:** Yes

The last words of your spell boom out with a thundering roar, knocking the foes in your path off their feet.

You create a deep resonant vibration that can shake creatures off their feet. Creatures in the area must succeed on a Reflex saving throw or fall prone.

Ooze Puppet (SC, p. 150)

Transmutation; **Level:** Sor/Wiz6; **Components:** V, S; **Casting Time:** 1 standard action; **Range:** Medium (100 ft. + 10 ft./level); **Target:** One ooze; **Duration:** 24 hours/level; **Saving Throw:** Fortitude negates; **Spell Resistance:** Yes

With a few chanted words and a mystic pass of your arm, your magic reaches out to invisibly surround the ooze, placing it under your control.

You telekinetically take control of the targeted ooze, manipulating it and forcing it to move and attack as you see fit. You can force the ooze to perform as you desire, within the limits of its abilities. Controlling the ooze's actions for an entire round is a move action for you. When the ooze is not directed to move, attack, or undertake any actions by you, telekinetic forces hold it immobile. Once control is established, you must have

line of sight to the ooze to manipulate it, but distance is not otherwise a factor, unless you and the ooze are on different planes (at which point the spell ends).

If a controlled ooze splits, such as a black pudding (*MM* 201) struck by a slashing weapon, you retain control of only one of the resulting oozes (choose randomly).

Orb of Electricity, Lesser (SC, p. 151)

Conjuration (Creation) [Electricity]; **Level:** Sorcerer/wizard 1; **Components:** V, S; **Casting Time:** 1 standard action; **Range:** Close (25 ft. + 5 ft./2 levels); **Effect:** One orb of electricity; **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** No

The air crackles around your outstretched hand and the smell of ozone assaults your nostrils as a ball of electrical energy, its surface crackling with bolts of lightning, streaks from your open palm.

An orb of electricity about w inches across shoots from your palm at its target, dealing 1d8 points of electricity damage. You must succeed on a ranged touch attack to hit your target.

For every two caster levels beyond 1st, your orb deals an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

Ray of Flame (SC, p. 167)

Evocation [Flame]; **Level:** Sorcerer/wizard 1; **Components:** V, S, F; **Casting Time:** 1 standard action; **Range:** Close (25 ft. + 5 ft./2 levels); **Effect:** Ray; **Duration:** Instantaneous; **Saving Throw:** See text; **Spell Resistance:** Yes

A burning ray shoots out at the target from your upturned palm. The sound of a crackling fire follows the ray's path.

You must succeed on a ranged touch attack with the ray to strike a target. If your attack is successful, the ray deals 1d6 points of fire damage per two caster levels (maximum 5d6). The target must also make a Reflex save or catch fire, taking 1d6 points of fire damage each round until the flames are put out (requiring a DC 15 Reflex save; see *Catching on Fire*, *DMG* 303).

Focus: A small, polished glass lens.

Summon Undead I (SC, p. 215)

Conjuration (Summoning) [Evil]; **Level:** Blackguard 1, dread necromancer 1, cleric 1, sorcerer/wizard 1; **Components:** V, S, F/DF; **Casting Time:** 1 round; **Range:** Close (25 ft. + 5 ft./2 levels); **Effect:** One

summoned creature; **Duration:** 1 round/level; **Saving Throw:** None; **Spell Resistance:** No

The undead you summon appear in a burst of smoke and fog. The vapor swiftly dissipates, but you can't shake the impression of screaming faces in the cloud's tendrils.

This spell functions like *summon monster I* (PH 285), except that you summon an undead creature.

Summon undead I conjures a human warrior skeleton (MM 226) or kobold zombie (MM 266). You choose which creature to summon, and you can change that choice each time you cast the spell. Summoned undead do not count toward the total Hit Dice of undead that you can control with *animate dead* or the other command undead abilities. No undead creature you summon can have more Hit Dice than your caster level +1.

Focus: A tiny bag, a small (not lit) candle, and a carved bone from any humanoid.

Summon Undead II (SC, p. 215)

Conjuration (Summoning) [Evil]; **Level:** Blackguard 2, dread necromancer 2, cleric 2, sorcerer/wizard 2; **Effect:** One or more summoned creatures, no two of which are more than 30 ft. apart.

This spell functions like *summon undead I*, except that you can summon an owlbear skeleton (MM 226), bugbear zombie (MM 267), or two undead of the same kind from the 1st-level list.

Summon Undead III (SC, p. 215)

Conjuration (Summoning) [Evil]; **Level:** Blackguard 3, dread necromancer 3, cleric 3, sorcerer/wizard 3; **Effect:** One or more summoned creatures, no two of which are more than 30 ft. apart.

This spell functions like *summon undead I*, except that you can summon a ghoul (MM 118, troll skeleton (MM 227), ogre zombie (MM 267), two undead of the same kind from the 2nd-level list, or four undead of the same kind from the 1st-level list.

Summon Undead IV (SC, p. 215)

Conjuration (Summoning) [Evil]; **Level:** Blackguard 4, dread necromancer 4, cleric 4, sorcerer/wizard 4; **Effect:** One or more summoned creatures, no two of which are more than 30 ft. apart.

This spell functions like *summon undead I*, except that you can summon an allip (MM 10), ghast (MM 119), wyvern zombie (MM 267), two undead of the same kind from the 3rd-level list, or four undead of the same kind from a lower-level list.

Feats:

Death Blow (CV, p. 106)

You waste no time in dealing with downed foes.

Prerequisites: Improved Initiative, base attack bonus +2.

Benefit: You can perform a coup de grace attack against a helpless defender as a standard action. Doing this still provokes attacks of opportunity as normal.

Normal: Performing a coup de grace is a full-round action.

Improved Turn Resistance [Monstrous] (LM, p27)

You have a better than normal chance to resist turning.

Prerequisite: Undead type.

Benefits: You are less easily affected by clerics or paladins than you normally would be (see Turn or Rebuke Undead, page 159 of the *Player's Handbook*). When resolving a turn, rebuke, command, or bolster attempt, add +4 to your character level (monster Hit Dice plus class levels) to determine your Hit Dice for turn, rebuke, command, and bolster attempts. For example a 4 HD wight with this feat is treated as an 8 HD undead for the purpose of turn, rebuke, command, and bolster attempts, even though it is a 4 HD creature for any other purpose. A vampire that already has +4 turn resistance adds an additional +4 with this feat, for a total of +8.

Intimidating Rage (CW, p. 102)

Your rage engenders fear in your opponents.

Prerequisites: Rage or frenzy ability.

Benefit: While you are raging, you designate a single foe within 30 feet of you that you can attempt to demoralize as a free action (see the Intimidate skill, page 76 of the *Player's Handbook*). A foe that you successfully demoralize remains shaken for as long as you continue to rage. You may only use this feat against a single foe in any particular encounter.

Practiced Spellcaster (CA, p. 82)

Choose a spellcasting class that you possess. Your spells cast from that class are more powerful.

Prerequisite: Spellcraft 4 ranks.

Benefit: Your caster level for the chosen spellcasting class increases by 4. This benefit can't increase your caster level to higher than your Hit Dice. However, even if you can't benefit from the full bonus immediately, if you later gain Hit Dice in levels of

nonspellcasting classes, you might be able to apply the rest of the bonus.

For example, a human 5th-level sorcerer/3rd-level fighter who selects this feat would increase his sorcerer level from 5th to 8th (since he has 8 Hit Dice). If he later gained a fighter level, he would gain the remainder of the bonus and his sorcerer level would become 9th (since he now has 9 Hit Dice).

A character with two or more spellcasting classes (such as a bard/sorcerer or a ranger/druid) must choose which class gains the feat's effect.

This feat does not affect your spells per day or spells known. It increases your caster level only, which would help you penetrate spell resistance and increase the duration and other effects of your spells.

Special: You may select this feat multiple times. Each time you choose it, you must apply it to a different spellcasting class. For instance, a 4th-level cleric/5th-level wizard who had selected this feat twice would cast cleric spells as an 8th-level caster and wizard spells as a 9th-level caster.

Profane Lifeleech [Divine] (LM, p. 29)

You can channel negative energy to draw the life force from nearby living creatures.

Prerequisite: Ability to rebuke undead.

Benefit: As a standard action, you can spend two of your rebuke attempts to deal 1d6 points of damage to all living creatures within a 30-foot burst. This effect can't reduce any creature's current hit points to less than 0. You are healed of an amount of damage equal to the total amount of hit points that you drain from affected creatures, but this healing does not allow you to exceed your full normal hit point total.

Special: This feat deals no damage to constructs or undead.

Sudden Extend (CA, p. 83)

You can make a spell last longer than normal without special preparation.

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

Unnatural Will (HH, p. 124)

You have learned to focus your force of personality and inner strength to stand against fearful circumstances.

Prerequisites: Charisma 12, Iron Will.

Benefit: Add your Charisma modifier to all Will saves against fear effects. This bonus stacks with any Wisdom bonus you might have to Will saves.

Special: This feat is used by dread witches to resist the negative effects of fear while still empowering their mystical abilities.

Items

+1 Noble's Outfit: This enchanted noble's outfit provides an enhancement bonus to armor class but does not count as wearing armor for the purpose of special abilities (for example, a monk's flurry of blows ability). It otherwise has all the same characteristics and properties as a noble's outfit (*PHB* 131). Faint transmutation; CL 5th; Craft Wondrous Item, *magic vestment*; Price 1075 gp; Weight 10 lb.

Magebane Weapon Enhancement: Weapons crafted with the magebane property are rightly feared by all arcane spellcasters. Against any creature with arcane spells currently prepared or spell slots available to cast arcane spells without preparation, or against creatures with the ability to use arcane spell-like abilities, a magebane weapon's effective enhancement level is 2 better than normal (so that a +1 longsword becomes a +3 longsword when wielded against arcane spellcasters) and deals an extra 2d6 points of damage. Magebane bows, crossbows and slings bestow this ability upon their ammunition. Moderate conjuration; CL 8th; Craft Magic Arms and Armor, *dispel magic*; Price: +1 bonus, *Complete Arcane*, p. 143.

Tunic of Steady Spellcasting: The wearer of this tunic gains a +5 competence bonus on Concentration checks. Despite the item's name, its bonus applies on all Concentration checks, not just those made to cast spells. Faint transmutation; CL: 3rd; **Prerequisites:** Craft Wondrous Item, *bear's endurance*, *Market Price*: 2,500 gp; *Complete Adventurer*, p. 136.

Vest of Resistance: These garments offer magic protection in the form of a +1 to +5 resistance bonus on all saving throws. Faint abjuration; CL 5th; Craft Wondrous Item, *resistance*, caster level must be three times that of ioun stone's bonus; Price: 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5), *Complete Arcane*, p. 150.

Lady DeCrainte's Ring: The wearer of this ring, if sworn to Prince Thrommel's allegiance, is under the constant effect of the *glibness* and *nondetection* spells as though they were cast by a 17th level caster. The ring also allows the Prince to keep tabs on his minion. No

aura (protected by *nondetection*); CL: 17th; cannot be crafted; *Market Price*: 204,000 gp.

Creatures:

Living Spell (MMIII p91)

“Living spell” is an unusual template, in that it is applied to an arcane or divine spell effect (or in some cases, a group of spell effects) and not a creature. The characteristics of a living spell are determined by the nature of the spell(s), including the caster level of the spells. The template can be applied to any spell that creates an area or effect (not targeted spells), but not a spell whose effect is already a creature (such as a summon monster spell). A living spell composed of more than one spell uses the caster level of its highest-level spell for all its spell effects.

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

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

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

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

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

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

Gargantuan	2d6
Colossal	2d8

Special Attacks: A living spell has two special attacks.

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

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

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

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

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

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

Environment: Any land. Living spells are found in areas blasted by magic.

Organization: Solitary.

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

Treasure: None.

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

Advancement: —

Level Adjustment: —

Dread Necromancer (*Heroes of Horror* p84–87) (abbreviated)

Hit Die: d6.

Alignment: No dread necromancer may have a good alignment.

Class Skills: The dread necromancer's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int), Disguise (Cha), Hide (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features: All of the following are class features of the dread necromancer base class.

Weapon and Armor Proficiency: Occult slayers are proficient with all simple weapons and one martial weapon of her choice. Her choice of martial weapon is made when the character takes her first level of dread necromancer, and cannot be changed.

Dread necromancers are also proficient with light armor, but not with shields. The somatic components required for dread necromancer spells are simple, so members of this class can cast dread necromancer spells while wearing light armor without incurring the normal arcane spell failure chance. She still incurs the normal arcane spell failure chance for arcane spells derived from other classes. In addition, if a dread necromancer wears medium or heavy armor, or uses a shield, she incurs the same chance of arcane spell failure as any other arcane caster if the spell in question has a somatic component (and most do).

Spellcasting: A dread necromancer casts arcane spells, which are drawn from the dread necromancer's spell list. Like a sorcerer, she can cast any spell she knows without preparing it ahead of time. When a dread necromancer gains access to a new level of spells, she automatically knows all the spells for that level given on the dread necromancer's spell list. Dread necromancers also have the option of adding to their existing spell list through their advanced learning ability as they increase in level (see below).

To cast a spell, a dread necromancer must have a Charisma score of 10 + the spell's level. The Difficulty Class for a saving throw against a dread necromancer's spell is 10 + the spell's level + her Charisma modifier. Like other spellcasters, a dread necromancer can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given in Table 5-2: The Dread Necromancer. In addition, she receives bonus spells for a high Charisma score (see Table 1-1 on page 8 of the *Player's Handbook*).

Charnel Touch (Su): Negative energy flows through a dread necromancer's body, concentrating in her hands. At will, but no more than once per round, she can make a melee touch attack against a living foe that deals 1d8 points of damage, +1 per four class levels. This touch heals undead creatures, restoring 1 hit point per touch, +1 per four class levels.

A dread necromancer can use the *spectral hand* spell to deliver this attack from a distance.

Rebuke Undead (Su): A dread necromancer can rebuke or command undead by channeling negative energy through her body. See the cleric class feature described on page 33 of the *Player's Handbook*.

Lich Body: Starting at 2nd level, a dread necromancer begins her journey into undeath. The first symptom is her body's increased resilience to physical harm. She gains DR 2/bludgeoning and magic. As the dread necromancer increases in level, this DR increases in effectiveness, to DR 4 at 7th level, DR 6 at 11th level, and DR 8 at 15th level.

Negative Energy Burst (Su): Beginning at 3rd level, a dread necromancer gains the ability to emit a burst of negative energy from her body, harming living creatures within 5 feet of her. This burst deals 1d4 points of damage per class level. A successful Will save (DC 10 + ½ her class level + Cha modifier) reduces damage by half. Undead creatures within this burst are healed the same amount of damage as the damage she deals to living creatures. A dread necromancer can use this ability once per day at 3rd level, and one additional time per day for every five levels she attains beyond 3rd (2/day at 8th level, 3/day at 13th level, and 4/day at 18th level).

Advanced Learning (Ex): At 4th level, a dread necromancer can add a new spell to her list, representing the result of personal study and experimentation. The spell must be a cleric or wizard spell of the necromancy school, and of a level no higher than that of the highest-level spell the dread necromancer already knows. Once a new spell is selected, it is added to that dread necromancer's spell list and can be cast just like any other spell she knows. If a spell is both a cleric spell and a wizard spell, use the lower of the two spell levels (when different) to determine what level the spell is for a dread necromancer.

A dread necromancer gains an additional new spell at 8th, 12th, 16th, and 20th level.

Mental Bastion: Starting at 4th level, a dread necromancer gains a +2 bonus on saving throws made to resist *sleep*, stunning, paralysis, poison, or disease. This bonus increases to +4 at 14th level.

Fear Aura (Su): Beginning at 5th level, a dread necromancer radiates a 5-foot-radius fear aura as a free action. Enemies in the area must succeed on a Will save (DC 10 + ½ her class level + Cha modifier) or become shaken. A creature who successfully saves cannot be affected by that dread necromancer's fear aura for 24 hours.

Scabrous Touch: Starting at 6th level, once per day a dread necromancer can use her charnel touch to inflict disease on a creature she touches. This ability works like the *contagion* spell (see page 213 of the *Player's Handbook*), inflicting the disease of her choice immediately, with no incubation period, unless the target makes a successful Fortitude save (DC 10 + ½ her class level + her Cha modifier). The DC for subsequent saving throws to resist the effects of the disease depends on the disease inflicted; see page 292 of the *Dungeon Master's Guide* for details.

Activating this class feature is a swift action. The effect lasts until the dread necromancer makes a successful charnel touch attack. The *spectral hand* spell enables a dread necromancer to deliver a scabrous touch attack from a distance.

A dread necromancer can use this ability once per day at 6th level, twice per day at 11th level, and three times per day at 16th level.

Summon Familiar: At 7th level or anytime thereafter, a dread necromancer can obtain a familiar. The familiar she acquires is more powerful than a standard wizard's or sorcerer's familiar, but it is unequivocally evil. The player of a dread necromancer character chooses one of the following creatures: imp (devil), quasit (demon), vargouille, or ghostly visage. All these creatures are described in the *Monster Manual* except for the ghostly visage, an undead symbiont described on page 221 of the *Fiend Folio*.

A dread necromancer's familiar gains the usual familiar benefits given on pages 52-53 of the *Player's Handbook*, with two exceptions. Its type does not change, and it does not gain the exceptional ability to speak with other creatures of its kind.

A dread necromancer's familiar can use its ability to deliver touch spells such as its master's charnel touch, scabrous touch, or enervating touch attack. The master must use a standard action to imbue the touch attack into her familiar.

Undead Mastery: All undead creatures created by a dread necromancer who has reached 8th level or higher gain a +4 enhancement bonus to Strength and Dexterity and 2 additional hit points per Hit Die.

In addition, when a dread necromancer uses the *animate dead* spell to create undead, she can control 4 + her Charisma bonus HD worth of undead creatures per class level (rather than the 4 HD per level normally granted by the spell).

Similarly, when a dread necromancer casts the *control undead* spell, the spell targets up to (2 + her Cha bonus) HD/level of undead creatures, rather than the 2 HD/level normally granted by the spell.

Dread Necromancer Spell List

1st level: *bane, bestow wound, cause fear, chill touch, detect magic, detect undead, doom, hide from undead, inflict light wounds, ray of enfeeblement, summon undead I, undetectable alignment.*

2nd level: *blindness/deafness, command undead, darkness, death knell, false life, gentle repose, ghoul touch, inflict moderate wounds, scare, spectral hand, summon swarm, summon undead II.*

3rd level: *crushing despair, death ward, halt undead, inflict serious wounds, ray of exhaustion, speak with dead, summon undead III, vampiric touch.*

4th level: *animate dead, bestow curse, contagion, death ward, dispel magic, enervation, Evard's black tentacles, fear, giant vermin, inflict critical wounds, phantasmal killer, poison, summon undead IV.*

Table 5-2: The Dread Necromancer						Spellcasting			
Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	1 st	2 nd	3 rd	4 th
1 st	+0	+0	+0	+2	Charnel touch, rebuke undead	3	-	-	-
2 nd	+1	+0	+0	+3	Lich body DR 2	4	-	-	-
3 rd	+1	+1	+1	+3	Negative Energy Burst 1/day	5	-	-	-
4 th	+2	+1	+1	+4	Advanced Learning, mental bastion +2	6	3	-	-
5 th	+2	+1	+1	+4	Fear aura	6	4	-	-
6 th	+3	+2	+2	+5	Scabrous Touch 1/day	6	5	3	-
7 th	+3	+2	+2	+5	Lich body DR 4, summon familiar	6	6	4	-
8 th	+4	+2	+2	+6	Advanced learning, negative energy burst 2/day, undead mastery	6	6	5	3

Dread Witch (*Heroes of Horror*, p98–99)

Hit Die: d4.

Entry Requirements

Saving Throws: Base Will save +4.

Skills: Knowledge (arcana) 3 ranks

Spellcasting: Ability to cast *cause fear* and *scare*.

Special: Must have suffered at least one fear effect against which she failed her save.

Class Skills: The dread witch's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (the planes) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features: All of the following are class features of the occult slayer prestige class.

Spellcasting: At every dread witch level except 1st, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in the spellcasting class you belonged to before you added the prestige class. You do not, however, gain any other class benefit a character of that class would have gained. If you had more than one spellcasting class before becoming a dread witch, you must decide to which class to add each level for the purpose of determining spells per day.

Master of Terror (Ex): Your fear-based spells become more potent. The save DC of any spell you cast with the fear descriptor increases by 1. This bonus stacks with Spell Focus. Furthermore, add the spells *bane* and *doom* to your arcane spellcaster list as 2nd-level spells.

In addition, you become adept at making people uneasy with the right word, expression, or gesture. You gain a bonus to all Intimidate checks equal to +1 per class level.

Unnatural Will (Ex): You gain Unnatural Will as a bonus feat, even if you do not meet the prerequisites.

Absorb Fear (Su): Starting at 2nd level, you can turn your own fear, whether natural or mystical in origin, into extra power for your spells. Any time you are exposed to a condition that could make you shaken, all your spells function at +1 caster level; if the condition could make you frightened, they function at +2 caster level; if panicked, they function at +3 caster level. These bonuses last for the duration of the fear effect or for a number of rounds equal to your Charisma modifier, whichever is less. (Of course, if you fail your saving throw against the condition, you may not be in a position to use the bonuses, but you do have them.) These bonuses are treated in all ways as though she had failed the save. In other words, if you are subject to a spell that causes panic on a failed save but only frightens those who make the save, you gain the bonus from being panicked even if you make the save.

You can, instead of gaining these bonuses, choose to cast a single extra spell; this casting does not use a spell slot. You must make this choice the instant she is subject to the fear effect, and once you have made your choice you must cast the spell within a number of rounds equal to your Charisma modifier. You can cast an additional cantrip if shaken, an additional 1st-level spell if frightened, or an additional 2nd-level spell if panicked.

If you are subject to a second fear effect while still enjoying the effects of the first – either the granted benefits or holding the extra spell – you must decide whether to keep the original effect or replace it with the new one; you cannot benefit from more than one fear effect at a time.

Fearful Empowerment (Su): Starting at 3rd level, once per day you can add the fear descriptor to any spell you cast that has some sort of visual manifestation. For example, you could apply it to a *fireball*, a *summon monster* spell, or to any visual illusion, but not to *charm person*, since that spell does not directly create any visual effect. Creatures targeted by a spell modified by fearful empowerment must make a Will save (DC equal to 10 + your class level + your Cha modifier) or become shaken for 1d4 rounds; this is in addition to any other effects the spell might have. Your save DC bonuses from master of terror apply to this spell.

At 5th level, you can invoke this power twice a day.

Delay Fear (Su): Starting at 4th level, you can choose to delay the onset of any fear effect you impose on someone else, such as by casting a *cause fear* spell. You can delay the onset up to a number of minutes equal to your Charisma modifier. You must determine the onset time when casting the spell, and you cannot later change your mind.

Similarly, you can delay fear effects affecting you. If you fail your save against a fear effect, you can delay its onset a number of rounds equal to your Charisma modifier. You still gain the advantages granted by the absorb fear class feature, even though you are delaying the negative effects. You can invoke this version of delay fear twice per day.

Greater Master of Terror (Ex): Beginning at 4th level, the increased difficulty of all spells you cast with the fear descriptor increases from +1 to +2. In addition, your fear spells are now so potent that they can even affect individuals that are normally immune to fear, such as paladins, although the subject still gets a saving throw to resist the spell's effect. Only a target whose HD exceed your caster level by 4 or more is immune to your mastery of terror. For instance, if you are a sorcerer 7/dread witch 4 (overall caster level 10), a paladin of 14th level or higher is immune to your fear spells.

Horrific Aura (Su): At 5th level, you radiate an aura of terror. Creatures with 6 or fewer HD must succeed in a Will save (DC equal to 10 + your class level + your Cha modifier) or remain shaken as long as they are within 10 feet of you. A creature who successfully saves is immune to your horrific aura for 24 hours. Creatures of greater than 6 HD are unaffected.

Once per day per point of Charisma modifier, you can channel this power into a potent touch attack. Creatures struck by this attack who fail their Will save (see above) are panicked for 1d4+1 rounds; creatures who succeed on their save are shaken for 1 round. This touch attack, unlike the standard aura, functions against creatures of any HD and can even affect creatures normally immune to fear.

Reflective Fear (Su): At 5th level, any fear effect against which you successfully save is immediately targeted back at the source. You still gain the benefits of absorb fear. If the source of this fear fails its save, everyone else who might have been subject to the effect (such as your companions) immediately gains a second saving throw to shake off the effects, as they observe the object of their fear itself grow terrified.

Table 5-5: The Dread Witch

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+0	+0	+2	Master of terror, Unnatural Will	-
2nd	+1	+0	+0	+3	Absorb Fear	+1 level of existing spellcasting class
3rd	+1	+1	+1	+3	Fearful empowerment 1/day	+1 level of existing spellcasting class
4th	+2	+1	+1	+4	Delay fear, greater master of terror	+1 level of existing spellcasting class
5th	+2	+1	+1	+4	Fearful empowerment 2/day, horrific aura, reflective fear	+1 level of existing spellcasting class

Occult Slayer (CW p66–68)

Hit Die: d10.

Requirements: To qualify to become an occult slayer, a character must fulfill all of the following criteria.

Base Attack Bonus: +5.

Skills: Knowledge (arcana) 4 ranks, Spellcraft 3 ranks.

Feats: Improved Initiative, Weapon Focus (any weapon).

Class Skills: The occult slayer's class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int), Gather Information (Cha), Knowledge (arcana) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features: All of the following are class features of the occult slayer prestige class.

Weapon and Armor Proficiency: Occult slayers are proficient with all simple and martial weapons and all armor and shields.

Magical Defense (Ex): An occult slayer's constant training in countering magic of all types manifests itself as a bonus on saving throws against spells or spell-like abilities. This bonus is +1 at 1st level and it increases to +2 at 3rd level and to +3 at 5th level.

Weapon Bond (Su): An occult slayer must choose a particular weapon of at least masterwork quality as the focus of her power. Upon making her selection, she immediately forms a bond with her chosen weapon that imbues it with the force of her hatred for spellcasters. Thereafter, any successful attack she makes with the chosen weapon against a spellcaster or a creature with spell-like abilities deals an extra 1d6 points of damage. If this particular weapon is lost or destroyed, the occult slayer loses the ability to deal the extra damage until she acquires and bonds with another weapon of the same kind of at least masterwork quality. The occult slayer must spend one day per character level practicing with the replacement weapon (and doing very little else – no adventuring) to create a new weapon bond.

Mind over Magic (Su): Starting at 2nd level, an occult slayer can cause a spell or spell-like ability targeted against her to rebound onto the originator as a free action. This ability otherwise functions as the *spell turning* spell (caster level equals the character's occult slayer level +5). An occult slayer can use this ability once per day at 2nd level and twice per day at 4th level.

Vicious Strike (Ex): At 2nd level and higher, an occult slayer who readies an attack action to disrupt a spellcaster deals double damage if the attack hits.

Auravision (Su): At 3rd level, an occult slayer gains the ability to see magical auras at a range of up to 60 feet as a free action. This ability otherwise functions as the *detect magic* spell. The character cannot use this ability to determine anything but the number of magical auras present.

Nondetection Cloak (Su): Upon reaching 4th level, an occult slayer (and any gear she wears or carries) becomes more difficult to locate through divinations such as *clairaudience/clairvoyance*, *locate object*, and other detection spells. The occult slayer gains magical protection from divination equivalent to a *nondetection* spell (caster level equals the character's occult slayer level), except that it affect only the occult slayer and her possessions.

Blank Thoughts (Ex): At 5th level, an occult slayer can induce within herself a state of mental absence, thereby becoming immune to mind-affecting effects (charms, compulsions, patterns, phantasms, and morale effects). She can suppress or resume this ability as a free action.

Table 2-25: The Occult Slayer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+0	+2	Magical defense +1, weapon bond
2nd	+2	+0	+0	+3	Vicious strike, mind over magic 1/day
3rd	+3	+1	+1	+3	Auravision, magical defense +2
4th	+4	+1	+1	+4	Mind over magic 2/day, nondetection cloak
5th	+5	+1	+1	+4	Blank thoughts, magical defense +3

Wild Mage (CA p68–70)

Hit Die: d4.

Requirements: To qualify to become a wild mage, a character must fulfill all of the following criteria.

Alignment: Any chaotic.

Skills: Knowledge (the planes) 4 ranks, Spellcraft 8 ranks, Use Magic Device 4 ranks.

Feats: Magical Aptitude, any metamagic feat.

Spells or Spell-Like Abilities: Arcane caster level 1st.

Class Skills: The wild mage's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Intimidate (Cha), Knowledge (all skills, taken individually) (Int), Profession (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Points at Each Level: 2 + Int modifier.

Class Features: All of the following are class features of the occult slayer prestige class.

Weapon and Armor Proficiency: Wild mages gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: At each level, a wild mage gains new spells per day (and spells known, if applicable) as if she had also gained a level in an arcane spellcasting class to which she belonged before adding the prestige class level. She does not, however, gain any other benefit a character of that class would have gained (such as the bonus feat sometimes gained by a wizard). If she had more than one arcane spellcasting class before becoming a wild mage, she must decide to which class to add each level for the purpose of determining spells per day and spells known.

Wild Magic: A wild mage casts spells differently from any other arcane caster. She reduced her caster level by 3 for all spells she casts from now on. However, every time she casts a spell, her use of wild magic adds 1d6 to her adjusted caster level. For example, an 8th-level sorcerer/1st-level wild mage has a base caster level of 6th, not 9th, but her actual caster level varies from 7th to 12th for every spell she casts. Caster level affects all level-based variables of a spell, including spell penetration checks.

Random Deflector (Su): At 2nd level and higher, a wild mage has the ability to protect herself from certain attacks with this ability. Using this ability is an immediate action, which means that a wild mage activates it when it is not her turn. When activated, the random deflector lasts until the beginning of the wild mage's next turn.

The random deflector redirects ranged attacks, ranged touch attacks, and individually targeted spells (spells designating the wild mage as the sole target, but not area spells striking an area in which she happens to be the sole target) so that they instead attack a random target within 20 feet of the wild mage. A wild mage includes herself and her allies among the possible new targets. Any creature targeted by a deflected attack is attacked or affected normally, so an attack roll is made normally against the new target's AC, the new target receives a saving throw if a spell or effect allows one, and so on. A wild mage can use this ability once per day at 2nd level, two times per day at 5th level, and three times per day at 8th level.

Student of Chaos (Ex): Whenever a wild mage of 3rd level or higher uses a magic item that offers a randomly determined effect (such as a *bag of tricks* or *rod of wonder*), she can roll twice and choose between the two results. If a random roll is made only once to determine the nature or contents of a device (for example, a *robe of useful items* or an *iron flask*), a wild mage gains no special advantage.

Chaotic Mind (Su): When a wild mage reaches 6th level, the power of chaos infuses her mind. She gains immunity to *confusion* and *insanity* spells and effects, and she is shielded by a continuous nondetection effect (as the spell).

Reckless Dweomer (Su): At 9th level and higher, a wild mage knows how to spontaneously convert her own spell energy into random, unpredictable results. As a standard action, she can eliminate a prepared spell or spell slot of at least 1st level to create an effect similar to that of activating a *rod of wonder*. The character's student of chaos ability (see above) applies when she uses her reckless dweomer ability. See page 237 of the *Dungeon Master's Guide* for details on the *rod of wonder*.

Wildstrike (Sp): At 10th level, a wild mage gains the ability to make a *wildstrike* once per day. A *wildstrike* affects a single creature within 60 feet, surrounding the creature in an aura of shimmering rainbow colors for 2d6 rounds. Spell resistance applies, but the target receives no saving throw. While a *wildstrike* is in effect, there is a 50% chance each time the affected creature casts a spell or uses a spell-like ability that its intended action fails. Instead, the creature rolls as if it had activated a *rod of wonder* (see page 237 of the *Dungeon Master's Guide*).

Table 2-22: The Wild Mage						
Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+0	+0	+2	Wild magic	+1 level of existing arcane spellcasting class
2nd	+1	+0	+0	+3	Random deflector 1/day	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3	Student of chaos	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4	-	+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4	Random deflector 2/day	+1 level of existing arcane spellcasting class
6th	+3	+2	+5	+2	Chaotic mind	+1 level of existing arcane spellcasting class
7th	+3	+2	+5	+2	-	+1 level of existing arcane spellcasting class
8th	+4	+2	+6	+2	Random deflector 3/day	+1 level of existing arcane spellcasting class
9th	+4	+3	+6	+3	Reckless dweomer	+1 level of existing arcane spellcasting class
10th	+4	+3	+7	+3	<i>Wildstrike</i>	+1 level of existing arcane spellcasting class

Fear Cloud

The aura of fear permeating the northern provinces of Furyondy is infused with the powers of the Dread Witch. All effects are considered spell-like, mind-affecting abilities of the enchantment and necromancy schools. The Dread Witch is not affected by these effects (even those that would benefit her), as the effect emanates from her. However, other NPCs may be affected by these effects. This aura causes the entire Crockport/Gullkeep area to radiate faint necromancy.

At APL 2-4:

- Spells in the teleportation subschool do not function due to magical interference.
- The save DC of any spell cast with the fear descriptor increases by 1. This bonus stacks with Spell Focus. At APL 8, the DC is increased by 2 instead.
- All characters receive a circumstance bonus to the Intimidate skill equal to his or her Hit Dice.
- Any character whose Intimidate modifier equals or exceeds his or her Diplomacy modifier may not use the Diplomacy skill.

At APL 6:

- All above effects.
- Every time a spell with a visual manifestation is cast, roll percentile dice. On 5% or below, the spell gains the fear descriptor (gaining any appropriate modifications), and every character who can see the effect (including the caster, if applicable) must make a DC 17 Will save or become shaken for 1d4 rounds. The save DC for this effect increases to DC 20 at APL 8.

At APL 8:

- All above effects.
- Individuals who are normally immune to fear (including paladins) may now be affected by fear.
- Any time an affected character succeeds a saving throw against a fear effect, that effect is immediately targeted at its source, unless that source is the Dread Witch.

Timeline of events

All times are approximate. All days noted are consecutive.

Godsday, 9:00 PM: Pallis goes on his "fact-finding mission".

Waterday, 10:00 PM: PCs arrive at the gates of Crockport.

Earthday, 7:00 AM: PCs are attacked by grues/necromentials.

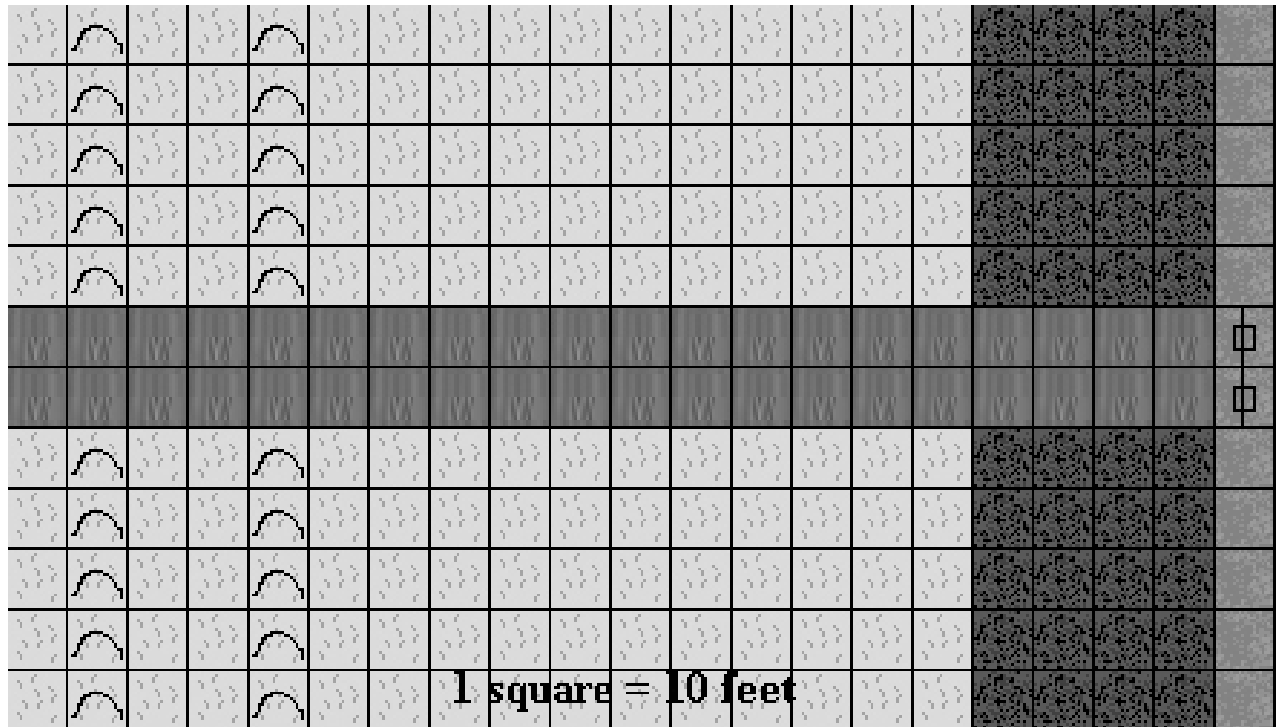
Earthday, 12:00 PM: PCs leave Crockport for Gullkeep.

Freeday: Nothing of note occurs.

Starday, 7:00 PM: The Dread Witch departs Gullkeep.

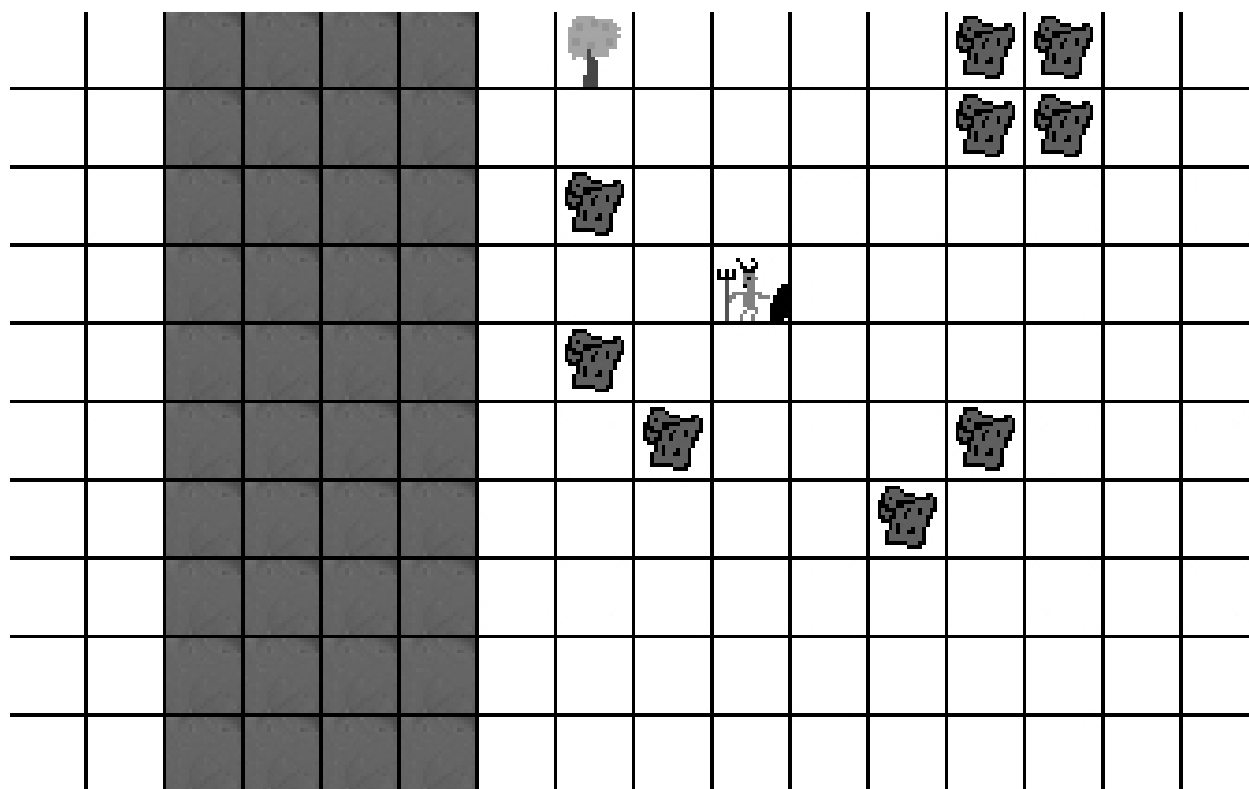
DM Map 1 (Encounter Two): The Outskirts of Crookport

This map assumes that the PCs approach the city from the west. If they approach from a different direction, rotate the map accordingly.



DM Map 2 (Encounter Four): Pallis's Campsite

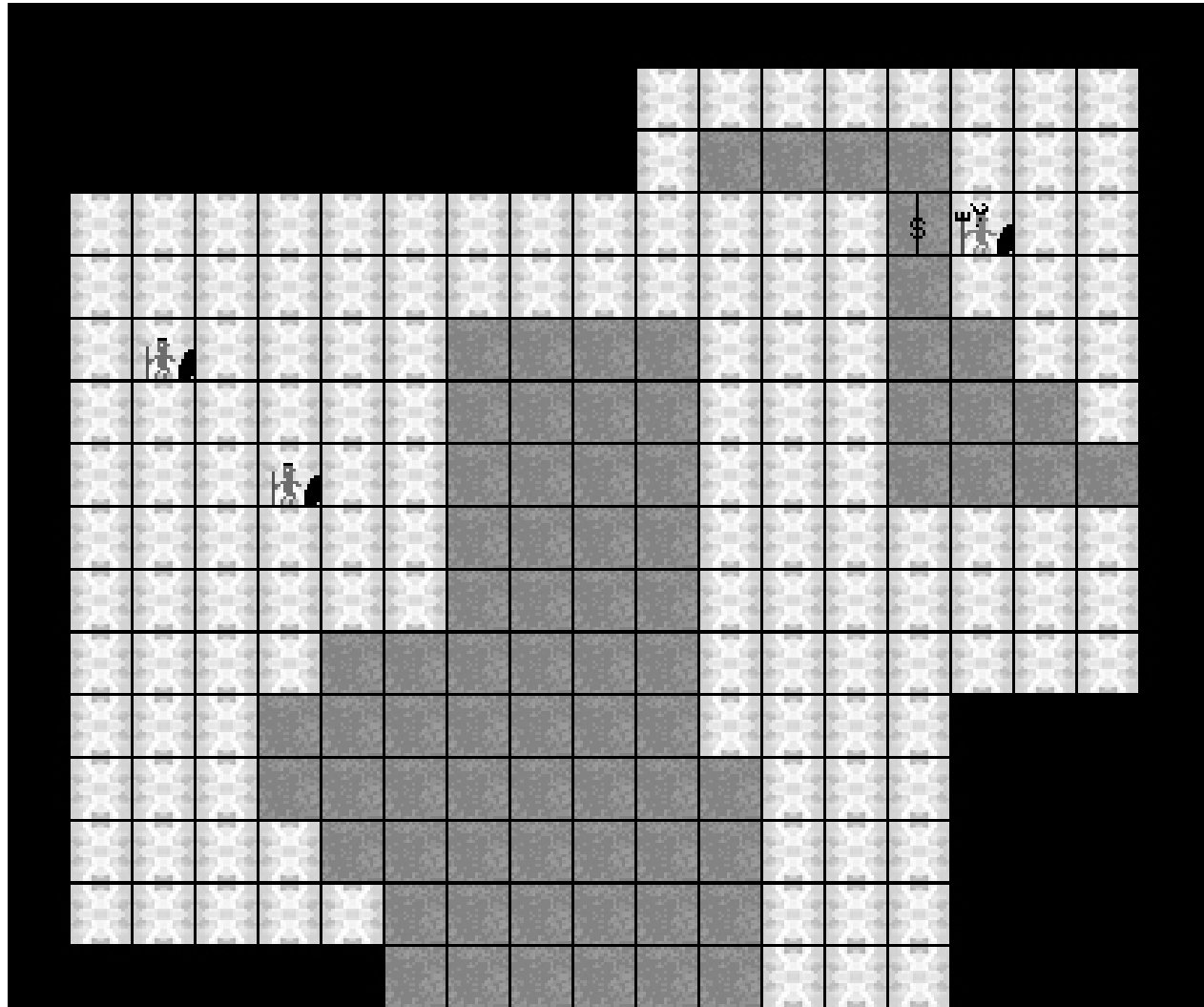
The monster indicated on the map is the living spell. Pallis is hiding in the tree near the road. The PCs approach from the south.



DM Map 3 (Encounter Seven): Dread Witch's Hiding Place

The Dread Witch is hiding in the upper right corner of the map. The other monsters (if present) are on the left-hand side. The S indicated next to the Dread Witch's position is a hole in the collapsed wall through which she casts spells.

The floors and walls are made of stone (hardness 8). The black walls on the map (the actual walls of the keep) are fifteen feet high, require a DC 20 Climb check to scale, and require a DC 15 Balance check to stand atop. The grey walls on the map (representing rubble and collapsed walls) are ten feet high, require a DC 15 Climb check to climb and a DC 17 Balance check to move across. They cannot be run upon or charged across. The thinnest portion of the rubble behind which the Dread Witch is hiding is in the southeastern corner of the grey area. It is a one-foot thick stone wall, possessing hardness 8 and 180 hit points.



Player Handout 1

You had the following dream last night:

As you approach the city of Crockport, two individuals suddenly appear, flanking your path. One, a demon of some kind, fails to attract your attention. However, you get a good view of the other as he charges toward you on his nightmare mount. Light gleams off his pitch black armor as he approaches, and the two emblems on his armor are clear. One is a holy symbol portraying a gauntlet clutching barbed arrows, and the other is a coat of arms displaying a crown, battleaxe, and dragon on a blood-red field. As he bears down on you, you can see through his visor and note his pallid skin, glowing red eyes, and fanged grin as he cries, "You will be the first of Ferrond's children to fall before my power, but soon all you see will belong to the last true scion of Thrommel's line!" As he says this, you see a bird's eye view perspective of the kingdom of Furyondy. When the armor-clad knight grabs you, you feel the life sapped from your body, you understand – this is King Belvor's long-dead son, and he has come for your soul. You cry out to your companions, but they are already dead, apparently slain by the demon. Just as you feel the last ounce of vitality drained from your lifeless husk, you awaken.

Player Handout 2

You had the following dream last night:

As you approach the city of Crockport, two individuals who suddenly appear, flanking your path. One, a knight of some kind, fails to attract your attention. However, you get a good view of the other as he turns toward you and grins. The maroon, green-eyed cambion demon is only seven feet tall but covers your entire field of vision as he moves toward you. One of your allies moves to block his path, but the demon drives one of his powerful clawed arms through him, armor and all. With each step, his expression reminds you more and more of a grinning skull, and you panic, dropping all you carry as you attempt to flee. When you start to run, you hear the demon's voice mocking you. "Scurry, little rats! It will be but a simple task to cleave your heads from your bodies. After I crush Furyondy, nothing will stop me from overrunning all the Flanaess!" You then hear a sickening flap of wings, and within seconds, you are in the demon's grasp. "Your soul will taste so sweet as the first in my ascension to greater godhood." It is at this moment that you realize that you are not being attacked by a normal demon. This is Old Wicked himself. As he cracks your spine, you look to your friends for aid, but they have already fallen to Iuz and the knight. You were the last bastion against them. Just as you feel the last of your hope and vitality slip away, you awaken.

Player Handout 3

You had the following dream last night:

As you approach the city of Crockport, two individuals suddenly appear, flanking your path. Both are equally horrifying. One is a knight wearing black armor decorated by two emblems: a holy symbol portraying a gauntlet clutching barbed arrows, and a coat of arms displaying a crown, battleaxe, and dragon on a blood-red field. The other is a seven-foot tall, maroon, green-eyed cambion demon whose expression closely resembles a grinning skull. Upon looking at the demon, you become paralyzed with fright; all you can do is stand and watch as they tear your companions limb from limb. The demon makes it a point to rend your allies' limbs off in the cruelest possible fashion, while the knight simply reaches down and drains the life from their bodies. They laugh to each other, commenting on how delicious your friends' souls taste and how amusing it was to watch them scurry like rats away from powers they had no chance to defeat. After they each tear through one of your allies, they focus their attention on you. As they approach, the dead bodies of your friends reanimate into vampires and wights, and you realize that you are not just fighting a knight and a demon. You are fighting the undead Prince Thrommel and the demi-god Iuz. As the dark prince, Old Wicked, and your former companions close in on you, you realize that fighting against such overpowering might is futile. Then, you wake up.

Player Handout 4

You had the following dream last night:

As you approach the city of Crockport, two individuals suddenly appear, flanking your path. Both are equally horrifying. One is a knight wearing black armor decorated by two emblems: a holy symbol portraying a gauntlet clutching barbed arrows, and a coat of arms displaying a crown, battleaxe, and dragon on a blood-red field. The other is a seven-foot tall, maroon, green-eyed demon whose expression closely resembles a grinning skull. Paralyzed with fright, all you can do is stand and watch as they tear your companions limb from limb. The demon makes it a point to rend your allies' limbs off in the cruelest possible fashion, while the knight simply reaches down and drains the life from their bodies. They laugh to each other, commenting on how delicious your friends' souls taste and how amusing it was to watch them scurry like rats away from powers they had no chance to defeat. After they each tear through one of your allies, they focus their attention on you. As they approach, the dead bodies of your friends reanimate into vampires and wights, and you realize that you are not just fighting a knight and a demon. You are fighting the undead Prince Thrommel and the demi-god Iuz. As the dark prince, Old Wicked, and your former companions close in on you, you realize that fighting against such overpowering might is futile. Then, you wake up.

Player Handout 5

You had the following dream last night:

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Player Handout 6

You had the following dream last night: *As you approach the city of Crockport, two individuals who suddenly appear, flanking your path. Both are equally horrifying. One is a knight wearing black armor decorated by two emblems: a holy symbol portraying a gauntlet clutching barbed arrows, and a coat of arms displaying a crown, battleaxe, and dragon on a blood-red field. The other is a seven-foot tall, maroon, green-eyed demon whose expression closely resembles a grinning skull. Paralyzed with fright, all you can do is stand and watch as they tear your companions limb from limb. The demon makes it a point to rend your allies' limbs off in the cruelest possible fashion, while the knight simply reaches down and drains the life from their bodies. They laugh to each other, commenting on how delicious your friends' souls taste and how amusing it was to watch them scurry like rats away from powers they had no chance to defeat. After they each tear through one of your allies, they focus their attention on you. As they approach, the dead bodies of your friends reanimate into vampires and wights, and you realize that you are not just fighting a knight and a demon. You are fighting the undead Prince Thrommel and the demi-god Iuz. As the dark prince, Old Wicked, and your former companions close in on you, you realize that fighting against such overpowering might is futile. Then, you wake up.*

Player Handout #7 – Church of Trithereon

You find the following note in your belongings when you get ready to leave Crockport:

"I apologize for the indirect communication, but I could not say this plainly in front of the stuffy cudgel-user. Pallis asked a lot of questions when he was in Crockport, and learned much of the city's newer defenses against the Old One. I recommend shooting first and asking questions later, but of course try to keep him alive. Also, take precautions when bringing him back. Keeping the bard unconscious will rob him of the opportunity to free himself. Please keep this to yourself. C."

Player Handout #7 – Church of Trithereon

You find the following note in your belongings after lunch when you get ready to leave Crockport:

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Player Handout #8 – Church of St. Cuthbert

During a particularly heated discussion between Lady DeCrainte and Cataryna, Overseer Desmart passes you the following note:

Loyal bearer of the Cudgel:

I trust neither Lady DeCrainte nor the fiery vigilante of Trithereon to do what is just. Remain stalwart in your duty to the law; bring Pallis back alive, and bring him bound but conscious. He must have a fair trial, and retain his dignity until proven guilty. Excellent performance in this mission may lead to further endorsements in service of the Church.

Yours in faith,

ORD

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Player Handout #9 – Furyondy Players

You telepathically receive the following information when you leave the city of Crockport:

“Pallis Strandor framed by Dark Prince, beset by undead. Find him; ask what happened. Do not reply; safer that way. Good travels. Silver Strings.”

You know that “Silver Strings” is one of the higher-ups in the Furyondy Players’ College of Performance Arts, although you’ve never actually seen him perform anything. Plus, he’s always seemed a little shifty to you...

If you are a member of the Twilight Hunters, mention this to your DM now.

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Critical Event Summary

FUR6–08 – The Dread Witch Project

(Return to Michelle Sharp if this is the premiere)

Please be sure to answer all questions. Thanks.

1. How many members of the Furyondy Players were at the table?
2. How many members of the Church of St. Cuthbert were at the table?
3. How many members of the Church of Trithereon were at the table?
4. Did any PC kill Pallis? Yes No
5. Circle all NPCs that survived the adventure.
Dread Witch Lady DeCrainte Brick Pallis
6. How many PCs failed a Will save against the Dread Witch's fear effects?
7. Which threat did the PCs eliminate?
Dread Witch Lady DeCrainte Both Neither
8. Were the PCs imprisoned? Yes No
9. Did any PCs take Lady DeCrainte's ring? Yes No
10. Did the PCs determine that Thrommel was involved? Yes No
11. Comments (Optional). Please explain any unusual circumstances