

The Battle for Claw Point

A One-Round Dungeons & Dragons® Living Greyhawk™ Regional Adventure set in the Kingdom of Nyrond

Version 1.0

by Tom Kee

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Seawatch has fallen, but all is not lost. Nyrond's troops are balanced precariously on the Claw Point Peninsula, semi-trapped between the outpost they are striving to recapture and the massive undead army swarming out of the catacombs all around them. A call has gone out to the heroes of Nyrond to help the troops and defeat the Nerullian army of undead that has nested within the sovereign realm. A one-round **battle intensive** Regional adventure set in Kingdom of Nyrond for only the toughest characters level 1-14 (APLs 2-12).

Resources for this adventure [and the authors of those works] include *Complete Arcane* [Richard Baker], *Libris Mortis* [Andy Collins and Bruce R. Cordell], *Magic Item Compendium* [Andy Collins, Eytan Bernstein, Frank Brunner, Owen, K.C. Stephens, John Sneed], *Monster Manual II* [Ed Bonny, Skip Williams, Jeff Grub, Rich Redman, Steve, Winter], *Monster Manual III* [Andy Collins, Andrew J. Finch, Ed Stark], *Monster Manual IV* [various], NYR6-05 *Death of a Sailor* [Tom Kee], NYR6-S01 *Making Your Marque* [Torry Steed, Tom Kee], NYR7-05 *A Pirate's Trail* [Tom Kee], NYR6-105 *The Mists of Relmor Bay* [Scott Sanders, Andrew E. Harasty], NYR7-106 *Nessermouth* [Tom Kee, Susan Ruff], NYR7-S03 *Heroic Blues* [Josh Kaufman], *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor]

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RPGA® SANCTIONED PLAY

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

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

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

This adventure retires from RPGA-sanctioned play on December 31, 2008.

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

Players Read No Farther

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

Preparing for Play

To get the most out of this adventure, you need copies of the following D&D rulebooks: *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. For your convenience, that appendix is split by APL.

Along with this adventure you'll find a RPGA Session 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 virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

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

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round normally 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.

ROUNDS AND UPKEEP

This is a standard one-round regional adventure, set in the Kingdom of Nyrond. Characters from the Kingdom of Nyrond pay 12 gp per round for Adventurer's Standard Upkeep. All others pay 24 gp. Rich and Luxury Upkeep costs 75 gp per round for characters from the Kingdom of Nyrond and 150 gp per round for all others. 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 adventure.

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

The adventure began in Nessermonth when the body of an unknown sailor washed up on shore. The investigation led to the murder of a priest of Pelor and his entire family.

When the PCs tried to follow up on the priest's investigations, the clues led them into a pitched battle with some very powerful undead creatures.

But still, the first chapter in the story ended only with some clues, not with any real answers. A curved blade, perhaps a scythe, was used in all the killings and the dead sailor was clutching a slip of paper that said "Devil's Pride," a pirate ship in the area.

The story continued in Rel Mord when the PCs answered a letter asking them to come speak with a priest of Pelor. This priest of Pelor asked them to undertake the investigation once again. Not being able to resist, the PCs traveled back to Nessermonth, to look around the town for clues, and to try to find the whereabouts of the *Devil's Pride*.

The PCs found themselves being discouraged from the investigation by a group of thugs, and perhaps by the local Sheriff. But they persevered and the PCs found that the *Devil's Pride* was last seen near Oldred. Booking passage aboard the *Widowmaker* they traveled up the coast toward Oldred. But even that trip was not without peril as the PCs nearly collided with a "ghost ship." The ship left behind some rather corporeal undead for the PCs to fight. Undead again.

Finally arriving in Oldred amidst the celebration surrounding the appointment of a new Duke of Korenflask, the PCs somehow managed to track down the current whereabouts of the *Devil's Pride*.

And so, back out to sea on the *Widowmaker* once more, they hunted the *Devil's Pride* near the small island where they believed it to be. However, when the PCs went ashore to hunt down the pirates' landing party, they discovered a rather gruesome collection of corpses that hit a little too close to home for them. Many of the corpses had been altered to look like the PCs.

They did eventually find and defeat the pirate landing party, but when they decided to press on to see where the boarding party had been, they discovered an equally gruesome and horrifying scene of sacrifice, and perhaps of some unholy birth.

Unfortunately, the captain of the *Devil's Pride* had eluded them having never left Oldred. So, the PCs joined up with the *Widowmaker* again to go over what they had both found. Once again, more clues were found, but the mystery itself eluded them. The captain needed to be found.

In the mean time, the Duke of Korenflask had had enough of the "ghost ship" disrupting shipping lines on Relmor Bay. He gathered a large group of adventures and privateers and sent them out to hunt the ghost ship.

Together, the various ships (the *Widowmaker* under the command of Captain Marius Perren, the *Renegade* under the command of Black Shayna Wavesilver, the *Angel's Wrath*, the renamed *Devil's Pride*, under the command of Captain Lesnid Olaf, the *Shayna's Talion*, the renamed '*da Crawsbonez*', under the command of Captain Alek, (Shayna's former first mate) managed to track down the clues to find the ghost ship. After a great chase at sea, the adventures mounted a boarding party against the ship and found it to be full of undead. Undead again. Then, just as they thought they were making headway in the fight, the ghost ship turned incorporeal and everyone needed to get off.

The hunt for Captain Yenavast eventually picked up with a new plan for tracking down the dread pirate. The new Count of Eventide, Reyvor Morrdarn, made a deal with the Temple of Procan in Oldred to create an item that could track Yenavast at sea. He then called on the adventurers of Nyronde, at the King's suggestion, to retrieve the item and pursue the dread pirate.

The adventurers accepted and after some haggling with the high priest of the temple, they took the item and started the hunt. As planned, the compass led them straight toward the dread pirate captain aboard the *Vile Claw*. The *Vile Claw* led them a merry chase with the use of powerful magics, some perhaps divine, both hindering and helping in the pursuit.

Eventually though, they caught up to the *Vile Claw* only to see it plunge beneath the waves. Well, there was nothing to do then but to go underwater after it. The adventurers, using magic they had been warned to have handy, took the plunge themselves and followed the captain into a series of underwater sea caves guarded by monsters of the deep. Fighting their way through guardians, traps, and the captain's men, the adventurers finally found the captain, slain.

Once again, the scythe-wielding true villain had beaten them to the mark and left them with naught but a dead end. In addition to findings similar to past murder scenes, the adventurers did also find a small holy symbol of Nerull within the boot of one of the slain men.

Returning with the news, the adventurers were stopped before reporting in by Allana Ghriogair, the priestess of Beory from Nesseremouth. She repeated her strange dream to the PCs and told them that upon doing more research with one of her superiors, the only thing they could make of the dream was that "the claw was the key."

Unfortunately, no one could make anything of this other than to mistakenly believe the dream was saying that the *Vile Claw*, the pirate ship that had escaped beneath the waves, was somehow still important. In reality, the clue was that Claw Point was the key to the whole mystery.

So, once again feeling like the mystery was at a dead end, Count Morrdarn decided that since the whole thing began in Nesseremouth and had repeatedly seemed to involve Nesseremouth, that it was time to "beat the bushes," so to speak, in Nesseremouth and see what could be flushed out. He gathered as many of the adventurers of Nyronde as he could and sent them down to Nesseremouth all at once, with a writ of investigation so that they could not be denied.

Through a series of many obscure clues, and a couple of not so subtle ones, some of the adventurers glommed onto the fact that Mayor Andreessen himself was in fact working with the Nerullian behind everything. Unfortunately for the adventurers, the Nerullian also gathered a force of undead and sent them into Nesseremouth to distract them, while a smaller force of vampiric assassins slipped in and killed the Mayor.

All attempts to speak with the Mayor's spirit have failed, but it was clear that the source of the murders was

indeed a Nerullian. From here, all of the clues and all of the information gathered was turned over to the Grey Watch, who had been working the case both because it was a Grey Watch member who was the original victim and because it was believed that this issue was a matter of the kingdom's security.

Piecing the information together and throwing in some semi-successful divination magic (as is not uncommon when dealing with plots involving churches, the divinations were obscure at best), the Watch was able to realize that Seawatch, on Claw Point, was at risk. A *sending* was sent to the commander of Seawatch, but the warning came too late to get reinforcements to the outpost; it fell to an all out assault of undead just a few hours later.

Still, the Count was able to maneuver enough local troops down the treacherous coast of Claw Point, fighting undead along the way, to cut off the outpost, now in undead hands, from the rest of the undead crawling up out of the catacombs seemingly everywhere.

The situation these troops find themselves in is precarious at best and the call has gone out to all adventurers to come assist. In the meantime, more troops are being moved in Eventide and are readying to go to the aid of the troops effectively trapped on the Claw Point Peninsula.

And that is where the story picks up.

ADVENTURE SUMMARY

Introduction: A call has gone out to all available adventurers to meet in Shantadern in preparation for an assault and rescue mission into the Claw Point Peninsula.

Encounter 1: Count Morrdarn holds a "war council" and lays out the general plan of attack.

Encounter 2: Traveling with the troops, the PCs get a chance to see how heavily infested Claw Point is with undead, but all skirmishes are handled off-camera for now.

Encounter 3: Having met up with the troops already in place, the PCs are given their assignment and the first stage of retaking Seawatch commences.

Encounter 4: Assuming success in breaking through the first line of defenses, the PCs push forward to their secondary objective, one of the enemy's command posts.

Encounter 5: Having recaptured the outpost, the troops and the PCs spend a couple of days recouping and planning the next step: a direct assault on the catacombs.

Encounter 6: The adventurers storm into the catacombs through various entrances taking the brunt of the initial assault while the troops move in with them to provide support.

Encounter 7 (optional): In this optional encounter, the PCs take the fight to Hochnebyn and his lieutenants in a last push to secure the catacombs. The success or failure of this encounter will ultimately decide the fate of Claw Point and Seawatch.

Conclusion: The PCs meet with the Count of Eventide once again and, assuming success, a feast is held in honor of the adventurers and the troops that bravely put down the undead invasion.

If the PCs failed, or opted out of the optional encounter, the troops and the PCs are forced to fall back in a rout and Claw Point and Seawatch are lost. The Count explains how a defensive perimeter is being constructed across the top of the peninsula to trap the undead there.

PREPARATION FOR PLAY

While the player's are sure to want to point out all of the previous mods they've played in this series (if they have), there are only a few AR items that make a difference within the mod. And one of them is from outside the series. Ask the players if they have any of the following ARs/AR Items for the characters they are intending to play:

- NYR6-S01 *Making Your Marque* – Urchin
- NYR7-S03 *Heroic Blues* – Enmity of Sharan

Urchin: First off, only one PC can actually have Urchin at the table. If multiple players have Urchin, they must decide in some fair manner which of the PCs will have Urchin in game.

Second, and more importantly, Urchin has been blessed by Procan and is currently a lucky charm for the person wielding her. Once during the main part of the module, the PC holding Urchin may force a single NPC to re-roll any one roll. If the PCs do the optional encounter, they may use this ability one more time, but only once during the optional encounter (if they saved it, the uses don't stack).

The PC with Urchin should discover this ability via a dream on the trip to Seawatch (**Encounter 2**).

Enmity of Sharan: Since this came from a recent Intro mod, it's only likely to apply to low level PCs. If a PC has this AR item, they will find that all the combatants within the catacombs (**Encounter 6** and **Encounter 7**), which may include Sharan himself at the correct APLs, seem to target them as much as possible.

Game mechanically, whenever feasible without making seriously bad tactical mistakes like provoking extra AoOs, the PC or PCs with this AR item are the preferred targets for everything encountered within the catacombs.

Also, of note, this adventure is meant to feel like a battle interactive. In fact, it was originally intended to end the series with a battle interactive within the crypts of Claw Point. So, at all points throughout the mod, you should do your best to make this feel like a military action. You should also make it clear that there are many other PCs taking on many other creatures on separate missions (and hence tying up their resources). The particular group at

your table is only one unit in a large fighting force, and yet, they may very well be the deciding factor in whether Claw Point is lost or regained.

And last, there are no maps in this mod. It's up to you to fake a quick map on the battlemat for the players. Each combat will have a general description of the encounter to go off of.

INTRODUCTION

A recent news item has been circulating throughout Nyronnd, and likely abroad. Feel free to read or paraphrase the following to the PCs:

Recently, a group of dedicated adventurers uncovered the evil schemes of a Nerullian priest to capture Claw Point in southern Nyronnd and the catacombs within. His goal was to establish a base of power in Nyronnd. Claw Point is a peninsular collection of tall cliffs that is honeycombed with old Oeridian catacombs and natural underground passages. The mass of land juts out into the Relmor Bay sixty miles south of Shantadern. It has been learned that the recent events such as ghost ship sightings, at least some of the pirate activity, and a series of murders being investigated by various personalities were all distractions from this foul priest's true purposes: the building of an undead army in the catacombs of Claw Point.

Thanks to the recent work of the adventurers in Nesseremouth, it was discovered that Mayor Leemund Andresen was working for the priest of Nerull. Unfortunately, despite the best efforts of the adventurers, vampiric assassins in the employ of the priest killed the mayor before he could be captured and interrogated. Attempts to speak with Leemund's spirit failed.

Fortunately, all was not lost. Members of the Gray Watch pieced together information and clues gathered by adventurers over the last two years in and around Relmor Bay. They concluded, in conjunction with divination magic, that the Seawatch outpost was about to be attacked and the area around Claw Point would be swarmed by undead. Seawatch is a small Nyronndese naval and army watch-post built at the top of Claw Point. It has a grand view of the waters it observes and protects. Regrettably, the information was discerned too late to save Seawatch, which fell to the undead assault despite a warning shortly before the attack.

The information was still useful, however. King Lynwerd, working through Count Reyvor Morrdarn of Eventide, was able to move enough troops into the area to keep the Nerullite from fully positioning and reinforcing his undead at Seawatch. While the undead there are now considered vulnerable to assault, the King's troops are also vulnerable because they have a precariously thin supply line, reinforcements will likely have trouble moving in,

and they are positioned between two masses of undead.

It is in this time of need that Count Reyvor Morrdarn of Eventide, in the King's name, calls upon the heroes of Nyrond to assist in the retaking of Seawatch and the whole of Claw Point. Answer the call to duty and to arms by assembling in Shantadern immediately.

This is the one and only hook the PCs will be getting. If they wish to take part in the adventure, they must make their way to Shantadern and report to the Count as quickly as possible. In which case, proceed to **Encounter 1**. Otherwise, the adventure has come to a quick end.

ENCOUNTER 1: THE PLAN OF ATTACK

The PCs should travel to Shantadern as quickly as possible. Whatever form their travel takes, assume that they arrive shortly before a briefing session for troops and adventurers being sent to recapture and reinforce Seawatch.

PCs should be allowed to do any normal equipping, changing of spells, and other prepping on the way (unless of course they teleport directly there). They can be traveling together or arriving separately, as they wish. When they have reached Shantadern and are ready to go, read the following:

Hundreds, if not thousands, of legionnaires and adventurers have gathered for instructions from Count Morrdarn. Most of the legionnaires bear the eagle insignia of the ninth legion, but a few bear the serpent insignia of the fifth legion, out of neighboring Korenfluss. And while many of the adventurers' faces look familiar, it's clear that at least a few are foreign. The call for help seems to have traveled a good distance.

It doesn't take long for Count Morrdarn to join the assemblage and the chatter quickly dies down as everyone turns an ear to hear him.

"Men and women of Nyrond, and those of you who have joined us from farther afield, I thank you for arriving so quickly, whether it was voluntary or not."

The count continues, "Please, let me be clear that what we are embarking upon here is a military mission. Those of you who are volunteering will find that you are, in actuality, being conscripted on a temporary basis. You will be expected to listen to the orders of the Legion's officers to whom you are assigned, and while we respect greatly your individual abilities...and I guarantee you that you will be given a great deal of latitude because of them...you are still subject to military law if you accept this mission and then decide to go...how to put it delicately... 'go rogue.'"

After the chuckles die down, "Please, if you do not feel that you can act accordingly during the duration of this campaign, I ask that you leave now, with our thanks for having gone out of your way to come here. My quartermaster will see to some compensation for you." A number of adventurers can be seen and heard as they debate the announcement, but ultimately, only a small handful actually leave.

If at this point a PC wishes to leave the adventure, what the quartermaster supplies him is essentially one round's worth of free Standard Upkeep.

The Count goes on after a short pause, "I'll keep this quick. A rather large 'army' of undead has captured Seawatch on the southern tip of the Claw Point Peninsula. How this came to be is irrelevant at this time. What is relevant is that I have a small force of men down there attempting to siege and retake the fort, while they themselves are besieged by what seems to be unending waves of undead swarming up out of the catacombs. We've lost hundreds of troops already just trying to keep the supply line down the coast operational. In fact, we've already been cut off twice and fought hard to re-open it."

He looks around briefly, then continues, "I'm not about to send more good men down there to get slaughtered, and that's where you adventurers come in. You will each be assigned to a Tribune. Not all of you will be assigned to the same Tribunes, so group up now if you want to stay together. We'll be heading out in a couple of hours and marching down to Seawatch. We'll be counting on you to help keep the troops alive on the way there...and hopefully for the long haul as well." More chuckles.

"One last thing," he concludes, "for those who don't know the peninsula, it is cliff face on either side nearly all the way down. Aside from a few pirate caves connecting to the catacombs and a small dock at Seawatch near the bottom of the cliffs, there is no way for a boat to approach it. However, Royal Admiral Anhur has assured me that his ships are doing everything they can to at least cut off supplies to the enemy. I know some of you are used to your own ways of transportation, but this time out it's going to be a trip down the peninsula by foot, hoof, paw, or pad. Once there, we're going to take back Seawatch and then flush the infestation out of the catacombs!"

☛ **Count Reyvor Morrdarn:** LG male human [Oeridian] fighter 8.

Development: After a serious round of huzzahs, the troops explode into the furious activity of breaking camp and making ready to move. Adventurers are rounded up, sorted out, and assigned one of the tribunes. There are approximately 750 troops, under five Captains, each with

three to four Tribune (five companies, 16 platoons). The PCs are put under the Command of Tribune Serus Brecht of the Howler Platoon, Behir Company. Captain Banor Hupine is his direct commander. As with most, they are part of the Ninth Legion.

🦿 **Tribune Serus Brecht:** LG male human warrior 1/fighter 6.

🦿 **Captain Banor Hupine:** LN male human aristocrat 1/fighter 2/expert 6.

If a PC is already in the military, they will be treated accordingly depending on their rank, but they will still be placed under the command of the Tribune, unless they outrank them, in which case, they will either be placed directly under the command of Captain Hupine, or if they outrank him, will be given their own command, consisting only of the other PCs, and their commands will come directly from Praetor Hoard (who does not appear in the mod).

As soon as everyone is assigned, which takes quite some time, the troops will begin marching; Howler Platoon (or the PC's own platoon) marches near the middle of the column. Proceed to **Encounter 2**.

ENCOUNTER 2: HOW CAN WE HELP?

This encounter is purely role-play and intended to both give the PCs a feel for being part of the Legions and also to give a look at some of what they might be facing. There is no read-aloud-text in this section, but rather a handful of bullet points of things the PCs might see or encounter along the way. This encounter is basically optional and only here to add flavor, so feel free to let it run as short or as long as time, and the player's patience, permits. The trip down takes three days (about 90 miles), with the troops making good time. Slow-moving PCs will either be put in wagons or onto mounts to help them keep up.

- Jarel, a new recruit fresh out of boot camp, is both naïve and excited about his new life in the military and about adventurers. In fact, at the first opportunity, he positions himself right next to the PCs and starts asking all sorts of questions about life as an adventurer. In fact, he's convinced himself that he wants to be an adventurer and really joined the legion because he thought it was the best way to get some experience first. He'll keep asking questions until the PCs shoo him away, but he'll return to them multiple times during the trip.
- The first day is relatively uninteresting, other than making friends with other soldiers in the platoon. They range from Jarel at one extreme, to a fifteen-year Sergeant-Major who patiently helps the PCs to learn the ropes as they move along. However, the first night is a little more interesting as the PCs learn

to make camp military style and quickly find that they are expected to join in with all the menial jobs. That may be fine with most, but if anyone raises a fuss, the Tribune will eventually come over and calmly try to explain that everyone has to pull together or the platoon will instead pull apart. If no one raises a fuss, he will eventually come by to thank them for trying to fit in. The first night passes otherwise uneventfully.

- The next day gets a little more interesting as the troops face their first taste of undead resistance about halfway through the day's march. It catches the troops a bit unaware as everyone was thinking, rightly or not, that the undead wouldn't be a problem during the day. The group of undead consists mostly of humanoid skeletons and zombies with a few other creatures apparently in command. With the help of all the adventurers mixed in with the troops, the undead are dispatched quickly. Jarel sticks close to the PCs during the fight and afterwards asks them lots of questions about their tactics (focusing mostly on fighter types).
- The rest of the day goes fairly smoothly again, leaving both the commanders and the troops believing it was probably just a probing force to see what was coming. Setting up camp and setting watches should go a little smoother this night. Even if the PCs were fine with their chores, they were sure to spot some other prima-donna adventurers in the other platoons causing a fuss. This more smoothly smoother.
- However, it isn't long after the first watch has been set and the rest of the men had started to bed down when another, more vicious, attack comes. This one is more like what everyone was expecting. A much nastier mix of undead, including a few incorporeals as well as many ghouls and ghosts, strikes the camp. Adventurers and legionnaires fight side by side to drive them off, but two more short assaults during the course of the night have everyone tired and grumpy in the morning.
- Everyone except for Jarel, who can't seem to stop himself from being overly excited about the action he's seen, and the way he took down that zombie dog, and the way <insert toughest PC name> stepped in front of him and took that hit from the ghoul that surely would have killed him, and the ghost (well he thinks it was ghost anyway, how do you tell a ghost form a wraith again?), and...
- The third day of travel seems almost like a running battle. Not a mile is covered without some sort of skirmish. Half way through the day, a patrol of legionnaires up from the Seawatch encampment was

found trapped in a small canyon. They couldn't have been happier to see the troops.

- About two-thirds of the way through the last day marching, just after another skirmish is ending, Jarel is back to yakking at the PCs again when he stops talking (for once) and freezes. This is meant to feel like the obligatory scene where the young kid you met and bonded with buys the farm just when things seem to have calmed down. It should look to the PCs like something has happened to him as spittle starts to roll down his chin and his eyes start to roll back. But then they'll realize that his head is rolling back too and in actual fact, he's just looking over their head in stunned fear at the row of stone giant skeletons approaching from behind them. Another fight of course breaks out.

♣ **Legionnaire Jarel:** NG male human warrior 1.

Development: By the time the PCs reach the Seawatch encampment, just out of range of the fort itself, they should be exhausted and very low on daily resources. Proceed to **Encounter 3**.

ENCOUNTER 3: BEACHHEAD

"Welcome to Seawatch Command men...and ladies! I am Major Erod, your new commander for the rest of your stay at our little ocean front resort."

It's dark by the time the column arrives at Seawatch and all but the most experienced are dragging and tired. But, based on the skirmishes erupting around the encampment every now and then, it's not likely to be a restful night.

"Damn it! Get some more men over on that line!" the Major interjects before he continues to address the new arrivals. "Captains, I'd love to invite you all to my tent for a little tea and maybe a nightcap, but as you can see, we don't quite have the time right now. I want you to get your troops dispersed and set up within the hour. Captain Reynar will help you to coordinate. I want your freshest men reinforcing the camp as soon as possible and the others resting even sooner. We'll need fresh men throughout the night, but even more so in the morning when we take this fort back. Oh, and if your adventurers need their beauty sleep, make sure they get it! I want them at peak capacity first thing in the morning!"

♣ **Major Drees "Dragon" Erod:** NG male human warrior 2/fighter 6/ranger 2/rogue 2.

♣ **Captain Quill Reynar:** LG male human warrior 2/expert 6/fighter 2.

After meeting quickly with Captain Hupine, Tribune Brecht gets the PCs and the rest of Howler Platoon into position within the camp. He tells the PCs they are

welcome to join the watches, but to try to avoid skirmishes. And, he wants everyone at full resources for the morning. So, if they need sleep, get it. If they have to conserve spells for the rest of the night, do it. It's most important that they be ready for the assault in the morning.

In the morning, just before sunrise, orders will be given and different groups of adventurers will be assigned different areas to assault based on the expected challenges. The plan is for the sappers to undermine and weaken the walls in a number of places while the main troops support them and give them cover. When the walls start to fall, the sappers will fall back and the PCs are expected to charge and secure the breach so that the rest of the troops can follow into the fort.

While the majority of the undead reconnoissanced so far are of the mindless type, there are plenty of cleverer and more dangerous ones as well. And there is clearly some form of chain of command in there as well, with a number of command centers identified. In fact, once the wall has been secured, the PCs are asked to push forward and assault one of the command centers (**Encounter 4**).

Setup: Once the wall starts to collapse the PCs are expected to rush the gap. However, they don't know exactly when that will be, so while they can pre-buff, they should only be allowed to pre-cast spells that are at least 10-minutes per level in duration. When the wall falls, place the PCs approximately 60 feet away from the gap in the wall on the map and have them roll initiative.

The gap in the wall should be approximately 30 feet wide with a number of buildings scattered around on the other side of the wall. The larger contingent of undead will immediately fill in the gap in the wall expecting a charge (or simply being ordered to do so). The smaller, more elite undead contingent will hold back just out of sight of the PCs until the fight is engaged.

Creatures: At each APL there is a larger contingent of front line troops, numbering from four to six, and a smaller, but more elite, back-up undead (only one at all APLs except 6, where there are two). The lower APLs feature mindless thugs, while the higher APLs get a little more crafty.

APL 2 (EL 4)

♣ **Corpsecrafted Half-Orc Barbarian Skeletons** (5): hp 11 each; *Appendix 1*.

♣ **Corpsecrafted Half-Orc Barbarian Zombie:** hp 25; *Appendix 1*.

APL 4 (EL 6)

♣ **Corpsecrafted Gnoll Ranger Skeletons** (4): hp 22 each; *Appendix 1*.

♣ **Corpsecrafted Gnoll Ranger Zombie:** hp 47; *Appendix 1*.

APL 6 (EL 8)

☛ **Corpsecrafted Bugbear Rogue Skeletons (6):** hp 33 each; *Appendix 1*.

☛ **Corpsecrafted Bugbear Rogue Zombies (2):** hp 69; *Appendix 1*.

APL 8 (EL 10)

☛ **Corpsecrafted Gravetouched Ghoul Half-Orc Barbarian (5):** male gravetouched ghoul half-orc barbarian 3; hp 33 each; *Appendix 1*.

☛ **Corpsecrafted Evolved Advanced Ghast:** hp 69; *Appendix 1*.

APL 10 (EL 12)

☛ **Corpsecrafted Gravetouched Ghoul Half-Orc Barbarian (5):** male gravetouched ghoul half-orc barbarian 5; hp 55 each; *Appendix 1*.

☛ **Corpsecrafted Elite Boneclaw:** hp 170; *Appendix 1*.

APL 12 (EL 14)

☛ **Corpsecrafted Gravetouched Ghoul Half-Orc Barbarian (5):** male gravetouched ghoul half-orc barbarian 7; hp 88 each; *Appendix 1*.

☛ **Elite Greater Shadow:** hp 81; *Appendix 1*.

Tactics: At all APLs, the larger group will try to plug the gap in the wall and await a charge. At the lower APLs, the skeletons are simply told to guard the hole and kill anything living that tries to get through. If PCs attempt to stand back and kill them from afar, they will take the fight to the PCs though. The zombies are ordered to hold back until they see living creatures and then attack them. Again, at the low APLs, they are mindless and their tactics should be brutish.

At the higher APLs, the ghouls are under orders to fill the gap, but they don't really like it. They want to close with the PCs and make dinner reservations! The elite undead, the ghast, the boneclaw, and the greater shadow, are all holding back hoping to surprise and maybe even flank unsuspecting PCs. But ultimately, they too want to get in the fight and won't hold back forever. The shadow is likely to approach the PCs underground and attack spellcaster in the rear of the party.

Treasure:

👑 **APL 2:** Loot: 52 gp; Coin: 0 gp; Magic: 0 gp -

👑 **APL 4:** Loot: 576 gp; Coin: 0 gp; Magic: 0 gp -

👑 **APL 6:** Loot: 1044 gp; Coin: 0 gp; Magic: 0 gp -

👑 **APL 8:** Loot: 57 gp; Coin: 0 gp; Magic: 960 gp - +1 greatclub (x5, 192 gp each)

👑 **APL 10:** Loot: 42 gp; Coin: 0 gp; Magic: 960 gp - +1 greatclub (x5, 192 gp each)

👑 **APL 12:** Loot: 42 gp; Coin: 0 gp; Magic: 1793 gp - +1 greatclub (x5, 192 gp each), ring of protection +1 (x5, 167 gp each)

Detect Magic Results: +1 greatclub (faint evocation), ring of protection +1 (faint abjuration)

Development: Assuming the PCs defeat their opponents, simply move on to **Encounter 4**. They have a few rounds to heal up if they need to, but the battle is raging around them and it should be clear that legionnaires are dying while they are taking time to heal.

If they should fail, have them fall back to the camp to heal. Eventually, they will be told that another group has succeeded in clearing a path for them to one of the command centers. Once again, proceed to **Encounter 4**.

ENCOUNTER 4: CHAIN OF COMMAND

In this encounter, the PCs are asked to raid one of the command centers, and capture or kill the commander they find there. Assuming they didn't need to retreat to the camp for healing and reassignment, then this encounter should start six minutes after the last one ended, plus any time they spent healing.

Setup: In this encounter, the PCs should be winding their way through the maze-like streets of the fort. Most of the streets should be at least 20-feet wide, but some could be as small as 10-feet wide. The PCs should be set on the map just turning the corner to the 30-foot-wide road leading to the command center, about 50 feet away. The buildings should be 15 feet in height (the Climb DC for the walls is 15, should it come up).

Just outside the command center building, on guard, are the bodyguards (the frost skeletons). If the PCs are trying to be stealthy, it's possible they could surprise the guards.

However, the deathlock commander is actually hiding on top of one of the other buildings nearby (preferably one of the buildings bordering the road to the command center). The PCs will need to make a Spot check against his Hide DC. He'll be taking 10, and unless they are flying or otherwise above the roofline, then give him a +4 cover bonus as well.

Creatures: At all APLs, the deathlock is the local commander and the frost skeletons are his personal guard.

APL 2 (EL 4)

☛ **Corpsecrafted Orc Warrior Frost Skeleton:** hp 11 each; *Appendix 1*.

☛ **Deathlock:** hp 27; *Appendix 1*.

APL 4 (EL 6)

☛ **Corpsecrafted Ogre Barbarian Frost Skeleton:** hp 44 each; *Appendix 1*.

☛ **Deathlock:** male deathlock sorcerer 4; hp 63; *Appendix 1*.

APL 6 (EL 8)

☠**Corpsecrafted Skullcrusher Ogre Fighter Frost Skeleton:** hp 88 each; Appendix 1.

☠**Deathlock:** male deathlock sorcerer 6; hp 81; Appendix 1.

APL 8 (EL 10)

☠**Corpsecrafted Hill Giant Barbarian Frost Skeleton:** hp 132 each; Appendix 1.

☠**Deathlock:** male deathlock sorcerer 8; hp 99; Appendix 1.

APL 10 (EL 12)

☠**Corpsecrafted Ocean Giant Ranger Frost Skeleton:** hp 198 each; Appendix 1.

☠**Deathlock:** male deathlock sorcerer 10; hp 117; Appendix 1.

APL 12 (EL 14)

☠**Corpsecrafted Ocean Giant Ranger Frost Skeleton (2):** hp 198 each; Appendix 1.

☠**Deathlock:** male deathlock sorcerer 12; hp 135; Appendix 1.

Tactics: The skeletons are mindless, but they are under the direct command of the deathlock. Initially, they only attack PCs entering the street leading to the command post, but, the deathlock can change those orders at any time. If the deathlock is killed before the skeletons, he orders them to kill the PCs, with his dying “breath” (immediate action). At which point, the skeletons follow and attempt to kill the PCs, fighting to the “death.”

The deathlock attempts to kill as many PCs as quickly as he can using area effect spells, starting in the surprise round if there is one. If he doesn't have any area effect spells (lower APLs), he'll just use whatever ranged damage spells seem most appropriate. He stays on the roof does will not run away.

Treasure:

👑**APL 2:** Loot: 14 gp; Coin: 0 gp; Magic: 0 gp -

👑**APL 4:** Loot: 2 gp; Coin: 0 gp; Magic: 426 gp - large +1 chain shirt (113gp each), *potion of inflict serious wounds* (63gp each), *ring of protection +1* (167gp each), *vest of resistance +1* (83gp each)

👑**APL 6:** Loot: 6 gp; Coin: 0 gp; Magic: 1034 gp - +1 spiked full plate (354gp each), *cloak of resistance +1* (83gp each), *potion of inflict serious wounds* (63gp each), *amulet of natural armor +1* (167gp each), *anklet of translocation* (117gp each), *ring of protection +1* (167gp each), *vest of resistance +1* (83gp each)

👑**APL 8:** Loot: 1 gp; Coin: 0 gp; Magic: 1143 gp - +1 chain shirt (113gp each), *cloak of resistance +1* (x2 83gp each), *ring of protection +1* (x2 17gp each), *potion of inflict serious wounds* (63gp each), *amulet of natural armor +1* (167gp each), *anklet of translocation* (117gp each), *cloak of charisma +2* (333gp each)

👑**APL 10:** Loot: 5 gp; Coin: 0 gp; Magic: 2680 gp - *bracers of armor +3* (750gp each), *cloak of resistance +1* (83gp each), *ring of protection +1* (167gp each), *potion of inflict serious wounds* (63gp each), *amulet of natural armor +1* (167gp each), *anklet of translocation* (117gp each), *cloak of charisma +2* (333gp each), *ring of protection +2* (667gp each), *vest of resistance +2* (333gp each)

👑**APL 12:** Loot: 10 gp; Coin: 0 gp; Magic: 4805 gp - *bracers of armor +3* (x2, 750 gp each), *cloak of resistance +1* (x2, 84 gp each), *ring of protection +1* (x2, 167 gp each), *potion of inflict serious wounds* (x3, 63 gp each), *amulet of natural armor +1* (167gp each), *anklet of translocation* (117gp each), *cloak of charisma +4* (1333gp each), *ring of protection +2* (667gp each), *vest of resistance +2* (333gp each)

Detect Magic Results: *bracers of armor +3* (moderate conjuration), *cloak of resistance +1* (faint abjuration), *ring of protection +1* (faint abjuration), *potion of inflict serious wounds* (faint necromancy), *amulet of natural armor +1* (faint transmutation), *anklet of translocation* (moderate conjuration), *cloak of charisma +4* (faint transmutation), *ring of protection +2* (faint abjuration), *vest of resistance +2* (faint abjuration)

Development: Assuming the PCs succeed, or even if they have to run away, they should return to the camp for new orders once they have completed the mission. If they were successful, other troops will come to take the command post off their hands and they will find that overall casualties were surprisingly light. If they failed, it will turn out that other adventurers were able to win the day, but only after heavy casualties. Proceed to **Encounter 5.**

ENCOUNTER 5: REGROUPING

Having recaptured the outpost, the troops and the PCs spend a couple of days recouping within the fort, fighting off occasional incursions while trying to make repairs to the fort, and planning the next step: a direct assault on the catacombs.

If the PCs did not, in fact, succeed, the other adventurers and troops still managed to recapture Seawatch, but the casualties were high and morale is very low.

Otherwise, morale is high as it feels like a major victory, but the officers know that the “war” is far from won. While the PCs have time to interact with the troops once again, rest some, and generally get ready for whatever comes next, the officers are planning the next move.

It's quite possible that PCs, used to being the main motivating factors, will wish to be involved in the decision making process. The officers will very politely accept their input and tell them that it will be taken under advisement. In the meantime, they have concluded that a direct frontal assault on a number of entrances into the catacombs at once is the best bet for assault.

They coordinate via *sending* spells with the navy to have marines ready to storm some of the lower entrances, through the pirate caves and what not, while the army uses adventurers to form the main assault from above. Reconnaissance done during the siege and over the last couple of days has helped to identify the numerous holes the undead keep climbing out of. The plan is to once again ask the adventurers to form a spearhead, clear the entrances, and then push forward to help sweep and map the corridors. The troops will be there to back them up and will spread out to look for hotspots.

Late on the second day after retaking Seawatch, Major Erod will have his officers round up the adventurers for a briefing.

"Ladies and scoundrels," says the Major with a grin, "I'd like to thank all of you for the job you've done so far. We would have lost a lot more men, and maybe even the peninsula if not for your assistance. You have my deepest thanks."

After he takes the time to glance around making eye contact with as many of the adventurers as possible, he continues. "I know you're probably all thinking, 'OK, where's the other shoe?' Well, here it is. We want to flush these vermin completely out of Claw Point. To do that means we're going to have to invade the catacombs in force and see what we're dealing with. We've tried a couple of stealth missions, but neither has returned. So, we're going back to good old-fashioned brute force."

"Now, to pull this off," he goes on, "We're going to need you folk taking the point again. You're the best we've got and just about everyone of you is worth at least ten of my men's lives when it comes to dealing with these things. We've identified a number of holes that these undead are coming and going from and we've coordinated an assault for just after dawn. We want you to lead the way in and then spread out clearing as many out of your way as you can before you fall back. The rest of the troops will be right behind you and they'll be scouting about for hotspots. They'll also have your backs. No man gets left behind."

"If you're not willing to do it, I'll understand. I'd ask you to at least take a rear guard position. But I've got to tell you; the boys are depending on you. You're heroes to them. Why Jarel alone must sing your praises enough for a hundred men alone! So please, if you're willing, get with your Tribune, let him know, and be ready first thing in the morning. Your Tribune will have your assigned point of assault and some additional information. Thank you, dismissed!"

Development: PCs that choose not to go any further should be told that, while they are handling rear guard duties, the assault on the catacombs turns into a rout by the undead and a total disaster. Go to the **Conclusion**, Failure.

Assuming the PCs want to continue, they are given an assigned entrance to storm with their platoon at their back. They are also given a little surprise. To help ensure their success, the Tribune distributes some trinkets that he says the Major was holding back for the "worst of it." He gives each PC a non-slotted magic item that will work like the *death ward* spell for the first time they encounter negative energy. He says to sleep with the item on as it attunes to them over night (and they need to be attuned to work). At all APLs except APL 2, these are one-use items. At APL 2, they essentially give the PC a *death ward* spell in affect on them for the remainder of the adventure. They will be collected after the adventure is done. When they have been given out, have the PCs turn in for a good night's sleep, and proceed to **Encounter 6**.

ENCOUNTER 6: INTO THE NEST

Very much like in **Encounter 3**, the PCs are once again being asked to take point on the invasion of one of the numerous entrances to the catacombs. After an easy fight at the entrance, as in don't have the PCs waste any resources other than pre-buffs, they will quickly find themselves wandering the maze that is the catacombs of Claw Point. There are many levels to it and they are essentially on a search and destroy mission clearing the way for the rest of the troops to do clean up and reconnaissance.

Fifteen minutes after entering the catacombs and a couple of skirmishes later, the PCs finally hit a real fight. Please remember, the PCs have all been given an unslotted magical item that functions as a *death ward* spell. At APL 2, the item will work throughout the rest of the mod. At all other APLs, it will only work once and will then go inert. And the items are attuned to an individual PC, so they can't share them around. Each PC gets one freebie.

☛ **Unhallow:** All areas of the catacombs where encounters take place are under the affects of an *unhallow* spell (caster level 16). Dispelling the effect only dispels it for that encounter area, and so it will be in place again for the next one.

The first effect of the spell is to guard the site with a *magic circle against good* effect.

The second effect is that all turn checks are made at -4 penalty, while rebuke checks are made at a +4.

Finally, the spell affixed to the *unhallow* spell is a specially modified version of *invisibility purge*. In addition to making all non-naturally invisible creatures visible, it is modified to also block the affects of *hide from undead*. Hochnebyn had this specifically researched to block an otherwise obvious hole in his defenses.

☛ **Enmity of Sharan:** Game mechanically, whenever feasible without making seriously bad tactical mistakes like provoking extra AoOs, the PC or PCs with this AR

item are the preferred targets for everything encountered within the catacombs.

Setup: The corridors within the catacombs come in all shapes and sizes, ranging from small natural burrow-like tunnels, to large sixty-foot wide columned chambers. The PCs should be turning the corner from a ten-foot wide corridor that just hit a T intersection with a fifteen-foot wide corridor. There are no doors or chambers nearby.

Creatures: At lower APLs, the PCs come across an earth necromental. A rather nasty example of a good elemental (ok a neutral one), gone bad. At the higher APLs it's a grave related golem. In both cases, the catacombs are guarding themselves.

APL 2 (EL 4)

☛ **Medium Earth Necromental:** hp 36; *Appendix 1.*

APL 4 (EL 6)

☛ **Large Earth Necromental:** hp 72; *Appendix 1.*

APL 6 (EL 8)

☛ **Huge Earth Necromental:** hp 144; *Appendix 1.*

APL 8 (EL 10)

☛ **Advanced Grave Dirt Golem:** hp 142; *Appendix 1.*

APL 10 (EL 12)

☛ **Advanced Grave Dirt Golem:** hp 182; *Appendix 1.*

APL 12 (EL 14)

☛ **Elite Tombstone Golem:** hp 135; *Appendix 1.*

Tactics: None of these guys are particularly bright, if they have a mind at all. They are basically hall monitors attacking anything that's living and not wearing a holy symbol of Nerull. Hmm, that would be one way to get around them...

While they do not have any special life sense, or life sight, etc., they will not waste time attacking things that aren't alive: constructs, other undead, and so forth.

👛 **Treasure:** none.

Development: Once the PCs have finished their encounter with the hall monitors, they have a couple more minor skirmishes before reporting back for new commands. At this point, the PCs will be asked to volunteer for what could be a suicidal mission. The reconnaissance teams have identified a few areas of heavy resistance and believe they may have found either the main priest of Nerull or perhaps his lieutenants. If the PCs are willing (make it clear that this is an optional encounter and a potentially VERY deadly one) to directly assault these very powerful nests of undead, then proceed to **Encounter 7**. If they are not willing to do the optional encounter, then proceed to the **Conclusion**.

ENCOUNTER 7: CUT OFF THE HEAD (OPTIONAL)

While **Encounter 7** is indeed optional from an AR point of view, the PCs can't truly succeed at their mission, freeing Claw Point of the Nerullian infestation, unless they attempt and succeed at this encounter. However, it should be stressed repeatedly that the optional encounter is deadly, potentially even suicidal. Also, the optional encounter counts as one TU for PCs playing in region or two TUs for PCs playing out of region, in terms of upkeep.

In any event, should they proceed, the PCs will have a good idea of where they are going and hence will be able to pre-buff any spells of at least 1 minute per level in duration. They can teleport near to their final destination, but since it isn't precisely known, they will still need to wander a bit after teleport, should they choose that option.

If the PCs attempt to be stealthy in their approach, ask them for their plan and then let it work by giving them a surprise round. If the PCs do not try to approach stealthfully, award the NPCs with two rounds to prepare/buff/hide, whatever seems most appropriate for the encounter. It is possible the NPC will gain a surprise round in this fashion, but they may also just cast two buff spells and start the fight. Note that Sharan and Hochnebyn start with some longer-term buffs in place already.

Setup: The final combat takes place within, or just outside of, a sixty-foot wide and one hundred-foot long columned chamber. The main entry door should be a set of double doors in the center of the sixty-foot wall. The corridor just outside the doors should be ten-feet wide and should stretch at least fifty-feet in either direction before hitting an intersection. There are no other rooms nearby. The double doors should be open when the PCs round the nearest corner to the chamber. The NPC could be anywhere within the chamber or within the corridor as makes the most sense. For instance, the slaughter wight has a hide check of +24. If the PCs did not approach in a stealthy manner and he had two rounds to move and hide, he might very well be hiding in the corridor waiting for the PCs to enter the room and thereby attacking from the rear at the "soft" part of the group first.

Creatures: The creatures here vary greatly by APL, but in all cases, these are intelligent undead (other than the bodyguards) or human spell casters. And, they are all either loyal lieutenants of Hochnebyn, or Hochnebyn himself. And when I say "loyal," I mean they are more fearful of the wrath of Hochnebyn (or Nerull) than they are of being killed/destroyed. There are far worse fates. So, they will not flee.

APL 2 (EL 4)

☛**Sharan:** male human necromancer 3; hp 15; Appendix 1.

☛**Lesser Necrosis Carnex:** hp 18; Appendix 1.

APL 4 (EL 7)

☛**Sharan:** male human necromancer 5/pale master 1; hp 36; Appendix 1.

☛**Bloodhulk Fighter:** hp 140; Appendix 1.

APL 6 (EL 9)

☛**Elite Slaughter Wight:** hp 29; Appendix 1.

APL 8 (EL 11)

☛**Advanced Elite Mohrg:** hp 210; Appendix 1.

APL 10 (EL 13)

☛**Elite Entropic Reaper:** hp 190; Appendix 1.

APL 12 (EL 16)

☛**Hochnebyn:** male human cleric 6/master of shrouds 10; hp 160; Appendix 1.

Tactics: At APLs 2-4, Sharan does his best to keep the necrosis carnex/bloodhulk between himself and the PCs, while staying back to cast spells. At APL 2, he always stays outside the blast range of the necrosis carnex. Most likely, Sharan leads with a *glitterdust*, or perhaps a fireball at APL 4.

At APLs 6-10, these creatures are most likely to come out swinging. Those that have good hide checks may try to get a surprise round on the PCs if possible. In any event, once they engage, make sure to use their individual special powers.

For the slaughter wight, most of his special abilities are in his feats: Daunting Presence, Death Master, and Eviscerator. Make sure to read them ahead of time.

The mohrg is more of a strait up slug fest, but it will be trying to paralyze people quickly. So if it paralyzes one foe, it should move onto someone else. It's smart enough to try to paralyze weaker foes first to cut down on the numbers, if it can. Since it's by itself, it should not be trying to grab PCs, even if there are small PCs, unless it no longer feels threatened by the other (perhaps paralyzed) PCs.

The entropic reaper, of course, wants to hit things and force entropy saves. So, it should be holding back on Power Attacks unless it's comfortable it can hit its opponent anyway.

At APL 12, the PC's are facing a potentially suicidal mission, especially if they are a true APL 12 table (heaven forbid an APL 11 table playing up). That said, it's meant to be deadly, and it's the author's hope that Hochnebyn actually wins so as to be a future villain for Nyrond, even if it should never occur to the end of the campaign.

In any event, Hochnebyn wants very badly to use his *summon undead* ability to bring in a dire wraith to occupy the PCs while he either buffs or summons more dire wraiths. The most likely way to do this is to drop a

blasphemy in the first round (caster level 16 due to the evil domain) and hopefully take out a few of them, thereby increasing his chances of getting off a full round spell-like ability.

Treasure:

☛**APL 2:** Loot: 3 gp; Coin: 0 gp; Magic: 222 gp - *potion of cure light wounds* (4gp each), *scroll of desiccating bubble* (13gp each), *scroll of Melf's acid arrow* (13gp each), *scroll of summon monster II* (x2, 13 gp each), *ring of protection +1* (167gp each)

☛**APL 4:** Loot: 581 gp; Coin: 0 gp; Magic: 867 gp - *potion of cure light wounds* (4gp each), *scroll of desiccating bubble* (13gp each), *scroll of fireball CL5* (31gp each), *scroll of Melf's acid arrow* (13gp each), *scroll of summon monster II* (x2, 13 gp each), *wand of magic missile* (30 charges; CL 5th) (188gp each), *ring of protection +1* (167gp each)

☛**APL 6:** Loot: 0 gp; Coin: 0 gp; Magic: 0 gp -

☛**APL 8:** Loot: 0 gp; Coin: 0 gp; Magic: 0 gp -

☛**APL 10:** Loot: 3 gp; Coin: 0 gp; Magic: 0 gp -

☛**APL 12:** Loot: 8 gp; Coin: 0 gp; Magic: 12621 gp - *potion of cure serious wounds* (125gp each), *+1 keen scythe* (1386gp each), *+1 full plate* (442gp each), *belt of giant strength +4* (2667gp each), *boots of speed* (2000gp each), *cloak of resistance +2* (667gp each), *gloves of dexterity +2* (667gp each), *periapt of wisdom +4* (2667gp each), *pink rhomboid ioun stone* (1333gp each), *ring of counterspells* (667gp each)

Detect Magic Results: *potion of cure light wounds* (faint conjuration), *scroll of desiccating bubble* (faint necromancy), *scroll of fireball CL5* (faint evocation), *scroll of Melf's acid arrow* (faint conjuration), *scroll of summon monster II* (faint conjuration), *wand of magic missile* (30 charges; CL 5th) (faint evocation), *ring of protection +1* (faint abjuration), *potion of cure serious wounds* (faint conjuration), *+1 keen scythe* (faint evocation and moderate transmutation), *+1 full plate* (faint abjuration), *belt of giant strength +4* (moderate transmutation), *boots of speed* (moderate transmutation), *cloak of resistance +2* (faint abjuration), *gloves of dexterity +2* (moderate transmutation), *periapt of wisdom +4* (moderate transmutation), *pink rhomboid ioun stone* (moderate transmutation), *ring of counterspells* (moderate evocation)

Development: If the PCs win, they can eventually hook back up with their Tribune and report success. They should see and hear that things are going well for the rest of the adventurers and troops. If the PCs lose and are forced to flee, they will see that they are not the only ones to do so as many other groups are retreating alongside them. Things may not be going well. Any bodies left behind will be found by other adventurers/troops passing by, even if the party suffered a TPK. No one should be deemed non-retrievable; although it's possible they have died a permanent death for other reasons.

Within the camp, there are clerics capable of casting *raise dead*, and there is at least one druid available to cast *reincarnate*. Higher-level spells are not available within the camp and would require travel to a large city to be

dealt with as normally. There is no special discounting on the costs of these spells beyond anything the PCs might be able to normally provide via past ARs or perhaps meta-org affiliations.

When everything is settled, proceed to the **Conclusion**.

CONCLUSION

There are three different conclusions. Complete Success, which means that the PCs completed the optional encounter successfully. Partial Success, which means the PCs completed up through **Encounter 6** successfully, but chose not to try the optional encounter or failed at the optional encounter. And finally, Failure, where in the PCs either did not complete the mod through **Encounter 6**, or made it to **Encounter 6**, but then failed there.

COMPLETE SUCCESS

"The Nerullian infestation has been put down! Huzzah!" Seeing the Count leading the cheers is a pleasant sight after nearly two weeks of fighting undead horrors. It's hard to believe it's finally over. Still, the smell of the halfling-catered feast in honor of all the brave men and women that sacrificed so much for the security of the nation certainly seems real.

And the surprise appearance of Queen Xenia and Princess Archarzi was a wonderful bonus. It's amazing that the Queen took the time to thank everyone personally. And little Archarzi is adorable! It was everything the Royal Guard could do to keep up with her!

Yep, it's another good day in the Kingdom. Good wins. Evil loses. Just the way it should be.

Treasure:

- 👑APL 2: Loot: 0 gp; Coin: 500 gp; Magic: 0 gp
- 👑APL 4: Loot: 0 gp; Coin: 500 gp; Magic: 0 gp
- 👑APL 6: Loot: 0 gp; Coin: 500 gp; Magic: 0 gp
- 👑APL 8: Loot: 0 gp; Coin: 500 gp; Magic: 0 gp
- 👑APL 10: Loot: 0 gp; Coin: 500 gp; Magic: 0 gp
- 👑APL 12: Loot: 0 gp; Coin: 500 gp; Magic: 0 gp

AR Special Items Received:

- 👊Cut off the Head of the Cult of Nerull
- 👊The Queen's Favor
- 👊Count On It!
- 👊Urchin Upgrade

PARTIAL SUCCESS

Things are somber back in Shantadern. It's clear from the looks on the faces of the commoners as they pass by that they aren't sure if they'll see another summer in their home.

And yet, all is not lost. The undead were at least pinned down in the catacombs when they started

mustering out the first batch of adventurers. They say new ones are coming in, and some are re-upping for a second tour. They might still win it. But for today, the fight is over for you.

Sure was nice of the Count to thank everyone personally like that though. You'd think it was a complete victory the way he shook your hand. He's a good man.

Treasure:

- 👑APL 2: Loot: 0 gp; Coin: 500 gp; Magic: 0 gp
- 👑APL 4: Loot: 0 gp; Coin: 500 gp; Magic: 0 gp
- 👑APL 6: Loot: 0 gp; Coin: 500 gp; Magic: 0 gp
- 👑APL 8: Loot: 0 gp; Coin: 500 gp; Magic: 0 gp
- 👑APL 10: Loot: 0 gp; Coin: 500 gp; Magic: 0 gp
- 👑APL 12: Loot: 0 gp; Coin: 500 gp; Magic: 0 gp

AR Special Items Received:

- 👊Count On It!
- 👊Urchin Upgrade

FAILURE

It's a sorry sight. People packing up their homes and getting ready to uproot their lives. The Count explained to everyone how a defensive perimeter was being set up across the top of the peninsula and that it would be perfectly safe to stay in Shantadern, but word of the rout that took place and the hundreds of lives lost spread fast. Many folks just don't want to take the chance.

It's truly a shame. Things had been going so well for Nyrond of late. To have a new threat hunkered down within the borders, and in a place so hard to assault...it's a true setback. It's truly a shame...

👑Treasure: none.

AR Special Items Received:

- 👊Urchin Upgrade

The End...For Now

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 3

Defeat the undead:

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

Encounter 4

Defeat the undead:

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

Encounter 6

Defeat the "hall monitors:"

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

Discretionary roleplaying award

APL 2	90 XP
APL 4	135 XP
APL 6	180 XP
APL 8	225 XP
APL 10	270 XP
APL 12	315 XP

Total possible experience (without optional encounter):

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1125 XP
APL 10	1350 XP
APL 12	1575 XP

Encounter 7

Defeat Hochnebyn or his lieutenant:

APL 2	120 XP
APL 4	210 XP

APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	480 XP

Total possible experience (including optional encounter):

APL 2	570 XP
APL 4	885 XP
APL 6	1170 XP
APL 8	1455 XP
APL 10	1740 XP
APL 12	2055 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.

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

Encounter 3: Beachhead

APL 2: Loot: 52 gp; Coin: 0 gp; Magic: 0 gp -

APL 4: Loot: 576 gp; Coin: 0 gp; Magic: 0 gp -

APL 6: Loot: 1044 gp; Coin: 0 gp; Magic: 0 gp

APL 8: Loot: 57 gp; Coin: 0 gp; Magic: 960 gp - +1 *greatclub* (x5, 192 gp each)

APL 10: Loot: 42 gp; Coin: 0 gp; Magic: 960 gp - +1 *greatclub* (x5, 192 gp each)

APL 12: Loot: 42 gp; Coin: 0 gp; Magic: 1793 gp - +1 *greatclub* (x5, 192 gp each), *ring of protection* +1 (x5, 167 gp each)

Encounter 4: Chain of Command

APL 2: Loot: 14 gp; Coin: 0 gp; Magic: 0 gp -

APL 4: Loot: 2 gp; Coin: 0 gp; Magic: 426 gp - large +1 *chain shirt* (113gp each), *potion of inflict serious wounds* (63gp each), *ring of protection* +1 (167gp each), *vest of resistance* +1 (83gp each)

APL 6: Loot: 6 gp; Coin: 0 gp; Magic: 1034 gp - +1 *spiked full plate* (354gp each), *cloak of resistance* +1 (83gp each), *potion of inflict serious wounds* (63gp each), *amulet of natural armor* +1 (167gp each), *anklet of translocation* (117gp each), *ring of protection* +1 (167gp each), *vest of resistance* +1 (83gp each)

APL 8: Loot: 1 gp; Coin: 0 gp; Magic: 1143 gp - +1 *chain shirt* (113gp each), *cloak of resistance* +1 (x2 83gp each), *ring of protection* +1 (x2 17gp each), *potion of inflict serious wounds* (63gp each), *amulet of natural armor* +1 (167gp each), *anklet of translocation* (117gp each), *cloak of charisma* +2 (333gp each)

APL 10: Loot: 5 gp; Coin: 0 gp; Magic: 2680 gp - *bracers of armor* +3 (750gp each), *cloak of resistance* +1 (83gp each), *ring of protection* +1 (167gp each), *potion of inflict serious wounds* (63gp each), *amulet of natural armor* +1 (167gp each), *anklet of translocation* (117gp each), *cloak of charisma* +2 (333gp each), *ring of protection* +2 (667gp each), *vest of resistance* +2 (333gp each)

APL 12: Loot: 10 gp; Coin: 0 gp; Magic: 4805 gp - *bracers of armor* +3 (x2, 750 gp each), *cloak of resistance* +1 (x2, 84 gp each), *ring of protection* +1 (x2, 167 gp each), *potion of inflict serious wounds* (x3, 63 gp each), *amulet of natural armor* +1 (167gp each), *anklet of translocation* (117gp each), *cloak of charisma* +4 (1333gp each), *ring of protection* +2 (667gp each), *vest of resistance* +2 (333gp each)

Conclusion

APL 2: Loot: 0 gp; Coin: 500 gp; Magic: 0 gp

APL 4: Loot: 0 gp; Coin: 500 gp; Magic: 0 gp

APL 6: Loot: 0 gp; Coin: 500 gp; Magic: 0 gp

APL 8: Loot: 0 gp; Coin: 500 gp; Magic: 0 gp

APL 10: Loot: 0 gp; Coin: 500 gp; Magic: 0 gp

APL 12: Loot: 0 gp; Coin: 500 gp; Magic: 0 gp

Total Possible Treasure (Without Optional Encounter)

APL 2: Loot: 66 gp; Coin: 500 gp; Magic: 0 gp; Total: 566 gp

APL 4: Loot: 578 gp; Coin: 500 gp; Magic: 426 gp; Total: 1504 gp

APL 6: Loot: 1050 gp; Coin: 500 gp; Magic: 1034 gp; Total: 2584 gp

APL 8: Loot: 58 gp; Coin: 500 gp; Magic: 2103 gp; Total: 2661 gp

APL 10: Loot: 47 gp; Coin: 500 gp; Magic: 3640 gp; Total: 4187 gp

APL 12: Loot: 52 gp; Coin: 500 gp; Magic: 6598 gp; Total: 7150 gp

Encounter 7: Cut off the Head

APL 2: Loot: 3 gp; Coin: 0 gp; Magic: 222 gp - *potion of cure light wounds* (4gp each), *scroll of desiccating bubble* (13gp each), *scroll of Melf's acid arrow* (13gp each), *scroll of summon monster II* (x2, 13 gp each), *ring of protection* +1 (167gp each)

APL 4: Loot: 581 gp; Coin: 0 gp; Magic: 867 gp - *potion of cure light wounds* (4gp each), *scroll of desiccating bubble* (13gp each), *scroll of fireball CL5* (31gp each), *scroll of Melf's acid arrow* (13gp each), *scroll of summon monster II* (x2, 13 gp each), *wand of magic missile* (30 charges; CL 5th) (188gp each), *ring of protection* +1 (167gp each)

APL 6: Loot: 0 gp; Coin: 0 gp; Magic: 0 gp -

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

APL 10: Loot: 3 gp; Coin: 0 gp; Magic: 0 gp -

APL 12: Loot: 8 gp; Coin: 0 gp; Magic: 12621 gp - *potion of cure serious wounds* (125gp each), +1 *keen scythe* (1386gp each), +1 *full plate* (442gp each), *belt of giant strength* +4 (2667gp each), *boots of speed* (2000gp each), *cloak of resistance* +2 (667gp each), *gloves of dexterity* +2 (667gp each), *periapt of wisdom* +4 (2667gp each), *pink rhomboid ioun stone* (1333gp each), *ring of counterspells* (667gp each)

Total Possible Treasure (Including Optional Encounter)

APL 2: Loot: 69 gp; Coin: 500 gp; Magic: 222 gp; Total: 791 gp

APL 4: Loot: 1159 gp; Coin: 500 gp; Magic: 1293 gp; Total: 2952 gp

APL 6: Loot: 1050 gp; Coin: 500 gp; Magic: 1034 gp; Total: 2584 gp

APL 8: Loot: 58 gp; Coin: 500 gp; Magic: 2103 gp; Total: 2661 gp

APL 10: Loot: 50 gp; Coin: 500 gp; Magic: 3640 gp; Total: 4190 gp

APL 12: Loot: 60 gp; Coin: 500 gp; Magic: 19219 gp; Total: 19779 gp

Special

☛ **Cut off the Head of the Cult of Nerull:** You have ended the threat of the cult of Nerull in Nyrond. In addition to the Queen's Favor below, you gain access to the items marked with an asterisk (*) in the Items Found section below.

☛ **The Queen's Favor:** As a boon to you for your efforts in defeating Hochnebyn, the Queen has arranged to get

you access to things that could help in future fights against undead. This favor grants you access to the Master of Radiance and Sacred Purifier prestige classes, and the Energize Spell, Requiem, and Vampire Hunter feats (all from *Libris Mortis*)

☛ **Count On It!:** The Count of Eventide has made sure that your “time in the military” does not go unforgotten. Whether you are in the Nyronde military now, or you should join at a later date, this favor can be used once to count as a full year of service toward advancement in the meta-org.

☛ **Urchin Upgrade:** Urchin, now a full-grown cat, has been blessed by Procan and has become a “lucky charm” for her owner. Once during the main part of the module, the PC holding Urchin may force a single NPC to re-roll any one roll (immediately after the roll is made and the results are known). Only one person may “own” Urchin at any given table.

ITEMS FOR THE ADVENTURE RECORD

Item Access

APL 2:

- *Ghost ward*, armor upgrade (Regional; *Libris Mortis*) *
- *Sunlight oil* (Regional; *Libris Mortis*) *
- *Scroll of desiccating bubble* (Adventure; SC) *

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

- *Ghost strike*, weapon upgrade (Regional; *Libris Mortis*) *
- *Potion of inflict serious wounds* (Adventure; DMG)

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

- *Anklet of translocation* (Adventure; MIC)
- *Wand of magic missile* (30 charges; CL 5th; Adventure; DMG) *

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

- *Ghost net* (Regional; *Libris Mortis*) *
- *Globe of Sunlight* (Regional; *Libris Mortis*) *

APL 10 (all of APLs 2-8 plus the following):

- *Rod of defiance* (Regional; *Libris Mortis*) *

APL 12 (all of APLs 2-10 plus the following):

- *+1 keen scythe* (Adventure; DMG) *
- *Boots of speed* (Adventure; DMG) *
- *Iron stone, pink rhomboid* (Adventure; DMG) *
- *Ring of counterspells* (Adventure; DMG) *

APPENDIX 1: APL 2

ENCOUNTER 3: BEACHHEAD

CORPSE CRAFTED HALF-ORC BARBARIAN SKELETON CR 1/2

NE Medium undead

Init +6; **Senses** darkvision 60 ft.; Listen +0, Spot +0

AC 18, touch 12, flat-footed 16
(+2 Dex, +4 armor, +2 natural)

hp 11 (1 HD); **DR** 5/bludgeoning

Immune cold, undead immunities

Resist +4 turn resistance

Fort +0, **Ref** +2, **Will** +2

Speed 30 ft. (6 squares)

Melee greatclub +5 (1d10+7) or

Melee 2 claws +5 (1d4+5)

Base Atk +0; **Grp** +5

Abilities Str 21, Dex 15, Con —, Int —, Wis 10, Cha 1

SQ bolstered resistance, corpsecrafted, undead traits

Feats Improved Initiative^B

Possessions greatclub, chain shirt

Bolstered Resistance (Su) Undead raised with the Bolster Resistance feat gain a +4 turn resistance.

Corpsecrafted (Su) Each undead raised or created with any necromancy spell by a corpsecrafter gains a +4 enhancement to Strength and +2 hit points per Hit Die.

CORPSE CRAFTED HALF-ORC BARBARIAN ZOMBIE CR 1

NE Medium undead

Init +0; **Senses** darkvision 60 ft.; Listen +0, Spot +0

AC 16, touch 10, flat-footed 16
(+4 armor, +2 natural)

hp 25 (2 HD); **DR** 5/slashing

Immune undead immunities

Resist +4 turn resistance

Fort +0, **Ref** +0, **Will** +3

Speed 30 ft. (6 squares)

Melee greatclub +7 (1d10+9) or

Melee slam +7 (1d6+9)

Base Atk +1; **Grp** +7

Abilities Str 23, Dex 11, Con —, Int —, Wis 10, Cha 1

SQ bolstered resistance, corpsecrafted, single actions only, undead traits

Feats Toughness^B

Possessions greatclub, chain shirt

Bolstered Resistance (Su) Undead raised with the Bolster Resistance feat gain a +4 turn resistance.

Corpsecrafted (Su) Each undead raised or created with any necromancy spell by a corpsecrafter gains a +4 enhancement to Strength and +2 hit points per Hit Die.

Single Actions Only (Ex) Zombies have poor reflexes and can perform only a single move action or attack action each round. A zombie can move up to its speed and attack in the same round, but only if it attempts a charge.

ENCOUNTER 4: CHAIN OF COMMAND

CORPSE CRAFTED ORC BARBARIAN FROST SKELETON CR 1

NE Medium undead

Init +7; **Senses** darkvision 60 ft.; Listen +1, Spot +1

AC 19, touch 13, flat-footed 16
(+3 Dex, +4 armor, +2 natural)

hp 11 (1 HD); **DR** 5/bludgeoning

Immune cold, undead immunities

Resist +4 turn resistance

Fort +0, **Ref** +3, **Will** +2

Speed 30 ft. (6 squares)

Melee 2 claws +6 (1d4+6 plus 1d6 cold) or

Melee falchion +6 (2d4+9/18-20)

Base Atk +0; **Grp** +6

Abilities Str 23, Dex 16, Con —, Int —, Wis 10, Cha 1

SQ bolstered resistance, corpsecrafted, undead traits

Feats Improved Initiative^B

Possessions falchion, chain shirt

Bolstered Resistance (Su) Undead raised with the Bolster Resistance feat gain a +4 turn resistance.

Corpsecrafted (Su) Each undead raised or created with any necromancy spell by a corpsecrafter gains a +4 enhancement to Strength and +2 hit points per Hit Die.

DEATHLOCK CR 3

NE Medium undead

Init +6; **Senses** darkvision 60 ft.; Listen +9, Spot +9

Languages Abyssal, Common, Infernal

AC 13, touch 12, flat-footed 11
(+2 Dex, +1 natural)

hp 27 (3 HD)

Immune undead immunities

Resist +2 turn resistance

Fort +1, **Ref** +3, **Will** +4

Speed 30 ft. (6 squares)

Melee bite +1 (1d4)

Base Atk +1; **Grp** +1

Spell-Like Abilities (CL 3rd):

At will—*detect magic*, *inflict minor wounds* (DC 12), *read magic*

3/day—*cause fear* (DC 13), *magic missile*, *summon monster I*

2/day—*death knell* (DC 14), *ghoul glyph* (DC 14)

‡ Already cast

Abilities Str 11, Dex 15, Con —, Int 14, Wis 13, Cha 14

Feats Alertness, Improved Initiative

Skills Concentration +6, Hide +8, Knowledge (arcana) +8, Listen +9, Spellcraft +10, Spot +9

ENCOUNTER 6: INTO THE NEST

MEDIUM EARTH NECROMENTAL CR 4

NE Medium undead (augmented elemental, earth, extraplanar)

Init -1; **Senses** darkvision 60 ft.; Listen +4, Spot +3

Languages Terran

AC 20, touch 9, flat-footed 20
(-1 Dex, +11 natural)
hp 36 (4 HD); fast healing 3
Immune elemental immunities, undead immunities
Fort +6, **Ref** +0, **Will** +1

Speed 20 ft. (4 squares); earth glide
Melee slam +8 (1d8+7 plus energy drain)
Base Atk +3; **Grp** +8
Atk Options Cleave, Power Attack
Special Actions push

Abilities Str 21, Dex 8, Con —, Int 1, Wis 10, Cha 1
SQ create spawn, earth mastery, elemental traits, undead traits
Feats Cleave, Great Fortitude^B, Power Attack
Skills Listen +4, Spot +3

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

Earth Glide (Ex) An earth elemental can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Earth Mastery (Ex) An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

Energy Drain (Su) Living creatures hit by a necromental's natural weapon attack gain one negative level. A necromental can use its energy drain ability once per round, regardless of the number of natural weapon attacks the necromental possesses. The save DC to remove the negative level 24 hours later is 10 + 1/2 the necromental's HD. When a necromental bestows a negative level on a victim, it gains 5 temporary hit points (10 on a critical hit). These temporary hit points last for up to 1 hour.

Fast Healing (Ex) A necromental heals 3 points of damage each round as long as it has at least 1 hit point and is within 5 feet of some form of its element (air for necromentals with the air subtype; earth, stone, or metal for necromentals with the earth subtype; flame for necromentals with the fire subtype; or water for necromentals with the water subtype).

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

ENCOUNTER 7: CUT OFF THE HEAD

SHARAN

CR 3

Male human necromancer 3
NE Medium humanoid (human)

Init +1; **Senses** Listen +1, Spot +1
Languages Abyssal, Common, Flan

AC 16, touch 12, flat-footed 15
(+1 Dex, +4 armor, +1 deflection)
hp 15 (3 HD); +10 temporary hit points from false life
Fort +7, **Ref** +2, **Will** +4

Speed 30 ft. (6 squares)
Ranged light crossbow +2 (1d8/19-20) or
Melee dagger +0 (1d4-1/19-20)
Base Atk +1; **Grp** +0
Combat Gear *potion of cure light wounds*, *scroll of desiccating bubble* (DC 13), *scroll of Melf's acid arrow*, *scroll of summon monster II* (2)

Wizard Spells Prepared (CL 3rd):
2nd—*desiccating bubble* (DC 15), *false life* †, *glitterdust* (DC 14)
1st—*backbiter* (DC 14), *cause fear* (DC 14), *mage armor* †, *ray of enfeeblement* (+2 ranged touch)
0—*acid splash* (+2 ranged touch), *acid splash* (+2 ranged touch), *prestidigitation*, *read magic*, *touch of fatigue* (+0 melee touch)
† Already cast

Abilities Str 8, Dex 13, Con 14, Int 15, Wis 12, Cha 10
SQ rat familiar, share spells with familiar
Feats Great Fortitude^B, Scribe Scroll^B, Skill Focus (knowledge [religion]), Spell Focus (necromancy)
Skills Concentration +8, Knowledge (arcana) +8, Knowledge (religion) +11, Knowledge (the planes) +8, Spellcraft +10
Possessions combat gear plus dagger, light crossbow, bolt (10), *ring of protection* +1

LESSER NECROSIS CARNEX

CR 2

NE Medium Undead
Init +3; **Senses** darkvision 60 ft.; Listen +4, Spot +3
Aura malign (30 ft.)
Languages understands creator's orders

AC 21, touch 17, flat-footed 18; Mobility
(+3 Dex, +4 deflection, +4 natural)
hp 18 (2 HD)
Immune undead immunities
Fort +0, **Ref** +3, **Will** +4
Weakness vulnerability to good

Speed 40 ft. (8 squares)
Melee touch +4 (1d6+1)
Base Atk +1; **Grp** +2
Atk Options necrotic touch
Special Actions unholy burst

Abilities Str 12, Dex 17, Con —, Int 3, Wis 12, Cha 7
SQ undead traits
Feats Mobility^B, Weapon Finesse
Skills Listen +4, Spot +3

Malign Aura (Su) Living creatures take a -2 penalty on attack rolls and saving throws when they are within 30 feet of a necrosis carnex.

Vulnerability to Good (Ex) Necrosis carnexes take half again as much (+50%) damage as normal from good-aligned weapons and spells.

Necrotic Touch (Su) If a necrosis carnex hits a living creature with its touch attack, it deals damage equal

to $1d6 + (1 \text{ per } 2 \text{ HD})$ of the necrosis carnex. Undead are instead healed by the same amount, gaining any hit points over their full normal total as temporary hit points that last for up to 10 minutes.

Unholy Burst (Ex) When destroyed, a necrosis carnex explodes in a 30-foot-radius spread that deals damage equal to $1d6 + (1 \text{ per } 2 \text{ HD})$ of the necrosis carnex to all living creatures in the area. Undead are instead healed by the same amount, gaining any hit points over their normal total as temporary hit points, as described above.

APL 4

ENCOUNTER 3: BEACHHEAD

CORPSECRAFTED GNOLL RANGER SKELETON
CR 2

NE Medium undead

Init +7; **Senses** darkvision 60 ft.; Listen +0, Spot +0

AC 21, touch 13, flat-footed 18
(+3 Dex, +4 armor, +2 shield, +2 natural)

hp 22 (2 HD); **DR** 5/bludgeoning

Immune cold, undead immunities

Resist +4 turn resistance

Fort +0, **Ref** +3, **Will** +3

Speed 30 ft. (6 squares)

Melee masterwork battleaxe +8 (1d8+6/x3) or

Melee 2 claws +7 (1d4+6) or

Ranged masterwork composite longbow (+4 Str bonus)
+5 (1d8+4/x3)

Base Atk +1; **Grp** +7

Abilities Str 23, Dex 16, Con —, Int —, Wis 10, Cha 1

SQ bolstered resistance, corpsecrafted, undead traits

Feats Improved Initiative^B

Possessions masterwork battleaxe, masterwork composite longbow (+4 Str bonus), arrows (20), masterwork chain shirt, heavy steel shield

Bolstered Resistance (Su) Undead raised with the Bolster Resistance feat gain a +4 turn resistance.

Corpsecrafted (Su) Each undead raised or created with any necromancy spell by a corpsecrafter gains a +4 enhancement to Strength and +2 hit points per Hit Die.

CORPSECRAFTED GNOLL RANGER ZOMBIE CR 2

NE Medium undead

Init +1; **Senses** darkvision 60 ft.; Listen +0, Spot +0

AC 19, touch 11, flat-footed 18
(+1 Dex, +4 armor, +2 shield, +2 natural)

hp 47 (4 HD); **DR** 5/slashing

Immune undead immunities

Resist +4 turn resistance

Fort +1, **Ref** +2, **Will** +4

Speed 30 ft. (6 squares)

Melee masterwork battleaxe +10 (1d8+7/x3) or

Melee slam +9 (1d6+10) or

Ranged masterwork composite longbow (+4 Str bonus)
+4 (1d8+4/x3)

Base Atk +2; **Grp** +9

Abilities Str 25, Dex 12, Con —, Int —, Wis 10, Cha 1

SQ bolstered resistance, corpsecrafted, single actions only, undead traits

Feats Toughness^B

Possessions masterwork battleaxe, masterwork composite longbow (+4 Str bonus), arrows (20), masterwork chain shirt, heavy steel shield

Bolstered Resistance (Su) Undead raised with the Bolster Resistance feat gain a +4 turn resistance.

Corpsecrafted (Su) Each undead raised or created with any necromancy spell by a corpsecrafter gains a +4

enhancement to Strength and +2 hit points per Hit Die.

Single Actions Only (Ex) Zombies have poor reflexes and can perform only a single move action or attack action each round. A zombie can move up to its speed and attack in the same round, but only if it attempts a charge.

ENCOUNTER 4: CHAIN OF COMMAND

CORPSECRAFTED OGRE BARBARIAN FROST
SKELETON CR 3

NE Large undead

Init +5; **Senses** darkvision 60 ft.; Listen +0, Spot +0

AC 17, touch 10, flat-footed 16
(-1 size, +1 Dex, +5 armor, +2 natural)

hp 44 (4 HD); **DR** 5/bludgeoning

Immune cold, undead immunities

Resist +4 turn resistance

Fort +1, **Ref** +2, **Will** +4

Speed 40 ft. (8 squares)

Melee 2 claws +10 (1d6+9 plus 1d6 cold) or

Melee greatclub +10 (2d8+13) or

Ranged javelin +1 (1d8+9)

Space 10 ft.; **Reach** 10 ft.

Base Atk +2; **Grp** +15

Combat Gear *potion of inflict light wounds*

Abilities Str 29, Dex 13, Con —, Int —, Wis 10, Cha 1

SQ bolstered resistance, corpsecrafted, undead traits

Feats Improved Initiative^B

Possessions combat gear plus greatclub, javelin (3), +1 chain shirt

Bolstered Resistance (Su) Undead raised with the Bolster Resistance feat gain a +4 turn resistance.

Corpsecrafted (Su) Each undead raised or created with any necromancy spell by a corpsecrafter gains a +4 enhancement to Strength and +2 hit points per Hit Die.

DEATHLOCK

CR 5

Male deathlock sorcerer 4

NE Medium undead

Init +7; **Senses** darkvision 60 ft.; Listen +11, Spot +11

Languages Abyssal, Common, Infernal

AC 19, touch 14, flat-footed 16
(+3 Dex, +4 armor, +1 deflection, +1 natural)

hp 63 (7 HD)

Immune undead immunities

Resist +2 turn resistance

Fort +5, **Ref** +6, **Will** +11

Speed 30 ft. (6 squares)

Melee bite +3 (1d4)

Base Atk +3; **Grp** +3

Atk Options Fell Weaken

Combat Gear *potion of inflict serious wounds*

Sorcerer Spells Known (CL 4th):

2nd (4/day)—*glitterdust* (DC 17)

1st (8/day)—*color spray* (DC 16), *lesser orb of acid* (+6 ranged touch), *mage armor* ‡
0 (6/day)—*arcane mark*, *dancing lights*, *daze* (DC 15), *flare* (DC 15), *ray of frost* (+6 ranged touch), *resistance*

‡ Already cast

Spell-Like Abilities (CL 7th):

At will—*detect magic*, *inflict minor wounds* (DC 15), *read magic*

3/day—*cause fear* (DC 16), *magic missile*, *summon monster I*

2/day—*death knell* (DC 17), *ghoul glyph* (DC 17)

‡ Already cast

Abilities Str 10, Dex 17, Con —, Int 16, Wis 16, Cha 20

SQ rat familiar, share spells with familiar

Feats Alertness, Fell Weaken, Improved Initiative

Skills Concentration +10, Escape Artist +7, Hide +9, Knowledge (arcana) +13, Knowledge (religion) +6, Listen +11, Spellcraft +15, Spot +11

Possessions combat gear plus *ring of protection* +1, *vest of resistance* +1

ENCOUNTER 6: INTO THE NEST

LARGE EARTH NECROMENTAL

CR 6

NE Large undead (augmented elemental, earth, extraplanar)

Init -1; **Senses** darkvision 60 ft.; Listen +6, Spot +5

Languages Terran

AC 20, touch 8, flat-footed 20

(-1 size, -1 Dex, +12 natural)

hp 72 (8 HD); fast healing 3; **DR** 5/—

Immune elemental immunities, undead immunities

Fort +8, **Ref** +1, **Will** +2

Speed 20 ft. (4 squares); earth glide

Melee 2 slams +12 (2d8+7 plus energy drain)

Space 10 ft.; **Reach** 10 ft.

Base Atk +6; **Grp** +17

Atk Options Cleave, Great Cleave, Power Attack

Special Actions push

Abilities Str 25, Dex 8, Con —, Int 1, Wis 10, Cha 1

SQ create spawn, earth mastery, elemental traits, undead traits

Feats Cleave, Great Cleave, Great Fortitude^B, Power Attack

Skills Listen +6, Spot +5

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

Earth Glide (Ex) An earth elemental can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

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

waterborne, the elemental takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

Energy Drain (Su) Living creatures hit by a necromental's natural weapon attack gain one negative level. A necromental can use its energy drain ability once per round, regardless of the number of natural weapon attacks the necromental possesses. The save DC to remove the negative level 24 hours later is 10 + 1/2 the necromental's HD. When a necromental bestows a negative level on a victim, it gains 5 temporary hit points (10 on a critical hit). These temporary hit points last for up to 1 hour.

Fast Healing (Ex) A necromental heals 3 points of damage each round as long as it has at least 1 hit point and is within 5 feet of some form of its element (air for necromentals with the air subtype; earth, stone, or metal for necromentals with the earth subtype; flame for necromentals with the fire subtype; or water for necromentals with the water subtype).

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

ENCOUNTER 7: CUT OFF THE HEAD

SHARAN

CR 6

Male human necromancer 5/pale master 1

NE Medium humanoid (human)

Init +1; **Senses** Listen +2, Spot +1

Languages Abyssal, Common, Flan

AC 16, touch 12, flat-footed 15

(+1 Dex, +4 armor, +1 deflection)

hp 36 (6 HD); +12 temporary hit points from false life

Fort +7, **Ref** +2, **Will** +7

Speed 30 ft. (6 squares)

Ranged light crossbow +4 (1d8/19-20) or

Melee dagger +2 (1d4-1/19-20)

Base Atk +3; **Grp** +2

Combat Gear *potion of cure light wounds*, *scroll of desiccating bubble* (DC 13), *scroll of fireball* (DC 14), *scroll of Melf's acid arrow*, *scroll of summon monster II* (2), *wand of magic missile* (30 charges; CL 5th)

Wizard Spells Prepared (CL 5th):

3rd—*fireball* (DC 16), *undead torch*, *vampiric touch*

2nd—*desiccating bubble* (DC 16), *false life* ‡, *glitterdust* (DC 15), *Melf's acid arrow* (+4 ranged touch)

1st—*backbiter* (DC 15), *cause fear* (DC 15), *mage armor* ‡, *magic missile*, *ray of enfeeblement* (+2 ranged touch)

0—*acid splash* (+4 ranged touch), *acid splash* (+4 ranged touch), *prestidigitation*, *read magic*, *touch of fatigue* (+2 melee touch)

‡ Already cast

Abilities Str 8, Dex 13, Con 14, Int 16, Wis 12, Cha 10

SQ rat familiar, share spells with familiar

Feats Craft Wand^B, Great Fortitude^B, Improved Toughness, Scribe Scroll^B, Skill Focus (knowledge [religion]), Spell Focus (necromancy)

Skills Concentration +8, Decipher Script +5, Knowledge (arcana) +9, Knowledge (religion) +12, Knowledge (the planes) +9, Listen +2, Spellcraft +11

Possessions combat gear plus dagger, light crossbow, bolt (10), *ring of protection* +1

BLOODHULK FIGHTER

CR 4

NE Medium undead

Init 1; **Senses** darkvision 60 ft., low-light vision; Listen +0, Spot +0

Languages understands creator's orders

AC 11, touch 9, flat-footed 11
(-1 Dex, +2 natural)

hp 140 (10 HD)

Immune undead immunities

Fort +3, **Ref** +2, **Will** +7

Weakness fragile

Speed 20 ft. (4 squares)

Melee slam +8 (1d8+4)

Base Atk +5; **Grp** +8

Abilities Str 16, Dex 9, Con —, Int —, Wis 10, Cha 1

SQ blood bloated, undead traits

Fragile (Ex) A Bloodhulk fighter takes an extra 1d6 points of damage whenever it takes at least 1 point of damage from a piercing or slashing weapon.

Blood Bloated (Ex) A Bloodhulk fighter always gains the maximum hit points possible per Hit Die. In addition, it gains 2 bonus hit points per Hit Die.

APL 6

ENCOUNTER 3: BEACHHEAD

CORPSECREATED BUGBEAR ROGUE SKELETON
CR 2

NE Medium undead

Init +9; **Senses** darkvision 60 ft.; Listen +0, Spot +0

AC 22, touch 15, flat-footed 17
(+5 Dex, +4 armor, +1 shield, +2 natural)

hp 33 (3 HD); **DR** 5/bludgeoning

Immune cold, undead immunities

Resist +4 turn resistance

Fort +1, **Ref** +6, **Will** +3

Speed 30 ft. (6 squares)

Melee masterwork morningstar +8 (1d8+6) or

Melee 2 claws +7 (1d4+6) or

Ranged javelin +6 (1d6+6)

Base Atk +1; **Grp** +7

Abilities Str 22, Dex 20, Con —, Int —, Wis 10, Cha 1

SQ bolstered resistance, corpsecrafted, undead traits

Feats Improved Initiative^B

Possessions masterwork morningstar, javelins (3), mithral chain shirt, masterwork light wooden shield

Bolstered Resistance (Su) Undead raised with the Bolster Resistance feat gain a +4 turn resistance.

Corpsecrafted (Su) Each undead raised or created with any necromancy spell by a corpsecrafter gains a +4 enhancement to Strength and +2 hit points per Hit Die.

CORPSECREATED BUGBEAR ROGUE ZOMBIE
CR 3

NE Medium undead

Init +3; **Senses** darkvision 60 ft.; Listen +0, Spot +0

AC 20, touch 13, flat-footed 17
(+3 Dex, +4 armor, +1 shield, +2 natural)

hp 69 (6 HD); **DR** 5/slashing

Immune undead immunities

Resist +4 turn resistance

Fort +2, **Ref** +5, **Will** +5

Speed 30 ft. (6 squares)

Melee masterwork morningstar +11 (1d8+7) or

Melee slam +10 (1d6+10) or

Ranged javelin +6 (1d6+7)

Base Atk +3; **Grp** +10

Abilities Str 24, Dex 16, Con —, Int —, Wis 10, Cha 1

SQ bolstered resistance, corpsecrafted, single actions only, undead traits

Feats Toughness^B

Possessions masterwork morningstar, javelins (3), mithral chain shirt, masterwork light wooden shield

Bolstered Resistance (Su) Undead raised with the Bolster Resistance feat gain a +4 turn resistance.

Corpsecrafted (Su) Each undead raised or created with any necromancy spell by a corpsecrafter gains a +4 enhancement to Strength and +2 hit points per Hit Die.

Single Actions Only (Ex) Zombies have poor reflexes and can perform only a single move action or attack

action each round. A zombie can move up to its speed and attack in the same round, but only if it attempts a charge.

ENCOUNTER 4: CHAIN OF COMMAND

CORPSECREATED SKULLCRUSHER OGRE
FIGHTER FROST SKELETON
CR 5

NE Large undead

Init +6; **Senses** darkvision 60 ft.; Listen +0, Spot +0

AC 22, touch 11, flat-footed 20
(-1 size, +2 Dex, +9 armor, +2 natural)

hp 88 (8 HD); **DR** 5/bludgeoning

Immune cold, undead immunities

Resist +4 turn resistance

Fort +3, **Ref** +5, **Will** +7

Speed 30 ft. in +1 *spiked full plate* (6 squares), base movement 40 ft.

Melee 2 claws +14 (1d6+11 plus 1d6 cold) or

Melee large bastard sword +14 (2d8+16/19-20) or

Ranged rock +6 (2d6+11)

Space 10 ft.; **Reach** 10 ft.

Base Atk +4; **Grp** +19

Abilities Str 33, Dex 15, Con —, Int —, Wis 10, Cha 1

SQ bolstered resistance, corpsecrafted, undead traits

Feats Improved Initiative^B

Possessions large bastard sword, +1 *spiked full plate*, *cloak of resistance* +1

Bolstered Resistance (Su) Undead raised with the Bolster Resistance feat gain a +4 turn resistance.

Corpsecrafted (Su) Each undead raised or created with any necromancy spell by a corpsecrafter gains a +4 enhancement to Strength and +2 hit points per Hit Die.

Rock Throwing (Ex): Like giants, skullcrusher ogres are accomplished rock throwers and gain a +1 racial bonus on attack rolls when throwing rocks. A skullcrusher ogre can hurl rocks of 40 to 50 pounds (Small objects) up to five range increments. The range increment is 100 feet for a skullcrusher ogre's rocks.

DEATHLOCK CR 7

Male deathlock sorcerer 6

NE Medium undead

Init +8; **Senses** darkvision 60 ft.; Listen +11, Spot +11

Languages Abyssal, Common, Infernal

AC 21, touch 15, flat-footed 17
(+4 Dex, +4 armor, +1 deflection, +2 natural)

hp 81 (9 HD)

Immune undead immunities

Resist +2 turn resistance

Fort +6, **Ref** +8, **Will** +12

Speed 30 ft. (6 squares)

Melee bite +4 (1d4)

Base Atk +4; **Grp** +4

Atk Options Fell Weaken

Combat Gear *potion of inflict serious wounds*

Sorcerer Spells Known (CL 9th):

- 3rd (4/day)—*scintillating sphere* (DC 18)
 2nd (6/day)—*glitterdust* (DC 17), *scorching ray* (+8 ranged touch)
 1st (8/day)—*benign transposition*, *color spray* (DC 16), *lesser orb of acid* (+8 ranged touch), *mage armor* ‡
 0 (6/day)—*arcane mark*, *dancing lights*, *daze* (DC 15), *flare* (DC 15), *prestidigitation*, *ray of frost* (+8 ranged touch), *resistance*

‡ Already cast

Spell-Like Abilities (CL 9th):

- At will—*detect magic*, *inflict minor wounds* (DC 15), *read magic*
 3/day—*cause fear* (DC 16), *magic missile*, *summon monster I*
 2/day—*death knell* (DC 17), *ghoul glyph* (DC 17)

‡ Already cast

Abilities Str 10, Dex 18, Con —, Int 16, Wis 16, Cha 20**SQ** rat familiar, share spells with familiar**Feats** Alertness, Fell Weaken, Improved Initiative, Practiced Spellcaster (sorcerer)**Skills** Concentration +12, Escape Artist +9, Hide +10, Knowledge (arcana) +15, Knowledge (religion) +7, Listen +11, Spellcraft +17, Spot +11**Possessions** combat gear plus *amulet of natural armor* +1, *anklet of translocation*, *ring of protection* +1, *vest of resistance* +1**ENCOUNTER 6: INTO THE NEST****HUGE EARTH NECROMENTAL****CR 8**

NE huge undead (augmented elemental, earth, extraplanar)

Init -1; **Senses** darkvision 60 ft.; Listen +10, Spot +9**Languages** Terran**AC** 20, touch 7, flat-footed 20

(-2 size, -1 Dex, +13 natural)

hp 144 (16 HD); fast healing 3; **DR** 5/—**Immune** elemental immunities, undead immunities**Fort** +12, **Ref** +4, **Will** +7**Speed** 30 ft. (6 squares); earth glide**Melee** 2 slams +19 (2d10+9 plus energy drain)**Space** 15 ft.; **Reach** 15 ft.**Base Atk** +12; **Grp** +29**Atk Options** Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Power Attack**Special Actions** push**Abilities** Str 29, Dex 8, Con —, Int 1, Wis 10, Cha 1**SQ** create spawn, earth mastery, elemental traits, undead traits**Feats** Awesome Blow, Cleave, Great Cleave, Great Fortitude^B, Improved Bull Rush, Iron Will, Power Attack**Skills** Listen +10, Spot +9**Create Spawn (Ex)** An elemental slain by a necromental's energy drain attack (see below) rises as a necromental 1d4 days after death.**Earth Glide (Ex)** An earth elemental can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its

burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Earth Mastery (Ex) An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

Energy Drain (Su) Living creatures hit by a necromental's natural weapon attack gain one negative level. A necromental can use its energy drain ability once per round, regardless of the number of natural weapon attacks the necromental possesses. The save DC to remove the negative level 24 hours later is 10 + 1/2 the necromental's HD. When a necromental bestows a negative level on a victim, it gains 5 temporary hit points (10 on a critical hit). These temporary hit points last for up to 1 hour.

Fast Healing (Ex) A necromental heals 3 points of damage each round as long as it has at least 1 hit point and is within 5 feet of some form of its element (air for necromentals with the air subtype; earth, stone, or metal for necromentals with the earth subtype; flame for necromentals with the fire subtype; or water for necromentals with the water subtype).

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

ENCOUNTER 7: CUT OFF THE HEAD**ELITE SLAUGHTER WIGHT****CR 9**

CE Medium undead

Init +11; **Senses** darkvision 60 ft.; Listen +16, Spot +20**Languages** Common**AC** 21, touch 17, flat-footed 14

(+7 Dex, +4 natural)

hp 180 (18 HD)**Immune** undead immunities**Fort** +6, **Ref** +13, **Will** +12**Speed** 30 ft. (6 squares)**Melee** slam +18 (1d8+13/17-20 plus energy drain)**Base Atk** +9; **Grp** +18**Atk Options** Power Attack**Special Actions** Daunting Presence (DC 14)**Abilities** Str 29, Dex 24, Con —, Int 10, Wis 12, Cha 19**SQ** augmented critical, create spawn, undead traits**Feats** Daunting Presence, Death Master, Eviscerator, Improved Critical (slam), Improved Initiative, Improved Toughness, Power Attack**Skills** Climb +19, Hide +24, Listen +16, Move Silently +24, Spot +20, Swim +15

Augmented Critical (Ex) A slaughter wight is so practiced at dealing death that it has learned the trick of better aiming its blows to deal maximum damage.

Coupled with its Improved Critical feat, a slaughter wight's threat range for its slam attack is 17-20.

Create Spawn (Su) Any humanoid slain by a slaughter wight becomes a normal wight in 1d4 rounds. Spawn created by a slaughter wight are under its command and remain enslaved until their master's destruction. They have the statistics of normal wights (see Monster Manual, page 255) and do not retain any of the abilities they had in life.

Sometimes a newly created spawn becomes a slaughter wight instead of a mere wight, though the wiles of the dark gods determine such instances (that is, the DM decides when this occurs).

Energy Drain (Su) A living creature hit by a slaughter wight's slam attack gains one negative level. Removing the negative level requires a DC 23 Fortitude save. The save DC is Charisma-based. When a slaughter wight bestows a negative level, it gains 5 temporary hit points (10 on a critical hit). These temporary hit points last for up to 1 hour.

APL 8

ENCOUNTER 3: BEACHHEAD

CORPSE CRAFTED GRAVETOUCHED HALF-ORC BARBARIAN GHOUL **CR 5**

Male gravetouched ghoulish half-orc barbarian 3
NE Medium undead (augmented humanoid)
Init +3; **Senses** darkvision 60 ft.; Listen +1, Spot +1
Languages Common, Orc

AC 19, touch 13, flat-footed 19; Uncanny Dodge
(+3 Dex, +4 armor, +2 natural)

hp 33 (3 HD)

Immune undead immunities

Resist +6 turn resistance

Fort +3, **Ref** +4, **Will** +3; trap sense +1

Speed 40 ft. (8 squares)

Melee +1 *greatclub* +11 (1d10+10) and
bite +7 (1d6+3 plus disease and paralysis) or

Melee bite +9 (1d6+6 plus disease and paralysis) and
2 claws +7 (1d4+3 plus paralysis)

Base Atk +3; **Grp** +9

Atk Options Power Attack

Special Actions rage 1/day

Abilities Str 23, Dex 17, Con —, Int 8, Wis 14, Cha 12

SQ bolstered resistance, corpsecrafted, illiteracy,
undead traits

Feats Multiattack^B, Power Attack, Weapon Focus
(*greatclub*)

Skills Climb +10, Jump +14

Possessions chain shirt, +1 *greatclub*

Bolstered Resistance (Su) Undead raised with the
Bolster Resistance feat gain a +4 turn resistance.

Corpsecrafted (Su) Each undead raised or created with
any necromancy spell by a corpsecrafter gains a +4
enhancement to Strength and +2 hit points per Hit
Die.

Ghoul Fever (Su) Disease—bite, Fortitude DC 12,
incubation period 1 day, damage 1d3 Con and 1d3
Dex. The save DC is charisma-based.

Paralysis (Ex) Those hit by this gravetouched ghoulish
bite or claw must make a DC 12 Fortitude save or
become paralyzed for 1d4+1 rounds. Elves have
immunity to this paralysis. The save DC is Charisma-
based.

CORPSE CRAFTED EVOLVED ADVANCED GHAUL **CR 5**

CE Medium undead

Init +3; **Senses** darkvision 60 ft.; Listen +2, Spot +11

Aura stench (DC 17)

Languages Common

AC 21, touch 13, flat-footed 18
(+3 Dex, +3 armor, +5 natural)

hp 69 (6 HD); fast healing 3

Immune undead immunities

Resist +6 turn resistance

Fort +2, **Ref** +5, **Will** +7

Speed 30 ft. in (6 squares)

Melee bite +9 (1d8+6 plus ghoulish fever and paralysis)
and

2 claws +7 (1d4+3 plus paralysis)

Base Atk +3; **Grp** +9

Spell-Like Abilities (CL 4th):

1/day—see *invisibility*

Abilities Str 23, Dex 17, Con —, Int 13, Wis 14, Cha 18

SQ bolstered resistance, corpsecrafted, undead traits

Feats Ability Focus (paralysis), Multiattack, Toughness

Skills Balance +11, Climb +15, Hide +8, Jump +15,
Move Silently +8, Spot +11

Possessions masterwork studded leather

Bolstered Resistance (Su) Undead raised with the
Bolster Resistance feat gain a +4 turn resistance.

Corpsecrafted (Su) Each undead raised or created with
any necromancy spell by a corpsecrafter gains a +4
enhancement to Strength and +2 hit points per Hit
Die.

Ghoul Fever (Su) Disease—bite, Fortitude DC 17,
incubation period 1 day, damage 1d3 Con and 1d3
Dex. The save DC is Charisma-based.

Paralysis (Ex) Those hit by a ghoulish bite or claw attack
must succeed on a DC 19 Fortitude save or be
paralyzed for 1d4+1 rounds. Even elves can be
affected by this paralysis. The save DC is Charisma-
based.

Stench (Ex) The stink of death and corruption
surrounding these creatures is overwhelming. Living
creatures within 10 feet must succeed on a DC 17
Fortitude save or be sickened for 1d6+4 minutes. A
creature that successfully saves cannot be affected
again by the same ghoulish stench for 24 hours. A
delay poison or *neutralize poison* spell removes the
effect from a sickened creature. Creatures with
immunity to poison are unaffected, and creatures
resistant to poison receive their normal bonus on their
saving throws. The save DC is Charisma-based.

ENCOUNTER 4: CHAIN OF COMMAND

CORPSE CRAFTED HILL GIANT BARBARIAN FROST SKELETON **CR 7**

NE Large undead

Init +5; **Senses** darkvision 60 ft.; Listen +0, Spot +0

AC 18, touch 11, flat-footed 17

(-1 size, +1 Dex, +5 armor, +1 deflection, +2 natural)

hp 132 (12 HD); **DR** 5/bludgeoning

Immune cold, undead immunities

Resist +4 turn resistance

Fort +5, **Ref** +6, **Will** +9

Speed 40 ft. (8 squares)

Melee 2 claws +14 (1d6+11 plus 1d6 cold) or

Melee large *greatclub* +14/+9 (2d8+16) or

Ranged rock +6 (2d6+11)

Space 10 ft.; **Reach** 10 ft.

Base Atk +6; **Grp** +21

Abilities Str 33, Dex 13, Con —, Int —, Wis 10, Cha 1

SQ bolstered resistance, corpsecrafted, undead traits

Feats Improved Initiative^B

Possessions greatclub, +1 chain shirt, cloak of resistance +1, ring of protection +1

Bolstered Resistance (Su) Undead raised with the Bolster Resistance feat gain a +4 turn resistance.

Corpsecrafted (Su) Each undead raised or created with any necromancy spell by a corpsecrafter gains a +4 enhancement to Strength and +2 hit points per Hit Die.

Rock Throwing (Ex): Adult giants are accomplished rock throwers and gain a +1 racial bonus on attack rolls when throwing rocks. A hill giant can hurl rocks of 40 to 50 pounds (Small objects) up to five range increments. The range increment is 120 feet for a hill giant's rocks.

DEATHLOCK

CR 9

Male deathlock sorcerer 8

NE Medium undead

Init +8; **Senses** darkvision 60 ft.; Listen +11, Spot +11

Languages Abyssal, Common, Infernal

AC 21, touch 15, flat-footed 17

(+4 Dex, +4 armor, +1 deflection, +2 natural)

hp 99 (11 HD)

Immune undead immunities

Resist +2 turn resistance

Fort +6, **Ref** +8, **Will** +13

Speed 30 ft. (6 squares)

Melee bite +5 (1d4)

Base Atk +5; **Grp** +5

Atk Options Fell Weaken

Combat Gear *potion of inflict serious wounds*

Sorcerer Spells Known (CL 11th):

4th (4/day)—*blast of flame* (DC 20)

3rd (6/day)—*dispel magic*, *scintillating sphere* (DC 19)

2nd (8/day)—*glitterdust* (DC 18), *mirror image*, *scorching ray* (+9 ranged touch)

1st (8/day)—*benign transposition*, *color spray* (DC 17), *lesser orb of acid* (+9 ranged touch), *lesser orb of sound* (+9 ranged touch), *mage armor* ‡

0 (6/day)—*arcane mark*, *dancing lights*, *daze* (DC 16), *flare* (DC 16), *ghost sound* (DC 16), *prestidigitation*, *ray of frost* (+9 ranged touch), *resistance*

‡ Already cast

Spell-Like Abilities (CL 11th):

At will—*detect magic*, *inflict minor wounds* (DC 16), *read magic*

3/day—*cause fear* (DC 17), *magic missile*, *summon monster I*

2/day—*death knell* (DC 18), *ghoul glyph* (DC 18)

‡ Already cast

Abilities Str 10, Dex 18, Con —, Int 16, Wis 16, Cha 22

SQ rat familiar, share spells with familiar

Feats Alertness, Fell Weaken, Improved Initiative, Practiced Spellcaster (sorcerer)

Skills Concentration +14, Escape Artist +10, Hide +10, Knowledge (arcana) +17, Knowledge (religion) +8, Listen +11, Spellcraft +19, Spot +11

Possessions combat gear plus *amulet of natural armor* +1, *anklet of translocation* +1, *cloak of charisma* +2, *ring of protection* +1, *vest of resistance* +1

ENCOUNTER 6: INTO THE NEST

ADVANCED GRAVE DIRT GOLEM

CR 10

N Large Construct

Init -1; **Senses** darkvision 60 ft., low-light vision; Listen +0, Spot +0

AC 20, touch 8, flat-footed 20

(-1 size, -1 Dex, +12 natural)

hp 142 (15 HD); **DR** 5/adamantine and bludgeoning

Immune construct immunities, electricity (see immunity to magic), magic

Fort +5, **Ref** +4, **Will** +5

Speed 20 ft. (4 squares), can't run

Melee 2 slams +17 (2d8+7 plus soiled wound)

Space 10 ft.; **Reach** 10 ft.

Base Atk +11; **Grp** +22

Abilities Str 24, Dex 9, Con —, Int —, Wis 11, Cha 1

SQ berserk, construct traits

Berserk (Ex) When a grave dirt golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. An uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. Once a grave dirt golem goes berserk, no known method can reestablish control.

Immunity to Magic (Ex) A grave dirt golem is immune to spells, spell-like abilities, and supernatural effects, just as if the attacker had failed to overcome spell resistance. The only exceptions are as follows: A *move earth* spell drives the grave dirt golem back 120 feet and deals 3d12 points of damage. A *disintegrate* spell slows the golem (as the *slow* spell) for 1d6 rounds and deals 1d12 points of damage. An *earthquake* spell cast directly at a grave dirt golem stops it from moving on its next turn and deals 5d10 points of damage. The golem receives no saving throw against any of these effects.

Any magical attack against a grave dirt golem that deals electricity damage heals 1 point of damage for every 3 points of damage it would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points that last for up to 1 hour. A grave dirt golem receives no saving throw against magical attacks that deal electricity damage.

Soiled Wound (Ex) The wound inflicted by a grave dirt golem is caked with grave dirt. Suffused with negative energy, the soiled wound deals an extra 2d4 points of negative energy damage on the round subsequent to its delivery, after which the dirt in the wound becomes inert.

ENCOUNTER 7: CUT OFF THE HEAD

MOHRG, ADVANCED ELITE

CR 11

CE Medium undead

Init +10; **Senses** dark vision 60 ft.; Listen +15, Spot +27

AC 25, touch 16, flat-footed 19; Mobility
(+6 Dex, +9 natural)

hp 210 (21 HD)

Immune undead immunities

Fort +7, **Ref** +15, **Will** +13

Speed 30 ft. (6 squares); Spring Attack

Melee slam +18 (1d8+12) and
tongue touch +18 (paralysis)

Base Atk +10; **Grp** +18

Atk Options improved grab

Abilities Str 26, Dex 22, Con —, Int 10, Wis 12, Cha 14

SQ create spawn, undead traits

Feats Alertness, Dodge, Improved Initiative, Improved
Natural Attack (slam), Improved Toughness,
Lightning Reflexes, Mobility, Spring Attack

Skills Climb +16, Hide +30, Listen +15, Move Silently
+30, Spot +27, Swim +12

Improved Grab (Ex) To use this ability, a mohrg must
hit a creature of its size or smaller with its slam
attack. It can then attempt to start a grapple as a free
action without provoking an attack of opportunity.

Paralyzing Touch (Su) A mohrg lashes out with its
tongue in combat. An opponent the tongue touches
must succeed on a DC 22 Fortitude save or become
paralyzed for 1d4 minutes. The save DC is Charisma-
based.

Create Spawn (Su) Creatures killed by a mohrg rise
after 1d4 days as zombies under the mohrg's control.
They do not possess any of the abilities they had in
life.

ENCOUNTER 3: BEACHHEAD**CORPSE CRAFTED GRAVETOUCHED HALF-ORC BARBARIAN GHOUL CR 7**

Male gravetouched ghoul half-orc barbarian 5

NE Medium undead (augmented humanoid)

Init +3; **Senses** darkvision 60 ft.; Listen +1, Spot +1**Languages** Common, Orc**AC** 19, touch 13, flat-footed 19; Improved Uncanny Dodge; Uncanny Dodge (+3 Dex, +4 armor, +2 natural)**hp** 55 (5 HD)**Immune** undead immunities**Resist** +6 turn resistance**Fort** +4, **Ref** +4, **Will** +3; trap sense +1**Speed** 40 ft. (8 squares)**Melee** +1 *greatclub* +14 (1d10+11) and

bite +10 (1d6+3 plus disease and paralysis) or

Melee bite +12 (1d6+7 plus disease and paralysis) and 2 claws +10 (1d4+3 plus paralysis)**Base Atk** +5; **Grp** +12**Atk Options** Power Attack**Special Actions** rage 2/day**Abilities** Str 24, Dex 17, Con —, Int 8, Wis 14, Cha 12**SQ** bolstered resistance, corpsecrafted, illiteracy, undead traits**Feats** Multiattack^B, Power Attack, Weapon Focus (greatclub)**Skills** Climb +13, Jump +17**Possessions** chain shirt, +1 *greatclub***Bolstered Resistance (Su)** Undead raised with the Bolster Resistance feat gain a +4 turn resistance.**Corpsecrafted (Su)** Each undead raised or created with any necromancy spell by a corpsecrafter gains a +4 enhancement to Strength and +2 hit points per Hit Die.**Ghoul Fever (Su)** Disease—bite, Fortitude DC 13, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is charisma-based.**Paralysis (Ex)** Those hit by this gravetouched ghoul's bite or claw must make a DC 13 Fortitude save or become paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.**CORPSE CRAFTED ELITE BONECLAW CR 7**

CE Large undead

Init +9; **Senses** darkvision 60 ft.; Listen +16, Spot +16**Languages** Abyssal, Common**AC** 17, touch 14, flat-footed 12

(-1 size, +4 Dex, +3 natural)

hp 170 (10 HD); **DR** 5/bludgeoning**Immune** cold, undead immunities**Resist** +6 turn resistance**Fort** +3, **Ref** +8, **Will** +10**Speed** 40 ft. (8 squares)**Melee** 2 piercing claws +13 (2d6+9)**Space** 10 ft.; **Reach** 20 ft.**Base Atk** +5; **Grp** +18**Atk Options** Combat Reflexes; Power Attack, reaching claws**Abilities** Str 28, Dex 21, Con —, Int 14, Wis 16, Cha 23**SQ** undead traits, unholy toughness**Feats** Combat Reflexes, Improved Initiative, Improved Natural Attack (claw), Power Attack**Skills** Hide +14, Intimidate +19, Listen +16, Move Silently +18, Search +15, Spot +16**Bolstered Resistance (Su)** Undead raised with the Bolster Resistance feat gain a +4 turn resistance.**Corpsecrafted (Su)** Each undead raised or created with any necromancy spell by a corpsecrafter gains a +4 enhancement to Strength and +2 hit points per Hit Die.**Reaching Claws (Ex)** A boneclaw can make melee attacks with its bone claws, instantly extending them as part of an attack to a distance of up to 20 feet (thereby allowing the boneclaw to threaten more squares than even its Large size would otherwise indicate).**Unholy Toughness (Ex)** A boneclaw gains a bonus to its hit points equal to its Charisma modifier X its Hit Dice.**ENCOUNTER 4: CHAIN OF COMMAND****CORPSE CRAFTED OCEAN GIANT (LANDFORM)****RANGER FROST SKELETON CR 9**

NE Huge undead (aquatic, cold)

Init +9; **Senses** darkvision 60 ft.; Listen +0, Spot +0**AC** 20, touch 14, flat-footed 15

(-2 size, +5 Dex, +3 armor, +1 deflection, +3 natural)

hp 198 (18 HD); **DR** 5/bludgeoning**Immune** cold, undead immunities**Fort** +7, **Ref** +12, **Will** +12**Weakness** fire**Speed** 40 ft. (10 squares)**Melee** 2 claws +25 (1d6+18 plus 1d6 cold) or**Melee** huge trident +25/+20 (4d6+27) or**Ranged** rock +13 (2d8+18)**Space** 15 ft.; **Reach** 15 ft.**Base Atk** +9; **Grp** +35**Abilities** Str 46, Dex 21, Con —, Int —, Wis 10, Cha 1**SQ** bolstered resistance, corpsecrafted, undead traits**Feats** Improved Initiative^B**Possessions** huge trident, rocks (3), *bracers of armor* +3, *cloak of resistance* +1, *ring of protection* +1**Bolstered Resistance (Su)** Undead raised with the Bolster Resistance feat gain a +4 turn resistance.**Corpsecrafted (Su)** Each undead raised or created with any necromancy spell by a corpsecrafter gains a +4 enhancement to Strength and +2 hit points per Hit Die.**Rock Throwing (Ex):** Adult giants are accomplished rock throwers and gain a +1 racial bonus on attack rolls when throwing rocks. An ocean giant can hurl rocks of 60 to 80 pounds (Medium objects) up to five

range increments. The range increment is 120 feet for a hill giant's rocks.

DEATHLOCK

CR 11

Male deathlock sorcerer 10

NE Medium undead

Init +8; **Senses** darkvision 60 ft.; Listen +11, Spot +11

Languages Abyssal, Common, Infernal

AC 22, touch 16, flat-footed 18

(+4 Dex, +4 armor, +2 deflection, +2 natural)

hp 117 (13 HD); **DR** 10/adamantine (130 total)

Immune undead immunities

Resist +2 turn resistance

Fort +8, **Ref** +10, **Will** +15

Speed 30 ft. (6 squares)

Melee bite +6 (1d4)

Base Atk +6; **Grp** +6

Atk Options Fell Weaken

Combat Gear *potion of inflict serious wounds*

Sorcerer Spells Known (CL 13th):

5th (4/day)—*arc of lightning* (DC 22)

4th (6/day)—*blast of flame* (DC 21), *stoneskin* ‡

3rd (7/day)—*acid breath* (DC 20), *dispel magic*, *scintillating sphere* (DC 19)

2nd (8/day)—*glitterdust* (DC 19), *mirror image*, *see invisibility*, *scorching ray* (+10 ranged touch)

1st (8/day)—*benign transposition*, *color spray* (DC 17), *lesser orb of acid* (+10 ranged touch), *lesser orb of sound* (+10 ranged touch), *mage armor* ‡

0 (6/day)—*arcane mark*, *dancing lights*, *daze* (DC 16), *flare* (DC 16), *ghost sound* (DC 16), *prestidigitation*, *ray of frost* (+10 ranged touch), *resistance*, *touch of fatigue* (DC 16)

‡ Already cast

Spell-Like Abilities (CL 13th):

At will—*detect magic*, *inflict minor wounds* (DC 16), *read magic*

3/day—*cause fear* (DC 17), *magic missile*, *summon monster I*

2/day—*death knell* (DC 18), *ghoul glyph* (DC 18)

‡ Already cast

Abilities Str 10, Dex 18, Con —, Int 16, Wis 16, Cha 23

SQ rat familiar, share spells with familiar

Feats Alertness, Fell Weaken, Improved Initiative, Practiced Spellcaster (sorcerer), Spell Focus (conjunction)

Skills Concentration +16, Escape Artist +12, Hide +10, Knowledge (arcana) +19, Knowledge (religion) +8, Listen +11, Spellcraft +21, Spot +11

Possessions combat gear plus *amulet of natural armor* +1, *anklet of translocation*, *cloak of charisma* +2, *ring of protection* +2, *vest of resistance* +2

ENCOUNTER 6: INTO THE NEST

ADVANCED GRAVE DIRT GOLEM

CR 12

N Huge Construct

Init -1; **Senses** darkvision 60 ft., low-light vision; Listen +0, Spot +0

AC 22, touch 7, flat-footed 22

(-2 size, -1 Dex, +15 natural)

hp 182 (19 HD); **DR** 5/adamantine and bludgeoning

Immune construct immunities, electricity (see immunity to magic), magic

Fort +6, **Ref** +5, **Will** +6

Speed 20 ft. (4 squares), can't run

Melee 2 slams +23 (3d8+11 plus soiled wound)

Space 15 ft.; **Reach** 15 ft.

Base Atk +14; **Grp** +33

Abilities Str 32, Dex 8, Con —, Int —, Wis 11, Cha 1

SQ berserk, construct traits

Berserk (Ex) When a grave dirt golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. An uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. Once a grave dirt golem goes berserk, no known method can reestablish control.

Immunity to Magic (Ex) A grave dirt golem is immune to spells, spell-like abilities, and supernatural effects, just as if the attacker had failed to overcome spell resistance. The only exceptions are as follows: A *move earth* spell drives the grave dirt golem back 120 feet and deals 3d12 points of damage. A *disintegrate* spell slows the golem (as the *slow* spell) for 1d6 rounds and deals 1d12 points of damage. An *earthquake* spell cast directly at a grave dirt golem stops it from moving on its next turn and deals 5d10 points of damage. The golem receives no saving throw against any of these effects.

Any magical attack against a grave dirt golem that deals electricity damage heals 1 point of damage for every 3 points of damage it would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points that last for up to 1 hour. A grave dirt golem receives no saving throw against magical attacks that deal electricity damage.

Soiled Wound (Ex) The wound inflicted by a grave dirt golem is caked with grave dirt. Suffused with negative energy, the soiled wound deals an extra 2d6 points of negative energy damage on the round subsequent to its delivery, after which the dirt in the wound becomes inert.

ENCOUNTER 7: CUT OFF THE HEAD

ELITE ENTROPIC REAPER

CR 12

CE Medium undead (extraplanar, chaotic)

Init +8; **Senses** darkvision 60 ft.; Listen +28 Spot +28

Languages Abyssal, Celestial, Common

AC 22, touch 14, flat-footed 18

(+4 Dex, +8 natural)

hp 190 (19 HD); fast healing 10; **DR** 10/cold iron and lawful

Immune undead immunities

SR 22

Fort +6, **Ref** +10, **Will** +17

Speed 30 ft. (6 squares)

Melee large scythe +21/+16 (2d6+16/19-20/x4 plus entropic blade)

Base Atk +9; **Grp** +20

Atk Options Cleave, Combat Reflexes, Power Attack

Spell-Like Abilities (CL 19th):

1/day—plane shift

Abilities Str 33, Dex 18, Con —, Int 10, Wis 23, Cha 16

SQ master of the scythe, undead traits

Feats Cleave, Combat Reflexes, Improved Critical (scythe), Improved Initiative, Improved Toughness, Power Attack, Weapon Focus (scythe)

Skills Concentration +22, Knowledge (the planes) +22, Listen +28, Spot +28

Possessions large scythe

Entropic Blade (Su) An entropic reaper confers the entropic blade property upon any weapon it wields – usually a normal scythe. An entropic blade functions in all ways like the kind of weapon it is, with the following addition. Any time the entropic reaper successfully deals damage with its entropic blade, the victim must make a DC 29 Fortitude save or be overcome with searing pain, as the victim's form melts, flows, writes, and boils. During this entropic state, the victim cannot cast spells or use magic items, and it attacks blindly, unable to distinguish friend from foe. (-4 penalty on attack rolls and a 50% miss chance, regardless of the attack roll). Each round spent in this entropic state, the victim takes 1 point of Wisdom drain from mental shock. If the victim's Wisdom score falls to 0, it incorporates into nothingness.

A victim can gain control over itself by taking a standard action to attempt a DC 22 Charisma check. Success renders the victim immune from the entropic state for 1 minute. On a failure, the victim can still repeat this check each round until successful. The entropic state is not a disease or a curse, so it is hard to remove. A *shapechange* or *stoneskin* spell does not cure an afflicted creature but fixes its state for the duration of the spell. A *restoration*, *heal*, or *greater restoration* spell removes affliction (though a separate restoration is necessary to restore any drained points of Wisdom). The save DC is Charisma-based.

Master of the Scythe (Su) An entropic reaper is a master of the scythe, and gains the ability to wield a weapon one size larger than normal. It also treats the scythe as if it were a mighty cleaving weapon, which allows it to make one additional cleave attempt in a round.

ENCOUNTER 3: BEACHHEAD

CORPSE CRAFTED GRAVETOUCHED HALF-ORC BARBARIAN GHOUL **CR 9**

Male gravetouched ghoul half-orc barbarian 7

NE Medium undead (augmented humanoid)

Init +3; **Senses** darkvision 60 ft.; Listen +1, Spot +1

Languages Common, Orc

AC 20, touch 14, flat-footed 20; Improved Uncanny Dodge; Uncanny Dodge

(+3 Dex, +4 armor, +1 deflection, +2 natural)

hp 88 (7 HD); **DR** 1/—

Immune undead immunities

Resist +6 turn resistance

Fort +5, **Ref** +5, **Will** +4; trap sense +2

Speed 40 ft. (8 squares)

Melee +1 *greatclub* +16/+11 (1d10+11) or

Melee bite +14 (1d6+7 plus disease and paralysis) and 2 claws +12 (1d4+3 plus paralysis)

Base Atk +7; **Grp** +14

Atk Options Power Attack

Special Actions rage 2/day

Abilities Str 24, Dex 17, Con —, Int 8, Wis 14, Cha 12

SQ bolstered resistance, corpsecrafted, illiteracy, undead traits

Feats Improved Toughness, Multiattack^B, Power Attack, Weapon Focus (greatclub)

Skills Climb +15, Jump +19

Possessions chain shirt, +1 *greatclub*, *ring of protection* +1

Bolstered Resistance (Su) Undead raised with the Bolster Resistance feat gain a +4 turn resistance.

Corpsecrafted (Su) Each undead raised or created with any necromancy spell by a corpsecrafter gains a +4 enhancement to Strength and +2 hit points per Hit Die.

Ghoul Fever (Su) Disease—bite, Fortitude DC 14, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is charisma-based.

Paralysis (Ex) Those hit by this gravetouched ghoul's bite or claw must make a DC 14 Fortitude save or become paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

ELITE GREATER SHADOW **CR 9**

CE Medium undead (incorporeal)

Init +4; **Senses** darkvision 60 ft.; Listen +16, Spot +16

AC 18, touch 18, flat-footed 14; Dodge, Mobility (+4 Dex, +4 deflection)

Miss Chance 50% (Incorporeal)

hp 9 (81 HD)

Immune incorporeal immunities, undead immunities

Resist +2 turn resistance

Fort +3, **Ref** +7, **Will** +8

Speed fly 40 ft. (good) (8 squares); Spring Attack

Melee incorporeal touch +8 (1d8 Str)

Base Atk +4; **Grp** —

Abilities Str —, Dex 18, Con —, Int 8, Wis 15, Cha 19

SQ create spawn, incorporeal traits, undead traits

Feats Alertness, Dodge, Mobility, Spring Attack

Skills Hide +16 (+20 in areas of shadowy illumination, +12 in brightly lit areas), Listen +16, Search +6, Spot +16

Strength Damage (Su) The touch of a shadow deals 1d6 points of Strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies. This is a negative energy effect.

Create Spawn (Su) Any humanoid reduced to Strength 0 by a shadow becomes a shadow under the control of its killer within 1d4 rounds.

Skills Shadows have a +2 racial bonus on Listen and Spot checks and a +4 racial bonus on Search checks. A shadow gains a +4 racial bonus on Hide checks in areas of shadowy illumination. In brightly lit areas, it takes a –4 penalty on Hide checks.

ENCOUNTER 4: CHAIN OF COMMAND

CORPSE CRAFTED OCEAN GIANT (LANDFORM)

RANGER FROST SKELETON **CR 9**

NE Huge undead (aquatic, cold)

Init +9; **Senses** darkvision 60 ft.; Listen +0, Spot +0

AC 20, touch 14, flat-footed 15

(–2 size, +5 Dex, +3 armor, +1 deflection, +3 natural)

hp 198 (18 HD); **DR** 5/bludgeoning

Immune cold, undead immunities

Fort +7, **Ref** +12, **Will** +12

Weakness fire

Speed 40 ft. (10 squares)

Melee 2 claws +25 (1d6+18 plus 1d6 cold) or

Melee huge trident +25/+20 (4d6+27) or

Ranged rock +13 (2d8+18)

Space 15 ft.; **Reach** 15 ft.

Base Atk +9; **Grp** +35

Abilities Str 46, Dex 21, Con —, Int —, Wis 10, Cha 1

SQ bolstered resistance, corpsecrafted, undead traits

Feats Improved Initiative^B

Possessions huge trident, rocks (3), *bracers of armor* +3, *cloak of resistance* +1, *ring of protection* +1

Bolstered Resistance (Su) Undead raised with the Bolster Resistance feat gain a +4 turn resistance.

Corpsecrafted (Su) Each undead raised or created with any necromancy spell by a corpsecrafter gains a +4 enhancement to Strength and +2 hit points per Hit Die.

Rock Throwing (Ex): Adult giants are accomplished rock throwers and gain a +1 racial bonus on attack rolls when throwing rocks. An ocean giant can hurl rocks of 60 to 80 pounds (Medium objects) up to five range increments. The range increment is 120 feet for a hill giant's rocks.

DEATHLOCK

Male deathlock sorcerer 12

NE Medium undead

CR 13

Init +8; **Senses** darkvision 60 ft.; Listen +11, Spot +11

Languages Abyssal, Common, Infernal

AC 22, touch 16, flat-footed 18

(+4 Dex, +4 armor, +2 deflection, +2 natural)

hp 135 (15 HD); **DR** 10/adamantine (130 total)

Immune undead immunities

Resist +2 turn resistance

Fort +9, **Ref** +11, **Will** +16

Speed 30 ft. (6 squares)

Melee bite +7 (1d4)

Base Atk +7; **Grp** +7

Atk Options Fell Drain, Fell Weaken

Combat Gear *potion of inflict serious wounds* (3)

Sorcerer Spells Known (CL 15th):

6th (4/day)—*acid storm* (DC 24)

5th (6/day)—*arc of lightning* (DC 23), *teleport*

4th (7/day)—*animate dead*, *blast of flame* (DC 22), *stoneskin* ‡

3rd (8/day)—*acid breath* (DC 21), *dispel magic*, *protection from energy*, *scintillating sphere* (DC 20)

2nd (8/day)—*glitterdust* (DC 20), *mirror image*, *see invisibility*, *scorching ray* (+11 ranged touch), *touch of idiocy* (+7 touch)

1st (8/day)—*benign transposition*, *color spray* (DC 18), *lesser orb of acid* (+11 ranged touch), *lesser orb of sound* (+11 ranged touch), *mage armor* ‡

0 (6/day)—*arcane mark*, *dancing lights*, *daze* (DC 17), *flare* (DC 17), *ghost sound* (DC 17), *prestidigitation*, *ray of frost* (+11 ranged touch), *resistance*, *touch of fatigue* (DC 17)

‡ Already cast

Spell-Like Abilities (CL 15th):

At will—*detect magic*, *inflict minor wounds* (DC 17), *read magic*

3/day—*cause fear* (DC 18), *magic missile*, *summon monster I*

2/day—*death knell* (DC 19), *ghoul glyph* (DC 19)

‡ Already cast

Abilities Str 10, Dex 18, Con —, Int 16, Wis 16, Cha 25

SQ rat familiar, share spells with familiar

Feats Alertness, Fell Drain, Fell Weaken, Improved Initiative, Practiced Spellcaster (sorcerer), Spell Focus (conjuration)

Skills Concentration +18, Escape Artist +13, Hide +10, Knowledge (arcana) +21, Knowledge (religion) +9, Listen +11, Spellcraft +23, Spot +11

Possessions combat gear plus *amulet of natural armor* +1, *anklet of translocation*, *cloak of charisma* +4, *ring of protection* +2, *vest of resistance* +2

ENCOUNTER 6: INTO THE NEST

ELITE TOMBSTONE GOLEM

CR 14

N Large construct

Init +1; **Senses** darkvision 60 ft., low-light vision; Listen +0, Spot +0

AC 28, touch 10, flat-footed 27

(-1 size, +1 Dex, +18 natural)

hp 135 (14 HD); **DR** 10/adamantine

Immune construct immunities, fire (see immunity to magic), magic

Fort +4, **Ref** +5, **Will** +5

Speed 20 ft. (4 squares)

Melee 2 slams +20 (2d10+11)

Space 10 ft.; **Reach** 10 ft.

Base Atk +10; **Grp** +25

Atk Options slay living

Abilities Str 33, Dex 12, Con —, Int —, Wis 13, Cha 2

SQ construct traits

Immunity to Magic (Ex) A tombstone golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below. A transmute rock to mud spell slows a tombstone golem (as the slow spell) for 2d6 rounds, with no saving throw, while transmute mud to rock heals all of its lost hit points. A tombstone to flesh spell does not actually change the golem's structure but negates its damage reduction and immunity to magic for 1 full round.

Slay Living (Su) A tombstone golem can deliver a *slay living* effect, as the spell, in conjunction with a normal melee attack every 2 rounds. The effect slays those who fail a DC 17 Fortitude save, or deals 3d6+14 points of damage even on a successful save. The save DC is Constitution-based.

ENCOUNTER 7: CUT OFF THE HEAD

HOCHNEBYN

CR 16

Male human cleric 6/master of shrouds 10

NE Medium humanoid (human)

Init +0; **Senses** Listen +6, Spot +6

Resist cold 30, electricity 30, fire 30; *resist energy* (x3)

Languages Common, Flan

AC 25, touch 14, flat-footed 25; *magic vestment*, *shield of faith*

(+0 Dex, +11 armor, +4 deflection)

hp 160 (16 HD)

Fort +13, **Ref** +7, **Will** +20

Speed 20 ft. in +1 *full plate* (4 squares), base speed 30 ft.

Melee +1 *keen scythe* +20/+15/+10 (2d4+10/19-20/X4); *greater magic weapon*

Base Atk +11; **Grp** +16

Atk Options Augment Summoning, improved summoning, Power Attack

Special Actions death touch (6d6), rebuke undead 8/day (+3, 2d6+17), *summon undead* 4/day (Augmented and improved)

Combat Gear *potion of cure serious wounds*

Cleric Spells Prepared (CL 15th; evil spells +1 caster level):

8th—*fire storm* (DC 24), *unholy aura*^D (DC 24)

7th—*blasphemy* (DC 23), *finger of death*^D (DC 23), *repulsion* (DC 23)

6th—*create undead*^D, *greater dispel magic*, *harm* (DC 22), *heal* (2)

5th—*break enchantment*, *flame strike* (DC 21), *righteous might*, *slay living*^D (DC 21), *spell resistance*

4th—*divine power*, *freedom of movement*, *greater magic weapon* †, *recitation*, *restoration*, *unholy blight*^P (DC 20)

3rd—*blindness/deafness* (2) (DC 19), *dispel magic*, *invisibility purge*, *magic circle against good*^P, *magic vestment* †, *remove blindness/deafness*

2nd—*death knell* (DC 18), *desecrate*^P, *hold person* (DC 18), *resist energy* † † † (3), *silence* (DC 18), *sound burst* (DC 18)

1st—*bane* (DC 17), *command* (DC 17), *comprehend languages*, *detect undead*, *divine favor*, *protection from good*^P, *resurgence*, *shield of faith* † (2)

0—*create water*, *detect magic*, *detect poison* (2), *light*, *read magic*

D: Domain spell. Deity: Nerull. Domains: Death (death touch, 1/day), Evil (cast evil spells at +1 caster level)
† Already cast

Abilities Str 20, Dex 10, Con 16, Int 10, Wis 22, Cha 12

Feats Augment Summoning, Bolster Resistance, Corpsecrafter, Extra Rebuking^B, Improved Toughness, Power Attack, Spell Focus (conjuration), Weapon Focus (scythe)

Skills Concentration +22, Knowledge (arcana) +1, Knowledge (history) +4, Knowledge (religion) +19, Knowledge (the planes) +1, Speak Language (Flan), Spellcraft +11

Possessions combat gear plus silver unholy symbol of Nerull (2), +1 *keen scythe*, +1 *full plate*, *belt of giant strength* +4, *boots of speed*, *cloak of resistance* +2, *gloves of dexterity* +2, *periapt of wisdom* +4, *pink rhomboid ioun stone*, *ring of counter spells* (*greater dispel magic*)

Improved Summoning (Ex) Beginning at 5th level, a master of shrouds summons more powerful undead creatures than normal. Whenever she casts a *summon undead* spell or when she uses her *summon undead* class ability, the summoned creature gains a +2 enhancement bonus on attack rolls and damage rolls.

Summon Undead (Sp) At 2nd level and higher, a master of shrouds can summon one or more incorporeal undead creatures a number of times per day equal to 3 + her Charisma modifier (minimum 1). This ability is otherwise identical to the *summon monster* spells, except that a master of shrouds adds her Charisma modifier (if positive) to the duration of the effect.

At 2nd level, a master of shrouds can summon a single shadow. At 4th level, she can summon one wraith or two shadows. At 6th level, she can summon one spectre, two wraiths, or four shadows. At 8th level, she can summon one greater shadow, two spectres, four wraiths, or four shadows. At 10th level, she can summon one dread wraith, two greater shadows, four spectres, four wraiths, or four shadows.

APPENDIX 2: NEW RULES ITEMS

NEW FEATS

Bolster Resistance

(*Libris Mortis*, page 25)

Undead you raise or create are more resistant to turning than normal.

Prerequisites: Corpsecrafter.

Benefit: Each undead you raise or create with any necromancy spell gains +4 turn resistance.

Corpsecrafter

(*Libris Mortis*, page 25)

Undead you raise or create are tougher than normal.

Benefit: Each undead you raise or create with any necromancy spell gains a +4 enhancement bonus to Strength and +2 hit points per Hit Die.

Daunting Presence

(*Libris Mortis*, page 25)

You are skilled at inducing fear in your opponents.

Prerequisites: Cha 13, base attack bonus +1.

Benefit: You may take a standard action to awe an opponent. The opponent must be within 30 feet, have line of sight to you, and have an Intelligence score. If the opponent fails a Will saving throw (DC 10 + 1/2 your character level + your Cha modifier), it is shaken for 10 minutes. This feat has no effect on a creature that is already shaken.

Special: A fighter may select Daunting Presence as one of his fighter bonus feats.

Death Master [Monstrous]

(*Libris Mortis*, page 26)

Foes are especially afraid of your critical hits.

Prerequisites: Cha 13, undead type, Daunting Presence, base attack bonus +1.

Benefit: Whenever you score a critical hit with a melee attack against a living foe, the foe is also shaken for 1 minute. This is a mind-affecting, fear effect.

Eviscerator [Monstrous]

(*Libris Mortis*, page 26)

The allies of your foes are especially afraid of your critical hits.

Prerequisites: Cha 13, undead type, Death Master, Daunting Presence, Improved Critical, base attack bonus +1.

Benefit: Whenever you score a critical hit with a melee attack against a living foe, creatures within 30 feet that are allied to that foe are shaken for 1 minute. This is a mind-affecting, fear effect.

Fell Drain [Metamagic]

(*Libris Mortis*, page 27)

Living foes damaged by your spell also gain a negative level.

Benefit: You can alter a spell that deals damage to foes so that any living creature that is dealt damage also gains a negative level. If the subject has at least as many negative levels as Hit Dice, it dies. Assuming the subject survives, the negative level disappears (without requiring a Fortitude save) after a number of hours equal to your spell caster level (maximum 15). A fell draining spell uses up a spell slot two levels higher than the spell's actual level.

Fell Weaken [Metamagic]

(*Libris Mortis*, page 27)

Living foes damaged by your spell are also weakened.

Benefit: You can alter a spell that deals damage to foes so that any living creature that is dealt damage also takes a -4 penalty to Strength for 1 minute. Strength penalties from multiple spells enhanced by the Fell Weakening feat do not stack. A fell weakening spell uses up a spell slot one level higher than the spell's actual level.

Improved Toughness

(*Libris Mortis*, page 27)

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2.

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a Hit Die (such as by gaining a level), you gain 1 additional hit point. If you lose a Hit Die (such as by losing a level), you lose 1 hit point permanently.

Practiced Spellcaster

(*Complete Arcane*, page 82)

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

Prerequisites: 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 gain 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 caster 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 caster 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.

NEW MAGIC ITEMS

Anklet of Translocation

(*Magic Item Compendium*, page 71)

Price (Item Level): 1,400 gp (5th)

Body Slot: Feet

Caster Level: 7th

Aura: Moderate; (DC 18) conjuration

Activation: Swift (command)

Weight: —

An *anklet of translocation* allows you to make short dimensional hops. When it is activated, you can instantly teleport (with no chance of error) up to 10-feet. The new space must be within line of sight and line of effect.

You can't use the anklet to move into a space occupied by another creature, nor can you teleport into a solid object; if you attempt to do so, the anklet's activation is wasted. You can bring along objects weighing up to your maximum load, but you can't bring another creature with you.

An *anklet of translocation* functions two times per day.

Prerequisites: Craft Wondrous Item, *dimension door*.

Cost to Create: 700 gp, 56 xp, 2 days.

Vest of Resistance

(*Magic Item Compendium*, page 147)

Price (Item Level): 1,000 gp (4th) (+1); 4,000 gp (8th) (+2); 9,000 gp (12th) (+3); 16,000 gp (14th) (+4); 25,000 gp (15th) (+5);

Body Slot: Torso

Caster Level: 10th

Aura: Moderate; (DC 20) abjuration

Activation: —

Weight: 1 lb.

A vest of resistance offers magical protection in the form of a +1 to +5 resistance bonus on all saving throws.

Prerequisites: Craft Wondrous Item, *resistance*.

Cost to Create: 500 gp, 40 XP, 1 day (+1); 2,000 gp, 160 XP, 4 days (+2); 4,500 gp, 360 XP, 9 days (+3); 8,000 gp, 640 XP, 16 days (+4); 12,500 gp, 1,000 XP, 25 days (+5).

NEW MONSTERS

Bloodhulk Fighter

(*Monster Manual IV* 20)

This might have been a human, once. Now it is a bloated horror, distended veins sprawling across its livid skin. Scraps of rotting cloth are all that cover its swollen body. Its empty eyes fix on you, and it lurches forward swinging massive fists.

BLOODHULK FIGHTER

CR 4

Always NE Medium undead

Init 1; **Senses** darkvision 60 ft., low-light vision; Listen +0, Spot +0

Languages understands creator's orders

AC 11, touch 9, flat-footed 11

(-1 Dex, +2 natural)

hp 140 (10 HD)

Immune undead immunities

Fort +3, **Ref** +2, **Will** +7

Weakness fragile

Speed 20 ft. (4 squares)

Melee slam +8 (1d8+4)

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +8

Abilities Str 16, Dex 9, Con —, Int —, Wis 10, Cha 1

SQ blood bloated, undead traits

Fragile (Ex) A Bloodhulk fighter takes an extra 1d6 points of damage whenever it takes at least 1 point of damage from a piercing or slashing weapon.

Blood Bloated (Ex) A Bloodhulk fighter always gains the maximum hit points possible per Hit Die. In addition, it gains 2 bonus hit points per Hit Die.

Strategy and Tactics

A Bloodhulk can absorb a tremendous amount of punishment, though its vulnerability to piercing and slashing weapons gives adventurers an advantage against it. This mindless bloated automaton sloshes about, following the orders of its creator without thought. Because of its utter lack of intelligence, the instructions given to a newly created Bloodhulk must be very simple, such as "Kill anyone who enters this room."

Bloodhulks can be encountered singly or in groups, depending on the proclivities of their creator and their purpose. Their immense strength and ability to absorb damage makes them useful as guards, tougher than zombies but not as expensive or complex as flesh golems. Bloodhulks are commonly found shuffling alongside other minor undead servants in a necromancer's lair or a temple to an evil god of death.

Most evil spellcasters who employ bloodhulks use them as bodyguards. While a bloodhulk holds back a band of adventurers, its master can rain spells and ranged attacks upon them. A bloodhulk's durability makes it possible to drop area attacks upon both the Bloodhulk and those it's fighting. In most cases, the undead can better absorb the punishment than its opponents.

Bloodhulk Lore

Characters with ranks in Knowledge (religion) can learn more about bloodhulks. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (religion)

14	This is a bloodhulk, a kind of mindless undead. It can withstand tremendous physical
----	--

	punishment. This result reveals all undead traits.
19	A bloodhulk is created through a foul ritual that saturates a creature's flesh with the blood of sacrificed victims.
24	A bloodhulk is full to bursting with blood. Whenever it takes damage from edged weapons, its flesh ruptures.

Boneclaw

(*Monster Manual III* 17)

This large skeletal humanoid's clawlike fingers are at least two feet long. Worse, the slender, knife-sharp claws contract and extend in length from moment to moment, sometimes instantly reaching a length of 10 or more feet, before slowly contracting.

BONECLAW

CR 5

Always CE Large undead

Init +8; **Senses** darkvision 60 ft.; Listen +17, Spot +17

Languages Abyssal, Common

AC 16, touch 13, flat-footed 12

(-1 size, +4 Dex, +3 natural)

hp 130 (10 HD); **DR** 5/bludgeoning

Immune cold, undead immunities

Resist +2 turn resistance

Fort +3, **Ref** +7, **Will** +9

Speed 40 ft. (8 squares)

Melee 2 piercing claws +9 (2d6+5)

Space 10 ft.; **Reach** 20 ft.

Base Atk +5; **Grp** +14

Atk Options Combat Reflexes; Power Attack, reaching claws

Abilities Str 21, Dex 18, Con —, Int 14, Wis 14, Cha 19

SQ undead traits, unholy toughness

Feats Combat Reflexes, Improved Initiative, Improved Natural Attack (claw), Power Attack

Skills Hide +13, Intimidate +17, Listen +15, Move Silently +17, Search +15, Spot +15

Advancement 11-22 HD (Large)

Reaching Claws (Ex) A boneclaw can make melee attacks with its bone claws, instantly extending them as part of an attack to a distance of up to 20 feet (thereby allowing the boneclaw to threaten more squares than even its Large size would otherwise indicate).

Unholy Toughness (Ex) A boneclaw gains a bonus to its hit points equal to its Charisma modifier X its Hit Dice.

Strategy and Tactics

A boneclaw likes to get the drop on its enemies, especially when its foes are still at range, surprising them with an attack of opportunity by extending its claws as its enemies close to melee range. With its Combat Reflexes, this can occur often within the same fight.

A boneclaw normally attacks using its Power Attack feat, taking a -2 penalty on its attack rolls and gaining a +2 bonus on damage rolls.

Boneclaw Lore

Characters with ranks in Knowledge (religion) can learn more about boneclaws. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (religion)

15	This is a boneclaw, a bloodthirsty undead. It enjoys using its extendable claws to bring death to the living. This result reveals all undead traits.
20	Boneclaws can instantly extend their claws, effectively doubling their normal reach.
25	A boneclaw is immune to cold, resistant to slashing and piercing damage, and difficult to turn.

Deathlock

(*Libris Mortis* 94)

Skeletally thin, this figure wears a dramatic cloak fringed with magical sigils. Its cadaverous eyes sizzle with cursed power, and deadly spells dance on its fingertips.

DEATHLOCK

CR 3

Usually NE Medium undead

Init +6; **Senses** darkvision 60 ft.; Listen +9, Spot +9

Languages Abyssal, Common, Infernal

AC 13, touch 12, flat-footed 11

(+2 Dex, +1 natural)

hp 27 (3 HD)

Immune undead immunities

Resist +2 turn resistance

Fort +1, **Ref** +3, **Will** +4

Speed 30 ft. (6 squares)

Melee bite +1 (1d4)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** +1

Spell-Like Abilities (CL 3rd):

At will—*detect magic*, *inflict minor wounds* (DC 12), *read magic*

3/day—*cause fear* (DC 13), *magic missile*, *summon monster I*

2/day—*death knell* (DC 14), *ghoul glyph* (DC 14)

† Already cast

Abilities Str 11, Dex 15, Con —, Int 14, Wis 13, Cha 14

Feats Alertness, Improved Initiative

Skills Concentration +6, Hide +8, Knowledge (arcana) +8, Listen +9, Spellcraft +10, Spot +9

Advancement By character class

Strategy and Tactics

A deathlock prefers to use its spell-like abilities from a distance, disdaining melee. Thus, it can also use inflict minor wounds to heal itself.

Deathlock Lore

Characters with ranks in Knowledge (religion) can learn more about deathlocks. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (religion)

13	This is a deathlock. Deathlocks are undead born of the corpses of powerful spellcasters whose remains are so charged with magic that they are unable to lie quiet in the grave. Animate, but shorn of the spirit that once ruled their forms, deathlocks seek to bring all those they meet into an intimate embrace with death. Only their knowledge of spellcasting remains, though twisted and changed. This result reveals all undead traits.
18	Deathlocks are known to undead spellcasters.
23	In addition to normal undead immunities, deathlocks are known to be resistant to turning.

Entropic Reaper

(*Libris Mortis* 98)

A skeletal being cloaked in a great black robe and head-concealing hood holds a large scythe in both hands. The head of the scythe is an absence in space, a blade-shaped hole in reality that draws in the light around it.

ENTROPIC REAPER

CR 12

Always CE Medium undead (extraplanar, chaotic)

Init +6; **Senses** darkvision 60 ft.; Listen +27 Spot +27

Languages Abyssal, Celestial, Common

AC 20, touch 12, flat-footed 18

(+2 Dex, +8 natural)

hp 190 (19 HD); fast healing 10; **DR** 10/cold iron and lawful

Immune undead immunities

SR 22

Fort +6, **Ref** +8, **Will** +16

Speed 30 ft. (6 squares)

Melee large scythe +19/+14 (2d6+13/19-20/x4 plus entropic blade)

Space 5 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +18

Atk Options Cleave, Combat Reflexes, Power Attack

Spell-Like Abilities (CL 19th):

1/day—plane shift

Abilities Str 29, Dex 14, Con —, Int 11, Wis 20, Cha 15

SQ master of the scythe, undead traits

Feats Cleave, Combat Reflexes, Improved Critical (scythe), Improved Initiative, Improved Toughness, Power Attack, Weapon Focus (scythe)

Skills Concentration +22, Knowledge (the planes) +22, Listen +27, Spot +27

Possessions large scythe

Advancement 20-35 HD (Medium)

Entropic Blade (Su) An entropic reaper confers the entropic blade property upon any weapon it wields — usually a normal scythe. An entropic blade functions in all ways like the kind of weapon it is, with the following addition. Any time the entropic reaper successfully deals damage with its entropic blade, the victim must make a DC 28 Fortitude save or be overcome with searing pain, as the victim's form

melts, flows, writes, and boils. During this entropic state, the victim cannot cast spells or use magic items, and it attacks blindly, unable to distinguish friend from foe. (-4 penalty on attack rolls and a 50% miss chance, regardless of the attack roll). Each round spent in this entropic state, the victim takes 1 point of Wisdom drain from mental shock. If the victim's Wisdom score falls to 0, it discorporates into nothingness.

A victim can gain control over itself by taking a standard action to attempt a DC 21 Charisma check. Success renders the victim immune from the entropic state for 1 minute. On a failure, the victim can still repeat this check each round until successful. The entropic state is not a disease or a curse, so it is hard to remove. A *shapechange* or *stoneskin* spell does not cure an afflicted creature but fixes its state for the duration of the spell. A *restoration*, *heal*, or *greater restoration* spell removes affliction (though a separate restoration is necessary to restore any drained points of Wisdom). The save DC is Charisma-based.

Master of the Scythe (Su) An entropic reaper is a master of the scythe, and gains the ability to wield a weapon one size larger than normal. It also treats the scythe as if it were a mighty cleaving weapon, which allows it to make one additional cleave attempt in a round.

Strategy and Tactics

An entropic reaper uses its self-enhanced scythe to wreak terrible damage on those it decides must die (which includes most creatures it happens to meet).

The scythe an entropic reaper wields is treated as chaotic-aligned for the purpose of overcoming damage reduction.

An entropic reaper normally attacks using its Power Attack feat.

Entropic Reaper Lore

Characters with ranks in Knowledge (religion) can learn more about entropic reapers. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (religion)

22	This is an entropic reaper. Entropic reapers are undead that arise in Limbo. They enforce the twisted edicts of chaotic beings that decree the death of lawful creatures (though an entropic reaper is not particular about the alignments of the creatures it brings low). Though originating in Limbo, entropic reapers spend much of their time in the Material Plane, seeking to apply their entropic scythes to the necks of the living. This result reveals all undead traits.
27	An entropic reaper is known for its entropic blade—usually a normal scythe, but any blade it wields works the same. Once touched by an entropic blade, if the target is unable to resist the affect, he will find himself in excruciating

	pain, eventually disincorporating into nothingness unless a <i>restoration</i> , <i>heal</i> , or <i>greater restoration</i> spell is received quickly.
32	In addition to normal undead immunities, entropic reapers are physically resistant to all physical damage not caused by lawfully aligned cold iron weapons. They are also known to be resistant to spells.

Giant, Ocean

(*Monster Manual II* 111)

The barrel-chested body of an ocean giant is powerfully built, and the face has an almost leonine quality. Flowing white hair that streams out in waves as the giant swims complements coppery skin. In natural form, an ocean giant has a fishlike tail like that of a merfolk, though the landform ability provides an alternate form in which the tail is replaced by legs.

GIANT, OCEAN

CR 19

Usually NG Huge giant (aquatic, cold)

Init +6; **Senses** darkvision 60 ft., low-light vision; Listen +16, Spot +16

Languages Giant

AC 26, touch 10, flat-footed 24
(-2 size, +2 Dex, +16 natural)

hp 243 (18 HD)

Immune bludgeoning weapons, cold

Fort +20, **Ref** +8, **Will** +8

Weakness fire

Speed 40 ft. (10 squares), swim 80 ft.; Shot on the Run

Melee huge trident +25/+20/+15 (4d6+21) and

Tail slap +20 (1d10+7) or

Melee 2 slams +25 (1d6+14) and

Tail slap +20 (1d10+7) or

Ranged rock +14 (2d8+14)

Space 15 ft.; **Reach** 15 ft.

Base Atk +13; **Grp** +35

Atk Options Combat Reflexes, Far Shot, Point Blank Shot, Precise Shot

Abilities Str 39, Dex 15, Con 28, Int 11, Wis 14, Cha 18

SQ amphibious, landform

Feats Combat Reflexes, Endurance, Far Shot, Improved Initiative, Point Blank Shot, Precise Shot, Shot on the Run

Skills Diplomacy +6, Hide -6, Listen +16, Sense Motive +16, Spot +16, Swim +22

Possessions huge trident, rocks (3)

Advancement by character class

Amphibious (Ex): Although ocean giants have gills for breathing underwater, they can also breathe air and can survive indefinitely on land.

Landform (Su): This ability allows an ocean giant to assume the form of a Huge humanoid-shaped giant or return to its natural form at will. An ocean giant in landform is able to walk on land, but it has no tail attack. A change wrought by landform cannot be dispelled, nor does the ocean giant revert to its natural form when killed. A *true seeing* spell,

however, reveals the ocean giant's natural shape if it is in landform.

Rock Throwing (Ex): Adult giants are accomplished rock throwers and gain a +1 racial bonus on attack rolls when throwing rocks. An ocean giant can hurl rocks of 60 to 80 pounds (Medium objects) up to five range increments. The range increment is 120 feet for a hill giant's rocks.

Skills An ocean giant has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Strategy and Tactics

Whether fighting on the surface or underwater, an ocean giant usually wields a massive trident. On land, ocean giants prefer to keep their foes at a distance. They hurl rocks (range increment 120 feet) at closing enemies and even ships that are not welcome in their territory. In close combat on land, or when unarmed, they hammer opponents with their fists and slap with their tails.

Golem, Grave Dirt

(*Libris Mortis* 105)

Preceded by the smell of carrion, this humanoid creature is formed of moist (almost muddy) earth, mixed in with small bone bits, teeth, and rotting cloth scraps, topped with a dirt-encrusted humanoid skull. Its legs are short and thick, and its chest and arms somewhat tapering.

GOLEM, GRAVE DIRT

CR 9

Always N Large Construct

Init -1; **Senses** darkvision 60 ft., low-light vision; Listen +0, Spot +0

AC 20, touch 8, flat-footed 20
(-1 size, -1 Dex, +12 natural)

hp 90 (11 HD); **DR** 5/adamantine and bludgeoning

Immune construct immunities, electricity (see immunity to magic), magic

Fort +3, **Ref** +2, **Will** +3

Speed 20 ft. (4 squares), can't run

Melee 2 slams +13 (2d8+6 plus soiled wound)

Space 10 ft.; **Reach** 10 ft.

Base Atk +8; **Grp** +18

Abilities Str 23, Dex 9, Con —, Int —, Wis 11, Cha 1

SQ berserk, construct traits

Feats —

Skills —

Advancement 12-18 HD (Large); 19-33 HD (Huge)

Berserk (Ex) When a grave dirt golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. An uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction.

Once a grave dirt golem goes berserk, no known method can reestablish control.

Immunity to Magic (Ex) A grave dirt golem is immune to spells, spell-like abilities, and supernatural effects, just as if the attacker had failed to overcome spell resistance. The only exceptions are as follows: A *move earth* spell drives the grave dirt golem back 120 feet and deals 3d12 points of damage. A *disintegrate* spell slows the golem (as the *slow* spell) for 1d6 rounds and deals 1d12 points of damage. An *earthquake* spell cast directly at a grave dirt golem stops it from moving on its next turn and deals 5d10 points of damage. The golem receives no saving throw against any of these effects.

Any magical attack against a grave dirt golem that deals electricity damage heals 1 point of damage for every 3 points of damage it would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points that last for up to 1 hour. A grave dirt golem receives no saving throw against magical attacks that deal electricity damage.

Soiled Wound (Ex) The wound inflicted by a grave dirt golem is caked with grave dirt. Suffused with negative energy, the soiled wound deals an extra 2d4 points of negative energy damage on the round subsequent to its delivery, after which the dirt in the wound becomes inert.

Strategy and Tactics

No one likes to be hit by a grave dirt golem because its filth fouls the wounds of its enemies.

Grave Dirt Golem Lore

Characters with ranks in Knowledge (arcana) can learn more about grave dirt golems. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (arcana)

19	This is a grave dirt golem. This humanoid golem is composed of magically coherent grave earth. A grave dirt golem cannot speak or make any vocal noise. It walks and moves with a slow, clumsy gait. This result reveals all construct traits.
24	The wound inflicted by a grave dirt golem is caked with grave dirt, suffused with negative energy.
29	In addition to normal construct immunities, entropic reapers are immune to most forms of magic and all forms of electricity. If the spell can be resisted, it is immune to it. The only exceptions are as follows: A <i>move earth</i> spell drives the grave dirt golem back and deals damage. A <i>disintegrate</i> spell slows the golem and deals damage. An <i>earthquake</i> spell cast directly at a grave dirt golem stops it from moving and deals damage. It is also physically resistant to all but bludgeoning adamantine weapons.

Golem, Tombstone

(*Libris Mortis* 105)

A stone golem becomes a tombstone golem with the following substitutions. Rather than simple stone, the creature is made up of fused grave headstones, inscribed with names in various languages, often more than one name per headstone, along with birth and death dates. Second, its supernatural ability to slow opponents is replaced by the *slay living* ability. Finally, increase the Challenge Rating by 2. Substitute *slay living* (see below) for *slow* as a required ingredient of the construction, and change the price to 135,000 gp and the cost to 70,000 gp + 5,200 XP.

Slay Living (Su) A tombstone golem can deliver a *slay living* effect, as the spell, in conjunction with a normal melee attack every 2 rounds. The effect slays those who fail a DC 17 Fortitude save, or deals 3d6+14 points of damage even on a successful save. The save DC is Constitution-based.

Necrosis Carnex

(*Monster Manual IV* 104)

The creature before you is a horrid amalgam of rotting flesh bound to twisted limbs. It walks on all four of its awkward appendages, and great bands of black iron seem to hold the various pieces of putrid tissue together.

NECROSIS CARNEX

CR 3

NE Medium Undead

Init +3; **Senses** darkvision 60 ft.; Listen +5, Spot +4

Aura malign (30 ft.)

Languages understands creator's orders

AC 21, touch 17, flat-footed 18; **Mobility** (+3 Dex, +4 deflection, +4 natural)

hp 36 (4 HD)

Immune undead immunities

Fort +3, **Ref** +4, **Will** +5

Weakness vulnerability to good

Speed 40 ft. (8 squares)

Melee touch +5 (1d6+2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +3

Atk Options necrotic touch

Special Actions unholy burst

Abilities Str 12, Dex 17, Con —, Int 3, Wis 12, Cha 7

SQ undead traits

Feats Great Fortitude, Mobility^B, Weapon Finesse

Skills Listen +5, Spot +4

Malign Aura (Su) Living creatures take a -2 penalty on attack rolls and saving throws when they are within 30 feet of a necrosis carnex.

Vulnerability to Good (Ex) Necrosis carnexes take half again as much (+50%) damage as normal from good-aligned weapons and spells.

Necrotic Touch (Su) If a necrosis carnex hits a living creature with its touch attack, it deals damage equal to 1d6 + 1 per 2 HD of the necrosis carnex. Undead

are instead healed by the same amount, gaining any hit points over their full normal total as temporary hit points that last for up to 10 minutes.

Unholy Burst (Ex) When destroyed, a necrosis carnex explodes in a 30-foot-radius spread that deals damage equal to 1d6 + 1 per 2 HD of the necrosis carnex to all living creatures in the area. Undead are instead healed by the same amount, gaining any hit points over their normal total as temporary hit points, as described above.

Strategy and Tactics

Necrosis carnexes employ simple but effective tactics in combat. Usually teamed with other undead, the carnexes know that they are at their most effective when using their foul touch to heal their companions. To facilitate this, they remain just behind the front rank of their undead allies, keeping their foes within their malign aura. These creatures love to slay the living and use their necrotic touch on an unconscious but living foe if an opportunity presents itself.

Necrosis Carnex Lore

Characters with ranks in Knowledge (religion) can learn more about necrosis carnexes. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (religion)

13	This is a necrosis carnex, an undead creation that unleashes a burst of life-stealing energy when it is destroyed. This result reveals all undead traits.
18	These creatures exude a debilitating aura out to a range of 30 feet, and their mere touch can cause wounds.
23	Necrosis carnexes are particularly vulnerable to damage from good-aligned weapons and spells.
28	A necrosis carnex is created from several corpses bound together with cold iron bands. It serves to support armies of other undead, though its behavior is largely instinctive.

Ogre, Skullcrusher

(*Monster Manual III* 116)

This 8-foot-tall brute resembles an ogre but looks to be more intelligent, and it stands more erect. Its armor and shield are covered in spikes, and it carries a vicious-looking morningstar.

OGRE, SKULLCRUSHER

CR 5

Usually NE Large giant

Init +0; **Senses** darkvision 60 ft., low-light vision, Listen +0, Spot +0

Languages Common, Giant

AC 20, touch 9, flat-footed 20

(-1 size, +7 armor, +2 shield, +2 natural)

hp 72 (8 HD)

Fort +9, **Ref** +2, **Will** +2

Speed 30 ft. in spiked half-plate (6 squares), base movement 40 ft.

Melee large morningstar +12/+7 (2d6+7) or

Melee large morningstar +8/+3 (2d6+7) and shield spike +8 (1d8+3); Two-Weapon Fighting or

Ranged rock +6 (2d6+7)

Space 10 ft.; **Reach** 10 ft.

Base Atk +6; **Grp** +21

Atk Options Power Attack

Abilities Str 25, Dex 11, Con 17, Int 10, Wis 10, Cha 9

Feats Improved Grapple^B, Improved Shield Bash, Mounted Combat, Power Attack, Two-Weapon Fighting^B

Skills Craft (armorsmithing) +5, Handle Animal +4, Intimidate +1, Knowledge (architecture and engineering) +5, Ride +7, Search +0 (+2 involving secret doors and similar compartments)

Possessions large morningstar, spiked half-plate, spiked heavy steel shield

Advancement by character class

Rock Throwing (Ex): Like giants, skullcrusher ogres are accomplished rock throwers and gain a +1 racial bonus on attack rolls when throwing rocks. A skullcrusher ogre can hurl rocks of 40 to 50 pounds (Small objects) up to five range increments. The range increment is 100 feet for a skullcrusher ogre's rocks.

Strategy and Tactics

Skullcrusher ogres are born fighters. They love the clangor and calamity of battle.

A skullcrusher ogre gleefully charges into combat and strikes at foes with both its morningstar and spiked shield. A skullcrusher ogre especially enjoys grappling foes and crushing them on his spiked armor. (A successful grapple check to deal damage causes 1d4+7 points of nonlethal damage plus 1d8 points of piercing damage.)

Skullcrusher Ogre Lore

Characters with ranks in Knowledge (nature) can learn more about necrosis carnexes. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (nature)

15	This is a skullcrusher ogre, an offshoot of the ogre stock bred for war. Shorter and less brutish than typical ogres, skullcrusher ogres are nevertheless stronger and more dangerous. This result reveals all giant traits.
20	Like giants, skullcrusher ogres are accomplished rock throwers.

Slaughter Wight

(*Libris Mortis* 121)

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

SLAUGHTER WIGHT

CR 8

Always CE Medium undead

Init +9; **Senses** darkvision 60 ft.; Listen +15, Spot +19

Languages Common

AC 19, touch 15, flat-footed 14

(+5 Dex, +4 natural)

hp 180 (18 HD)

Immune undead immunities

Fort +6, **Ref** +11, **Will** +11

Speed 30 ft. (6 squares)

Melee slam +16 (1d8+10/17-20 plus energy drain)

Space 5 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +16

Atk Options Power Attack

Special Actions Daunting Presence

Abilities Str 24, Dex 21, Con —, Int 11, Wis 10, Cha 16

SQ augmented critical, create spawn, undead traits

Feats Daunting Presence, Death Master, Eviscerator, Improved Critical (slam), Improved Initiative, Improved Toughness, Power Attack

Skills Climb +17, Hide +22, Listen +15, Move Silently +22, Spot +19, Swim +13

Advancement 15-21 HD (Medium); 22-28 HD (Large)

Augmented Critical (Ex) A slaughter wight is so practiced at dealing death that it has learned the trick of better aiming its blows to deal maximum damage. Coupled with its Improved Critical feat, a slaughter wight's threat range for its slam attack is 17-20.

Create Spawn (Su) Any humanoid slain by a slaughter wight becomes a normal wight in 1d4 rounds. Spawn created by a slaughter wight are under its command and remain enslaved until their master's destruction. They have the statistics of normal wights (see Monster Manual, page 255) and do not retain any of the abilities they had in life.

Sometimes a newly created spawn becomes a slaughter wight instead of a mere wight, though the wiles of the dark gods determine such instances (that is, the DM decides when this occurs).

Energy Drain (Su) A living creature hit by a slaughter wight's slam attack gains one negative level. Removing the negative level requires a DC 21 Fortitude save. The save DC is Charisma-based. When a slaughter wight bestows a negative level, it gains 5 temporary hit points (10 on a critical hit). These temporary hit points last for up to 1 hour.

Strategy and Tactics

Slaughter wights are deadly combatants, not only because of their supernaturally strong blows and ability to drain life from their foes, but also because of their special knowledge that allows them to deal and master death (see feats). A slaughter wight normally attacks using its Power Attack feat, taking a –5 penalty on its attack rolls and gaining a +5 bonus on damage rolls.

Slaughter Wight Lore

Characters with ranks in Knowledge (religion) can learn more about slaughter wights. When a character makes

a successful skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (religion)

18	This is a slaughter wight. Slaughter wights are undead that have been specially touched by dark gods, endowing them with a vicious hatred of life that goes beyond that of simple walking dead. A slaughter wight's appearance is an exaggerated and horrifying effigy of the form it had in life. This result reveals all undead traits.
23	These creatures invoke a daunting presence out to a range of 30 feet, which has been known to leave even the bravest fighters shaken. In combat, its precise blows often deal maximum carnage. And the life draining effect of its blows is known to cause its victims to rise as wights mere seconds later.
28	Beyond the normal immunities of the undead, slaughter wights are not known to have any special resistances or immunities.

NEW PRESTIGE CLASS

Master of Shrouds

(*Libris Mortis* 46)

The master of shrouds is an evil spellcaster who magically seizes incorporeal undead and sets them to do her bidding. Plucking vile creatures such as wraiths and shadows from their restless haunts, she summons them to her presence and commands them to work her will. Furious at their forced servitude, the wrathful undead spread fear and death in their wake.

Most masters of shrouds have experience as clerics. Paladins never become masters of shrouds, though ex-paladins may do so, particularly if they turn far enough from their lawful good roots to become blackguards. Multiclass clerics are also common followers of this path, including cleric/fighters and cleric/rogues. A small number of cleric/necromancer/mystic theurges take up the role of master of shrouds at their highest levels.

NPC masters of shrouds operate in secret, pursuing their evil plans under cover of darkness. They may work individually or in groups, depending on their alignment. They rarely stay in one place for long, and rarely work in groups larger than four, to avoid attracting too much attention from paladins and good clerics, not to mention hunters of the dead.

Requirements

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

Alignment: Any nongood.

Base Save Bonus: Will +5.

Skills: Concentration 5 ranks, Knowledge (religion) 5 ranks, Spellcraft 5 ranks.

Feats: Augment Summoning, Spell Focus (conjuration).

Spells: Able to cast *protection from good* as a divine spell.

Special: Able to rebuke undead.

The Master of Shrouds

Hit Die: d8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Extra rebuking, rebuke undead	—
2nd	+1	+0	+0	+3	<i>Summon undead</i> (shadow)	+1 divine spellcasting level
3rd	+2	+1	+1	+3		+1 divine spellcasting level
4th	+3	+1	+1	+4	<i>Summon undead</i> (wraith)	+1 divine spellcasting level
5th	+3	+1	+1	+4	Improved summoning	+1 divine spellcasting level
6th	+4	+2	+2	+5	<i>Summon undead</i> (spectre)	+1 divine spellcasting level
7th	+5	+2	+2	+5		+1 divine spellcasting level
8th	+6	+2	+2	+6	<i>Summon undead</i> (greater shadow)	+1 divine spellcasting level
9th	+6	+3	+3	+6		+1 divine spellcasting level
10th	+7	+3	+3	+7	<i>Summon undead</i> (dread wraith)	+1 divine spellcasting level

Class Skills (2 + Int modifier per level, x4 at 1st level): Concentration, Craft, Diplomacy, Hide, Knowledge (arcana), Knowledge (religion), Profession, and Spellcraft.

CLASS FEATURES

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

Weapon and Armor Proficiency: Masters of shrouds gain no proficiency with any weapons, armor, or shields.

Spells per Day/Spells Known: Beginning at 2nd level, a master of shrouds gains new spells per day (and spells known, if applicable) as if she had also gained a level in a divine 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 (metamagic or item creation feats and so on; but see Rebuke Undead, below). If she had more than one divine spellcasting class before becoming a master of shrouds, she must decide to which class to add each level for the purpose of determining spells per day and spells known.

Extra Rebuking (Ex): A master of shrouds may use her rebuke undead ability four additional times per day.

Rebuke Undead (Su): Master of shrouds class levels stack with levels of all other classes that

grant the ability to rebuke undead for the purpose of determining the character's effective cleric level for rebuking. See Turn or Rebuke Undead, page 159 of the *Player's Handbook*. For example, a 7th-level cleric/5th-level master of shrouds rebukes undead as a 12th-level cleric.

Summon Undead (Sp): At 2nd level and higher, a master of shrouds can summon one or more incorporeal undead creatures a number of times per day equal to 3 + her Charisma modifier (minimum 1). This ability is otherwise identical to the *summon monster* spells, except that a master of shrouds adds her Charisma modifier (if positive) to the duration of the effect.

At 2nd level, a master of shrouds can summon a single shadow. At 4th level, she can summon one wraith or two shadows. At 6th level, she can summon one spectre, two wraiths, or four shadows. At 8th level, she can summon one greater shadow, two spectres, four wraiths, or four shadows. At 10th level, she can summon one dread wraith, two greater shadows, four spectres, four wraiths, or four shadows.

Improved Summoning (Ex): Beginning at 5th level, a master of shrouds summons more

powerful undead creatures than normal. Whenever she casts a *summon undead* spell or when she uses her *summon undead* class ability, the summoned creature gains a +2 enhancement bonus on attack rolls and damage rolls.

Pale Master

(*Libris Mortis* 47)

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

Virtually all pale masters are former wizards or sorcerers, due to the arcane talents required for entry into the class. Some have also dabbled in divine magic, perhaps multiclassing as clerics, before following this path.

NPC pale masters head special strike groups containing lesser undead, supplemented as needed with more powerful summoned undead. Sometimes they serve or act in collusion with powerful evil characters, such as true necromancers or divine spellcasters with Death as one of their domains. Wherever pale masters go, undead follow. Often it is difficult to tell a pale master from the undead that he surrounds himself with.

Requirements

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

Alignment: Any nongood.

Skill: Knowledge (religion) 8 ranks.

Feat: Skill Focus (Knowledge [religion]).

Spells: Able to cast *command undead* and *vampiric touch* as arcane spells.

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

The Pale Master

Hit Die: d4

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	—	
2nd	+1	+0	+0	+3	<i>Animate dead</i>	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3	Darkvision	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4	Undead armor affinity (10%)	+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4	<i>Control undead</i> , deathless vigor	+1 level of existing arcane spellcasting class
6th	+3	+2	+2	+5	Undead graft, paralyzing touch	+1 level of existing arcane spellcasting class
7th	+3	+2	+2	+5	Tough as bone, weakening touch	+1 level of existing arcane spellcasting class
8th	+4	+2	+2	+6	Undead armor affinity (20%), degenerative touch	+1 level of existing arcane spellcasting class
9th	+4	+3	+3	+6	Undead cohort, destructive touch	+1 level of existing arcane spellcasting class
10th	+5	+3	+3	+7	Deathless mastery, deathless master's touch	+1 level of existing arcane spellcasting class

Class Skills (2 + Int modifier per level, x4 at 1st level): Concentration, Craft, Diplomacy, Hide, Knowledge (any), Listen, Move Silently, Profession, Spellcraft.

CLASS FEATURES

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

Weapon and Armor Proficiency: Pale masters gain proficiency with light and medium armor. They gain no proficiency with any weapons or shields.

Spells per Day/Spells Known: Beginning at 2nd level, a pale master gains new spells per day (and spells known, if applicable) as if he had also gained a level in an arcane spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on). If he had more than one arcane spellcasting class before becoming a pale master, he must decide to which class to add each level for the purpose of determining spells per day and spells known.

Animate Dead (Sp): Starting at 2nd level, a pale master begins to exercise control over the undead. Once per day, he can use *animate dead*, as the spell, without need of a material component. Use the pale master's highest arcane caster level as the caster level for this effect. All other level restrictions of *animate dead* still apply. For example, a 6th-level sorcerer/3rd-level pale master can animate up to 16 HD of undead with a single use of this ability. Likewise, he can control up to 32 HD of undead created using this ability, the *animate dead* spell, or both.

Darkvision (Ex): At 3rd level, the dark begins to lose its mysteries to a pale master, who gains darkvision out to 60 feet. If he already has darkvision, its effective distance increases by 60 feet.

Undead Armor Affinity (Ex): A pale master has an instinctive feel for undead armor. At 4th level and higher, he treats the undead armor as if its arcane spell failure chance were 10% less. At 8th level, this reduction improves to 20%.

Control Undead (Sp): Once per day, a pale master of 5th-level or higher can gain control over an undead creature (with Hit Dice equal to or less than his highest arcane caster level) by making a successful touch attack against it. The undead creature receives no saving throw to resist this effect. The control lasts for 1 round per class level. When the duration expires, the undead creature returns to its former allegiance, if any. The newly controlled undead can still be turned or rebuked as normal. This effect is otherwise identical to the *control undead* spell. This ability is in addition to the number of undead a pale master can control using his *animate dead* ability.

Deathless Vigor (Ex): Beginning at 5th level, a pale master's body becomes more akin to the undying flesh of his undead associates. The character gains a +4 bonus on Fortitude saves except against effects that also work on objects.

Undead Graft (Su): At 6th level, a pale master gives in to terrible necrophiliac urges. He cuts off his arm and replaces it with an undead prosthetic, which may be skeletal in form or preserved flesh stitched in place like that of a flesh golem. Regardless of its composition, the graft grants a +4 inherent bonus to the character's Strength score.

Additionally, the undead graft allows him to deliver horrible touch attacks. A pale master can use this ability once per day at 6th level, twice per day at 8th level, and three times per day at 10th level. The character must declare that he is using this ability before making the attack roll; a failed attack roll still expends that use of the ability. Each time he makes a touch attack using this ability, the pale master can select from any of the effects described below for which he meets the prerequisite class level. The save DC for the pale master's touch attacks is 10 + his pale master class level + his Cha modifier.

Paralyzing Touch: Any living foe except for an elf that is hit by a pale master's touch attack must succeed on a Fortitude save or be paralyzed for 1d4+1 rounds. *Prerequisite:* Class level 6th.

Weakening Touch: A living foe hit by a pale master's touch attack takes 1d6 points of Strength damage (no save). A creature reduced to Strength 0 dies. *Prerequisite:* Class level 7th.

Degenerative Touch: A living foe hit by a pale master's touch attack receives one negative level (no save), and must make a Fortitude save 24 hours later to avoid losing the level permanently. *Prerequisite:* Class level 8th.

Destructive Touch: A living foe hit by a pale master's touch attack must succeed on a Fortitude save or take 1d6 points of Constitution drain. *Prerequisite:* Class level 9th.

Deathless Master's Touch: A living foe of up to one size category larger than a pale master hit by the pale master's touch attack must succeed on a Fortitude save or die. A slain creature automatically animates 1 round later as a zombie (see page 265 of the *Monster Manual*) and is under the pale master's control as if he had animated it. Undead created using this power do not count against a pale master's HD total for controlling undead. *Prerequisite:* Class level 10th.

Tough as Bone (Ex): On reaching 7th level, a pale master takes on even more of the qualities of an undead creature. He becomes immune to disease, nonlethal damage, and stunning. **Undead Cohort:** A 9th-level pale master gains the service of a loyal undead cohort. The cohort follows the rules for undead cohorts described under the Undead Leadership feat (see page 31). The pale

master does not gain any followers from this ability, only a single cohort. The cohort's effective character level is determined by the pale master's Leadership score and character level exactly as if the cohort had been gained by means of the Undead Leadership feat.

Deathless Mastery (Ex): On reaching 10th level, a pale master gains the virtues of his deathless arts. His body becomes partly mummified (though he is not truly undead), and he becomes immune to poison, sleep effects, paralysis, death effects, critical hits, ability drain, and energy drain, as well as damage to his physical ability scores (Str, Dex, and Con). He still needs to breathe, eat, and sleep as normal for his type, and he still ages normally.

NEW SPELLS

Acid Breath

(Spell Compendium 7)

Conjuration (Creation) [Acid]

Level: Sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: 15 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You pop the fire ants into your mouth and exhale quickly. The ants distill into drops of pure acid in midair, spattering against your foes and leaving smoking holes.

You breathe forth a cone of acidic droplets. The cone deals 1d6 points of acid damage per caster level (maximum 10d6).

Material Component: A handful of fire ants (alive or dead).

Acid Storm

(Spell Compendium 7)

Conjuration (Creation) [Acid]

Level: Sorcerer/wizard 6

Components: V, S, M

Casting Time: 1 standard action

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

Area: Cylinder (20-ft. radius, 20 ft. high)

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

A dark green cloud whirls into being before unleashing a shower of foul-smelling, yellow-green rain.

Acid rain deals 1d6 points of acid damage per caster level (maximum 15d6) to each creature in the area.

Material Component: A flask of acid (10 gp).

Arc of Lightning

(Spell Compendium 15)

Conjuration (Creation) [Electricity]

Level: Druid 4, sorcerer/wizard 5, Windstorm 5

Components: V, S, M/DF

Casting Time: 1 standard action

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

Area: A line between two creatures

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

Static fills the air as you complete the spell. With a gesture you create magical conductivity between two creatures, and a bolt of electricity arcs between them with a shockingly loud crackle.

This bolt deals 1d6 points of electricity damage per caster level (maximum 15d6) to both creatures and to anything in the line between them. Both creatures must be in range, and you must be able to target them both (as if this spell had them as its targets). Draw the line from any corner in one creature's space to any corner in the other's space. The bolt affects all squares in this line.

Arcane Material Component: Two small iron rods.

Backbiter

(Spell Compendium 23)

Necromancy

Level: Sorcerer/wizard 1

Components: V, S, F

Casting Time: 1 standard action

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

Target: One weapon

Duration: 1 round/level or until discharged

Saving Throw: Will negates; see text

Spell Resistance: Yes (object)

The weapon you indicate during the spell's casting briefly shimmers with a black aura that disappears in an eyeblink.

You cast this spell on any melee weapon. The next time that weapon is used to make a melee attack, its shaft twists around so that the weapon strikes the wielder instead. The weapon hits automatically, and no attack roll is made. The wielder gets no warning or knowledge of the spell's effect on his weapon, and although he makes the attack, the self-dealt damage can't be consciously reduced (though damage reduction applies) or changed to nonlethal damage. Once the weapon attacks its wielder (whether successfully or not), the spell is discharged. Magic weapons targeted by this spell receive a Will save. An item in a creature's possession uses its own Will save bonus or its wielder's bonus, whichever is higher.

Focus: A dagger.

Benign Transposition

(Spell Compendium 27)

Conjuration (Teleportation)

Level: Sorcerer/wizard 1

Components: V

Casting Time: 1 standard action

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

Targets: Two willing creatures of up to Large size

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Calling out the arcane words, you suddenly stand where your companion was, and he has taken your place, outside the reach of his foes.

Two target creatures, of which you can be one, instantly swap positions. Both subjects must be within range. Objects carried by the creatures (up to the creatures' maximum loads) go with them, but other creatures do not, even if they are carried. The movement is instantaneous and does not provoke attacks of opportunity.

Blast of Flame

(Spell Compendium 31)

Conjuration (Creation) [Fire]

Level: Sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

As you cast the spell, your hand becomes sheathed in barely perceptible yellow flames. With a roar, the flames burst from your hand in the shape of a cone, leaving your hand trailing wisps of smoke.

Flames fill the area, dealing 1d6 points of fire damage per caster level (maximum 10d6) to any creature in the area that fails its saving throw.

Material Component: A bit of wick soaked in oil.

Desiccating Bubble

(Spell Compendium 63)

Necromancy

Level: Sorcerer/wizard 2

Components: S, M/DF

Casting Time: 1 standard action

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

Effect: 3-ft.-radius sphere of air

Duration: 1 round/level

Saving Throw: Reflex negates

Spell Resistance: Yes

From your outstretched hand bursts a small sphere similar in appearance to a soap bubble. It quickly expands and speeds in the direction you indicate.

A globe of supernaturally dry air rolls in whichever direction you point and engulfs those it strikes. It moves 30 feet per round and can leap up to 30 feet to strike a target. If it enters a space with a creature, it stops moving for the round and deals 2d4 points of damage as it evaporates moisture from the subject. (The subject can negate this damage with a successful Reflex save.) Oozes, creatures composed of water (such as water elementals), and creatures with the aquatic subtype take 2d6 points of damage.

The bubble moves as long as you actively direct it (a move action for you); otherwise, it merely stays at rest. The surface of the bubble has a spongy, yielding consistency (similar to that of a soap bubble, but not fragile and allowing objects to pass through it without affecting the spell) and so does not cause damage except by absorbing moisture. It cannot batter down large obstacles. The bubble winks out if it exceeds the spell's range.

Arcane Material Component: A tiny bag or bladder filled with air, and a sprinkle of dust.

Ghoul Glyph

(Spell Compendium 105)

Necromancy

Level: Hunger 2, sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Target: Object touched

Duration: Permanent until discharged

Saving Throw: Fortitude partial

Spell Resistance: Yes

The faint, green glow of the glyph flares to life. A sickly green light fills the room, illuminating the paralyzed forms of its victims, and bringing with it the stench of death.

You inscribe a glyph, approximately 1 foot across, that paralyzes any living creature of Large or smaller size that comes within 5 feet of the glyph. You can scribe the glyph to be visible as faintly glowing lines, or invisible. You can inscribe a *ghoul glyph* on a portable object, but if the object is moved more than 5 feet, the glyph fades.

Conditions for triggering a *ghoul glyph* are stringent. It takes effect on any creature except yourself that moves within 5 feet. It affects invisible creatures normally but is not triggered by those that travel past it ethereally. Only a single *ghoul glyph* can be inscribed in a 5-foot square.

Ghoul glyphs cannot be affected or bypassed by such means as physical or magical probing, though they can be dispelled. *Mislead* and *nondetection* can fool a *ghoul glyph*.

Read magic allows identification of a *ghoul glyph* with a successful DC 13 Spellcraft check, if the glyph is noticed before it is activated. A rogue can use the Search

skill to find a *ghoul glyph* and *Disable Device* to thwart it. The DC in each case is 27.

When a glyph is activated, the target is paralyzed for 1d6+2 rounds. Additionally, if the target fails a Fortitude save, the paralyzed subject exudes a carrion stench that causes distress in all creatures within a 10-foot radius. Thos in the radius, including the target, must make a Fortitude save or take a -2 penalty on attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks until the paralysis effect wears off.

Material Component: You trace the glyph with earth from a ghouls' lair.

Orb of Acid, Lesser

(*Spell Compendium* 150)

Conjuration (Creation) [Acid]

Level: Sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

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

Effect: One orb of acid

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Your quick, precise movements culminate in your open palm facing your target. An orb of dark green acid flies from your hand.

An orb of acid about 2 inches across shoots from your palm at its target, dealing 1d8 points of acid 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.

Recitation

(*Spell Compendium* 170)

Conjuration (Creation)

Level: Cleric 4, Purification 3

Components: V, S, DF

Casting Time: 1 standard action

Range: 60 ft.

Area: All allies within a 60-ft.-radius burst centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

By reciting a sacred passage or declaration, you invoke your deity's blessing upon yourself and your allies.

The spell affects all allies within the spell's area at the moment you cast it. Your allies gain a +2 luck bonus to AC, on attack rolls, and on saving throws, or a +3 luck bonus if they worship the same patron deity as you.

Divine Focus: In addition to your holy symbol, this spell requires a sacred text as a divine focus.

Resurgence

(*Spell Compendium* 174)

Abjuration

Level: Blackguard 1, cleric 1, paladin 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

By laying hands on a creature and saying a brief prayer, you can convince a higher power to grant a second chance to one of your allies.

The subject of a *resurgence* spell can make a second attempt to save against an ongoing spell, spell-like ability, or supernatural ability, such as *dominate person*. If the subject of *resurgence* is affected by more than one ongoing magic effect, the subject chooses one of them to retry the save against. If the subject succeeds at the saving throw on the second attempt, the effect ends immediately. *Resurgence* never restores hit points or ability score damage, but it does eliminate any conditions such as shaken, fatigued, or nauseated that were caused by the spell, spell-like ability, or supernatural ability.

If a spell, spell-like ability, or supernatural ability doesn't allow a save (such as *power word stun*), then *resurgence* won't help the subject recover.

Scintillating Sphere

(*Spell Compendium* 181)

Evocation [Electricity]

Level: Sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 20-ft.-radius burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You pinch the marble between your fingers and intone the spell. It flies from your fingers, trailing a smell of ozone, and grows into a ball of multicolored sparks that detonate in a burst of spherical lightning.

A *scintillating sphere* is a massive electrical discharge that deals 1d6 points of electricity damage per caster level (maximum 10d6) to every creature and unattended object within the area.

Material Component: A glass marble.

Undead Torch

(*Spell Compendium* 226)

Necromancy

Level: Sorcerer/wizard 3
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: One corporeal undead/ level, no two of which are more than 30 ft. apart
Duration: 1 round/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You make a dark incantation and smash the firefly between your thumb and forefinger. The undead bursts into blue flames that do not burn.

The subject creature deals an extra 2d6 points of damage on melee attacks against living creatures. If an attacked creature has spell resistance, the resistance is checked the first time the undead subject attacks it. If your caster level check fails, the creature is unaffected by that casting of the *undead torch*.

If the undead creature is destroyed, the *undead torch* continues to burn at the location of its destruction until the duration ends, and living creatures that pass through that area take 2d6 points of damage. If the undead creature assumes a nonphysical state (such as a vampire assuming gaseous form), the spell disperses harmlessly.

Material Component: A living or dead firefly or glowworm.

NEW TEMPLATES

Evolved Undead

(*Libris Mortis*, page 99)

An evolved undead is an undead whose body is flushed with more negative energy than normal due to an exceptionally long lifetime. Any undead may gain this template, and in doing so, it retains all its previous abilities, but becomes more powerful than before.

When an intelligent undead creature survives for 100 years or more (or when the DM decides to create an undead monster with a twist), there is a 1% chance that its connection to the Negative Energy Plane grows more mature. When this “evolution” occurs, the undead gains this template. Each additional 100 years of existence affords an additional 1% chance of a more mature connection, plus an additional 1% chance for each previous evolution. For example, if an undead creature’s connection to the Negative Energy Plane evolved three times previously, it has a 4% chance to gain one more step of maturation the next time its age requires an evolution check. Every step of evolution means that the evolved undead template can be applied again to the undead creature (setting this template apart from most other templates, which can be applied only once).

Creating an Evolved Undead

“Evolved Undead” is an acquired template that can be added to any undead with an Intelligence score (referred to hereafter as the base creature). An evolved undead uses all the base creature’s statistics and special abilities except as noted here.

Note: Unlike most templates, an evolved undead can potentially acquire this template more than once, evolving more with each application.

Challenge Rating: Same as base creature +1.

Type: This template does not alter the creature’s type.

AC: The base creature’s natural armor bonus improves by 1. If the creature is incorporeal, its deflection bonus to AC improves by 1.

Spell-Like Abilities: An evolved undead gains one spell-like ability from the following list. You can choose this ability from the list below, or roll randomly. The spell-like ability gained herein can be used once per day. If the undead already has the indicated ability, it gains another use; if it already has the ability as an at-will ability, choose another ability. The spell-like ability has a caster level equal to the evolved undead’s HD (if the caster level is too low to cast the spell in question, choose another). The save DCs are Charisma-based:

d12 Spell-Like Ability

1	<i>circle of death</i>
2	<i>cloudkill</i>
3	<i>cone of cold</i>
4	<i>confusion</i>
5	<i>contagion</i>
6	<i>creeping doom</i>
7	<i>greater dispel magic</i>
8	<i>greater invisibility</i>
9	<i>haste</i>
10	<i>hold monster</i>
11	<i>see invisibility</i>
12	<i>unholy blight</i>

Abilities: An evolved corporeal undead gains +2 Strength and +2 Charisma. An evolved incorporeal creature gains only +2 Charisma.

SQ: An evolved undead retains all the special qualities of the base creature and gains the one described below:

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

Fiery Skeleton

(*Libris Mortis*, page 162)

A fiery skeleton burns with unquenchable flame. Variants of the fiery skeleton include the lightning skeleton (deals electricity damage, immune to electricity) and the frost skeleton (deals cold damage, immunity to cold).

Challenge Rating: +1/2

Attack: A fiery skeleton’s natural attacks deal an additional 1d6 points of fire damage.

SQ: Fiery skeletons have immunity to fire, but do not have immunity to cold.

Gravetouched Ghoul

(*Libris Mortis*, page 103)

Like traditional ghouls, gravetouched ghouls haunt graveyards, battlefields, and other places rich with the carrion for which they hunger. These terrible creatures lurk wherever the stench of death hangs heavy, ready to devour the unwary.

Ghouls are said to be created upon the death of a living sentient being who savored the taste of the flesh of other sentient creatures. This assertion may or may not be true, but it does explain the disgusting behavior of these anthropophagous undead. Some believe that anyone of exceptional debauchery and wickedness runs the risk of becoming a gravetouched ghoul. The transformation from living beings into fell creatures of the night has warped their minds, making them cunning and feral.

While most humanoids who engage in such activities and return from the grave are mere ghouls (as described in the *Monster Manual*), in rare occasions the creation of a ghoul briefly draws the attention of Doresain, King of the Ghouls. When this happens, the newly formed ghoul does not possess the standard *Monster Manual* statistics for a ghoul, but instead the base creature gains this gravetouched ghoul template. These templated creatures are said to be “touched by the King.” The DM decides when this occurs.

Creating an Gravetouched Ghoul

“Gravetouched ghoul” is an acquired template that can be added to any corporeal aberration, fey, giant, humanoid, or monstrous humanoid with Intelligence and Charisma scores of 3 or higher (referred to hereafter as the base creature).

A gravetouched ghoul speaks all the languages it spoke in life (usually Common). It has all the base creature’s statistics and special abilities except as noted here.

Challenge Rating: Same as base creature +1.

Alignment: Base creature’s alignment changes to chaotic evil.

Type: The creature’s type changes to undead, and it gains the augmented subtype. Do not recalculate base attack bonus, saves, or skill points.

AC: The base creature’s natural armor bonus improves by 2.

HD: The creatures Hit Dice change to d12 if not already d12.

Attack: A gravetouched ghoul retains all the attacks of the base creature and also gains a bite and two claw attacks if it didn’t already have them. If the base creature uses weapons, the gravetouched ghoul retains this ability. A creature with natural weapons retains those natural weapons. A gravetouched ghoul fighting without weapons uses its bite attack. A gravetouched ghoul armed with a weapon uses its bite or weapon as it desires.

Damage: Gravetouched ghouls have bite and claw attacks. If the base creature does not have this attack form, use the appropriate damage value from the table below according to the gravetouched ghoul’s size. Creatures that have other kinds of natural weapons retain their old damage values or use the appropriate value from the table below, whichever is better.

Size	Bite Damage	Claw Damage
Fine	1	—
Diminutive	1d2	1
Tiny	1d3	1d2
Small	1d4	1d3
Medium	1d6	1d4
Large	1d8	1d6
Huge	2d6	1d8
Gargantuan	2d8	2d6
Colossal	4d6	2d8

Abilities: Increase from the base creature as follows: Str +2, Dex +4, Int +2, Wis +4, Cha +2. As an undead creature, a gravetouched ghoul has no Constitution score.

SA: A gravetouched ghoul retains all the special attacks of the base creature and gains those described below. Saves have a DC of 10 + 1/2 the gravetouched ghoul’s HD + gravetouched ghoul’s Cha modifier unless otherwise noted.

Ghoul Fever (Su): Disease—bite, Fortitude save, incubation period 1 day, damage 1d3 Con and 1d3 Dex. An afflicted humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 HD or higher rises as a ghastr, rather than a ghoul.

Paralysis (Ex): Victims hit by a gravetouched ghoul’s bite or claw attack must make a successful Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis.

SQ: A gravetouched ghoul retains all the special qualities of the base creature and gains those described below.

Turn Resistance (Ex): A gravetouched ghoul has +2 turn resistance.

Feats: A gravetouched ghoul retains all its feats, and it gains Multiattack as a bonus feat.

Necromental

(*Libris Mortis*, page 112)

A necromental is the undead remnant of an elemental creature. It retains only a fraction of the self-awareness that the elemental had in life, but it becomes twisted and evil.

Creating a Necromental

“Necromental” is an acquired template that can be added to any elemental (referred to hereafter as the base creature). A necromental uses all the base creature’s statistics, attacks, and special abilities except as noted here.

Challenge Rating: Same as the base creature +1.

Alignment: Always neutral evil.

Type: The base creature’s type changes to undead, and it gains the augmented subtype. It retains any other subtypes as well, except for alignment subtypes (such

as good). Do not recalculate base attack bonus, saves, or skill points.

AC: The base creature's natural armor bonus improves by 2.

HD: Drop any Hit Dice from class levels (to a minimum of 1), and raise remaining Hit Dice to d12s.

Abilities: A necromental has no Constitution score. Its Intelligence changes to 1, its Wisdom changes to 10, and its Charisma changes to 1.

SA: A necromental retains all the special attacks of the base creature and gains those described below.

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

Energy Drain (Su): Living creatures hit by a necromental's natural weapon attack gain one negative level. A necromental can use its energy drain ability once per round, regardless of the number of natural weapon attacks the necromental possesses. The save DC to remove the negative level 24 hours later is 10 + 1/2 the necromental's HD. When a necromental bestows a negative level on a victim, it gains 5 temporary hit points (10 on a critical hit). These temporary hit points last for up to 1 hour.

SQ: A necromental retains all the special qualities of the base creature and gains the one described below.

Fast Healing (Ex): A necromental heals 3 points of damage each round as long as it has at least 1 hit point and is within 5 feet of some form of its element (air for necromentals with the air subtype; earth, stone, or metal for necromentals with the earth subtype; flame for necromentals with the fire subtype; or water for necromentals with the water subtype).

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