

COR6-01



A STORY FOR ANOTHER DAY

A One-Round DUNGEONS & DRAGONS® LIVING GREYHAWK™ Core Adventure

Version 1.0

By Theron Martin

Circle Reviewers: Creighton Broadhurst and Stephen Radney-MacFarland

Editor: Sam Weiss

Playtesters: Latham Luepke, Gary Sarver, Josh Schultz, Rebecca Duncanson, Jeremy Duncanson, Rhett Sarver

Thirty-two years ago, deliberately false accusations resulted in the death of two innocent women in Dunmarsh, which reopened a channel to an ancient evil near the village. Twice in the last three years adventurers have dealt with the deadly consequences of those actions, but the source of the problem remains. It is time to put this tragic story to rest, lest a greater evil grows from it. This concluding sequel to *COR3-08 Witch Hunt* and *COR4-17 Real Hero Blues* is a roleplaying-intensive adventure for characters level 8-16 (APLs 10-16).

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

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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.

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

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by 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.
3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round Core adventure, set near the Wild Coast. All characters pay two Time Units for this event.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

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

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

WHAT HAPPENED BEFORE

COR3-08 Witch Hunt: A washed-out bridge forced the PCs on a side trek to the isolated village of Dunmarsh. There they found villagers burning three young women at the stake for being witches and were able to save two of the accused witches. After agreeing to help the villagers sort out the culprits behind recent strange events and a deadly illness, the PCs eventually discovered an evil force out in the woods was instead responsible, and that the local druid and ranger Jenasay, who had been executed as a witch 29 years earlier and sealed in a cave, was the culprit. She had come back as an undead called a penanggalan to enact her revenge. After speaking to Jenasay's ghostly Tanalee, the PCs finally confronted and defeated Jenasay as she was about to complete her revenge on the villagers.

COR4-17 Real Hero Blues: The PCs were sent by the Greyhawk wizard Kalinin to investigate why he had lost contact with a team of adventurers he was sponsoring—the Crusaders. By the time the PCs caught up to them, all but their Pelorite priestess had been slain by demons seeking an item she carried—a dreadful sentient idol confiscated from an agent of Iuz. The Crusaders were carrying the idol deep into the Hold of the Sea Princes in an effort to destroy it. While fighting off Ur-Flan threats, and the effects of the idol itself, the PCs may have discovered its link to the cave in *Witch Hunt* and to Vecna. Ultimately the PCs succeeded in helping the priestess to destroy the idol, but only at the cost of a fatal illness inflicted upon her.

ADVENTURE BACKGROUND

The village of Dunmarsh is located on the edge of the Welkwood to the northwest of Narwell and due west of the Wild Coast. According to local legend, in ancient times the forests in that area were rife with covens of witches who paid homage to gods so ancient their names are lost to history. Over time their practices faded, to be replaced by newer gods and newer ways of drawing on divine power. Every so often, though, some evil soul rediscovers these Old Ways and inflicts their foul influence on the locals. Because of this, the people dwelling around the Welkwood must remain resolute against witches, or so the stories (and a succession of priests of Pholtus) say.

The truth is less esoteric. The original Flan tribes inhabiting the region regarded a craggy area deep in the forest near Dunmarsh as a holy place; and area were the convergences of mystical lines of energy weakened the fabric of reality enough to make contacting otherworldly powers easier.

They scattered the highlands with burial mounds and used one particular cave as a shrine to venerate Beory and Nerull—the latter in his ancient aspect as a god of winter. That said, it was not unknown for corrupt individuals use the cave to call upon demon princes and arch devils. The most notable example was a calling of the demon prince Graz'zt, who sought to seduce and corrupt the Beorite priestess. His appearance linger in the local legend of the Dark Man, who gifts witches who pay him perverse and foul homage before their Sabbats.

Tales of the evil nature of the worshipers came to light when Ur-Flan agents of Vecna discovered the area while exploring for untapped magical resources. Their reports suggested to Vecna that the cave had a resonance similar to the Causeway of Fiends, which he believed would augment the power of a special idol he was designing to remotely control his undead armies. (This is the idol from *COR4-17 Real Hero Blues*.) He sent Kristof, one of his chief Ur-Flan subordinates, to investigate the matter further. Kristof concluded that Vecna was right and, along with other Ur-Flan, began to work on creating the idol. As part of the process they warped the channel to draw only from evil powers, among them Nerull (in his death aspect) and Tharizdun.

While working on the idol, though, Kristof ultimately discovered something even deeper and darker about the cave's nature. Unbeknownst to any previous user, the cave was a weak point in the fabric of reality. It was originally one of the mouths of the Serpent, and through it Kristof heard the Serpent's whispers in his mind. With his success at creating the idol emboldening him and his own ambitions nudged along by the voice of the Serpent, Kristof came to believe that he had sufficient power and ability to be his master's equal. Thus he focused the power of the channel in the cave toward a ritual of apotheosis.

Vecna eventually discovered what Kristof was up to and realized that his former minion might succeed,

which would threaten the security of his own position. To stop Kristof, Vecna disrupted his ritual in such a way that it resulted in Kristof's utter annihilation instead of his ascension—or so he thought at the time. Not long after that Vecna's empire collapsed and the site was abandoned. The local Flan tribes avoided the cave, fearing what evil might remain there, and were eventually driven out of the area by encroaching Suloise. With no further worship taking place there, the cave's link to evil powers fell dormant. That allowed Kristof the opportunity he needed.

Kristof had not, in fact, been annihilated; just changed. His body destroyed, his essence was infused into the substance of the cave itself. While the link to evil powers remained active, he was too diffused to gather himself together. When the link faded, his consciousness was able to reform. He lacked the power to do anything, though, so he waited for someone to reestablish the link so he could seize control of it and bend the channel to his own will. He was in for a long wait.

Centuries later the Jenasay and her schizophrenic sorceress sister Tanalee ran afoul of the inhabitants of Dunmarsh, the village that grew in the vicinity of the cave. Four village men took advantage of trouble stirred up by a real (but unidentified) witch to accuse the sisters, partly due to Tanalee's odd behavior but mostly because Jenasay was obstructing their logging plans. Seized while they were vulnerable, Tanalee was forced to confess during a severe interrogation. Confession extracted, the townsfolk felt justified to burn the pair at the stake for their "crimes". When the fire failed to kill them (due to Jenasay's *resist energy* spells), the local priest of Pholtus concluded—after consulting the local lore—that the only other sure way to kill a witch was by staking them to the ground inside a cave and seal them within. Kristof's cave was chosen for the task.

The Pholtan priest made a terrible error in translating the lore. The method described was actually a procedure for *sacrifice* as part of an empowerment ritual. The deaths of the two innocents and Jenasay's dying call for vengeance renewed the channel to evil powers and awakened Kristof.

Kristof promptly seized control of the channel and used it to manipulate the power of Nerull, the Serpent, and other evil powers. He came to an accord with those powers so that he would be allowed to continue as long as he did not act contrary to their purposes. His first task was to assure the stability of the channel, both to satisfy the gods and because he knew that its continuation was crucial to his own plans. To this end he used Nerull's power to reanimate and corrupt Jenasay and Tanalee.

Tanalee's corruption did not go as planned. That part of her reanimation canceled out her insanity, leaving her whole in mind for the first time since childhood. At first she was subject to her sister's will as Jenasay plotted, and then eventually carried out, her vengeance on the villagers of Dunmarsh. Adventurers put a stop to Jenasay in *COR3-07 Witch Hunt*, but being freed from her sister's influence did not send Tanalee to her rest. Instead, through sheer will, she rejuvenated herself. Due to her insanity in life, in death she had come to believe that a

ghostly state was her "natural" form. As a result of this and her link to the channel, she became something wholly unique: a self-perpetuating ghost unbound by any outside attachment. As long as she wishes to remain a ghost, she will continue to do so.

What Tanalee does not realize, and Kristof has, is that the continued existence of the undead created as a result of the activation ceremony is crucial to maintenance of the channel. Thus as long as Tanalee is around, so is the channel, making Kristof nearly invulnerable so long as he does not reassume a physical form.

Fortunately for the good souls of Oerth, Kristof does not yet have to power to do to cause much havoc. He has resolved himself to the fact that it might take decades for him to accumulate sufficient power to again attempt apotheosis, and intends to keep a low profile while doing it so that he does not again attract the attention of Vecna. Beyond the creation of Jenasay and Tanalee, his only overt act so far has been to summon fiendish forces and send them to retrieve the idol he helped create more than a millennium earlier. The idol was awakened with the reinitializing of the channel and started to resonate with it. He intended to draw the idol to him and secure it as a useful ally, but that plan was foiled by the actions of adventurers in *Real Hero Blues*. Since then he has endeavored to gather information and a power base while remaining hidden from the forces of good.

After the events in *COR-07 Witch Hunt*, Tanalee became aware of Kristof's existence, though she imperfectly understood his nature and motives. Fearing that he intended to corrupt the inhabitants of Dunmarsh and the surrounding lands as part of some evil scheme, she haunted them sufficiently to drive out all but two—the stubborn old herbalist/witch Momarie and her young assistant Jessica. She has spent the rest of her time dodging the agents of Kristof, who (unbeknownst to her) are actually trying to protect her from harm rather than harm her.

Despite Kristof's efforts, his existence and cave have not gone completely unnoticed. Celestial agents of Pholtus, sent to investigate the abandonment of the Pholtan temple in Dunmarsh, became suspicious when they could not get close enough to the cave to find out what was going on there. Pholtus—in his divine wisdom—judged that Momarie would ultimately be a key to unraveling the mysteries surrounding the cave, but since the area did not seem to be a flashpoint he did not take action right away. Instead he assigned a powerful celestial servant to keep watch over Momarie and the situation near Dunmarsh while he concerned himself with more pressing matters.

The Greyhawk wizard Kalinin, in following up stories gleaned from adventurers about the *Witch Hunt* affair and reviewing the reports from the adventures he hired for the mission in *Real Hero Blues*, has also put enough pieces together to realize that the cave poses a problem. He has identified it as a big enough potential threat that he intends to recruit a group of powerful adventurers to go in and put the matter to rest once and for all. Those adventurers are, of course, the PCs.

The players are in place. Each has his or her assigned role in this tragedy. It is time for the final act to unfold.

ADVENTURE SUMMARY

This adventure is not linear, so the encounters do not necessarily happen in the given order and Encounter 5 may not happen at all. Everything depends on the actions of the PCs.

Encounter 1: The PCs arrive at a mostly deserted Dunmarsh. The only home still inhabited is Momarie's, the old herbalist.

Encounter 2: If one or more of the PCs discovers that Momarie's assistant Jessica is a fake, they may get to have a conversation with a celestial being about what's going on.

Encounter 3: The PCs encounter Tanalee in the woods and possibly interact with her.

Encounter 4: The PCs make their first foray to the cave, where they encounter Kristof, the Ur-Flan spirit of the cave. They can converse with him or fight.

Encounter 5: PCs contact Kalinin, exchange information, and consult on what needs to be done.

Encounter 6: Using clues gathered in other encounters, the PCs must settle on what to do with Tanalee and then execute their plan. Incorporeal agents of Kristof are watching, though, and step in to thwart the PCs' plans before they can be completed.

Encounter 7: The PCs battle the incorporeal agents of the cave, who attempt to capture Tanalee and stop the PCs from interfering.

Encounter 8: After resolving Tanalee's status, the PCs must return to the cave, defeat Kristof and the creatures he has summoned, and shut the channel down.

PREPARATION FOR PLAY

Before beginning play determine whether or not the PCs have previously played *COR3-07 Witch Hunt* and/or *COR4-17 Real Hero Blues*. If a PC has played the latter, determine whether or not they have the Enemy of the Dark Powers notation on their AR from that adventure. This may become important in encounters 5, 7, and 8.

QUESTIONS? COMMENTS?

Contact the author at theronm4@comcast.net.

INTRODUCTION

There are four possible hooks into this adventure:

- PCs that have played *COR4-17 Real Hero Blues* get Handout 1a. (PC can identify the effect as a *sending* with a DC 25 Spellcraft check.)
- PCs that have played *COR3-07 Witch Hunt* but not *COR4-17 Real Hero Blues* get Handout 1b.
- PCs that have not played *COR 3-07 Witch Hunt* or *COR4-17 Real Hero Blues* but are a cleric,

paladin, favored soul, or pious templar of Pholtus get Handout 1c.

- PCs that do not fall into the above categories, or regularly travel with someone who does, get Handout 1d.

It's recommended that you have multiple copies of all the above handouts available before play begins.

In each case the PCs start the adventure in Greyhawk City. PCs unfamiliar with Kalinin can make a DC 20 Gather Information or Knowledge (local—Core) check to find out that he is a wealthy and enterprising wizard with a reputation as a do-gooder and sponsor of adventuring parties. On a DC 35 Gather Information check the PC finds out that one of the adventuring groups Kalinin regularly sponsored was wiped out on a mission near the end of 594 CY, and he has been investigating the circumstances surrounding their deaths ever since.

When the PCs are ready to speak to Kalinin read the following:

The wizard Kalinin lives in a modest but well-maintained manor house in Greyhawk's Garden District. The servant who answers the door escorts you into a sitting room, where you are served a fine blend of herbal tea. Several other adventurer-types are also seated around the room, or else arrive after you do, until the number totals six.

This would be a good place to have PCs who do not know each other introduce themselves.

After everyone has arrived a trim, middle-aged Oeridian man carrying a handful of scrolls and with graying hair and a neatly trimmed beard and moustache joins you. He is dressed in a gentleman's casual clothing, and while there is nothing extravagant about what he wears, the cloths are custom-tailored and scrupulously clean. The formality with which he sits the scrolls aside and prepares a cup of tea before speaking to you suggests of a very proper upbringing.

A British gentleman's accent and tone is recommended for Kalinin if you can manage it.

"Thank you all for coming," the man says. "I am the wizard Kalinin. As you may or may not know, I have made a habit of using my accumulated wealth to sponsor adventuring companies on missions to further the causes of good in the land. It is my way of giving back to a world that has offered me so much, you might say.

"Late in the year 594 one such company, the Crusaders, confiscated an ancient idol from an agent of Iuz traveling down the Wild Coast.

They soon determined that the idol was both sentient and powerfully evil and took it upon themselves to destroy the idol before it could wreak havoc on the world. Unfortunately the idol's baleful influence on them made them vulnerable to attacks by evil entities also seeking the idol. By the time I became aware of what was going on and sent a second company to help them, it was too late; only one of the original group, a Pelorite priestess named Janna, survived long enough to be rescued by the second group. They were ultimately able to help her destroy the idol, but with its passing the idol laid a powerful curse on the priestess. Despite my the best efforts of and those of her fellow Pelorites, and her family, the curse weakened Janna enough that she died in childbirth several months later."

PCs who participated in *COR4-17 Real Hero Blues* are intimately familiar with all of this except the part about Janna dying in childbirth (they may or may not have found out she was pregnant) and should be reminded of that if necessary. If Kalinin is asked about the fate of Janna's child, he informs the PCs that her effort was not in vain: the child was born healthy and is now being raised by one of her uncles. (**Note:** The events surrounding the efforts of Janna's siblings to save her were played out in the classic D&D RPGA adventure *Family Matters*.)

Kalinin continues. "In researching ways to save Janna's life I discovered that the affair with the idol may not have been completely resolved. Reports from Janna and the second group of adventurers suggested a connection to a cave in the Welkwood, some distance inland from the Wild Coast. There was also evidence that the idol was made by the Ur-Flan on Vecna's behalf, though it did not seem to be connected to Iuz in any meaningful way.

"Now, the eastern Welkwood is an area where the dimensional fabric is known to be thinner than normal, so it is quite possible that a channel to an evil power once existed there. If the idol was crafted in conjunction with such a channel, and the channel was located in the cave, then the reawakening of this channel to evil in recent years would explain why the idol suddenly became active after having apparently been dormant for centuries."

Kalinin leans back in his chair and steeples his fingers. "And I do not think it is a coincidence that, for the past year or so, there have been reports of widespread haunting in that area. Something unsavory is afoot there, and I want you people to go in, find out what, and put a stop to it before it can develop into a major problem. Given the forces that have already been involved, it is quite possible that this will be a very dangerous task, which is why

I require the services of such skilled adventurers as yourselves. Are you interested?"

If any PCs inquire about what they might be paid, Kalinin assures them that they will be paid handsomely for their services. He also mentions that he has connections which could be used to gain access to special items and equipment upgrades.

Once all the PCs have agreed to help, continue:

"Excellent!" says Kalinin. He reaches over to his pile of scrolls and offers one to (the most scholarly-looking PC).

"While doing some more research I came across this account provided by a half-elven bard named Karri, who was once a regular traveler among the now-abandoned villages along the fringe of the Welkwood. I am certain what she describes is relevant to the matter at hand, so I am lending this to you for the duration of this mission."

Give Handout 2 to the appropriate PC. This account describes the events of *COR3-07 Witch Hunt*, so PCs who played that adventure should be reminded that they know Karri and what she describes from first-hand experience.

Once the PCs are done perusing the handout, and if they don't come to a conclusion about how to proceed on their own, read the following:

"I believe that this village Dunmarsh mentioned on the scroll might be a worthy place to start," Kalinin suggests. "What happened there in the year 593 must in some way be related to what is happening now."

Kalinin has never been to that area, so he cannot offer the party safe teleportation assistance, but he can provide the PCs with written instructions about how to get there. A PC who participated in *COR3-07 Witch Hunt* does know that area well enough to teleport PCs to Dunmarsh. Otherwise PCs must come up with their own means to get there. Regardless of their travel method, Kalinin provides a scroll with a *sending* spell to a cleric, sorcerer, or wizard PC so that the PCs can communicate what they learn to him and seek his advice should it become necessary.

Kalinin does not know more than he has already revealed about the situation in Dunmarsh and concerning the cave, which is why he is sending the PCs in. PCs who do non-magical research before going can only learn, on a successful DC 20 Knowledge (history) or bardic knowledge check, that Flan tribes honoring what is now known as the Old Faith were prevalent in the Welkwood and along the Wild Coast prior to the Great Migration. PCs employing powerful magical research methods (*commune*, *legend lore*, etc.) can learn the following depending on what they ask:

- Ur-Flan visited the area around what is now Dunmarsh and worked there for a while during the time of Vecna's empire.
- Beory and Nerull (in his aspect as the god of winter) were both worshiped in that area, as were some demon princes and archdevils. Even older powers may also be linked to that area.
- The ghost Tanalee is still active and is responsible for the haunting. (If the PCs also specifically ask about her intent, it is not evil.)
- Tanalee is still connected to the cave in some way.
- There are individuals in Dunmarsh who may be of assistance to the PCs.

The cave itself is shielded from divinations, so nothing about what is inside it or its true nature can be learned by magical means. Its location can be determined by divinations, however.

If the PCs go to Dunmarsh first, begin with Encounter 1.

If the PCs go directly to the cave (because they know where it is from divinations or someone having played *COR3-07 Witch Hunt*), begin with Encounter 4.

ENCOUNTER 1: RETURN TO DUNMARSH

Dunmarsh is located on the fringe of the Welkwood almost due south from Narwell and to the northwest of Safeton. Journey by conventional means takes one week, while journey by *wind walk* takes a mere four hours. If PCs are traveling here by swift magical means then skip ahead to Encounter 1a: Dunmarsh.

War!: If the majority of PCs are playing this adventure after *COR6-05 The Barbarous Coast* the situation in the general area of Dunmarsh will be little affected. Orcish raiders do not trouble Dunmarsh as Tanalee and Jessica/Ceraphala (independently of each other) keep everyone away from the village and surrounding area. PCs of high enough level to participate in this adventure also have little to fear from the irregular forces of the Orcish Empire of the Pomarj now occupying the area. Finally the orcs have far more to worry about than the looting of some insignificant village.

Gathering Information

PCs who attempt to learn more about the haunting as they get closer to Dunmarsh must make a Gather Information check:

DC 10: A "poltergeist" or "horrid spectre" has been haunting villages across the fringe of the Welkwood, which has people so scared that several villages have been abandoned and some woodsmen have even given up patrolling their domains. "Hell," one grizzled old woodsman

might say, "even the humanoids what sometimes raid out of the Welkwood been scared off."

DC 15: No priest has proven capable of putting a stop to the haunting, and there have been many attempts.

DC 20: The main culprit, when seen at all, is a barefooted, simply-dressed ghostly woman in her late 20s or early 30s. (PCs who have played *COR3-07 Witch Hunt* know that this description is consistent with that of the ghost Tanalee.)

Spotting Things (Or Not)

As PCs travel along the edge of the Welkwood on the last leg of their journey, have them make a DC 35 Spot check. Those succeeding get the impression that the PCs are being watched and catch glimpses of wispy forms flitting among the trees of the Welkwood. Sightings are too brief and indistinct for the wispy forms to be targeted with any effect, and they quickly disappear if noticed. (These are spirit allies of Tanalee tasked with keeping an eye out for any mortals traveling through the area.)

The Body

As the PCs approach Dunmarsh, have them make DC 30 Spot checks (DC 25 if the PC has specifically stated that she is flanking the party off the path). Those who succeed notice something odd in the underbrush well off the path to the right:

Upon investigation, you find broken and deeply gouged bones of a human-size skeleton lying amid decayed leaves. Shreds of bloodied clothing lie amid the bones.

On a DC 15 Heal check the marks on the bones suggest to the PCs that the victim was slain and at least partly eaten by a powerful beast, and that the remains are not recent. On a DC 20 Heal check the remains can be estimated as being at least a year old and the skeleton, if assembled, can be identified as belonging to a young human woman of slender build. If a *speak with dead* is performed on the skull, it can say only that she was named Jessica in life and lived in Dunmarsh. Her remains are too fragmentary to learn anything else.

For the DM: Jessica was the assistant to old lady Momarie from Dunmarsh; PCs who played *COR3-07 Witch Hunt* might remember her. She was slain a year ago when demons dispatched from the cave happened across her while she was gathering wood outside the protective circle around Momarie's house (see below).

ENCOUNTER 1A: DUNMARSH

If the PCs arrive via *teleport*, skip the first paragraph below. Refer to Map 1: Dunmarsh as needed.

The last leg of your journey has taken you down a lightly-used path along the fringe of the Welkwood. To the west is deep forest; to the east are rolling plains. For the last couple of

miles you have noticed evidence of farmsteads, though the lands lay fallow and there have been no signs of people or farm animals.

Finally you reach your destination: a group of thirty or so homes and a couple of larger buildings clustered around the path, a well near the center and forest off to either side. From the descriptions you were given/what you remember from being here before, this has to be the village of Dunmarsh. It is eerily quiet and obviously abandoned save for one house near its center, from whose chimney a wisp of smoke drifts lazily upward. A small fenced garden can be seen directly beside its front door, and light peeks out from behind its shuttered windows.

PCs who played *COR3-07 Witch Hunt* remember that house as belonging to Momarie, the village's ancient herbalist. Upon closer investigation the PCs note that the small garden looks recently cultivated and well-tended. Additionally A DC 10 Search or Survival check by someone with the Track feat discovers signs of recent foot travel around the house and between it, the well, the temple of Pholtus, and the nearby woods. There are no more other recent tracks anywhere in the village.

The Circle

PCs who make a DC 20 Spot check around the house (or a DC 15 Search check if actively looking for something odd) notice a large magical circle traced into the ground in a 40-foot radius around the house. The circle's effect is equivalent to a *hallow* spell.

The circle radiates moderate abjuration magic if examined with *detect magic*. A PC making a Knowledge (arcana) check identifies more about it:

DC 15: The circle is a warding of some sort, something similar to a *magic circle*.

DC 25: The circle's effect should be something closer to a *hallow* spell, though not one of a type you've ever seen before. The design is not a conventional one (it seems archaic), but it probably works quite well.

DC 35: The basic circle is cleverly reinforced with a considerably more powerful underlying version, which is designed to blend in with the main one in such a way that only someone who really knows what to look for will notice it. A highly skillful wizard or extraplanar being would be required to craft such a circle, certainly someone with more skill than the creator of the basic circles.

The basic circle is caster level 9th, while the underlying one is caster level 20th.

The Rest of Dunmarsh

PCs looking around anywhere other than Momarie's house find that all of the other houses and the inn have been very deliberately abandoned and stripped of valuables. The only building with anything of interest left is the temple of Pholtus, whose altar is still intact and enchanted with a *hallow* spell keyed to worshipers of

Pholtus. Such individuals gain the benefit of an *aid* cast at 12th level while inside the building. It is also the only building besides Momarie's house which has been kept clean.

PCs spending any amount of time looking around Dunmarsh might notice, on a DC 35 Spot check, insubstantial forms flitting about among the trees at a range beyond 120 feet. PCs cannot get a good look at these forms, and they retreat immediately upon detection (descending into the ground if necessary) if approached.

Momarie's Cottage

The fenced garden in front of the cottage contains a mix of medicinal herbs, flavoring herbs, and vegetables. PCs who listen at the door can hear sounds of activity within, including some humming. Those within do not seem to react to any amount of commotion outside. If the PCs knock first:

You hear the sound of a bar being thrown back before the door opens a crack. A comely teenage girl peeks out through the crack, eyeing you all speculatively.

Allow the PCs to offer a greeting if they wish, before continuing.

"Momarie, we have visitors," the girl calls to someone behind her, "and they look like heroes."

"Well, now, do 'vite them in, dearie," speaks a creaky, thickly accented voice. "Bout time some came a-callin' again."

The door opens all the way, revealing a slender human girl with light brown hair and bright blue eyes not more than fifteen years of age. She shyly motions you into a cottage which looks as much like an apothecary's shop as a private dwelling. Nearly every inch of wall space is covered with shelves bearing jars and bowls of various sizes, many of which contain some nature of substance. Off to one side is a bed and worktable; off to the other side is a hearth. In the center is another bed, and sitting by that bed is an ancient Oeridian woman in a rocking chair who holds some kind of knitting in her gnarled hands.

"M'Name's Momarie," the old woman says in a creaky voice as she eyes you appraisingly. "An' who might you be?"

PCs that have played *COR3-07 Witch Hunt* recognize Momarie and are in turn recognized by her, and she remember their names as well. PCs who have played *COR3-07 Witch Hunt* and make a DC 12 Intelligence check also recognize Jessica, Momarie's assistant, albeit a more grown-up version than the one they saw the last time.

Momarie has a strong country-flavored accent. She is well into her 80s and half-blind but her hearing and wit

are as sharp as ever. She refers to any human, part-human, or halfling male PC as a “young man” and any human, part-human, or halfling female as a “young missy.” Any full-blooded elf is referred to as “fair folk” and any dwarf as “mountain man” (or woman). She is a friendly and accommodating old lady who is also a retired witch, though she still uses some of the power for her convenience. Unlike in *COR3-07 Witch Hunt*, she is no longer hesitant about using her powers in front of Jessica and others.

Jessica is not who she appears to be. She is, in fact, an astral deva named Ceraphala, who was sent by Pholtus to keep watch over Momarie. When the real Jessica was grabbed by demons and slain while out gathering wood, Ceraphala decided that the best way to covertly fulfill her duties would be to replace Jessica (using her *polymorph* ability) before Momarie noticed that she was gone. She has been playing that role for the last year now and has taken a liking to Momarie, but is also frustrated at being relegated to this duty when she can sense the evil out in the forest. While acting as Jessica, she is shy and supportive of Momarie, only speaking when spoken to, though she studies the PCs intently during any conversation. PCs making a DC 20 Sense Motive check notice her scrutiny. She is not aware that Momarie knows she isn't the real Jessica.

Should the PCs realize Ceraphala's deception and call her out in front of Momarie, see the “Talking With Momarie” section below.

If the PCs try to speak to “Jessica” privately about her real identity, she arranges some excuse to speak to the PCs outside. That conversation is covered in Encounter 2.

If the PCs do not deduce that Jessica is a fake, but there is an obvious cleric or paladin of Pholtus among them, Jessica begs to speak with that PC in private under the premise of needing to consult on a religious matter. If the PC goes along with it then take that player aside and run Encounter 2.

Talking With Momarie

Use the following responses as guidelines for what Momarie might say in response to PC questions/comments.

Note: Since this encounter could happen after Encounter 3 or 4, some questions are referenced here which PCs who start with this encounter do not yet have sufficient information to ask about. ***Do not guide the PCs into questions about things they don't know about yet!***

Why are you still here?

Momaries cackles. “It's gonna take more than a bit o' hauntin' to scare me off. ‘Sides, I'm too old to do much travelin'.”

On a DC 20 Sense Motive check a PC senses that this isn't the whole truth. If pressed, Momarie admits that she also stays out of a sense of guilt and an obligation she feels to see this story through to completion.

Are you aware that Jessica isn't who she appears to be?

Momarie squints at the PCs and sighs. “Course I know; known that fer a fair time now. I 'spect the real Jessica's been dead now for some time, but this one seems a good soul, an' I don't get 'round so well on my own, so I allowed it.” The being masquerading as Jessica cannot hide her surprise.

Who/what is doing the haunting?

“She's the spirit o' Tanalee, a woman once wronged by this village.”

Wronged how?

“She and her sister were wrongly burnt at the stake as a witch.”

How do you know Tanalee was innocent/Why do you feel guilty about this situation?

Momarie looks uncomfortable. “Cause I was the witch who was really responsible for the deeds what got her and her sister killed. Didn't plan on hurtin' anyone, things just kinda got outta hand.”

How did things get out of hand?

“Well, I was practicin' summonin' imps to do little tasks for me, and, well, I kinda lost control of me spell an' more showed up than I intended and they got away from me.” She sighs. “I was very foolish back then. Thought I was more skilled in the Old Ways than I actually was. I stopped practicin' them after that.”

But I thought Tanalee was put to rest (in *COR3-07 Witch Hunt*).

“'Twould seem that those heroes didn't do the job they claimed they did putting her to rest. Or else somethin' else called her back.”

What does Tanalee look like?

“If I 'member correctly, in life she was tall and slender with long dark blond hair that was always mussed up, wild-like, anytime I seen her. I 'spose she mighta been called on the pretty side. Looked as innocent an' harmless as a doe in life, but she's downright menacin' now. I could barely stand to look at her spirit.”

Are you responsible for the magic circle we saw outside?

“That be some of me best handiwork. Took all the knowin' I learnt from me days practicin' the Old Ways to make that. It's what's allowed me an' Jessica to be safe here 'gainst the dangers of the forest.”

What dangers in the forest/Are there dangers in the forest?

“Well, there be the spirit Tanalee and them spirits what work with her, and they can be a frightful bunch. But I also sensed fiends from time to time an' other otherworldly critters. An' there's somethin' else out there, too, somethin' greater than all o' them, but I ain't sure what.”

What about the cave?

"You mean the one where them sisters were put down? I knew choosin' that cave was goin' to be as bad a mistake as killin' them sisters in the first place, but I couldn't tell the priest of the Shining One that the cave was a forbidden place by the Old Ways without revealin' who I was an' how I knew that."

Do you know Kristof?

"Who be that?"

What do you know about the spirit of the cave?

Momarie pales. "It is the Dark Man. He has returned. May the spirits and gods help us all."

Who is the Dark Man?

"He is the great deceiver, one who seduces adepts of the Old Ways into practices of evil and grants them great powers. Dark warlocks from other lands summoned him to this world in Old Times, but he was s'posed to long since been destroyed for his arrogance."

Note: This is a perversion and blending of stories about the demon prince Graz'zt and Kristof, but it's how Momarie understands it. On a DC 25 Knowledge (religion), Knowledge (the planes), or bardic knowledge check a PC knows that "Dark Man" is a title sometimes associated with Graz'zt. Animating undead is not behavior normally associated with Graz'zt, however. On a DC 20 Knowledge (history) or bardic knowledge check the PC knows that Graz'zt was once imprisoned for a while by the legendary witch Iggitwilv, but there are no stories of him ever having been destroyed.

Do you know anything about how to defeat the Dark Man?

"Well, the Old Ways teach he c'n only come into this world by suffering, but that's already been done, sounds like. His presence here ain't part o' the natural order, so he's only got power if somethin' is anchorin' him here. The Old Ways teach that everythin' in the spirit and real worlds is naturally in balance, so I'd be lookin' fer somethin' else outside of the balance."

Any PC present who makes both a DC 15 Spot check and DC 20 Sense Motive check notices that Jessica seems particularly interested in this part.

Although her facts are, again, muddled, Momarie's understanding of the situation is not. PCs who have already spoken to Tanalee, learned that she is a ghost by choice, and deduce that she is the factor "outside the balance" can confirm, on a DC 15 Knowledge (religion) check, that a ghost bound to her status by choice rather than by the circumstances of her death is a major aberration from the norm for ghosts.

If the PCs voice their suspicions about Tanalee in Jessica's presence, she seeks to speak to the PCs off to the side at the first reasonable opportunity—or in front of Momarie if Ceraphala's status as a fake Jessica has been openly revealed. In either case go to Encounter 2 when that happens.

Tanalee seems to be the problem. Any suggestions on what might be done to eliminate her if she doesn't want to go?

"Well, unless you c'n convince her to let herself go—an' that seems kinda wrong—the only other thing I c'n think of would be to try to get her to agree to a blandin' of spirits. Stories in the lore of the Old Ways tell of a witch who once absorbed a spirit into her essence an' became an entirely different person. I'd think that might also work for the spirit—and if she's not the same person anymore, she wouldn't be connected to the sins of the past, would she?"

Are you a follower of Pholtus?

"Oh, ah give him proper respect, but ah don't consider him mah god. I still honor the spirit of nature." Jessica can be seen wrinkling her nose at this.

Tell me more about the Old Ways.

The PCs get stories of lore and practices which sound like a mix of arcane and divine rituals. PCs who make a DC 25 Knowledge (religion) check, or who are followers of the Old Faith, identify practices of the Old Faith among the descriptions, and PCs who make a DC 25 Knowledge (arcane) check recognize elements of archaic arcane rituals involving conjuration, divination, and abjuration magic.

How do we get to the cave?

Momarie gives the PCs directions.

Momarie does not know anything meaningful about topics other than those listed above, although she can confirm details of Karri's account of events from both three and 29 years ago. She speaks with the PCs for as long as they like and invites them to come back here for protection should they get into trouble in the forest.

Development: If the PCs have not already encountered Tanalee, go to Encounter 3 when they enter the forest. If they already have and seek out Tanalee again, go to Encounter 6 instead. If they wish to contact Kalinin based on what they have learned, go to Encounter 5.

ALL APLS

☞ **Momarie:** female human adept 12: hp 42; Appendix 1.

☞ **Jessica/Ceraphala, astral deva:** *Monster Manual* 11.

ENCOUNTER 2: THE CELESTIAL SERVANT

This encounter takes place when the PCs speak with "Jessica" outside of Momarie's presence or if they denounce her as being a fake in Momarie's presence. If Ceraphala is speaking in private to a worshiper of Pholtus, use Version 1. In other cases use Version 2.

VERSION 1

Once the girl Jessica has pulled you out of sight of the others she speaks to you in earnest.

"Have you truly been sent by the Blinding Light?"

When the PC confirms this:

The girl looks relieved and nods. "Good. I was beginning to wonder when His Grace would get around to sending mortal agents to investigate this matter. A dark evil lies out in that forest, servant of the Blinding Light, one that I and those of my ilk are unable even to approach. Perhaps you will succeed where we cannot."

Doubtless the PC will ask who she really is. When this happens, go to the Both Versions section below.

VERSION 2

The girl sighs and shakes her head. "Leave it to mortal adventurers to see through one's disguise," she mutters, then looks at you/all of you. "Very well, then, I am not the real Jessica, but I mean this old woman no harm. I am, in fact, on a holy mission for the Shining One."

When the PCs insist on knowing who/what she really is, go on to the Both Versions part, below.

BOTH VERSIONS

The girl speaks a word of magic and transforms. A moment later a female angel stands before you. She is seven and a half feet tall with a lithe body, feathery wings, and achingly beautiful features. She carries a large mace and glows with inner power.

The magical effect was a *polymorph* if someone wants to Spellcraft it. A PC who makes a DC 22 Knowledge (planes) check can identify this being as an astral deva.

"I am Ceraphala," the angel says, "and I am a celestial servant of the Shining One. I have been assigned by Him to keep an eye on this place and watch over the old woman, who is deemed to be important to the defeat of the evil which lies in this forest."

Ceraphala is a stern but not unkind being who speaks much more amiably to Pholtans and is very standoffish toward obvious worshipers of St. Cuthbert. She has limited knowledge of the situation, since she has not been able to stray out into the forest much to investigate. She tells the PCs what happened to the real Jessica if asked, and can tell the PCs any of the following depending on the questions she is asked:

- The ghost Tanalee does lurk in the forest along with several companion spirits. If the PCs

venture into the forest and make their presence obvious they are bound to encounter her soon, since she seems intent on scaring everyone off.

- Yes, there have occasionally been demons and devils afoot in the woods, but it isn't a regular occurrence and they learned a while ago not to venture too close to Momarie's cottage. Tanalee also does not bother to come here anymore, either.
- Some evil power does exist deep in the woods in the direction of this supposed cave. It is ancient and quite powerful, not a god though it does seem to be channeling an evil entity's divine power. (She's not sure which one.)
- She is not able to approach within a mile of the cave, nor has any other celestial servant.
- She does not think the evil entity is currently up to anything major since there hasn't been any unusual evil activity lately, but that doesn't mean it's not a *potential* threat.

Ceraphala offers what assistance she can to a worshiper of Pholtus, though the PC must understand that her first obligation is here. She encourages the PCs to find out what's really going on with the cave and report to her about it, though she also cautions them to step carefully, as someone out there has access to a lot of power if she and her fellows are being blocked access to the environs of the cave.

Development: Once this conversation is concluded, return to Encounter 1.

ENCOUNTER 3: TANALEE

Travel from the village to the cave (and vice versa) takes four hours at a normal walking speed. Since there is no definite path, the PCs must travel overland through moderate forest cover. Should a combat situation occur, use a blank map dotted heavily with 5 foot and 10 foot diameter trees and patches of underbrush (Refer to the *Dungeon Master's Guide* for more information on forests and terrain types found within).

Tanalee's spirit agents have been observing the PCs ever since they came near the Welkwood, and Tanalee herself has been observing them from the Ethereal Plane since they either exited the cave (if they went to Encounter 4 first) or went into Momarie's place (if they went to Encounter 1 first). She recognizes them as adventurers even if none of the PCs played *COR3-07 Witch Hunt* and is curious about what they are doing here. She has already had to rejuvenate herself a couple of times due to clerical greater turning efforts, and so she is much more leery around a group which has obvious clerics, but even so she decides to confront them when they are heading to/from the cave.

Tanalee has not forgotten that a Pholtan priest was chiefly responsible for the suffering near the end of her life, and so bears devout worshipers of Pholtus a great distrust. Anyone who wears a holy symbol of Pholtus or speaks favorably of him has a -5 circumstance penalty to

Bluff and Diplomacy checks when dealing with Tanalee, while any such person who displays divine spellcasting or turning ability suffers a -10 circumstance penalty. She does remember and respect the heroes who helped stop her sister the last time, though, so PCs who played *COR3-07 Witch Hunt* and aren't Pholtans have a +2 circumstance bonus on such checks.

The exact circumstances of this encounter depend on the party's composition and appearance. If the PCs do not have an obvious cleric among their number and no one among them played *COR3-07 Witch Hunt*, run the Scary Tanalee version. If the PCs have an obvious cleric and/or at least one PC played *Witch Hunt*, read the Friendly Tanalee version.

Note on *detect evil*: Because of her connection to the cave and undead status, Tanalee has a strong evil aura about her, but does not actually detect as evil herself. She is not aware of this and cannot explain it.

Scary Tanalee

In this case Tanalee manifests to the PCs about halfway between the village and the cave with her horrific appearance in effect. PCs who have *blink* or *true seeing* active might notice her move into position 30 feet in front of the PCs if their Spot checks beat her Hide check. (She knows that some adventurers can cast spells that allow them to see hidden things, so she approaches stealthily using trees and the ground as hiding place.) She has prepared for a potential fight by casting *cat's grace* and *shield* on herself before approaching.

When Tanalee is trying to scare people, imitate a bad horror movie. Otherwise she speaks softly and with a bit of a country accent.

The trek through the woods has so far proven uninteresting and uneventful. Suddenly, the horrifying image of a wild-haired, barefooted woman appears 30 feet ahead of (the lead PC)!

"Leave this forest now and never return!" screams the terrifying visage. "Go, or you will join me in death!"

All living creatures able to see Tanalee are potentially affected by her *horrific appearance*. She then waits to see how the PCs react. She is expecting them to flee for their lives and is clearly perturbed when they don't. If the PCs do not attack her right away, she uses her *telekinesis* to rattle branches and fling small objects about while acting out cheap spooky theatrics. If PCs attack or attempt to turn her, she drops a *solid fog* on them and flies above it, all the while cajoling the PCs that this isn't someplace they want to be. Failing that, you might have her drop a near-miss *cone of cold* or *lightning bolt* while warning PCs that she won't keep missing if they don't flee this area.

Tanalee is ultimately *not* looking for a fight here, or to seriously hurt anyone. If the PCs are determined to fight her and nothing else is working then she just goes underground, moves away, and hides in trees at a distance while waiting for the PCs to calm down. If the PCs

displayed quite a bit of obvious power in trying to attack her, or turned her without destroying her, she cautiously approaches a few minutes later with her *horrific appearance* suppressed and hands raised, offering to speak to the PCs peaceably since "you seem strong enough to be able to resist the dangers of this place."

If PCs try to address her while she is doing her scaring routine and indicate that they want to speak to her peaceably, allow them a Diplomacy Check. The base DC is 15 if the PCs have not already made offensive moves against her and 25 if they have, with a +4 circumstance bonus if the PCs call out to Tanalee by name and a -10 penalty for trying a rushed Diplomacy check. PCs who fail find themselves on the receiving end of *suggestion* spells recommending that it's a good idea if they leave and not return. Such PCs can retry this check if they resist the *suggestion* and try a different tack on convincing her to speak with them.

Development: If the PCs do convince Tanalee to talk proceed to the "Talking With Tanalee" section below. If the PCs manage to destroy Tanalee (whether by greater turning or damage) then she rejuvenates a day later and confronts the PCs demanding to know why they did that. In that case proceed with the adventure as normal until a day has passed then go to the "Talking With Tanalee" section below.

Friendly Tanalee

In this case Tanalee meets the PCs with her Horrific Appearance suppressed and a *disguise self* spell active to make her look like a living, corporeal version of herself. She approaches to 30 feet from the lead PC and then manifests herself in such a way that she appears to be stepping out of a tree. PC with active *true seeing* or *blinking* might spot her approach if their Spot check beats her Hide check.

The trek through the woods proves uninteresting and uneventful until a tall, slender human woman in her mid-to-late 20s suddenly steps out of a tree 30 feet ahead. Long, flowing dark blond hair complements a face that is quite attractive, while her simple, well-worn dress, casual stance, and bare feet suggest that she is of a commoner background. She places her hands on her hips as she looks all of you over.

"Heroes or not, you really shouldn't be out here," she says in a gentle, pleasant voice tinged with a country accent. "These woods are quite dangerous."

Anyone who played *COR3-07 Witch Hunt* recognizes her as Tanalee, though she looks much more cheery than the PC last remembers. Those who got descriptions of Tanalee recognize that she at least generally matches those descriptions, though she certainly looks solid and lacks the horrific aspect credited to her.

Tanalee is trying to make it clear by her approach that she isn't looking for a fight. If the PCs decide to go after her anyway, she throws a *solid fog* over them to slow them down and tries to convince them that she doesn't want to fight. If the PCs persist, she retreats underground and leaves them to their own devices.

If the PCs talk with Tanalee then proceed to the next section.

Talking With Tanalee

Tanalee is gentle and friendly in conversations with most PCs, but is notably colder and harsher when dealing with an obvious Pholtan. She is clearly at peace with herself, as anyone can tell on a DC 20 Sense Motive check. Now that she is no longer under her sister's control, she doesn't wish to hurt anyone and does so with her horrific appearance only because she doesn't appreciate how strong an effect it really has on mortals. (She thinks it just scares them.)

Tanalee's main motive is to find out who the PCs are, why they're here, and convince them to leave this place once she does know their intent, as the cave is "too dangerous" for them to deal with. She greets anyone she would recognize from *COR3-07 Witch Hunt* warmly and asks them if they made sure that her and her sister's story got spread around so it wouldn't be forgotten.

Below are the most likely questions that PCs will ask Tanalee and her responses. Despite her abilities, Tanalee is not a very worldly individual, so she knows little about matters beyond the scope of the questions below and may seem ignorant about the more technical aspects of magic.

Who are you?

"I am the Forest-Walker and Spirit-Talker. This is my domain."

Tanalee, right?

"Well, yes, that was my name. Now I am the Spirit-Talker."

Aren't you supposed to be a ghost?

"I am a spirit, yes. I am just appearing like this so I won't frighten you with my true appearance."

Why are you still around/Weren't you released when your sister was destroyed?

"I was released on my sister's death, but I decided to stay around. I have conversed with the spirits for so long that it now feels like my natural state."

Note: Anyone who makes a DC 20 Knowledge (religion) check in response to this statement knows that ghosts can't normally just "decide to stay around," nor would a person normally willingly submit to being a ghost; they are almost always bound to this world by some outside condition, such as their body needing to be returned for a proper burial, etc. If Tanalee is truly here by choice then this would be a unique case. On a DC 30 Knowledge (religion) check the PC also realizes that it would be

extremely difficult to permanently destroy her as long as she wants to be a ghost.

Isn't it bad being a ghost?

"Oh, no, I very much like it this way. My mind is whole, I'm not burdened by all the problems that come with a physical body, and I have spirit friends to keep me company. I have never been happier."

Anyone who makes a DC 20 Knowledge (religion) check knows that this is absolutely not normal for a ghost. In fact, the PC cannot recall ever hearing of another case where a ghost was happy to be what it was.

Why are you trying to scare people away?

"Well, it's not safe around here for living people anymore, so I have to do something to get them to leave."

What about Momarie? You couldn't scare her off.

"That old lady? She's a lot stronger than she looks, and has that circle drawn which keeps me out. She seems capable of resisting the evil spirit in the cave, so I don't try to bother her anymore." She leans forward and whispers. "But I don't think that's her real helper girl. I'm pretty sure I saw her remains in the forest a while back."

If asked, Tanalee can show the PCs to the remains, as described in "The Body" section of encounter 1.

Why isn't it safe?

"Because of the evil spirit in the cave. I think it wants to twist people's minds toward evil, just like it did with my sister. I wasn't going to give it a chance."

What do you know about the cave?

"Oh, there's an evil spirit in it. Been around a long time, I think, but he just finally showed himself a couple of years ago. He controls the cave and the Dark Place within it." She frowns. "I think he might have been the one who made sis and me what we are."

Evil spirit? You mean Kristof?

"Is that his name? I never listened to him long enough to find out. He scares me and wants to capture me, so I stay away from him."

Dark Place?

"Well, that's what I call it since I don't know the proper name. It's like a dark pit with no bottom which gives off a really ugly feeling. Sometimes the evil spirit calls monsters out of it and sends them out to do things."

PCs who listen to Tanalee's description and make a DC 25 Knowledge (the planes) check can make an educated guess that Tanalee is describing a direct channel to a major evil power. If asked to describe the "monsters," they sound like demons or devils but Tanalee's description is too vague to recognize a particular type.

Do you know anything about an idol?/Didn't you appear to me in a dream a while back?

"Oh, a while ago the evil spirit was trying to call something to him and sent out monsters to go fetch it

when it didn't come on its own. I thought he was up to some serious no good, so with the help of some of my spirit friends I called for some help. A while later he was really mad, so I guess you must have been successful."

This is all a reference to *COR4-17 Real Hero Blues*.

Spirit friends? What are they/where are they?

"Oh, they're just other spirits who have been around a lot longer than me. They're leery around strangers, so they don't come around while you people are close by."

Is your sister (Jenasay) truly gone for good?

"I think so. I have not sensed her presence since the heroes put her to rest."

What is needed to put you to rest?

"Why would I want to be put to rest? I like things the way they are. Oh, I do have to watch out for that evil spirit in the cave and his minions, and sometimes some priest comes along and tries to destroy me with his holy power," she looks pointedly at any Pholtan priest present, "but for the most part "life" is good. I seem able to come back from anything that harms me, so I guess I get to stay like this for as long as I like."

On a DC 20 Knowledge (religion) check a PC knows that this is absolutely not a normal attitude for a ghost.

Development: If the PCs insist on going on to the cave then Tanalee tries to discourage them but won't stop them; go to Encounter 4. If the PCs are headed to the village instead, Tanalee won't interfere; go to Encounter 1. If the PCs have spoken very amicably with her then she tells them just to walk around in the forest for a while and call her name if they need to talk to her again, as she always has "spirit friends" listening.

If the PCs try to convince Tanalee in their initial encounter with her that she cannot persist in this form and needs to be permanently destroyed, go to Encounter 6.

ALL APLS

☛ **Tanalee:** female ghost sorcerer 12: hp 101; see Appendix 1.

ENCOUNTER 4: KRISTOF AND THE CAVE

Since taking control of the channel in the cave Kristof has been gradually expanding a ring of protection around it. By the time of this adventure a version of *magic circle against good* cast at 20th-level and enhanced by the power of the channel in the cave extends out in a one mile radius around the cave. In addition to the normal effects of a *magic circle*, good-aligned outsiders (whether summoned or not) cannot enter this zone unless a spell resistance check is failed. (Note that the zone also blocks out paladin's mounts, since they are summoned creatures.) Other good-aligned individuals feel distinctly

uncomfortable entering this zone but are not harmed by it beyond the normal effects of a *magic circle*. If a *dispel magic* is successfully cast against the zone then it is dispelled only in the area of effect of the *dispel magic*.

By this point Kristof has accumulated sufficient strength to reform his body but has, so far, opted not to do so because he doesn't see a need for it and knows he'd be more vulnerable that way. His essence is still imbued within the cave itself, but he can generate an illusory version of himself equivalent to a *project image* (which is how it will register to a *greater arcane sight*) in order to talk to people. This is the manner in which he speaks to the PCs.

Kristof was an evil man while still mortal, but his experiences and long contact with the channel to evil have made him utterly irredeemable. Ever a smug and arrogant soul, he sees all mortals as lesser creatures, so his attitude toward them should be very condescending and patronizing. Time has taught him patience, so he is also very careful and deliberate in his actions. Even so, he does not believe the PCs are capable of harming or stopping him. This hubris may be his undoing if the PCs choose their words and actions carefully.

If the PCs teleported directly to the cave then they arrive at the bottom of the crag. Alter the following descriptions accordingly.

Most of your journey through the forest to the cave has been a peaceful one with no hint of threat or, indeed, anything abnormal. That changes as you start to get close to the area where the cave can be found. Beyond a certain point the normal forest sounds just cease, replaced by a disquieting calm.

This is the point where the PCs step into the area of effect of the *magic circle*.

After another fifteen minutes the trees thin somewhat, allowing you to spot several rocky crags. From the directions you were given, the cave you seek is located high up on the large, broad crag up ahead. A cave opening is plainly visible high on the crag, about thirty feet above the forest floor. It looks unguarded; in fact, nothing seems especially unusual about it from a distance.

Refer to Map 2 at this point. PCs that played *COR3-07 Witch Hunt* recognize the site as the cave from that adventure, although they recall the cave's entrance being mostly covered by a rockslide. (Kristof has had corporeal servants finish clearing it away.)

DC 10 Climb checks allows PCs to climb up the crag to the cave, or a DC 15 Search check around its base reveals a narrow, rough winding path which does not accommodate Large or larger creatures but does not require a Climb check.

The original cave has been warped by Kristof's efforts and the channel into an extradimensional space which looks larger than the top of the crag should

accommodate. While the channel is active, the cave is suffused with raw evil power, giving it the equivalent of *unhallow*. Any *detect evil* spell or effect used into the cave or while in the cave gets an overwhelming result that stuns any user less than 11th level/HD. Additionally too much background interference is present to get a specific reading on any person or object within the cave. Any *detect magic* used into or within the cave registers Strong necromancy and conjuration on the cave itself, in addition to Moderate readings for the *mirage arcana* and *project image*. A *detect thoughts* registers a single intelligence all around the PCs (if used while in the cave) or in an indefinable location within the cave (if used from outside). At all APLs Kristof has a +17 Will save to resist this spell while imbued within the cave. If the PCs succeed in probing him they can read that his main concern is keeping a low profile and discouraging interlopers from finding out what he's really doing here: gathering the power to make another attempt at becoming a god.

In addition, the raw evil power of the cave bestows the following effects to any good-aligned PC entering the cave:

- -2 penalty to all skill checks requiring concentration.
- Must make a DC 15 + spell level Concentration check to cast any spell or maintain one requiring concentration.
- Turning undead is impossible, as are other effects which involve using turn attempts (such as certain feats from *Complete Divine*).
- Any spell with the Good descriptor has a -2 caster level penalty, while any spell with the Evil descriptor has a +2 caster level bonus.

The first two effects can be alleviated through use of a *protection from evil* or its equivalent. Such protected PCs are aware of this effect. None of the cavern's effects can be dispelled as long as the channel is active.

Kristof can sense the presence of any creatures within one mile of the cave unless the creature is shielded from scrying. He has used *mirage arcana* to alter the look of the interior of the cave and is using his *project image* ability to speak to the PCs.

The interior of the cave is not the dank, dark place you would expect (or remember, for PCs who have played COR3-07 Witch Hunt). Instead, it is now a lavishly-furnished chamber about forty feet square and nearly 20 feet high. The floor is polished marble, the side walls are concealed by rich tapestries, and a large emblem resembling twin starbursts inside the eye sockets of a monstrous skull is painted onto the wall opposite the entrance.

Gentle light is provided by an elegant crystal chandelier overhead, while large cushions and padded chairs are scattered about the fringes of the room. Positioned near the center of the opposite wall is a podium, behind

which stands a middle-aged human man with pure Flan features. Though dressed in fine black robes, the cut and styling is something you have only seen in old pictures.

(If a PC is using true seeing read this description privately to the appropriate player:)

Beyond the image presented in the cave you can see the truth: a simple stone cave of the same dimensions whose only furnishings are a few stone blocks positioned where you saw the chairs and spikes pounded into the floor near the center of the opposite wall, their pattern and the stains on the floor near them suggesting that they once pinned the limbs of two human-sized individuals to the ground. On the walls about the room are scrawled various symbols and writings, some of an arcane nature, others of a more religious nature, all of it looking very ancient.

A PC who can see the symbols and writings can determine the following, although this takes three rounds of effort during which the PC cannot be participating in any conversations with Kristof.

- **PC can read Flan:** Most of the writings and symbols refer to assorted religious ceremonies, some of a very dark nature.
- **PC making a DC 20 Knowledge (arcana) check:** the arcane symbols are part of some ritual involving a very powerful transmutation effect.
- **PC making a DC 35 Knowledge (arcana) check:** the transmutation effect could be part of a ceremony to achieve apotheosis.
- **PC making a DC 15 Knowledge (religion) check:** symbols dedicated to Beory can be identified, as can variations on symbols dedicated to Nerull.
- **PC making a DC 25 Knowledge (religion) or DC 30 Knowledge (the planes) check:** Symbols used by ancient cults dedicated to the demon prince Graz'zt and the archdevil Asmodeus can also be identified, as can symbols dedicated to the Serpent.

A PC who makes a DC 20 Knowledge (history) check recognizes the style of robes as typical of the Ur-Flan who served Vecna. A PC who attempts to identify the emblem needs a DC 30 Knowledge (history) or bardic knowledge check to recognize it as the symbol of one of the Ur-Flan reputed to have been among Vecna's top henchmen.

Kristof addresses the PCs in Ancient Flan; use Case 1 below if the PCs have not yet entered, Case 2 if they have. If none of the PCs seem to understand him, Kristof sighs, casts a *tongues* spell, and repeats himself, adding in a comment about how depressing it is to deal with "people of such low intellect."

(Case 1) *"Oh, hello," the man says with a smile which carries no warmth. "Do come in. I have been expecting you."*

(Case 2) *"Welcome to my abode," the man says with a smile which carries no warmth. "Do have a seat if you like. I have been expecting you."*

It is entirely possible that the PCs will attack Kristof on sight. If they do, go to the Combat section, below. Otherwise use the following as guidelines for what Kristof might say in response to PC questions/comments.

Who are you?

"You can call me Kristof—not that the name will mean anything to peasants such as yourselves. And who might you be?"

Kristof seems entirely disinterested in however the PCs name themselves. He might occasionally fire off rude comments, such as "what a silly little god" to PCs who proclaim themselves as worshipers of a certain god.

Why are you here?

"This is my home. Why are *you* here?"

We're here to shut down a channel to evil powers.

Kristof laughs. "Oh, *that's* rich. Try something more within your capabilities, like besting a pack of goblins."

Are you connected to the channel/evil powers?

"Would I be here if I wasn't? Besides, I don't see what business it is of yours."

We're making it our business.

"Hmmm. Well, then you should know that I control the channel, and I am not so keen on allowing it to be shut down." He pauses thoughtfully. "Although I suppose I have little to worry about, given the competence of you lot."

We're going to take you down.

He chuckles evilly. "In your dreams, maybe."

Do you know Tanalee?

"That wench? She's becoming a nuisance. I will have to bring her back into the fold."

On a DC 20 Sense Motive check a PC gets the impression that Kristof is not being entirely straightforward here.

Are you responsible for making Tanalee and Jenasay into undead?

"Yes. Jenasay was some of my best handiwork. Tanalee was a mistake."

Why was Tanalee a mistake?

"Because she wasn't properly corrupted."

Are you one of the Ur-Flan?

"I was. Now I am better."

Do you serve Vecna?

"I did once. Now I work for myself."

Do you serve Nerull/other evil powers?

"I work *with* them. I serve no one."

What about Iuz?

"From what I have learned about him, he is a fool. Too obvious in what he does, attracts too much attention. Any association with him would be beneath me."

Did you have anything to do with a certain idol?

He stares at the speaker darkly. "I helped make it. I was not happy when Vecna rejected it and even less happy when some adventurers destroyed it after I finally got it reactivated."

If any PC has the "Enemy of the Dark Powers" notation from *COR4-17 Real Hero Blues* Kristof glares at that PC and warns her to get out his sight *now* lest something unfortunate happen. If the PC doesn't, go to the Combat section below.

Why did you want the villagers scared off?

"That was not my doing. That little 'witch' ghost caused that spectacle on her own."

What are your plans/goals/what are you doing here?

"My plans and goals are my business. For now I am content to avoid stirring up trouble—and since I am being peaceable, I will not respond kindly if any scum adventuring types start trouble with me."

No matter what the PCs say, Kristof will *not* admit that his ultimate goal is to become a god, or that he values Tanalee. A PC who successfully casts a *detect thoughts* or something similar on Kristof without him noticing might pick this up, however.

Development: After the PCs have talked with Kristof for a while he indicates that he is tiring of speaking to them and expects them to leave. If they refuse, go on to the Combat section.

Combat

NOTE: Be sure to thoroughly read this part of the encounter and the Development section before running this combat.

Unless PCs have *true seeing* or other means of identifying illusions, they do not have a chance to realize that they are dealing with a *project image* until they interact with it physically. (Although PCs who cast offensive spells at it and see how it fails to be affected might suspect something is up on a DC 25 Spellcraft check.) Kristof cannot be harmed through the image

since he isn't actually there, but can still cast spells through it.

As long as Kristof doesn't assume physical form (and he will not do that while the channel is active), he is very difficult to harm. Only the complete destruction of the cave itself will kill him. Blocking up the entrance only delays him. A *dimensional lock* prevents him from opening a *gate* and temporarily negates the side effects mentioned above for good-aligned PCs, but Kristof does, of course, try to neutralize it as soon as possible. The only spell that can truly do him serious harm is *earthquake*, which partly collapses the cave and puts him out of commission for 24 hours.

While embodied in the cave, Kristof can use the equivalent of *project image* at will and *gate* once per day. (He gets a balor or a pit fiend, depending on his mood, with him calling for Graz'zt or Asmodeous, as appropriate, to send a servitor to deal with these meddlesome adventurers.) Through his *project image* Kristof can also perform these spells once per day as a 20th-level caster (DC = 18 + spell level): *magic missile*, *scorching ray*, *ice storm*, *fell drain fireball* (5th), *dispel magic*, *greater dispel magic*, *fell drain ice storm* (6th), *acid fog*. If PCs are playing at APL 14+ then *fell drain cone of cold* (7th-level spell), *horrid wilting*, and *meteor swarm* may also be used.

Kristof can freely change the energy type on any of the above spells via the Mastery of Elements ability of the archmage prestige class. He is treated as an object for all purposes of damaging effects used against him, but even those effects which can damage stone are extremely unlikely to be sufficient to destroy a cave with thousands of hit points. Only use what force is needed to drive out the PCs.

Development: This is not an encounter the PCs are meant to be able to defeat while the channel is still open, and they should quickly come to realize that. It is also not intended to kill PCs unless they are being recalcitrant about retreating. Kristof's image cannot pursue them out of the cave and he ceases casting spells at them once they are out and no longer in the vicinity. *Gated* creatures also leave under those circumstances. He does invite the PCs back though anytime they feel like becoming his undead servants, however.

Also do note what spells, if any, Kristof uses in this encounter, as they may not be available to him in Encounter 8.

Where the PCs go from this encounter depends on what they have done so far:

If this was the first encounter and the PCs wish to go to Dunmarsh or seek out Tanalee, go to Encounter 3.

If the PCs have encountered Tanalee and want to speak to Momarie and/or Ceraphala again, go back to Encounter 1.

If the PCs wish to contact Kalinin about what they have learned, go to Encounter 5.

If PCs have pieced things together enough to suspect Tanalee as the key and seek her out, go to Encounter 6.

ENCOUNTER 5: CONTACTING KALININ

At some point the PCs may wish to use the *sending* scroll provided to them by Kalinin to contact him for a consult. Remind PCs that the spell allows them only 25 words, so they should choose their words carefully. How Kalinin replies depends on what the PCs tell him in those 25 words:

- **If the PCs mention anything about an Ur-Flan named Kristof being the spirit of the cave**, Kalinin indicates in his reply that he will consult a friend who is an Ur-Flan specialist and get back to them.
- **If the PCs mention that an astral deva of Pholtus is present in Dunmarsh**, Kalinin finds that interesting but is not sure about its relevance.
- **If the PCs mention Tanalee and her behavior**, Kalinin is convinced that she is somehow the key to the cave's continuing activity. He advises the PCs to figure out how she fits into the situation.
- **If the PCs need to consult with Kalinin more than what the *sending* spell allows**, then one or more can either *teleport* back to Kalinin under her own power (with a *teleport* scroll being provided for the return trip if needed) or else Kalinin sends his pseudodragon familiar Chir'rub (via *imbue familiar with spell ability* and *teleport*) to their location to speak with them telepathically on his master's behalf. He listens to everything the PCs say then *teleports* back with the promise to return with answers the next morning.

The PCs may also come up with other statements/questions. In such cases keep in mind that Kalinin has access to a lot of research potential, so he can look up just about anything that he isn't personally knowledgeable about.

In any case where Kalinin needs to get back in touch with the PCs, there is a time lag of 12 hours, during which the PCs could do other things. When he replies, it is via a *crystal ball with telepathy*, during which he speaks telepathically to the PC who cast the *sending*.

Depending on what the PCs asked him, Kalinin can tell them any of the following.

- Are the PCs absolutely certain that the Ur-Flan's name was Kristof? That was the name of an Ur-Flan noted as a rival of Vecna during his late empire days, though he abruptly disappeared (no doubt at the hands of Vecna) not long before the Occluded Empire collapsed. It was whispered that he was destroyed in the process of trying—and failing—to become a god.
- It's quite possible that the spirit of the cave is actually imbued within the cave itself, which is why the PCs had (or would have, if they never

tried to attack Kristof) such a hard time combating it.

- A ghost who wants to be a ghost is so far beyond the norm that it has to involve some kind of special circumstances. That the cave's channel probably became active again at the time she was turned into an undead can't be a coincidence. It would not be unreasonable to believe that her continuing existence is responsible for the channel's continuing existence.
- To close such a channel, the key to its activation must be found and dealt with. That might force the spirit to take physical form. The spirit of the cave must then be confronted and destroyed while the cave is under the effect of a *dimensional lock* or else he will be able to use the lingering aura of the channel to reform. The cave itself must then be destroyed or otherwise permanently sealed. An *earthquake* would be ideal, but a Huge or larger earth elemental or a trio of *disintegrates* in conjunction with a DC 20 Knowledge (engineering) check could also do it.

If the PCs have a cleric, wizard, or sorcerer among their number then Kalinin provides them with a scroll of *dimensional lock* via Chir'rub's visit, as described above. The PCs shouldn't lack the capability to at least attempt to use such a scroll if they managed to contact Kalinin via *sending*, but if they somehow do then Kalinin reluctantly agrees to make an appearance himself and stick around long enough to cast the *dimensional lock* when the time comes.

ENCOUNTER 6: TANALEE MUST LEAVE!

It's very important to remember that the combat in Encounter 7 happens *before* the PCs complete the resolution of Tanalee's status in this encounter, as she is figured into the ELs for that combat.

At some point the PCs should make the connection that Tanalee is the key to everything, and that her continuing existence is what sustains the channel. They should also eventually realize that they are unlikely to be able to defeat Kristof while Tanalee still exists. Thus they should eventually seek her out to try to convince her to give up her undead status.

Finding Tanalee a second time is easy enough; PCs merely need to wander around in the forest for a little while calling out her name and she eventually appears. (Or this situation could come up as a continuation of the PCs' initial encounter with Tanalee.) Convincing her to give up her status as a ghost is not, as this is what she truly wants.

Since Tanalee can rejuvenate as an act of will, no means of destroying her without her consent which does not specifically involve imprisoning or destroying her soul works—and the latter would be an evil act, even

under the circumstances. No means of magical influence to change her mind works, either, even if it can bypass the normal immunity of undead to mind-affecting spells and effects. This leaves out most spell options likely to be available to PCs. Unless the PCs get especially creative, there are only three methods with a reasonable chance of success, which are detailed below.

Note: While the PCs are speaking with Tanalee in this encounter, they are being observed by incorporeal agents of Kristof, who are under orders to interfere should it look like the PCs might be successful at permanently destroying Tanalee or otherwise taking her out of her ghostly state. They act at the time designated below, triggering Encounter 7. Since the observer(s) are on the Ethereal Plane, only PCs capable of seeing into the Ethereal Plane (such as one with *blink* or *true seeing* active) have a chance to spot them. Refer to Encounter 7 for chances of detecting them prematurely should this be the case.

Resurrect Tanalee

Casting a *resurrection* on Tanalee, and thus restoring her to life, permanently ends her undead status and thus temporarily severs the channel. This could be cast by a PC at higher APLs, or PCs might consult with Ceraphala (if they know who she is) about having it done. If the PCs explain the circumstances to Ceraphala and can convince her of the worthiness of the task (DC 20 Diplomacy check, or DC 15 for worshipers of Pholtus) she calls upon Pholtus to send a greater servant to aid her in this task. Shortly thereafter a solar appears and performs the *resurrection*, although the PCs must still provide the 10,000 gp material component. (The cost is reduced by 1,000 gp for each worshiper of Pholtus present among the PCs.)

The catch to this method is that Tanalee must be convinced to return to life, since the *resurrection* does not work otherwise. She is happy being a ghost, believes that it is natural for her, and does not have happy memories of being alive, so the PCs must convince her that she has enough cause to return to the living.

To even get a Diplomacy check for this the PCs must propose some kind of reasonable argument. Arguments that her continued existence as a ghost allows great evil into the world, or about how it would be for the "greater good" do not convince her, nor do other more philosophical arguments. Tanalee needs concrete examples of the value of returning to life, such as:

- Her mind will be kept intact by the power of the spell that restores her.
- She can still communicate with her "spirit friends" as a living person because there are spellcasters who do it all the time.
- It's something her sister would have wanted for her.
- Priests will stop bothering her.
- She will be free of the taint of the "Dark Place" in the cave and/or will thwart Kristof.

Other arguments in this same vein might also work, but at least one such argument must be made to even get the Diplomacy check. The base DC is 30, modified by a -2 for every argument beyond the first from the above list that is used and by +5 if the PCs have previously attacked or turned her. A Pholtan who is the principle speaker and has made her status as a Pholtan known applies a +5 or +10 modifier to the check DC (use the higher modifier for clerics of Pholtus, the lower for other worshipers) due to Tanalee's intense disdain for Pholtans. This penalty can be eliminated if the speaker takes an angle about this being a way for Pholtus to correct the mistakes of the past, however. Only PCs actively participating in convincing Tanalee can assist with this check, with the Pholtan and "previously attacked" penalties mentioned above also applying to assist rolls if appropriate.

The moment that Tanalee agrees to return to life, Encounter 7 is triggered. Once that is completed Tanalee guides the PCs to the grave where adventurers relocated her bones after *COR3-07 Witch Hunt*. Once those are retrieved, the consult with Ceraphala and/or casting *resurrection* can commence. Upon completion of the spell:

All of you watch in amazement as Tanalee's bones rapidly grow ligaments to reattach themselves and then are quickly fleshed over. When the process is complete Tanalee lies naked before you but whole in body once more. She gasps, drawing in a deep breath as her eyes flutter open.

"I—I'm alive," she says, and shivers. "Oh, my, I had forgotten how being cold felt. But my mind! I can think clearly." She looks around sadly. "But I can no longer see my spirit-friends."

Meld With Tanalee

PCs might hit on the idea of allowing Tanalee to possess someone and blend their spirit in with that person, thus hiding her essence from the channel, or it might be suggested to them by Momarie. Any PC who makes a DC 20 Knowledge (religion) check knows that such a maneuver would hide Tanalee from Kristof and the channel, but only for so long as the possession lasted. A PC making such a check also knows that anything less than a true and permanent blending likely would not be sufficient to cut the channel, as it would just restore itself whenever Tanalee left the possession. A PC who makes a DC 25 Knowledge (religion) check can speculate that such a maneuver would almost certainly have drastic and lasting effects on the personality and abilities of the individuals involved.

Blending souls together as part of a permanent possession requires a *wish* or *miracle*, which are unlikely to be available to the PCs. If the idea is discussed in the presence of Ceraphala, or she is consulted on it, she tells the PCs that such a spell can be arranged if this is what the PCs truly want to do and Tanalee can also be convinced. (She reveals her true nature if she has not

already done so.) She tells them to come back and see her once they have Tanalee's cooperation.

Convincing Tanalee to participate in this is actually easier than any other approach because the prospect of sharing her spirit with that of another intrigues her. If what the PCs are proposing is sufficiently explained to her and a reasonable argument about the need to do it is made, only a DC 20 Diplomacy check is required. Other PCs who actually participate in the conversation in a meaningful way can attempt to assist, and the Pholtan penalties mentioned earlier do apply. If the check fails then another approach must be attempted.

Once Tanalee agrees to this blending, Encounter 7 is triggered. Once that is finished, proceed.

To do the task the PCs must lead Tanalee back to Dunmarsh, where Ceraphala calls on Pholtus for aid. In response a solar appears. Once the situation is explained to him, the solar makes certain that the PC and Tanalee both understand that neither will be the same after this and that this blending is not reversible. Once he is sure that both parties accept what is to happen, he uses a *miracle* to bring it about:

The mighty angelic being calls out, "Oh Blinding Light, grant a miracle upon these two beings, (PC's name) and the ghost Tanalee, that they might be combined into one new soul!"

A mighty thunderclap resounds across the land as a blinding flash of light surrounds Tanalee and (PC's name). When it has faded, only one being remains: that of your comrade, crumpled upon the ground in shock.

The PC in question is out of commission for several minutes. When she awakens her eyes are blue regardless of what they were before and she is treated as being sickened for the remainder of the adventure; this effect cannot be removed, as it represents the difficulty of coping with what has happened. The PC still has his personality intact (though a suggestion should be made that the PC might behave in a more feminine manner than normal) and other changes will become effective at the end of the adventure. Said PC gets the "Melded With Tanalee" notation on her AR.

Make sure that the player of a PC participating in this understands beforehand that this process will not take the PC out of play but could cause radical and irreversible effects to their character.

Also note that a PC who possesses the Spirit Tattoo from *COR5-09 Gateway to the Bright Sands* or is otherwise "sharing bodies" with a spirit from any other adventure cannot participate in this blending.

Final Rest For Tanalee

The most difficult and dramatic, but also most likely, approach for the PCs is to convince Tanalee to willingly give up her status as a ghost and go to her permanent rest. Such an approach may raise ethical issues for good-aligned PCs. If such concerns are voiced, point out that most good-aligned religions regard taking measures

(including persuasion) to put a wayward undead to rest as either an act of kindness or a sacred duty, and Tanalee's unique circumstances don't change that. In essence, *it would not be a violation of a paladin or good-aligned cleric's code to convince Tanalee to go to rest.*

Convincing Tanalee is not easy. For the PCs to even get a Diplomacy check requires a convincing argument, and Tanalee responds with an impassioned defense of her current state. Be sure to roleplay this out, as this is intended to be quite dramatic!

The base DC for the Diplomacy check is 40, modified as follows:

Circumstance	Mod
Primary speaker is a cleric of Pholtus.*	+10
Primary speaker is an obvious worshiper of Pholtus*	+5
Obvious Pholtans are among the PCs.*	+2
PCs were earlier hostile to Tanalee.	+5
Primary speaker played <i>Witch Hunt</i> .	-2
Particularly compassionate tone is used.	-4
Jenasay is brought into the argument (it's time for Tanalee to join her sister, she wouldn't have wanted this, etc.).	-2
Argue that Kristof can still hurt/corrupt people as long as she's around.	-2

* - Use the stiffest applicable penalty only.

An additional -2 modifier may be applied at your discretion if the PCs come up with another especially good argument and/or do an excellent job of refuting Tanalee's arguments, but do not be generous in giving this! PCs making meaningful contributions to the discussion may aid another, with the *COR3-07 Witch Hunt*, "earlier hostile," and Pholtan check.

If the check is not successful the PCs must either try a different approach or a new set of arguments with a different primary speaker. If the roll is successful:

Tanalee bows her head and fidgets. When she looks up again her face is very sad.

"I have loved this time as a spirit," she says, a quaver in her voice, "but you are right. This is not how things should be, and I won't allow Kristof any more mischief. When next I am sent to rest, I will not come back."

She spreads her arms wide. "But I cannot bring myself to end my own existence. You must do it for me." She levels her gaze at all of you, and just a hint of the horror she can evoke comes through as her voice grows colder. "But make sure that people do not forget. What happened to me and my sister was wrong, but the greatest tragedy would be for this story to be repeated another day."

The PCs must now take appropriate actions to destroy Tanalee, and she does not resist them. As the PCs prepare to take action, however, Encounter 7 is triggered. Once

Encounter 7 is finished the PCs complete Tanalee's destruction if it wasn't accomplished during the fight.

Development: When the action to remove Tanalee from her undead state is completed, read the following:

Thunder rumbles across the sky as it quickly grows overcast and a cold, ill wind blows through/from the forest, carrying with it the stench of decay. An inhuman howling can be heard in the distance, an unsettling sound which lingers for a moment before fading away.

Someone, it seems, is not very happy about what you've just done.

It is now up to the PCs to finish the task by going to/back to the cave. Go to Encounter 8.

ALL APLS

☛ **Tanalee:** female human ghost sorcerer 12: hp 101; Appendix 1.

ENCOUNTER 7: SPIRITS

The ELs for this encounter have been modified to account for Tanalee's involvement in the fight, so make sure she is an active participant in the combat!

The ghost Golfric is observing the proceedings of Encounter 6 from his hiding place on the Ethereal Plane, as is the ghost Noll at APLs 12+. Both are hiding behind trees at a range of 40 feet from Tanalee, so a PC with *true seeing* active, or who is ethereal herself (active *blink* counts for this), who makes a Spot check which beats their Hide checks might be aware of their presence before they act. The greater shadows (at APLs 10 and 12) or ghost thugs (at APL 14 and 16) are hiding underground at a distance of 40 feet, waiting for the signal of Golfric or Noll. Tanalee is too distracted during Encounter 6 to have a chance of noticing them.

When this encounter is triggered (as described in Encounter 6), Golfric manifests as he moves to within 10 feet of Tanalee; this is his surprise round action and brings his Horrific Appearance into play. Noll, if present, moves to a position 15 feet to Golfric's left but does not manifest; Tanalee and anyone with *true seeing* active automatically notice him at this point. The greater shadows or ghost thugs move forward toward the PCs.

A cloaked, tattooed Flannae man suddenly appears a few feet behind Tanalee. His form is insubstantial, although the spiked chain he wields is not. His visage is utterly horrifying.

"Can't be allowing you to do that, Tanalee," he says in a thickly-accented voice. "Gonna have to take you back and kill your friends now. He glances in your direction. "Less you lot stay out of this and flee for your lives, of course."

Have PCs make the appropriate saving throws. Tanalee calls Golfric (and Noll, if present) out by name and

comments about them being “servant spirits of the one in the cave.”

Golftric actually lets the PCs flee unharmed if they opt to do so. If PCs try to converse with him, he allows them one round while Tanalee backs off toward the PCs, the shadows/thugs move underground into position, and Noll (if present) makes spell preparations. Unless the PCs flee, though, this encounter can only be resolved with a fight.

The ELs for this encounter assume that Tanalee is an active participant in the fight on the PC's side, so make sure she is fighting back as described below! Also, all ghosts and the shadows at APL 12 are enhanced by an *incorporeal enhancement* spell cast by Kristof; this is included in their stat blocks.

APL 10 (EL 13)

➤ **Enhanced greater shadows (3):** hp 76, 76, 76; Appendix 1.

➤ **Golftric:** enhanced male ghost fighter 9: hp 85; Appendix 1.

APL 12 (EL 15)

➤ **Enhanced greater shadows (3):** hp 76, 76, 76; Appendix 1.

➤ **Golftric:** enhanced male ghost fighter 9/exotic weapon master 1: hp 95; Appendix 1.

➤ **Noll:** enhanced male ghost cleric 11: hp 93; see Appendix 1.

APL 14 (EL 17)

➤ **Enhanced thug male ghost fighter 9 (3):** hp 76, 76, 76; Appendix 1.

➤ **Golftric:** enhanced male ghost fighter 9/exotic weapon master 1/ranger 1: hp 104; Appendix 1.

➤ **Noll:** enhanced male ghost cleric 12: hp 104; Appendix 1.

APL 16 (EL 19)

➤ **Enhanced thug male ghost fighter 11 (3):** hp 93, 93, 93; Appendix 1.

➤ **Golftric:** enhanced ghost fighter 10/ exotic weapon master 1/ranger 1: hp 114; Appendix 1.

➤ **Noll:** enhanced male ghost cleric 14: hp 115; Appendix 1.

Tactics—Tanalee: For all her power, Tanalee is not very combat-savvy. After casting *haste* on herself and the PCs she randomly attacks bad guys with spells unless a thug ghost is grappling her, in which case she casts on him instead. If she defeats one bad guy on her own, she resorts to assisting PCs with pump-up spells (touch spells transmitted via *spectral hand*) unless the PCs are in dire straits.

Tactics—Greater Shadows: Though they are not terribly intelligent, greater shadows are cunning. Their preferred tactic is to Spring Attack PCs from the ground.

Tactics—Thug Ghosts: One concentrates on grappling and pinning Tanalee while the other two attack

PCs. They Spring Attack out of the ground for touch attacks unless the PCs have no obvious cleric or *ghost touch* weapons and concentrate on crippling one target before moving on to another. (Generally they focus on the ability score they would reasonably believe to be the PC's weakest based on appearance and behavior.) They fight defensively if PCs have attacks prepared against them, taking a -4 on attacks to get a +3 dodge bonus on AC. If they seem unable to affect PCs with ability drain they use *telekinesis* instead.

Tactics—Golftric: At APLs 10 and 12 Golftric's first standard action is to activate the ghostly *rope of entanglement* currently tied around his waist and use it to entangle Tanalee. (The rope cannot affect corporeal targets.) Once this is done, or at higher APLs, Golftric uses his corrupting gaze while at range and attacks with his spiked chain in melee, which attacks corporeal targets with a normal weapon with no miss chance (and thus can be disarmed, sundered, or picked up and used by a corporeal PC).

Tactics—Noll: Noll has a *magic circle against good* active when the battle begins and at APL 16 has cast *magic vestments* on Golftric's armor. His first action is always to fly above the combat and cast a *recitation* (Golftric and the other undead are treated as worshipers of Nerull for purposes of its effect). His preferred second action is to cast *widened desecrate* and cast as appropriate for the circumstances after that. His Divine Metamagic feat is generally used to empower *mass inflict* spells or *Widen flame strike*. Also note that any touch-based *inflict* spells will affect corporeal targets without a miss chance since they are negative energy attacks.

Additional Tactical Notes: Undead not involving in capturing Tanalee give any PC possessing the Enemy of the Dark Powers notation from *COR3-17 Real Hero Blues* preferential treatment on targeting attacks and spells. Golftric and Noll, if turned but not destroyed, return later to try to finish the task; the thug ghosts and shadows do not. Also remember that the Destruction Retribution effects also heal undead, so ghost bad guys who are close to being finished off try to maneuver so that their blasts help their fellow undead.

Development: Golftric, if destroyed, his spiked chain (and, at APL 16, his armor) remain behind.

If the PCs flee, Tanalee is left to fend for herself and this time cannot escape. She is taken prisoner by Golftric, who takes her back to the Ethereal plane deep in the stone beneath the cave. Unless the PCs themselves can follow the adventure ends in a failure at this point. Go to the Conclusion.

If the PCs succeed in the fight then return to Encounter 6.

Treasure: APL 10: Loot—0 gp, Coin—0 gp, Magic +1 *ghost touch spiked chain* (694 gp each)

APL 12: Loot—0 gp, Coin—0 gp, Magic +1 *frost ghost touch spiked chain* (1,527 gp each)

APL 14: Loot—0 gp, Coin—0 gp, Magic +1 *frost ghost touch spiked chain* (1,527 gp each)

APL 16: Loot—0 gp, Coin—0 gp, Magic +2 frost ghost touch spiked chain (2,694 gp each), +1 ghost touch chain shirt (1,354 gp each)

ENCOUNTER 8: FINALE

At some point the PCs must go confront Kristof at the cave and finish the job. They can proceed there directly after encounters 6 and 7 or rest for the night to relearn spells first, though in the latter case Kristof has changed out some spells (see below). Tanalee does not accompany the PCs in any case, nor can Ceraphala until the *magic circle* described in Encounter 4 is dropped—and that takes a *dimensional lock* cast on the cave to do.

Removing Tanalee's continuation as an undead has badly damaged the channel, which has forced Kristof to reassume a human form with only a portion of his original power. (He was originally an epic-level wizard.) In anticipation that the PCs are going to come and try to finish the job, he has used the remaining power of the channel to summon additional aid from his extraplanar allies. Though the channel can still maintain the *magic circle* barrier, it cannot be used again as a *gate* until it has had time to rejuvenate its power.

If the PCs wait until the next day to confront Kristof then he has swapped out his *incorporeal enhancement* spell for *haste* and his *mirage arcana* for *feeblemind*. He has also recovered any spells he has used in Encounter 4.

If the PCs are on foot or using *wind walk* when they approach the cave Kristof is aware of them once they enter the *magic circle*, and so is Fully Prepared (see below) when the PCs arrive. If the PCs *teleport* to the cave then he has only *greater mage armor* and *false life* active when they arrive.

If the PCs arrive by foot or are flying then the encounter begins when they are 80 feet from the foot of the crag. If the PCs arrive by *teleport* then they appear 60 feet from the cave (regardless of how close they intended to be) and the encounter begins.

(Kristof is not Fully Prepared:) *As you approach the rocky crag/appear before the rocky crag, Kristof steps into the opening of the cave. Though he looks the same as before, there is something different about him that you can't quite put your finger on.* (If a PC has *true seeing* up, add: *"It takes a moment for you to recognize that you aren't seeing an illusion; he is definitely solid this time!"*) *He also looks very, very angry.*

(Kristof is Fully Prepared:) *As you approach the rocky rack/appear before the rocky crag, Kristof steps into the opening of the cave. Or at least you think it's him; while the clothing and mannerisms are the same, he now looks like an old woman with a sickly green complexion and dark, tangled hair that looks almost like a twisted vine.* (If a PC has *true seeing* active, add: *"It takes a moment for you to recognize that you aren't seeing an illusion this time; he is*

definitely solid but somehow transformed!) *He also looks very, very angry.*

(At APL 12 add:) *Kristof is not alone. Appearing at the bottom of the crag are a pair of tall humanoid creatures covered with barbs, right down to the tips of their long, meaty tails. Their eyes shift and dart about, making them appear agitated or nervous.*

(At APL 14 and 16 add:) *Kristof is not alone. Swooping down to the ground from over the top of the crag is a repulsive, extremely tall, humanlike creature with long, rotting wings and peeling flesh. This monstrosity continually sheds rivulets of filth and decay, creating a pool of rot in which it stands.* (At APL 16 also add:) *Also appearing 20 feet to either side of the first creature are a pair of tall, bipedal insects with clawed hands and feet, powerful mandibles, and a long, thick tail covered in razor-sharp spikes.*

(All APLs:) *"You have been very naughty in interfering with my pet, striplings," Kristof shouts at you. "For that you will be punished."*

At all APLs Kristof starts the combat at the top of the crag, while the devils and/or angel of decay start on the ground directly in front of the crag.

APL 10 (EL 13)

- Kristof: male human wizard 11: hp 67; Appendix 1.
- Bone devil (2): hp 95 each; *Monster Manual* 52.

APL 12 (EL 15)

- Kristof: male human wizard 13: hp 77; Appendix 1.
- Barbed devil (2): hp 126 each; *Monster Manual* 51.

APL 14 (EL 17)

- Kristof: male human wizard 15: hp 85; Appendix 1.
- Angel of decay: hp 198, Appendix 2.

APL 16 (EL 19)

- Kristof: male human wizard 15/archmage 1: hp 94; Appendix 1.
- Angel of Decay: hp 198; Appendix 2.
- Ice devil (2): hp 147; *Monster Manual* 56

Concerning The Cave: Once a *dimensional lock* has been cast on the cave, the *magic circle* against good described in Encounter 4 goes down, as do all other adverse effects of the cave. If this has been done and the PCs find themselves on the ropes then an astral deva called by Ceraphala appears to assist them.

Tactics - Kristof: A Fully Prepared Kristof has *shield*, *cat's grace* (included in the stat block), *mirror image*, *stoneskin* (at APL 12+), *true seeing* (at APL 14+), and *spell turning* (at APL 14+) active, as well as *resist*

energy spells up against any kind of energy damage the PCs might have displayed in Encounter 4. (Default is fire and electricity.) He has also used *polymorph* to turn himself into a green hag. He rains down death on the PCs from the mouth of the cave, and does not move from the crag unless it becomes tactically unwise to stay.

If the PCs have obvious capable spellcasters Kristof leads with an area-effect *Fell Drain* spell and follows with *Evard's black tentacles* backed up with *acid fog*; if the PCs do not have obvious capable spellcasters then he leads with the *Evard's black tentacles*. Beyond that he generally uses his *Fell Drain* spells first, with empowered *ray of enfeeblement* reserved for an archer or fighter-type being a particular threat. (This is also usually the spell he Sudden Maximizes.) At APL 16 he freely changes the energy types of his damaging spells as appropriate for the circumstances. When he has a choice of targets, he always picks someone with the Enemy of the Dark Powers AR listing over a target who doesn't have it.

Kristof fights to the death since he believes he can reform.

Special Rules Clarification: *Fell Drain* spells which do damage multiple times or in multiple different packets (such as *magic missile* or *acid fog*) only inflict the negative energy level the first time damage is successfully dealt.

Tactics—Devils: Bone devils have *invisibility* and *fly* active if fully prepared, while ice devils have *fly* active and barbed devils have no special preparations. In combat the bone devils wade into combat, while the barbed devils try their *unholy blight* first and the ice devils start off with *unholy aura* followed by melee attacks or ice spells as appropriate. None of them attempt to summon additional aid.

Tactics-Angel of Decay: It does nothing fancy; it merely wades into the PCs and flails away while trying to bring as many as possible within its rotting aura. At APL 16 the ice devils are careful not to land in this area. If it is having trouble hitting PCs it lessens or drops its normal Power Attack. When it has a choice of targets it always favors a PC with the Enemy of the Dark Powers AR note.

Development: Once the fight is won the PCs must still destroy the cave. The methods described in Encounter 5 work, and the PCs may come up with other interesting methods as well. Clever PCs who lack the means on their own and know who Ceraphala is might also call on her for assistance, and she will be glad to arrange for help to destroy the cave.

If the PCs are unable to defeat Kristof and must retreat, they can return to fight another day. Kristof isn't going anywhere, nor can he summon any replacements for the creatures he has lost. If the PCs retreat and don't come back, go to the Conclusion.

After the cave is destroyed, go to the Conclusion.

Treasure: APL 10: Loot—0 gp, Coin—0 gp, Magic +2 *cloak of resistance* (333 gp each), +2 *headband of intellect* (333 gp each), +2 *amulet of health* (333 gp each), +1 *ring of protection* (167 per PC)

APL 12: Loot—0 gp, Coin—0 gp, Magic +2 *cloak of resistance* (333 gp each), +2 *headband of intellect* (333 gp each), +2 *amulet of health* (333 gp each), +1 *ring of protection* (167 per PC)

APL 14: Loot—0 gp, Coin—0 gp, Magic +3 *cloak of resistance* (750 gp each), +4 *headband of intellect* (1,333 gp each), +2 *amulet of health* (333 gp each), +2 *ring of protection* (667 gp each)

APL 16: Loot—0 gp, Coin—0 gp, Magic +4 *cloak of resistance* (1,333 gp each), +6 *headband of intellect* (3,000 gp each), +2 *amulet of health* (333 gp each), +2 *ring of protection* (667 gp each)

CONCLUSION

SUCCESS, TANALEE RESURRECTED

With the cave destroyed, you return to Dunmarsh, where you find Momarie, Tanalee, and Jessica waiting for you. Upon reporting to them what has happened, Momarie merely nods, while Tanalee smiles and dances around.

"To be alive and free of that place, and have my mind as well!" she says exuberantly. "Perhaps it is not so bad after all." She stops and frowns. "But what will I do now? Where will I go?"

"You c'n stay with me if you like," Momarie says. "An' if the others have a problem wit' that when they come back, then we'll just go somewhere else." She lays a hand on Tanalee's arm. "I know I ain't yer sister, but I know much of the ways o' this world an' it would be interestin' to talk to someone who's seen what you have."

Tanalee smiles. "Until I figure out something else, then I think I might just do that." She looks over at Jessica. "But I don't think I'll be praying to Pholtus ever again."

Jessica nods. "I understand. And since things seem settled, it is time for me to go." As she walks away, she changes into her angelic form, and then disappears with a song and flurry of feathers."

PCs have only to report back to Kalinin to be finished and gain the Favor of Pholtus and Favor of Kalinin on the AR. If they specifically inform Kalinin that Tanalee was resurrected Kalinin reimburses them 3,000 gp toward the cost of the *resurrection*. They also get the gold amount listed under Conclusion in the Treasure Summary.

SUCCESS, TANALEE PUT TO REST

With the cave destroyed you return to Dunmarsh, where Momarie and Jessica await you. Upon explaining what has happened, Momarie sighs heavily and Jessica shakes her head.

"It be a sorry tale indeed," the old woman says. "That a soul as gentle as that one need be put to rest to defeat the Dark Man! I'll not be

letting any of them forget 'bout what their actions have wrought when the others come back."

"And I will speak to the local priest personally," Jessica says with a frown. "Such was not the will of the Blinding Light, and he is surely not pleased that justice was done in his name in such a manner. But you have done well, heroes, to put this matter to rest."

If Jessica has not previously revealed her true nature, she does so at this point. After that, all the PCs have left to do is to report back to Kalinin, which gives them the Favor of Pholtus and Favor of Kalinin on the AR. They also get the full gold amount listed under Conclusion in the Treasure Summary.

SUCCESS, TANALEE MELDED

With the cave destroyed you return to Dunmarsh, where Momarie and the being posing as Jessica await you. Upon hearing your explanation of what has happened, "Jessica" nods in approval and Momarie looks relieved.

"So the threat of the Dark Man has been put down an' this sordid tale put to rest," she says. "Truly, a good day." She looks over at (the PC bonded with Tanalee). "But I 'spect that yer part o' this story only be beginnin'. Take care an' me prayers that this life treats you better than the last one."

(To the PC involved in the melding, add:) *For many days you find it difficult to get your bearings. This experience of joining with the spirit of another is unsettling at first; you're not quite the person you were anymore, but neither are you Tanalee, either. You're someone new, with traits of both. And you can feel the call of magic to prove it. Somehow you know that the spirits will answer you when you want to cast your spells.*

At this point PCs need only report back to Kalinin to receive the Favor of Pholtus and Favor of Kalinin on the AR. The PC who melded with Tanalee also gets the Melded With Tanalee entry on the AR. Remind that player that Tanalee was practically obsessed with "spirits" and believed her magic worked through them, so the player might want to take that into account when roleplaying the character in the future. All PCs also get the full gold amount listed under Conclusion in the Treasure Summary.

FAILURE

If the PCs are unable to complete the mission but do survive to report back to Kalinin about what they have learned, Kalinin is disappointed that they could not complete the task but acknowledges that the PCs have provided him with some valuable information. In this case the PCs get half of the gold amount listed under

Conclusion in the Treasure Summary but no access beyond what might have been collected in Encounter 6.

If the PCs were completely defeated by Kristof, those who cannot escape on their own are slain (if not already dead) and raised as undead. If they were at least able to deal with Tanalee and drop the *dimensional lock* on the cave then Ceraphala sees to the recovery of their bodies. The PCs can be *resurrected* in this case for the normal cost (half cost for a cleric, paladin, or Pious Templar of Pholtus). If the PCs were not able to deal with Tanalee before being defeated then they are lost for 20 TUs before Kalinin and/or Ceraphala can get other adventurers to recover them. They can be *resurrected* at that point for normal cost.

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 4

Confront Kristof in the cave:

APL 10	150 XP
APL 12	180 XP
APL 14	210 XP
APL 16	240 XP

Encounter 6

Permanently end Tanalee's existence as an undead:

APL 10	150 XP
APL 12	180 XP
APL 14	210 XP
APL 16	240 XP

Encounter 7

Defeat incorporeal undead:

APL 10	390 XP
APL 12	450 XP
APL 14	510 XP
APL 16	570 XP

Encounter 8

Defeat Kristof and helpers:

APL 10	390 XP
APL 12	450 XP
APL 14	510 XP
APL 16	570 XP

Story Award

Channel is closed:

APL 10	135 XP
APL 12	160 XP
APL 14	185 XP
APL 16	210 XP

Discretionary roleplaying award

APL 10	135 XP
APL 12	155 XP
APL 14	175 XP
APL 16	195 XP

Total possible experience:

APL 10	1,350 XP
APL 12	1,575 XP
APL 14	1,800 XP
APL 16	2,025 XP

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section

within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

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

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

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

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

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

Encounter 7:

APL 10: L: 0 gp; C: 0 gp; M: +1 *ghost touch spiked chain* (694 gp each)

APL 12: L: 0 gp; C: 0 gp; M: +1 *frost ghost touch spiked chain* (1,527 gp each)

APL 14: L: 0 gp; C: 0 gp; M: +1 *frost ghost touch spiked chain* (1,527 gp each), +1 *ghost touch chain shirt* (1,354 gp each)

APL 16: L: 0 gp; C: 0 gp; M: +2 *frost ghost touch spiked chain* (2,694 gp each), +1 *ghost touch chain shirt* (1,354 gp each)

Encounter 8:

APL 10: L: 0 gp; C: 0 gp; M: *cloak of resistance* +2 (333 gp each), *headband of intellect* +2 (333 gp each), *amulet of health* +2 (333 gp each), *ring of protection* +1 (167 per PC)

APL 12: L: 0 gp; C: 0 gp; M: *cloak of resistance* +2 (333 gp each), *headband of intellect* +2 (333 gp each), *amulet of health* +2 (333 gp each), *ring of protection* +1 (167 per PC)

APL 14: L: 0 gp; C: 0 gp; M: *cloak of resistance* +3 (750 gp each), *headband of intellect* +4 (1,333 gp each), *amulet of health* +2 (333 gp each), *ring of protection* +2 (667 gp each)

APL 16: L: 0 gp; C: 0 gp; M: *cloak of resistance* +4 (1,333 gp each), *headband of intellect* +6 (3,000 gp each), *amulet of health* +2 (333 gp each), *ring of protection* +2 (667 gp each)

Conclusion:

APL 10: L: 0 gp; C: 800 gp; M: 0 gp

APL 12: L: 0 gp; C: 900 gp; M: 0 gp

APL 14: L: 0 gp; C: 1,000 gp; M: 0 gp

APL 16: L: 0 gp; C: 1,100 gp; M: 0 gp

Total Possible Treasure

APL 10: L: 0 gp; C: 800 gp; M: 1,861 gp - Total: 2,300 gp

APL 12: L: 0 gp; C: 900 gp; M: 2,694 gp - Total: 3,300 gp

APL 14: L: 0 gp; C: 1,000 gp; M: 5,964 gp - Total: 6,600 gp

APL 16: L: 0 gp; C: 1,100 gp; M: 9,381 gp - Total: 9,900 gp

Special

† **Favor of Pholtus:** Choose ONE of the following upon receiving the AR and cross off the others:

Audience: A current worshiper of Pholtus may request an audience with the Blinding Light himself. This grants the PC access to the Contemplative prestige class (CD) and the Master of Radiance prestige class (LB).

Greater Turning: On three occasions a cleric or paladin of any god may call upon Pholtus's grace to empower a normal turning attempt as a Greater Turning. Mark them off as used.

[] [] [] []

Healing: On one occasion when the PC is reduced to negative hit points (but not slain), the PC may automatically receive the benefit of a *cure serious wounds* (for non-worshippers of Pholtus) or *heal* (for worshipers) cast at 15th-level. Mark off this favor once used.

Remove Curse: On one occasion a cursed PC may invoke Pholtus's name to have a 17th-level *remove curse* cast upon himself. This is a full-round action.

† **Favor of Kalinin:** The PC receives access to the starred items listed under Item Access. In addition, Kalinin will arrange one +1 enhancement improvement for any weapon, shield, armor, *ring of protection*, *cloak* or *vest of resistance*, or *amulet of natural armor*, to a maximum of +4. Wizard PCs can instead use this favor to copy two spells of up to 8th-level from any Core source into their spellbooks. Normal costs apply in both cases. Cross this favor off once used.

† **Meld With Tanalee:** A *wish* has been used to irrevocably meld the soul of the ghost Tanalee with the PC's. This has the following game effects:

- The PC's eyes are now blue.

- Two minds are more resilient than one to possession-type affects. Thus, the PC gains a +2 sacred bonus to all Will saves.
- Two personalities in one body however can lead erratic behavior and thus the PC suffers a -2 penalty to her Leadership score due to this behavior.
- If the PC has no levels of sorcerer he must select a level of sorcerer when he next gains a level. For the purpose of casting sorcerer spells treat the PC as having a Charisma of 18 (unless his normal Charisma score is higher). Use the PC's normal Charisma for all other skill checks and so on. If the PC ever loses this sorcerer level Tanalee is assumed to have died. If this occurs remove all affects of this favor.

Tanalee distrusts Pholtans and has a habit of calling on spirits when she casts her spells or is in otherwise stressful situations. Otherwise the roleplaying aspects of this possession are left up to the player.

ITEMS FOR THE ADVENTURE RECORD

Item Access

APL 10:

- *+1 ghost touch spiked chain* (Adventure; DMG; 8,325 gp)
- *lesser metamagic rod of substitution* (any energy type); Adventure; CL 17th; CA; 2,700 gp)
- *phylactery of undead turning* (Adventure; CL 10th; DMG; 11,000 gp)
- *lens of detection* (Adventure; CL 9th; DMG; 3,500 gp)

APL 12 (all of APL 2 plus the following):

- *+1 frost ghost touch spiked chain* (Adventure; DMG; 18,325 gp)
- *+2 cloak of resistance* (Adventure; CL 6th; DMG; 4,000 gp)
- *ring of arcane might* (Adventure; CL 8th; CA; 20,000 gp)
- *lyre of the restful soul* (Adventure; CL 10th; LB; 3,000 gp)

APL 14 (all of APLs 2-4 plus the following):

- *+1 ghost touch chain shirt* (Adventure; DMG; 16,250 gp)
- *+3 cloak of resistance* (Adventure; DMG; 9,000 gp)
- *+2 ring of protection* (Adventure; DMG; 8,000 gp)
- *+4 headband of intellect* (Adventure; DMG; 16,000 gp)
- *Metamagic rod of substitution* (any energy type; Adventure; CL 17th; CA; 10,500 gp)

APL 16 (all of APLs 2-4 plus the following):

- *+2 frost ghost touch spiked chain* (Adventure; DMG; 32,325 gp)
- *+4 cloak of resistance* (Adventure; DMG; 16,000 gp)
- *greater metamagic rod of substitution* (any energy type; Adventure; CL 17th; CA; 24,300 gp)
- *lesser metamagic rod of quicken* (Adventure; CL 17th; DMG; 35,000 gp)
- *+6 headband of intellect* (Adventure; DMG; 36,000 gp)

APPENDIX 1: ALL APLS

☛ **Momarie:** female human adept 12; CR 11; Medium humanoid (human); HD 12d6; hp 42; Init -1; Spd 15 ft; AC 9, touch 9, flat-footed 9; Base Atk +6; Grp +5; Atk +6/+1 melee (1d6-1, quarterstaff); SA spells; SQ; AL N; SV Fort +4, Ref +3, Will +14; Str 8; Dex 8; Con 10; I 14; W 19; Cha 14.

Skills and Feats: Concentration +10, Craft (alchemy) +10, Heal +19, Knowledge (arcana) +8, Knowledge (local) +8, Profession (herbalist) +17, Spellcraft +7, Survival +12; Brew Potion, Iron Will, Scribe Scroll, Silent Spell, Skill Focus (Heal), Track

Possessions: walking staff (quarterstaff)

Spells Prepared (3/4/4/3/1; base DC = 14 + spell level): 0—*mending, guidance, purify food and drink*; 1st—*cure light wounds* (2), *endure elements, protection from evil*; 2nd—*cure moderate wounds, see invisibility, resist energy, web*; 3rd—*bestow curse, contagion, neutralize poison*; 4th—*minor creation*.

☛ **Tanalee:** female human ghost sorcerer 12; CR 12; Medium undead (augmented humanoid [human], incorporeal); HD 12d12; hp 84; Init +6; Spd fly 30 ft. (perfect); AC 17, touch 17, flat-footed 15; Base Atk +6; Grp +6 (Ethereal Plane only) or see below; Atk +8 ranged touch (*ray of enfeeblement*) or +11 ranged (*telekinesis*; see text); Full Atk +8 ranged touch (*ray of enfeeblement*) or +11 ranged (*telekinesis*; see text); SA manifestation, horrific appearance, corrupting gaze, telekinesis; SQ undead, +4 turn resistance, rejuvenation, compulsion; AL N; SV Fort +4, Ref +8, Will +12; Str 10, Dex 14, Con —, Int 12, Wis 14, Cha 20.

Skills and Feats: Concentration +19, Hide +10, Knowledge (nature) +9, Knowledge (religion, undead only) +9, Listen +9, Search +9, Spellcraft +12, Spot +9; Dodge, Extra Spell (1st)^{CA}, Improved Initiative, Iron Will, Lightning Reflexes, Still Spell

Manifestation (Su): When manifested, Tanalee is incorporeal but can affect both the Material Plane and the Ethereal Plane with spells.

Horrific Appearance (Su): Any living creature within 60 feet that views the ghost must make a DC 21 Fortitude save or suffer 1d4 points each of permanent Strength, Dexterity, and Constitution damage. A creature that successfully saves cannot be affected again for one day.

Corrupting Gaze (Su): 30 foot range, DC 21 Fortitude save or suffer 2d10 damage and 1d4 permanent Charisma damage.

Telekinesis (Su): Usable once per round as a free action, as a 12th level sorcerer. DC 21 Will save to resist if used on a creature or item a creature is carrying. Weight limit is 300 pounds. If used for bull rush, disarm, grapple, or trip attacks, attack roll and grapple check is +16 and opposed Strength check is +5.

Rejuvenation: If destroyed, Tanalee automatically reforms in 24 hours as long as she wants to continue as a ghost and is within the Welkwood; if destroyed outside of the Welkwood she reforms 2d4 days later.

Spells Known (6/8/7/7/7/6/3; base DC = 15 + spell level): 0—*dancing lights, daze, detect magic, ghost sound, mage hand, prestidigitation, ray of frost, resistance*; 1st—*disguise self, silent image, magic missile, obscuring mist, ray of enfeeblement*; 2nd—*cat's grace, invisibility, see invisibility, spectral hand, touch of idiocy*; 3rd—*dispel magic, haste, lightning bolt, suggestion*; 4th—*solid fog, stonewall, ice storm*; 5th—*cone of cold*, Rary's telepathic bond*; 6th—Otiluke's freezing sphere**.

*Tanalee refers to this spell as *spirit bond*.

**Tanalee refers to this spell as *ice-cold spirit sphere*.

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Note: All undead in this encounter are enhanced by the Corpsecrafter and Destruction Retribution feats from *Libris Mortis* (as detailed in Appendix 3), hence the increased CR rating and hit points.

➤ **Enhanced greater shadow:** CR 9; Medium undead (incorporeal); HD 9d12+18; hp 76; Init +2; Spd Fly 40 ft. (good); AC 14, touch 14, flat-footed 12; Base Atk +4; Grp; Atk +6 melee (1d8 Str, incorporeal touch); SA create spawn, strength damage; Atk +6 melee (1d8 Str, incorporeal touch); SA create spawn, strength damage; SQ darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL CE; SV Fort +3, Ref +5, Will +7; Str –, Dex 15, Con –, Int 6, Wis 12, Cha 14.

Skills and Feats: Hide +14 (+18 in shadowy surroundings, +10 in brightly-lit), Listen +9, Search +6, Spot +9; Alertness, Dodge, Mobility, Spring Attack.

Destructive Retribution (Su): When destroyed the greater shadow releases a burst which does 5d6 negative energy damage (DC 15 Reflex save for half) to all creatures within a 10-foot spread. Undead in the spread are healed by the same amount.

➤ **Golftric:** male human ghost fighter 9; CR 12; Medium undead (incorporeal); HD 9d12+27; hp 85 (94); Init +2; Spd fly 30 ft. (good); AC 15 (17), touch 15 (17), flat-footed 13 (15); Base Atk +9; Grp– or +14 (Ethereal Plane only); Atk +16 (+18) melee (2d4+10, +1 *ghost touch spiked chain*); Full Atk +16/+11 (+18/+13) melee (2d4+10, +1 *ghost touch spiked chain*); Space/Reach 5 ft./5 ft. (10 ft. with spiked chain); SA horrific appearance, corrupting gaze, destructive retribution; SQ darkvision 60 feet, incorporeal traits, undead traits, rejuvenation, +4 (+8) turn resistance; AL NE; SV Fort +8, Ref +8, Will +4; Str 20, Dex 14, Con –, Int 10, Wis 10, Cha 16.

Skills and Feats: Craft (weaponsmith) +4, Hide +10, Intimidate +15, Jump +11, Listen +8, Search +8, Spot +8, Tumble +8, Swim +7; Combat Reflexes, Dodge, Exotic Weapon Proficiency (spiked chain), Hold the Line (CW), Improved Toughness, Lightning Reflexes, Power Attack, Quick Draw, Weapon Focus (spiked chain), Weapon Specialization (spiked chain).

Corrupting Gaze (Su): 30 foot range, creatures meeting Golftric's gaze must make a DC 17 Fortitude save or take 2d10 damage and 1d4 Charisma damage.

Destructive Retribution (Su): When destroyed the ghost releases a burst which does 5d6 negative energy damage (DC 15 Reflex save for half) to all creatures within a 10-foot spread. Undead in the spread are healed by the same amount.

Horrific Appearance (Su): Any living creature within 60 feet seeing Golftric must make a DC 17 Fortitude save or immediately take 1d4 each Strength, Dexterity, and Constitution damage. A creature that successfully saves cannot be affected again for 24 hours.

Manifestation (Su): As a free action, Golftric can move into a state where the ghost is visible to those on

the Material Plane and can interact with those on the Material Plane as an incorporeal undead. The ghost is still partly in the Ethereal Plane, where it can be interacted with normally, and can return fully to the Ethereal Plane as a standard action.

Incorporeal Enhancement: This spell, cast on Golftric at 11th level, gives him the values in parenthesis.

Possessions: +1 *ghost touch spiked chain* (8,325 gp full, 694 gp each), ghostly +1 *cloak of resistance*, ghostly *rope of entanglement*.

Physical Description: Golftric appears as a handsome, well-muscled Flan man with numerous tattoos and a cruel expression.

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➤ **Kristof:** male human (Flan) wizard 11; CR 11; Medium humanoid (human); HD 11d4+22; hp 51 (67); Init +2 (+4); Spd 30 ft.; AC 19 (21), touch 13 (15), flat-footed 17; Base Atk +5; Grp +5; Atk +5 melee (1d4/19-20, dagger) or +7 (+9) ranged touch (spell); Full Atk +5 melee (1d4/19-20, dagger) or +7 (+9) ranged touch (spell); SA –; SQ spells; AL NE; SV Fort +8, Ref +7 (+9), Will +10; Str 10, Dex 14 (18), Con 14, Int 20, Wis 12, Cha 10.

Skills and Feats: Concentration +16, Craft (alchemy) +19, Knowledge (arcane) +19, Knowledge (the planes) +17, Knowledge (religion) +17, Spellcraft +19, Tumble +4(+6); Arcane Mastery (CA), Corpsecrafter (LB), Craft Wondrous Item, Destructive Retribution (LB), Empower Spell, Fell Drain (LB), Great Fortitude, Scribe Scroll.

Spells Prepared (4/6/5/5/4/3/1 per level; base DC = 15 + spell level): 0—*detect magic*, *light*, *mending*, *read magic*; 1st—*expeditious retreat*, *magic missile* (2), *protection from good*, *ray of enfeeblement*, *shield*; 2nd—*cat's grace*, ~~*false life*~~, *mirror image*, *resist energy* (2), *scorching ray* (2); 3rd—*empowered ray of enfeeblement*, *fell drain magic missile*, *dispel magic*, ~~*greater mage armor*~~ (CA), ~~*incorporeal enhancement*~~ (LB)*, 4th—*dimension door*, *Evard's black tentacles*, *ice storm*, *polymorph*; 5th—*baleful polymorph*, *fell drain fireball*, ~~*mirage arcane*~~*; 6th—*acid fog*.

Possessions: *cloak of resistance* +2, *headband of intellect* +2, *amulet of health* +2, *ring of protection* +1, *scroll of fly* (CL 11th), dagger.

Power-Up Suite (Kristof as a green hag): green hag wizard 11; CR 11; Medium monstrous humanoid; HD 11d4+22; hp 51 (67); Init +1 (+3); Spd 30 ft., swim 30 ft.; AC 29 (31), touch 12(14), flat-footed 28; Base Atk +5; Grp +9; Atk +9 melee (1d4+4, claw) or +6 (+8) ranged touch (spell); Full Atk +9/+9 melee (1d4+4, 2 claws); SA spells; SQ - AL NE; SV Fort +8, Ref +6 (+8), Will +10; Str 19, Dex 12(16), Con 14, Int 20, Wis 12, Cha 10; Tumble +3 (+5).

Note: When encountered by the PCs, Kristof has already cast *mage armor* and *false life*. This gives him the hp and AC listed in brackets above. Refer to the "Fully Prepared" section of Encounter 8 for more information on spells he pre-casts if warned of the PCs' approach.

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Note: All undead in this encounter are enhanced by the Corpsecrafter and Destruction Retribution feats from *Libris Mortis* (detailed in Appendix 3). They are also enhanced by the *incorporeal enhancement* spell from *Libris Mortis* (also in Appendix 3) cast at 13th-level, which gives them the values in parenthesis. Together these account for the increased CR rating and hit points.

➤ **Enhanced greater shadow:** CR 9; Medium undead (incorporeal); HD 9d12+18; hp 76 (85); Init +2; Spd fly 40 ft. (good); AC 14 (16), touch 14 (16), flat-footed 12(14); Base Atk +4; Grapple –; Atk +6 (+8) melee (incorporeal touch, 1d8 Str); Full Atk +6 (+8) melee (incorporeal touch, 1d8 Str); SA create spawn, strength damage; SQ darkvision 60 ft., incorporeal traits, +2(+6) turn resistance, undead traits; AL CE; SV Fort +3, Ref +5, Will +7; Str –, Dex 15, Con –, Int 6, Wis 12, Cha 14.

Skills and Feats: Hide +14 (+18 in shadowy surroundings, +10 in brightly-lit), Listen +9, Search +6, Spot +9; Alertness, Dodge, Mobility, Spring Attack.

Destructive Retribution (Su): When destroyed the greater shadow releases a burst which does 5d6 negative energy damage (DC 15 Reflex save for half) to all creatures within a 10-foot spread. Undead in the spread are healed by the same amount.

➤ **Golfric:** male human ghost fighter 9/exotic weapon master 1; CR 13; Medium undead (incorporeal); HD 10d12+30; hp 95 (104); Init +2; Spd fly 30 ft. (good); AC 15 (17), touch 15 (17), flat-footed 13 (15); Base Atk +10; Grp– or +15 (Ethereal Plane only); Atk +17 (+19) melee (2d4+10 plus 1d6 cold, +1 *frost ghost touch spiked chain*); Full Atk +17/+12 (+19/+14) melee (2d4+10 plus 1d6 cold, +1 *frost ghost touch spiked chain*) or +15/+15/+10 (+17/+17/+12) melee [2d4+10 plus 1d6 cold, +1 *frost ghost touch spiked chain* with flurry]; Space/Reach 5 ft./5 ft. (10 ft. with spiked chain); SA horrific appearance, corrupting gaze, destructive retribution, flurry of strikes; SQ darkvision 60 feet, incorporeal traits, manifestation, undead traits, rejuvenation, +4 (+8) turn resistance; AL NE; SV Fort +10, Ref +8, Will +4; Str 20, Dex 14, Con –, Int 10, Wis 10, Cha 16.

Skills and Feats: Craft (weaponsmith) +4, Hide +10, Intimidate +16, Jump +12, Listen +8, Search +8, Spot +8, Tumble +8, Swim +7; Combat Reflexes, Dodge, Exotic Weapon Proficiency (spiked chain), Hold the Line (CW), Improved Toughness (CW), Lightning Reflexes, Power Attack, Quick Draw, Weapon Focus (spiked chain), Weapon Specialization (spiked chain).

Corrupting Gaze (Su): 30 foot range, creatures meeting Golfric's gaze must make a DC 18 Fortitude save or take 2d10 damage and 1d4 Charisma damage.

Destructive Retribution (Su): When destroyed the greater shadow releases a burst which does 6d6 negative energy damage (DC 15 Reflex save for half) to all creatures within a 10-foot spread. Undead in the spread are healed by the same amount.

Flurry of Strikes: As a full attack action, Golfric can make an extra attack action at his highest attack but with a -2 penalty on all attack rolls.

Horrific Appearance (Su): Any living creature within 60 feet who sees Golfric must make a DC 18 Fortitude save or immediately take 1d4 each Strength, Dexterity, and Constitution damage. A creature that successfully saves cannot be affected again for 24 hours.

Manifestation (Su): As a free action, Golfric can move into a state where the ghost is visible to those on the Material Plane and can interact with those on the Material Plane as an incorporeal undead. The ghost is still partly in the Ethereal Plane, where it can be interacted with normally, and can return fully to the Ethereal Plane as a standard action.

Possessions: +1 *frost ghost touch spiked chain*, ghostly *cloak of resistance +1*, ghostly *rope of entanglement*.

Physical Description: Golfric appears as a handsome, well-muscled Flan man with numerous tattoos and a cruel expression.

➤ **Noll:** male human ghost cleric 11 (Nerull); CR 14; Medium undead (incorporeal); HD 11d12+22; hp 93 (102); Init +1; Spd fly 30 ft. (good); AC 15 (17), touch 15(17), flat-footed 14 (16); Base Atk +8; Grp–; Atk +9 (+11) melee touch (1d6, corrupting touch) or +12 (+14) ranged (1d8+3, *spiritual weapon*) or +9 (+11) ranged touch (*searing light*); Full Atk +9/+4 (+11/+6) melee touch (1d6, corrupting touch) or +12/+7 (+14/+9) ranged (1d8+3, *spiritual weapon*) or +9 (+11) ranged touch (*searing light*); SA spontaneous casting (inflict), rebuke/command undead 7/day (+6 check), corrupting touch, destructive retribution, frightful moan, spells; SQ darkvision 60 ft., manifestation, incorporeal traits, undead traits, rejuvenation, +4(+8) turn resistance; AL NE; SV Fort +8, Ref +5, Will +12; Str 10, Dex 12, Con –, Int 10, Wis 18, Cha 18.

Skills and Feats: Concentration +18 (+22), Hide +9, Knowledge (religion) +14, Listen +12, Search +8, Spellcraft +14, Spot +12; Combat Casting, Divine Metamagic (CD), Empower Spell, Quicken Manifestation (LB), Widen Spell.

Destructive Retribution (Su): When destroyed Noll releases a burst which does 6d6 negative energy damage (DC 15 Reflex save for half) to all creatures within a 10-foot spread. Undead in the spread are healed by the same amount.

Frightful Moan (Su): Standard action, all living creatures within a 30 foot spread must make a DC 19 Will save or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect.

Manifestation (Su): As a free action, Noll can move into a state where he is visible to those on the Material Plane and can interact with those on the Material Plane as an incorporeal undead. He is still partly in the Ethereal Plane, where it can be interacted with normally, and can return fully to the Ethereal Plane as a standard action.

Spells Prepared (6/6+1/5+1/5+1/4+1/2+1/1+1 per level; base DC = 14 + spell level, evil spells in bold): 0—*detect magic* (2), *inflict minor wounds* (2), *light*, *read magic*; 1st—*bless*, ***deathwatch***, *detect good*, *divine favor*, *doom*, *entropic shield*, ***protection from good****; 2nd—***desecrate****, *hold person*, *resist energy* (2), *spiritual weapon* (2); 3rd—*dispel magic* (2), *flame of faith* (CD), ~~*magic circle against good*~~*, *searing light* (2); 4th—*dismissal* (2), *recitation* (CD), *spell immunity*, ***unholy blight****, 5th—***dispel good****, *flame strike*, ***widened desecrate***; 6th—*create undead**, *harm*.

***Domain Spell.** *Domains:* Death (Supernatural death touch once/day, 11d6 damage on a successful touch attack against a living opponent [Cannot be used as a ghost]) and Evil (Evil spells at +1 caster level).

Possessions: Holy symbol of Nerull, ghostly *cloak of resistance* +1.

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☛ **Kristof:** male human (Flan) wizard 13; CR 13; Medium humanoid; HD 13d4+26; hp 60 (77); Init +2 (+4); Spd 30 ft.; AC 19 (21), touch 13(15), flat-footed 17; Base Atk +6; Grp +6; Atk +6 melee (1d4/19-20, dagger) or +8 (+10) ranged touch (ray spell); Full Atk +6/+1 melee (1d4/19-20, dagger) or +8 (+10) ranged touch (spell); AL NE; SV Fort +9, Ref +8(+10), Will +11; Str 10, Dex 14 (18), Con 14, Int 21, Wis 12, Cha 10.

Skills and Feats: Concentration +18, Craft (alchemy) +20, Knowledge (arcane) +20, Knowledge (the planes) +19, Knowledge (religion) +19, Spellcraft +21, Tumble +5 (+7); Arcane Mastery (CA, Corpsecrafter (LB), Craft Wondrous Item, Destructive Retribution (LB), Empower Spell, Fell Drain (LB), Great Fortitude, Scribe Scroll, Sudden Maximize (CA).

Spells Prepared (4/6/5/5/5/4/2/1 per level; base DC = 15 + spell level): 0—*detect magic*, *light*, *mending*, *read magic*; 1st—*expeditious retreat*, *magic missile* (2), *protection from good*, *ray of enfeeblement*, *shield*; 2nd—*cat's grace*, ~~*false life*~~, *mirror image*, *resist energy* (2), *scorching ray* (2); 3rd—*empowered ray of enfeeblement*, *fell drain magic missile*, *dispel magic*, ~~*greater mage armor*~~ (CA), ~~*incorporeal enhancement*~~ (LB)*; 4th—*dimension door*, *Evard's black tentacles*, *ice storm*, *polymorph*, *stoneskin*; 5th—*baleful polymorph*, *cone of cold*, *fell drain fireball*, ~~*mirage arcania*~~*; 6th—*acid fog*, *fell drain ice storm*; 7th—*fell drain cone of cold*.

Possessions: *cloak of resistance* +2, *headband of intellect* +2, *amulet of health* +2, *ring of protection* +1, dagger.

Power-Up Suite (Kristof as a green hag): green hag wizard 13; CR 13; Medium monstrous humanoid; HD 13d4+26; hp 60 (77); Init +1 (+3); Spd 30 ft., swim 30 ft.; AC 29 (31), touch 12(14), flat-footed 28; Base Atk +6; Grp +10; Atk +10 melee (1d4+4, claw) or +7 (+9) ranged touch [spell]; Full Atk +10/+10 melee [1d4+4, 2 claws]; SA spells; SQ —; AL NE; SV Fort +9, Ref +7(+9), Will +11; Str 19, Dex 12(16), Con 14, Int 21, Wis 12, Cha 10; Tumble +4 (+6).

Note: When encountered by the PCs, Kristof has already cast *mage armor* and *false life*. This gives him the

hp and AC listed in brackets above. Refer to the “Fully Prepared” section of Encounter 8 for more information on spells he pre-casts if warned of the PCs' approach.

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Note: All undead in this encounter are enhanced by the Corpsecrafter and Destruction Retribution feats from *Libris Mortis* (as detailed in Appendix 3). They are also enhanced by the *incorporeal enhancement* spell from *Libris Mortis* (also in Appendix 3) cast at 15th-level, which gives them the values in parenthesis. Together these account for the increased CR rating and hit points. All also have the following ability:

Manifestation (Su): As a free action a ghost can move into a state where it is visible to those on the Material Plane and can interact with those on the Material Plane as an incorporeal undead. The ghost is still partly in the Ethereal Plane, where it can be interacted with normally, and can return fully to the Ethereal Plane as a standard action.

☛ **Thug ghost:** Male human ghost fighter 9 (3); CR 12; Medium undead (incorporeal); HD 9d12+18; hp 76 (90); Init +4; Spd fly 30 ft. (good); AC 16 (19), touch 16 (19), flat-footed 12 (15); Base Atk +9; Grp -- or +16 (Ethereal Plane only); Atk +15 (+18) incorporeal melee touch [1d6 ability drain, drain touch] or +14 (+17) melee touch (initiate grapple, Ethereal Plane only); Full Atk +15/+10 (+18/+13) incorporeal melee touch [1d6 ability drain, drain touch] or +12 (+15) melee touch (initiate grapple, Ethereal Plane only); SA destructive retribution, drain touch; SQ darkvision 60 feet, incorporeal traits, manifestation, undead traits, rejuvenation, +4 (+10) turn resistance; AL NE; SV Fort +6, Ref +9, Will +4; Str 16, Dex 18, Con --, Int 10, Wis 12, Cha 16.

Skills and Feats: Hide +12, Intimidate +8, Jump +13, Listen +9, Search +8, Spot +9, Tumble +10, Swim +7; Dodge, Empowered Ability Damage (drain touch, LB), Greater Weapon Focus (unarmed strike), Improved Grapple, Improved Unarmed Strike, Lightning Reflexes, Mobility, Quicken Manifestation (LB), Spring Attack, Weapon Focus (unarmed strike).

Destructive Retribution (Su): When destroyed a ghost releases a burst which does 5d6 negative energy damage (DC 15 Reflex save for half) to all creatures within a 10-foot spread. Undead in the spread are healed by the same amount.

Drain Touch (Su): Drain 1d6 points from ability score of choice, heal 5 points of damage to itself.

Telekinesis (Su): Standard action as a 12th level caster, 1d4 round delay between uses.

☛ **Golfric:** male human ghost fighter 9/exotic weapon master 1/ranger 1; CR 14; Medium undead (Incorporeal); HD 11d12+33; hp 104 (118); Init +2; Spd fly 30 ft. (good); AC 15 (18), touch 15 (18), flat-footed 13 (16); Base Atk +11; Grp -- or +16 (Ethereal Plane only); Atk +19 (+22) melee (2d4+11 plus 1d6 cold, +2 *frost ghost touch spiked chain*); Full Atk +19/+14/+9 (+22/+17/+12) melee (2d4+11 plus 1d6 cold, +2 *frost ghost touch spiked chain*) or +17/+17/+12/+7 (+20/+20/+15/+10) melee (2d4+11 plus 1d6, +2 *frost ghost touch spiked chain* with flurry);

Space/Reach 5 ft./5 ft. (10 ft. with spiked chain); SA favored enemy, horrific appearance, corrupting gaze, destructive retribution, flurry of strikes; SQ darkvision 60 feet, incorporeal traits, manifestation, undead traits, rejuvenation, +4 (+10) turn resistance; AL NE; SV Fort +12, Ref +10, Will +4; Str 20, Dex 14, Con --, Int 10, Wis 10, Cha 16.

Skills and Feats: Craft (weaponsmith) +4, Hide +10, Intimidate +16, Jump +12, Listen +8, Search +8, Spot +8, Tumble +8, Survival +5, Swim +7; Combat Reflexes, Dodge, Exotic Weapon Proficiency (spiked chain), Hold the Line (CW), Improved Toughness (CW), Lightning Reflexes, Power Attack, Quick Draw, Track, Weapon Focus (spiked chain), Weapon Specialization (spiked chain).

Favored Enemy (Ex): +2 on weapon damage and Bluff, Listen, Sense Motive, Spot and Survival checks against humans.

Corrupting Gaze (Su): 30 foot range, living beings targeted with a glance who meet Golfric's gaze must make a DC 18 Fortitude save or take 2d10 damage and 1d4 Charisma damage.

Destructive Retribution (Su): When destroyed, Golfric releases a burst which does 6d6 negative energy damage (DC 15 Reflex save for half) to all creatures within a 10-foot spread. Undead in the spread are healed by the same amount.

Flurry of Strikes: As a full attack action, Golfric can make an extra attack action at his highest attack but with a -2 penalty on all attack rolls.

Horrific Appearance (Su): Any living creature within 60 feet who sees Golfric must make a DC 18 Fortitude save or immediately take 1d4 each Strength, Dexterity, and Constitution damage. A creature that successfully saves cannot be affected again for 24 hours.

Possessions: +2 *frost ghost touch spiked chain*, +1 *ghost touch chain shirt* (enhanced to +3 by *magic vestments*), *ghostly cloak of resistance +1*, *ghostly rope of entanglement*.

Physical Description: Golfric appears as a handsome, well-muscled Flan man with numerous tattoos and a cruel expression.

☛ **Noll:** male human ghost cleric 12 (Nerull); CR 15; Medium undead (Incorporeal); HD 12d12+24; hp 102 (116); Init +1; Spd fly 30 ft. (good); AC 15 (18), touch 15(18), flat-footed 14(17); Base Atk +9; Grp--; Atk +10 (+13) melee touch (1d6, corrupting touch) or +13 (+16) ranged (1d8+3, *spiritual weapon*) or +10 (+13) ranged touch (*searing light*); Full Atk +10/+5 (+13/+8) melee touch (1d6, corrupting touch) or +13/+8 (+16/+11) ranged (1d8+4, *spiritual weapon*) or +10 (+13) ranged touch (*searing light*); SA spontaneous casting (inflict), rebuke/command undead 7/day (+6 check), corrupting touch, destructive retribution, frightful moan; SQ darkvision 60 ft., manifestation, incorporeal traits, undead traits, rejuvenation, +4 (+10) turn resistance; AL NE; SV Fort +11, Ref +9, Will +14; Str 10, Dex 13, Con --, Int 10, Wis 18, Cha 18.

Skills and Feats: Concentration +19 (+23), Hide +9, Knowledge (religion) +15, Listen +12, Search +8, Spellcraft +15, Spot +12; Combat Casting, Divine Metamagic (CD), Empower Spell, Lightning Reflexes, Quicken Manifestation (LB), Widen Spell.

Destructive Retribution (Su): Upon his destruction Noll releases a burst which does 7d6 negative energy damage (DC 15 Reflex save for half) to all creatures within a 10-foot spread. Undead in the spread are healed by the same amount.

Frightful Moan (Su): Standard action, all living creatures within a 30 foot spread must make a DC 20 Will save or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect.

Spells Prepared (6/6+1/5+1/5+1/4+1/3+1/2+1 per level; base DC = 14 + spell level, evil spells in bold): 0- *detect magic* (2), *inflict minor wounds* (2), *light*, *read magic*; 1st-*bless*, ***deathwatch***, *detect good*, *divine favor*, *doom*, *entropic shield*, ***protection from good****; 2nd-***desecrate****, *hold person*, *resist energy*, *shatter*, *spiritual weapon* (x2); 3rd-*dispel magic* (x2), ~~*magic circle against good*~~*, ~~*magic vestments*~~, *searing light* (x2); 4th-*dismissal* (x2), *recitation* (CD), *spell immunity*, ***unholy blight****, 5th level-***dispel good****, *flame strike* (x2), ~~*widened desecrate*~~*, 6th-*create undead**, *greater dispel magic*, *harm*.

***Domain Spell.** *Domains:* Death (Supernatural death touch once/day, 11d6 damage on a successful touch attack against a living opponent [Cannot be used as a ghost]) and Evil (Evil spells at +1 caster level).

Possessions: Holy symbol of Nerull, ghostly *cloak of resistance* +2.

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☛ **Kristof:** male human (Flan) wizard 15; CR 15; Medium Humanoid; HD 15d4+30; hp 68 (85); Init +2 (+4); Spd 30 ft., fly 60 ft. (good); AC 20 (22), touch 14 (16), flat-footed 18; Base Atk +7; Grp +7; Atk +7 melee (1d4/19-20, dagger) or +9 (+11) ranged touch (ray spell); Full Atk +7/+2 melee (1d4/19-20, dagger) or +9 (+11) ranged touch [spell]; AL NE; SV Fort +11, Ref +10(+12), Will +13; Str 10, Dex 14 (18), Con 14, Int 23, Wis 12, Cha 10.

Skills and Feats: Concentration +20, Craft (alchemy) +22, Knowledge (arcane) +22, Knowledge (the planes) +20, Knowledge (religion) +20, Spellcraft +23, Tumble +6 (+8); Arcane Mastery (CA), Corpsecrafter (LB), Craft Wondrous Item, Destructive Retribution (LB), Empower Spell, Fell Drain (LB), Great Fortitude, Quicken Spell, Scribe Scroll, Sudden Maximize (CA), Sudden Still (CA).

Spells Prepared (4/6/6/5/5/5/4/2/1 per level; base DC = 16 + spell level): 0- *detect magic*, *light*, *mending*, *read magic*; 1st-*expeditious retreat*, *magic missile* (x2), *protection from good*, *ray of enfeeblement*, *shield*; 2nd-*cat's grace*, ~~*false life*~~, *glitterdust*, *mirror image*, *resist energy* (x2), *scorching ray* (x2); 3rd-*empowered ray of enfeeblement*, *fell drain magic missile*, *dispel magic*, ~~*greater mage armor*~~ (CA), ~~*incorporeal enhancement*~~ (LB)*; 4th-*dimension door*, *Evard's black tentacles*, *ice storm*, *polymorph*, *stoneskin*; 5th-*quicken true strike* (x2), *cone of cold*, *fell drain fireball*, ~~*mirage arcana*~~*; 6th-

acid fog, *disintegrate*, *fell drain ice storm*, *true seeing*; 7th level- *fell drain cone of cold*, *spell turning*; 8th-*horrid wilting*.

Possessions: *cloak of resistance* +3, *headband of intellect* +4, *amulet of health* +2, *ring of protection* +2, dagger.

Power-Up Suite (Kristof as a green hag): green hag wizard 15; CR 13; Medium Monstrous Humanoid; HD 15d4+30; hp 68 (85); Init +1 (+3); Spd 30 ft., swim 30 ft.; AC 30 (32), touch 12 (14), flat-footed 28; Base Atk +7; Grp +11; Atk +11 melee (1d4+4, claw) or +8 (+10) ranged touch (spell); Full Atk +11/+11 melee (1d4+4, 2 claws); SA spells; SQ -; AL NE; SV Fort +8, Ref +9 (+11), Will +10; Str 19, Dex 12(16), Con 14, Int 23, Wis 12, Cha 10; Tumble +5 (+7).

Note: When encountered by the PCs, Kristof has already cast *mage armor* and *false life*. This gives him the hp and AC listed in brackets above. Refer to the "Fully Prepared" section of Encounter 8 for more information on spells he pre-casts if warned of the PCs' approach.

ENCOUNTER 7

Note: All undead in this encounter are enhanced by the Corpsecrier and Destruction Retribution feats from *Libris Mortis* (detailed in Appendix 3). They are also enhanced by the *incorporeal enhancement* spell from *Libris Mortis* (also in Appendix 3) cast at 17th-level, which gives them the values in parenthesis. Together these account for the increased CR rating and hit points. All also have the following ability:

Manifestation (Su): As a free action, a ghost can move into a state where it is visible to those on the Material Plane and can interact with those on the Material Plane as an incorporeal undead. The ghost is still partly in the Ethereal Plane, where it can be interacted with normally, and can return fully to the Ethereal Plane as a standard action.

☛ **Thug ghost:** male human ghost fighter 11; CR 12; Medium undead (Incorporeal); HD 11d12+22; hp 93(107); Init +4; Spd fly 30 ft. (good); AC 16 (19), touch 16 (19), flat-footed 12(15); Base Atk +11; Grp – or +18 (Ethereal Plane only); Atk +17 (+20) incorporeal melee touch (1d6 ability drain, drain touch) or +16 (+19) melee touch (initiate grapple, Ethereal Plane only); Full Atk +17/+12 (+20/+15) incorporeal melee touch (1d6 ability drain, drain touch) or +14 (+17) melee touch (initiate grapple, Ethereal Plane only); SA destructive retribution, drain touch; SQ darkvision 60 feet, incorporeal traits, manifestation, undead traits, rejuvenation, +4(+10) turn resistance; AL NE; SV Fort +7, Ref +9, Will +6; Str 16, Dex 18, Con –, Int 10, Wis 12, Cha 16.

Skills and Feats: Hide +12, Intimidate +10, Jump +15, Listen +9, Search +8, Spot +9, Tumble +11, Swim +7; Dodge, Empowered Ability Damage (drain touch, LB), Greater Weapon Focus (unarmed strike), Improved Grapple, Improved Unarmed Strike, Iron Will, Lightning Reflexes, Mobility, Quickened Manifestation (LB), Spring Attack, Weapon Focus (unarmed strike).

Destructive Retribution (Su): When destroyed the ghost releases a burst which does 6d6 negative energy damage (DC 15 Reflex save for half) to all creatures within a 10-foot spread. Undead in the spread are healed by the same amount.

Drain Touch (Su): Drain 1d6 points from ability score of choice, heal 5 points of damage to itself.

Telekinesis (Su): Standard action as a 12th level caster, 1d4 round delay between uses.

☛ **Golftric:** male human ghost fighter 10/ exotic weapon master 1/ranger 1; CR 15; Medium undead (Incorporeal); HD 12d12+36; hp 114 (128); Init +2; Spd fly 30 ft. (good); AC 23 (26), touch 15(18), flat-footed 21(24); Base Atk +12; Grp – or +17 (Ethereal Plane only); Atk +21 (+24) melee (2d4+11 plus 1d6 cold, +2

frost ghost touch spiked chain); Full Atk +21/+16/+11 (+24/+19/+14) melee (2d4+10 plus 1d6 cold, +1 *frost ghost touch spiked chain*) or +19/+19/+14/+9 (+22/+22/+17/+12) melee (2d4+11 plus 1d6 cold, +2 *frost ghost touch spiked chain* with flurry); Space/Reach 5 ft./5 ft. (10 ft. with spiked chain); SA favored enemy, horrific appearance, corrupting gaze, destructive retribution, flurry of strikes; SQ darkvision 60 feet, incorporeal traits, manifestation, undead traits, rejuvenation, +4 (+10) turn resistance; AL NE; SV Fort +13, Ref +11, Will +5; Str 20, Dex 15, Con –, Int 10, Wis 10, Cha 16.

Skills and Feats: Craft (weaponsmith) +4, Hide +10, Intimidate +16, Jump +12, Listen +8, Search +8, Spot +8, Tumble +8, Survival +5, Swim +7; Combat Reflexes, Dodge, Exotic Weapon Proficiency (spiked chain), Greater Weapon Focus (spiked chain), Hold the Line (CW), Improved Toughness (CW), Lightning Reflexes, Mobility, Power Attack, Quick Draw, Track, Weapon Focus (spiked chain), Weapon Specialization (spiked chain).

Favored Enemy (Ex): +2 on weapon damage and Bluff, Listen, Sense Motive, Spot and Survival checks against humans.

Corrupting Gaze (Su): 30 foot range, living beings targeted with a glance who meet Golftric's gaze must make a DC 19 Fortitude save or take 2d10 damage and 1d4 Charisma damage.

Destructive Retribution (Su): When destroyed Golftric releases a burst which does 7d6 negative energy damage (DC 15 Reflex save for half) to all creatures within a 10-foot spread. Undead in the spread are healed by the same amount.

Flurry of Strikes: As a full attack action, Golftric can make an extra attack action at his highest attack but with a -2 penalty on all attack rolls.

Horrific Appearance (Su): Any living creature within 60 feet who sees Golftric must make a DC 19 Fortitude save or immediately take 1d4 Strength, Dexterity, and Constitution damage. A creature that successfully saves cannot be affected again for 24 hours.

Possessions: +2 *frost ghost touch spiked chain*, +1 *ghost touch chain shirt* (enhanced to +4 by *magic vestments*), ghostly *cloak of resistance* +2, ghostly *rope of entanglement*.

Physical Description: Golftric appears as a handsome, well-muscled Flan man with numerous tattoos and a cruel expression.

☛ **Noll:** male human ghost cleric 14 (Nerull); CR 17; Medium undead (Incorporeal); HD 14d12+28; hp 115(129); Init +1; Spd fly 30 ft. (good); AC 15 (18), touch 15(18), flat-footed 14(17); Base Atk +10; Grp –; Atk +11 (+14) melee touch (1d6, corrupting touch) or +14 (+17) ranged (1d8+4, *spiritual weapon*) or +11 (+14) ranged touch (*searing light*); Full Atk +11/+6 (+14/+9)

melee touch (1d6, corrupting touch) or +14/+9 (+17/+12) ranged (1d8+4, *spiritual weapon*) or +11 (+14) ranged touch (*searing light*); SA spontaneous casting (inflict), rebuke/command undead 7/day (+6 turn check), corrupting touch, destructive retribution, frightful moan; SQ darkvision 60 ft., manifestation, incorporeal traits, undead traits, rejuvenation, +4 (+10) turn resistance; AL NE; SV Fort +11, Ref +9, Will +15; Str 14, Dex 13, Con –, Int 10, Wis 18, Cha 18.

Skills and Feats: Concentration +21(+25), Hide +9, Knowledge (religion) +17, Listen +12, Search +8, Spellcraft +17, Spot +12; Combat Casting, Divine Metamagic (CD), Empower Spell, Lightning Reflexes, Quickened Manifestation (LB), Widen Spell.

Destructive Retribution (Su): When destroyed Noll releases a burst which does 8d6 negative energy damage (DC 15 Reflex save for half) to all creatures within a 10-foot spread. Undead in the spread are healed by the same amount.

Frightful Moan (Su): Standard action, all living creatures within a 30-foot spread must make a DC 21 Will save or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect.

Spells Prepared (6/6+1/6+1/5+1/3+1/3+1/2+1 per level; base DC = 14 + spell level, evil spells in bold): 0- *detect magic* (2), *inflict minor wounds* (2), *light*, *read magic*; 1st-*bless*, ***deathwatch***, *detect good*, *divine favor*, *doom*, *entropic shield*, ***protection from good****; 2nd- ***desecrate****, *hold person*, *resist energy* (x2), *shatter*, *spiritual weapon* (x2); 3rd-*dispel magic* (x2), ***magic circle against good****, ~~*magic vestments*~~, *searing light* (x2); 4th-*dismissal* (x2), *recitation* (CD), *spell immunity*, ***unholy blight**** (x2); 5th-***dispel good****, *flame strike* (x2), ***widened desecrate***; 6th-*antilife shell*, *create undead**, *greater dispel magic*, *harm*; 7th-***blasphemy****, *empowered flame strike* (x2).

***Domain Spell.** *Domains:* Death (Supernatural death touch once/day, 11d6 damage on a successful touch attack against a living opponent [Cannot be used as a ghost]) and Evil (Evil spells at +1 caster level).

Possessions: Holy symbol of Nerull, ghostly *cloak of resistance* +2.

ENCOUNTER 8

➤ **Kristof:** male human (Flan) wizard 16/archmage 1; CR 17; Medium Humanoid; HD 17d4+34; hp 77 (94); Init +2 (+4); Spd 30 ft., fly 60 ft. (good); AC 20 (22), touch 14 (16), flat-footed 18; Base Atk +8; Grp +8; Atk +8 melee (1d4/19-20, dagger) or +10 (+12) ranged touch (ray spell); Full Atk +8/+3 melee (1d4/19-20, dagger) or +10 (+12) ranged touch (spell); SA mastery of elements, spells; AL NE; SV Fort +12, Ref +11(+13), Will +17; Str 10, Dex 14 (18), Con 14, Int 26, Wis 12, Cha 10.

Skills and Feats: Concentration +20, Craft (alchemy) +22, Knowledge (arcane) +22, Knowledge (the planes) +20, Knowledge (religion) +20, Spellcraft +23, Tumble +6 (+8); Arcane Mastery (CA), Corpsecrafter (LB), Craft Wondrous Item, Destructive Retribution (LB), Empower Spell, Fell Drain (LB),

Great Fortitude, Quicken Spell, Scribe Scroll, Sudden Maximize (CA), Sudden Still (CA).

Mastery of Elements: When an archmage begins casting an arcane spell with an energy descriptor (acid, cold fire, electricity, sonic), he can choose to alter the spell so that it uses a different element from the one it normally uses.

Spells Prepared (4/6/6/6/6/5/5/4/3/1 per level; base DC = 18 + spell level): 0 -*detect magic*, *light*, *mending*, *read magic*; 1st-*expeditious retreat*, *magic missile* (x2), *protection from good*, *ray of enfeeblement*, *shield*; 2nd-*cat's grace*, ~~*false life*~~, *glitterdust*, *mirror image*, *resist energy* (x2), *scorching ray* (x2); 3rd-*empowered ray of enfeeblement*, *fell drain*, *magic missile*, *dispel magic*, ~~*greater mage armor*~~ (CA), ~~*incorporeal enhancement*~~ (LB)*; 4th-*dimension door*, *enervation*, *Evard's black tentacles*, *ice storm*, *polymorph*, *stoneskin*; 5th-*quicken true strike* (x2), *cone of cold*, *fell drain*, *fireball*, ~~*mirage arcana*~~*; 6th-*acid fog*, *disintegrate*, *fell drain*, *ice storm*, *greater dispel magic*, *true seeing*; 7th level- *fell drain*, *cone of cold*, *quicken fell drain*, *magic missile*, *spell turning*; 8th-*fell drain*, *acid fog*, *horrid wilting*; 9th-*Kristof's crushing hand* (equivalent to *Bigby's crushing hand*, +41 grapple check).

Possessions: *cloak of resistance* +4, *headband of intellect* +6, *amulet of health* +2, *ring of protection* +2, dagger.

Power-Up Site (Kristof as a green hag): Green hag wizard 16/archmage 1; CR 17; Medium monstrous humanoid; HD 17d4+34; hp 77 (94); Init +1 (+3); Spd 30 ft., swim 30 ft.; AC 30(32), touch 12(14), flat-footed 28; Base Atk +8; Grp +12; Atk +12 melee (1d4+4, claw) or +9 (+11) ranged touch (spell); Full Atk +12/+120 melee (1d4+4, 2 claws) or +9 (+11) ranged touch (spell); SA spells; SQ –; AL NE; SV Fort +12, Ref +10(+12), Will +17; Str 19, Dex 12 (16), Con 14, Int 26, Wis 12, Cha 10; Tumble +5 (+7).

Note: When encountered by the PCs, Kristof has already cast *mage armor* and *false life*. This gives him the hp and AC listed in brackets above. Refer to the “Fully Prepared” section of Encounter 8 for more information on spells he pre-casts if warned of the PCs’ approach.

APPENDIX 2: NEW RULE ITEMS

ANGEL OF DECAY

(As presented in *Libris Mortis* 84)

Large Undead

Hit Dice: 26d12+29 (198 hp)

Initiative: +6

Speed: 30 ft., Fly 50 ft. (poor)

Armor Class: 28 (–1 size, +2 Dex, +13 natural, +4 deflection), touch 15, flat-footed 26

Base Attack/Grapple: +13/+35

Attack: Claw +21 melee (2d6+18)*

Full Attack: 2 claws +21 melee (2d6+18) plus 2 wind slams +16 melee (1d6+11) plus rotting touch*

Space/Reach: 10 ft./10 ft.

Special Attacks: Rotting aura, rotting touch

Special Qualities: Damage reduction 10/adamantine and magic, darkvision 60 ft., spell resistance 24, undead traits, unholy grace

Saves: Fort +14, Ref +18, Will +26

Abilities: Str 37; Dex 14; Con –; Int 20; Wis 20; Chr 18.

Skills: Concentration +29, Diplomacy +6, Hide +18, Knowledge (arcana) +29, Listen +29, Move Silently +26, Search +29, Sense Motive +29, Spellcraft +31, Spot +29, Survival +5 (+7 following tracks)

Feats: Cleave, Combat Reflexes, Great Fortitude, Improved Initiative, Improved Toughness (CW), Iron Will, Lightning Reflexes, Power Attack, Toughness

Environment: Any land and underground

Organization: Solitary

Challenge Rating: 15

Treasure: Standard

Alignment: always chaotic evil

Advancement: 27-36 HD (Large); 37-63 HD (Huge)

Level Adjustment: –

* - Includes adjustments for Power Attack feat

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

A mockery of a true angel, an angel of decay may appear similar to an angelic outsider only by happenstance, not design. It is an undead creature that is empowered by decay.

When a healthy creature softens, crumbles, and liquefies in death, an indefinable essence wafts away like putrid steam off stagnant beach sand. This decomposing flesh radiates an essential energy in its dissipation, and an angel of decay can extract the power resident therein.

An angel of decay stands about 9 feet tall and weighs between 500 and 700 pounds.

Angels of decay speak Common and Abyssal.

COMBAT

An angel of decay prefers to wade into combat, literally, since when it touches down, it produces a constantly renewing pool of liquid corruption.

An angel of decay normally attacks using its Power Attack feat, taking a –5 penalty on its attack rolls and gaining a +5 bonus on damage rolls.

Rotting Aura (Su): When the creature is not flying, rivulets of vile corruption stream from an angel of decay's body, constantly regenerating and renewing a pool of odiferous rot all around the creature.

An angel of decay's pool of rot is a 15-foot-radius spread. Any corporeal creature standing on the ground within that area must make a DC 24 Reflex saving throw each round or take 5d6 damage (half that on a successful save) as its flesh begins to succumb to decay. The creature must also succeed on a subsequent CD 24 Will save (regardless of whether it succeeds on the first save) or be nauseated for 1 round.

In each round that a creature takes damage from an angel of decay's rotting aura, the angel of decay heals 5 points of damage per victim.

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

Unholy Grace (Su): An angel of decay adds its Charisma modifier as a bonus on all its saving throws and as a deflection bonus to Armor Class. (The statistics block already reflects these bonuses.)

FEATS

ARCANE MASTERY [GENERAL]

(As presented in *Complete Arcane*)

You are quick and certain in your efforts to defeat the arcane defenses and spells of others.

Prerequisite: Ability to cast arcane spells or use spell-like abilities (including invocations).

Benefits: You can take 10 on caster level checks (as if the caster level check was a skill check.)

CORPSECRAFTER [GENERAL]

(As presented in *Libris Mortis*)

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.

DESTRUCTION RETRIBUTION [GENERAL]

(As presented in *Libris Mortis*)

Undead you raise or create harbor a retributive curse that is unleashed if they are destroyed.

Prerequisite: Corpsecrafter.

Benefit: Each undead you raise or create with any necromancy spell releases a burst of negative

energy upon its destruction, dealing 1d6 points of damage plus an additional 1d6 points per 2 Hit Dice to every creature within a 10-foot spread (Reflex save DC 15 for half). This damage comes from negative energy, and it therefore heals undead creatures

DIVINE METAMAGIC [DIVINE]

(As presented in *Complete Divine*, including errata)

You channel energy into some of your divine spells to make them more powerful

Prerequisite: Ability to turn or rebuke undead, metamagic feat

Benefit: When you take this feat, choose a metamagic feat that you already possess. This feat applies only to that metamagic feat. As a free action, you can take the energy from turning or rebuking undead and use it to apply a metamagic feat to spells that you know. You must spend one turn or rebuke attempt, plus an additional attempt for each level increase in the metamagic feat you're using. For example, Jozan the cleric could sacrifice three turn attempts to empower a *holy smite* he's casting. Because you're using positive or negative energy to augment your spells, the spell slot for the spell doesn't change.

Special: This feat may be taken multiple times. Each time you take this feat, choose a different metamagic feat to which to apply it.

EMPOWERED ABILITY DAMAGE [MONSTROUS]

(Paraphrased from *Libris Mortis*)

Your ability damage (or ability drain) special attack is more potent than normal.

Prerequisites: Cha 11, undead type, incorporeal subtype, supernatural ability to drain or damage an ability score.

Benefits: All variable, numeric effects of an empowered ability damage or ability drain special attack are increased by 50%. (In the case used in this adventure, a 1d4 ability drain becomes a 1d6 ability drain for sake of easier calculation.)

EXTRA SPELL [GENERAL]

(Paraphrased from *Complete Arcane*)

You learn an additional spell.

Prerequisite: Caster level 3rd.

Benefit: You learn one additional spell at any level up to one lower than the highest level of spell you can currently cast. For classes such as wizard that have more options for learning spells, Extra Spell is generally used to learn a specific spell that the character lacks access to and would be unable to research.

Special: You can gain this feat multiple times, each time for a different spell.

FELL DRAIN [METAMAGIC]

(As presented in *Libris Mortis*)

Living foes damaged by your spells also gain one 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, the subject dies. Assuming the subject survives, the negative level disappears (without requiring a Fortitude save) after a number of hours equal to your caster level (maximum 15). A fell draining spell uses up a spell slot two levels higher than the spell's actual level.

HOLD THE LINE [GENERAL]

(As presented in *Complete Warrior*)

You are trained in defensive techniques against charging opponents.

Prerequisites: Combat Reflexes, BAB +2.

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

Normal: You only get an attack of opportunity against a character that exits a square you threaten.

IMPROVED TOUGHNESS [GENERAL]

(As presented in *Complete Warrior/Libris Mortis*)

You are significantly tougher than normal.

Benefit: You gain a number of hit points equal to your current Hit Dices. 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.

QUICKEN MANIFESTATION [MONSTROUS]

You can manifest from the Ethereal Plane with a moment's thought.

Prerequisite: Ability to manifest from the Ethereal Plane to the Material Plane.

Benefits: Once per round, you can manifest from the Ethereal Plane to the Material Plane as a free action. Turning ethereal still requires a standard action.

Normal: Without this feat, manifesting from the Ethereal Plane requires a standard action.

SUDDEN MAXIMIZE [METAMAGIC]

[As presented in *Complete Arcane*]

You can cast a spell to maximum effect without special preparation.

Prerequisite: Any metamagic feat.

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

SUDDEN STILL [METAMAGIC]

[As presented in *Complete Arcane*]

You can cast a spell without gestures or special preparation.

Benefit: Once per day, you can apply the effect of the Still Spell feat to any spell you cast without

increasing the level of the spell or specially preparing it ahead of time. You can still use Still Spell normally if you have it.

SPELLS

MAGE ARMOR, GREATER

(As presented in *Complete Arcane*)

Conjuration (Creation) [Force]

Level: Sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Area: Creature touched

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No

This spell functions like *mage armor*, except that its tangible field of force provides a +6 bonus to Armor Class.

INCORPOREAL ENHANCEMENT

(As presented in *Libris Mortis*)

Necromancy [Evil]

Level: Sorcerer/Wizard 3

Components: V, S, M

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One incorporeal undead/level

Duration: 24 hours

Saving Throw: None

Spell Resistance: No

The undead affected by this spell gain a +1 deflection bonus to Armor Class, +1d8 bonus hit points, a +1 enhancement bonus on attack rolls, and a +2 bonus to turn resistance. Each of these enhancements doubles for every five caster levels, so that a 20th-level caster grants undead +4 to AC, +4d8 bonus hit points, +4 on attack rolls, and +8 to turn resistance.

ORB OF ACID, LESSER

(Paraphrased from *Complete Arcane*)

Conjuration (Creation) [Acid]

Level: Sorcerer/wizard 1, warmage 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One orb of acid

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

An orb of acid about 2 inches across shoots from your palm at its target, dealing 1d8 points of 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 damage, to a maximum of 5d8 at 9th level.

RECITATION

(As presented in *Complete Divine*)

Conjuration (Creation)

Level: Cleric 4, Purification 3

Components: V, S, DF

Casting Time: 1 standard action

Range: 60 ft.

Area: All allies and foes 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 while causing confusion and weakness among your enemies. The spell affects all allies and foes within the spell's area at the moment you cast it. Your allies gain a +2 luck bonus on attack rolls and saving throws, or a +3 luck bonus if they worship the same patron deity as you. Enemies suffer a -2 luck penalty on attack rolls and saving throws. After casting the spell, you are free to take further actions during the spell's duration as you see fit.

Divine Focus: In addition to your holy symbol, this spell requires a sacred text as a divine focus.

PRESTIGE CLASS

EXOTIC WEAPON MASTER

(Paraphrased from *Complete Warrior*; only the parts relevant to this adventure are reprinted.)

Characters of any race or background can become exotic weapon masters; the only real requirement is commitment and perseverance. Nevertheless, most exotic weapon masters are human, because members of that race have the most exposure to new cultures and thus the most opportunity to take up exotic weapons.

NPC exotic weapon masters often open training areas or schools for those interested in learning to fight with unusual weapons or tactics. They often take levels in other prestige classes and can be found as champions or leaders among bands of warriors.

Hit Die: d10.

Table 2-9: The Exotic Weapon Master

Level	BAB	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+0	+0	Exotic Weapon Stunt

Requirements

To become an exotic weapon master, a character must fulfill the following criteria.

Base Attack Bonus: +6.

Skills: Craft (weaponsmithing) 3 ranks.

Feats: Exotic Weapon Proficiency (any exotic weapon), Weapon Focus (any exotic weapon).

Special: Races that have familiarity with an exotic weapon are considered to have the Exotic

Weapon Proficiency feat for the purpose of meeting the requirements for this class.

Class Skills

The exotic weapon master's class skills (and the key ability score for each skill) are Craft (Int), Intimidate (Cha), and Profession (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the exotic weapon master prestige class.

Weapon and Armor Proficiency: Exotic weapon masters gain no proficiency with any weapon or armor.

Exotic Weapon Stunt (Ex): At each level, an exotic weapon master learns a special trick that he can use with any exotic weapon for which he has the Weapon Focus feat. He must select the trick learned when he gains the level, and once selected, the choice cannot later be changed. He can't select the same stunt more than once.

Flurry of Strikes: When wielding an exotic double weapon or spiked chain with both hands, the character can elect to use a full attack action to make a flurry of strikes. When doing so, he may make one extra attack in the round at his full base attack bonus, but this attack takes a -2 penalty, as does each other attack he makes in the round and until the exotic weapon master's next turn. The extra attack maybe with either end of the double weapon.

HANDOUT 1A

During a day of relaxation between adventures a message whispers into your head:

“The wizard Kalinin seeks to employ you again for another task related to the matter about the sentient idol. Please come to Greyhawk immediately.”

You sensed that you were able to give a brief reply which would be heard by the sender. After replying, you headed to Greyhawk and arranged a meeting with Kalinin.

HANDOUT 1B

While passing through Hardby on your way to another destination you are startled to bump into a familiar figure: Karri, the half-elven bard you first met in the village of Dunmarsh during that whole ugly affair with the witch burnings three years ago. Her presence here surprises you, since you recall her saying that she exclusively worked with the villages on the eastern fringe of the Welkwood.

“Oh! What great serendipity!” she says, smiling, as she recognizes you. “It just so happens that I have been trying to track down you and the other adventurers who assisted Dunmarsh in that awful business with the undead sisters trying to seek revenge on the villagers who wrongly killed them. It seems that matters were not as settled as you and your compatriots believed when you left. Tanalee, the ghostly sister, has taken to haunting the village so earnestly that all but a few have been driven out, but I suspect that something far more sinister is ultimately behind it—and I think it has to do with that dreadful cave. It will take some strong adventurers to finally put that evil, and Tanalee’s spirit, to rest.

“I passed my story about this affair on to a wizard in Greyhawk named Kalinin, who was interested enough that he is now looking to form a team of adventurers to investigate that matter. Please, I urge to go to Greyhawk and hear what he has to say!”

Following Karri’s request, you headed to Greyhawk to arrange a meeting with this Kalinin.

HANDOUT 1C

During your daily devotions one morning you receive a vision of a stunningly bright figure who can only be a celestial servant of the Blinding Light himself! The figure speaks to you in your vision:

“Follower of the One True Way, a problem has developed near the area known as the Wild Coast which warrants investigation by one of the faithful of the Blinding Light. It seems that a local priest of Pholtus has been displaced by a haunting beyond his power to resist. It is believed that this is in some way connected to a festering channel of ancient corruption and evil which has been established in that area in recent years, but celestial agents of the Blinding Light have had difficulty investigating the matter directly.

The task of finding out the cause behind the haunting and evil and dealing with them has been assigned to you. You are to seek out the wizard Kalinin in the city of Greyhawk and learn what you can from him before going directly to the site. The forsaken place is a small village on the edge of the Welkwood called Dunmarsh.”

In light of what the celestial servant said, you headed to Greyhawk to seek out this Kalinin.

HANDOUT 1D

Through various contacts in the adventuring community you have heard that the Greyhawkian wizard Kalinin is looking for a few skilled and powerful adventurers to perform an important and probably dangerous task in support of the cause of good. Rumor has it that the pay for such a job is going to be pretty high. For reasons of your own you have decided that this might be worth checking out, so you have traveled to the city of Greyhawk to meet this man. You have arranged an appointment for tomorrow afternoon.

HANDOUT 2

Dated CY 593 and signed “the bard Karri”

This is my account of the fell events which have come to pass in the village of Dunmarish.

In the Common Year 564, or so I am told, an outbreak of mischief caused by a horde of impish creatures inspired the populace to believe that they were being plagued by witchcraft, which they define as practice of the Old Ways. (I have come to believe, from descriptions provided by village elders that the “Old Ways” are a collection of degenerate practices from ancient worship of the Old Faith.) They believed that a witch was at fault and sought out a culprit. Two sisters, one of whom was a local woodswoman and another who was not right in the head but seemed to have had magical ability (possibly a sorceress?), were accused because of various suspicions raised about them by local farmers. They were seized and “questioned,” and ultimately the less sane sister broke and confessed. That doomed them both, for they were soon after burned at the stake.

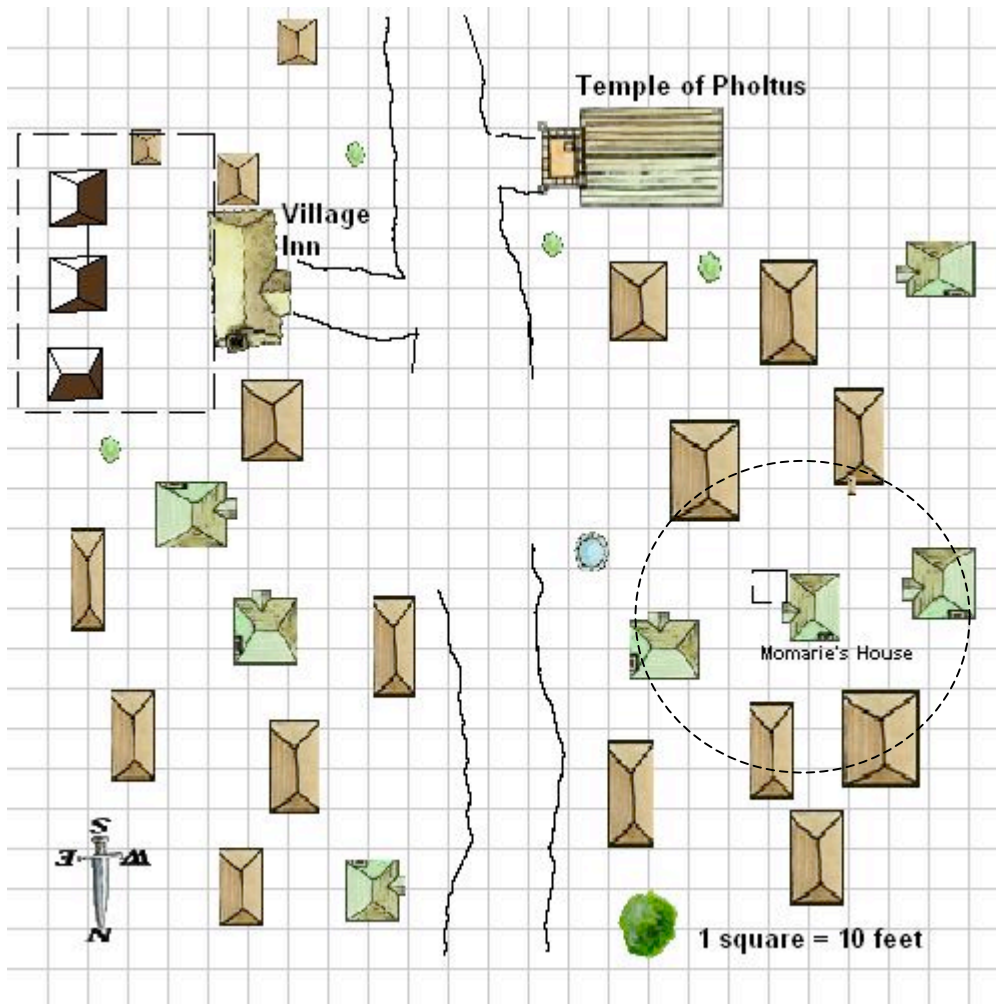
But they didn’t die. Somehow they survived the flames without being seriously burnt. This only incensed the villagers more, so the local priest looked up in old books for another method. It was determined that they would be spiked to the ground in an isolated cave and sealed in. This the villagers did, despite the reservations of some. The problems did, in fact, go away after that, so the villagers assumed they had done right.

29 years later, in the spring of CY 593, an outbreak of a mysterious and ultimately deadly wasting disease began among the village women. These cases proved incurable by divine or non-magical means and victims were plagued by evil dreams before they descended into a deep sleep from which they never woke. A number of other strange incidents, including the death of a farmer whose eyes and tongue were removed, convinced the villagers that witchcraft was once again afoot. Three teenage girls were ultimately accused after they were found lying naked around a large pentagram in a clearing in the woods. Strange symbols had been painted on their bodies, and items associated with the Old Ways were found in their possessions. Once again justice was swift and the villagers attempted to burn the girls at the stake. But this time adventurers intervened. Their actions and presence allowed me to convince the villagers to let the adventurers take another look at matters, to assure that no mistake was being made.

It was good that the adventurers did investigate, for they ultimately discovered an evil presence in the woods. It turned out to be none other than Jenasay, the woodswoman slain as a witch 29 years earlier, who when confronted captured the villagers in a web of briars and threatened to burn them all. She insisted that she had been wrongfully accused by selfish men and had sought vengeance by setting the young women up to look guilty, thus fooling the villagers into killing their own innocents. The adventurers had to convince her not to burn the villagers, but she was adamant that nothing short of her destruction would completely end her vengeance. (In retrospect I believe she may have wanted to be destroyed.) In fighting against the adventurers she revealed herself to be a horrid undead who, by night, could separate her head and entrails from her body and fly about. She had also brought back her once-insane sister as a ghost to assist her!

The adventurers were ultimately triumphant, but the whole incident struck fear into the villagers and left me—and others—with a bad taste in our mouths. These sisters, Jenasay and Tanalee, were most definitely wronged by a handful of local men motivated by personal gain and grudges, who for decades benefited from their selfishness. This evil was brought upon the villagers by themselves, and the consequences may linger yet, for I am not so sure that the ghost Tanalee was permanently destroyed, nor was the cave that was the focal point of the evil quelled. There is a powerful lesson to be learned here, that great evil can come even from the actions of the common man. It is a story which must not be forgotten, lest it be repeated.

MAP1 : DUNMARSH



MAP 2: THE CAVE

