

COR3-06



WITCH HUNT

A ONE-ROUND D&D® LIVING GREYHAWK™
CORE ADVENTURE

Version 1

by Theron Martin

Circle Review: David Christ

Editing: Stephen Radney-MacFarland

“Ware the old ways, my son, and suffer not the servants of the Old Ones to live. Raise stake and flame, that their evil may be cleansed from the land in the fires of purity.” The old admonition has been passed down for generations in Dunmarsh, but has manifested. An adventure for characters of levels 3-14.

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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Introduction

This is an RPGA® Network scenario for the DUNGEONS & DRAGONS® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *DUNGEON MASTER'S Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any

players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK Gazetteer.

Living Greyhawk Levels of Play

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

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 being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. 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 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will 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 you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure

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

indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Core adventure. All characters pay two time units. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

ADVENTURE BACKGROUND

"Evil works do not make a wicked man, but a wicked man does evil works." - Martin Luther

Once there was a woman named Jenasay, daughter to a ranger father and druid mother. She had a great affinity for nature, and was indoctrinated into the ways of the forests from an early age. Though she left her home forest for a few years after her mother died to travel and "find herself", she returned when her father fell gravely ill. She took his place as the forest's guardian when he, too, passed on. In this role she protected her lands from abuse and guarded its residents against any threat from ancient sources, for her lands bordered on ancient burial mounds and had ties to nigh-forgotten dark powers. But her service was not enough to save her.

Once there was a woman named Tanelee. She was Jenasay's younger sister. Though graced with a natural affinity for magic, Tanelee developed a form of madness at an early age, which caused her to perceive a world

rampant with spirits. Tanelee was so wrapped up in her delusion that she became a simpleton in function and had great difficulty effectively communicating with anyone other than the members of her family. For this reason her parents took up residence in a cabin deep in the forest where Tanelee could merrily burble on to her spirit friends without bothering or being bothered by the locals. When her magical abilities manifested, Tanelee took them as a gift from her spirit friends and so took to calling on spirits whenever she cast a spell. Her sister recognized Tanelee's talents for what they were, however, and encouraged her to develop them in the hopes that she could use them to better protect herself when Jenasay was not around. But that was not enough to save her.

In the time before the Suloise Imperium and Baklunish Empire destroyed each other in the Twin Cataclysms, the forests around what is now the village of Dunmarsh were home to numerous covens of witches. Attracted to the area by the convergence of lines of mystical energy, the witches paid homage to gods so ancient their names are now lost to history. Over time the practice of the old ways (as witchcraft is colloquially known) faded away, to be replaced by worship of newer gods and newer ways of drawing on divine power, but its influence lingers on in the stories and superstitions of the locals. This has given rise to periodic waves of witchcraft persecutions in the area of Dunmarsh, always in response to clusters of inexplicable harmful events. Sometimes the threat has been real, as practitioners of the old ways occasionally wander into the area in search of the energies once harnessed by their forebears. More often than not, though, innocents have been wrongfully accused of witchcraft and have suffered for it. Such was the sad fate of Jenasay and Tanelee.

In 564 CY, a local woman by the name of Momarie made a mistake. She had quietly practiced witchcraft for several years, but one night she was careless with a summoning spell allowing several impish creatures to break free of their confinements and wreak all sorts of mischief on the surrounding land. The locals suspected that witchcraft was to blame (rightly, for once) and when blight coincidentally struck the area at about the same time they were convinced witches were operating nearby. Momarie was careful to cover her tracks, so the villagers searched for a scapegoat. Tanelee naturally became a suspect. Her peculiar habits were widely known despite her isolation, but four ambitious men decided that it would be to their benefit to also lay the blame at the feet of Jenasay. She had long opposed their efforts to clear more forest for farmland and drain a nearby marsh, and they could conveniently arrange both with her out of the way. After all, she was kin to a "known" witch.

Stirring up the other villagers against the sisters was not difficult. People had long been suspicious of the two and Jenasay was not well liked because of a perceived unfriendly attitude towards the villagers. Within days an angry mob was incited to march on their cabin. They seized Jenasay, who was weakened by a recent battle against shadows (ironically in defense of the village, though the villagers didn't know it). They also took

Tanelee, whose mental state left her unaware of the threat the villagers posed until too it was late. After a severe "witchcraft tests" Tanelee broke and admitted to being a witch, but doing so did not save her sister. Both were tried, convicted, and ultimately burned at the stake.

It didn't end there.

Jenasay used her magic to cast *endure elements* on both herself and her sister prior to the burning, which allowed both of them to (barely) survive. Outraged by this, the villagers, led by the local priest of Pholtus, took it as a sign that the sisters were witches of even greater power than they had realized, so a different means of disposal was arranged. Drawing on ancient legends, they dragged the sisters to a cave, pinned them to the floor by driving spikes through their limbs, and then sealed the cave both physically and with the priest's blessing. Though some of the villagers were horrified by what they had done, the blight and strange incidents did cease in the wake of the executions, so they were convinced that they had resolved the situation properly. Only five people, the four men and Momarie, knew for certain that the sisters had been wrongly accused, but none of the men cared to speak about it and Momarie dared not. The priest discouraged all from speaking about the incident (lest the great evil of the sisters be called back into the world!), and over time the incident faded into memory.

But it didn't end there, either.

The pain and injustice of what had been done to her and her sister infuriated Jenasay beyond reason. With her dying breath she cursed the villagers for the betrayal and suffering inflicted upon her and Tanelee and swore a terrible vengeance. And dark powers heard.

Unbeknownst to the villagers, the cave that the sisters had been sealed in was a focal point of mystical energy, which created a weak spot in the fabric of reality between Oerth and the dimension of certain evil ancient gods. In ancient times the cave had been a direct link to those dark powers, but it had been dormant and unused for centuries. The "ancient means of disposing of a witch" dug up by the priest was actually a mistranslation of an empowerment ceremony, which reinitializes the link and allows the dark powers to once again channel their influence into Oerth. These powers decided that the bitter irony of one who had once protected the village now seeking harm against it was too delicious to pass up, so they granted Jenasay's last wish.

Twenty-nine years later, two boys out exploring caused a rockslide that partially uncovered the cave. They looked in just long enough to see the bodies and then ran away, never telling anyone about what they'd done because they knew they'd be in deep trouble for being in a forbidden area. Their actions broke the protective seal on the cave, though, allowing Jenasay to rise and begin to carry out her vengeance.

The Dark Powers brought Jenasay back as a penanggalan (see Appendix 2: New Template for details) and helped her to regain her former link to nature, despite the fact that she now stood outside it. She used the abilities of her former life and those granted by her new form to set in motion a terrible plan of vengeance:

she would manipulate the villagers to believe that some of their own were responsible for a new wave of witchcraft, then lay their folly before them after they had killed off several of their own innocents. Though corrupted by her transformation into undead form, Jenasay's renewed connection to nature has allowed her to recognize the inherent wrongness of her current state of being, so she does not wish to remain like this once her task is complete. For this reason she actually welcomes the involvement of the PCs. Who better to dig up dark secrets and destroy unnatural beings than a hearty group of adventurers?

Though Tanelee did not seek retribution, she did not avoid becoming involved in her sister's plans. As she lay dying in the cave, she realized that her failure to defend her sister when she was vulnerable, and her inability to resist later interrogation, left her at least partly responsible for both of their deaths. Torn by grief over this, she allowed Jenasay to call her back. To Tanelee's thinking, returning to the world as a ghost was fitting; the woman who had spent her life talking to spirits had now joined her "friends." But an odd thing happened when the dark powers suffused her with the essence to turn her into an undead: the part of the process that was supposed to corrupt her instead negated her insanity, causing her to be reformed with her mind intact for the first time since her childhood. Her newfound clarity and unsullied soul allowed her to see the evil in her sister's plans, and it saddened her. The conditions of her reanimation bind her to Jenasay's will, so she has been unable to resist the compulsion to act as her sister instructs, but she intends to stop Jenasay should the opportunity arise - and what she will observe of the PCs will lead her to believe that they are her opportunity to end this travesty before anyone else gets hurt.

At the time this adventure begins Jenasay and Tanelee have created enough bizarre and harmful incidents to convince the villagers that witchcraft is afoot, and Jenasay has fabricated enough evidence to implicate the daughters of three of the men behind the original accusations against her. They have been tried as a coven of witches and are in the process of being burnt at the stake when the PCs arrive. Jenasay is watching them in secret, interested to see what the PCs will do and how she can work them into her plan.

This scenario is not completely linear. The PCs may jump around quite a bit, and their actions in previous Encounters may significantly affect the next Encounter they undertake. To make your job easier, notes have been included at the end of each Encounter indicating where the PCs could go next depending on what they want to do. Where relevant, notes have also been included at the beginning of Encounters indicating what affect prior actions by the PCs might have on the new Encounter.

Finally, be sure to thoroughly review the penanggalan template and Jenasay's stats for the given APL, so that you know what can and cannot affect her (and particularly what does and does not reveal her true nature). It should be difficult for the PCs to determine her true nature before Encounter 11, and nothing should

be done to lead PCs to think in that direction except as noted in the individual encounters.

ADVENTURE SUMMARY

Encounter 1: The PCs come upon a witch burning in Dunmarsh. If they do not act to interfere and rescue the women being burned at the stake, they are implored to do so by a visiting bard, who also encourages them to get involved and discover the real source of the trouble that's been plaguing the village.

Encounter 2: The PCs speak with village leaders. They can learn what has been happening that has led to the accusations of witchcraft and why the three accused women were implicated. From this they can get various leads to conduct their investigation the next day.

Encounter 3: That night Jenasay comes to visit the PCs in their sleep (if they let their guard down) or visits another villager but is possibly spotted at a distance by PCs (if they are sufficiently on guard). She cannot be confronted at this time. Because of this encounter, the PCs might discover a path leading them directly to Encounter 8.

Encounter 4: This encounter is run if the PCs wish to examine the still living victims of the supposed witchcraft activity. From the examination they may get clues that something other than magic is behind the problems beleaguering the villagers. Here they also get the opportunity to speak with Momarie, who is now the village's senior healer and caregiver, who may, if asked the right questions, relate important details.

Encounter 5: This encounter is run if the PCs wish to speak with the two surviving accused witches. They cannot tell the PCs much useful information; they only plead their innocence. At some APLs Jenasay has had Tanelee place a red herring here to mislead the PCs.

Encounter 6: This encounter is run if the PCs wish to speak to the bard Karri. She can relate to them the story of the last witch burning and provide her opinion that the accused women cannot be guilty.

Encounter 7: This encounter is run if the PCs wish to speak to any other persons in Dunmarsh, including the village leader and village priest. If the right questions are asked to the right people a partial (and biased) version of the story of the last witchcraft persecution can be gleaned, as well as differing opinions on the guilt or innocence of the accused women.

Encounter 8: This encounter is run when the PCs get around to checking out the clearing where the most damning evidence against accused women was discovered; they may get here from the path discovered in encounter 3 or by possible references to it in encounters 2 and 4-7. Here they investigate a suspicious pentagram and are attacked by minions of the dark powers, who are testing their mettle while Jenasay secretly observes.

Encounter 9: In the wake of encounter 8 the PCs get an opportunity to speak with Jenasay, who attempts to set

them on the right track without revealing her true nature. She can suggest to the PCs the right questions to ask when they return to Dunmarsh.

Encounter 10: On the way back to Dunmarsh from Encounter 9 the PCs run across two adventuresome boys—the same two responsible for accidentally uncovering the cave. The PCs may learn of this from them if they ask the right questions, as well as the suggestion that Jenasay is an imposter.

Encounter 11: The PCs again speak to the villagers of Dunmarsh, but this time with loaded questions that should force the villagers to reveal a broader description of what happened 29 years earlier. The PCs should come away from this encounter with a clear picture that Jenasay is probably behind everything, and that their next step is to check out the cave.

Encounter 12: While investigating the cave the PCs discover its evil nature. They also have an opportunity to speak with a disguised Tanelee, who can fill in the gaps on what really happened 29 years ago and set them on the path to the cabin she once shared with Jenasay.

Encounter 13: The final showdown takes place at the cabin the PCs once used. The villagers have arrived just ahead of the PCs but are trapped by Jenasay's spell (which may also trap some of the PCs). The PCs may roleplay first to convince Jenasay not to kill the captive villagers, or they can just attack. Either way the encounter resolves with a climatic fight.

PLAYER'S INTRODUCTION

Each of you had been traveling to the town of Narwell for your own reasons - for some it was to be a layover on the way home, while others sought to ply their trade or offer their services in helping the town to discourage humanoid raids coming out of the eastern Welkwood. You met each other at a roadside inn three days out from Narwell while waiting out a severe rainstorm. Over dinner you exchanged stories of past glories and concluded that traveling the rest of the way, as a group wouldn't be a bad idea. There is safety in numbers, after all, and the company seemed amicable enough.

Unfortunately the rains that had brought you together also presented you with a problem. When they finally abated the next morning, you learned that a flood had washed the main bridge over a river in your path away, and no ferryman was willing to brave its rain-swollen, wood-choked breadth. After conversation with locals you learned of an older crossing a day's travel upstream that spanned much higher over the river, and so was probably still clear of the flood, but was little-used anymore because it was well off the main road and couldn't handle wagon traffic. With your only other option being to sit around and wait for the floodwaters to subside, you decided to try the alternate route.

The bridge was still high and dry, but it led onto a lightly used path, little more than a trail, really, that followed the eastern fringe of the Welkwood itself. It seemed to generally be going in the direction of Narwell, so you stuck with it. As sunset approached and you started to look for a good place to camp, you spotted a curious sight: a black, greasy stream of smoke drifting upwards from beyond a hill ahead. You had seen cultivated land

and isolated farmstead for a couple of miles now, so you suspected a village was ahead, but that didn't look like the kind of smoke that would come from a chimney or cooking fire.

Suspecting trouble, you hurried your pace, only to discover a terrible scene. In the midst of a village of perhaps thirty buildings three high stakes have been erected and surrounded by kindling. Bound to each stake is a woman. One is beyond help, engulfed in the blazing bonfire that had produced the smoke plume you witnessed. The second hangs limply in her bindings, apparently still alive but not for long, as the flames build from the kindling beneath her and lick at her feet. The third, so far, is untouched; no fire has been lit under her yet, but she wails in fear.

Assembled around the scene are a hundred or so folk, all seem to behuman. One man wears priestly vestments and a woman wears more colorful garb, but the rest are dressed as commoners. Many are shouting and jeering, "burn the witches! Burn 'em to ash!"

One middle-age man standing toward the back notices you. He is a stocky, dark-haired human, early on into his sixties, whose clothing is torn and whose weatherworn face and arms are bruised as if from a bad fight. His eyes widen as he sees you.

"Are you heroes?" he exclaims. "Please, help me! They're trying to kill my only daughter!"

When the players are prepared, go to Encounter 1.

ENCOUNTER 1: ARRIVAL

*List Christians all unto my Song
'Twill move your hearts to Grace,
That Dreadful Witchcraft hath been done,
Of late about this place;
But three that cried the Devil's Name
With those who did them follow
Now to Justice are brought home
To swing upon our Gallow.*

- Traditional song, late 16th century England

The man who speaks to the PCs is Barlomew, whose only daughter is Saramay, the woman bound to the middle stake. He is one of the four men who accused Jenasay, so she planted evidence implicating his daughter as part of a three-member coven of witches responsible for inflicting harm on the villagers. The harm was actually Jenasay's doing, but none of the villagers know that at this point. If the PCs take time to ask him any questions, he quickly explains that his daughter was convicted of being a witch, but she really isn't, nor is either of her two friends tied to the other stakes. He does not spend more than a round answering questions unless at least some of the PCs agree to rescue his daughter.

The PCs will likely opt to get involved on their own. If they do, skip to the "Saving the Women" section, below. If they do not seem inclined to do so, the bard Karri rushes over to them:

The woman in the brightly colored garb runs over to you. Her features are distinctly different from those of the other villagers. You notice that she is an attractive middle-age half-elf.

“I know that you are adventurers, and implore you to stop this if it is within your power! A grave injustice is being done here.”

If asked, she quickly introduces herself as Karri (pronounced KA-ri), a bard who services many of the small villages in this region. She also says that she is convinced that all three of the women on the stakes are innocent. Any time spent on this conversation, or the one above with Barlomew, should be subtracted from the time listed below, however.

Saving The Women

Keep careful track of time here. When the encounter begins the PCs have 5 rounds to rescue Saramay. Her clothing catches fire on the third round, at which point she starts taking 6 points of fire damage each round. The first round of such damage renders her unconscious, and the third round kills her. Because they had to come around a building to get a good look at what's going on, the PCs begin the encounter at a distance of only 60 feet from the middle stake. (See DM Map: Encounter 1 for specifics.) However, several villagers are in their path, and they try to hinder the PCs if they can act quickly enough to do so. This is done solely with grapple attacks (at a +1 circumstance bonus on attack rolls and grapple checks) and by creating a physical impediment.

Any PC who reaches the bonfire within the first 2 rounds may attempt to leap over the flames, thus avoid fire damage on a successful Jump or Tumble check (DC 20). From the third round on, any PC who attempts to move into the 5-foot radius bonfire, or is standing within it, takes 1d6 points of fire damage and must succeed at a Reflex save (DC 15) to prevent any nonmagical clothing from catching fire. The ropes binding Saramay to the stake are broken with a successful Strength check (DC 23), unraveled with a successful Use Rope check (DC 20), or cut with at least 3 points of damage from an edged weapon on a successful hit against AC 10. Saramay weighs 120 pounds.

It is also possible PCs could come up with some method for putting out the fire. *Create water* is sufficient to douse Saramay's fire if cast at 8th level or above (though multiple lesser uses that total to 8th level would suffice). *Quench* would also suffice.

When the PCs start interfering, Dagonar, the priest of Pholtus, grabs a torch and set fire to the kindling around the third stake. The PCs have 8 rounds to rescue the frantically screaming Jaspree, with the flame beginning to damage her on the sixth round. Use the guidelines for rescuing Saramay, above, except that Jaspree is a more solid woman at 160 pounds.

The third young woman, Meralynn, is already beyond any help short of a *raise dead* when the PCs arrive.

If the PCs do not get involved in rescuing Saramay and Jaspree, then they are not hindered if they wish to watch or move on, though Karri and the man Barlomew keep imploring them to save the women. They are not done with the adventure yet, however; even after watching the young women burn. Jenasay has still spied

them, and attempts to visit them that night if they stay in Dunmarsh (See Encounter 3). If they do not stay in Dunmarsh, then the adventure is over.

If the PCs do get involved and rescue Jenasay and Sarama, then they still have an angry crowd to deal with. Read the following once both women have been rescued:

You have saved the women, but it doesn't look like the villagers are too happy about it. Many are brandishing clubs and pitchforks as they look darkly at you. Some are muttering loudly about “damned interlopers” and such. The priest, who you can now see wears a holy symbol depicting a full moon partially eclipsed by a smaller crescent moon, steps forward and points an accusing finger at you.

“Surely these are minions of the witches come to rescue their masters!” he cries. “They are in league with the forces of chaos and evil!”

If the PCs speak against Dagonar or attempt to calm down the crowd on their own, have the principal speaker attempt a Diplomacy check (DC 20). A success gets the villagers to calm down enough to listen to reason, and a second successful check is sufficient to convince the villagers to let the PCs investigate the matter. Any PC openly wearing a holy symbol of Pholtus receives a +4 circumstance bonus to both rolls, while any PC wearing a holy symbol of St. Cuthbert receives a -2 penalty. Magical means or bardic abilities can also be used to calm the crowd.

If the PCs do not attempt to calm the crowd down, or are having trouble doing so, then Karri intercedes. She also speaks if the PCs do not offer themselves to assist in sorting out the problems clearly present. She says something like this:

“Good people of Dunmarsh,” says the colorfully dressed woman in a voice well trained at elocution, “do not be angry with these strangers, for they may be able to help us. They know not of your rivalries or bickering, and look capable of handling themselves in the face of dark arts, so certainly they could provide a fair investigation of the guilt or innocence of these women, or perhaps uncover the true culprit to your troubles if it be someone else.” She looks pointedly at the priest. “Surely this would be in the best interest of justice, should these fine folk be willing?” And then she looks back at you. “Would you be willing to help, noble heroes? If you be of good heart, then surely this is a task for you.”

If the PCs ask about pay first, Karri frowns and says that the best she can offer is to spread word of their good deeds far and wide with her tales. She also mentions that the evil that seems to have befallen these people may well not leave any strangers passing through alone, either, so it would be in their own best interest to help out. (A more true statement than she knows.) If the PCs ask for an explanation of what must be done, Karri explains that some evil force has been bedeviling the village for weeks now some villagers have even died—and that the two women the PCs rescued have been accused, perhaps unfairly, of being the witches behind it all.

Once the PCs agree to help out, read or paraphrase the following:

The priest stalks over to the half-elf woman and exchanges angry words with her. It seems that the arguments she makes finally break through his resistance, however, for he eventually turns and addresses the villagers.

“Good people of Dunmarsh, it is my belief that it is in the best interest of justice to let these visitors investigate our troubles.” He raises a hand to forestall angry words from several of the villagers. “But Saramay and Jaspree will remain under guard until their guilt or innocence can be determined, and should they prove guilty then we will resume the burnings, this time without the interference of outsiders.” He looks pointedly at all of you as he says this.

At his direction the women are taken an escorted away. Another man steps forward and says, “the village elders will convene to speak with these newcomers in the inn an hour from now.” At that the villagers reluctantly start dispersing, save for the ones that remain to watch the bonfires continue to burn.

The PCs may have more they wish to say or do here. If they do, then play it by ear, with these general guidelines:

- No villager talks to the PCs any more than described above until after the PCs have met with the town leaders. Even Karri tells the PCs to hold further questions until they hear what the town elders have to say.
- Saramay and Jaspree are not, under any circumstances, be allowed to go free at this time, nor are the PCs be allowed to speak with them until after they have met with the elders. The PCs are permitted to heal them if they wish, however.

If the PCs proceed to the inn, go to Encounter 2.

If the PCs look around Dunmarsh first, go to Encounter 7.

♣ **Karri:** Female Half-Elven Brd6; see Appendix 1.

♣ **Dagonar:** Male Human Clr5; see Appendix 1.

♣ **Barlomew:** Male Human Com2; currently has five points of subdual damage, otherwise see Appendix 1.

♣ **Saramay and Jaspree:** hp 2 currently; AL LN; otherwise as generic villagers in Appendix 1.

♣ **Generic villagers (95):** see Appendix 1.

ENCOUNTER 2: AN AUSPICIOUS MEETING

The PCs most likely came to this encounter from Encounter 1, although they could have come from Encounter 7 if they went and looked around a bit after Encounter 1. In the latter case the village elders arrive while the PCs are eating instead of afterwards.

The Village Inn is the only place in the village that offers services to travelers. It consists of a main building, a stable, a bathhouse, a privy, and four small, freestanding cottages enclosed within a wooden fence. The main building houses the common room, kitchen, and living

quarters for Donoson, the manager, and his family. The cottages are the “rooms,” each 15-foot square with their own lock and furnishings suitable for sleeping up to four people. (Use the floor plan for a Leomund’s secure shelter should exact layout become relevant.) Karri is currently staying in one, but three others are available at a cost of 1 gp per cottage per night, 2 gp if meals for four people and bathhouse privileges are included. Grooming and feeding for any mounts can be provided by Donoson’s son Carlosin at a cost of 2 sp per mount, and any PCs that observe Carlosin attending to the mounts will note that they are getting their money’s worth.

Once the PCs are settled in and ready to go to the meeting, read the following. Allow them to interject comments if they wish.

Note: During the encounter described here, Tanelee is observing invisibly in unmanifested form from the shadows of the rafters. She is impossible to notice unless a PC is scanning the room with *see invisibility*, or if they can see into the Ethereal Plane and even then a successful Spot check (DC 30) is required. Should she be noticed, she cannot be harmed by any means that is not ethereal, and retreats before the viewer can get a good look at her.

The dinner you are served is quite bland, but the fine quality of a local ale more than makes up for it. As you finish you are joined in the inn’s common room by the priest, the bard, and ten of the more senior village men and women. By the sounds that you hear from outside, though, you get the sense that many more are listening through the inn’s shuttered windows.

Once all are settled, a stocky middle-age man with a moustache stands, clears his throat, and speaks. “I am Merriman, and I head this village’s council of elders. Can we know who we’re dealing with here?”

Merriman should sound distinctly more formal and educated than the other villagers. (There’s a reason why he’s the head guy.) Allow the PCs to introduce themselves, and then continue:

Merriman nods and speaks again. “The bard Karri has convinced us that we should let you investigate the problem we face.”

“Ain’t no problem that wouldn’t already be solved if’n we’d finished the burning,” speaks up another man of perhaps sixty years seated amongst the group. His voice is undercut with bitterness.

Two other men—one of them already known to you as the father of one of the women being burned at the stake—glower at him and seem ready to speak, but Merriman cuts them off with a look. He turns back to you. “As you can see, we’ve got big trouble. Most of us are convinced that the three women that we were attempting to burn at the stake are witches, and that they have inflicted great harm—no, Barlomew, keep your trap shut until I get finished.”

Merriman puts his hands on a table and leans forward. “Look, Karri has made a good argument that maybe—just maybe—our judgment on this issue is clouded by personal feuds. Frankly, I think the three are still guilty, but I figure it won’t hurt to be doubly sure. What we need you to do is figure out

whether or not the two surviving girls are witches, and if they aren't, then who's been bringing the evil down on us."

The PCs are bound to have questions. Use the following responses as guidelines for how to answer them. (Merriman is always the speaker unless otherwise noted.)

What are the problems? or What are the women accused of doing?

"Two village women have died and two others lie on death's door from some unnatural illness. All the victims have claimed to suffer from terrible and violent dreams as they waste away, day by day."

"It is an evil affliction powerful enough to defy even the will of Pholtus," Father Dagonar says. "Surely a malaise so potent is a product of the old ways (witchcraft)."

The Truth: The dreams and wasting are an after-effect of Jenasay's bite. The "sickness" defies Father Dagonar's power because he wouldn't have thought to cast a *dispel evil* on the victims even if he were that powerful.

Anything else?

"Old farmer Mattorick was found on his farm with his neck broken, eyes gouged out, and tongue missing. The way his neck was twisted, it couldn't have been an accident, and old stories say that human eyeballs are a prime ingredient in some types of witchcraft." He grimaces as he says this. "There have also been a few dead animals and many other incidents, such as strange lights in the woods, milk mysteriously curdling without any reason, that sort of thing. It all has people real spooked."

The Truth: Farmer Mattorick got a little too nosy one evening and spotted Jenasay. She killed him to prevent him from telling what he saw and gouged his eyes out to make it look like it was witchcraft-related. The tongue she took to make a *speak with dead* spell more difficult. The other items are either coincidence or minor tricks arranged by Jenasay and Tanelee to spook the villagers.

What proof do you have of the guilt of the accused?

"Each of them was known to have some sort of bitter rivalry with at least one of the victims, and items associated with witchcraft were found in the personal possessions of all of them. Those that have taken sick have also called out the names of one or more of 'em in their nightmares."

"But the most damning evidence," says Father Dagonar, "is that they were all found, naked and asleep, inside a large inverted pentagram drawn in a clearing in the woods. They were sprawled out like they had exhausted themselves in some ritual and had evil symbols drawn on their bodies."

The Truth: The rivalries are real, but the items "associated with witchcraft" are a stretch, except for the mandrake root and a straw doll that looks vaguely like one of the victims (planted by Jenasay). The scene described was

staged by Jenasay after she entranced the women with her hypnosis.

If the PCs ask for more detail about the pentagram in the woods, the villagers tell them that they tried to destroy the foul thing but it was scorched into the ground or something, so they just covered it up with dirt and branches. "It's out in the woods about a half-mile due north of town, in a small clearing just past a little brook."

What did Saramay and Jaspree say about that?

"They denied it, of course, but their guilt was obvious."

What are the "old ways" the priest mentioned?

"Witchcraft, of course. Dark magic founded on the worship of now-forgotten gods."

How long has this been going on?

"Strange stuff has been happening for about three weeks. The first woman that died first took ill about two weeks ago."

Describe the illness.

"They just waste away," one older woman says sadly. "The two that have already died lasted only a week, and the two that be sick now first got affected five days ago. And there's them tortured dreams, to boot, so they couldn't hardly get any decent rest to keep their strength up before they fell into the deep sleep."

Have you ever had problems with witchcraft before?

"The land around these here parts was a haven for witches back in ancient times. A lot of the old traditions got passed down over the ages, so there've been problems from time to time."

Can we speak to the victims/witches now?

"Getting rather late, isn't it? Can't that be done in the morning?"

The villagers do not bring up what happened 29 years ago unless specifically questioned about the last time they had trouble, and even then they only mention that two sisters got burned at the stake for witchcraft, but they were both thoroughly evil and one even admitted to being a witch. (A successful Sense Motive check allows a PC to notice that not all the older townsfolk seem to agree with that statement.) Any suggestion that the sisters might somehow be involved in these instances causes only passing consideration, since their bodies were sealed in consecrated grave. If the PCs press this line of questioning, they can get the older villagers to describe where the "grave" is in case they want to check it out themselves.

Once the PCs' questions have been answered, the meeting breaks up for the evening. If the PCs seem inclined to go outside the village to investigate something now, point out that it is night and they have been traveling all day. If they persist, then alter the description of whatever encounter they go to accordingly.

If the PCs decide to retire, go on to Encounter 3.
If they insist on seeing the sick women tonight, go to Encounter 4.
If they insist on seeing the accused witches, go to Encounter 5.
If they want to talk to Karri, go to Encounter 6.
If they want to investigate the pentagram in the woods, go to Encounter 8.
If they have found out about the grave and go to investigate, go to Encounter 12.

ENCOUNTER 3: SOMETHING WICKED THIS WAY COMES

The PCs most likely have come to this encounter from Encounter 2. If they have come here in the wake of Encounter 11 (likely because they decided to rest after the fight in Encounter 8), then replay the events of this encounter.

Jenasay spied the PCs approaching the town, and Tanelee's report about their meeting with the villagers has given her enough details about them to fit them into her plans. To make sure that the PCs have no option but to pursue their investigation, she may attempt to pay one of them a night visit. Even if she does not, the PCs might have a chance to become aware of her presence in the area.

Visit From Jenasay

This part of the encounter only happens if one or more of the PCs is a human or half-elven female. If a single such PC is present, then she is Jenasay's target. If more than one is present, then she prioritizes as follows:

- 1) Human over half-elf;
- 2) Reasonable assumption of lowest Will save based on appearance (e.g. an obvious fighter-type or rogue is chosen over an obvious spellcaster or monk);
- 3) Highest Charisma.

If the PCs have not set a watch or special security precautions, or if the target PC does something bizarre like go out into the woods and sleep in a tree, then it is a simple matter for Jenasay to slip in and assault her sleeping target. If the PCs have set a watch or special security measures then use your judgment as to whether or not Jenasay could circumvent them. Here are some guidelines:

- If the PCs have set a watch outside the cabins then Jenasay compels Tanelee to make her *invisible*, then create a distraction. Exactly how Tanelee does this depends on present circumstances, but likely it involves her using *alter self* to appear as a generic (and corporeal) village woman, then passing across the ground at the maximum extent of whatever the watcher's vision would be, hence the PC(s) can see her on an easy Spot check (DC 10) but cannot get a good look at her. If the PC(s) try to approach, she

leads them off for a short distance before rounding a corner of a building and descending into the ground while briefly out of sight. Although Tanelee deliberately makes slight movement noises to deter suspicion about her true nature, she won't have left any tracks if the PCs look for them.

- If a watch has been set in the same cabin as the target PC, then Tanelee descends into the ground, slips up through the floorboards just enough so that her head is above them (but out of direct line of sight of the watcher, such as under a bed or behind or behind a pile of equipment), and whispers a *suggestion* to the watcher. This suggestion something like: "You're very tired from your journey/you drank too much. Why don't you take a nap to refresh yourself/sleep it off." Because of how reasonable this should sound to the PC under the circumstances, the DC on the Will save is 18, and the sisters do, of course, choose the watch, which seems to have the person (other than the victim) with the lowest Will save. If the saving throw fails, then take that player aside and tell him that the PC wakes up near the end of her watch and realizes that she dozed off. She recalls a dream about someone calling out to her in a voice she cannot fathom. If the saving throw succeeds, then the PC hears a soothing voice from somewhere in the room whispering about the benefits of sleep. Tanelee retreats before her location can be pinpointed.
- If animal companions are in close proximity to the target PC, then Jenasay casts *invisibility to animals* before approaching.
- If a more intelligent animal (such as a familiar) is present and keeping watch within the cabin—and is the only thing keeping watch—then Tanelee tries her *suggestion* on it instead, using something like, "now while your master is asleep would be a good time to go find something to eat." This results in a (DC 17) Will save. If it fails, then Tanelee retreats and the familiar reports in the morning hearing a strange voice at night but not remembering what it said since it didn't seem threatening.
- If the PCs have set guard with a trap or guardian spell, use your judgment on whether or not Jenasay can avoid it or would set it off. She flees at top speed if she sets off an audible alarm.

If Jenasay and Tanelee fail to distract a watcher or in your judgment they could not safely approach the target without being discovered, then Jenasay passes on targeting a PC for the evening and instead targets a villager. It is paramount that neither is discovered at this point, except as described below.

Should Jenasay be able to gain access to her target, she attempts to hypnotize that PC using her *domination* ability. If the target PC fails her Will save then Jenasay feasts on her throughout the night and uses her vile drippings in an attempt to conceal the fang marks. Give the player of that character Player Handout 1 the next morning, roll 1d6 to determine how many hit points the PC has lost to blood drain, roll 1d4 to determine how much damage she has taken from Jenasay's vile drippings

Be sure to have the player record these values separately, since the blood drain loss is not recoverable by normal means. Have the PC attempt a Fortitude save (DC 12). If the PC fails this saving throw, then also assess the effects of the disease brought on by a penanggalan's vile drippings, as detailed in the template included in Appendix 2. In either case an examination of the victimized PC's body the next morning reveals a patch of sores and boils running from the victim's lower jaw down part of her shoulder blade; these fade in a day's time if the Fortitude save was successful, the PC is immune to disease, or becomes the recipient of a *remove disease*. Someone who carefully examines that part of the PC's body for fang marks can find them on a successful Healing check (DC 20). They are not recognized as fang marks unless the PCs are specifically looking for them, however. The boils, sores, and accompanying fatigue resemble symptoms from a number of known diseases, but the damage suffered (can be determined as having been caused by acidic burning on a Heal check at [DC 20]) is inconsistent with any known disease.

Remember that no magical healing works on the blood drain taken by a victimized PC unless a *dispel evil* is cast first. (Magical healing restores damage lost to the vile drippings, however.) No unusual magic can be detected on the victim, but a *detect evil* does reveal an evil aura of Moderate (at APLs 4 and 6) or Strong (at APLs 8+) strength that can be identified as some kind of effect that has been laid upon the victim.

If the target PC succeeds at her Will save then Jenasay retreats; give the target PC Player Handout 2 the next morning.

On Watch

This part of the encounter only happens if PCs are keeping watch outside or out the cabin windows during the night. If Jenasay never attempted to visit them because of a lack of target or because the PCs' defenses discouraged her, then this sighting happens during the second watch. If Jenasay successfully infiltrated and fed on one of the PCs despite watchers, then this happens after the attack.

Have any PC on watch attempt Spot checks (DC 15). Familiars on watch who would have an outside view are also allowed Spot checks, as would any bonded mount or intelligent animal companion that wasn't stabled. On a successful check, take the appropriate player(s) aside and read them the following:

The merest slivers of the moons and the twinkling of the stars above lend only the faintest of illumination to the night. Out beyond the range of your vision you can hear all the typical animal sounds. Then, for just a moment, they cease. Wait. Was that a hint of movement out there? As you squint to try to get a better look, you think you do see something out the darkness. Two spots of glowing red floating a few feet above the ground, and shortly behind it the vague out line of. . . something. . . that glows with an eerie black luminescence that even the darkness of the night cannot hide. Whatever it is lingers for only a moment

before it passes out of sight, but in its wake a shiver runs down your spine. That, you think, cannot be something of nature.

It is Jenasay that the PC(s) have spotted. The distance is 100 feet, but Jenasay moves into the forest and out of sight before the PCs can move to investigate or react in any way. If they check out where they saw the apparition the next morning, the PCs discover, on a Search check (DC 20) or Spot check (DC 25—use the most appropriate check for the PCs' actions), small patches of thorny growth in that area that are incongruous with the surrounding plant life. If they investigate the woods immediately beyond that point or specifically look for tracks and attempt Search or Track check (DC 15), they find a trail of footprints sized appropriately for a single barefoot human female leading off into the woods. This is a false trail, made by Tanelee using a *mage hand* and a wooden print carved by Janelee, but it does lead to Encounter 8. It requires an easy Track check (DC 10) to follow. Rangers who examine the type of tracks closely and make a Wilderness Lore check (DC 30) can determine that there is something not quite right about them - like they might be artificial, perhaps. There is no scent here for animals to follow, which might be another clue to this not being a natural trail.

If the PCs try to identify what they saw, nothing short of a check in Knowledge: Undead (DC 20 -and it must be this specifically) or a bardic knowledge check (DC 25) gives any clue. On a successful roll, the PC knows that what was seen suggests a rare type of female vampire known to pass for human by day but detach its head in search of prey at night. If the PCs have previously noted vampire-like bite marks, reduce the DCs to 15 and 20, respectively. The PCs cannot at this point identify what they saw if they do not have the aforementioned abilities/skills.

Unless the PCs set out immediately, a breakfast awaits them in the inn the next morning. If Jenasay ended up targeting an NPC the night before, then a boy arrives and report that another village woman has fallen under the same malady as the others.

If the PCs find and follow the tracks, go to Encounter 8.

If they want to see the still-living victims, go to Encounter 4.

If they want to see the accused witches, go to Encounter 5.

If they want to talk to Karri, go to Encounter 6.

If they wander around town or want to talk to other locals, go to Encounter 7.

If they want to investigate the pentagram in the woods, go to Encounter 8.

If they have found out about the grave and go to investigate, go to Encounter 12.

ENCOUNTER 4: THE VICTIMS

The PCs can come to this encounter from any number of different possible directions. Where they came from to get here has no impact on how this encounter plays out.

Momarie has been the village midwife and herbalist for as long as anyone can remember. She was also once a practicing witch, but one that scrupulously kept her practices from ever involving her fellow villagers. She ended her practice in the wake of the fiasco that killed Jenasay and Tanelee and has since limited her magic use primarily to the brewing of potions and use of spells to ease life in her old age (but always strictly out of sight of her fellow villagers). Her focus on healing potions and infusions has earned her a reputation as a healer as well, which is part of the reason why the two women most recently fed on by Jenasay have been brought to her cottage and placed under her care. (The other part of the reason why is that Dagonar has no bedside manner or patience for long-term convalescence.)

Because of her past experience with witchcraft, Momarie knows that the three accused women cannot be guilty; things just don't add up. She does not believe that she can explain how she knows what she knows without revealing her own past connections to witchcraft, and she is quite leery of doing that given the prevailing mood of the villagers. However, she might talk to the PCs if they approach her the right way.

You are led to a simple, well-worn but also well-maintained cottage at the edge of the village. A small, fenced-off garden is located beside its door.

Any PC can tell at a glance that the garden is an herb garden. A PC who makes a Profession (herbalist) check (DC 12) recognizes many of the plants as those commonly used in healing practices or in flavoring food.

When the PCs knock on the door, they hear an elderly female voice call out, "enter." When they do:

The inside of the cottage looks as much like an apothecary's shop as it does a private dwelling. Nearly every inch of wall space is covered with shelves bearing jars and bowls of various sizes, many which containing some nature of substance. Off to one side is a bed and worktable, off to the other side is a hearth where a girl of perhaps a dozen years tends an uncovered kettle. In the middle of the room is a pair of additional beds, each one of simple construction and bearing the unconscious form of a woman covered to her shoulders by a heavy blanket. Sitting between them is an old woman in a rocking chair, and sitting at arm's reach is a small stand with a bowl of water and an incense burner. A distinct medicinal smell lingers in the air.

The old woman eyes you speculatively. "So, ye be the adventurers that Merriman and Karri lined up, eh? M'name's Momarie."

Momarie has a distinct country accent, stronger than the rest of the villagers but not dissimilar. She is over 80 years of age 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 as long as the conversation stays away from witchcraft. Any PC who asks for and makes a Sense Motive check while discussing anything related to witchcraft in her presence notices that she becomes distinctly tenser when the subject is brought up.

The girl at the hearth is Jessica, Momarie's assistant and trainee. She is shy around strangers, and does not speak to the PCs beyond a "yes, sir" or "no ma'am" or even make eye contact with them. She should not be a significant part of this encounter.

Talking With Momarie

If the PCs ask about the health of the two women, Momarie sadly tells them that neither Dagonar's healing magic nor any of the concoctions she's tried seem to have any effect; frankly, she thinks they are under some evil influence that is blocking their ability to be cured. If asked about the specifics of their condition, Momarie describes them as "wasting away, like something was draining off their life energy. And there's these nasty sores and boils on their necks and shoulders, too." She goes on to say that Jeraleen—the one in the left bed—has been in a deep sleep for a couple of days now, while Kathamay—the one in the right bed—has been in and of consciousness since the previous night, and isn't completely—well, Momarie doesn't know the word ("coherent"), but she can't understand none of what that woman babbles about when she is awake. If asked about what exactly she has tried for treating the women, Momarie rattles off a list of herbs and mixtures that anyone who makes a Healing or Profession: Herbalist check (DC 15) can recognize as standard but generally effective folk remedies.

If the PCs ask Momarie about her opinion of what's going on, she says that she has no doubt that the village has somehow run afoul of some evil force "an' that's what be causing all this trouble." She has sensed the presence of some "wicked" force lurking out in the woods on several occasions. If asked whether or not she thinks the accused witches are the culprits, Momarie emphatically stresses that Saramay, Jasperee, and Marilyn can't be the culprits; they're too naive about anything magical to be able to harness the power that would be required for an effect like this. (If asked how she knows this, Momarie claims that "you pick up a lot of things when you get to be as old as I am", but a successful Sense Motive check reveals that she's not being completely straightforward about that.)

If the PCs ask Momarie about what happened 29 years ago, she sends Jessica off on an errand to retrieve more water, then tells the PCs that a pair of sisters were burned at the stake as witches even though not everyone was completely convinced they were guilty. They didn't burn properly, though, so they were buried in a cave deep in the forest and left to die. She's "as sure as I'm here talking to you" that the sisters were innocent, she just "had a feeling about them," she'll explain, but she was in

the extreme minority. Afterwards everyone was forbidden to talk about it. If the PCs are *extremely* persuasive here (25+ on a Diplomacy check and proper effort on the part of the players), they can get her to admit that she knows the sisters couldn't have been culprits because she was a witch once herself. But she never got into the really dark stuff and has been retired ever since that time. She makes the PCs promise that they won't tell the other villagers about her past witchery.

If the PCs have learned the name of Jenasay and ask Momarie about it, she turns pale as a sheet and demands that the PCs tell her where they heard that name. When they do, she says they had to have misheard, "cause that poor lass has been dead for going on three decades now." If specifically questioned about how she died, Momarie admits that Jenasay was one of the suspected witches from 29 years ago. If the PCs insist that they have met someone claiming to be Jenasay, Momarie tells them that this is something that they should tell Merriman and the elders.

If the PCs just mention that they encountered a female druid or ranger in the woods, Momarie frowns and says that there hasn't been a person like that around in decades. Then a nasty thought clearly occurs to her, and she asks if the PCs got the woman's name. Refer to the previous paragraph if they tell her the name.

Checking the Victims

If one or more of the PCs presents themselves as healers, Momarie allows them to examine the two women. Jeraleen is a girl of twelve years in a deep sleep. She is currently at -7 hit points and seems at first look to be the victim of some kind of advanced wasting disease. A deathly pallor has settled upon her, suggesting that the end for her isn't far off. If Jeraleen's body is examined carefully, the only outward abnormality found are some ugly sores and boils running from the bottom of her jaw to her shoulder along one side of her neck—the same as the ones on the PC (if any) that fell victim to Jenasay the night before. A PC examining Jeraleen who makes a Healing check (DC 20) can determine that the victim has suffered damage resembling acidic burning in that area, and that the sores and boils are inconsistent with known diseases which would otherwise have such a wasting effect on a victim. With a successful Heal check (DC 25), the PC can also determine that Jeraleen's symptoms are otherwise suggestive of a victim that has been partly drained of life force by an undead. (A PC who has 5 or more ranks in Knowledge (undead) gains a +2 insight bonus to this roll.)

A PC examining Kathamay discovers a woman in her mid-20s who has the same symptoms to Jeraleen, including the sores and boils on her neck, but isn't quite as far gone. (She is currently at 0 hp.) The same information that could be learned from examining Jeraleen can also be learned from examining Kathamay, but a successful Healing check also reveals Kathamay is three months pregnant. If asked about this, Momarie admits that she knew but didn't mention it because she didn't think it was relevant. She does in this case mention

that one of the other victims was also in the early stages of a pregnancy, "an' that makes it all the more tragic, don't you think?"

If the PCs specifically look for fang marks on the necks of the victims, they can be found on a Heal check (DC 20). They are not recognized as fang marks unless the PCs are specifically looking for them, however.

No magical healing, including *remove disease*, works on either victim unless a *dispel evil* is cast first. (Momarie has already healed the damage from the vile drippings; so all remaining hit point loss is from blood drain.) No magic can be detected on either victim, but a *detect evil* does reveal an evil aura on both of them. It is Moderate strength at APLs 4 and 6 and Strong at higher APLs and can be identified as some kind of effect that has been laid upon them.

◆ **Momarie:** Female Human Sorc4/Witch 4; see Appendix 1.

◆ **Jessica:** Female (adolescent) Human Exp1; hp 4; AL LG; Healing +4, Profession: Herbalism +4.

◆ **Kathamay:** Female Human Com1; hp 4 (0 currently); SQ cannot regain lost hit points without a *dispel evil* first, losing 1 hp/day; AL NG.

◆ **Jeraleen:** Female (adolescent) Human Com1; hp 4 (-7 currently); SQ cannot regain lost hit points without a *dispel evil* first, losing 1 hp/day; AL CG.

Checking the Cottage

PCs who check out Momarie's shelves and have any ranks in Alchemy or Profession: Herbalist discover a stock of herbs and other basic alchemical substances that would make most apothecaries jealous. Nothing of particular value or interest can be found.

If Momarie has told the PCs that they must speak to the elders, go to Encounter 11.

In all other cases, return to the options at the end of Encounter 3.

ENCOUNTER 5: THE ACCUSED

The PCs can get here from any number of directions. If they have come here after Encounter 3 and the APL is 8+, then Saramay is enchanted with a *cat's grace* cast on her by Tanelee, via a *spectral hand*, while she still slept. (Jenasay ordered this to confuse the PCs, since she figured that they might check for magic on the suspects.) If she has received it, Saramay is not aware of this spell's presence on her and vehemently denies that she know what it is or is responsible for it.

Saramay and Jasperee are being kept in an abandoned cottage at the edge of the village. They are locked in, and two members of the village's militia and one of the guard's dogs guard their door.

You are led to a rundown cottage at the edge of the village, one whose windows have been boarded up. Standing guard at the

cottage's door are a pair of village men dressed in studded leather armor and armed with spears. One of the men holds the leash for a large hunting dog, which eyes you curiously and barks a few times at your approach. The door the men guard is clearly padlocked.

The men have been informed that the PCs are to be considered investigators, so one unlocks the door and allow their entrance if they request to speak to the prisoners. Although neither has any personal stake in the witchcraft case, both are fully convinced that Saramay and Jaspree are witches. If the PCs speak to them at all, both of the men reveal their wariness of, and disdain for, the accused in their words. (Typical comment: "I'd be wary of your ears around those two. Never can tell what dastardly magic a witch is working just by talking to you.") They lock the door behind the PCs and instruct them to bang on the door twice when they're ready to come out.

The inside of the cottage is cast in shadow, the only illumination being a few rays of light sneaking in through cracks in the boarded windows. As your eyes adjust to the dim light you can make out two human-sized figures, one huddled in a corner, the other pacing back and forth. The one that is pacing stops as the door slams shut behind you and turns to face you.

"Thank you all for saving our lives," she says, anger plain in her voice, "I can't believe they were actually going through with that - with burning us, that is."

PCs with low-light or darkvision, or who produce a light source, can identify the speaker as Saramay, and the one huddled in the corner as Jaspree, the two survivors from the attempted witch burning. (If the PCs raised Meralynn, she is also here, but too far out of it to be of any use to the PCs.) Both are still dressed the way they were at the time of the attempted burning, and both their faces and clothes are stained with ash and soot. They are in the same health that they were left in after Encounter 1.

Saramay has always been a headstrong, outspoken young woman, and is clearly very angry about what has happened to her. Anyone making a Sense Motive check (against a DC 15 Bluff check) while listening to her speak notices that she is using bravado to mask the fact that she has been very badly shaken by her close call with death. She knows that the PCs are less likely to be biased against her, so she is as cooperative as possible provided that the PCs do not speak to her in an accusatory fashion. If one or more does, she becomes extremely defensive. ("Why should I tell you anything? You're jus' out to see me dead, jus' like the others!")

Saramay can tell the PCs the following, depending on what questions they ask:

- "No, I ain't a witch Jaspree ain't either, and Meralynn, well, she wasn't either, 'least I don't think so. None of us have ever been able to work a lick of magic."
- "Yes, I gotta admit I did have a grudge against Kathamay. She went and married the man I was trying to pin down, and now she's got a kid coming

by him! But that don't mean I wanted to see her dead."

- "Yeah, it's true that Jaspree and Meralynn had problems with them other two ladies. They just didn't get along.
- "Jeraleen? We all thought she was a big pain in the rear. Real annoying-like."
- "Farmer Mattorick? Let me tell you something. That guy definitely had it coming. He was a dirty old man, a regular peeping Tom, and a couple of times he made advances on us when he got real drunk at festivals. We didn't have anything to do with doing him in, but there ain't no young lady in this village that's sorry to see him gone."
- (If asked about being found in the circle in the woods:) "I ain't sure how I got to be out there, an' without my sleeping gown an' with all that weird stuff written on me, to boot! Last thing I remember 'fore waking up there was going to sleep in my bed that night. Did have a weird dream about someone whispering to me, but I couldn't make it out. Kinda creepy."
- (If asked about the witchcraft paraphernalia found in their possession:) "Look, like I told the others, none of that stuff was ours. Don't know where it came from. Maybe some ghost did it."

A successful Sense Motive check on Kathamay reveals that she is telling the truth, as least as she sees it. The dream she mentions is what is left of her vague recollection about being hypnotized by Jenasay.

Jaspree is much harder to approach. Her close call with being burned at the stake has left her in a state of shock, so the PCs have to coax her out of the corner with soothing words and a Diplomacy check (DC 15). (If any of the PCs have spoken aggressively towards her before this check is made, the DC is 20 instead.) When she does finally speak to the PCs it is in a whimpering, whiny voice. She can provide the following answers to PC questions:

- "No, I ain't a witch. Mighta thought about trying to spell up someone a few times, but I'd not have the guts to do it even if I knew how."
- "Yes, I didn't get along with Mrs. Jeaninane (one of the previously killed women), but that don't make me a killer!"
- "What Saramay said 'bout Farmer Mattorick (or Jeraleen) was right."
- "No, I got no idea how those witch-thingies got found in my bed. They weren't mine."
- "I ain't sure how I got out in the forest in that weird circle, but I did have this weird dream about a floating head with glowing red eyes right before I woke up. Scared the bejeezus out of me."

Everything Jaspree has said is true in the face of any Sense Motive check or even a *zone of truth* spell. If the last point is brought up, Saramay turns to Jaspree and demands to know why she didn't mention that before. Jaspree gives a reply to the effect that her experience on

the stake has jogged her memory of the incident. She has no idea what it might mean. (Jenasay is *not* aware that Jaspree got at least a partial look at her in her altered form or she wouldn't have left her alive.)

Any PC specifically watching or looking around the cottage while the others are inside notices a black cat hanging around on a Spot check (DC 12). This cat is a red herring, nothing more, and runs off to seek shelter under a nearby woodpile should it be approached or threatened.

When this encounter is complete, return to the options at the end of Encounter 3.

♣ **Saramay** and **Jaspree**: AL LN, otherwise as Generic Villagers in Appendix 1.

♣ **Guards**: As Barlomew in Appendix 1, except that they have studded leather armor.

♣ **Dog, guard**: as riding dog from *Monster Manual*.

ENCOUNTER 6: SPEAKING WITH KARRI

The PCs could come to this Encounter by any number of different means, and may come back to this Encounter a second time if they talk to her first before meeting Jenasay. Where they have been previously has no bearing on this encounter except as it affects the time factor.

Karri can be found in the inn if it's still quite early or around noontime and teaching stories to village children under a large oak tree at one end of the village at other times. She is happy to speak with the PCs, and politely excuses herself from any children's company to attend to "grown-up matters" if she sees PCs approach with any intent other than just listening in.

Karri's accent and speech patterns are distinctly different from those of the locals, and this should be made obvious when role-playing her. Any PC who hails from Verbobonc or has adventured extensively in that region can determine, on a Listen check (DC 15), that the bard's accent is indicative of someone raised in or near the Gnarley Forest; for all others the Listen check is DC 25. Or the PCs could just ask her.

Karri is pleasant and friendly, but very concerned about what has been going on here. She badly wants to see this matter resolved without anyone being needlessly killed. Use the responses below for guidelines on what she can tell the PCs:

What's your background? or How did you come to be practicing your trade here?

"Oh, when I was still an apprentice bard, my mentor traveled through this area. I became fascinated with the local lore - this region has a rich oral history, you know - and decided to come back and dedicate my life to helping to preserve it, in the name of Lirr (Lirr is an Oeridian goddess of Poetry, Prose, Literature, and Art, and a common patron of bards), when my apprenticeship was up. That was twenty-five years ago, and I've never regretted my decision."

Are you always in Dunmarsh?

"Heavens, no! I travel a regular—well, sort of regular—circuit through all the area hamlets and villages. It brings me into Dunmarsh three or four times a year."

How long have you been here this time?

"About three weeks. That's normally longer than I stay anywhere when it's not winter," she looks around and lowers her voice, "but there seems to be a great need for a *sane* presence here and now."

Have you tried investigating these witchcraft cases yourself?

She wrinkles her nose. "Oh, I've tried some. I've talked to people enough and looked into things enough to know that most of the evidence against the young ladies is questionable at best, meritless at worst. Except for that whole pentagram thing, and I'm not at all sure what to make of that because summoning circles are outside of my expertise. Something is definitely going on here, though, that's far out of the realm of the innocent and normal, and someone or something is definitely behind it."

Do you think Saramay, Jaspree, and Meralynn are guilty?

"I seriously doubt it. I've known all three since they were babes, and although they can be ornery and difficult, they aren't killers. And I've never seen them use any magic."

But Saramay had a spell up on her.

Karri looks at the speaker incredulously. "Couldn't have been hers. She doesn't have the talent. Maybe someone else did it to make her look suspicious."

Any other suspects?

"Not really. Witchcraft has been part of the heritage of this area for generations, but if anyone is actively practicing it now, I have not found any sign or admission of it."

Tell us about the history of witchcraft in this area.

"You want the long version or the short version?"

NOTE: This block should be read verbatim. Have Karri get testy if the PCs try to interrupt, because she is in story-telling mode at this point.

"According to local legend, this area was a haven for worshipers of now-forgotten Flan gods—they're called Old Ones around these parts—in the time before the Great Migration. Supposedly the veil between this world and theirs was thinnest at certain points deep in the forest, or some such thing. Anyway, the worship of the Old Ones faded in the wake of the Great Migration, and their names were lost to the past, but the practices of their followers lingered on in what became known as the Old Ways. The lore here is pretty muddled, but as near as I can determine true practice of the Old Ways is a mixture of what you and I know as arcane and divine magic. My best guess is that what people 'round here refer to as a witch is a sorceress who has somehow tapped into one of the old channels to the old

gods that still linger in this area and gained extra power because of it. Apparently this has happened from time to time since the current villages in this area were founded two centuries ago, because there are several mentions of problems with witches in the lore of this and other area villages. And this would hardly be the first time that such problems led to a burning in the name of destroying an agent of the Old Ones."

Tell us about the last time such a burning happened.

"Well, it was almost thirty years ago, a few years before I first started doing the circuit in this area. It's been difficult for me to get exact details, because none of the older folk around here will talk about it, but apparently there was a lot of mischief caused by evil imps and spirits, and that led to accusations of witchcraft against a pair of sisters who lived out in the forest. I am unclear about exactly why the sisters became suspects, but I understand that one was known to talk to spirits. One thing led to another, and the two sisters were captured and interrogated. One eventually confessed, so both were burned at the stake. But they used some foul magic to resist the burning, so the villagers instead sealed them in a cave with iron spikes driven through their arms and legs—yes, I know it sounds crazy, but local legends says that's the only sure way to deal with a witch if burning doesn't work." (Any PC who asks whether this sounds right or not and succeeds at a Knowledge (arcana) check [DC 25] comes to the conclusion that this sound a lot more like a sacrifice to empower someone or something.)

Do you think there could be some connection between that case and this one?

"I suppose it's possible. Why, do you think the villagers missed the real source of evil back then and it's still around?"

Do you know Jenasay?

"Who?" (Karri never met her, and has never heard the name mentioned.)

If any mention of a female ranger or druid in the forest is made, Karri frowns and comments that she's known a couple of male rangers to be operating in this area in her time but no female ones.

Karri cannot tell the PCs anything more of use beyond this. She can direct the PCs to the pentagram in the woods - she's seen it herself, but doesn't have any idea if it's a proper summoning circle or not—and tells any PCs interested in checking out the burial cave to consult Merriman, the village leader.

If the PCs go to the clearing, go to Encounter 8.

If the PCs consult Merriman, go to Encounter 7.

If the PCs want to speak to anyone else, return to the options at the end of Encounter 3.

ENCOUNTER 7: THE VILLAGE OF DUNMARSH

This Encounter accounts for all other possibilities of what the PCs might do in Dunmarsh and who they might talk

to; as such, the PCs could come here from a number of different encounters, and could come here multiple times. The effects of where the PCs came from are noted in the individual vignettes where appropriate.

Please note that none of the role-play vignettes here should take more than a couple of minutes, and the PCs can get by without doing any of them.

The Village

The village of Dunmarsh proper has 130 inhabitants, though those in outlying areas who claim to be affiliated with Dunmarsh raise the number to closer to 200. It is an exclusively human community beyond Karri, which subsists on a mixture of farming, logging, and hunting. It is self-sufficient enough that many of its inhabitants rarely travel far from the village.

Aside from the inn and Church of Pholtus, there is a blacksmith's shop, a dry goods store, a small brewery, and a well; there is a mill well outside town along a fast-flowing stream. All except the brewery are typical, with prices for mundane products and services as per listings in the *Player's Handbook*. The brewery will sell up to a keg's worth of its high-quality ale for half again the normal book price - but any connoisseur of ale who tries it acknowledges that its quality makes it worth the price.

If the PCs explore the village in the evening, they find several people (mostly younger ones) running about or watching the fires burn (unless they were extinguished). All of the businesses, except the inn, close at nightfall, however. If the PCs explore the village during the day, they encounter numerous ordinary citizens going about their ordinary business, though all occasionally glance in the direction of the stakes and give that area and the shack where the prisoners are kept a wide berth.

Speaking With Dagonar

Dagonar can be found at the village's small Temple of Pholtus. He is a third-generation priest of Pholtus who assumed the mantle of the village's spiritual guardian and counselor when his father (the priest during the time of the last witchcraft persecution) died a few years earlier. He considers himself a very righteous man, dedicated to truth and justice, though his views on the witchcraft incident are colored by the fact that the young victim Jeraleen is his niece. He was raised on stories of the legacy of the Old Ways and Old Ones (the now-forgotten gods) in the Dunmarsh area, and was charged by his father's dying words to make every effort to fight off those influences on his spiritual flock. He freely admits all of this but denies the possibility that his relation to a victim is affecting his judgment in the witchcraft matter. However, these influences have made him stiff and inflexible when it comes to the matter of Jasparee and Saramay's fate.

Dagonar is utterly convinced that the accused women are guilty. If asked about whether or not he detected any evil on them, he will say that he did not, but he did detect magical auras on them so it was possible that they were using their knowledge of the Old Ways to

disguise their true aura. (Tanelee as described in Encounter 5 placed those.) If asked about his attempts to heal the victims, he says with clear and evident frustration that his efforts to *remove disease* had no effect, and they didn't detect as being poisoned, either. They *did* detect as having a "taint of evil" about them, though, so it's possible that some potent evil spell was laid upon them. His own *dispel magic* had no effect in breaking it, however.

Dagonar does not know anything useful about the pentagram in the forest clearing and is unsure what purpose it was intended to serve; it is outside his area of expertise. He can direct the PCs to it, though. He does not recognize the names of Jenasay or Tanelee if they somehow come up, and only has vague recollections about the previous witch burning if asked about it - he was too young to remember, and his father never talked about the details save to point it out as an example about how close to home the Old Ways can strike. (He specifically mentions the part about his father refusing to talk about the incident should the issue come up.) He tells the PCs that they might try talking to the bard or some of the older villagers if they want details.

Speaking With Merriman

Note: If the PCs have already spoken to Jenasay, you should refer to Encounter 11 instead of this vignette.

Merriman is the nominal village leader, and is old enough to remember the previous witchcraft incident. If the PCs specifically question him about it, he describes the incident like so:

"I was still a young man, just come of age, when it happened. There was a lot of mischief, some of it very damaging and even life threatening that had been going on. Two sisters that weren't particularly well liked anyway took the blame, and it's my understanding that one of them admitted to being a witch and having dealings with spirits. Don't rightly know what their motive was. Probably just getting back at people that despised them, I guess. Anyway, there was some problem with burning them at the stake, so they were buried in a cave deep in the forest.

"Most good folk around here old enough to remember don't like to talk about the incident, and we never mentioned the sisters' names in case that was enough to call 'em back. Heck, I don't think I can even remember their names anymore, it's been so long since the subject came up."

Merriman cannot tell the PCs anything else useful, except to give the PCs directions to the clearing with the pentagram (Encounter 8) or the burial cave (Encounter 12). He does not bring up the above story unless specifically asked about it.

Other village elders can also give more or less the same account if specifically asked about it, but they won't bring it up without prompting.

Speaking With Fathers of the Accused

Barlomew (Saramay's father), Tomilon (Jasperee's father), and Kenothin (Meralynn's father) were three of the four

men involved in orchestrating the original incident. If the PCs speak to any of them, all swear that their daughters could not have possibly been responsible, as they've never shown any magical ability before. If they are asked about the last incident of a witch burning, they admit that there was one "a couple of decade back" but seem decidedly uncomfortable talking about it. They more or less give the same account as is described above for Merriman, save that all of them were in their late 20s to early 30s at the time and they particularly emphasize the "not speaking the witches' name" part, which they won't do even if pressed. A Sense Motive check during this conversation gives the impression that the men might be holding back, but they don't elaborate at this point. (They are starting to formulate a suspicion that there might be a connection to the case of Jenasay and Tanelee but not of them are ready to speak on it at this point.)

Speaking With Victims' Families

Nothing particularly useful can be gained from this. All of the victims' parents (and, in Kathamay's case, husband) are convinced that Saramay and Jasperee are guilty.

Examining Evidence

If Merriman or another village elder is asked about examining the purported witchcraft effects, the PCs are shown to a locked chest in Merriman's house where the items are stored. The items include a wooden disk with feathers attached and indecipherable symbols scrawled on it, a straw doll that looks vaguely like the victim Kathamay, an intact mandrake root (can be identified as such on a Profession [herbalist] check [DC 12]), some nightshade (can be identified as such on a Profession [herbalist] check [DC 15]), some strange rocks (including a piece of quartz and fragment of obsidian, neither of which is indigenous to the surrounding area), a strip of weathered leather with a shiny piece of metal affixed to one end (part of an abandoned sword belt), and a few other random knickknacks. Individually, none of these items has particular significance. Collectively, they might suggest a vague connection to obscure and outdated magical practices to someone who makes a Knowledge (arcana) check (DC 20). No direct connection to any actual spell or known ritual can be established, however.

Farmer Mattorack

If the PCs wish to examine the farmer's estate, they find nothing useful. If they wish to examine his body, the corpse must be exhumed from the village graveyard. They need authorization from Merriman and approval of Dagonar to do this, and they must have to be very convincing in their argument for the need to do it - assign a Diplomacy DC of anywhere from 20 to 30 based on how convincing the PCs' actual words are.

If the body is exhumed, it is found to be in the state of decay one would expect for a body that's been rotting in the grave for two weeks. The neck was clearly broken, and the eyes and tongue clearly removed. If a *speak with*

dead is used on the body, the Farmer's muttered answers are unintelligible.

If the PCs wish to go anywhere else in the wake of this encounter, refer to the options at the end of Encounter 3.

ENCOUNTER 8: AT THE PENTAGRAM

Through one lead or another the PCs should eventually come to the clearing in the woods where Saramay, Jaspatee, and Marilyn were found in the pentagram. Jenasay has been observing the PCs' activities from a distance, and when it looks like they are heading toward the clearing she sets up a blind so that she may observe their activities in the clearing unnoticed. This is effectively the same as taking 20 on a Hide check, which with *camouflage* gives her a Hide result of 38 at APLs 4-8 and with *forestfold* gives her a Hide result of 49 at APLs 10 and 12. In the highly unlikely event that she is spotted, she retreats before any PC can approach her, but still shows up as described in Encounter 9.

The (trail you followed/directions you were given) has led you to a roughly semicircular sun-washed clearing in the woods. It is about 40 feet across and bordered on one side by a lazily flowing brook. In the middle of the clearing, a circle perhaps 15 feet in diameter with a five-pointed star inscribed inside has been burned into the ground. Despite considerable trampling of the grass in the clearing, it is quite visible.

Refer to DM's Map: Encounter 8/9 as necessary. Canny PCs who have learned certain details from previous Encounters may note that this does not match the description of this Encounter given to them by the villagers, who claimed that they had covered up the pentagram. Jenasay uncovered it, but PCs cannot find her tracks because of her druidic nature. If the PCs followed the tracks here from Encounter 3, they find them to cease here. PCs who did not follow those tracks and make a Search or Track check (DC 15) can find them leading to the clearing from the general direction of the inn. The recent rains washed out all other tracks.

PCs examining the pentagram carefully might note holes in the ground at each point of the star that are sized appropriately for a large candle; this requires a Search check (DC 15). PCs with ranks in Knowledge (arcana) who examine the pentagram carefully can learn the following depending on their roll (PCs with 5 or more ranks in Knowledge (the planes get a +2 circumstance bonus):

DC 15-24 The pentagram is suitable for the summoning and containment of outsiders or elementals of up to median power.

DC 25+ The pentagram is flawed, and would be unlikely to actually contain anything

summoned within it without supporting spells.

DC 30+ The pentagram is actually a clever fake. It would be of little or no assistance in summoning or containing anything.

The pentagram does *not* radiate magic.

One minute after the PCs arrive on the scene, the minions of the Dark Powers arrive.

APL 4 (EL 7):

A swirl of dark smoke suddenly erupts in the center of the clearing. When it dissipates a moment later, you see five large black wolves. The eyes of the biggest glow bright red, and the faces of all suggest a malevolent intelligence.

➤ **Worg, advanced fiendish (leader):** see Appendix 1.

➤ **Worg (4):** see *Monster Manual*.

APL 6 (EL 9):

A swirl of dark smoke suddenly erupts in the center of the clearing. When it dissipates a moment later, you see five large black wolves. Their eyes glow bright red, and their faces suggest a malevolent intelligence.

➤ **Worg, advanced fiendish (leader):** see Appendix 1.

➤ **Worg, advanced fiendish (4):** see Appendix 1.

APL 8 (EL 11):

A swirl of dark smoke suddenly erupts in the center of the clearing. When it dissipates a moment later, you see four large black wolves whose eyes glow bright red and whose faces suggest a malevolent intelligence. Accompanying them is a pair of 7-foot tall humanoid creatures whose bodies are completely covered with sharp barbs. Unusually long, sharp claws adorn their hands.

➤ **Devil, Hamatula (2, one leader):** see *Monster Manual*.

➤ **Worg, advanced fiendish (4):** see Appendix 1.

APL 10 (EL 13):

A swirl of dark smoke suddenly erupts in the center of the clearing. When it dissipates a moment later, you see four large black wolves whose eyes glow bright red and whose faces suggest a malevolent intelligence. Accompanying them is a pair of 7-foot tall humanoid creatures whose bodies are completely covered with sharp barbs. Unusually long, sharp claws adorn their hands. At the center of the group is an even larger figure, this one only vaguely humanoid and covered in hideous scales. Its huge wings and snaking, prehensile tail only adds to its intimidating appearance.

➤ **Devil, Cornugon (leader):** see *Monster Manual*.

➤ **Devil, Hamatula (2):** see *Monster Manual*.

➤ **Worg, advanced fiendish (4):** see Appendix 1.

APL 12 (EL 15):

A swirl of dark smoke suddenly erupts in the center of the clearing. When it dissipates a moment later, you see four immense black wolves whose eyes glow bright red. Accompanying them is a pair of nine-foot tall vaguely humanoid figures. Each is covered in hideous scales, with huge wings and a snaking, prehensile tail that only adds to their intimidating appearance. At the center of the group is the largest of the creatures, a tall, alien insectoid with clawed hands and feet, powerful mandibles, and a long, thick tail covered in razor-sharp spikes.

- Devil, Gelugon (leader): see *Monster Manual*.
- Devil, Cornugon (2): see *Monster Manual*.
- Wolf, dire, advanced fiendish (4): see Appendix 1:

NPCs

Regardless of which description is used, the creature designated as the leader speaks either in Common (for worgs) or telepathically (for devils) to the PCs before the attack commences:

“You interfere with the workings of our mistress,” the foul creature says. “If you do not leave this area now and never return, we will eliminate you!”

If the PCs attempt to speak to the minions, they only make additional comments about how nothing must be allowed to interfere with the plans of “the mistress.” They do not more clearly identify “the mistress” than that.

If the PCs take any hostile actions, or do not leave the clearing within 2 rounds, the minions attack. They have been instructed by Jenasay to kill or drive off the interlopers, so they do not pursue any PC who leaves the clearing and does not further involve herself in the combat. While in combat, they fight to the best of their ability until destroyed, except that those capable of *gating* in other devils do not use those abilities. All of these creatures except the fiendish dire wolves are reasonably intelligent, so they take full advantage of flanking opportunities whenever possible and try to avoid leaving ranged attackers unattended. Leaders possessing spell abilities typically hang back and use them while their underlings fight, unless the spells are proving ineffective; others with spell-like abilities favor melee unless it would be clearly beneficial to use a spell-like ability. Because they were sent to this plane by the Dark Powers rather than summoned, the minions are not vulnerable to any effects that specifically affect summoned creatures.

When each minion is destroyed, it suddenly turns pitch black and implodes, releasing an unearthly wail as it does so. (This is the effect of the Dark Powers reclaiming their servants.) The first time a PC witnesses this, that PC must make a Will save at a DC equal to 12 + ½ the APL or be shaken for 2d4 rounds. Later occurrences do not have this effect. Left behind in the place where the creature was destroyed is a piece of jet worth 50 gp at APL 4 and 25 times APL gp at higher APLs; these were the focusing devices for the minions’ presence in this world. They radiate faint magic for a few minutes after they are first discovered and none after that.

Two rounds after the battle is completed, Jenasay arrives on the Encounter. Go to Encounter 9 at that point.

Treasure:

- APL 4: L: 0 gp; C: 42 gp; M: 0 gp
- APL 6: L: 0 gp; C: 125 gp; M: 0 gp
- APL 8: L: 0 gp; C: 200 gp; M: 0 gp
- APL 10: L: 0 gp; C: 292gp; M: 0 gp
- APL 12: L: 0 gp; C: 350 gp; M: 0 gp

ENCOUNTER 9: JENASAY

This Encounter only happens directly after Encounter 8. In this Encounter Jenasay is only here to speak to the PCs. If they should detect her true nature and attack at any point, refer to the Jenasay Uncovered subheading, below.

Although the Dark Powers want to see Jenasay wreak devastation on the village of Dunmarsh and the surrounding region, she only wants to have her vengeance and then end her existence. She intends here only to set events in motion that lead to the exposure of what really happened 29 years ago and a later final confrontation with the PCs. She is not entirely trusting that she can speak with the PCs safely, however, so she has cast *endure elements* against fire (and at APLs 8+ on her bear as well). Her *camouflage* or *forestfold* spell is also still active from the previous encounter.

Because Jenasay is in her human form, nothing short of *detect undead*, *deathwatch*, *eyes of the dark aura* (from *Song and Silence*), or an equivalent effect reveals her true nature at this time. That she is appearing in broad daylight should discourage PCs from even checking, however, and you should give the PCs no indication that she is anything other than what she purports to be.

PCs on watch can detect the approach of Jenasay on a Listen check (DC 15), since she is making no effort to approach quietly. Those that do make the check have a partial action before Jenasay arrives. Whether she is detected or not, read the following:

The rustling of underbrush on the north side of the clearing alerts you to the arrival of another. Stepping out of the woods and into the light is a tall, athletic-built human woman in her mid-thirties. Everything about her, from her weathered skin to muddied face to well-worn leather clothing, suggests that this is a woman well at home in the woods, though it’s weird how she seems to blend into the background. Light brown hair is tied in place by a simple leather strap and she comfortably wields both a cudgel and a wooden shield set with thorns. She eyes you speculatively as a rather large black (at APL 4-6)/brown (at APL 8+) bear ambles out of the woods to join her.

If there is at least one human or half-elven female PC present, Jenasay says the following:

“So, what do we have here?” she says in a hostile tone. “I come to investigate a disturbance, and here I find a witch/witches and her/their minions preparing some kind of ritual. Be warned,

this land does not need such mischief again, and I will do all in my power to stop it."

Beside her, the bear growls menacingly.

If there is no human or half-elven female PC present:

"So, what do we have here?" she says in a hostile tone. "I come to investigate a disturbance, and here I find warlocks and their minions preparing some kind of ritual. Be warned, this land does not need such mischief again, and I will do all in my power to stop it."

Beside her, the bear growls menacingly.

If the PCs give any kind of reasonable denial or an explanation about what has happened, Jenasay lowers her club and shield, then motions for her bear to back down. If they do not explain about what has been happening in Dunmarsh then she demands to know what their purpose is in coming here. If the PCs only specify that they are investigating accusations of witchcraft, she demands to know why. Once the PCs *have* explained about what has happened in Dunmarsh, read the following:

The expression on the newcomer's face hardens. "Damned fools. I knew they wouldn't be able to escape their legacy of stupidity on such things." She sighs and shakes her head. "In one sense it's only justice, I suppose."

Jenasay's responses to probable questions by the PCs are listed below. Her overall attitude should be stern and unfriendly, and she rebuffs or ignores any attempts at humor or to make light of the situation. If any PC at any point during their conversation with Jenasay makes an open show of affection—even in jest—Jenasay curtly cuts short the meeting, declares that she has business to attend to but will check in with the PCs later, then turn on her heel and leave. A Sense Motive check on her at this point gives the PC the impression that something has greatly offended her. A Sense Motive check on her at any other point reveals nothing, as the responses she gives below are the undisguised truth.

Note: Starred responses should *only* be given if the PCs ask that specific question.

Who are you/why are you here?

"This forest is my domain. I am its protector."

A druid (or ranger), then?

"Yes."

What's your name/What are you called?

*"I am Jenasay."

What about the bear?

"He's my companion." (If one of the PCs has an animal companion, she turns to that person and adds, "surely you know about that kind of thing.")

Why do you say "it's only justice?"

"Oh? Didn't the 'good people' of Dunmarsh tell you about the last time this happened?"

No, they didn't tell us/What do you mean?

Jenasay sighs. "Well, I imagine they didn't tell you because they're ashamed of it."

Explain.

Her expression hardens. "The last time it happened, a pair of women who were probably innocent of any wrongdoing were killed, and it wasn't pretty. Some of the villagers seemed to know that a mistake was being made but let it happen anyway because the women weren't well liked. I wouldn't be surprised if there's a connection to what's happening now."

More details?

"Oh, it'd be best if you asked the older villagers about it, or maybe that bard if she's around. They could tell you the full story. Just be sure to ask them specifically about 29 years ago."

How do you know about it?

*"I was there when it happened. That's why I don't associate with any of them now. Don't trust them."

Something evil is out here in the forest. Have you seen any sign of it?

"Yes, I have had that impression of late. I do think that there's a real witch around or else someone or something masquerading as one. You should be careful if you go traipsing around out here."

Do you know anything about those tracks?

She goes and examines the trail leading from the inn. (Pretend to make a Track check.) "They look to have been made by a barefoot human woman of average height and weight. They aren't more than a few hours old."

How do you blend into the forest so well?

"Oh, it's a spell."

Other questions may be asked. As a general rule, Jenasay carefully words any response so that it doesn't catch her in a lie or deliberately misleading statement. She won't tell the PCs anything more specific about what happened 29 years ago because she wants the villagers to confess themselves. When the PCs seem to be done speaking with Jenasay, she tells them that she'll take care of the mess in the clearing if they want to get on with their business. When the PCs are ready to go, read the following:

"Before you all leave, one more thing," the woman says. She reaches down and pats her bear reassuringly, then looks at all of you with earnestness plain on her face. "I've seen firsthand the harm that these damned witchcraft accusations can cause. If this is really nothing, then make sure the truth comes out. And if there really is a witch or someone else behind it, make sure you

ferret the culprit out and put an end to it all. I wish you luck in this task."

If the PCs return to Dunmarsh, go to Encounter 10.
If the PCs go to the burial cave, go to Encounter 12.

Jenasay Uncovered

If Jenasay's true nature is discovered and she is threatened or attacked, she attempts to avoid a fight with the PCs if at all possible. Even with weapons lowered she is on guard against a possible PC attack (she knows how unpredictable adventurers can be) so she cannot be caught flat-footed. Unless prevented from doing so, she takes her first possible move action to flee into the forest, with her bear running interference for her for 1 round, after which point it backs off and retreats itself. She retreats using a path most obstructed by underbrush and brambles, which slows any pursuers lacking the druidic Woodland Step ability to half normal movement rate. She also attempts to Hide while moving at normal speed, which she can do even if observed (she can always dart behind a tree) at a -5 penalty to the Hide check. These circumstances and the fact that she cannot be tracked, should make pursuing her for any distance impossible for most PCs. If she is pursued by a PC she cannot hide from or outrun, she leads that PC well away from the others and then casts *briar web* to slow that PC down. (In this case assume that she has *briar web* on scroll come Encounter 13.) If that still isn't enough to stop pursuit, then she either fights the pursuer if she thinks she can win or summons Tanelee to help her. Either way she only fights at this point until her pursuer cannot continue the chase, then leaves.

If PCs come up with a way to restrain her—such as with an *entangle* spell—she devotes her full effort to freeing herself from it, including the use of *freedom of movement* at higher APLs. If all other methods of avoiding a fight with the assembled PCs fail, Jenasay uses a one-shot *word of recall* ability that the Dark Powers have given her to return to the cave. If the PCs are able to strike her down before she can escape (unlikely but possible), keep in mind that she is not truly destroyed unless she takes enough damage to destroy both her head and body; while she has taken enough damage to destroy the body, but not the head, her body is merely incapacitated but her head can act long enough to perform the *word of recall*. If the PCs still somehow destroy Jenasay completely, then they must still confront the spirit of Tanelee, who can be found at the cave. Use the villagers (particularly Momarie) to give the PCs hints in this direction if they don't figure it out themselves.

APL 4 (EL 7)

➤ **Jenasay:** Female penanggalan Rng2/Drd4; see Appendix 1.

➤ **Bear, black:** hp 19, see *Monster Manual*.

APL 6 (EL 7)

➤ **Jenasay:** Female penanggalan Rng2/Drd4; see Appendix 1

➤ **Bear, black, advanced:** hp 26; see Appendix 1.

APL 8 (EL 9)

➤ **Jenasay:** Female penanggalan Rng2/Drd6; see Appendix 1.

➤ **Bear, brown:** hp 51; see *Monster Manual*

APL 10 (EL 11)

➤ **Jenasay:** Female penanggalan Rng2/Drd8; see Appendix 1.

➤ **Bear, brown, advanced:** hp 68; see Appendix 1.

APL 12 (EL 13)

➤ **Jenasay:** Female penanggalan Ftr1/Rng2/Drd9; see Appendix 1.

➤ **Bear, brown, advanced awakened:** hp 114; see Appendix 1.

ENCOUNTER 10: THE BOYS

This Encounter takes place as the PCs are returning to Dunmarsh from Encounter 9, regardless of which path they take. It is midday if the PCs went straight to Encounter 8 without spending any time in the village and early afternoon if they spent significant time in Encounters 4-7 first.

Although this encounter contains useful information that the PCs could gain, it is not crucial to the PCs' ultimate success. It can and should be skipped if an hour and a half or less is left in the time slot. In that event go directly to the instructions at the end of the Encounter.

As you approach Dunmarsh again you hear a commotion in the woods off to your left. It sounds like a lot of shouting.

Whether the PCs tense for battle or go to investigate, read the following:

The source of the commotion soon reveals itself, as a pair of village boys comes charging out of the woods. One wielding a wooden sword is chasing another carrying a stick and wearing a floppy hat. The front one is not looking at where he's going and charges squarely into (pick a PC at random).

Josephan, the boy in the floppy hat, isn't big for his 11 years (about the size of a small elf), so he has no chance of knocking over a dwarf or larger PC. If he runs into a smaller PC, though, feel free to roll it out.

Josephan and Jimimin (the boy with the sword) are playing a game they call Knight and Warlock, where the "knight" must pursue the "warlock" and put an end to his evil ways. They have been raised on stories of witches and warlocks and Knights In Shining Armor, so they look upon any human-size PC wearing shiny heavy armor with awe and ask for that PC's name and what kind of knight they are—even while apologizing for running into the PCs in the same breath. They did see the PCs go

out into the woods earlier, and ask eagerly if they found anything interesting. If the PCs regale them with stories of fighting fiendish creatures, the boys are quite impressed. If the PCs mention meeting a ranger or druid, though, or someone named Jenasay, they get confused looks in return. The boys don't recognize the name and say that the only "woodsmaster" they can remember is Old Man Maginty, and he died a couple of years ago.

If the boys are asked about recent local events, they shrug and say that they don't quite understand it all, but trust that their parents and the other village adults know what they're doing. They are sorry to see Jeraleen get sick (they liked to tease her) and Jaspree get into trouble (she used to watch them while their mothers worked), but don't really know what to make of it all.

If the boys are asked if they've seen anything odd or scary lately, though, both pause for a moment and look at each other before answering "no". If a Sense Motive check is made against a (DC 12) Bluff attempt, PCs can tell that the boys aren't being forthcoming. If questioned in soothing tones and with a Diplomacy check (DC 15), they admit that they caused a rockslide that uncovered a cave with a couple of dead bodies in it deep in the forest about a month ago, and it was really creepy and something about the cave made them feel uncomfortable, but the PCs can't tell any adult about this or they'll get in trouble, 'cause they weren't supposed to be that far out in the forest. If the PCs have already learned the location of the burial cave, they can determine from the boys' description that it's either the same location or in the same general area.

After finishing their encounter with the PCs, the boys scurry off as they continue to play their game, but this time the "knight" is named after the most knightly-seeming PC.

◆ **Jimimin, Josephan:** Male (adolescent) Human Com1; hp 3; AL NG.

If the PCs are returning at midday and seek to speak with Momarie, go to Encounter 4.

If the PCs are returning at midday and seek to speak with Karri, go to Encounter 6.

If the PCs are returning at midday and seek to speak with Dagonar, go to Encounter 7.

If the PCs are returning at midday and seek to speak with Merriman and the elders, go to Encounter 11.

If the PCs are returning in the early afternoon, go to Encounter 11.

ENCOUNTER 11: THE STORY IS REVEALED

The PCs could come to this encounter in a variety of ways. How they come here affects how the encounter starts:

- **If the PCs came here from Encounter 4,** then Momarie sends Jessica out to call together the village elders at the inn. Momarie then leaves Jessica at her

home to look after Jeraleen and Kathamay while she attends the meeting. Use Description 1, below.

- **If the PCs came here because they arrived back at midday and sought to speak with Merriman and the elders,** then they are directed to Merriman by any of the villagers. He greets them and listens to what they have to say about what they found. If mention is made of encountering a female ranger or druid in the forest, he looks at the PCs incredulously and says that there hasn't been any such person "around these parts" in almost 30 years. If they describe her, or mention Jenasay's name, Merriman turns white as a sheet and tells the PCs to wait for him in the inn; he has to collect the other elders to hear the PCs' account. Use Description 2, below.
- **If the PCs came here because they arrived back at early afternoon,** they find Merriman, Dagonar, Karri, and the village elders (including Momarie, Barlomew, Tomolin, and Kenothin) assembled in a meeting in the inn. They are discussing what they should do about Jaspree and Kathamay when the PCs arrive. Use Description 3, below.

(Description 1:) *Within a half-hour all of the elders, as well as Dagonar and Karri, have been assembled in the inn. Momarie has joined you there as well. All but Momarie look at you expectantly; she looks shaken as she turns to face the villagers.*

"These here folk have got something to say that you all need to hear," she says, and then turns to you. "Tell 'em what ya told me, an' make sure you don' leave out no details."

(Description 2:) *The innkeeper serves you drinks as you wait, but you don't have to wait long. Within a few minutes the village elders start streaming in, eventually including Karri, the priest Dagonar, and the old woman Momarie as well. The last to arrive is Merriman. He still looks quite pale, and some of the elders ask him about it.*

"Shush," he tells them, "these people have something to say that all of you need to hear. That's why I called for all of you." He turns to you. "Tell them what you told me, particularly about who you say you met."

(Description 3:) *All of the village elders, as well as Dagonar and Karri and even the old woman Momarie, are assembled in the inn, apparently in some kind of meeting. From the sound of it, they were discussing the disposition of the two accused witches when you walked in. Now all eyes turn to you.*

"Ah, did your investigations in the forest bear any fruit?" Merriman asks. "Tell us what you have learned."

The elders listen grimly when the PCs describe their encounter with fiendish creatures and seem incredulous when they mention meeting a female ranger or druid-type. If the PCs describe Jenasay, though, some of the elders begin to pale, and if they mention her name, they are met by stunned silence. All of the assembled, except for Dagonar, Karri, and the innkeeper (who was too young to remember the previous witch burnings) look to be in various states of shock or dismay, even fear. When the PCs inquire about the elders' reactions:

“Th-that can’t be right,” the man you’ve come to know as Barlomew stammers, “she’s been dead and gone since. . .”

He suddenly shuts his mouth and looks as if a horrifying thought has just occurred to him. But Momarie finishes for him.

“Since the last round of witch burnings scarred this place,” she adds. She cackles. “Well, well. Looks like youall didn’t take care o’ her as well as you thought. Didn’t I tell ya that you were being’ damned fools?”

In response, Barlomew glares at her darkly.

Depending on the responses from the PCs and/or their questions, they can learn the following from Merriman and the other elders:

- Jenasay was a “woodslady” who was accused of being a witch 29 years ago.
- She had a sister, Tanelee, who lived with her out in the forest and was also accused of being a witch.
- The main circumstance that led to the accusations was a wave of mischief caused by impish creatures that rampaged through the village and surrounding farms one night, but there had been other odd events for many days before that. (PCs carefully watching the reactions of the elders can notice, on a Sense Motive check, that Momarie seems uncomfortable at this description.)
- Jenasay was suspected of being a witch because she had long been at odds with the villagers for one reason or another and most certainly bore them some grudges. (Barlomew is the speaker on this point, and a successful Sense Motive check on him gives the impression that he’s not telling the whole truth here.)
- Tanelee had also long been known to talk to spirits and had occasionally been seen working “strange magic.”
- When the villagers went to confront Jenasay and Tanelee about their “concerns”, they found Jenasay in a weakened state, as if working some powerful magic had drained her.
- The two were taken back to the village and “questioned,” and Tanelee eventually admitted that she was, indeed, a witch. But they all were sure that she was just covering for her sister, since Tanelee was known to be a simpleton. Rigorous testing proved that Jenasay was one, too. (PCs watching the elders carefully will note that some, including Momarie, seem very uncomfortable with the way this is described by Tomilon.)
- Both sisters were burned at the stake, but they didn’t burn properly and survived the experience—though their clothes and the stakes they were tied to didn’t. That was the last straw to all those who had doubted. (Momarie looks uncomfortable about this, as does Karri and Dagonar.)
- Dagonar’s father, who was the village priest at the time, looked up accounts of dealing with witches in the old records and found reference to a sure-fire way to dispose of a witch: gag them, stake them to

the ground inside a cave, then seal them in. That’s what they did. PCs who make a Knowledge (arcana) check (DC 25) after hearing this statement think that this sounds more like a means for sacrificing someone as part of an empowerment ritual.

- Dagonar’s father even put wards on the cave to make sure they never left, and no one goes near the cave.
- The villagers swore to never speak of Jenasay or Tanelee again, lest they call their evil back into this world.

If the PCs suggest that Jenasay might have survived the experience, the elders point out that the way the PCs described her is exactly the way she looked back then. (Or they can offer a description of her, which more or less conforms to the person the PCs met.) If the PCs suggest that Jenasay is now likely an undead, the villagers are uniformly appalled. They implore the PCs to put this evil to rest once and for all.

If the PCs question the motives of those who accused Jenasay in the first place, Barlomew and Tomolin immediately deny it - although a successful Sense Motive check gives the PC the impression that their denial lacks full conviction. The men won’t speak on their motivations at the time in any case.

If the PCs haven’t already suggested it, at some point during this discussion Karri speaks up and suggests that the one sure way to find out if the Jenasay that was buried 29 years ago is the same as the one now is to investigate the burial cave. The elders give the PCs directions to the cave upon request but refuse to go there themselves, since they think the site is probably cursed. If the PCs ask where exactly they found Jenasay and Tanelee before, the villagers describe a cabin set into the side of a hill deep in the woods.

This is meant to be a fairly dramatic encounter, so there are other avenues the PCs might take here, such as throwing accusations around and so forth. In any case the NPCs should make their best effort to convince the PCs that, regardless of what they might think, Jenasay or whatever power is behind her is clearly a menace that must be dealt with.

The meeting breaks up when the PCs leave. If they have not already spoken to Momarie about the two sisters that were burned as witches (as described in Encounter 4), or if one or more indicates that they want to speak to her afterwards, she pulls them aside as they go and tells them (out of hearing range of everyone else) that she’s certain Jenasay and Tanelee were innocent because she knew who was responsible for the imps, but that person “ain’t no longer a threat to anyone.” If accused of being the one responsible, she admits it, but only with the additional notes that she it was an accident and that she gave up the old ways a long time ago and has dedicated her life to making amends for that incident. She also admits, if asked, that she didn’t speak the truth 29 years ago because she feared what might happen to her.

If the PCs seem inclined to rest and recuperate for the night before going out to the cave, Dagonar offers to use all his healing magic to encourage them to help them

heal up and Karri implores them to deal with this matter “before anyone else can be hurt.” If they still insist on spending a night in the village, then repeat Encounter 3.

If the PCs head off to the cabin rather than the cave, they are met on their path by a reddish-furred squirrel—something that any druid can tell immediately isn't natural for this area; other PCs can make a Wilderness Lore check (DC 15) to determine this. The squirrel cocks its head at the PCs, seems to beckon them to follow with one paw, and then scampers off on a path that eventually leads the PCs to the cave. This is a *silent image* generated by an invisible Tanelee, who is leading the PCs. She will only be detected if a PC has *see invisibility* up in a forward arc and makes a Spot check (DC 20), since she is also flitting amongst trees. In this case she is seen as a ghostly image at too great a range to be identified.

Once the PCs are headed to the cave, go on to Encounter 12.

ENCOUNTER 12: AT THE CAVE

This is intended to be a roleplaying and investigative encounter, but it could play out as a combat encounter instead if the PCs get overzealous. If given the chance, Tanelee can fill in the gaps in the PCs' knowledge about the events leading up to the current circumstances.

If the PCs leave for the cave sometime during the day then they arrive there late afternoon, regardless of what time they set out. (Assume that they had problems with the directions that delayed them if they set out earlier than early afternoon.) If they do come here the first night in town, they find the cave as described below, except that Tanelee is not present. In this case they encounter her later in the forest, when they head to the cabin.

If the PCs were led here by the illusionary squirrel described in Encounter 11, add it into the description given below:

The trees of the forest thin somewhat, allowing you to spot several rocky crags ahead. From the description you were given, the cave you seek is located high up on the large, broad crag up ahead. A small dark spot just above a rock fall, about thirty feet above the forest floor, might be your destination.

PCs who just climb up to the opening require a Climb check (DC 10). On a Search check (DC 15), a rough path winding up the crag can be found instead which does not require a Climb check. The path is narrow and inaccessible to any size Large or larger creature.

As you near the dark spot, you can see that it is a small gap in a pile of rocks that conceal some kind of larger opening. Although you thought at first that it might have been some kind of landslide, at a closer look it's clear that the rocks were piled that way deliberately. Some of the rocks are so large that it probably required three or four strong men to move them into place.

As you examine the place, not even the warmth of the late afternoon sun can help you suppress a shudder. It is distinctly

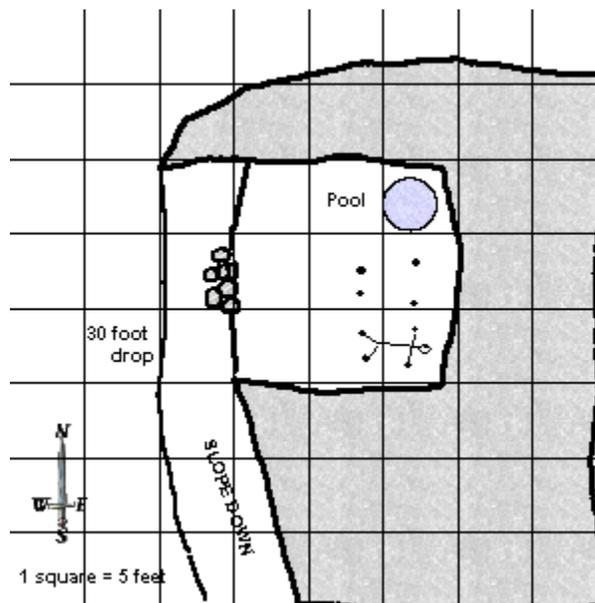
colder here than it was on the forest floor, and it gets colder the closer you get to the rock pile.

The cold near and inside the cave is not enough to adversely affect the PCs unless they are exposed to it for an hour or more, in which case any unprotected PC must make a Fortitude save (DC 15) or take 1d6 subdual damage and be considered fatigued (see the rules in the *DUNGEON MASTER'S Guide*). Any PC that, in your judgment, is skimpily dressed needs to make this check every 10 minutes instead. The cold does seem to originate from inside the opening.

The opening in the rocks is only big enough for a Small PC or a slightly built (your judgment) Medium-size PC to pass through, and only if that character is wearing light or no armor. A larger Medium-size PC not wearing armor makes it through on an Escape Artist check (DC 30), or the PCs could just spend some time enlarging the opening. A PC with a Strength of 12 or greater can clear an opening sufficient to allow any Medium-size or smaller creature through with five minutes of effort.

When PCs are able to look into the cave:

The cave on the inside is 15 feet in diameter and about half as high. In the back left corner of the cave is a shallow depression that seems to hold some kind of liquid. In the back center of the cave two sets of metal stakes have been pounded into the ground. One set goes through the lower arms and leg bones of a human-size skeleton, while the other set is positioned as if it might have once done the same, though there is no longer a body in evidence. A drawing of some kind is etched on the wall above the skeleton, and similar drawings surround the skeleton on the floor.



Because it now represents a direct link to the Dark Powers, the cave is brimming with an intense, palpable evil. A *detect evil* used on or in the cave registers an overwhelming result, and an accurate reading on individual objects or people inside the cave is impossible

to register (describe this as “background interference” should the issue come up); *detect magic*, however, reveals only faint Necromantic magic. Any non-bonded animal balks at entering the cave, and even bonded animals are skittish. Any neutral-aligned PC who enters the cave feels distinctly uncomfortable but suffers no ill effects. Any good-aligned PC who enters the cave feels as if the air itself is oppressive; they suffer the following effects:

- -2 penalty to all skill checks requiring concentration.
- Must make a Concentration check (DC 15 + spell level) to cast any spell.
- Divine spell casters are unable to draw on spells from good-aligned gods.
- Turning undead is impossible, as are other effects involving channeling positive energy (such as certain feats from *Defenders of the Faith*).
- After one minute in the cave, good PCs must make a Will save (DC 18) or be struck by an acute case of claustrophobia that forces them to exit the cave as swiftly as possible. If the save is successful, it must be repeated every five minutes, with the DC increasing by 2 each time. PCs that attempt to reenter after having exited the cave once from this effect must make the saving throw again immediately. This is not a fear effect.

An active *protection from evil* or *magic circle against evil* allow the PC to avoid the first two and last effects, though PCs with one of these spells up feel as if some great weight is pressing against their magical protection.

Be sure to dramatize these effects! Those able to withstand the cave and search it discover that the liquid in the depression is vinegar, and the skeleton still pinned to the ground can be confirmed as that of a human woman on a Heal check (DC 15). A *Speak with Dead* spell cast on the skeleton fails, since Tanelee has been animated as an undead. (But you could have Tanelee's appearance, as described below, coincides with the completion of the spell for dramatic effect, in which case you may have to modify the given descriptions). Old bloodstains can be found around and on the other spikes, which are still firmly planted into the stone floor. The drawings are symbols of Pholtus that appear to have been defaced and corrupted.

A PC who searches the walls of the cave carefully can discover, on a DC 25 Search check, that there appears to be something underneath a caked-on layer of soot and grime covering the walls. If time is taken to scrape the top layer off, several painted pictographs are found. These pictographs are very old and done in a language that predates even Flan. If a PC uses *Comprehend Languages*, makes a Decipher Script check (DC 30), or actually knows the Ur-Flan language (and it must be this specifically), then she can estimate that the pictographs are an homage to ancient gods, including descriptions of ceremonies to those gods. The names of the gods cannot be discerned from the writing; the ceremonies vaguely resemble rites for conversing with extraplanar creatures to those who make a Knowledge (arcana) check (DC 30).

There is nothing within the PCs' power at this time that can negate this link to the Dark Powers. The best they can do for now is to seal the cave back up.

After the PCs have been in the cave for a few minutes (or near the cave if they never enter), Tanelee appears to them. She uses *alter self* to make herself appear solid, and uses *invisibility* to approach unseen. She seems to appear suddenly by dismissing her *invisibility*, and PCs have no chance to detect her approach because of the natural silence of her state of being:

“Such a shame, what happened to them,” says a soft feminine voice from somewhere near (choose the PC with the most isolated location). **Startled, you all turn in the direction of the voice and see a tall, slender human woman in her late 20s who was certainly not there a moment before. Long, wavy dark blond hair complements a face that is quite attractive but sad as it gazes in the direction of the skeleton. Her simple, well-worn dress, bare feet, and casual stance suggest that this is a woman of common background, and the accent of her voice is similar to those of the locals. You are absolutely sure that you did not see her in Dunmarsh, however.**

“The one who remains now walks the spirit realm, and the one who is missing now walks the physical world,” she continues. She shakes her head as she adds, “this should never have happened.”

Tanelee is suppressing her ghost abilities at this point, so nothing short of a *true sight* allows the PCs to determine that she is a ghost. A *detect undead* or *deathwatch* reveals only that Tanelee is undead, and attempts to see through her “disguise” fail since this would be her real appearance were she solid. Any nonmagical solid object that comes into contact with Tanelee does pass through, however, and a character or creature with Scent can notice, on a Spot check (DC 20), that she has no discernible scent.

If the PCs act defensively, Tanelee waits patiently until they settle down enough to speak to her. If they attack her at any point, she unmanifests while trying to convince the PCs that she only wants to speak with them; she means them no harm. If this approach does not seem to be working, she retreats into a wall and will not be seen again until Encounter 13. While in the cave, Tanelee has a +2 bonus to attack and damage rolls, saving throws, her spells' DCs, and hit points per HD.

When the PCs do decide to talk to Tanelee, they will doubtless have questions. Use the following responses as guidelines to how she answers the PCs. Starred replies should only be given if the PCs specifically ask that exact question. As a rule Tanelee does not outright admit who she is unless specifically asked about it, and does everything she can to relay the real reason she and Jenasay were marked as witches. While role-playing Tanelee, give the impression that she is deeply saddened and inoffensive, but quite earnest about the need for her sister to be foiled. Add random references to spirits where feasible.

Who are you?

"I am kin to these two poor souls, and one that has had contact with the One That Walks."

Are you Tanelee?

*"Yes."

How are you here? Aren't you dead?

*Tanelee looks embarrassed. "Well, I talked to the spirits for so long that they apparently called me to join them when I died. My sister's call brought me back to this world, but I am still a spirit."

Why are you here? (If the PCs know that she's Tanelee)

"Because I need to speak to someone about what's happening, and you seem like the most reasonable souls. You see, my sister intends to punish everyone involved in unjustly accusing us, but she's going too far."

Why are you here? (If the PCs don't know she's Tanelee)

"I wanted to try to convince the older of the two sisters to back away from her awful vengeance. But I'm afraid I wasn't successful. She intends to punish everyone involved in unjustly accusing her and her sister, you know."

Unjustly? What do you mean?

"Jenasay was a protector of this land and its people, but she did most of her work far away from the villages so they probably never knew about those efforts. What they did know is that she had a problem with the plans of some of them to clear additional forestland drain a nearby marsh. There was conflict over that, and it got ugly at times. She thinks that certain men in Dunmarsh picked her out as a witch because they wanted her out of the way. She has vowed to make those men and their descendants suffer."

Suffer how?

"By inflicting some of them with her evil curse and manipulating the villagers into thinking that others were responsible." She wrinkles her nose. "She seems to think that getting the villagers to kill their own innocents over this is a fitting vengeance."

What do you think about that?

"I think it's wrong. Yes, what was done to her and her sister/us was a vile thing, but inflicting such terrible retribution is just compounding the evil. What's done is done, whether right or not, and it should be let rest. The spirits will inflict the proper punishment on the evil men when their turn comes to pass into the spirit world."

How does her sister fit into all this?

"Tanelee, you mean? Jenasay called her back from the spirit realm to assist her in her vengeance. I think Tanelee came back because she felt guilty about not protecting her sister when she was vulnerable, but now she's being compelled to do tasks for her sister, even though she doesn't really want to."

How do you fit into all of this? (If the PCs do know that she is Tanelee)

She sighs. "Jenasay called me back from the spirit realm to assist her. I felt guilty about not protecting her when she was vulnerable, so I came. I wouldn't have if I had known what she was really planning, but I can't resist now because she's compelling me to help her. The evil that brought her back must have made sure that she could do that."

How do you fit into all of this? (If the PCs don't know that she is Tanelee)

"Well, I'd heard stories about what happened to my cousins for years, so I finally got around to coming and investigating for myself. That's when I came across Jenasay. She didn't kill me because I was kin, but I did have a good long talk with her, and even got to see a bit of Tanelee's spirit, too."

Note: Any PC who makes a Sense Motive check against a Bluff check of 15 in response to this answer can determine that Tanelee is not being straightforward here. (It shows in her body language, because she has no experience with lying to other people.)

Not protecting/left vulnerable? What do you mean?

(Alter to a first-person perspective if she has already confirmed to the PCs that she is Tanelee.) "Well, as I understand it, Tanelee was kind of messed up in the head. She wasn't really aware of what was going on around her most of the time, and so didn't put up any resistance when the villagers came for her and Jenasay. And Jenasay couldn't fight back at the time because she was really weak from recent battles with some kind of dark spirits that almost killed her. Shadows, I think she said they were, and she was fighting them to keep them from besetting the villagers." She seems frustrated and angry as she says this. "And Tanelee didn't hold up well under the torture the villagers put them through to get a confession, either. She eventually broke down and admitted everything, even though she hadn't done anything."

So neither sister was actually a witch?

She is taken aback at the question. "Of course not! Tanelee had some magic and talked to spirits, but she was too simple to be malicious. And Jenasay drew her power from nature, not the Old Ones."

How did they/you survive being burnt at the stake?

"Jenasay used some kind of magic—I think she called it 'endure elements'—to help them/us resist the flames. But the smoke almost did them/us in anyway. They/were weren't in any kind of shape to put up a struggle after that."

Why are you telling us all of this?

"Because even though Jenasay was treated unjustly, this vengeance she is undertaking is wrong. She has hurt and

killed people who weren't even born yet at the time, and doesn't seem to care. For the sake of her immortal spirit, she must be stopped. And I can't do it myself."

What can you do to help us?

Note: This part Tanelee tells the PCs even if they don't ask this question.

"You can find her at the cabin she shared with me/her sister. I think she is preparing something there, but I'm not sure what. I can give you the directions from here."

What exactly is Jenasay?

*"She is the walking dead disguised as her former self. By night her head separates from her body and flies off to feed on and infect her victims with evil spirits. She is a fearful sight in that form."

When the conversation seems to be wrapping up, or when the PCs indicate that they are ready to leave, read the following:

The woman cocks her head as if listening to something beyond your hearing. "It is time for me to leave now," she says. She turns and moves as if intending to leave but pauses and looks back at all of you.

"Oh, yes. One other thing. Should any of you see me again, you must try to kill me as quickly as possible, for I will most assuredly have no choice but to try to kill all of you."

She then walks straight into the nearest wall and passes out of sight.

The finale awaits. Go to Encounter 13.

APL 4/6 (EL 7)

➤ **Tanelee:** Female human ghost Sor5; see Appendix I.

APL 8 (EL 9)

➤ **Tanelee:** Female human ghost Sor7; see Appendix I.

APL 10 (EL 11)

➤ **Tanelee:** Female human ghost Sor9; see Appendix I.

APL 12 (EL 13)

➤ **Tanelee:** Female human ghost Sor11; see Appendix I.

ENCOUNTER 13: THE FINAL TRUTH

In the name of God, impure souls of the living dead shall be banished into eternal damnation.

- Hellsing

This encounter only takes place in the wake of Encounter 12.

During Jenasay's time exploring the world she traveled and fought extensively amongst adventurers, so she is quite familiar with their behavior and tactics. While participating in guerilla wars against marauding armies of Iuz, she also picked up many nasty tricks for dealing with large groups of opponents. She intends to use this knowledge in the confrontation with both the villagers and PCs that she has long known would be inevitable. She has been preparing for that occasion for quite some time, and now it has arrived. (See the Setting subheading, below, for details on her preparations.)

The villagers have not been idle, either. The four original instigators—Barlomew, Tomilon, Kenothin, and Kethoral—gathered the villagers of Dunmarsh in the wake of the PCs' departure from Encounter 11. They convinced the villagers that Jenasay was their original problem, so they should be the ones to put her to rest once and for all. With the encouragement of Dagonar (who sees an opportunity to establish his reputation and well as an opportunity for retribution), the villagers were roused into a mob, which headed off in the direction of Jenasay's cabin. They arrive slightly before the PCs.

Should the PCs return to Dunmarsh before going to the cabin, have them find only a few people present, with a distraught Karri rushing up to them and informing them that the villagers have gone to try to deal with Jenasay themselves. She can point the PCs in the right direction, and the villagers' trail isn't hard to follow.

The wind stirs the trees overhead, creating an ominous rustling of leaves that echoes your footsteps as you hurry in the direction of the cabin. Stronger than the light breeze you felt early in the day, it carries a distinct chill and a foul, musty odor, one that provokes images of rot and decay. Though such smells are not unknown in nature, its strength timing strikes some of you as a portent of what you might find at the end of your trek.

Through the trees to the west, you can see the sun sinking lower on the horizon. Dusk is not far off.

If the PCs wish to cast preparatory spells before approaching the scene, now is the time for them to do them.

The sun only barely shines over the horizon as you approach the clearing that is supposed to be the cabin's location. Up ahead you can see flickering lights amongst the trees and hear a commotion, as if many angry voices were speaking loudly. One shouts above the others.

"Come out, witch!" A man shouts with great vehemence. "We know you're hiding in there. Come out, and face the punishment that should have been yours all those years ago!"

Any PC making a Listen check (DC 15) can identify the speaker as Barlomew.

There are two groups of villagers present. The main body of 20 men and women—those armed with torches, spears, and pitchforks—are clustered closely together at the edge of the clearing, as indicated on DM's Map: Encounter 13. Another 30 individuals, mostly women and older children (those here merely to observe) are

scattered about in a rough semicircle 20 feet behind the main group. The PCs have come up 50 feet behind them at the time they hear the above shout, which puts them 80 feet shy of the clearing.

The PCs can undertake one full round of actions before Jenasay reacts to the crowd. Because they are in medium woods at this point, they may move normally but cannot run or charge until clear of the woods. If PCs move toward/into the main crowd, be sure to note *exactly* where they are. If they attempt to speak to the villagers, allow them only six seconds of real time to speak. If any of them manage to get to the edge of the clearing in that round, read them the following description. (If the PCs do not get a look at the clearing until later, read the description below but amend it accordingly.)

The ground feels soggy beneath your feet as you reach the edge of the woods. Beyond lies a roughly semicircular clearing fronting a large hill. Set into the side of the hill is a cabin in a serious state of disrepair. Shutters hang loose from its one front window and the door, still attached by one hinge, stands open. A freshly cut cord of wood is stacked by the door, though, and a torch does sputter in a holder set a few feet out from the door. Though its light augments the fading sun, you cannot see any signs of activity in the cabin. Several of the village men are here in a cluster at the edge of the clearing, however, and they look quite angry.

Any PC that somehow manages to get into the clearing in one round (remember, they must go through or around the villagers) must deal with the various protective measurements Jenasay has put in place; see the map for this Encounter for the placement of her defenses and the Setting subheading, below, for details on them. If a PC manages to avoid the defenses and get up to the torch (theoretically possible) in one round, that PC sees Jenasay's bear companion standing in the shadows near the doorway on the inside of the cabin. Jenasay is not yet visible even to a PC that gets this far, however, as the shadows and concealment of the cabin hide her well.

Once the PCs have had their round of actions, Jenasay's spell goes off. It is an *entangle* at APL 4 and a *briar web* at all higher APLs, and it is centered in the middle of the main group of villagers. (If a PC managed to get up to the torch, Tanelee also attempts to use *telekinesis* to throw that PC back.) For purposes of dramatic effect, all the villagers in the area of effect are automatically entangled (but pretend to roll anyway); PCs within the area of effect are allowed regular saving throws. As the rest of her action, Jenasay steps out to the torch and speaks. Use the most appropriate of the following descriptions:

(If the PCs can only hear Jenasay:) ***A single voice cuts through the cries of alarm and panic voiced by the villagers from the sudden appearance of the entangling vines/thorns. It is a woman's voice, but cold and hard.***

"Here I am, Barlomew!" she shouts. "But this 'witch' isn't so helpless this time." It is the voice of the woman you spoke to at the clearing, the woman that has been identified as Jenasay.

(If some of the PCs are in position to see Jenasay:) ***You see a figure step out of the doorway and up to the torch—a tall human female wielding club and thorn-spiked wooden shield, the same one you met in the pentagram clearing. Her face is ablaze with anger. Behind her, a rather large bear ambles out of the cabin.***

"Here I am, Barlomew!" she shouts. "But this 'witch' isn't so helpless this time." It is the voice of the woman you spoke to at the clearing, the woman that has been identified as Jenasay. She then looks at you and says, "these villagers and I are going to have a little chat about the wrongs they have done me and my sister. My quarrel is not with you, heroes, so you are free to leave or stay and bear witness as you choose. Either way, it is not your place to interfere."

If the PCs are not immediately visible to Jenasay, she says the last when they become visible to her. How the encounter resolves from here depends on the PCs' actions. There are three possible ways they could react:

PCs React Hostilely

If the PCs start casting spells or seem ready to attack at any point before Jenasay has had her say, she puts her foot against the torch and declares, "stand your ground, heroes, or these folk will find out what being burned alive felt like!" If the PCs insist on pressing forward, Jenasay kicks over the torch stand and sets the clearing aflame. Refer to the Setting and Combat subheadings, below. If they ask what she means by that, she smiles coldly and says, "Surely you have noticed the soggy ground? It has been soaked with a highly flammable alchemical compound. Should any fire touch the ground, this place will become a raging inferno within seconds."

PCs Do Not Interfere

Jenasay declares the following to the villagers:

"People of Dunmarsh, know that you have brought this evil upon yourselves! I devoted my life to careful management of these lands and protection of you and yours, and what was my repayment? Four of your men bore false witness against myself and my sister, for sake of resolving a mere disagreement! For that we have suffered mightily, and for that so now must you suffer. What fools you are, to be so easily convinced to kill some of your own! Those sparrows you sought to burn at the stake had no part at all in the evil that transpired, and now you must all live with your mistake. Or at least some of you will.

"The four that were my accusers—Barlomew, Tomilon, Kenothin, and Kethoral—you will die tonight for your parts in bringing this fate upon me. Such is the vengeance of Jenasay."

Jenasay then moves to kill the aforementioned four individuals, which might be enough to provoke the PCs to get involved. Go to the Combat section, below, if the PCs attack (although she does not set the clearing aflame in this case) or the Speak With Jenasay section if they try to talk her out of it. If the PCs don't interfere right away, be sure to describe how she tears through the web/entanglement and viciously bashes in the skull of

the nearest offender—Barlomew, to be precise—and then the other three men in succession.

PCs Speak With Jenasay

If the PCs decide to speak with Jenasay, she engages them in conversation as long as there is no evident attempt to interfere with or rescue the ensnared villagers. Her tone should reflect extreme bitterness and anger. Following are responses that Jenasay may make to PC statements. Adapt these as appropriate and use them as a guideline for responses to anything else the PCs might say to her.

Stand down, Jenasay.

“Why should I? For years I devoted my life to maintaining these lands and these people, and what do I get for it? They bear false witness against me and mine, and consign us to damnation.”

Who, specifically, are the guilty parties?

“Barlomew, Tomilon, Kenothin, and Kethoral among those that are living, and the father of that priest.”

What, specifically, did they do?

“I was at odds with them because they wished to drain a marsh that I felt would have been harmful to the local ecology to do. They wouldn’t have needed to do it had they managed their lands better! They accused me to get me out of the way. (To Barlomew:) Didn’t you, Barlomew?” (Barlomew does not answer, but looks guilty.)

You are bringing harm to these people. It is not right.

“Was it right that my sister and I had to experience Hell because of their self-serving needs? They committed a great evil against me and my kin, and for that retribution is deserved.”

This is not the way to gain justice.

“I have gone nigh thirty years unavenged, while these lot reap the rewards of their evil. How else shall justice be done? How else shall vengeance be gained?”

But you are harming people that were not part of the original incident.

“What matters that? Their blood is tainted by association, and how better to make the true perpetrators suffer than by making them feel the anguish of loss?”

We will see that justice is done.

“And how will you do that, hmmm? Will you punish them yourselves? None of you bear any legal authority in these parts.”

The key to this roleplaying is for the PCs to convince Jenasay that they will make sure the sins committed by her accusers are not forgotten. The best possible proposal is that they will help spread word of the offending deeds, so that the four leading culprits may be censured appropriately by their fellows, but other proposals might be sufficiently convincing. A good argument and a

successful Diplomacy check (DC 15 or 20, based on your judgment of the strength of the PCs’ argument), gets Jenasay to back off from setting flame to the clearing. She does not admit this outwardly, however, instead giving the following response:

Jenasay seems to waver for a moment, and then her expression hardens again. “No! I will not let you deny my vengeance!” She grips her cudgel and shield firmly. “If you want to save their lives, heroes, then you must go through me to do it.”

If the PCs initiate a combat without getting this concession or allowing Jenasay to speak her peace as described under the PCs Do Not Interfere section, above, then she sets fire to the clearing on her first action.

During the above interaction or combat below, the villagers remain stationary on Merriman’s advice. (He quickly realizes that they cannot move through the *briar web* without harming themselves.) They only struggle to try to free themselves if the clearing is set aflame, but each villager needs a 19 or 20 roll on a Strength or Escape Artist check to do so and takes appropriate damage in the process, which will be enough to render most of the villagers unconscious.

Setting

The area in and around the cabin have been rigged with a few special features to give the advantage to Jenasay:

Dead Plant Zone: This 10-foot radius area around the cabin’s entrances has been scoured clean of vegetation. No plant-based spell (such as *entangle*) functions here.

Flammable Substance: The ground from the dead plant zone to 10 feet deep into the woods has been saturated with a highly flammable oil-based compound. This makes the ground soggy and somewhat slick; although it will not impede movement for those being careful, those attempting to run, charge, or jump in this area must make a Balance check (DC 12) or lose their footing and fall. Any direct exposure to flame ignites the entire field. Those in the area of effect take 1d6 damage per round and must make a Reflex save (DC 15) or any nonmagical clothing they are wearing catches fire, dealing an additional 1d6 damage immediately and each round until a successful Reflex save is made. The fire, once ignited, burns for 10 rounds or until extinguished.

The *entangle* or *briar web* spells, once ignited, take two rounds to burn away. The fire also ignites any forest square it enters and has a 30% chance of spreading to neighboring forest squares each round. (There is still a good amount of moisture in the trees from the previous rains.) Ignited forest squares are treated as being aflame for purposes of Reflex saves and damage rolls, though individuals passing through them do not run the risk of their clothing catching fire.

Pit Trap: Although these 10-foot pits hinder anyone attempting to approach the cabin that does not know the safe routes, they are also designed to disrupt charges. Any charging PC who must make a Reflex save to avoid one,

even if successful, is left out of step from their charge. At higher APLs the pits also have spikes and even poison.

APL 4: CR 1; no attack roll necessary (1d6); Reflex save (DC 18) avoids; Search (DC 20); Disable Device (DC 20).

APL 6: CR 2; no attack roll necessary (1d6), +10 melee (1d4 spikes for 1d4+1 damage per successful hit); Reflex save (DC 18) avoids; Search (DC 20); Disable Device (DC 20).

APL 8: CR 3; no attack roll necessary (1d6), +10 melee (1d4 spikes for 1d4+1 damage per successful hit + poison; DC 14 Fort save, 1 Con initial and unconsciousness secondary); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

APL 10: CR 4; no attack roll necessary (1d6), +10 melee (1d4 spikes for 1d4+1 damage + poison per successful hit), poison (DC 14 Fort save, 1d4 Str initial and 1d6 Str secondary damage); Reflex save (DC 22) avoids; Search (DC 20); Disable Device (DC 20).

APL 12: CR 5; no attack roll necessary (1d6), +10 melee (1d4 spikes for 1d4+1 damage + poison per successful hit), poison (DC 18 Fort save, 1d6 Dex initial and secondary damage); Reflex save (DC 22) avoids; Search (DC 20); Disable Device (DC 20). **Spike**

Growth: At APL 8 and above, Jenasay has laid a *spike growth* in the area of the clearing surrounding the dead zone (as indicated by the shaded area on the map).

Wood Pile: This 5-foot high stack of wood provides 3/4 cover against any ranged or reach attack whose line of sight crosses its square. Attempting to occupy this square costs an extra 5 feet of movement to get on top of the pile and a Balance check (DC 15) to remain there. The pile can be knocked over as a full-round action requiring a Strength check (DC 20).

Hill: The hill slopes steeply up to a height of 30 feet. Any PC crossing it is slowed to half speed. At APL 8 and above the hillside has been peppered with *snares* spells cast at Jenasay's druid level. Any PC crossing the hill when so protected trips one unless they are taking time to search.

Cabin: The interior of the cabin contains two beds, a shovel, a table, hooks on the wall for holding a shield, a large pile of straw (for the bear), the wooden outline of a woman's foot on a short stick, and a small tub half-full of vinegar (about 5 gallons of it are present). A hidden trap door (Search check at DC 20 to find) allows access to a 15-foot square cellar, which reeks of rot. Hidden in a corner of the cellar is a box containing Jenasay's treasure; see the treasure summary at the end of the module for details, since this shouldn't become relevant in this encounter.

Combat

If the PCs attacked Jenasay immediately, then sunset happens on the second round of combat. Otherwise sunset has happened by the time the combat starts. At all APLs Jenasay retreats to fight beside the woodpile once the PCs engage her in melee unless circumstances dictate otherwise (such as being engaged solely by PCs with reach weapons). If engaged in melee by multiple PCs, she concentrates on downing one before moving on to the next, choosing any PCs who made a show of affection in

Encounter 9 over those that did not. If this did not happen, then she concentrates on obvious fighter-types first. If engaged in melee by animals that seem to be a threat to her, she uses *Animal Defiance* to attempt to turn them. If she is having repeated trouble hitting a target, she drops her offhand shield attack in favor of a +2 to her cudgel attack rolls. If she is hitting PCs easily but taking hits in the process, she uses *Expertise* to bolster her AC. She retreats back inside the cabin - and into full cover from the outside - if she is attacked solely with ranged attacks and Tanelee is not proving able to cope with them. At APLs where she has the druidic *wild shape* ability, she does not use this ability in the combat unless there is a clear advantage to doing so.

Jenasay is only destroyed completely if she takes enough damage to kill both her body and head. If she takes enough damage to kill her body, but not her head as well, then on her next action she separates her head from her body (assuming that sunset has happened). When this happens, her body collapses to dust but her head continues to fight on. She also uses her action to detach her head if she is reduced to single-digit hit points and does not seem to be effective with her melee attacks, though her body does not collapse into dust in this case. When she does separate her head, read the following:

Jenasay's skin pales to white as her whole body shudders. With a hideous ripping sound her head detaches from her body, trailing a slimy tail and internal organs as it rises from the stump. It is a truly horrifying sight.

"Gaze upon this, heroes and villagers!" the head shouts. "This is the true extent of the evil that has been caused here! Gaze upon this and tremble!"

At this point saving throws for the hideous transformation and her horrifying appearance must be made. Don't forget that PCs who glimpsed or heard her in Encounter 3 have penalties to the latter saving throw. For purposes of paladin and other fear resistances, her transformation is considered to be a fear effect. On her next action, she attempts to grapple an opponent and start feeding off him/her with her bite. (She does not have to grapple the target first; it just makes the bite attack easier.) She continues this until her destruction. If a PC with exposed flesh should melee Jenasay while in this form, there is a chance that PC might be exposed to Jenasay's vile drippings. Give any such PC a Reflex save to avoid the effect each round, with the DC depending on the amount of exposed flesh available (e.g. DC 12 for only exposed hands and head, DC 14 for fully exposed arms, DC 16 for minimal clothing, etc.). Any PC grappled by Jenasay's tail whose flesh is exposed automatically takes her vile drippings effect.

Jenasay's bear companion fights to support/ defend her to the best of its ability up until the point where she transforms (see below). It does not leave her side before this point unless forced to do so. At all APLs except 12 it is shaken by Jenasay's transformation, and so only fights after that point if threatened. It has been trained to fight unnatural creatures should this become an issue.

At APLs where Tanelee participates in the fight, she uses her *telekinesis* ability to hamper PCs as much as possible, favoring targets that are attempting to melee her. Exact uses for this ability depend on circumstances, but nabbing ranged or reach weapons from PCs and pushing PCs into pits or the *briar web* are good ideas. She can also attempt to pick up a PC and fling him at another. The PC picked up is allowed a Will save to resist, and an attack roll is required to hit the target. If successful, each PC deals 1 point of damage per 25 pounds weight to the other PC. PCs thrown into solid objects (such as trees) by this attack take 1d6 damage; PCs thrown into the *briar web* are treated as having attempted to move through the *briar web*.

Also note that, because Tanelee calls on spirits when she casts her spells, the execution of the casting is a bit different than normal. This raises the DC on any Spellcraft check to determine what she is casting by 2.

Tactics specific to certain APLs are given below.

All APLs

☛ **Barlomew, Tomilon, Kethoral, Kenothin:** see Appendix 1.

☛ **Merriman:** see Appendix 1.

☛ **Captured villagers (39):** see Appendix 1.

APL 4 (EL 7)

☛ **Jenasay:** Female penanggalan Rng2/Drd 4; see Appendix 1.

☛ **Bear, black:** hp 19, see *Monster Manual*.

Prior to revealing herself, Jenasay cast *barkskin* on herself and *shillelagh* on her club. This increases her body AC to 21 (17 for head) and her club attacks to +7 melee and 1d10+4 damage. She also still has *endure elements* against fire up from Encounter 9. If she saw the PCs use energy attacks in Encounter 8, she also casts *resist elements* on herself keyed against that energy type; the default choice is electricity.

At this APL Tanelee is able to resist Jenasay's compulsion and so refuses to get involved in the fight. (You can make an Encounter where she appears in ghostly form on her initiative and tells her sister that she will not help her in this cause.) She merely watches and does not try to defend herself if the PCs attack her.

APL 6 (EL 9)

☛ **Jenasay:** Female penanggalan Rng2/Drd 4; see Appendix 1

☛ **Bear, black, advanced:** hp 26; see Appendix 1

☛ **Tanelee:** Female human ghost Sor5; see Appendix 1

Prior to revealing herself, Jenasay cast *barkskin* on herself and *shillelagh* on her club. This increases her AC to 21 (17 for head) and her club attacks to +7 melee and 1d10+4 damage. She also still has *endure elements* against fire up from Encounter 9. If she saw the PCs use energy attacks in Encounter 8, she also casts *resist elements* on herself

keyed against that energy type; the default choice is electricity.

Tanelee appears on her first action by passing outside through the cabin's front wall. (She is inside and already manifested prior to her first action.) If multiple PCs are within 30 feet, or she can move to a location where she has multiple PCs within 30 feet, then her first action is to do a frightful moan. Afterwards, or if this option is not feasible, she carries out the task set to her by Jenasay: dealing with any PC that strikes from a distance, whether by magic or by ranged weapon. She does this first by moving near them and casting *obscuring mist* (using *invisibility* to approach the target if it cannot be done in one move). Once that has been done, or if it proves ineffective, she uses *ray of enfeeblement* to attempt to hamper fighter-types. She only resorts to hurling *magic missiles* or using her corrupting touch if the PCs prove capable of harming her directly and nothing else seems to be effective.

APL 8 (EL 11)

☛ **Jenasay:** Female penanggalan Rng 2/Drd 6; see Appendix 1.

☛ **Bear, brown:** hp 51; see *Monster Manual*

☛ **Tanelee:** Female human ghost Sor7; see Appendix 1.

Prior to revealing herself, Jenasay cast *barkskin* on herself, drank her *potion of bull's strength*, and had Tanelee use *spectral hand* to cast *cat's grace* on her. She also cast both *shillelagh* and *spikes* on her oaken cudgel. These effects raise her Strength and Dexterity by +4, which makes her new AC 26 (20 for head) and increases her initiative and Reflex saves by +2. Her club attacks are now +11/+6 for 1d10+12 damage (19-20/x2 crit), her shield attacks are now +9 for 1d8+3 damage, and her bite and tail attacks on her detached head are now +11 and +16, respectively. She also still has *endure elements* up against fire from Encounter 9, and has cast *resist elements* against whatever energy type the PCs used most in Encounter 9; default choice is electricity. If PCs have not yet come into melee range by time for her first action but are within 40 feet, she uses *chill metal* on up to three of them, favoring those in metal armor.

The bear has been augmented by Jenasay with *endure elements* against fire and *greater magic fang* on its bite, giving it a +2 to attacks and damage on that attack.

Tanelee has cast *cat's grace* and *shield* upon herself prior to entering combat, and has a *spectral hand* spell still active. This raises her Dexterity to 18, her AC to 18/25, and increases her ranged attack, initiative, and Reflex saves by +2. It also leaves her with no available second level spells and either 5 or 6 available first level spells, depending on whether or not she had to use *silent image* in Encounter 12. She appears on her first action by passing outside through the cabin's front wall. (She is inside and already manifested prior to her first action.) If multiple PCs are within 30 feet, or she can move to a location where she has multiple PCs within 30 feet, then her first action is to do a frightful moan. Afterwards, or if

this option is not feasible, she carries out the tasks set to her by Jenasay. Her first priority is to cast *dispel magic* on any summoned creature or PC flying by means other than natural wings; if such a target is not present, or once they are dealt with, she concentrates on using her spells and *telekinesis* ability to distract and hamper ranged attackers and spellcasters. Should one fighter-type seem particularly effective in melee against Jenasay, she casts *dispel magic* on that PC. Should PCs attempt to engage her in melee, she uses *ray of enfeeblement* on them and *telekinesis* to throw them away from her. Keep in mind that Tanelee is not used to combat, so her tactics are not completely refined.

APL 10 (EL 13)

➤ **Jenasay:** Female penanggalan Rng 2/Drd 8; see Appendix 1.

➤ **Bear, brown, advanced:** hp 68; see Appendix 1.

➤ **Tanelee:** Female human ghost Sor 9; see Appendix 1.

Prior to revealing herself, Jenasay cast *barkskin* and *freedom of movement* (if not used in Encounter 9) on herself, drank her *potion of bull's strength*, and had Tanelee use *spectral hand* to cast *cat's grace* and *stoneskin* (absorbs 90 damage) on her. She also cast both *shillelagh* and spikes on her oaken cudgel. This increases her Strength and Dexterity by +4, which makes her new AC 28 (20 for head) and increases her initiative and Reflex saves by +2. Her cudgel attacks increase to +14/+9 for 1d10+14 damage (19-20/x2 crit), her shield attack is +11 and 1d8+3 damage, and her detached head's bite and tail attacks are +13 and +18, respectively. She also still has *endure elements* up against fire from Encounter 9, and has cast *protection from elements* against whatever energy type the PCs used most in Encounter 9; default choice is electricity. If she witnessed PCs using two different energy types, she casts *resist elements* against the one that seemed to be doing less damage. If PCs have not yet come into melee range by time for her first action but are within 45 feet, she uses *chill metal* on up to four of them, favoring those in metal armor.

The bear has received a *greater magic fang* on his bite from Jenasay, giving him a +2 to attacks and damage on that attack.

Tanelee has cast *cat's grace* and *shield* upon herself prior to entering combat, and has a *spectral hand* spell still active. This increases her Dexterity to 18, her AC to 18 or 25, and her ranged attacks, initiative, and Reflex saves by +2. This leaves her with no second level spells and either 5 or 6 first level spells (depending on whether or not she had to use *silent image* in Encounter 12.) Jenasay has instructed her to remain inside the cabin in manifested form, with a readied action to cast *haste* on her sister when any PC takes a hostile action towards Jenasay. She has been instructed to move outside (note that Tanelee is not restraining her horrifying appearance this time) on her next action and also cast *haste* on the bear, then begin hampering PCs using ranged spells/attacks as much as possible. This includes casting *lightning bolt* and

magic missile on ranged attackers and spellcasters, moving near them and entrapping them within *solid fog* (which does not slow her down), and/or disrupting them with *telekinesis*. She has also been instructed to cast *dispel magic* on any PC flying without wings, on any creature that appears as if summoned, or on any fighter-type that seems to be particularly effective against Jenasay. If PCs confront her at short range, she uses her corrupting gaze, *magic missiles*, and *telekinesis*. Because she is not used to combat, she does not think to cast *haste* on herself unless PCs are attacking her and effectively doing harm.

APL 12 (EL 15)

➤ **Jenasay:** Female penanggalan Ftr1/Rng2/Drd9; see Appendix 1.

➤ **Bear, brown, advanced awakened:** hp 114; see Appendix 1.

➤ **Tanelee:** Female human ghost Sor 11; see Appendix 1.

At this APL the *desecrated* nature of the cave from Encounter 12 was stronger at the time of their creation, so Jenasay and Tanelee have additional hit point bonuses. In addition, a *desecrate* at 14th level is in effect centered 10 feet out from the doorway of the cabin (a gift from the Dark Powers). This gives Jenasay and Tanelee a +1 profane bonus to attack, damage, and saving throw rolls and a -3 profane penalty against any attempts to turn them while they are in the area of effect. Neither leave this area if they can avoid it during the combat.

Jenasay has also cast *unhallow* on the cabin, centered near its back wall. Anyone not faithful to the Dark Powers who comes within 75 feet of the cabin (in other words, anyone except Jenasay, Tanelee, and the bear who enters the clearing) is affected by *dispel magic* at 9th level. Also note that the same area is guarded by a *magic circle against good* effect, which blocks the summoning of non-evil creatures and elementals into the area and gives Jenasay, Tanelee, and the bear defensive bonuses against good-aligned PCs. The adjustments to turning/rebuking undead do *not* apply, however, since this is the druidic version.

Prior to revealing herself, Jenasay cast *barkskin* and *freedom of movement* (if not used in Encounter 9) on herself, drank her *potion of bull's strength*, and had Tanelee use *spectral hand* to cast *cat's grace* and *stoneskin* (absorbs 110 damage) on her. She also cast both *shillelagh* and spikes on her oaken cudgel and uses a scroll to cast spikes on her shield. This raises her Strength by +4 in all cases and her Dexterity to 22, which gives her a new AC of 31 and a +3 bonus to initiative and Reflex saves. Her cudgel attacks are now +15/+10 for 1d10+15 damage (19-20/x2 crit), her shield attack is +14 for 1d8+8 damage (19-20/x2 crit), and her bit and tail attacks for her detached head are now +14 and +19, respectively. (These new totals do not include possible effects of the *desecrate* or *magic circle against good*.) She also still has *endure elements* up against fire from Encounter 9, and has cast *protection from elements* against whatever energy type the PCs used most in Encounter 9; default choice is electricity. If she witnessed

PCs using two different energy types, she casts *resist elements* against the one that seemed to be doing less damage. In combat against standing foes, she splits her main attack between two different foes if feasible in an effort to knock both down with her Knock Down feat (make sure you know how this feat works before running this combat!), and concentrates all attacks on one foe once all have been knocked down before her. If she ever has an action where she is not engaged in melee, she used *wall of thorns* around any ranged attacker(s) and *chill metal* on up to four targets within 45 feet, favoring those in metal armor.

Jenasay's bear has received a *greater magic weapon*, giving it a +3 on bite attacks and damage, and a *cat's grace* (to 18 Dex, for a +3 on AC, Reflex saves, and initiative) and *stoneskin* (absorbs 110 damage) from Tanelee. Because the bear has been *awakened* at this APL, its tactics are much more sophisticated. It attempts to get a flanking position with Jenasay if possible and, if given multiple target options, concentrates its efforts on whatever PC or creature currently seems to be the greatest threat to Jenasay. It has seen Jenasay transform before and is aware of what she is, and so is not affected by her hideous transformation. It continues to fight until Jenasay is destroyed, at which point it backs down from the fight and tells the PCs that it will not fight them anymore if it is allowed to leave in peace; Jenasay was his reason for being here, and she is gone now.

Tanelee's tactics and stat adjustments are similar to those in APL 10, except that she has cast *Rary's telepathic bond* on the three of them. (Because of this, she, Jenasay, and the bear can coordinate attacks without any restrictions on ability to communicate. This also makes Tanelee's tactics much more refined.) She also has *ice storm* to use against those employing ranged attacks and *cone of cold* to use against anyone attempting to melee with her.

Development - All APLs: Once Jenasay has been destroyed; Tanelee ceases all resistance, and allows the PCs to destroy her. Once the final blow has been dealt to her, or once the PCs have all been defeated or retreat, go to the Conclusion.

Treasure:

Looting Jenasay

APL 4: L: 0 gp; C: 0 gp; M: +1 *leather armor* (97 gp per character), +1 *Jenasay's shield* (273 gp per character)

APL 6: L: 0 gp; C: 0 gp; M: +1 *leather armor* (97 gp per character), +1 *Jenasay's shield* (273 gp per character)

APL 8: L: 0 gp; C: 0 gp; M: +2 *leather armor* (347 gp per character), +1 *Jenasay's shield* (273 gp per character), *brooch of shielding* (125 gp per character), *potion of bull's strength* (25 gp per character)

APL 10: L: 0 gp; C: 0 gp; M: +2 *leather armor* (347 gp per character), +2 *Jenasay's shield* (773 gp per character), *brooch of shielding* (125 gp per character), +1 *cloak of resistance* (83 gp per character), +1 *ring of protection* (167 gp per character), *divine scroll of spikes* (32 gp per character), *potion of bull's strength* (25 gp per character)

APL 12: L: 0 gp; C: 0 gp; M: +3 *leather armor* (763 gp per character), +3 *Jenasay's shield* (1,605 gp per character), *brooch of shielding* (125 gp per character), +1 *cloak of resistance* (83 gp per character), +1 *ring of protection* (167 gp per character), *divine scroll of spikes* (32 gp per character), *potion of bull's strength* (25 gp per character)

Looting The Cabin:

APL 4: L: 0 gp; C: 200 gp; M: *divine scroll of dispel evil* (94 gp per character)

APL 6: L: 0 gp; C: 400 gp; M: *divine scroll of dispel evil* (94 gp per character)

APL 8: L: 0 gp; C: 600 gp; M: *divine scroll of dispel evil* (94 gp per character)

APL 10: L: 0 gp; C: 800 gp; M: *divine scroll of dispel evil* (94 gp per character)

APL 12: L: 0 gp; C: 1,000 gp; M: *divine scroll of dispel evil* (94 gp per character)

CONCLUSION

General

Those PCs who were *feble-minded* after saving against the effect of seeing Jenasay transform come out of it at dawn the next day. Those who failed their saves and were rendered unconscious remain so until dusk the next day and are *feble-minded* for three days afterwards. These effects do not have any long-term implications, but the players may be interested to know them.

If a PC was fed on by Jenasay in Encounter 3, the continuing effects of the feeding do carry forward until a *dispel evil* has been cast on the PC. If that does not happen within the confines of this scenario, then fill out the "victim of Jenasay" special AR for that PC.

If a PC was drained by Jenasay's blood drain attack in Encounter 13, those hit points lost to the attack remain permanent losses until *dispel evil* is cast on the PC. If that does not happen within the confines of this scenario, then fill out the "blood drained" entry on the AR and indicate the number of hit points lost.

It is unlikely that a PC would be killed by Jenasay's blood drain attack, but should that happen keep in mind the 50% failure chance on *raise dead* attempts on any such victim. Any human female victim who fails such a *raise dead* attempt can only thereafter be brought back with *resurrection*. Because Dagonar cannot cast *raise dead* or *resurrection*, the PCs will have to continue travel to a city to have either service performed if they cannot do it themselves. This costs an extra TU.

PCs Were Defeated

If the PCs were not able to win through the final encounter, all is not necessarily lost, since killing the PCs off was never Jenasay's goal. If the PCs were forced to retreat from the Encounter before destroying Jenasay's body, then Jenasay does not pursue them, instead remaining to set fire to the clearing and toast the villagers (if this has not already happened). Surviving villagers are bitter and sorrowful but Karri assures them that the PCs

are not to blame, since no one else present even had a chance to prevent what happened at the clearing; it was the foolishness and evil acts of Barlomew and the others that led to this end, after all. Saramay and Jasparee are freed in light of what happens, and Karri promises to spread word of what has transpired. PCs who return to the clearing the next day to investigate find any PCs left on the battlefield in Jenasay's cabin. Those that were left dead are still dead; those left alive but unconscious have been stabilized. Jenasay and Tanelee are both long gone, however.

If the PCs were all killed or rendered unconscious during the final battle and before destroying Jenasay's body, Jenasay gathers the PCs into the cabin before torching the clearing and toasting the villagers (if they are still captive in the *briar web* and this has not already been done). Dead PCs remain dead, but Jenasay feeds *goodberries* to unconscious PCs to stabilize them. Either Jenasay or Tanelee then goes to fetch Momarie and the bard Karri to look after the PCs. When the still-living PCs wake up late the next day, Karri and Momarie explain what happened and that they were charged with giving the PCs this message from Jenasay: "I do not begrudge you your efforts to stop me, but my vengeance had to be completed. Now I must move on. I leave you to spread the story of what has happened here." Jenasay and Tanelee are long and untraceably gone by the time the PCs are in any shape to pursue them.

A Partial Success

Use this ending if the PCs were able to destroy Jenasay's body, but not her head, before being defeated/driven away or if the PCs won through the fight but were not able to prevent Jenasay from torching the villagers. In the former case the PCs *do* get experience for defeating Jenasay, since her head will not survive long without her body, but the villagers got torched before her head withered away (if this was not already done and they were not extracted from the *briar web*). PCs abandoned on the battlefield are recoverable in whatever state they were left in, as Jenasay will have them drawn into the cabin before setting the clearing aflame.

The undead druid has been defeated, but you can't help but feel that this was a Pyhrric victory. So many lives were lost when she set torch to the clearing...At least she will no longer be a threat to the survivors. But she accomplished what she set out to do: she got her vengeance on those that had wronged her.

The bard Karri comments that this is surely a sad and sordid tale. Word of how these events came to pass should not be allowed to be forgotten, she says, lest the kind of evil that precipitated them be allowed to happen again. It is a lesson that the people of Dunmarsh will not soon forget.

A Full Success

Use this ending if the PCs fully destroyed Jenasay and either convinced her not to torch the villagers or otherwise saved the villagers from the *briar web* and/or flames. The text below assumes that Tanelee was

destroyed last. If she was not, then alter the text to reflect her reforming long enough for the dialogue.

The ghostly form before you wavers and becomes hazy for a moment before sharpening again into the form of the woman you spoke to back in the cave.

"I regret that it has come to this," she says. "Now, perhaps, my sister can find the peace that was denied her in death, and I can return to my spirit friends." Her expression hardens. "But don't let people forget about how things came to this. I do not hold my sister's anger, but those villagers did do us a terrible wrong those many years ago, and some did it to further their own means. That was an act of evil, and evil acts only spawn more evil. Make sure they accept the consequences of what they have done and remember our sad story, and I will not return again."

With that, the ghost dissolves into nothing, leaving you to ponder what has happened this past day and night. To think that so much evil could come from such a humble source! And what of the evil in that cave? Is that, perhaps a story for another day?

As you think on this, Barlomew comes forward to address you. "Thank you, from the bottom of our hearts, for dealing with that terrible menace," he says. "Now we are free of their evil for good."

This is the PCs' opportunity to say some choice parting comments to Barlomew if they wish. If they don't, or when they are done chastising him, the scenario is over.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 1

Saving the woman from the stake:

All APLs 30 XP each

Encounter 8

Minions of the Dark Powers defeated:

APL 4 210 XP

APL 6 270 XP

APL 8 330 XP

APL 10 390 XP

APL 12 450 XP

Encounter 13

Each pit trap defeated (maximum of two):

APL 4	30 XP
APL 6	60 XP
APL 8	90 XP
APL 10	120 XP
APL 12	150 XP

Jenasay and Tanelee defeated

APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP

All villagers saved:

APL 4	45 XP
APL 6	60 XP
APL 8	75 XP
APL 10	90 XP
APL 12	105 XP

Story Award

Truth of what happened 29 years ago is exposed and spread:

APL 4	45 XP
APL 6	60 XP
APL 8	75 XP
APL 10	90 XP
APL 12	105 XP

Discretionary roleplaying award

Awarded if the PCs employed a significant amount of role-playing to complete the scenario:

APL 4	45 XP
APL 6	60 XP
APL 8	75 XP
APL 10	90 XP
APL 12	105 XP

Total possible experience:

APL 4	675 XP
APL 6	900 XP
APL 8	1,125 XP
APL 10	1,350 XP
APL 12	1,575 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 Encounter 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 up the remainder. That is the number of gold pieces a character’s total coin value increases at the end of the adventure. Write the total in the GP Gained field of the adventure record.

L: Looted gear from enemy
C: Coin, Gems, Jewelry, and other valuables
M: Magic Items (sell value)

Encounter 8:

APL 4: L: 0 gp; C: 42 gp; M: 0 gp

APL 6: L: 0 gp; C: 125 gp; M: 0 gp
APL 8: L: 0 gp; C: 200 gp; M: 0 gp
APL 10: L: 0 gp; C: 292gp; M: 0 gp
APL 12: L: 0 gp; C: 350 gp; M: 0 gp

Caster Level: 9th; Prerequisites: Craft Magical Arms and Armor, *bull's strength*, *brambles* (from *Defenders of the Faith*);
Market Price: 267 gp (no bonus), 3,267gp (+1), 6,267 (+2), 11,267 (+3)

Encounter 13

Looting Jenasay

APL 4: L: 0 gp; C: 0 gp; M: +1 *leather armor* (97 gp per character), +1 *Jenasay's shield* (273 gp per character)

APL 6: L: 0 gp; C: 0 gp; M: +1 *leather armor* (97 gp per character), +1 *Jenasay's shield* (273 gp per character)

APL 8: L: 0 gp; C: 0 gp; M: +2 *leather armor* (347 gp per character), +1 *Jenasay's shield* (273 gp per character), *brooch of shielding* (125 gp per character), *potion of bull's strength* (25 gp per character)

APL 10: L: 0 gp; C: 0 gp; M: +2 *leather armor* (347 gp per character), +2 *Jenasay's shield* (773 gp per character), *brooch of shielding* (125 gp per character), +1 *cloak of resistance* (83 gp per character), +1 *ring of protection* (167 gp per character), *divine scroll of spikes* (32 gp per character), *potion of bull's strength* (25 gp per character)

APL 12: L: 0 gp; C: 0 gp; M: +3 *leather armor* (763 gp per character), +3 *Jenasay's shield* (1,605 gp per character), *brooch of shielding* (125 gp per character), +1 *cloak of resistance* (83 gp per character), +1 *ring of protection* (167 gp per character), *divine scroll of spikes* (32 gp per character), *potion of bull's strength* (25 gp per character)

Looting The Cabin:

APL 4: L: 0 gp; C: 200 gp; M: *divine scroll of dispel evil* (94 gp per character)

APL 6: L: 0 gp; C: 400 gp; M: *divine scroll of dispel evil* (94 gp per character)

APL 8: L: 0 gp; C: 600 gp; M: *divine scroll of dispel evil* (94 gp per character)

APL 10: L: 0 gp; C: 800 gp; M: *divine scroll of dispel evil* (94 gp per character)

APL 12: L: 0 gp; C: 1,000 gp; M: *divine scroll of dispel evil* (94 gp per character)

Total Possible Treasure

APL 4	600 gp
APL 6	800 gp
APL 8	1,250 gp
APL 10	2,100 gp
APL 12	3,000 gp

Special

Jenasay's Shield

This darkwood shield is spiked with large thorns, allowing it to be used as a martial piercing weapon (1d8 damage, x2 crit). If it possesses an enhancement bonus, it is treated as a +1 weapon when used as a weapon. This item is usable by druids.

APPENDIX 1: NPCs

Encounter 1: Arrival

☛ **Karri:** Female half-elf Brd6; Medium-size humanoid (elf); HD 6d6+6; hp 24; Init +2; Spd 30 ft.; AC 13 (touch 13, flat-footed 11); Atk +6 melee (1d6/18-20, rapier); SA bardic music, bardic knowledge; SQ immunity to sleep and equivalent, +2 saves against Enchantments, low-light vision; AL CG; SV Fort +3, Ref +7, Will +6; Str 11, Dex 15, Con 12, Int 14, Wis 12, Cha 16. Height 5 ft. 4 in. Weight 150 lb.

Skills and Feats: Concentration +7, Craft: Musical Instruments +4, Diplomacy +9, Gather Information +9, Knowledge: History +11, Knowledge: Geography +11, Knowledge: Local +11, Perform +12, Sense Motive +7, Tumble +8; Expertise, Scribe Scroll, Still Spell, Weapon Finesse (apier).

Bardic Music (Su or Sp): may perform Inspire Courage, Countersong, Fascinate, Inspire Competence, and Suggestion.

Possessions: Rapier, ring of protection+1, flute, mandolin, spell components, 25 gp.

Physical Description: Karri is a human woman of around 50 years of age. She is starting to become stout for her height and has fading black hair, which falls to her shoulders. Though no longer a beauty, she still looks good for her age.

Spells Known (0/4/3; base DC = 13 + spell level): 0—*dancing lights, detect magic, light, mage hand, prestidigitation, read magic*, 1st—*cure light wounds, silent image, sleep, unseen servant*; 2nd—*glitterdust, levitate, tongues*

☛ **Dagonar:** Male human Clr5; Medium-size humanoid (human); HD 5d8+10; hp 32; Init +0; Spd 30 ft.; AC 10 (normal) or 14 (touch 10, flat-footed 14) [+4 armor]; Atk +6 melee (1d6+2, quarterstaff); SA turn undead, greater turning once/day, law spells at +1 caster level, spontaneously convert spells to cure spells; AL LG; SV Fort +6, Ref +1, Will +8; Str 14; Dex 10; Con 14; I 11; W 15; Cha 12. Height 5 ft 9 in. Weight 145 lb.

Skills and Feats: Concentration +6, Craft: Woodcarving +2, Heal +10, Knowledge: Religion +6, Profession: Farming +6; Iron Will, Scribe Scroll, Weapon Focus (quarterstaff).

Possessions: quarterstaff, splint mail (worn only in Encounter 13), holy symbol of Pholtus

Spells Prepared (5/4+1/3+1/1+1; base DC = 12 + Spell Level): 0—*detect poison, light* (2), *mending, purify food and drink*; 1st—*bless, cure light wounds, endure elements***, *protection from evil, remove fear*; 2nd—*calm emotions***, *cure moderate wounds, delay poison, gentle repose*; 3rd—*remove disease*

**Domain spell. Domains: Law (law spells at +1 caster level), Sun (greater turning 1/day)

☛ **Momarie:** Female human Witch 9; Medium-size humanoid (human); HD 9d4; hp 22; Init -1; Spd 15 ft.; AC 9 (touch 9, flat-footed 9); Atk +3 melee (1d6-1,

quarterstaff); AL N; SV Fort +3, Ref +2, Will +13; Str 8; Dex 8; Con 10; I 14; W 17; Cha 15. Height 5 ft 3 in. Weight 135 lb.

Skills and Feats: Alchemy +7, Heal +15, Knowledge(arcana) +8, Knowledge (local) +5, Profession (herbalist)+14, Scry +12, Spellcraft +7, Wilderness Lore +12; Brew Potion, Create Infusion, Iron Will, Skill Focus (Heal), Spell Mastery (x3)

Witch: See Appendix 3. Because Momarie no longer worships the Old Ones, she only has access to spells available to her via Spell Mastery.

Possessions: walking staff (quarterstaff)

Spells Prepared (4/5/5/4/2/1; base DC = 13 + spell level): 0—*mage hand* (2), *prestidigitation* (2); 1st—*calm animals* (2), *cure light wounds* (3); 2nd—*fog cloud* (3), *summon swarm* (2); 3rd—*summon monster III* (4); 4th—*bestow curse* (2); 5th—*prying eyes*.

☛ **Generic Villagers:** Male or female human Com1; Medium-size humanoid (human); HD 1d4; hp 3 each; Init +0; Spd 30 ft.; AC 10; Atk +0 melee (1d6/x3 for shortspear or 1d8 for pitchfork, or grapple); AL variable but non-evil and favoring LN; SV Fort +0, Ref +0, Will +0; All stats average (10-11).

Skills and Feats: variable but typically include four ranks in two of Craft (any), Handle Animal, Profession: Farmer, Ride, and Rope Use

Encounter 4: The Victims

☛ **Merriman:** Male human Exp4; Medium-size humanoid (human); HD 4d6; hp 14; Init +0; Spd 30 ft.; AC 10; Atk +4 melee (1d6+1/x3 shortspear); AL LG; SV Fort +1, Ref +1, Will +5; Str 12, Dex 10, Con 11, Int 14, Wis 13, Cha 14. 5 ft. 9 in, 190 lbs.

Skills and Feats: Diplomacy +6, Handle Animal +7, Knowledge: Local +5, Craft: Whittling +6, Profession (brewer) +9, Profession (cooper) +9, Ride +4, Rope Use +6, Spot +4 Swim +5

Encounter 8: The Pentagram

APLs 4-10

☛ **Worg, advanced fiendish:** Medium-size magical beast; HD 6d10+12; hp 45; Init +2; Spd 50 ft.; AC 14 (touch 12, flat-footed 12); Atk +9 melee (bite, 1d6+4); SA trip, smite good 1/day for +6 damage; SQ scent, darkvision 60 feet, cold and fire resistance 10, DR 5/+1; SR 12; AL NE; SV Fort +7, Ref +7, Will +4; Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10.

Skills and Feats: Hide +7, Listen +9, Move Silently +7, Spot +10, Wilderness Lore +3 (+7 when tracking by scent); Alertness.

Trip (Ex): Trip opponent as a free action on a successful hit with a bite attack. Does not provoke an attack of opportunity and opponent cannot react with a trip on a failed attempt.

Languages: Worgs designated as leaders can speak Common and Goblin as well as their own language.

APL 12

☛ **Wolf, dire, advanced fiendish:** Large magical beast; HD 9d10+27; hp 76; Init +2; Spd 50 ft.; AC 14 (touch 11, flat-footed 12); Atk +16 melee (bite, 1d8+10); SA trip, *smite good* 1/day for +9 damage; SQ scent, darkvision 60 feet, cold and fire resistance 15, DR 5/+2; SR 18; AL NE; SV Fort +9, Ref +8, Will +6; Str 25, Dex 15, Con 17, Int 3, Wis 12, Cha 10.

Skills and Feats: Hide +5, Listen +6, Move Silently +5, Spot +8, Wilderness Lore +2 (+6 when tracking by scent); Alertness.

Trip (Ex): Trip opponent as a free action on a successful hit with a bite attack. Does not provoke an attack of opportunity and opponent cannot react with a trip on a failed attempt.

Encounter 13: The Final Truth

☛ **Barlomew, Tomilon, Kethoral, Kenothin:** Male human Com2; Medium-size humanoid (human); HD 2d4; hp 8 each; Init +0; Spd 30 ft.; AC 10; Atk +2 melee (1d6+1/x3 for shortspear or 1d8+1 for pitchfork, or grapple); AL LN(E); SV Fort +1, Ref +0, Will +0; Str 12, C 12, others average (10-11).

Skills and Feats: variable but include five ranks in two of Craft (any), Handle Animal, Profession: Farmer, Ride, and Rope Use

Note: A *detect evil* done on any of these four gets an ambiguous reading, suggesting that the subject is not evil but does have evil inclinations.

APL 4/6

☛ **Jenasay:** Female penanggalan (formerly human) Rgr 2/Dr 4; Init +7 (+4 feat, +3 Dex).

Body: HD 6d12; hp 45; Spd 30 ft.; AC 18 (touch 13, flat-footed 15); Atk +8 melee (bite, 1d6+3) or +6/+7 melee [club 1d6+3/shield 1d8+2]; SA favored enemy: magical beasts +1, hideous transformation; SQ woodland stride, trackless step, +4 saving throws vs. spells of fey creatures, concealed alignment (detects as neutral), undead immunities, immune to effects that specifically target undead; AL N; SV Fort +7, Ref +4, Will +6; Str 16, Dex 16, Con -, Int 13, Wis 15, Cha 14. 5 ft 10 in, 150 pounds.

Detached head: Small- undead; HD 4d12; hp 30; Spd fly 50 ft (good); AC 14 (touch 14, flat-footed 14); Atk +8 melee (bite, blood drain) and +13 touch (tail, 1d3 +7 subdual); SA vile speech, horrifying appearance, domination, blood drain, vile drippings, improved grapple, create undead; SQ woodland stride, +4 saving throws vs. spells of fey creatures, body awareness, undead immunities; AL NE; SV Fort +7, Ref +4, Will +6; Str 14 (head)/24 (tail), Dex 16, Con -, Int 13, Wis 15, Cha 14.

Skills and Feats (both forms): Animal Empathy +6, Concentration +6, Craft: Traps +7, Handle Animal +6, Hide +8 (+12 for detached head), Move Silently +6, Search +4, Spot +7, Knowledge: Nature +10, Wilderness Lore +11; Ambidexterity, Animal Defiance, Expertise,

Improved Initiative, Shield Expert, Track, Two-Weapon Fighting

Vile Speech (Ex): Anyone who hears and understands the speech of a penanggalan's detached head before seeing it suffers a -2 penalty to Will saves when they do finally see it.

Horrifying Appearance (Su): Anyone who witnesses the detached head of a penanggalan must make a Will save (DC 15) or be frightened for 5d6 rounds. If the head is first seen in darkness, apply a -2 modifier to the saving throw.

Domination (Su): Will save (DC 18) to resist, with the Will save increasing by one for each consecutive night of feeding. On a failure the subject remains under the penanggalan's control for as long as it takes the penanggalan to feed. *This ability is not used in combat.*

Blood Drain (Su): When its head is detached, the bite of a penanggalan drains 1-6 hit points of blood. If this is part of a night's feeding, the victim also loses 1 point each of Strength and Constitution and continues to lose hit points at the rate of 1 per day until a *dispel evil* is cast on the victim. Losses to blood drain cannot be healed until a *dispel evil* has been cast on the victim.

Vile Drippings (Su): If the drippings of a penanggalan's entrails touch exposed flesh, the victim takes 1d4 damage and must make a Fortitude save (DC 12) or be inflicted with a disease that drains one point of Constitution per day until cured or death results.

Improved Grapple (Ex): The tail of a penanggalan's detached head can grapple an opponent of Medium size or smaller without provoking an attack of opportunity. The tail has a Strength of 24 for purposes of this attack and the penanggalan itself is not considered to be grappled while conducting this attack.

Create Undead (Su): A male victim killed by blood drain does not rise as undead, but attempts to *raise* him have a 50% chance of failure. A female human or half-elven victim killed by blood drain rises in three days as a free-willed penanggalan. The first attempt to *raise* the victim during this time has a 50% chance of failure. On a success the victim is incapacitated for one week (resulting in a +1 TU cost for the scenario) but fully restored after that. On a failure the victim can no longer be *raised*.

Undead: Immune to mind-influencing affects, poison, sleep, paralysis, stunning, disease. Not subject to critical hits, subdual damage, ability damage, death from massive damage, ability drain, or energy drain. Immune to any effect requiring a Fortitude save (unless it also affects objects).

Compel Sister (Su): Jenasay is linked to Tanelee, and can force her to act on her behalf. Using this ability is a free action that does not provoke an attack of opportunity and has no range limit.

Possessions (human form only): +1 leather armor, oaken cudgel (treat as club), +1 Jenasay's shield (see Conclusion), mistletoe, spell components

Spells Prepared (4/4/3; base DC = 12 + spell level): 0—*detect magic, flare, mending, resistance*; 1st—*camouflage*,

invisibility to animals, ~~endure elements~~, shillelagh; 2nd—barkskin, briar web, resist elements.

➤ **Bear, black, advanced:** Medium-size animal; HD 4d8+8; hp 26; Init +1; Spd 40 ft; AC 13 (touch 11, flat-footed 12); Atk +7 melee (2 claws, 1d4+4) and +2 melee (bite, 1d6+2); SQ scent (not applicable in this encounter); AL N; SV Fort +5, Ref +4, Will +2; Str 19, Dex 13, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Climb +6, Listen +4, Spot +7, Swim +8

➤ **Tanelee:** Female human ghost Sor 5; HD 5d12; hp 37; Init +2; Spd Fly 30 ft. (perfect); AC 16 (touch 16, flat-footed 14); Atk +4 touch melee (corrupting touch, 1d4) or +4 ranged touch (*ray of enfeeblement*) or +3 ranged (*telekinesis*; see text); SA manifestation, frightful moan, telekinesis; SQ undead, +4 turn resistance, rejuvenation, compulsion; AL N; SV Fort +1, Ref +5, Will +7; Str 10, Dex 14, Con -, Int 12, Wis 13, Cha 18. Height 5 ft 5 in; Apparent Weight 125 lb.

Skills and Feats: Concentration +12, Hide +10, Knowledge: Nature +5, Knowledge: Spirits +5, Listen +9, Search +9, Spellcraft +9, Spot +9; Dodge, Iron Will, Lightning Reflexes

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

Frightful Moan (Su): Standard action, all living creatures within a 30-foot spread must make a Will save (DC 16) or become panicked for 2d4 rounds. This is a sonic, necromantic, mind-affecting fear effect. A creature that successfully saves cannot be affected for one day.

Telekinesis (Su): Usable once per round as a free action, as a 12th-level sorcerer. Will save (DC 16) to resist if used on a creature or item a creature is carrying. Weight limit is 300 pounds.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Undead: Immune to mind-influencing affects, poison, sleep, paralysis, stunning, disease. Not subject to critical hits, subdual damage, ability damage, death from massive damage, ability drain, or energy drain. Immune to any effect requiring a Fortitude save (unless it also affects objects).

Rejuvenation: If destroyed, Tanelee reforms 48 hours later unless Jenasay is destroyed first.

Compulsion: Tanelee cannot resist the will or instructions of Jenasay. She can sense Jenasay's call from any distance.

Spells Available (6/7/5; base DC = 14 + spell level): 0—*dancing lights, daze, ghost sound, mage hand, prestidigitation, ray of frost*; 1st—*silent image, magic missile, obscuring mist, ray of enfeeblement* 2nd—*alter self, invisibility*

APL 8

➤ **Jenasay:** Female penanggalan (formerly human) Rgr 2/Dr 6; Init +7 (+4 feat, +3 Dex).

Body: Medium-size undead; HD 8d12; hp 60; Spd 30 ft; AC 20 (touch 13, flat-footed 17); Atk +9/+4 melee (bite, 1d6 +3) or +7/+2 and +7 melee (club 1d6+3 and shield 1d8+2); SA favored enemy: magical beasts +1, wild shape 1/day, hideous transformation; SQ woodland stride, trackless step, +4 saving throws vs. spell-like abilities of fey creatures, concealed alignment (detects as neutral), undead immunities, immune to effects that specifically target undead; AL N; SV Fort +8, Ref +5, Will +8; Str 16, Dex 16, Con -, Int 13, Wis 16, Cha 14. 5 ft 10 in, 150 pounds.

Detached head: Small undead; HD 4d12; hp 30; Spd fly 50 ft (good); AC 14 (touch 14, flat-footed 14); Atk +9 melee (bite, blood drain) and +14 touch (tail, 1d3 +7 subdual); SA vile speech, horrifying appearance, domination, blood drain, vile drippings, improved grapple, create undead; SQ woodland stride, +4 saving throws vs. spell-like abilities of fey creatures, body awareness, undead immunities; AL NE; SV Fort +8, Ref +5, Will +8; Str 14 (head)/24 (tail), Dex 16, Con -, Int 13, Wis 16, Cha 14.

Skills and Feats (both forms): Animal Empathy +6, Craft (trapmaking) +9, Concentration +8, Handle Animal +8, Hide +9 (+13 for detached head), Move Silently +6, Search +4, Spot +8, Knowledge: Nature +11, Wilderness Lore +13; Ambidexterity, Animal Defiance, Expertise, Improved Initiative, Shield Expert, Track, Two-Weapon Fighting

Vile Speech (Ex): Anyone who hears and understands the speech of a penanggalan's detached head before seeing it suffers a -2 penalty to Will saves when they do finally see it.

Horrifying Appearance (Su): Anyone who witnesses the detached head of a penanggalan must make a Will save (DC 16) or be frightened for 5d6 rounds. If the head is first seen in darkness, apply a -2 modifier to the saving throw.

Domination (Su): Will save (DC 19) to resist, with the Will save increasing by one for each consecutive night of feeding. On a failure the subject remains under the penanggalan's control for as long as it takes the penanggalan to feed. *This ability is not used in combat.*

Blood Drain (Su): When its head is detached, the bite of a penanggalan drains 1-6 hit points of blood. If this is part of a night's feeding, the victim also loses 1 point each of Strength and Constitution and continues to lose hit points at the rate of 1 per day until a *dispel evil* is cast on the victim. Losses to blood drain cannot be healed until a *dispel evil* has been cast on the victim.

Vile Drippings (Su): If the drippings of a penanggalan's entrails touch exposed flesh, the victim takes 1d4 damage and must make a Fortitude save (DC 12) or be inflicted with a disease that drains one point of Constitution per day until cured or death results.

Improved Grapple (Ex): The tail of a penanggalan's detached head can grapple an opponent of Medium size or smaller without provoking an attack of opportunity. The tail has a Strength of 24 for purposes of this attack

and the penanggalan itself is not considered to be grappled while conducting this attack.

Create Undead (Su): A male victim killed by blood drain does not rise as undead, but attempts to raise him have a 50% chance of failure. A female human or half-elven victim killed by blood drain rises in three days as a free-willed penanggalan. The first attempt to raise the victim during this time has a 50% chance of failure. On a success the victim is incapacitated for one week (resulting in a +1 TU cost for the scenario) but fully restored after that. On a failure the victim can no longer be raised.

Undead: Immune to mind-influencing affects, poison, sleep, paralysis, stunning, disease. Not subject to critical hits, subdual damage, ability damage, death from massive damage, ability drain, or energy drain. Immune to any effect requiring a Fortitude save (unless it also affects objects).

Compel Sister (Su): Jenasay is linked to Tanelee, and can force her to act on her behalf. Using this ability is a free action that does not provoke an attack of opportunity and has no range limit.

Possessions (human form only): +2 leather armor, oaken cudgel (treat as club), +1 Jenasay's shield (see Conclusion), brooch of shielding, potion of bull's strength, mistletoe, spell components

Spells Prepared (5/4/4/3; base DC = 13 + spell level): 0—detect magic, fire eyes, flare, mending, resistance; 1st—camouflage, invisibility to animals, endure elements (✗2), shillelagh; 2nd—barkskin, briar web, chill metal, resist elements; 3rd—greater magic fang, spike growth, spikes.

➤ **Tanelee:** Female human ghost Sor 7; HD 7d12; hp 52; Init +2; Spd Fly 30 ft. (perfect); AC 16 (touch 16, flat-footed 14); Atk +5 touch melee (corrupting touch, 1d4) or +5 ranged touch (ray of enfeeblement) or +4 ranged (telekinesis; see text); SA manifestation, frightful moan, telekinesis; SQ undead, +4 turn resistance, rejuvenation, compulsion; AL N; SV Fort +2, Ref +6, Will +8; Str 10, Dex 14, Con -, Int 12, Wis 13, Cha 18. Height 5 ft 5 in; Apparent Weight 125 lb.

Skills and Feats: Concentration +14, Hide +11, Knowledge (nature) +6, Knowledge (spirits) +6, Listen +9, Search +9, Spellcraft +9, Spot +9; Dodge, Extra Spell, Iron Will, Lightning Reflexes

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

Frightful Moan (Su): Standard action, all living creatures within a 30-foot spread must make a Will save (DC 17) or become panicked for 2d4 rounds. This is a sonic, necromantic, mind-affecting fear effect. A creature that successfully saves cannot be affected for one day.

Telekinesis (Su): Usable once per round as a free action, as a 12th-level sorcerer. Will save (DC 16) to resist if used on a creature or item a creature is carrying. Weight limit is 300 pounds.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a

corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Undead: Immune to mind-influencing affects, poison, sleep, paralysis, stunning, disease. Not subject to critical hits, subdual damage, ability damage, death from massive damage, ability drain, or energy drain. Immune to any effect requiring a Fortitude save (unless it also affects objects).

Rejuvenation: If destroyed, Tanelee reforms 48 hours later unless Jenasay is destroyed first.

Compulsion: Tanelee cannot resist the will or instructions of Jenasay. She can sense Jenasay's call from any distance.

Spells Still Available (6/6 or 7/5/5; base DC = 14 + spell level): 0—dancing lights, daze, ghost sound, mage hand, prestidigitation, ray of frost, resistance; 1st—silent image, magic missile, obscuring mist, ray of enfeeblement, shield; 2nd—alter self, cat's grace, invisibility, spectral hand; 3rd—dispel magic, suggestion.

APL 10

➤ **Jenasay:** Female penanggalan (formerly human) Rgr 2/Dr 8; Init +7 (+4 feat, +3 Dex).

Body: Medium-size undead; HD 10d12; hp 75; Spd 30 ft; AC 22 (touch 14, flat-footed 17); Atk +11/+5 melee (bite, 1d6+3) or +10/+5 and +9 melee (club 1d6+3 and shield 1d8+2); SA favored enemy: magical beasts +1, wild shape 3/day and Large, hideous transformation; SQ woodland stride, trackless step, +4 saving throws vs. spell-like abilities of fey creatures, concealed alignment (detects as Neutral), undead immunities, immune to effects that specifically target undead; AL N; SV Fort +10, Ref +6, Will +10; Str 16, Dex 16, Con -, Int 13, Wis 16, Cha 14. 5 ft 10 in, 150 pounds.

Detached head: Small undead; HD 4d12; hp 30; Spd fly 50 ft (good); AC 14 (touch 14, flat-footed 14); Atk +11 melee (bite, blood drain) and +16 touch (tail, 1d3 +7 subdual); SA vile speech, horrifying appearance, domination, blood drain, vile drippings, improved grapple, create undead; SQ woodland stride, +4 saving throws vs. spell-like abilities of fey creatures body awareness, undead immunities; AL NE; SV Fort +9, Ref +5, Will +9; Str 14 (head)/24 (tail), Dex 16, Con -, Int 13, Wis 16, Cha 14.

Skills and Feats (both forms): Animal Empathy +6, Craft: Traps +11, Concentration +10, Handle Animal +8, Hide +9 (+13 when head is detached), Intimidate +4, Move Silently +6, Search +4, Spot +9, Knowledge: Nature +12, Wilderness Lore +14; Ambidexterity, Animal Defiance, Expertise, Improved Initiative, Shield Expert, Track, Two-Weapon Fighting, Weapon Focus: Club

Vile Speech (Ex): Anyone who hears and understands the speech of a penanggalan's detached head before seeing it suffers a -2 penalty to Will saves when they do finally see it.

Horrifying Appearance (Su): Anyone who witnesses the detached head of a penanggalan must make a Will save (DC 17) or be frightened for 5d6 rounds. If the head

is first seen in darkness, apply a -2 modifier to the saving throw.

Domination (Su): Will save (DC 20) to resist, with the Will save increasing by one for each consecutive night of feeding. On a failure the subject remains under the penanggalan's control for as long as it takes the penanggalan to feed. *This ability is not used in combat.*

Blood Drain (Su): When its head is detached, the bite of a penanggalan drains 1-6 hit points of blood. If this is part of a night's feeding, the victim also loses 1 point each of Strength and Constitution and continues to lose hit points at the rate of 1 per day until a *dispel evil* is cast on the victim. Losses to blood drain cannot be healed until a *dispel evil* has been cast on the victim.

Vile Drippings (Su): If the drippings of a penanggalan's entrails touch exposed flesh, the victim takes 1d4 damage and must make a Fortitude save (DC 12) or be inflicted with a disease that drains one point of Constitution per day until cured or death results.

Improved Grapple (Ex): The tail of a penanggalan's detached head can grapple an opponent of Medium size or smaller without provoking an attack of opportunity. The tail has a Strength of 24 for purposes of this attack and the penanggalan itself is not considered to be grappled while conducting this attack.

Create Undead (Su): A male victim killed by blood drain does not rise as undead, but attempts to *raise* him have a 50% chance of failure. A female human or half-elven victim killed by blood drain rises in three days as a free-willed penanggalan. The first attempt to *raise* the victim during this time has a 50% chance of failure. On a success the victim is incapacitated for one week (resulting in a +1 TU cost for the scenario) but fully restored after that. On a failure the victim can no longer be *raised*.

Undead: Immune to mind-influencing affects, poison, sleep, paralysis, stunning, disease. Not subject to critical hits, subdual damage, ability damage, death from massive damage, ability drain, or energy drain. Immune to any effect requiring a Fortitude save (unless it also affects objects).

Compel Sister (Su): Jenasay is linked to Tanelee, and can force her to act on her behalf. Using this ability is a free action that does not provoke an attack of opportunity and has no range limit.

Possessions (human form only): +2 *leather armor*, oaken cudgel (treat as club), +2 *Jenasay's shield* (see Conclusion), brooch of shielding, +1 *cloak of resistance*, +1 *ring of protection*, *potion of bull's strength*, scroll: *spikes* (5th level), mistletoe, spell components

Spells Prepared (6/5/4/4/2; base DC = 13 + spell level): 0—*detect magic*, *fire eyes*, *flare* (2), *mending*, *resistance*; 1st—*camouflage*, *invisibility to animals*, *endure elements* (↔), *shillelagh*; 2nd—*barkskin*, *briar web*, *chill metal*, *resist elements*; 3rd—*greater magic fang*, *protection from elements*, *spike growth*, *spikes*; 4th—*forestfold*, *freedom of movement*.

➤ Bear, brown, advanced: Large animal; HD 8d8+32; hp 68; Init +3; Spd 40 ft; AC 15 (touch 10, flat-footed 14); Atk +11 melee (2 claws, 1d8+8) and +8 melee (bite, 2d8+4);

Face/Reach 5 ft. by 10 ft./5 ft.; SA improved grab; SQ scent; AL N; SV Fort +10, Ref +7, Will +3; Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6.

Skills and Feats: Listen +4, Spot +7, Swim +14

Improved Grab (Ex): A hit with a claw or bite starts a grapple attack as a free action without provoking an attack of opportunity.

Other: The bear is considered to have already viewed and saved against Tanelee's horrific appearance.

➤ Tanelee: Female human ghost Sor9; HD 9d12; hp 67; Init +2 (Dex); Spd Fly 30 ft. (perfect); AC 16 (touch 16, flat-footed 14); Atk +6 ranged touch (*ray of enfeeblement*) or +5 ranged (*telekinesis*; see text); SA manifestation, horrific appearance, corrupting gaze, telekinesis; SQ undead, +4 turn resistance, rejuvenation, compulsion; AL N; SV Fort +3, Ref +7, Will +9; Str 10, Dex 14, Con -, Int 12, Wis 13, Cha 19. Height 5 ft 5 in; Apparent Weight 125 lb.

Skills and Feats: Concentration +16, Hide +10, Knowledge: Nature +7, Knowledge: Spirits +7, Listen +9, Search +9, Spellcraft +11, Spot +9; Dodge, , Iron Will, Lightning Reflexes

Manifestation (Su): When manifested, Tanelee 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 Fortitude save (DC 18) 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, Fortitude save (DC 18) or suffer 2d10 damage and 1d4 permanent Charisma damage.

Telekinesis (Su): Usable once per round as a free action, as a 12th level sorcerer. Will save (DC 18) to resist if used on a creature or item a creature is carrying. Weight limit is 300 pounds.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Undead: Immune to mind-influencing affects, poison, sleep, paralysis, stunning, disease. Not subject to critical hits, subdual damage, ability damage, death from massive damage, ability drain, or energy drain. Immune to any effect requiring a Fortitude save (unless it also affects objects).

Rejuvenation: If destroyed, Tanelee reforms 48 hours later unless Jenasay is destroyed first.

Compulsion: Tanelee cannot resist the will or instructions of Jenasay. She can sense Jenasay's call from any distance.

Spells Still Available (6/6 or 7/5/7/2; base DC = 14 + spell level): 0—*dancing lights*, *daze*, *detect magic*, *ghost sound*, *mage hand*, *prestidigitation*, *ray of frost*, *resistance*; 1st—*silent image*, *magic missile*, *obscuring mist*, *ray of enfeeblement*, *shield*; 2nd—*alter self*, *cat's grace*, *invisibility*, *see invisibility*, *spectral*

hand; 3rd—*dispel magic, haste, lightning bolt, suggestion*; 4th—*solid fog, stoneskin*

APL 12

Jenasay: Female penanggalan (formerly human) Ftr1/Rgr 2/Dr 9; Init +7 (+4 feat, +3 Dex).

Body: HD 12d12; hp 102; Spd 30 ft; AC 24 (touch 14, flat-footed 21) [+5 armor, +5 shield, +1 deflection, +3 Dex]; Atk +11/+5 melee (bite, 1d6+3) or +11/+6 and +11 melee (club 1d6+3 and shield 1d8+3); SA favored enemy: magical beasts +1, wild shape 3/day and Large, hideous transformation; SQ woodland stride, trackless step, +4 saving throws vs. spell-like abilities of fey creatures, concealed alignment (detects as Neutral), undead immunities, immune to effects that specifically target undead; AL N; SV Fort +12, Ref +7, Will +10; Str 16, Dex 17, Con —, Int 12, Wis 16, Cha 14. 5 ft 10 in, 150 pounds.

Detached head: Small undead; HD 4d12; hp 34; Spd fly 50 ft (good); AC 14 (touch 14, flat-footed 14); Atk +12 melee (bite, blood drain) and +17 touch [tail, 1d3+7 subdual]; SA vile speech, horrifying appearance, domination, blood drain, vile drippings, improved grapple, create undead; SQ woodland stride, +4 saving throws vs. spell-like abilities of fey creatures, body awareness, undead immunities; AL NE; SV Fort +12, Ref +7, Will +10; Str 14 (head)/24 (tail), Dex 17, Con —, Int 12, Wis 16, Cha 14.

Skills and Feats (both forms): Animal Empathy +8, Craft:Traps +11, Concentration +12, Handle Animal +10, Hide +9 (+13 when head is detached), Intimidate +4, Move Silently +6, Search +4, Spot +10, Knowledge: Nature +13, Wilderness Lore +15; Ambidexterity, Animal Defiance, Expertise, Improved Initiative, Improved Trip, Knock Down, Shield Expert, Track, Two-Weapon Fighting, Weapon Focus (club).

Vile Speech (Ex): Anyone who hears and understands the speech of a penanggalan's detached head before seeing it suffers a -2 penalty to Will saves when they do finally see it.

Horrifying Appearance (Su): Anyone who witnesses the detached head of a penanggalan must make a Will save (DC 18) or be frightened for 5d6 rounds. If the head is first seen in darkness, apply a -2 modifier to the saving throw.

Domination (Su): Will save (DC 21) to resist, with the Will save increasing by one for each consecutive night of feeding. On a failure the subject remains under the penanggalan's control for as long as it takes the penanggalan to feed. *This ability is not used in combat.*

Blood Drain (Su): When its head is detached, the bite of a penanggalan drains 1-6 hit points of blood. If this is part of a night's feeding, the victim also loses 1 point each of Strength and Constitution and continues to lose hit points at the rate of 1 per day until a *dispel evil* is cast on the victim. Losses to blood drain cannot be healed until a *dispel evil* has been cast on the victim.

Vile Drippings (Su): If the drippings of a penanggalan's entrails touch exposed flesh, the victim takes 1d4 damage and must make a Fortitude save (DC

12) or be inflicted with a disease that drains one point of Constitution per day until cured or death results.

Improved Grapple (Ex): The tail of a penanggalan's detached head can grapple an opponent of Medium size or smaller without provoking an attack of opportunity. The tail has a Strength of 24 for purposes of this attack and the penanggalan itself is not considered to be grappled while conducting this attack.

Create Undead (Su): A male victim killed by blood drain does not rise as undead, but attempts to *raise* him have a 50% chance of failure. A female human or half-elven victim killed by blood drain rises in three days as a free-willed penanggalan. The first attempt to *raise* the victim during this time has a 50% chance of failure. On a success the victim is incapacitated for one week (resulting in a +1 TU cost for the scenario) but fully restored after that. On a failure the victim can no longer be *raised*.

Undead: Immune to mind-influencing affects, poison, sleep, paralysis, stunning, disease. Not subject to critical hits, subdual damage, ability damage, death from massive damage, ability drain, or energy drain. Immune to any effect requiring a Fortitude save (unless it also affects objects).

Compel Sister (Su): Jenasay is linked to Tanelee, and can force her to act on her behalf. Using this ability is a free action that does not provoke an attack of opportunity and has no range limit.

Possessions (human form only): +3 *leather armor*, oaken cudgel (treat as club), +3 *Jenasay's shield* (see Conclusion), *brooch of shielding*, +1 *cloak of resistance*, +1 *ring of protection*, *potion of bull's strength*, scroll: *spikes* (5th level), mistletoe, spell components

Spells Prepared (6/5/5/4/2/1; base DC = 13 + spell level): 0-*detect magic, fire eyes, flare (2), mending, resistance*; 1st-*camouflage, invisibility to animals, endure elements(±)*, *shillelagh*; 2nd-*barkskin, briar web, chill metal, resist elements, summon swarm*; 3rd-*greater magic fang, protection from elements, spike growth, spikes*; 4th-*forestfold, freedom of movement*; 5th-*wall of thorns*

Bear, brown, advanced awakened: Large Magical Beast; HD 11d10+44; hp 104; Init +1; Spd 40 ft; AC 15 (touch 10, flat-footed 14); Atk +19 melee (2 claws, 1d8+8) and +17 melee (bite, 2d8+4); Face/Reach 5 ft. by 10 ft./5 ft.; SA improved grab; SQ scent; AL N; SV Fort +12, Ref +9, Will +5; Str 27, Dex 13, Con 19, Int 9, Wis 12, Cha 8.

Skills and Feats: Listen +4, Spot +11, Swim +14; Multiattack

Improved Grab (Ex): A hit with a claw or bite starts a grapple attack as a free action without provoking an attack of opportunity.

Other: The bear is aware of Jenasay's true nature but does not care, since she was the one who awakened him. Jenasay has explained her motives to him, and he sympathizes with them, so he will assist her in whatever way he can. Because Jenasay was channeling the influence of the Dark Powers at the time of his awakening, he is considered to be in the "faith" of the Dark Powers for purposes of the *unhallow*. He can speak

Common and Sylvan but will not speak to the PCs except as noted in the text.

☛ **Taneelee:** Female human ghost Sor11; HD 11d12; hp 93; Init +4; Spd Fly 30 ft. (perfect); AC 17 (touch 17, flat-footed 15); Atk +7 ranged touch (*ray of enfeeblement*) or +6 ranged (*telekinesis*; see text); SA manifestation, horrific appearance, corrupting gaze, telekinesis; SQ undead, +4 turn resistance, rejuvenation, compulsion; AL N; SV Fort +3, Ref +7, Will +10; Str 10, Dex 14, Con –, Int 12, Wis 13, Cha 20. Height 5 ft 5 in; Apparent Weight 125 lb.

Skills and Feats: Concentration +18, Hide +10, Knowledge: Nature +8, Knowledge: Spirits +8, Listen +9, Search +9, Spellcraft +11, Spot +9; Dodge, Iron Will, Lightning Reflexes

Manifestation (Su): When manifested, Taneelee 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 Fortitude save (DC 20) 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, Fortitude save (DC 20) or suffer 2d10 damage and 1d4 permanent Charisma damage.

Telekinesis (Su): Usable once per round as a free action, as a 12th level sorcerer. Will save (DC 20) to resist if used on a creature or item a creature is carrying. Weight limit is 300 pounds.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Undead: Immune to mind-influencing affects, poison, sleep, paralysis, stunning, disease. Not subject to critical hits, subdual damage, ability damage, death from massive damage, ability drain, or energy drain. Immune to any effect requiring a Fortitude save (unless it also affects objects).

Rejuvenation: If destroyed, Taneelee reforms 48 hours later unless Jenasay is destroyed first.

Compulsion: Taneelee cannot resist the will or instructions of Jenasay. She can sense Jenasay's call from any distance.

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

APPENDIX 2: NEW TEMPLATE

Penanggalans speak any language they knew in life.

PENANGGALAN

A penanggalan is a rare and powerful type of human female vampire who can pass for an attractive living woman during the day. At night the creature's horrifying true form is revealed, as its head and a "tail" of internal organs and viscera, which tapers to a point, detaches from its body and flies off in search of human prey. A penanggalan's preferred targets are pregnant women and young children, but she will choose other human females if these are not available. She will only choose a human male if no human female is available, and will never choose a target that is not purely human. (In cases where multiple targets are available, the penanggalan chooses the one she judges to have the weakest Will save. Highest Charisma is the secondary consideration.) The penanggalan hypnotizes the victim into a sleeping state before feasting on her blood. Once sated, or once dawn approaches, the head returns to one of many lairs within a 25 square mile area. It must soak its swollen tail in vinegar for an hour before reinserting itself into its body.

When in human form, a penanggalan retains the appearance she had in life. She is indistinguishable from a living woman by normal means, though *detect undead*, *deathwatch*, or similar effect will reveal her true nature. When her head is detached, the penanggalan's eyes glow red in darkness and near-darkness conditions, and its tail glows with an eerie dark luminescence in total darkness. The headless body, if discovered, appears to be merely a decapitated corpse that is very well-preserved on the outside, though anyone with the nerve to examine the neck will find the remaining internal organs dried and mummified on the inside.

A common ploy of a penanggalan in human form is to seek parties of unwary travelers to join and befriend. The creature will use the skills and knowledge it has picked up in its years of undeath to ingratiate itself to the group, though it will deliberately make some mistakes to avoid arousing suspicion and always have a plausible explanation at hand for how it knows what it knows. A penanggalan that does successfully join a group will always beg off joining them in an encampment or the nocturnal safety of an inn. She will make excuses about "other duties" so that she can retreat to one of her lairs before nightfall. For this reason many penanggalans try to pass themselves off as rangers.

A penanggalan's greatest weakness is that she is incapable of expressing love or engaging in displays of affection. This weakness is enough to repulse even male vampires, who would never consider a penanggalan as a companion. Because of this, penanggalans are solitary creatures. They also cannot tolerate open displays of affection or talk of romance in their presence. These drive a penanggalan into a homicidal rage, and she will make the woman involved a target for her feeding at her first opportunity.

CREATING A PENANGGALAN

"Penanggalan" is a template that can be added to any human female. Its creature type changes to "undead." It uses all the human female's statistics and special abilities except as noted here.

Size: Medium when in human form. The head has a size of Small when detached.

Hit Dice: Increased to d12. The head gains a separate 4d12 (26 hp) when detached and always has full hit points when it detaches.

Speed: Same as the human female when in human form. The head gains fly 50 ft (good) when detached.

AC: Same as the human female when in human form. The head's AC is 11 + Dex bonus when detached.

Attacks: A penanggalan retains all the attacks of the human female when in human form. It also gains a bite attack in either form, though it will rarely use it in human form (to avoid giving itself away).

Damage: The base damage from the bite of a penanggalan is 1d6. If used in human form, the bite does not have any of the effects of the penanggalan's bite-related special attacks.

Special Attacks: A penanggalan retains all the special attacks of the human female when in human form. She retains all the special attacks when her head is detached unless this would be physically impossible (such as needing hands for the somatic components of a spell). She also gains the special attacks listed below. Saves have a DC of 10 + ½ penanggalan's HD + the penanggalan's Charisma modifier unless otherwise noted.

Vile Speech (Ex): As a penanggalan's detached head flies about it sometimes makes a hissing noise and at other times makes a gurgling speech that is barely recognizable as Common. A listener who makes a DC 10 Listen check can understand the speech, which is usually a pronouncement of doom or whispered secrets about what it is like to experience undeath. Any who understand the speech get a -2 penalty to their Will save when they first witness the penanggalan's flight.

Horrifying Appearance (Su): Anyone who sees the detached head of a penanggalan while flying, feeding, or fighting must make a Will save or become frightened for 5d6 rounds. If the penanggalan is first seen in total darkness, apply a -2 penalty to the saving throw once the victim sees the creature's full features.

Domination (Su): The penanggalan hypnotizes its victim unless a Will save is made (DC 13 + ½ penanggalan's HD + Charisma modifier). Victims who fail the saving throw remain under the control of the penanggalan for as long as it takes her to feed. The DC of this Will save increases by 1 for each successive night of feeding, with the penalty resetting if there is any break in the feeding. If the victim successfully saves, the penanggalan will flee in fear and confusion to one of its

lairs for the rest of the night. Further, the victim becomes immune to the domination of that particular penanggalan. In either case the victim remains asleep during the visitation.

Blood Drain (Su): When its head is detached, the bite of a penanggalan creates two small lacerations on the neck and drains 1-6 hit points; no Strength bonus is applicable to this effect. If the bite is part of a night's feeding, the victim also loses one point each of Strength and Constitution. The penanggalan will continue to feed on a victim each night until it successfully resists the creature's domination or dies. Even if the feeding is interrupted, the victim still loses 1 hit point each night until it dies. (This effect does not apply to an attack made in combat.) Hit points and ability points lost to blood drain cannot be restored by any means until a *dispel evil* has been cast on the victim; in effect, these are permanent reductions to the victim's maximum hit points and normal ability scores. Once a *dispel evil* has been done, hit points return at the rate of one per day and Strength and Constitution points return at the rate of one per week.

Victims who survive a night of feeding remember disturbingly ominous or even nightmarish dreams, generally filled with images of dark shadowy crypts, flowing red waters, and shriveled corpses stacked like wood.

Improved Grapple (Ex): When a penanggalan's head is detached, its tail may grapple an opponent of Medium size or smaller without provoking an attack of opportunity. The tail has a grip Strength of 24 for purposes of this attack, and the penanggalan itself is not considered to be grappled while conducting this attack (and hence does not lose its Dexterity bonus to AC). If not otherwise threatened, the penanggalan will most commonly use this attack to pin an opponent while it feasts on the victim with its bite. If otherwise threatened, it will use the attack to inflict 1d3 +7 subdual damage. The tail cannot be cut unless the penanggalan's head is destroyed.

Vile Drippings (Su): If foul drippings from a penanggalan's entrails touch bare flesh, the victim takes 1d4 damage and must make a Fortitude save (DC 12) or be infected with a disease that drains 1 point of Constitution per day until the disease is cured or death results. The disease is marked by a painful eruption of sores and boils. Thorny plants spring up from the soil where the fluids drip.

Create Undead (Su): A male victim killed by a penanggalan's blood drain does not return as undead, but any attempt to *raise* him has a 50% chance of failure. A female victim will rise from the grave in three days as a free-willed penanggalan. The first attempt to *raise* her during these three days has a 50% chance of failure. On a success, the victim is incapacitated for a week, after which all hit points and ability points lost to the penanggalan are recovered. On a failure, the victim can no longer be *raised*; the process by which a victim becomes a penanggalan is then inexorable.

Special Qualities: A penanggalan retains all special qualities of the human female and those listed below, and also gains undead type (see *Monster Manual* page 6).

Awareness (Su): The detached head of a penanggalan automatically knows when intruders find its body. This is usually the only circumstance under which a penanggalan will actively seek out and attempt to destroy an opponent who is awake.

Concealed Alignment (Su): When in human form, a penanggalan's alignment registers as what it pursued while alive. At night, when its head is detached, it registers as its true alignment.

Special Immunities (Su): When in human form, a penanggalan is unaffected by sunlight, holy symbols, holy water, turning, and other effects which normally specifically harm undead. She also has, in either form, the normal immunities of undead.

Vulnerabilities (Su): Unlike most undead, penanggalans can be harmed by normal weapons. If sunlight strikes the detached head, it becomes paralyzed and falls helplessly to the ground until nightfall. If the head and body are not reunited within seven hours of initial exposure to sunlight, both begin to decay rapidly and the evil life force which animated the penanggalan returns to the Nine Hells. This also happens if the body is destroyed while the head is detached.

Saves: Same as the base creature.

Abilities: Increase from the base human female as follows: Str +2, Dex +2, Cha +2. As an undead a penanggalan has no Constitution score.

Skills: Same as the base creature.

Feats: Penanggalans gain Multiattack when their head is detached. Otherwise same as the base creature.

Climate/Terrain: Any land and underground.

Organization: Solitary

Challenge Rating: as base creature +2

Treasure: Standard

Alignment: Usually lawful evil

Advancement: by character class

PENANGGALAN CHARACTERS

In human form, a penanggalan fights and acts in the manner appropriate for her apparent class and level, with most abilities undiminished. However, a penanggalan is always evil and typically lawful evil, which causes characters of certain classes to lose its abilities, as noted in Chapter 3 of the *Player's Handbook*. In addition, certain classes suffer additional penalties.

Cleric: A penanggalan cleric is limited only to those spells, which have a harmful effect, and she cannot turn undead. She does gain the ability to rebuke undead, however. She has access to the Chaos, Destruction, Evil, and Trickery domains.

Paladin: A paladin who becomes a penanggalan may become a blackguard if she meets the attack bonus, skill point, and feat requirements. She loses all paladin class abilities in any case.

Sorcerer or Wizard: These characters retain their class abilities, but if she had a familiar before then the

link is broken and the familiar shuns its former master. A penanggalan sorcerer or wizard may summon a new familiar, but it must be a rat or bat (or of lawful evil alignment if she possesses the Improved Familiar feat).

SAMPLE PENANGGALAN

See the NPC Jenasay.

APPENDIX 3: NEW RULES

Feats

Animal Defiance [General] (from *Masters of the Wild*)

You can channel the power of nature to drive off animals.

Prerequisite: Ability to cast *detect animals or plants*

Benefit: You can turn (but not destroy) animals as a good cleric turns undead. The number of times per day that you can use this ability is equal to 3 + your Charisma modifier. Your highest divine caster level is the level at which you turn animals.

Extra Slot [General] (from *Tome and Blood*)

You can cast an extra spell.

Prerequisite: Spellcaster level 4th+

Benefit: You gain one extra spell slot in your daily allotment. This extra slot can be at any level up to one level lower than the highest-level spell you can cast. For example, a 4th-level sorcerer gains either an extra 0-level or 1st-level slot, allowing him to cast any known spell of the chosen level one more time each day. A 4th-level wizard can prepare any extra 0-level to 1st-level spells she knows. Once selected, the extra spell slot never migrates up or down in level.

Special: You can gain this feat multiple times. Each time, you gain an extra spell slot at any level up to one level lower than the highest-level spell you can cast.

Extra Spell [General] (from *Tome and Blood*)

You can learn one more spell.

Prerequisite: Spellcaster level 3rd+

Benefit: You learn one additional spell at any level up to one level lower than the highest-level spell you can cast. Thus, a 4th-level sorcerer gains a new 0-level or 1st-level spell, expanding his repertoire. A 4th-level wizard can likewise learn an extra 0-level to 1st-level spell, but since wizards learn spells far more easily than sorcerers, this feat is of less use to her.

Special: You can gain this feat multiple times. Each time, you learn a new spell at any level up to one level lower than the highest-level spell you can cast.

Knock-Down* [General] (from *Sword and Fist*)

Your mighty blows can knock foes off their feet.

Prerequisites: Base attack bonus +2, Improved Trip, Str 15+.

Benefit: Whenever you deal 10 or more points of damage to your opponent in melee with a single attack, you may make a trip attack as a free action against the same target. Use of this feat cannot be combined with Improved Trip to generate an extra attack, and successful use of this feat does not grant an extra attack through the Cleave or Great Cleave feats.

Shield Expert* [General] (from *Sword and Fist*)

You use a shield as an off-hand weapon while retaining its armor bonus.

Prerequisite: Base attack bonus +3, shield proficiency

Benefit: You may make an off-hand attack with your shield while retaining the shield's AC bonus for that round. For purposes of determining attack penalties, shields are considered light weapons.

Normal: Using a shield as a weapon prevents you from gaining its AC bonus for the round.

Spells

Briar Web (from *Masters of the Wild*)

Transmutation

Level: Drd 2, Rgr 2

Components: V, S, DF

Casting Time: 1 action

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

Area: Plants in a 40-ft.-radius spread

Duration: 1 minute/level

Saving Throw: See text

Spell Resistance: No

This spell causes grass, weeds, bushes, and even trees to grow thorns and then wrap, twist, and entwine about creatures in the area, holding them fast. Creatures that stand still are entangled but experience no other effects and take no damage. A creature attempting an action (attack, cast a spell with a somatic component, move, or the like) takes thorn damage of 1d4 points +1 additional point per caster level and must make a successful Reflex save or be entangled (-2 penalty on attack rolls, -4 penalty to effective Dexterity, and unable to move). Anyone trying to cast a spell within the area must also make a Concentration check (DC 15 + spell level + damage taken) or lose the spell.

An entangled creature can try to break free and move at half normal speed by using a full-round action to make a Strength check or Escape Artist check (DC 20). A nonentangled creature can move through the area at half speed, taking damage as describe above. Each round nonentangled creatures remain in the area, the plants attempt to entangle them. The plants provide one-quarter cover for every 5 feet of substance between a creature in the area and an opponent - one-half for 10 feet of *briar web*, three-quarters for 15 feet, and total cover for 20 feet or more.

The DM may alter the spell somewhat, based on the nature of the available plants.

Camouflage (from *Masters of the Wild*)

Transmutation

Level: Drd 1, Rgr 1

Components: V, S, M

Casting Time: 1 action

Range: Personal
Target: You
Duration: 10 minute/level

You change your coloring to match your environment, gaining a +10 bonus to Hide checks.
Material Component: Mud painted on your face.

Fire Eyes (from *Masters of the Wild*)

Transmutation
Level: Drd 0
Components: V, DF
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 10 minute/level
Saving Throw: Will negates
Spell Resistance: Yes (harmless)

Fire eyes grants the subject the ability to see through normal smoke, fire, and fog as if they weren't there. While this spell functions, other creatures do not gain concealment from these effects with respect to the subject. This spell does not enable a subject to see through magical fog, such as *obscuring mist* and *fog cloud*.

Forestfold (from *Masters of the Wild*)

Transmutation
Level: Drd 4, Rgr 3

This spell grants a +20 competence bonus on Hide and Move Silently checks. It is otherwise the same as *camouflage*.

Spikes (from *Defenders of the Faith*)

Transmutation
Level: Clr 3, Drd 3
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: Wooden weapon touched
Duration: 1 hour/level
Saving Throw: None
Spell Resistance: No

Small wooden spikes protrude from the surface of a wooden weapon, such as a club, greatclub, nunchaku, or quarterstaff for the duration of the spell, the weapon deals both piercing and bludgeoning damage. It gains a +2 enhancement bonus on its attacks, deals an additional +1 point of damage per caster level (maximum +10), and doubles its threat range. This spell works only on melee weapons with wooden striking surfaces. For instance, it does not work on a bow, an arrow, or a metal mace.

DM REFERENCE - DUNMARSH VILLAGERS

This is a summarized listing of the named villagers in Dunmarsh and how they are related to each other. Jenasay and Tanelee's original accusers denoted with a superscript "4".

Barlomew⁴: parent of Saramay (accused witch).

Carlosin: Donoson's son, and groom at the Village Inn.

Dagonar: priest of Pholtus (son of an original accuser).

Donoson: innkeeper of the Village Inn.

Jessica: Momarie's apprentice.

Jimimin: One of the two boys who uncovered the cave.

Josephan: One of the two boys who uncovered the cave.

Karri: visiting bard.

Kathamay: still-living pregnant victim.

Kenothin⁴: parent of Meralynn (accused witch, burned).

Kethoral⁴: grandparent of Jeraleen (still living victim).

Merriman: village leader (head of Council of Elders).

Momarie: old woman, original witch.

Tomilon: parent of Jasperee (accused witch).

PLAYER HANDOUT 1

During the night you slept, but disturbing images haunted your dreams. At one point you found yourself floundering in blood-red waters; at other times there were scenes of tortures and executions, sometimes with you as an observer, sometimes with you as a victim. In one of the most vivid dreams you saw yourself barging into a cottage only to find bodies stacked to the roof like cordwood, with threatening shadows flitting all about. Oddly you remember an overpowering smell of vinegar saturating the cottage. But the worst was the dream of darkness—an oppressive, all-encompassing evil that felt like it permeated your soul. You couldn't find your way out of it. You felt trapped, and felt like something else was in there with you.

When you awoke, you were in a cold sweat, and felt as weak, sore and fatigued as if you had spent all night running. You can't shake a feeling of uneasiness over the images in your dreams. After a while you also feel sharp pricks of pain on your neck and right shoulder, as if numerous insects stung you. Checking there, you find a collection of sores and boils that had not been there when you went to bed.

You have lost 1 point each of Strength and Constitution, as well as a number of hit points that your DM determines. You must also attempt a Fortitude save. Your DM will inform you of any additional effects should you fail the save.

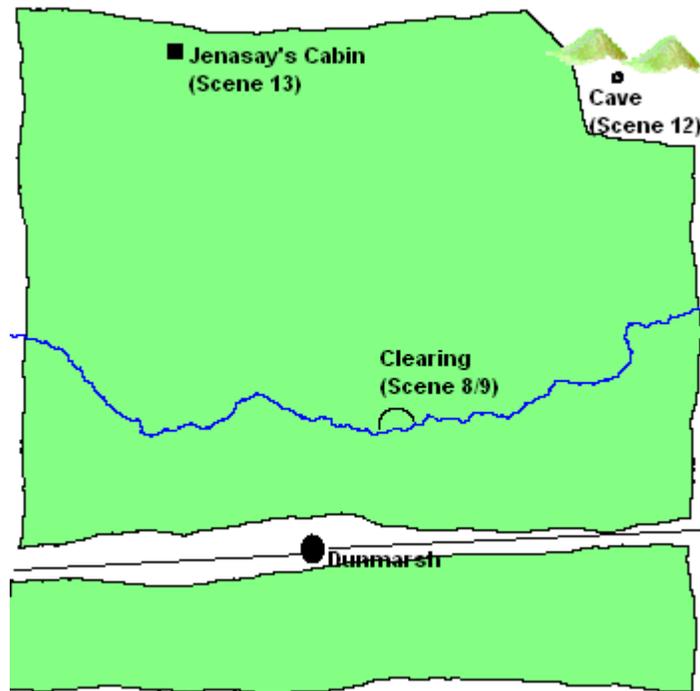
PLAYER HANDOUT 2

Your dreams during the night start pleasantly, but soon took a turn for the bizarre. You find yourself lying on your back in a forest clearing, lazily gazing at the sky. But you are not alone. Someone—or something—else is there, and it's calling out to you. A woman's voice, you think. You look around, and see face on the far side of the clearing. You can't make out the face's feature features, but you can see that there is no body attached to the head. Its eyes glow red as the decapitated head flies toward you. . .

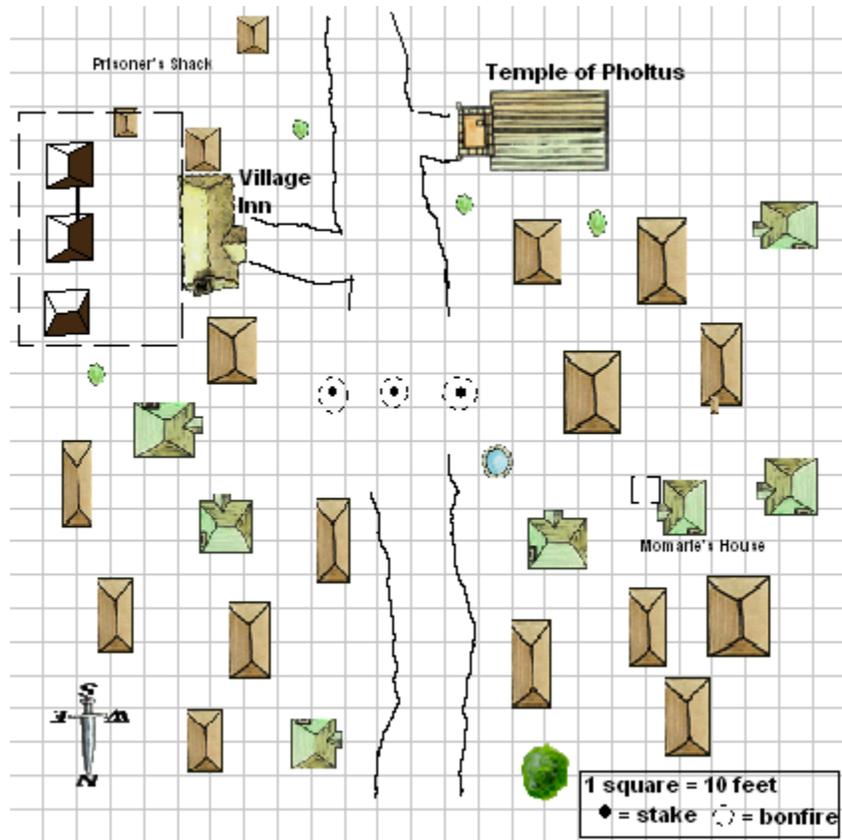
You wake up in a cold sweat, just before the disturbing head reaches you. Looking around, you see that you are alone, except for those companions that were with you at the start of the night. But you can't shake the feeling that someone or something else is with you.

You have trouble getting back to sleep, but eventually do so.

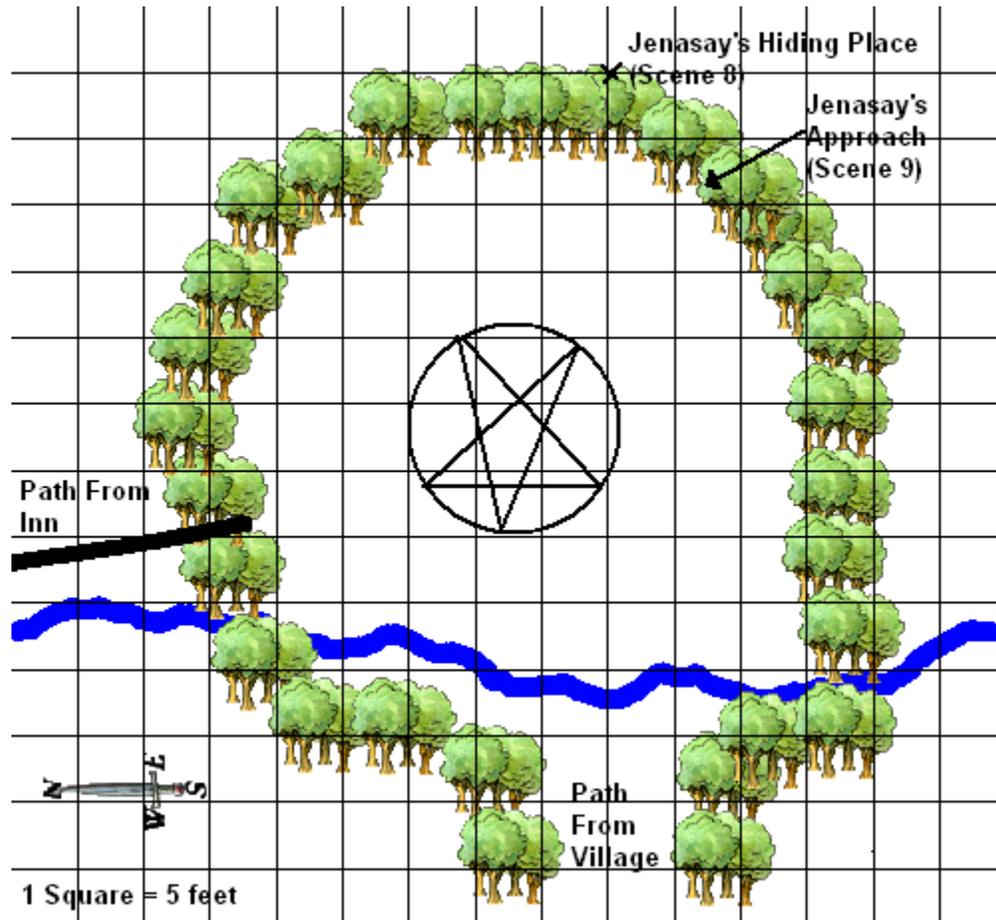
DM MAP: DUNMARSH ENVIRONS



DM MAP: VILLAGE OF DUNMARSH



DM MAP: ENCOUNTERS 8/9



DM MAP: ENCOUNTER 13

