

BRETHREN OF THE CRIMSON ALTAR

A Pathfinder Roleplaying Game Compatible TRIBES Supplement by Creighton Broadhurst



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Four vampires in the thrall of the *Crimson Altar of Kulan-Wyr* - an ancient, bloodstained object crafted in the dim prehistory of the world - work to shatter the barrier holding back Death's legions. Stalking streets and alleyways they prey on the hapless and unwary, spiriting them away to a nameless fortress to die screaming upon the bloodstained rock hewn from the very depths of Hell itself! *Brethren of the Crimson Altar* presents 16 stat blocks (ranging in CR from 2 - 15) as well as details of the *Crimson Altar of Kulan-Wyr* a sentient magic item of great power and terrible purpose.

Brethren of the Crimson Altar is compatible with almost any GM's campaign and can be used in conjunction with *The Lonely Coast* (a free, 30-page extensively bookmarked campaign setting). Alternatively, a GM can use the individual vampires herein to terrorise his players.



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CONTACT US

Email tribes@ragingswan.com with questions and comments about this adventure.

ERRATA

We would like to think *Brethren of the Crimson Altar* is completely error free and that absolutely no mistakes have crept in during design or editing. However, we are realists. So in that spirit, we shall post errata for this adventure three months after first release on ragingswan.com. We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

ABOUT THE DESIGNER

Creighton is a keen gamer who passionately believes in the Open Gaming License and is dedicated to making his games as fun and easy to enjoy as possible for all participants. Reducing or removing entry barriers, simplifying pre-game prep and easing the GM's workload are the key underpinning principles of the products he releases through Raging Swan Press.

Over the last 11 years, Creighton has worked with Expeditious Press, Paizo and Wizards of the Coast. He now releases his own products through Raging Swan Press. You can read his thoughts on game design at ragingswan.livejournal.com.

Creighton lives in Torquay, England where, apparently, the palm trees are plastic and the weather is warm. He shares a ramshackle old mansion with his two children (“Genghis” and “Khan”) and his patient wife. Famed for his unending love affair with booze and pizza he is an enduring GREYHAWK fan.

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*“Wreathed in flame and steeped in death,
Older still than sin’s first breath,
Carved from the blackness of hell itself,
No friend of human, dwarf or elf,
Brooding, immortal; feeding on fear,
The Crimson Altar of Kulan-Wyr”*

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READING STAT BLOCKS

Brethren of the Crimson Altar includes all necessary stat blocks; these notes explain how to read them. Unless otherwise noted, all listed scores include all the creature's normal modifiers. Stat block appear in four sections: basic, defensive, offensive and supplemental.

BASIC

Name, CR and XP: The monster's name appears first followed by its CR and how many experience points it is worth. If more than one creature is encountered, a bracketed number lists how many appear.

Appearance: The GM can read aloud or paraphrase this section. If a picture depicts the creature, this section may be omitted.

Sex, Race, Class and Level: If the monster has class levels these appear here along with its race and sex. The first noted class is the creature's favoured class.

Alignment and Type: The creature's abbreviated alignment and its type (including applicable subtypes).

Init and Senses: This creature's initiative modifier appears before any special senses (such as scent or darkvision) and the creature's Perception and Sense Motive scores. If the creature has special Perception-based abilities, such as trapfinding or stonecunning, these appear here.

Speed: The creature's modified land speed appears first along with any other relevant speeds (such as climb or fly). If the creature's base land speed is different to its modified speed this is also listed.

ACP and Movement Skills: ACP presents the creature's normal armour check penalty modifier. If the creature's Acrobatics, Climb, Escape Artist, Fly, Ride, Stealth or Swim modifier differs from the relevant ability modifier minus its armour check penalty, these skills appear here.

DEFENSIVE

AC: The creature's normal, touch and flat-footed AC along with its CMD; additionally this section lists any defensive powers or abilities that affects the creature's AC.

Immune, Resist and Weaknesses: If the creature has immunity, resistance or a vulnerability to an effect or condition it appears here.

Fort, Ref and Will: The creature's saving throw modifiers along with any conditional modifiers and defensive powers (such as evasion) and spell resistance appear here.

HP: The creature's full, normal hit points along with the number of hit dice it possesses. A bracketed hit point total indicates that the creature is injured. If the creature has damage reduction or hardness it appears here.

OFFENSIVE

Space, Base Atk and CMB: The creature's space, base attack bonus and CMB.

Melee: This section lists a creature's melee attacks. If the attack has a reach that is not 5 ft. it is listed here. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Ranged: This section lists the creature's ranged attacks. It always includes the attack's range. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Atk Options: This section lists any abilities or feats that can affect the creature's attacks. Subsequent listings describe all but the most basic abilities in more depth.

Special Actions: This section lists any useful abilities that a creature could use in battle. Subsequent listings describe all but the most basic abilities in more depth.

Spells and Spell-Like Abilities: The creature's caster level, along with its concentration modifier and domains appears in brackets before the main spell listing. If one or more of the creature's spells require a touch attack, the relevant attack bonus is included. Spells available appear in reverse order from highest to lowest level. Spells denoted ^D are domain spells. If applicable, a spell's DC is also provided.

Combat Gear: This section lists any combat-related equipment the creature possesses.

SUPPLEMENTAL

Abilities and Special Qualities: These sections list the creature's ability scores and any special qualities that do not appear anywhere else in its stat block.

Feats: An alphabetical listing of all the creature's feats.

Skills and Languages: These sections list any skills the creature possesses that have not already appeared in the stat block and all languages spoken or understood. Any language-based special abilities also appear here.

Gear: This section lists any gear not already listed in the creature's stat block. This section hardly ever contains weapons or armour as they usually appear in the relevant sections above.

Spellbook: The contents of the creature's spellbook and its barred schools.

SPECIAL ABILITIES

Special abilities appear in the section to which they are best suited. Thus, offensive abilities appear with a creature's attacks while defensive ones appear with its other defences. Full write-ups of irrelevant powers (such as those that could not affect combat) are omitted. The effects of abilities that factor into a creature's normal attacks or defences have already been included in the relevant calculations.

BRETHREN OF THE CRIMSON ALTAR

BRETHREN OF THE CRIMSON ALTAR

The Brethren of the Crimson Altar are a quartet of vampires dedicated to serving the *Crimson Altar of Kulan-Wyr*, an ancient artefact of fell provenance. The number of Brethren fluctuates over time and depends upon the current members accepting a new member into their august, if depraved, company. Currently, the Brethren are:

- **Tregereth Faull:** LE female human vampire wizard (diviner) 5/loremaster 8; page 12
- **Daveth Goninan:** NE male half-orc vampire fighter 10; page 14
- **Margh Vosper:** LE male human vampire aristocrat 4/bard 9; page 16
- **Terl Yarg:** NE male doppelganger vampire rogue 5/shadowdancer 2; page 18

Each of the Brethren is a powerful adversary, but together they form a terrifying threat to all but the most powerful adventurers.

Although bound together by common cause, they are disparate individuals with their own goals and desires. The *Crimson Altar* has seduced the four vampires to its service with promises of great power and freedom to hunt, feed and act as they desire when Death's minions finally enter the world. In the meantime, Tregereth Faull ever hunts for lost, esoteric knowledge whilst Margh Vosper loves the limelight, spending many evenings performing for the great and good of the town. In contrast, Terl Yarg instinctively lurks in the shadows and delights in stealing secrets, jewellery, valuable trinkets and works of art. Of the four, Daveth Goninan is the most savage, delighting in wanton slaughter and is the most likely to drag the Brethren into a confrontation with vengeful adventurers or the local authorities.

The Brethren (except Daveth) dwell in and around a large town or city, hiding their true natures while advancing both their personal agendas and the schemes of the *Crimson Altar of Kulan-Wyr*. Rarely together in public, it is unlikely that any band of PCs would be unlucky enough to battle more than one at a time. In dealing with troublemakers they prefer subtlety and tact over attention-grabbing violence. Instead of attacking irritating adventurers, they prefer to send them off on wild goose chases or to frame them for crimes they did not commit.

As a last resort, they use intermediaries and disguises to hire dozens of thugs which they unleash against troublemakers. If the PCs suspect the presence of a vampire, they direct an enslaved vampire to lead the attack. The enslaved vampire (of course) has orders not to speak of its master's involvement and is established in its own lair so that its destruction does not occur under its master's own roof. In this way, the vampire seek to deflect the PCs' suspicions away from themselves and onto their dupes.

COMBAT & TACTICS

With the exception of Daveth, the Brethren rarely enter combat. Protected by hired thugs and favoured minions (who are unaware of their true nature) they lurk out of reach of all but the most puissant adventurers. None of the Brethren fight to the "death" (again, except Daveth), instead fleeing if the battle turns against them. In flight (as in battle) Tregereth, Margh and Terl do not use abilities that mark them as a vampire. Well aware that their greatest defence is their opponent's ignorance of their nature the vampires use every other means at their disposal to defeat their foes. Only when detection is impossible, victory is certain or when forced to assume *gaseous form* do they use their vampiric abilities.

IN YOUR CAMPAIGN

Brethren of the Crimson Altar's design enables a GM to easily insert the group into his home campaign. If the GM does not want to use the Brethren as a group, one or more members can appear as random encounters, the PCs' arch-nemesis and so on.

It is best to insert the Brethren into the campaign long before the PCs come into conflict with them. Perhaps the PCs are in need of a sage and contact Tregereth or Terl steals an item from them. Alternatively, the PCs could attend one of Margh's performances.

Before placing the Brethren in his campaign, a GM must determine how far the *Crimson Altar of Kulan-Wyr's* plans have advanced. Is the ancient high priest close to his goal of shattering the boundary that keeps Death's legions at bay or is this goal yet distant?

A GENERIC NOTE

In places, this document speaks of "the town", "the city" and so on, avoiding specifics. This is a deliberate design decision taken to give the GM as much "wiggle room" as possible when inserting these powerful NPCs into his campaign. The text assumes that the vampires dwell in the same general location as each other (a large town or city) but they could just as easily be living some distance apart. This makes it harder for them to hunt, however, and thus they'll probably come to the PCs' or the authorities' attention sooner or later.

Similarly, the *Crimson Altar* is hidden below a forlorn, ruined fortress. The fortress remains unnamed and can stand in any remote, out of the way locale. This locale does not need to be near the Brethrens' "home" town because the vampires can travel there using Tregereth's *teleport*. (She also has *greater teleport* in her spellbook.)

LAIRS

Each of the Brethren has their own home-lair. Vampire spawn and enslaved vampires protect their inner sanctums, while living servants (many of them unaware of the vampire's true natures) provide a façade of respectability.

Tregereth Faull: The diviner dwells in a stoutly-built, tall townhouse on an affluent street. Extensive cellars below her house (which she can access via a narrow shaft reaching to her private chambers) contain a vast amount of clothes – many excellent examples of styles long since gone out of fashion – and her coffin. A few liveried vampire spawn protect her coffin, while impeccably turned out servants run the main house.

Daveth Goninan: The only one of the Brethren to not dwell in town, Daveth guards the *Crimson Altar of Kulan-Wyr* in its remote, crumbling fortress. Here he oversees the undead guardians of the places and hunts down the living captives his comrades bring him for sport. (In this way, they both control his bloodlust and keep him from taking actions that could draw unwelcome attention to the Brethren's actions).

Margh Vosper: Living death has been good to Margh; the rewards garnered by his frequent performances enable him to live in comparative luxury in a small estate surrounded by richly appointed gardens in the noble quarter. High walls protect his privacy while the shadowy depths of several thick stands of trees provide areas in which he can occasionally meet with those he must speak with during the day.

Terl Yarg: By day, Terl lurks in a rambling series of bricked up cellars that run deep below a ramshackle tenement building in the poorest part of town. Secretly the owner of the building above, he blocked off access to the cellars decades ago and has dwelt there alone ever since.

Secret passages provide access to the sewers enabling the master thief to reach anywhere in the immediate vicinity quickly. Narrow crawl-ways also lead to several places within the building including an apartment in which he ostensibly dwells in his guise as the building's owner.

HOOKS AND SCHEMES

The Brethren do not simply sit around waiting for things to happen. They are proactive and organised, destroying all threats to their existence. In particular, Tregereth Faull meets and interacts with many adventurers in her guise as a sage specialising in magic item identification and all manners of divinations. She never acts openly against adventurers but those strong in the causes of good and law often come to grief at the hands of her hired thugs or end their lives deep in the wilderness in search of a treasure that never was.

Little of import occurs in the town's dives without Terl Yarg hearing of it. In one of his many guises, and using his innate ability to read others' thoughts, few secrets are safe from the

lonely doppelganger. Superbly skilled at infiltration, Terl is able to steal items of import or plant them on those the Brethren wish to implicate in his crimes. (He often inflicts this treatment on rival thieves.)

Of course, the Brethren must hunt and do so by stalking those unlikely to be missed – travellers, itinerant tradesmen, outcasts and the like. Fugitives, sailors, mercenary guards and the like are all favourite targets as no one is going to miss those whose business involves frequent travel. They rarely target locals and never take anyone of true importance; in preference, they much prefer to hunt strangers and travellers.

The Brethren must also acquire sacrifices for the *Crimson Altar* and do so in a similar fashion to their hunting, transporting them to the altar using *teleport* and similar magic after crushing their will to resist.

If travellers wander too close to the altar's resting place, Daveth unleashes the fortress' guardians. The undead paralyse or otherwise subdue as many victims as possible before carrying them back to the fortress where they end their lives screaming upon the *Crimson Altar* itself.

LORE

Character with ranks in Knowledge (religion) can learn about the Brethren of the *Crimson Altar* with a successful skill check. A successful check reveals all information revealed by a lesser check.

DC 12: This is a vampire, a powerful undead creature.

DC 17: Vampires are able to summon bats and wolves to aid them in battle and have many defences including resistance to many weapons, cold and electricity.

DC 22: Vampires are very hard to kill as they regenerate damage dealt to them. Exposure to bright sunlight kills them as does immersion in running water or driving a wooden stake through a helpless vampire's heart.

Additionally, characters can learn about the *Crimson Altar of Kulan-Wyr* with a Knowledge (history) or (religion) check. A successful check reveals all information revealed by a lesser check.

DC 25: The Brethren of the *Crimson Altar* are an ancient shadowy cabal of vampires that serve the *Crimson Altar of Kulan-Wyr*. Their number varies over the years, but all are powerful and twisted foes dedicated to Death.

DC 30: The *Crimson Altar* is an object of ancient origin. It has powerful abilities; countless lives have ended upon its hard, blood splattered surface, but its fell purpose remains unknown.

DC 35: Said to be have carved from the very bedrock of Hell, the *Crimson Altar* lies in a mile-deep cave below a forlorn, crumbling fortress of ancient origin. A maze of natural caverns and hordes of undead guardians protect the altar.

CRIMSON ALTAR OF KULAN-WYR

The *Crimson Altar of Kulan-Wyr* is an ancient, blood-soaked object of great power that has its origins in the dim days of pre-history when the first humans sacrificed their screaming kin to the fell powers of the outer dark. Carved from stone hewn from the very bedrock of Hell, a malign spirit of forbidden knowledge and terrible power permeates the altar.

An ancient, timeworn fortress squats above the hidden mile-deep caverns that hold the altar safe from the light of the world. Built and rebuilt by successive waves of worshippers, the fortress now lies all but empty populated only by the risen spirits and bodily remnants of those who have died screaming upon the altar far below.

The remnant of long-dead adherents, a cadre of skeletal monks protects the altar. They attack any living beings approaching the altar's dread presence, initially attempting to subdue attackers so that they can be sacrificed on that which they sought to destroy.

The screams of countless sacrifices permeate the very stones of the fortress, weakening the boundary between the world and what lies beyond. When enough sentient creatures have gone screaming to their doom upon its bloodstained surface, the veil will be torn asunder and the numberless dead will surge into the world to extend Death's malevolent shadow over yet another world.



KULAN-WYR GUARDIAN CR 6 (XP 2,400)

Ebon eyes of brutal malevolence glare at you from a polished skull as this skeleton moves swiftly toward you.

Human skeletal champion monk 11

LE Medium undead

Init +7; **Senses** darkvision 60 ft.; Perception +17, Sense Motive +3

Speed 60 ft.

ACP 0; Acrobatics +17 (+40 jumping), Climb +15, Stealth +17, Swim +10

AC 24, touch 21, flat-footed 24; **CMD** 29; Deflect Arrows, Dodge, Mobility, Spring Attack

(+3 Dex, +3 Wis, +2 class, +3 armour [bracers of armour +3], +1 dodge, +2 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold
Fort +7, **Ref** +10 (improved evasion), **Will** +10 (channel resistance +4); +2 vs. enchantment spells and effects

hp 75 (11 HD); **DR** bludgeoning/5

Space 5 ft.; **Base Atk** +8; **CMB** +15 (+17 disarm, trip)

Melee unarmed strike (magic, lawful) +14/+9 (1d10+5/19-20) or

Melee unarmed strike (magic, lawful) with flurry of blows +15/+15/+10/+10/+5 (1d10+5/19-20)

Atk Options Spring Attack, Stunning Fist 11/day (stunned, fatigued or sickened; DC 18), Vital Strike
Special Actions ki pool (9 points), slow fall 50 ft.

Ki Pool (Su) By spending 1 ki point, the Kulan-Wyr Guardian can make one additional attack at its highest attack bonus as part of a flurry of blows, increase its speed by 20 ft. for 1 round, gain a +4 dodge bonus to AC for 1 round, gain a +20 bonus on Acrobatic checks made to jump for 1 round or heal 11 hps.

Combat Gear javelin of lightning

Abilities Str 18, Dex 16, Con --, Int 8, Wis 16, Cha 10

SQ undead traits

Feats Deflect Arrows^B, Dodge^B, Extra Ki, Improved Critical, Improved Disarm^B, Improved Trip^B, Improved Initiative^B, Improved Unarmed Strike^B, Mobility, Spring Attack, Stunning Fist^B, Toughness^B, Vital Strike, Weapon Focus (unarmed strike)

Skills as above

Languages Common

Gear as above plus amulet of mighty fists +1

CRIMSON ALTAR OF KULAN-WYR

Hewn from a shard of eldritch black rock of unguessable origin, something seems strangely alien about this sinister altar.

Aura strong (necromancy; DC 22 Knowledge [arcana]); **Identify** DC 35) Spellcraft

Lore (DC 15 Heal) So much blood has been spilt on this altar that it has permeated the rock.

Lore (DC 20 Knowledge [religion]) This is an ancient object dedicated to the death god.

Lore (DC 20 Knowledge [dungeoneering]) This altar is hewn from a wholly unnatural type of rock.

Senses 120 ft., blindsense, darkvision; Perception +5

Communication speech, telepathy

LE; Personality First and greatest of Death's high priests, none has ever stood higher in his councils than Kulan-Wyr. Of limitless cruelty and relentless cunning, Kulan-Wyr lived for centuries, unnaturally extending his life through countless sacrifices to his dark lord. When Death finally gathered his most faithful servant, eternal life of sorts was his reward. Now extant within the *Crimson Altar*, Kulan-Wyr plots and schemes endless to bring his lord's plan to final fruition.

Special Purpose The *Crimson Altar* exists to fulfil Death's plan; to shatter the boundary between his eternal realm and the world, allowing the numberless legions of the dead to add another world to their lord's domain. Every sentient being who dies screaming upon the altar weakens the boundary between the living and the dead. When the veil is shattered,

Kulan-Wyr will be reborn as his master's strongest and most favoured servant.

AC 4; **hp** 1,080; **hardness** 8; **break** DC 70

Special Power The *Crimson Altar* can cast *destruction* (DC 21 partial; CL 20) at will.

Animate Dead (Sp) The *Crimson Altar* can cast *animate dead* 3/day on any bones within the fane-cave.

Inflict Serious Wounds (Sp) The *Crimson Altar* can cast *inflict critical wounds* 3/day.

Abilities Int 18, Wis 20, Cha 18; Ego 25

Skills Knowledge (religion) +14

Languages Abyssal, Celestial, Common, Draconic, Infernal

Activation item utilises its powers; **CL** 20th

Requirements: cannot be made

THE FANE-CAVE (EL 13; XP 25,600)

The *Crimson Altar* stands within Death's fane-cave at the very nadir of the mile-deep cave system below the nameless keep. An *unhallow* effect – the result of the weakening boundary between the world and Death's realm – permeates the cave system.

An honour guard of eight Kulan-Wyr Guardians (page 8) attend the altar and attack any living creatures entering the cavern. The altar, of course, aids its own defence.



VAMPIRES IN BATTLE

Even though each vampire has its own distinctive combat style, they share several common traits. Use these notes with the NPC write-ups on pages 12 – 19.

CHANGE SHAPE

All vampires can take the form of a dire bat or wolf as if it had cast *beast shape II*.

- A vampire taking the form of a dire bat gains: fly 40 ft. (good), +4 size bonus to Strength, -2 penalty to Dexterity and a +1 natural armour bonus.
- A vampire assuming the form of a wolf gains: the trip special attack, scent, a +2 size bonus to Strength and a +2 natural armour bonus.

CREATE SPAWN

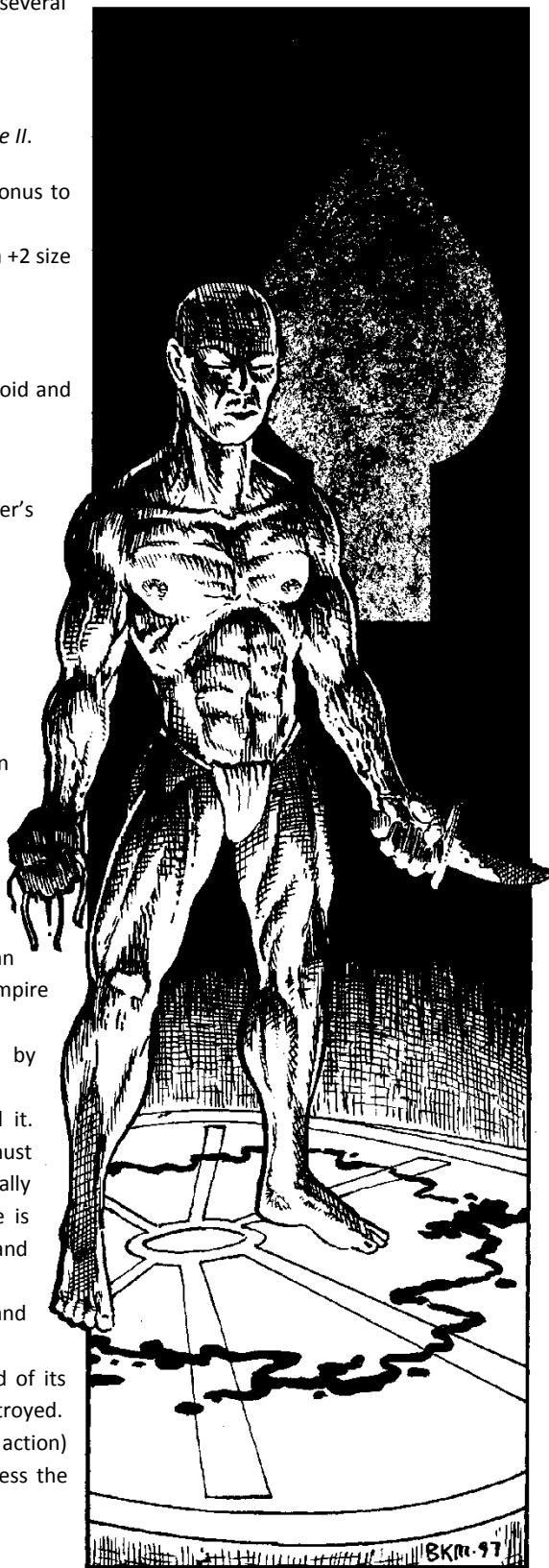
Vampires can create spawn of the same type (humanoid, monstrous humanoid and so on), from those it slays with its blood drain or energy drain attacks.

- The victim rises in 1d4 days.
- The new vampire is under the command of its creator until its master's destruction or until the vampire frees the enslaved spawn.
- A vampire can control spawn equal to twice its Hit Dice.
- A freed spawn can never be enslaved again.

VAMPIRE WEAKNESSES

All vampires share the following weaknesses:

- Vampires cannot tolerate the strong odour of garlic and will not enter an area laced with it.
- Vampires recoil from mirrors and strongly presented holy symbols. These things don't harm it, merely keeping it at bay. The vampire must stay at least 5 feet away from the mirror or holy symbol and cannot touch or make melee attacks against the creature holding the object. Holding a vampire at bay is a standard action. After 1 round, the vampire can overcome its revulsion with a DC 25 Will save and act normally. The vampire must repeat this check each round.
- Vampires cannot enter a private home or dwelling unless invited in by someone with the authority to do so.
- Reducing a vampire's hit points to 0 incapacitates it, but does not kill it. Instead, the vampire assumes *gaseous form* and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can normally travel up to 9 miles in 2 hours). Once at rest in its coffin, the vampire is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points a round.
- Exposing a vampire to direct sunlight staggers it on round one of exposure and destroys it utterly on the second consecutive round of exposure.
- Immersing a vampire in running water inflicts damage equal to one-third of its maximum hit points. A vampire reduced to 0 hit points in this fashion is destroyed.
- Driving a wooden stake through a helpless vampire's heart (a full-round action) instantly slays it. The vampire returns to life if the stake is removed, unless the head is also severed and anointed with holy water.



THE BRETHREN & THEIR MINIONS

TREGERETH FAULL

TREGERETH FAULL CR 14 (XP 38,400)

Female human vampire wizard (diviner) 8/loremaster 5

LE Medium undead (augmented humanoid)

Init +11 (forewarned); **Senses** darkvision 60 ft., permanent *see invisibility*, scrying adept; Perception +12, Sense Motive +12

Forewarned (Su) Tregereth can always act in the surprise round even if she has not noticed a foe.

Scrying Adept (Su) Tregereth is always aware when being observed by magic as if warded by a permanent *detect scrying*.

Speed 30 ft., *gaseous form* (fly 20 ft. [perfect]), *spider climb* (climb 20 ft.)

Gaseous Form (Su) Tregereth can assume *gaseous form* (AC 16, CL 5th) at will and can remain gaseous indefinitely.

Spider Climb (Ex) Tregereth climbs sheer surfaces as though affected by *spider climb*.

ACP 0; Fly +3 (+6 as dire bat, +11 in *gaseous form*) Stealth +11

AC 23, touch 16, flat-footed 19; **CMD** 25; Dodge, Mobility (+3 Dex, +2 deflection [*ring of protection* +2], +1 dodge, +7 natural [*amulet of natural armour* +1])

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless); **Resist** cold 10, electricity 10; **Weakness** vampire weaknesses (garlic, mirrors, cannot enter private homes unless invited, direct sunlight, running water, wooden stakes)

Fort +12, **Ref** +13, **Will** +15 (channel resistance +4, *nondetection*)

hp 113 (13 HD); *gaseous form*; fast healing 5; **DR** magic and silver/10

Gaseous Form (Su) If reduced to 0 hit points, Tregereth assumes *gaseous form* and flees. Tregereth must reach her coffin within 2 hours or be destroyed. Once at rest, she is helpless for one hour until she regains 1 hit point. Tregereth is then no longer helpless and fast healing heals her wounds normally.

Space 5 ft.; **Base Atk** +6; **CMB** +9

Melee slam +9 (1d4+3 plus energy drain)

Atk Options Combat Reflexes, blood drain, create spawn, energy drain

Blood Drain (Su) Tregereth can suck blood from a grappled opponent. If she establishes or maintains a pin, she drains blood (1d4 Constitution damage). Tregereth heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to her full normal hit points) each round she drains blood.

Create Spawn (Su) Tregereth can create a spawn when she slays a creature with blood drain or energy drain.

Energy Drain (Su) A creature hit by Tregereth's slam attack gains 2 negative levels (DC 20 Fortitude restores). Tregereth can use this ability once per round.

Special Actions change shape, children of the night, diviner's fortune, dominate

Change Shape (Su) Tregereth can assume the form of a dire bat or wolf as if affected by *beast shape II*.

Children of the Night (Su) Once per day, Tregereth can summon 1d6+1 rat swarms, 1d4+1 bat swarms or 2d6 wolves. These creatures arrive in 2d6 rounds and serve for up to 1 hour.

Diviner's Fortune (Su) 5/day as a standard action, Tregereth can touch any creature giving it a +4 insight bonus on attack rolls, skill checks, ability checks and saving throws for 1 round.

Dominate (Su) Tregereth can crush a humanoid's will (DC 20 Will resists) if within 30 ft. as *dominate person* (CL 12th).

Wizard Spells Prepared (CL 13th; concentration +18 [+22 casting defensively or when in a grapple], spell penetration +15)

7th—*greater scrying* (DC 22), *limited wish*

6th—*analyze dweomer* (DC 21), *greater dispel magic*, *true seeing*

5th—*break enchantment*, *prying eyes*, *telepathic bond*, *telekinesis* (DC 20), *teleport*

4th—*bestow curse* (2; DC 19), *dimension door*, *locate creature*, *phantasmal killer* (DC 19), *scrying* (DC 19)

3rd—*arcane sight*, *clairaudience/clairvoyance* (2), *dispel magic*, *displacement*, ~~*nondetection*~~

2nd—*darkness* (2), *extended mage armour*, *whispering wind*

1st—*alarm* (2), *detect secret doors*, *disguise self*, *identify* (2), *shield*

0—*detect magic*, *mage hand*, *message*, *prestidigitation*, *read magic*

Combat Gear *pearls of power* (1st, 2nd)

Scrolls *web*, *major image*, *stinking cloud*

Wands *haste* (10 chgs.), *lightning bolt* (25 chgs.), *protection from energy* (25 chgs.)

Abilities Str 16, Dex 16, Con —, Int 20, Wis 15, Cha 18

SQ *arcane bond* (*ring of protection* +2), *lore*, *scrying adept*, *secret* (lore of true stamina, secret knowledge of avoidance, secrets of inner strength, shadowless)

Feats Alertness^B, Combat Casting, Combat Reflexes^B, Craft Rod, Craft Wand, Craft Wondrous Item, Dodge^B, Extend Spell^B, Improved Initiative^B, Lightning Reflexes^B, Mobility, Scribe Scroll^B, Skill Focus (Knowledge [arcana]), Spell Penetration, Toughness^B

Skills as above plus Appraise +10, Bluff +12, Knowledge (arcana) +29, Knowledge (dungeoneering) +17, Knowledge (engineering) +14, Knowledge (geography) +14, Knowledge (history) +20, Knowledge (local) +21, Knowledge (nature) +12, Knowledge (nobility) +13, Knowledge (planes) +22, Knowledge (religion) +21, Spellcraft +21

Languages Abyssal, Aklo, Common, Draconic, Goblin, Infernal, Undercommon, permanent *comprehend languages*, permanent *tongues*

Scrying Adept (Su) Tregereth treats individuals she scrys as one step more familiar. Very familiar subjects get a -10 penalty to their saves to avoid her scrying attempts.

Gear as above plus *cloak of resistance* +2, expensive robes, jewellery worth 300 gp, 50 gp

Spellbook (enchantment, evocation) as above plus as determined by the GM

A truly ancient creature, steeped in the elder lore of the universe, Tregereth has been fascinated by the deeper secrets of the world from an early age. She is a skilled sage and purveyor of knowledge who maintains a modest business in town.

Background: A peasant woman with an active imagination and keen wit, Tregereth used her wit, cunning and exceptional looks to rise far above her birth station. Cold-hearted and pragmatic she only ever attached herself to those of value to her. Her last target was the hermit mage Kevern Tangye who dwelled in the Tower of Night, a fabled site dominating the skyline of a mighty city. Swiftly divining his vampiric nature, Tregereth continued her pursuit of the mage, who finally granted her request to bestow his dark gift upon her. Free to continue her pursuit of knowledge without the prospect of death, Tregereth abandoned her mentor at the moment of his defeat at the hands of the Company of the Burning Brand. Her exhaustive research eventually uncovered the *Crimson Altar of Kulan-Wyr* and over the intervening decades she has shared its secrets with her brethren. The altar has promised her access to a lost repository of knowledge and thus she enthusiastically supports its special purpose.

Personality: Inquisitive and thoughtful, base emotions rarely cloud Tregereth's judgement or actions. Obsessed with the search for knowledge, she is extremely single-minded. She is also wildly vain and enjoys her immortality. Injuries that could permanently mar her appearance terrify her.

Secretly she is in love Margh, although she has never confided this in anyone. She is ferocious in his defence and often uses her magic to watch his performances.

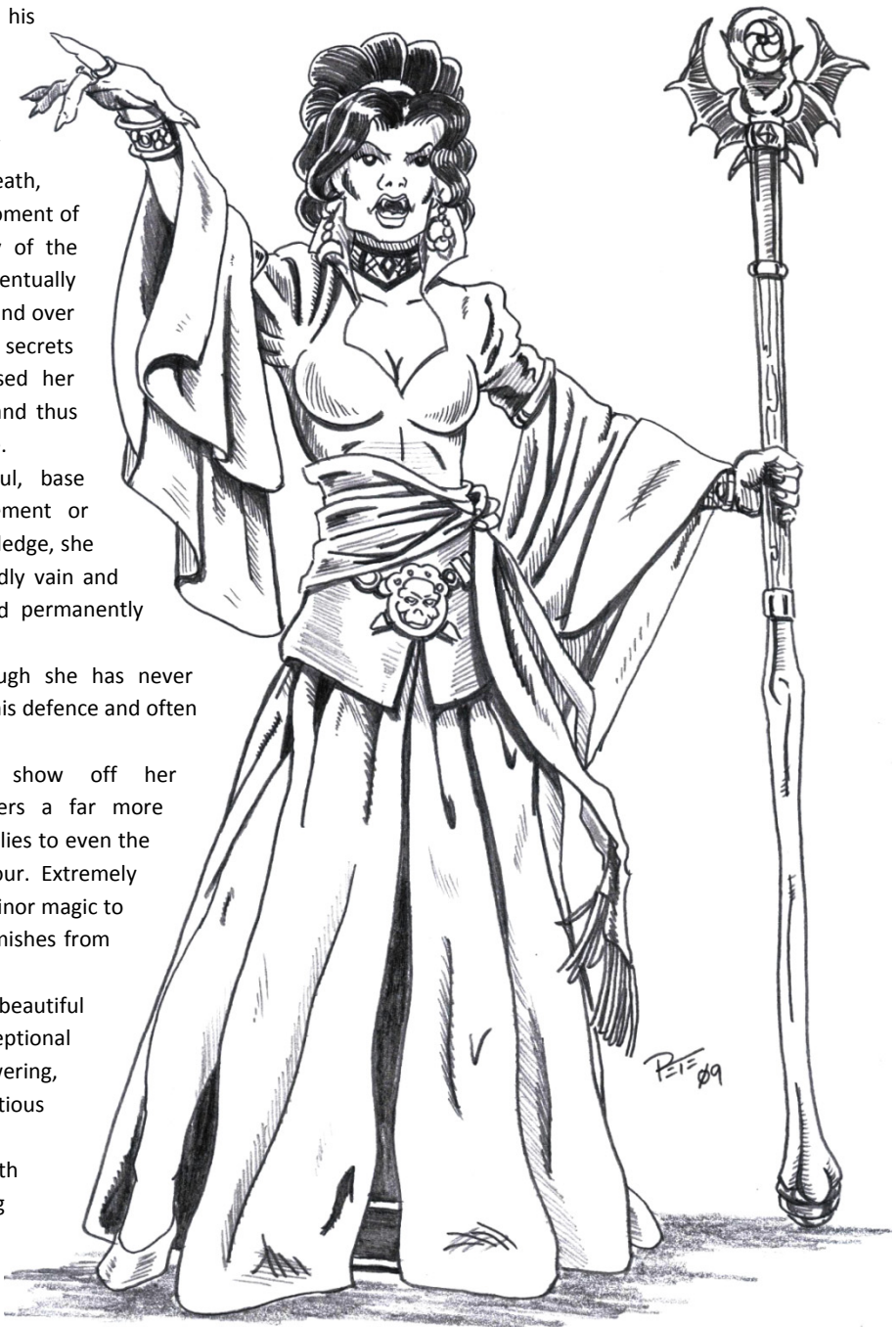
Mannerisms: Tregereth loves to show off her encyclopaedic knowledge and often offers a far more complex explanation than required. Her replies to even the simplest questions can last over a half-hour. Extremely vain, during conversations she often uses minor magic to remove tiny (and imagined) stains and blemishes from her clothes.

Distinguishing Features: Tregereth is beautiful and takes exquisite care over her exceptional appearance. In particular, she is fond of towering, ornate hairstyles and complicated, ostentatious jewellery.

Hooks: The PCs likely first meet Tregereth when they need a magical item identifying or a piece of ancient lore deciphering. She is happy to carry out such tasks, but is wary of groups containing obviously

good-aligned clerics and paladins. She never lies to such individuals for fear they will discern her duplicity. In the future, she could act as a buyer for ancient and obscure texts.

The PCs may also meet her shopping for expensive clothes and jewellery. A valued customer of several clothing emporiums she has accounts with the best dressmakers in the city. Alternatively, she could be encountered on the way home from a shopping trip. Accompanied by several shop assistants, she makes a tempting target for opportunistic muggers.



DAVETH GONINAN

DAVETH GONINAN

CR 11 (XP 12,800)

Male half-orc vampire fighter 10

NE Medium undead (augmented humanoid)

Init +9; **Senses** darkvision 60 ft.; Perception +11, Sense Motive +11

Speed 30 ft., *gaseous form* (fly 20 ft. [perfect]), *spider climb* (climb 20 ft.)

Gaseous Form (Su) Daveth can assume *gaseous form* (AC 17, CL 5th) at will and can remain gaseous indefinitely.

Spider Climb (Ex) Daveth climbs sheer surfaces as though affected by *spider climb*.

ACP 0; Acrobatics +16, Climb +22, Fly +5 (+8 as dire bat, +13 in *gaseous form*), Ride +18, Stealth +19

AC 29, touch 17, flat-footed 23; **Combat Expertise** (+3), **Dodge**; **CMD** 34 (36 vs. disarm and trip); +1/+2 vs. disarm and sunder attempts with natural weapons/flails

(+5 Dex, +6 armour [+2 *chain shirt*], +1 deflection [*ring of protection* +1], +1 dodge, +6 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless); **Resist** cold 10, electricity 10; **Weakness** vampire weaknesses (garlic, mirrors, cannot enter private homes unless invited, direct sunlight, running water, wooden stakes)

Fort +8, **Ref** +10, **Will** +4 (channel resistance +4); bravery +3

hp 89 (10 HD); *gaseous form*; fast healing 5; **DR** magic and silver/10

Gaseous Form (Su) If reduced to 0 hit points, Daveth assumes *gaseous form* and flees. Daveth must reach his coffin within 2 hours or be destroyed. Once at rest, he is helpless for one hour until he regains 1 hit point. Daveth is then no longer helpless and fast healing heals his wounds normally.

Space 5 ft.; **Base Atk** +10; **CMB** +17 (+21 disarm and trip); +1 with slam, +2 with flails)

Melee +1 *spiked chain* +22/+17 (2d4+15/19-20) or

+1 *spiked chain* with Power Attack +19/+14 (2d4+24/19-20)

Melee slam +18/+13 (1d4+8 plus 2 negative levels)

Atk Options Combat Reflexes, Greater Disarm, Greater Trip, Improved Disarm, Improved Trip, Power Attack (-3 attack, +6 damage [+9 with spiked chain], blood drain, create spawn, energy drain

Blood Drain (Su) Daveth can suck blood from a grappled opponent. If he establishes or maintains a pin, he drains blood (1d4 Constitution damage). Daveth heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to his full normal hit points) each round he drains blood.

Create Spawn (Su) Daveth can create a spawn when he slays a creature with blood drain or energy drain.

Energy Drain (Su) A creature hit by Daveth's slam attack gains 2 negative levels (DC 16 Fortitude restores). Daveth can use this ability once per round.

Special Actions change shape, children of the night, dominate

Change Shape (Su) Daveth can assume the form of a dire bat or wolf as if affected by *beast shape II*.

Children of the Night (Su) Once per day, Daveth can summon 1d6+1 rat swarms, 1d4+1 bat swarms or 2d6 wolves. These creatures arrive in 2d6 rounds and serve for up to 1 hour.

Dominate (Su) Daveth can crush a humanoid's will (DC 16 Will resists) if within 30 ft. as *dominate person* (CL 12th).

Abilities Str 24, Dex 21, Con —, Int 15, Wis 12, Cha 12

SQ armour training +3, orc blood, shadowless, weapon training (flails +2, natural +1)

Feats Alertness^B, Combat Expertise, Combat Reflexes^B, Dodge^B, Exotic Weapon Proficiency (spiked chain), Greater Disarm, Greater Trip, Greater Weapon Focus (spiked chain), Improved Critical (spiked chain), Improved Disarm, Improved Trip, Improved Initiative^B, Lightning Reflexes^B, Power Attack, Toughness^B, Weapon Focus (spiked chain), Weapon Specialisation (spiked chain)

Skills as above plus Intimidate +10, Knowledge (dungeoneering) +6, Knowledge (engineering) +6, Profession (soldier) +6

Languages Common, Goblin, Infernal, Orc

Gear as above plus *belt of incredible dexterity* +2, *boots of elvenkind*, golden earrings (worth 500 gp)

CAUCHEMAR NIGHTMARE

CR 11 (XP 12,800)

This towering horse stands upon smoking hooves. Hellfire flashes in its eyes and heat radiates from its jet-black body.

NE Huge outsider (evil, extraplanar)

Init +6; **Senses** darkvision 60 ft.; Perception +22, Sense Motive +22

Speed 40 ft., fly 90 ft. (good); Run

ACP 0; Acrobatics +19 (+23 jumping), Fly +19, Stealth +11

AC 26, touch 10, flat-footed 24; **CMD** 38 (42 vs. trip) (-2 size, +2 Dex, +16 natural)

Fort +14, **Ref** +11, **Will** +7

hp 147 (14 HD)

Space 15 ft.; **Base Atk** +14; **CMB** +26 (+28 overrun)

Melee bite (reach 10 ft.) +22 (2d6+10)

2 hooves (reach 10 ft.) +17 each (2d6+5 plus 1d6 fire)

Atk Options Cleave, Improved Overrun, Power Attack (-4 attack, +8 damage)

Special Actions smoke (DC 22)

Smoke (Su) In battle, the cauchemar nightmare exhales smoke that chokes and blinds foes, filling a 15-foot-cone each round as a free action. Anyone in the cone must succeed on a DC 22 Fortitude save or become sickened until 1d6 minutes after leaving the area. This smoke acts as obscuring mist for concealment purposes and persists for 1 round.

Spell-Like Abilities (CL 15th)

1/hour (self plus 1 rider only)—*ethereal jaunt*, *plane shift*

Abilities Str 31, Dex 15, Con 21, Int 16, Wis 12, Cha 12

Feats Alertness, Cleave, Improved Initiative, Improved Overrun, Iron Will, Power Attack, Run

Skills as above plus Bluff +18, Intimidate +18, Knowledge (arcana) +20, Knowledge (planes) +20

Languages Abyssal, Infernal

A ferocious warrior and terrible enemy, Daveth is a child of battle, revelling in the blood, slaughter and carnage of the battlefield. Merciless and without pity, dark legends cluster thickly about him.

Background: The favoured son of Feng Bloodbeard, a charismatic and successful orc war leader, Daveth rose quickly through his tribe's ranks. For his father he was a living symbol of the darkness that lurked within humanity's breast and for the tribe's rank and file he was the living embodiment of battle ferocity. His natural skill at arms enabled him to become a feared warlord and to lead his men on daring and savage raids.

Unfortunately, he eventually chose the wrong target, unleashing his band against an isolated keep hidden deep in the hills. Traoth Lathil, an ancient elven vampire, dwelt within. Easily despatching the attacking orcs, he transformed Daveth into a vampire and forced him to destroy his former tribe. Years past and eventually Traoth disappeared while exploring the astral plane. Leaderless, Daveth wandered the land until falling in with the Brethren of the Crimson Altar.

Personality: The bastard mongrel of an orc chieftain and a captive fallen paladin, Daveth was always destined to be a damaged, violent individual capable of extreme depravity. His transformation into a vampire has augmented his desires into an unholy lust. Outside of battle, Daveth has few interests. Devoid of mercy or pity, he enjoys engaging in acts of random, wanton cruelty.

Mannerisms: Daveth has no blink reflex; his unflinching gaze seems to bore into a person's very soul. He also often mutters to himself. In battle, a primal, atavistic growl comes from deep within his throat. After battle, he often lingers on the field to inspect the bloodied and broken corpses and to further mutilate those that touch some deep chord in his demented psyche.

During battle when he clearly has the upper hand, he often takes a move action to lick his enemy's blood from his chain. (He enjoys the look of terror and revulsion this act often elicits.)

Distinguishing Features: Although muscular, Daveth is very skinny, his stretched, taught skin giving him the looks of an emaciated, starved man.

Hooks: The PCs encounter Daveth on one of his occasional hunts as he attacks and overpowers a small band of travellers. If disturbed, he flees but not before battering several attackers with his spiked chain in punishment for interrupting his feast.



MARGH VOSPER

CR 12 (XP 19,200)

Male human vampire aristocrat 4/bard 9

LE Medium undead (augmented humanoid)

Init +8; **Senses** darkvision 60 ft.; Perception +30, Sense Motive +30

Speed 30 ft., *gaseous form* (fly 20 ft. [perfect]), *spider climb* (climb 20 ft.); Step Up

Gaseous Form (Su) Margh can assume *gaseous form* (AC 15, CL 5th) at will and can remain gaseous indefinitely.

Spider Climb (Ex) Margh climbs sheer surfaces as though affected by *spider climb*.

ACP 0; Fly +4 (+7 as dire bat, +12 in *gaseous form*), Ride +11, Stealth +28

AC 26, touch 15, flat-footed 21; **CMD** 26; Dodge

(+4 Dex, +5 armour [+2 *studded leather*], +1 dodge, +6 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless); **Resist** cold 10, electricity 10; **Weakness** vampire weaknesses (garlic, mirrors, cannot enter private homes unless invited, direct sunlight, running water, wooden stakes)

Fort +11, **Ref** +15, **Will** +16 (Improved Iron Will, channel resistance +4); +4 vs. bardic performance, sonic and language-dependant effects

hp 136 (13 HD); *gaseous form*; fast healing 5; **DR** magic and silver/10

Gaseous Form (Su) If reduced to 0 hit points, Margh assumes *gaseous form* and flees. Margh must reach his coffin within 2 hours or be destroyed. Once at rest, he is helpless for one hour until he regains 1 hit point. Margh is then no longer helpless and fast healing heals his wounds normally.

Space 5 ft.; **Base Atk** +9; **CMB** +11

Melee +2 rapier +15/+10 (1d6+4/18-20)

Melee slam +11 (1d4+2 plus energy drain)

Ranged mwk dagger (range 10 ft.) +14 (1d4+2/19-20)

Atk Options Combat Reflexes, blood drain, create spawn, energy drain

Blood Drain (Su) Margh can suck blood from a grappled opponent. If he establishes or maintains a pin, he drains blood (1d4 Constitution damage). Margh heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to his full normal hit points) each round he drains blood.

Create Spawn (Su) Margh can create a spawn when he slays a creature with blood drain or energy drain.

Energy Drain (Su) A creature hit by Margh's slam attack gains 2 negative levels (DC 21 Fortitude restores). Margh can use this ability once per round.

Special Actions change shape, children of the night, dominate

Change Shape (Su) Margh can assume the form of a dire bat or wolf as if affected by *beast shape II*.

Children of the Night (Su) Once per day, Margh can summon 1d6+1 rat swarms, 1d4+1 bat swarms or 2d6 wolves. These creatures arrive in 2d6 rounds and serve for up to 1 hour.

Dominate (Su) Margh can crush a humanoid's will (DC 21 Will resists) if within 30 ft. as *dominate person* (CL 12th).

Special Actions bardic performance 37 rounds (countersong, dirge of doom, distraction, fascinate [DC 19], inspire competence +3, inspire courage +2, inspire greatness, *suggestion* [DC 19]), lore master 1/day

Bard Spells Known (CL 9th; concentration +14)

3rd (4/day)—*dispel magic*, *displacement*, *glibness*, *see invisibility*

2nd (5/day)—*eagle's splendour*, *heroism*, *invisibility*, *tongues*

1st (7/day)—*alarm*, *disguise self*, *expeditious retreat*, *silent image* (DC 16), *undetectable alignment*

0—*dancing lights*, *detect magic*, *message*, *prestidigitation*, *read magic*, *summon instrument*

Combat Gear *lesser metamagic rod of silent spell*

Abilities Str 14, Dex 18, Con —, Int 16, Wis 14, Cha 21

SQ bardic knowledge, shadowless, versatile performance (act, oratory, string)

Feats Alertness^B, Combat Reflexes^B, Dodge^B, Extra Performance (2), Improved Initiative^B, Improved Iron Will, Iron Will, Lightning Reflexes^B, Skill Focus (Perform [act]), Step Up, Toughness^B, Weapon Finesse

Skills as above plus Bluff +23, Diplomacy +27, Disguise +21, Intimidate +12, Knowledge (arcana) +11, Knowledge (dungeoneering) +7, Knowledge (engineering) +11, Knowledge (geography) +11, Knowledge (history) +11, Knowledge (local) +14, Knowledge (nature) +7, Knowledge (nobility) +14, Knowledge (planes) +11, Knowledge (religion) +15, Perform (act) +21, Perform (oratory) +27, Perform (string) +23, Spellcraft +11

Languages Abyssal, Common, Draconic, Infernal

Gear as above plus *cloak of resistance* +2, noble's outfit, masterwork violin, gold rings (4; each worth 200 gp)

FAVOURER DISGUISES

Margh often walks abroad in disguise. When he does so, he invariably assumes one of the following appearances:

- **Neophyte Bard:** Appearing as a young half-elf male, Margh assumes the persona of Kalaen, a hero-worshipping bard obsessed with the "Great Margh Vosper." He uses this persona to both drum up interest in his upcoming performances and to discover what people really think of him.
- **Drunken Minor Noble:** Assuming the guise of a drunken minor noble, Heraldaa Kerst, Margh engages adventurer-types in idle conversation about their past exploits. Hinting that he might have a job for them, he learns as much as possible about their abilities so that he can gauge what level of threat they pose to the Brethren.

Insufferably vain, and with a near matchless hatred of those deriding his talents, Margh is a prominent (and popular) fixture of the town's nightlife. His performances are invariably well attended by the great and the good, which amuses him greatly.

Background: Margh was the indolent, dilettante fourth son of a minor nobleman with no focus in life until he fell in love with the star actress of a travelling troupe of minstrels and storytellers. Abandoning his family, he set out for life on the road intent on winning his beloved's affections. At first, barely tolerated by the minstrels he slowly improved his skills until he was a passable performer.

Sadly, fate then intervened in the guise of a wandering vampire that slaughtered much of the troupe including Margh's beloved. Incensed by this Margh attacked the vampire; his insane desire to kill the abomination amused the vampire and so it chose to create him as a spawn. Its victory was short-lived, however, as a nearby band of adventurers heard the battle and slew the beast. Margh awoke two days later in a communal grave. Digging his way out he disappeared into the slums where a trail of death and destruction heralded the arrival of a new predator. Forced to flee by vengeful adventurers and an unusually efficient city watch, Margh struck out for a nearby town where he reinvented himself. Given the luxury of eternal life, he has spent the last century honing his skills and developing his bardic prowess.

He first encountered Tregereth at a performance of his one-man drama. Attracted to her stunning beauty he was surprised and glad to discover the puissant diviner was already a vampire. The two have been occasional lovers for decades.

Personality: Margh projects the persona of a typical thespian. Highly-strung and emotional, he always makes a grand entrance and never leaves without theatrics and drama. This is all an act, of course, designed to enable him to hide in plain sight. In truth, Margh is a vicious, calculating monster capable of indescribable torments if the mood takes him, but he is also a needy man. Desperate for his skill and talent as a great actor and orator to be recognised, Margh is pathetically grateful for praise. He has a long memory, however, and often exacts a terrible revenge (sometimes months or years later) upon those that publicly deride or criticise his performance.

He avidly collects all kinds of theatrical memorabilia and has an extensive library of plays, songs

and similar materials.

Mannerisms: In his persona as an emotional thespian, Margh is overly fond of expansive hand gestures and overtly emotional displays. When out of character, Margh has an intense, brooding presence that many find unsettling.

Distinguishing Features: Devastatingly handsome and possessing of incredible personal magnetism, Margh dominates most social situations in which he finds himself.

Hooks: The PCs might witness one of his frequent, but impromptu, performances in a highbrow tavern or may be meeting a potential patron at the theatre at which Margh performs.

Alternatively, Margh may seek out a PC bard of repute to exchange stories of legends.

He could even adopt a PC bard as his protégé and charge him with seeking out rare and hard-to-find manuscripts and commentaries.



TERL YARG CR 12 (XP 19,200)

Male doppelganger vampire rogue 5/shadowdancer 2

NE Medium undead (augmented humanoid)

Init +9; **Senses** darkvision 90 ft.; Perception +30 (trapfinding), Sense Motive +18

Speed 30 ft., Spring Attack, fast stealth, *gaseous form* (fly 20 ft. [perfect]), *spider climb* (climb 20 ft.)

Gaseous Form (Su) Terl can assume *gaseous form* (AC 17, CL 5th) at will and can remain gaseous indefinitely.

Spider Climb (Ex) Terl climbs sheer surfaces as though affected by *spider climb*.

ACP 0; Acrobatics +22, Climb +14, Fly +5 (+8 as dire bat, +13 in *gaseous form*), Stealth +35 (fast stealth)

AC 28, touch 17, flat-footed 28; Dodge, Mobility, +1 vs. traps, improved uncanny dodge; **CMD** 31

(+5 Dex, +5 armour [+2 studded leather], +1 deflection [ring of protection +1], +1 dodge, +6 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless); **Resist** cold 10, electricity 10; **Weakness** vampire weaknesses (garlic, mirrors, cannot enter private homes unless invited, direct sunlight, running water, wooden stakes)

Fort +10, **Ref** +16 (+17 vs. traps; evasion), **Will** +7 (channel resistance +4)

hp 120 (11 HD); *gaseous form*; fast healing 5; **DR** magic and silver/10

Gaseous Form (Su) If reduced to 0 hit points, Terl assumes *gaseous form* and flees. Terl must reach his coffin within 2 hours or be destroyed. Once at rest, he is helpless for one hour until he regains 1 hit point. Terl is then no longer helpless and fast healing heals his wounds normally.

Space 5 ft.; **Base Atk** +8; **CMB** +14

Melee slam +14/+9 (1d4+6 plus energy drain)

Melee 2 claws each +15 (1d8+6 plus energy drain)

Ranged +1 distance hand crossbow (range 60 ft.) +14 (1d4+1/19-20)

Atk Options Combat Reflexes, Spring Attack, blood drain, create spawn, energy drain, sneak attack +3d6

Blood Drain (Su) Terl can suck blood from a grappled opponent. If he establishes or maintains a pin, he drains blood (1d4 Constitution damage). Terl heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to his full normal hit points) each round he drains blood.

Create Spawn (Su) Terl can create a spawn when he slays a creature with blood drain or energy drain.

Energy Drain (Su) A creature hit by Terl's slam attack gains 2 negative levels (DC 20 Fortitude restores). Terl can use this ability once per round.

Special Actions change shape (*alter self*, perfect copy), children of the night, dominate, hide in plain sight, mimicry

Change Shape (Su) Terl can assume the form of a dire bat or wolf as if affected by *beast shape II*. Additionally, Terl can use alter shape to assume different forms. When doing so, he can assume the appearance of specific individuals.

Children of the Night (Su) Once per day, Terl can summon 1d6+1 rat swarms, 1d4+1 bat swarms or 2d6 wolves. These creatures arrive in 2d6 rounds and serve for up to 1 hour.

Dominate (Su) Terl can crush a humanoid's will (DC 20 Will resists) if within 30 ft. as *dominate person* (CL 12th).

Hide in Plain Sight (Su) Terl can use Stealth even when observed. As long as he is within 10 ft. of a shadow (except his own) he can hide in the open.

Mimicry (Ex) Terl can use any spell trigger or spell completion item as if the spell was on his spell list. CL 4th.

Spell-Like Abilities (CL 18th)

3/day—*ghost sound* (CL 5th, DC 13)

At will—*detect thoughts* (DC 15)

Combat Gear blue whinnis (4; DC 14, *wand of silence* (10 charges), *wand of eagle's splendour* (15 charges), *wand of poison* (10 charges)

Abilities Str 22, Dex 21, Con —, Int 17, Wis 18, Cha 21

SQ rogue talents (fast stealth, minor magic [ghost sound]), shadowless

Feats Alertness^B, Combat Reflexes^B, Dodge^B, Great Fortitude, Improved Initiative^B, Lightning Reflexes^B, Mobility, Toughness^B, Skill Focus (Disguise), Skill Focus (Stealth), Spring Attack, Weapon Focus (claw)

Skills as above plus Appraise +11, Bluff +27 (+31 using change shape), Diplomacy +20, Disable Device +15, Disguise +26 (+46 using change shape), Knowledge (local) +9, Perform (dance) +12, Sleight of Hand +15

Languages Abyssal, Common, Goblin, Infernal

Gear as above plus *cloak of elvenkind*, *boots of elvenkind*, masterwork thieves' tools, jewellery and trinkets (worth 1,000 gp)

FAVOURER DISGUISES

Terl often walks abroad in disguise. When he does so, he invariably assumes one of the following appearances:

- **Ovthur Thocral:** As this dwarf trap-disarming specialist, Terl is much in demand among the thieves and rogues of the city. Reputedly of supernatural skill he is widely believed to be able to bypass any trap. Nobles quake in their estates and pray nightly that he does not take a liking to their valuables.
- **Gawen Kersey:** As this middle-aged barkeep, Terl works in several unsavoury establishments in the poorest parts of town. He uses this cover to both seek out prey that won't be missed (beggars, lone travellers and so on) and to glean news of illicit wealth entering the city. Thickset with a paunch and pronounced limp, he is nevertheless still strong and respected as a hard (and unforgiving) bouncer.



Of all the Brethren, Terl is the least dedicated to the *Crimson Altar* and its malign destiny. A thief of superlative ability, he guards his identity carefully and only undertakes licentious activities in other forms.

Background: The youngest of the Brethren, Terl has only been a vampire for 50 years or so. Vampire doppelgangers are exceedingly rare – Terl has never met another. Created by Merat, a vampiric gargoyle, who laired in an abandoned manor house, Terl gained his freedom when the Brethren stormed the building in search of ancient texts said to lie hidden below.

Sensing kindred spirits, Terl gladly joined the Brethren (partly out of self-preservation and partly because of a deep sense of loneliness and a desire to belong to something greater than himself that had been growing slowly within his heart).

Since then, Terl has served as the eyes and ears of the Brethren. His various roles, superlative stealth and ability to get into and out of even the most heavily defended places makes him one of the best informed folk in the city.

Personality: Not afraid to get his hands dirty, Terl relishes hiding in plain sight as a labourer or other tradesman.

He enjoys gazing on the fruits of his exploits. His private chambers are a riot of colour and light. A magical chandelier casts everburning light into the chamber while stolen jewellery and works of art hang from the walls.

He rarely uses his blood drain and energy drain attacks “in public” preferring to keep his identity secret. He has also never created a spawn, partly because he can only do so with other monstrous humanoids and partly because he is not interested in creating “friends.”

For all his lust for gold and wealth, Terl is lonely. Reading the thoughts of so many others has made Terl realise what he is missing – friends, family and a real place in the world. People being genuinely friendly toward Terl could gain a powerful, if black-hearted, friend.

Mannerisms: Terl has no recurring physical mannerisms to give himself away. However, when he speaks he often refers to himself in the third person.

Distinguishing Features: As a doppelganger, Terl can assume any form his wishes and thus can create any distinguishing features he desires. He often assumes a form with an obvious, distinctive feature such as a wart-covered nose, deformed hand, horrible scar and so on. He has found that witnesses often fixate on such details.

Hooks: Terl is normally encountered in the seedier parts of town (and obviously only at night). The PCs will likely come across him in one of his favoured roles (see facing page), but if he is performing a mugging, robbery or minor theft he’ll probably appear as just another desperate, penniless thief.

The PCs could witness him (in one of his many guises) emerging onto the roof of a townhouse obviously laden down with loot. Terl also loves the thrill of the chase and sometimes deliberately gets spotted so that he can lead the watch on a merry chase through the narrow alleyways and lanes of his home. Unsurprisingly, he is never caught.

MINIONS OF THE CRIMSON ALTAR

BAT SWARM

CR 2 (XP 600)

A multitude of small, black, furry bats hurtle from the darkness.

N Diminutive animal (swarm)

Init +2; **Senses** blindsense 20 ft., low-light vision; Perception +15, Sense Motive +2

Speed 5 ft., fly 40 ft. (good)

ACP 0; Fly +12

AC 16, touch 16, flat-footed 14; **CMD** – (+4 size, +2 Dex)

Immune weapon damage, critical hits, flanking, any spell that targets a specific number of creatures (except mind-affecting effects); **Weakness** area of affect attacks or spells deal an extra 50% damage.

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

hp 13 (3 HD)

Space 10 ft.; **Base Atk** +2; **CMB** –

Melee swarm (reach 0 ft.) (1d6 plus distraction)

Atk Options distraction (DC 11), wounding

Distraction (Ex) Any living creature damaged by a swarm must make a DC 11 Fortitude saving throw or be nauseated (affected creatures are unable to take any action requiring attention; they may only take a single move action per round) for 1 round.

Wounding (Ex) Any living creature damaged by a bat swarm continues to bleed, losing 1 hit point per round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped with a DC 10 Heal check or the application of any cure spells or some other healing magic.

Abilities Str 3, Dex 15, Con 11, Int 2, Wis 14, Cha 4

SQ swarm traits

Feats Lightning Reflexes, Skill Focus (Perception)

Skills as above



RAT SWARM

CR 2 (XP 600)

A squirming mass of tiny black rats scurries towards you.

N Tiny animal (swarm)

Init +6; **Senses** low-light vision, scent; Perception +8, Sense Motive +1

Speed 15 ft., climb 15 ft., swim 15 ft.

ACP 0; Acrobatics +6, Climb +1, Stealth +14, Swim +10

AC 14, touch 14, flat-footed 12; **CMD** – (+2 size, +2 Dex)

Immune weapon damage, critical hits, flanking, any spell that targets a specific number of creatures (except mind-affecting effects); **Weakness** area of affect attacks or spells deal an extra 50% damage.

Fort +4, **Ref** +5, **Will** +2

hp 16 (3 HD)

Space 10 ft.; **Base Atk** +2; **CMB** –

Melee swarm (reach 0 ft.) (1d6 plus disease)

Atk Options distraction (DC 12)

Distraction (Ex) Any living creature damaged by a swarm must make a DC 12 Fortitude saving throw or be nauseated (affected creatures are unable to take any action requiring attention; they may only take a single move action per round) for 1 round.

Abilities Str 2, Dex 15, Con 13, Int 2, Wis 13, Cha 2

SQ swarm traits

Feats Improved Initiative, Skill Focus (Perception)

Skills as above

WOLF

CR 1 (XP 400)

This powerful, gray-furred canine has fearsome jaws and piercing yellow eyes.

N Medium animal

Init +2; **Senses** low-light vision, scent; Perception +8, Sense Motive +1

Speed 50 ft.

ACP 0; Stealth +6

AC 14, touch 12, flat-footed 12; **CMD** 14 (18 vs. trip) (+2 Dex, +2 natural)

Fort +5, **Ref** +5, **Will** +1

hp 13 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +2

Melee bite +2 (1d6+1 plus trip)

Abilities Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6

Feats Skill Focus (Perception)

Skills as above plus Survival +1 (+5 using scent to track)

ENCOUNTERS WITH THE BRETHREN

DEATH IN THE MIST (EL 12; XP 19,200)

This encounter takes place when the PCs stray too close to the nameless fortress below which lurks the *Crimson Altar of Kulan-Wyr*. Daveth Goninan unleashes a swarm of undead guardians to deal with the interlopers. This attack likely takes place during the night at the PCs' campsite.

The undead are merciless, but cunning, in their attack. The skeletal champions stop 100 ft. away, waiting in the mist for the vampire spawn to attack. Characters on watch can make a hearing-based Perception check (-10 penalty for distance) opposed by the skeletal champion's Stealth check to hear them approach.

When the vampire spawn materialise, read:

Suddenly, from the swirling mist, a pale skinned human materialises. He has long claw-like fingernails and two long fangs protruding from this mouth. He looks into your eyes and you feel your will begin to snap.

When the skeletal champions emerge from the mist, read:

Four skeletons clad in archaic breastplates and carrying long, well-balanced scythes run from the mist straight toward you.

The combat begins when the vampire spawn materialise and attempt to dominate any guards. Refer to Tactics for more information.

TACTICS

The undead have orders to incapacitate all attackers so that any survivors may be sacrificed on the *Crimson Altar of Kulan-Wyr*. While the skeletal champions follow these orders (not finishing off downed foes) the vampire spawn are starved of fresh blood and forget themselves once combat begins.

Vampire Spawn: The vampire spawns use the light mist as cover to approach the party in *gaseous form*. Initially they materialise and target any guards with *dominate*. If this works, they command their new slaves to silence and await the arrival of the skeletal champions.

Once battle begins, they wade into combat, infernal hunger in their eyes, focusing on dominated opponents first. They use their energy drain to weaken foes and if a vampire spawn knocks a foe unconscious (or otherwise incapacitates it) it uses its blood drain ability to sate its bloodlust and to heal its wounds (which likely kills its victim).

Skeletal Champions: Marching forth from the darkness and mist, the skeletal champions target obvious warrior types, cutting foes down with maniacal glee.

The skeletal champions use Power Attack, unless their opponent's prove difficult to hit, positioning themselves for

Cleave and Great Cleave whenever possible. They use Step Up to keep enemy spellcasters threatened.

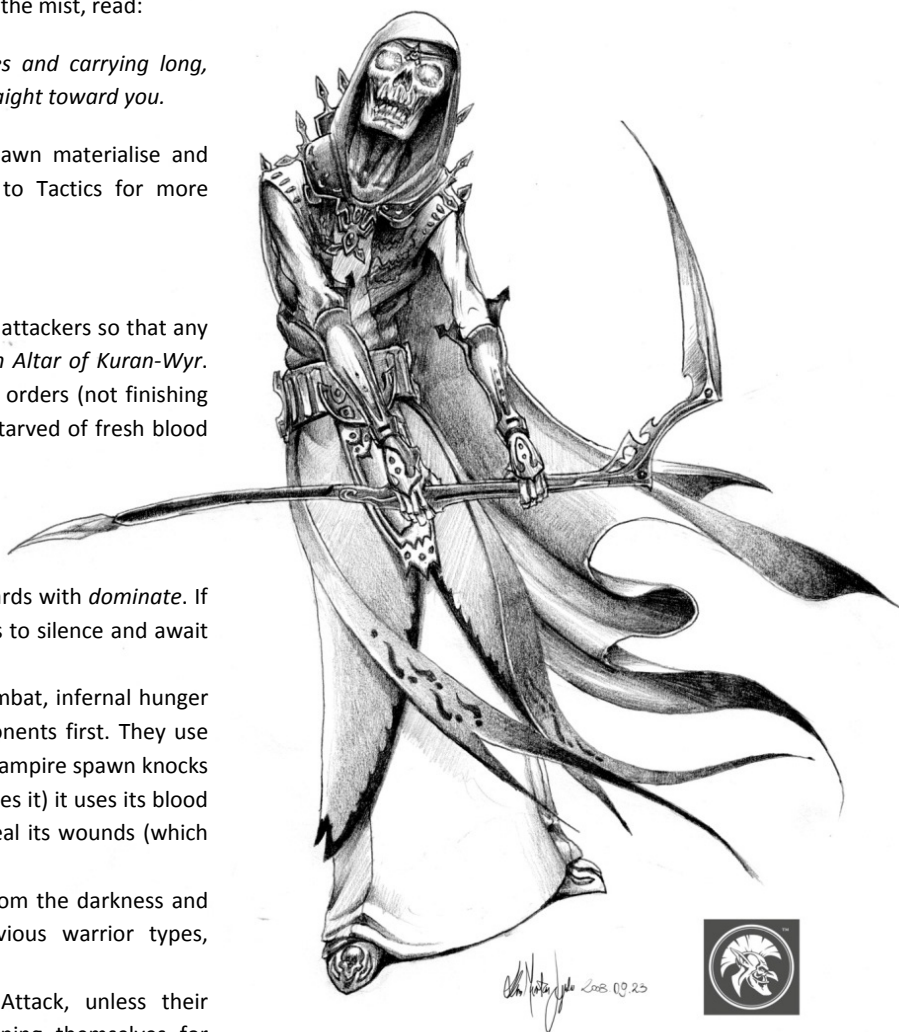
AREA FEATURES

As well as any GM-determined features, the PCs' campsite has the following features of note:

Illumination: Darkness.

Mist: A light mist shrouds the battlefield, obscuring all sight beyond 5 ft. Creatures more than 10 ft. away have concealment (20% miss chance). Creatures more than 100 ft. away have total concealment (50% miss chance) and cannot be located by sight.

Ethereal Watcher: PCs able to see into the ethereal plane automatically notice Daveth atop his nightmare steed observing the fight. If any PC enters the ethereal plane, Daveth immediately (and gleefully) attacks. Refer to the Ethereal Watcher entry and page 14 for more details.



ETHEREAL WATCHER (EL 13; XP 25,600)

If the PCs camp within nine miles of the fortress, Daveth accompanies his minions to battle. To observe the battle, he commands his steed to use its *ethereal jaunt* ability and then advances close to the campsite to determine the PCs' battle-might for himself.

Once the PCs have despatched his servants, but before they have a proper chance to rest and recover, Daveth appears without warning behind the most powerful divine spellcaster in the group and attacks.

Daveth fights from the back of his mount using Greater Disarm and Greater Trip to devastating effect. Combat Reflexes allows him six attack of opportunity every round and he uses these to stop spellcasting and to batter enemies attempting to close on him. He focuses his attacks on enemies with the ability to turn undead.

The nightmare concentrates its attacks on a single foe, using Cleave whenever possible. Daveth is immune to the sickening effect of its smoke ability (which it uses liberally). If Daveth is slain, or if it has less than 30 hp the nightmare *plane shifts* away.

KULAN-WYR CHAMPION (4)

CR 7 (XP 3,200)

Dressed in an archaic breastplate this skeleton carries a large scythe.

Human skeletal champion warrior 12

NE Medium undead

Init +6; **Senses** darkvision 60 ft.; Perception +10, Sense Motive +0

Speed 20 ft., base speed 30 ft.; Step Up

ACP -3; **Acrobatics** -1 (-5 jumping), **Stealth** -1

AC 21, touch 12, flat-footed 19; **CMD** 29

(+2 Dex, +7 armour [+1 breastplate], +2 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold

Fort +10, **Ref** +7, **Will** +6 (channel resistance +4)

hp 104 (14 HD); **DR** bludgeoning/5

Space 5 ft.; **Base Atk** +13; **CMB** +17

Melee mwk scythe +19/+14/+9 (2d4+6/19-20 x4) or

Melee 2 claws +17 each (1d4+4)

Atk Options Cleave, Great Cleave, Power Attack (-4 attack, +8 damage [+12 with scythe])

Abilities Str 19, Dex 14, Con —, Int 9, Wis 10, Cha 12

SQ undead traits

Feats Cleave, Great Cleave, Improved Critical, Improved Initiative^B, Iron Will, Power Attack, Step Up, Weapon Focus (scythe)

Skills as above plus Intimidate +11

Languages Common

Gear as above

Daveth's statistics (and those of his mount) appear on page 14.

GREATER VAMPIRE SPAWN (4)

CR 5 (XP 1,600)

This emaciated creature's muscles bunch and writhe beneath its taut, pale flesh. Needle-sharp fangs fill its mouth and long, wicked fingernails caked with blood turn its hands into vicious weapons.

LE Medium undead

Init +3; **Senses** darkvision 60 ft., Blind Fight; Perception +13, Sense Motive +10

Speed 30 ft., *gaseous form* (fly 10 ft. [perfect]), *spider climb* (climb 20 ft.)

Gaseous Form (Su) A vampire spawn can assume *gaseous form* (AC 13, CL 5th) at will and can remain gaseous indefinitely.

Spider Climb (Ex) A vampire spawn climbs sheer surfaces as though affected by *spider climb*.

ACP 0; **Stealth** +18

AC 19, touch 13, flat-footed 16; **CMD** 19

(+3 Dex, +6 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless); **Resist** cold 10, electricity 10; **Weakness** resurrection vulnerability, vampire weaknesses (garlic, mirrors, cannot enter private homes unless invited, direct sunlight, running water, wooden stakes)

Resurrection Vulnerability (Su) A *raise dead* or similar spell destroys (Will negates) a vampire spawn. Using the spell this way does not require a material component.

Fort +3, **Ref** +4, **Will** +7 (channel resistance +2)

hp 34 (4 HD); fast healing 2; **DR** silver/5

Space 5 ft.; **Base Atk** +3; **CMB** +6

Melee slam +6 (1d4+3 plus energy drain)

Energy Drain (Su) A creature hit by a vampire spawn's slam attack gains 1 negative levels (DC 16 Fortitude restores). A vampire spawn can use this ability once per round.

Atk Options Blind Fight, blood drain

Blood Drain (Su) A vampire spawn can suck blood from a grappled opponent. If it establishes or maintains a pin, it drains blood (1d4 Constitution damage). The spawn heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round it drains blood.

Special Actions dominate

Dominate (Su) A vampire spawn can crush a humanoid's will (DC 16 Will resists) if within 30 ft. as *dominate person* (CL 12th).

Abilities Str 16, Dex 16, Con —, Int 15, Wis 17, Cha 19

SQ shadowless

Feats Blind Fight, Skill Focus (Perception)

Skills as above plus Disguise +11, Intimidate +11, Knowledge (religion) +9

Languages Common

HIRED THUGS (EL 10; XP 12,800)

In this encounter, a small band of hired thugs attack the PCs. While they are not loyal to the Brethren – they don't really know who they are working for – the group do like gold and do their best to carry out their orders. Before battle begins, refer to the Scrying sidebar.

The thugs choose an empty street as the place to launch their ambush. When they attack, read:

Two hulking half-orcs, holding falchions menacingly, appear from the shadows. Across the street, a finely dressed elf holding a rapier advances confidently toward you. Behind him, an attractive female elf chuckles softly as she raises her hands.

Kalaen Korran and Lafithel Traivanna lead the thugs. The unpredictable, impulsive pair are lovers and ferociously loyal to one another. Lafithel is slightly unhinged while Kalaen embraces danger.

TACTICS

The thugs have worked together before and are used to fighting together.

Hired Thugs: Brutal, unsophisticated combatants, the half-orcs wade into battle trusting to their skills with their falchions to see them through. Before they enter battle, though, they hurl tanglefoot bags at the nearest opponents. They then engage any character entangled in the bag's contents. They fight on until their hit points drop below 20, at which time they flee.

Kalaen Korran: Intelligent and graceful in battle, Kalaen seeks out an opponent worthy of his blade. If possible, he flanks his enemy to gain the benefit of sneak attack and precise strike. Before battle he drinks his *elixir of tumbling*.

If defeat seems inevitable, he retreats, using his *dust of illusion* once out of sight to assume the appearance of a beggar.

Lafithel Traivanna: Lafithel prefer to stay out of combat using her spells from range to confuse and confound her foes.

Before battle, she protects herself with *mage armour* and *fly*. If the PCs seem particularly capable, she also uses her scrolls of *see invisibility* and *blink*.

She starts with *confusion* (preferable before her allies enter combat) and uses it repeatedly on those resisting its effects. She uses *deep slumber* in preference to *lightning bolt* (unless her

foes seem immune to *sleep*) targeting rogues and fighters as she knows they are the most weak-willed of her foes.

AREA FEATURES

As well as any GM-determined features, the ambush site (a street empty of witnesses) has the following features of note:

Illumination: Dim light emanating from a number of shuttered windows (creatures have concealment [20% miss chance] from opponents without darkvision).

Empty Barrels and Boxes: A few empty boxes and barrels stand against the walls of the houses overlooking the street. Characters can leap atop a barrel or box (DC 12 Acrobatics check) to gain the benefit of higher ground (+1 on melee attacks).

Onlookers: Once battle breaks out, several shuttered windows open and the occupants watch the battle in shock. None attempt to aid the combatants but several do call loudly for the watch.

HIRED THUGS (2)

CR 7 (XP 3,200)

Hulking half-orcs clad in fine studded leather armour clutch large falchions and grin menacingly at you.

Male half-orc warrior 5/expert 4

NE Medium humanoid (orc)

Init +5; **Senses** darkvision 60 ft.; Perception +8, Sense Motive +3
Speed 30 ft.

ACP 0; Acrobatics +10, Climb +12, Stealth +12, Swim +6

AC 16, touch 11, flat-footed 15; **CMD** 22

(+1 Dex, +5 armour [+2 studded leather])

Fort +5, **Ref** +3, **Will** +4

hp 73 (9 HD); ferocity

Ferocity (Ex) Once per day, when a thug is brought below 0 hp, but not killed, he can fight on for one more round as if disabled before falling unconscious (unless healed to 1 or more hit points).

Space 5 ft.; **Base Atk** +8; **CMB** +11

Melee +1 falchion +12/+7 (2d4+5/15-20)

Melee unarmed strike +11/+6 (1d3+3)

Ranged dagger (range 10 ft.) +9/+4 (1d4+3/19-20)

Combat Gear *potion of cure moderate wounds* (2), *potion of invisibility* (2), tanglefoot bag, thunderstone

Abilities Str 16, Dex 12, Con 12, Int 10, Wis 9, Cha 8

Feats Improved Critical (falchion), Improved Initiative, Improved Unarmed Strike, Toughness, Weapon Focus (falchion)

Skills as above plus Intimidate +10

Languages Common, Orc

Gear as above plus 2 daggers, belt pouch, traveller's outfit, 17 gp, 24 sp

SCRYING

Before battle begins, Tregereth Faull attempts to scry the party. If she has met the PCs she uses *greater scrying* (DC 22 Will negates) against an obvious fighter or rogue so that she can observe the battle. If she has not met any of the PCs, she instead scrys a Hired Thug.

CAPTURE

If the PCs capture one of their attackers, they can attempt to uncover the attack's motivation. A DC 18 Intimidate check against any of the PCs' attackers earns the information below. Any PC offering to let the thugs go unharmed gains a +4 bonus to the check.

If successful, the PCs learn that a one-armed dwarf (Terl in disguise) hired the thugs to "settle a score" with "his old enemies." They were well paid for their efforts, but have already spent their considerable advance in an orgy of booze and self-indulgence.

KALAEEN KORRAN

CR 7 (XP 3,200)

Lithe and slim, this elven warrior wears a mithral chain shirt and wields a worn, but honed rapier.

Male elf fighter 5/rogue 2/duelist 1

CN Medium humanoid (elf)

Init +8; **Senses** low-light vision; Perception +13 (trapfinding), Sense Motive +0

Speed 30 ft.

ACP 0; Acrobatics +15, Climb +11, Ride +6, Stealth +15, Swim +7

AC 21, touch 16, flat-footed 15; **CMD** 23; Dodge, Mobility, canny defence

(+5 Dex, +5 armour [+1 mithral shirt], +1 dodge)

Immune sleep

Fort +6, **Ref** +10 (evasion), **Will** +2; +2 vs. enchantments, +1 vs. fear

hp 63 (8 HD)

Space 5 ft.; **Base Atk** +7; **CMB** +9

Melee +1 rapier +14/+9 (1d6+6/18-20)

Ranged mwk dagger (range 10 ft.) +13 (1d4+3/19-20)

Atk Options bleeding attack, precise strike, sneak attack +1d6

Bleeding Attack (Ex) When Kalaen hits a target with a sneak attack the target also suffers 1 point of bleed damage. Bleed damage from this ability does not stack with itself and occurs at the start of the target's turn. The bleeding can be stopped with a DC 15 Heal check or by the application of any effect that heals hit point damage.

Precise Strike (Ex) Kalaen adds +1 to his damage roll when using his rapier or dagger. This ability only works against living creatures with a discernable anatomy and he can only be wielding one weapon to deal the extra damage.

Combat Gear *dust of illusion, elixir of tumbling, potion of cure serious wounds*

Abilities Str 14, Dex 18, Con 12, Int 12, Wis 10, Cha 8

SQ armour training 1, canny defence, rogue talent (bleeding attack), weapon training (light blades +1)

Feats Dodge, Improved Initiative, Mobility, Toughness, Weapon Finesse, Weapon Focus (rapier), Weapon Specialisation (rapier)

Skills as above plus Appraise +6, Perform (dance) +4

Languages Common, Elven, Sylvan

Gear as above plus *cloak of resistance* +1, fine clothing, belt pouch, 13 gp, 10 gp, 10 sp

DEVELOPMENT

If any of the thugs survive the battle with the PCs, they flee into the poorest part of town. Unfortunately, there they encounter Terl Yarg, who beats them to death. Their crushed and battered bodies are discovered the next morning. Their brutal deaths are the talk of the slums and taverns the next day, and the PCs automatically hear of the news. If the PCs investigate, they discover the bodies have already been disposed of.

LAFITHEL TRAIVANNA

CR 7 (XP 3,200)

Female elf sorcerer (fey) 8

CN Medium humanoid (elf)

Init +3; **Senses** low-light vision; Perception +2, Sense Motive +0

Speed 30 ft., woodland stride

Woodland Stride (Ex) Lafithel can move through undergrowth at normal speed without taking damage or suffering any impairment. Thorns, briars and other undergrowth magically enchanted to impede movement still affect her.

ACP 0

AC 14, touch 14, flat-footed 11; **CMD** 17

(+3 Dex, +1 deflection [*ring of protection* +1])

Immune sleep

Fort +4, **Ref** +6, **Will** +7; +2 vs. enchantments

hp 38 (8 HD)

Space 5 ft.; **Base Atk** +4; **CMB** +3

Melee mwk dagger +8 (1d4-1/19-20)

Melee Touch laughing touch +7 (creature touched laughs for 1 round and can only take 1 move action; creatures affected by *laughing touch* are immune for 24 hours)

Atk Options laughing touch 6/day

Special Actions Heighten Spell

Sorcerer Spells Known (CL 8th; concentration +11; spell penetration +10, ranged touch +7)

4th (3/day)—*confusion* (DC 21)

3rd (6/day)—*deep slumber* (DC 20), *fly*, *lightning bolt* (DC 16)

2nd (7/day)—*daze monster* (DC 19), *hideous laughter* (DC 19), *invisibility*, *web* (DC 15)

1st (7/day)—*charm person* (DC 16), *disguise self*, *entangle* (DC 14), *mage armour*, *mount*, obscuring mist

0—*acid splash*, *dancing lights*, *daze* (DC 17), *detect magic*, *mage hand*, *message*, *prestidigitation*, *read magic*

Combat Gear *lesser metamagic rod of extend*, *potion of cure serious wounds*, *scroll of blink*, *see invisibility* and *dimension door*

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

SQ bloodline arcana

Feats Eschew Materials^B, Greater Spell Focus (enchantment), Improved Initiative^B, Heighten Spell, Spell Focus (enchantment), Weapon Finesse

Skills as above plus Bluff +14, Knowledge (arcana) +13, Knowledge (nature) +13, Spellcraft +13 (+15 to identify magic items), Use Magic Device +14

Languages Auran, Common, Elven, Sylvan

Gear as above plus *cloak of resistance* +1, 15 gp, 12 sp

RUINED REPUTATIONS

As well as unleashing thugs and undead minions against the PCs, the Brethren also work quietly to destroy their reputations, with the long-term goal of forcing them to relocate somewhere else. It should quickly become obvious to the PCs that some dark agency wishes them ill. The GM should look to combine these minor events described below with *Hired Thugs* (page 24) and *Skulking Death* (page 28).

BARROOM BRAWL

While the PCs are enjoying a quiet drink in their favourite hostelry, a brawl suddenly erupts at a nearby table. The fight quickly spreads and soon chaos reigns throughout the taproom. The event is staged, if the PCs get involved, Terl (disguised as a simple labourer) drops some dark reaver powder into their drinks.

Dark Reaver Powder: DC 18 Fortitude; *Onset* 10 minutes; *Frequency* 1/minute for 6 minutes; *Effect* 1d3 Con damage and 1 Str damage; *Cure* 2 consecutive saves.

DISEASED BEDDING

If the PCs are staying in a tavern, Terl bribes, blackmails or intimidates a staff member into switching their bedding for blankets and sheets infected with bubonic plague.

The individual doing so also catches the disease, eventually dying if not treated. If the victim survives, she describes a man (Terl using change shape) with a huge wart on the side of his face as the person who forced/bribed her to change the sheets. While Terl could switch the sheets himself, he wants to lay a false lead for the PCs – namely the man with the huge wart.

Bubonic Plague: DC 17 Fortitude; *Onset* 1d3 days; *Frequency* 1/day; *Effect* 1d4 Con damage and 1 Cha damage and target is fatigued; *Cure* 2 consecutive saves.

FIRE

This encounter can take place at either the PCs' home or at the tavern in which they are staying. As they sleep, Terl uses his impressive stealth and vampiric abilities to set a small fire as near to their sleeping chambers as possible. (Note, if the PCs rest in their own home he cannot enter unless invited to do so and sets fire to the roof instead). He doesn't expect the fire to kill them, but sets it the night before his hired thugs (see *Hired Thugs*) attack. Dealing with the fire disrupts the PCs sleep, which could have detrimental effect on spellcasters' ability to relearn spells.

Fire: Characters caught in a burning building may catch on fire. Every round spent in a burning area, the character can make a DC 15 Reflex save to avoid catching on fire. If he does catch on fire, he immediately takes 1d6 fire damage. In each subsequent

round he must make another DC 15 Reflex save or take another 1d6 fire damage. A successful save indicates the he is no longer on fire. A character on fire must make a DC 15 Reflex save for each item of flammable clothing and equipment worn. Failure indicates the item takes the same damage as the character.

Smoke: A character breathing in heavy smoke must make a Fortitude saving throw (DC 15 + 1 per previous check) or spend the round choking and coughing. A character who chokes for 2 consecutive rounds takes 1d6 points of nonlethal damage. Smoke also obscures vision giving concealment (20% miss chance) to characters within it.

Skulking Death: If the group is particularly capable, the GM may also run the *Skulking Death* encounter. The undead detailed therein do not breath and are therefore immune to the choking and coughing effects of the smoke. In this case increase the encounter's EL by 1 (EL 11; XP 12,800).

Consequences: Without prompt action, severe damage renders the building uninhabitable. If the PCs flee the fire without collecting their equipment, some of it may be lost or destroyed (at the GM's discretion).

FRAMED

Unbeknownst to them, the PCs have been framed for a series of high-profile crimes. (This encounter works best if foreshadowed with news of the crimes taking place over a week or so). Several nobles have had very recognisable pieces of jewellery and art stolen. In the course of several robberies, servants and guards have been brutally slain.

The authorities receive an anonymous tip that the PCs are responsible and that they are storing their ill-gotten loot in their chambers. A large squad of guards appears to arrest the PCs. If the PCs resist, they can easily defeat the guards. (However, these actions will bring about swift and dire retribution from the town's authorities).

Arrested PCs are taken to the town's gaol for trial and punishment. Unless the PC can convincingly prove his innocence, (using magic or the testimony of unimpeachable witnesses [but not the other PCs]) he is found guilty and ordered to pay a 500 gp fine. If he refuses to do so, the court orders his right hand to struck off.

MISTAKEN IDENTITY

Terl (in the form of one of the PCs) mugs an innocent passerby in a well-to-do part of town, in full view of several witnesses. Pretending to be scared off by the witnesses, he dashes away but not before the witnesses get a good look at him.

When the watch gets involved the excellent descriptions given by several witnesses enables them to quickly find the PC in question. Refer to *Framed* to handle the watch's involvement.

POCKET PICKED!

The PCs are the victims of a pick pocketing. This event can happen almost anywhere and at anytime. The thief, Duroken (half-elf rogue 8, Sleight of Hand +14), attempts to steal a money pouch or other obviously valuable accessible item.

If successful, he melts into the crowd never to be seen again. If the PCs notice this attempt, he initially tries to flee. If caught, he confesses and tells the PCs that a “mate” pointed them out a couple of days as easy marks.

SNIPER

The Brethren set a local assassin on the PCs’ trail. Taking up position in a high vantage point near to their lodgings, the assassin makes a single attempt to kill one of the PCs with a poisoned crossbow bolt. As soon as he does so, he drinks both a *potion of invisibility* and *potion of fly* before fleeing through a window that does not face the PCs’ location.

Because this is a ranged attack, the assassin cannot use his death attack ability. Instead, the assassin is counting on the bolt’s poison to kill his target. Thus, he picks a target wearing little or no armour (who likely has a poor Fortitude save).

Assassin: +1 heavy crossbow +16 ranged (1d10/19-20 plus wyvern poison).

Wyvern Poison: DC 17 Fortitude save;
Frequency: 1/round for 6 rounds; *Effect:* 1d4 Con damage; *Cure* 2 consecutive saves.

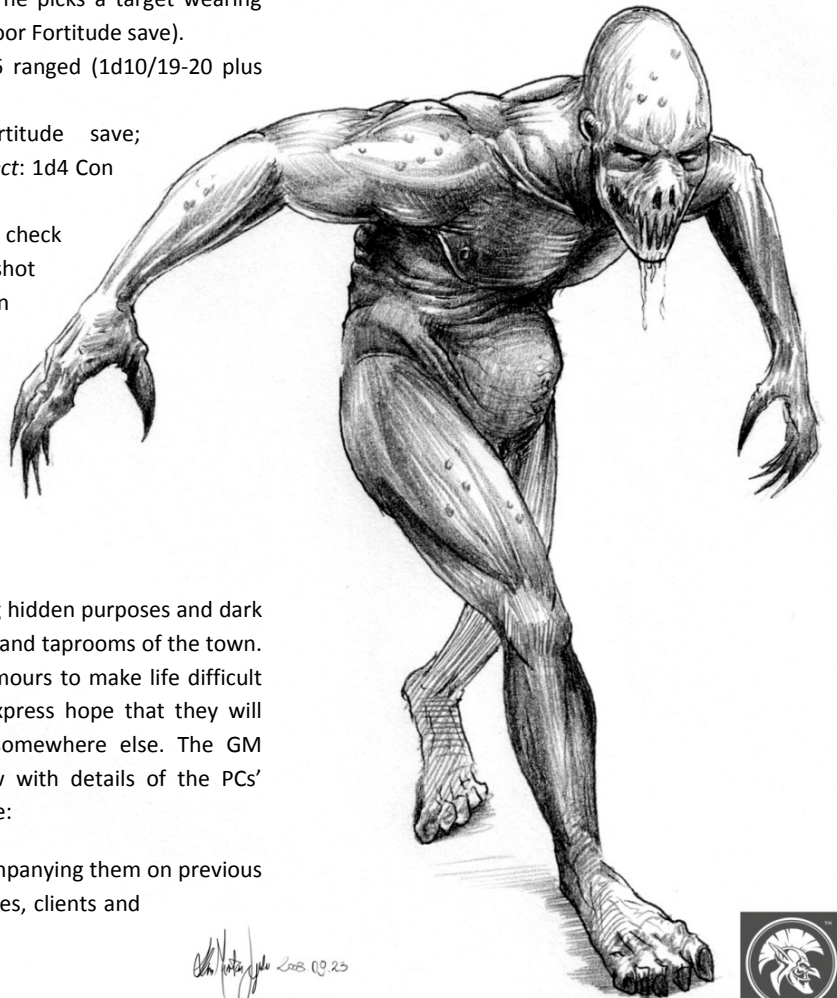
Aftermath: A DC 25 Perception check notes the location from which the shot came. PCs investigating the location discover a small attic room used for storage. Two empty potion bottles lie in the floor and tracks (DC 15 Survival check) show a single human-sized individual was present.

VILE RUMOURS

Vile rumours hinting at the PCs having hidden purposes and dark agendas begin to swirl in the markets and taprooms of the town. The Brethren have concocted the rumours to make life difficult for the PCs in the town with the express hope that they will eventually leave for a fresh start somewhere else. The GM should flesh out the rumours below with details of the PCs’ previous exploits. The rumours include:

- The PCs deliberately slew folk accompanying them on previous expeditions. This could include guides, clients and even deceased party members.

- One of the PCs is a “ladies man” and is responsible for a series of illegitimate children and ruined reputations across town.
- The PCs deliberately failed in a recent quest because the villain bribed them to do so.
- The PCs are shape-changed fiends sent here to weaken the town’s defences in preparation for some kind of invasion.
- The PCs are running out of money and will not be able to honour their existing obligations – tavern fees, purchase of magic items being specifically crafted for them and so on.
- The PCs are actually a band of disguised thieves or assassins in town to pull off a big job.
- The PCs are in the thrall of a powerful evil and are working to destroy the town.
- The PCs are behind the disappearance of several local beggars. The PCs are variously described as working for slavers or an evil cult who uses the beggars as sacrifices to their dark god.
- One of the PCs has a foul temper. He often beats servants and other menial folk that anger him, threatening them and their family with far worse if they speak out against him.



SKULKING DEAD (EL 10; XP 9,600)

In response to the PCs' investigations, the Brethren decide to sacrifice one of their lesser vampire servants and a few spawn to throw these persistent troublemakers off the scent.

This encounter takes place at night. Before the fight begins, Cadan and his minions slaughter all those in the house of the roof Cadan chooses to fight from. Afterwards, the vampire spawn use *gaseous form* to surround the party before attacking.

When the vampire spawn emerge, read:

Four emaciated creatures step from the shadows. Each has pale skin, two needle-sharp fangs protruding from their mouths and wickedly sharp fingernails caked in wet, glistening blood. Each is clad in old, worn but freshly blood-spattered clothes.

When the PCs first see Cadan Negus, read:

A bald man emerges from the shadows atop a nearby house. Clad in fine robes, fresh blood covers his face and drips down to mar his otherwise pristine clothes. Unarmed, he appears lithe and muscular.

TACTICS

If possible, Cadan and his servants attack when they have the element of surprise. They favour striking in a deserted street or dark alleyway where little help can reach the PCs.

Vampire Spawn: The vampire spawn wade into combat, infernal glee in their eyes. They focus on melee combatants using their energy drain to weaken their foes. If a vampire spawn knocks a foe unconscious (or otherwise incapacitates it) next round it uses its blood drain ability to heal its wounds.

The vampire spawns fight until destroyed.

Cadan Negus: Cadan takes position atop a nearby building, using this as a vantage point to hurl *fireballs* and *webs* down upon the party. Before combat, he casts *mage armour*, *protection from energy (fire)*, *protection from good*, *shield* and *mirror image* in that order.

He uses *web* to split up the party (as his minions can move through it using *gaseous form*), but saves his dominate ability for PCs reaching his rooftop vantage point.

AREA FEATURES

The area has the following features as well as any designed by the GM:

Illumination: Dim light (creatures have concealment [20% miss chance] from opponents without darkvision).

Rooftop: Cadan stands upon a flat roof 30 ft. above the street. Characters can scale the building's walls (DC 20 Climb check) to reach him. A 2 ft. high parapet runs around the roof, providing cover (+4 to AC, +2 on Reflex saves).

VAMPIRE SPAWN (4)

CR 4 (XP 1,200)

This emaciated creature's muscles bunch and writhe beneath its taut, pale flesh. Needle-sharp fangs fill its mouth and long, wicked fingernails caked with blood turn its hands into vicious weapons.

LE Medium undead

Init +1; **Senses** darkvision 60 ft., Blind Fight; Perception +11, Sense Motive +1

Speed 30 ft., *gaseous form* (fly 10 ft. [perfect]), *spider climb* (climb 20 ft.)

Gaseous Form (Su) A vampire spawn can assume *gaseous form* (AC 11, CL 5th) at will and can remain gaseous indefinitely.

Spider Climb (Ex) A vampire spawn climbs sheer surfaces as though affected by *spider climb*.

ACP 0; **Stealth** +16

AC 15, touch 11, flat-footed 14; **CMD** 15
(+1 Dex, +4 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless); **Resist** cold 10, electricity 10; **Weakness** resurrection vulnerability, vampire weaknesses (garlic, mirrors, cannot enter private homes unless invited, direct sunlight, running water, wooden stakes)

Resurrection Vulnerability (Su) A *raise dead* or similar spell destroys (Will negates) a vampire spawn. Using the spell this way does not require a material component.

Fort +3, **Ref** +2, **Will** +5 (channel resistance +2)

hp 26 (4 HD); fast healing 2; **DR** silver/5

Space 5 ft.; **Base Atk** +3; **CMB** +4

Melee slam +4 (1d4+1 plus energy drain)

Energy Drain (Su) A creature hit by a vampire spawn's slam attack gains 1 negative levels (DC 14 Fortitude restores). A vampire spawn can use this ability once per round.

Atk Options Blind Fight, blood drain

Blood Drain (Su) A vampire spawn can suck blood from a grappled opponent. If it establishes or maintains a pin, it drains blood (1d4 Constitution damage). The spawn heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round it drains blood.

Special Actions dominate

Dominate (Su) A vampire spawn can crush a humanoid's will (DC 14 Will resists) if within 30 ft. as *dominate person* (CL 12th).

Abilities Str 12, Dex 12, Con —, Int 11, Wis 13, Cha 15

SQ shadowless

Feats Blind Fight, Skill Focus (Perception)

Skills as above plus Intimidate +9, Knowledge (religion) +7

Languages Common

CADAN NEGUS CR 8 (XP 4,800)

Male human vampire sorcerer (destined) 7
CE Medium undead (augmented humanoid)

Init +8; **Senses** darkvision 60 ft.; Perception +18, Sense Motive +13

Speed 30 ft., *gaseous form* (fly 20 ft. [perfect]), *spider climb* (climb 20 ft.)

Gaseous Form (Su) Cadan can assume *gaseous form* (AC 15, CL 5th) at will and can remain gaseous indefinitely.

Spider Climb (Ex) Cadan climbs sheer surfaces as though affected by *spider climb*.

ACP 0; Fly +4 (+12 in *gaseous form*), Stealth +12

AC 23, touch 16, flat-footed 19; **CMD** 21; Dodge, +2 when surprised and flat-footed (+4 Dex, +1 deflection (*ring of protection* +1), +1 dodge, +7 natural [*amulet of natural armour* +1])

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless); **Resist** cold 10, electricity 10; **Weakness** resurrection vulnerability, vampire weaknesses (garlic, mirrors, cannot enter private homes unless invited, direct sunlight, running water, wooden stakes)

Fort +8, **Ref** +9, **Will** +9 (channel resistance +4); +2 when surprised and flat-footed

hp 76 (7 HD); fast healing 5; **DR** magic and silver/10

Gaseous Form (Su) If reduced to 0 hit points, Cadan assumes *gaseous form* and flees. Cadan must reach his coffin within 2 hours or be destroyed. Once at rest, he is helpless for one hour until he regains 1 hit point. Cadan is then no longer helpless and fast healing heals his wounds normally.

Space 5 ft.; **Base Atk** +3; **CMB** +5

Melee slam +5 (1d4+2 plus 2 negative levels)

Atk Options Combat Reflexes, blood drain, create spawn, energy drain

Blood Drain (Su) Cadan can suck blood from a grappled opponent. If he establishes or maintains a pin, he drains blood (1d4 Constitution damage). Cadan heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to his full normal hit points) each round he drains blood.

Create Spawn (Su) Cadan can create a spawn when he slays a creature with blood drain or energy drain.

Energy Drain (Su) A creature hit by Cadan's slam attack gains 2 negative levels (DC 18 Fortitude restores). Cadan can use this ability once per round.

Special Actions change shape, children of the night, dominate, touch of destiny (8/day)

Change Shape (Su) Cadan can assume the form of a dire bat or wolf as if affected by *beast shape II*.

Children of the Night (Su) Once per day, Cadan can summon 1d6+1 rat swarms, 1d4+1 bat swarms or 2d6 wolves. These creatures arrive in 2d6 rounds and serve for up to 1 hour.

Dominate (Su) Cadan can crush a humanoid's will (DC 20 Will resists) if within 30 ft. as *dominate person* (CL 12th).

Touch of Destiny (Sp) Cadan can touch a creature (as a standard action) giving it a +3 insight bonus on attack rolls, skill checks, ability checks and saving throws for 1 round.

Sorcerer Spells Known (CL 7th; concentration +12 (+16 casting defensively or grappled), bloodline arcana)

3rd (5/day)—*deep slumber* (DC 18), *fireball* (DC 18), *protection from energy*

2nd (7/day)—*blindness/deafness* (DC 17), *blur*, *mirror image*, *web* (DC 17)

1st (8/day)—*alarm*, *expeditious retreat*, *mage armour*, *magic missile*, *protection from good*, *shield*

0—*dancing lights*, *detect magic*, *ghost sound* (DC 15), *mage hand*, *mending*, *prestidigitation*, *read magic*

Bloodline Arcana When Cadan casts a spell with range personal he gains a luck bonus to saving throws equal to the spell's level for one round.

Combat Gear *wand of scorching ray* (20 charges)

Abilities Str 14, Dex 18, Con —, Int 14, Wis 12, Cha 20

SQ fated, shadowless

Feats Ability Focus (dominate), Alertness^B, Combat Casting, Combat Reflexes^B, Dodge^B, Eschew Materials^B, Improved Initiative^B, Iron Will, Lightning Reflexes^B, Magical Aptitude, Skill Focus (Knowledge [history])^B, Skill Focus (Use Magic Device), Toughness^B

Skills as above plus Bluff +13, Knowledge (arcana) +12, Knowledge (history) +15, Spellcraft +14, Use Magic Device +20

Languages Abyssal, Common, Infernal

Gear as above plus cloak of resistance +1



STAT BLOCKS BY CR

CR	NAME	DETAILS	PAGE
1	Wolf		20
2	Bat swarm		20
2	Rat swarm		20
4	Vampire spawn		28
5	Greater vampire spawn		23
6	Kulan-Wyr Guardian	LE skeletal champion monk 11	8
7	Hired Thugs	NE make half-orc warrior 5/expert 4	24
7	Kalaen Korran	CN male elf fighter 5/rogue 2/duelist 1	25
7	Lafithel Traivanna	CN elf sorcerer (fey) 8	25
7	Kulan-Wyr Champion	NE human skeletal champion warrior 12	23
8	Cadan Negus	CE male human vampire sorcerer (destined) 7	28
11	Cauchemar nightmare		14
12	Daveth Goninan	NE male half-orc vampire fighter 10	14-15
12	Terl Yarg	NE male doppelganger vampire rogue 5/shadowdancer 2	18-19
13	Margh Vosper	LE male human vampire aristocrat 4/bard 9	16-17
15	Tregereth Faull	LE female human vampire wizard [diviner] 5/loremaster 8	12-13

STAT BLOCKS BY TYPE

TYPE	CR	NAME	DETAILS	PAGE
Animal	1	Wolf		20
Animal	2	Bat swarm		20
Animal	2	Rat swarm		20
Humanoid	7	Hired Thugs	NE make half-orc warrior 5/expert 4	24
Humanoid	7	Kalaen Korran	CN male elf fighter 5/rogue 2/duelist 1	25
Humanoid	7	Lafithel Traivanna	CN elf sorcerer (fey) 8	25
Outsider	11	Cauchemar nightmare		14
Undead	4	Vampire spawn		28
Undead	5	Greater vampire spawn		23
Undead	6	Kulan-Wyr Guardian	LE skeletal champion monk 11	8
Undead	7	Kulan-Wyr Champion	NE human skeletal champion warrior 12	23
Undead	8	Cadan Negus	CE male human vampire sorcerer (destined) 7	28
Undead	12	Daveth Goninan	NE male half-orc vampire fighter 10	14-15
Undead	12	Terl Yarg	NE male doppelganger vampire rogue 5/shadowdancer 2	18-19
Undead	13	Margh Vosper	LE male human vampire aristocrat 4/bard 9	16-17
Undead	15	Tregereth Faull	LE female human vampire wizard [diviner] 5/loremaster 8	12-13

PAZUZU'S FURY

A Pathfinder Roleplaying Game TRIBES supplement by Eric Menge

Born of anger, resentment and corruption, the Harpies of Pazuzu's Fury lure the unsuspecting and weak willed to gory ends under tooth and talon. Their devotion to Pazuzu - the prince of winged demons - grants them horrific powers yet fuels an appetite that can be assuaged but never satisfied. Fear the rising of the blood moon, when the harpies take wing. Close your ears to their sweet song, for it brings naught but death.

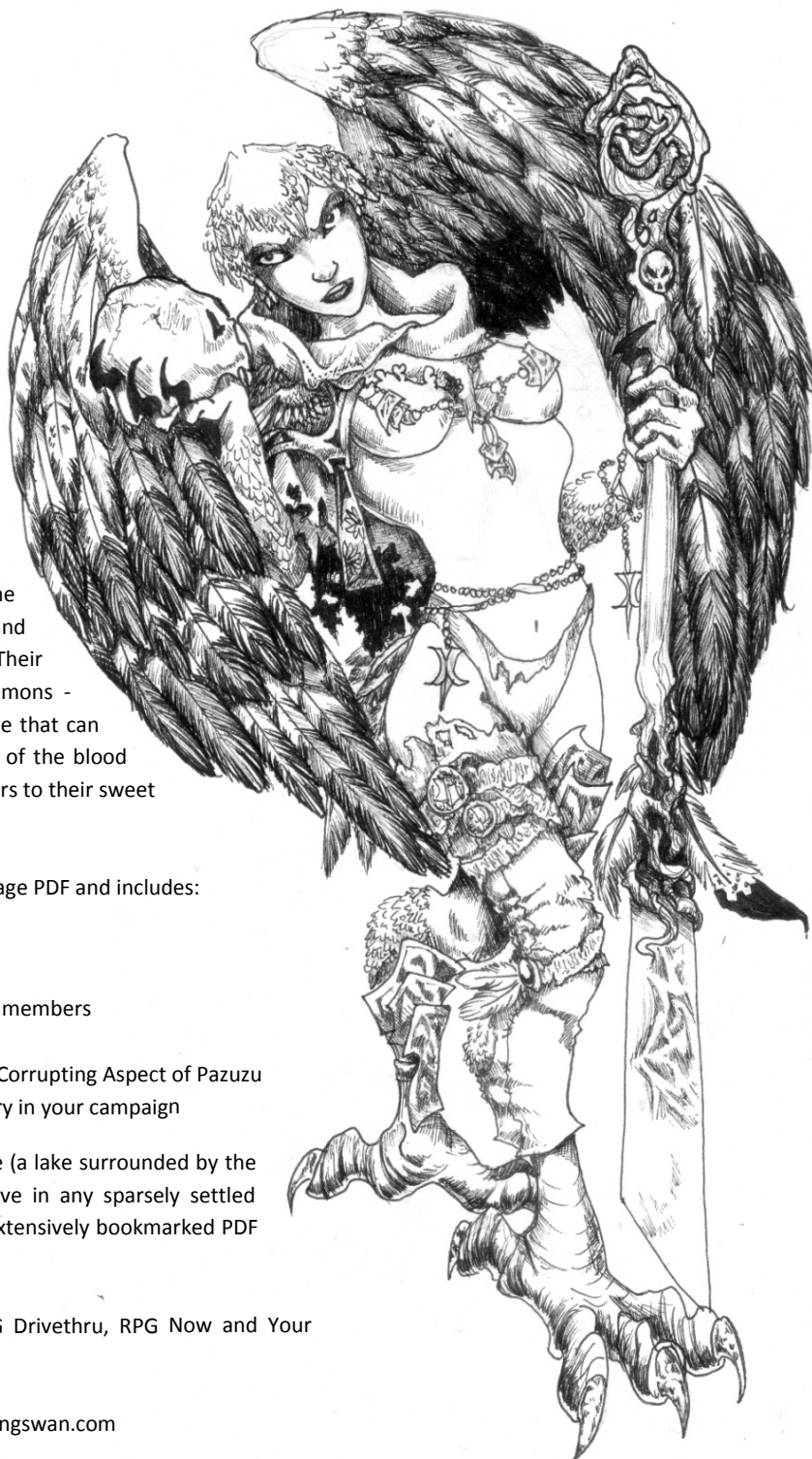
Pazuzu's Fury is an extensively bookmarked 20-page PDF and includes:

- Six new feats
- Six new spells
- Three new magic items used by powerful tribal members
- Ten stat blocks (ranging in CR from 4 - 10)
- Full details of the tribe's guardian demon - the Corrupting Aspect of Pazuzu
- Numerous adventure hooks to use Pazuzu's Fury in your campaign

By default, the tribe dwells near Deepwater Lake (a lake surrounded by the Tangled Wood on the Lonely Coast) but can live in any sparsely settled wilderness. *The Lonely Coast* is a free 30-page, extensively bookmarked PDF available from Raging Swan's website.

Pazuzu's Fury is available from Paizo.com, RPG Drivethru, RPG Now and Your Games Now for the great price of \$2.99.

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A Pathfinder Roleplaying Game TRIBES supplement by Creighton Broadhurst

Four vampires in the thrall of the *Crimson Altar of Kulan-Wyr* - an ancient, bloodstained object crafted in the dim prehistory of the world - work to shatter the barrier holding back Death's legions. Stalking streets and alleyways they prey on the hapless and unwary, spiriting them away to a nameless fortress to die screaming upon the bloodstained rock hewn from the very depths of Hell itself! *Brethren of the Crimson Altar* presents 16 stat blocks (ranging in CR from 2 - 15) as well as details of the *Crimson Altar of Kulan-Wyr* a sentient magic item of great power and terrible purpose.

Brethren of the Crimson Altar is compatible with almost any GM's campaign and can be used in conjunction with *The Lonely Coast* (a free, 30-page extensively bookmarked campaign setting). Alternatively, a GM can use the individual vampires herein to terrorise his players.

Visit us at ragingswan.com to learn more.

