

BIS7-01

It Always Rains on the Damned

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

Version 0.5.0

by Jay Babcock, Crystal Babcock, and Cam Logan

Reviewers: Bissel Triad Circle Reviewer: Steven Conforti

Playtesters: Crystal Babcock, Phil Bonder, Bud Britton, Jon Sedich

Something in the background, stirring. Stalking. Lurking. Creeping. Blurring. Claws of smoke, desperately raking. Dark. Foreboding. Hidden. Waking. Hunger growing, never abating. Deadly. Maddened. Watching. Waiting. A Bissel regional adventure for APLs 2-16.

Resources: *Libris Mortis* [Andy Collins and Bruce R. Cordell], *Miniatures Handbook* [Michael Donais, Skaff Elias, Rob Heinsoo and Jonathan Tweet].

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

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For questions specific to this document and your region please e-mail your triad point of contact (POC) at jay@viceandvillainy.org. For LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA® SANCTIONED PLAY

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

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

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

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

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player

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

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure, set in the Sheldomar Valley. Characters native to the Sheldomar Valley pay one Time Unit per round, all others pay two Time Units per round.

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

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

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

ADVENTURE BACKGROUND

The necromancer Evard had many weapons at his disposal and many contingency plans hidden in the background.

One such weapon was a great wraith, a dread undead spirit that had retained such a hold to the land of the living that it could still manipulate physical objects. This wraith – which will be hereafter called the Lurker – was a powerful tool.

It is unclear what, if anything, Evard used the Lurker for, but he definitely kept it well-hidden and protected. It always waited in solitude until the master would come with a task.

Then, the master stopped coming. It waited and waited, as it always did... but no one came. Its hunger grew, and eventually it was forced to depart and seek sustenance.

The Lurker

The creature was eventually forced to leave its sanctuary to seek nourishment. It traveled for some time, and stumbled across a number of living creatures. It feasted upon them until its hunger was sated.

However, its feeding extinguished a few of those lives, and it watched as new wraiths rose from the bodies. These new creatures also needed to feed, and the Lurker knew that the herd would grow smaller and smaller and eventually disappear. That was unacceptable.

So the Lurker kept its minions in check as best it could, feeding as infrequently as possible, keeping its existence a secret.

Delshire

The village of Delshire is built on the lands owned by House Delshire, a minor noble family. It's no secret that

Lord Alfonse Delshire resents his low standing, and looks down upon the poor villagers. It was not uncommon for him to shut himself away in his manor for weeks at a time, so when his family was slain, he was not missed.

When one of the villagers was found dead, the rest took notice. There were no marks on his body, and no obvious cause of death. It was assumed that the man – the beloved old priest of St. Cuthbert – had died of old age.

Then another villager died – this one, a young woman. She was found outside of the village chapel, and it looked like she was desperately trying to get inside when she perished.

It was conjectured that the two were sinners, and that their deaths were the wrath of the Cudgel. The villagers did their best to live by his Will... but it was not enough. St. Cuthbert struck down sinner after sinner, without mercy.

ADVENTURE SUMMARY

The PCs are engaged in another mission when they happen upon a corpse. They follow its trail backwards to the village of Delshire, which appears to have been abandoned.

Exploring the village, the PCs find a terrified young girl, being stalked by undead creatures. After saving her, she leads them to where the remaining villagers have barricaded themselves.

The PCs learn about the problems that have faced the villagers, and their ineffective reaction.

Armed with this information, the PCs move upon the abandoned manor, and confront the great evil that has been feeding off of the villagers.

Introduction: Meanwhile...

Estimated Time: 10 minutes

The PCs are on a mission, when they stumble across a corpse, having perished while trying desperately to get away from... something.

Encounter 1: Village of the Damned

Estimated Time: 20 minutes

The PCs explore the apparently abandoned village of Delshire.

Encounter 2: In the Mouth of Madness

Estimated Time: 5 minutes

The PCs find a young girl, left to fend for herself.

Encounter 3: Beset On All Sides

Estimated Time: 45 minutes

The PCs are attacked by the undead that are feeding on the village.

Encounter 4: The Rest of the Best

Estimated Time: 5 minutes

Airlia leads the PCs to the rest of the surviving villagers.

Encounter 5: The Light of Day

Estimated Time: 30 minutes

The second day arrives, and the PCs explore the rest of the village. They learn of the history of the problems.

Encounter 6: Further Tidings

Estimated Time: 5 minutes

Another villager goes missing. The PCs receive a hint that they should investigate the manor.

Encounter 7: The House on Haunted Hill

Estimated Time: 20 minutes

The PCs delve into the abandoned manor at the edge of town.

Encounter 8: Remnants of a Lost Age

Estimated Time: 10 minutes

The PCs find a journal left behind by Evard the Necromancer... but must get by a trap, first.

Encounter 9: Font of Madness

Estimated Time: 55 minutes

The PCs fight the wraith that has been feeding off of Delshire.

Conclusion

Estimated Time: 5 minutes

The PCs free Delshire from the great undead fiend.

PREPARATION FOR PLAY

This adventure is intended to have a gothic horror feel. As such, much of the descriptions are left to your imagination. Gauge how your players are responding, and adjust as you see fit. Properly done, your players should be on the edges of their seats the entire time, constantly looking over their shoulders.

To convey the dark setting of this scenario, there are a number of visions provided in *Player Handout #1 – Glimpses of Horror*. As the scenario progresses, they will be given out to random PCs. Some of them will only be given to PCs that possess certain items or take certain actions. Each PC should get at least one vision during the course of the adventure, if possible.

Before beginning the adventure, check to see if one of the PCs possesses the Strange Orb from BIS6-05 *The Unauthorized Biography of Lady Constance Lendel*. Only one PC can carry the orb with them at the table, so make this determination up front.

As well, check to see if any of the PCs possess the Touched by the Hand of Pelor curse from BIS5-06 *Vanity and Vexation*. PCs so cursed will have difficulty dealing with Airlia in Encounter 2.

The expected running time of this adventure is 3 hours, 30 minutes. If this is running during a standard 4-hour convention slot, this 25 minutes for marshalling, and 5 minutes for paperwork distribution.

INTRODUCTION: MEANWHILE...

Estimated Time: 10 minutes

A stern wind brushes through the trees, heralding an approaching storm. Their branches bow low in subservience, as if humbling themselves before an approaching master.

Have you ever noticed that dark and ominous news in the March of Bissel is always accompanied by foul weather? Some would scoff at the suggestion, pointing out instead the warm southern winds mixing with cold air from the Barrier Peaks. They would explain it away as superstition.

Those folks are certainly not adventurers in the March, you ponder, as the first drops of freezing rain hit the back of your neck and the corpse before you.

Its red blood mixes with the white snow, to make a grotesque pink.

The beginning of CY 597 was supposed to be a time of change and renewal, with the election of a new Margrave. The Council of Barons bestowed the title upon Malto Adeur, the Archpriest of the Church of Heironeous. He was hailed as a leader that could reunite the feuding factions of the March and bring peace to the land. However, as the crown came to rest upon his brow, a Kettite attack force was already marching on Thornward.

The first few months of the year has seen massive army mobilization, as Field Marshall Valiserat rebuffed the Kettite attack and led Bissel troops into the Bramblewood Gap. Just as so many times in her history, the March has found herself at war.

However, your most recent orders did not send you to the front lines. Rather, your vast experience and innumerable talents were wasted on an escort mission – an uneventful trip down the Watchtower Road from Pellak to Hookhill. Adding insult to injury, a fresh snowfall covers the landscape as you make your way home.

As you spend yet another night in a drafty roadside inn, you pass the time by getting to know your companions.

The PCs now have an opportunity to briefly introduce themselves to each other.

The PCs may wish to gather some information and rumors before beginning the adventure. The following are rumors they can pick up with a Gather Information check that beats the DC listed. The truth or falsehood of each rumor will be revealed with the passage of time.

DC 15

- A large number of citizens in Bissel have contracted a plague, known as the Black Hand. It is most often characterized by black, claw-shaped marks and a putrid odor. Some Barons have quarantined entire villages in an effort to stop its spread.
- During the coronation of the new Margrave, Ket forces emerged from the Bramblewood Gap and attacked the city. Unfortunately for them, several Great Army battalions were nearby, and they were soon routed.
- Field Marshall Valiserat, in a bold move, has taken Army forces into Ket. He will not rest until the threat of those treacherous neighbors is neutralized.
- Brar the Crusader, a rising star in the Saraden combat arenas, has set his sights on a new competition record. From what we've seen in his latest bouts, we could be witnessing history in the making.

DC 20

- Only Gran March and Veluna have offered assistance in the Bissel-Ket conflict, thus far. It is possible that the Kettites have made secret alliances with the rest of Bissel's allies.
- Field Marshall Valiserat has made his way north along the Bramblewood with two Great Army battles. Within days, Avernand fortress will fall, and Bissel will begin conquering the Irafa Road.

DC 25

- Villages in Bandalar have been torched as part of a quarantine effort against the Black Hand. Rumor has it that some citizens have been killed in the process, and that not all of them have been infected.
- The new Margrave Malto Adeur is elderly and heirless. Some see his election as stopgap measure for nobles who seek to be his replacement in a few years.

DC 30

- Great Army detachments have been making forays into the Barrier Peaks near Ebbernant, for some unknown purpose. They would not do so, in the middle of a Bissel winter, unless ordered to.
- A daring raid was committed against the Mist Chameleon headquarters in Mistyvale. It is unclear what – if anything – was stolen. It is rumored that the actual perpetrators had their memories erased, and don't even remember committing the deed.

. This adventure takes place in the Barony of Davoniya, located in southern Bissel. The following are bits of information they can pick up with a Knowledge [local – Sheldomar Valley Metaregion] check that beats the DC listed.

- (DC 10) Davoniya is a populous and prosperous barony known primarily as an agricultural center.
- (DC 15) Davoniya is one of the few baronies in Bissel where noteworthy pockets of St. Cuthbert worshippers can be found.
- (DC 20) Baron Odovacar Marcomir III, whose vote at the Baron's Council in CY 596 turned the election to Malto Adeur's favor, rules Davoniya.
- (DC 25) It is rumored that Baron Odovacar Marcomir III is so greedy that he once imprisoned his own mother for giving money to a beggar.

When they are finished with introductions, rumors, and knowledge checks, continue:

This morning, two days out of Hookhill, you crossed the border back into the March and the barony of Davoniya. Just before nightfall, you stopped to make camp... and that's when you found him. A few yards from the Watchtower Road, the body of a young man is sprawled along the bank of a small stream. He is covered in a fresh dusting of snow. If not for the blood splattered in the nearby snow, you would never have noticed him.

The PCs will probably want to examine the body. He is wearing simple peasant clothing, suitable for colder weather. He has a backpack, containing mundane travel gear.

If they succeed at a Heal check of the listed DC, they gain the following information:

- (DC 1) He's dead, Jim.
- (DC 5) The body is that of a human male, of mixed heritage.
- (DC 10) The man has only been dead for about twelve hours.
- (DC 12) The body bears only a single wound – a large bludgeoning injury on his forehead. It would appear that he tripped while running at top speed, and hit his head on a large rock.
- (DC 15) The head wound is not the cause of death. Whatever killed this man left no mark.

The PCs can also use a few other skills in this matter. If they succeed at the following checks, they gain the following information:

- (Sense Motive DC 10) The man has a look of sheer terror on his face.
- (Search DC 10 or Track DC 5) The man was running through the woodlands with complete abandon. There are no tracks of any pursuer.
- (Search DC 15 or Track DC 10) The man left a trail, leading roughly to the southeast, which you can follow.
- (Knowledge [geography] or Knowledge [local – Sheldomar Valley Metaregion] DC 20) There is a small village nearby, to the southeast, named Delshire.

Another method of investigation available to PCs is the *Speak with Dead* spell. By casting this spell (an illegal act in Bissel, punishable by death, under the anti-necromancy laws) can learn some of what occurred to the body that they have discovered. Below are listed some probable questions and their answers.

Who are you? *Preston the Weaver.*

Where are you from? *I live with my daughter Airlia in the village of Delshire. Or at least, we did until we were exiled...*

Where is your daughter, now? *I left her hiding in the mill, while I ran for help.*

Why were you exiled? *I had sinned, and they worried that I would bring His wrath down upon us! I didn't believe it, until His angel was upon me!*

Who is 'He'? *The Cudgel... St. Cuthbert, our patron.*

How did you sin? *I'm not exactly sure... but they said that I did, and that we needed to leave.*

Where were you going? *I couldn't use the village shrine to atone for my sins... they had boarded it up. So I decided to make a break for another village. I knew my daughter could not travel quickly, so I had to leave her.*

What were you running from? *No sooner had I stepped out into the village proper, than a great angel was upon me. It was then that I realized the depths of my sin. I'm ashamed to say that I ran from its holy presence.*

How did you die? *I'm not dead. I tripped while running from the angel. Any moment now, I'll be back on my feet, and away.*

Once the PCs decide to head southeast, choose one of the PCs randomly, and give them Vision 1 from Player Handout #1 – Glimpses of Horror. None of the other PCs see the same vision.

Once the PCs head southeast continue with Encounter 1.

Troubleshooting: If, for some reason, the PCs decide to wait until the next morning before investigating Delshire, then several of the upcoming encounters will not happen. If they are on the fence about whether or not to move immediately, here are a few arguments you can use to move them along:

- Remind them that whatever killed Preston may come back, or worse - be a danger to other unprotected innocents.
- A storm may cover the tracks, making the trail untraceable by morning.
- The village of Delshire (presuming the PCs are aware of its existence) is probably a better place to rest than a camp in the woods. Also, it could be in danger from whatever it was that killed Preston.

If the PCs still insist upon waiting until morning, Airlia will perish in the undead attack, and the monsters from Encounter 3 will be present in the manor during Encounter 6.

Continue with Encounter 4 if the PCs approach the village on the second day, instead of the first.

ENCOUNTER 1: VILLAGE OF THE DAMNED

Estimated Time: 20 minutes

The frigid drops of rain continue to fall as you move steadily to the southeast. Beyond the canopy of skeletal tree limbs, the sky is an endless blanket of grey; you have no idea how close the sun is to setting.

As you come to the crest of a hill, you can make out a clearing and a number of dark shapes ahead – a small village. A wooden sign hangs precariously from a weathered sign post, creaking ominously in the wind. The ornate carved text in the wooden marker reads “Delshire. All are welcome.”

Your eyes fall onto the small hamlet resting in the modest vale below. It is difficult to tell through the steady rain, but you spy no hearth lights or chimney smoke on this gloomy day.

You spend just a brief moment studying the scene, before noting that the light is quickly failing. Nightfall approaches.

As soon as the PCs indicate that they wish to continue on, choose one of the PCs randomly, and read the following to them:

Suddenly, a loud rasp fills the air, and something hits the ground near you. The welcome sign has broken free of its post and shattered at your feet.

Upon closer inspection, you can now see other words, crudely painted upon its face: “May the Cudgel have mercy upon our souls.”

Strangely, the sign is broken right through the middle of the word ‘mercy’.

A successful Heal check (DC 5) allows the PCs to recognize the ‘paint’ as dried blood. It is from a chicken (not a citizen, as they might suspect) but they likely do not have any way to determine this.

A successful Knowledge [religion] check (DC 10) will tell the PCs that ‘the Cudgel’ refers to the god St. Cuthbert, the Lawful Good god of Common Sense, Wisdom, Zeal and Retribution. A successful Knowledge [local - Sheldomar Valley Metaregion] check (DC 15) will reveal that while St. Cuthbert is not commonly worshipped in Bissel, the Barony of Davoniya (the PC's current location) is where one pocket of St. Cuthbert worshippers are located.

Once the PCs approach the village proper, and one of them has the Strange Orb from BIS6-05 *The Unauthorized Biography of Lady Constance Lendel*, they receive a vision. Give that player Vision 2 from *Player Handout #1 – Glimpses of Horror*. Read the following to the other PCs, modifying it for the particular situation:

[Name of Orb bearer] gets a blank look on his face as he reaches into his pack and pulls forth a small glass orb. As he gazes into it, a look of terror crosses his face. He turns and flees back the way you came, only stopping when his feet slip from under him.

He pulls himself back up, and looks around at you, confusion evident on his face.

You notice a red mark on his forehead. It appears to be a scar, but you don't remember seeing it before.

The mark is indeed a scar, and is identical to the one suffered by the victim the PCs found on the roadside.

When the PCs descend the hill and enter the village, continue with the following:

Your entrance into the village of Delshire is completely unchallenged; no watchful sentries question your presence and no curious children tug at your cloak. The village seems completely abandoned. The only sounds you hear are the crunch of snow and ice under your boots and the rhythm of rain against the wooden roofs and awnings of the buildings.

The hamlet is dotted with sturdy cottages of half-timbered frames surrounded by sod and brick. Small windows framed with intricate carvings lie dark. Smokeless checker-bricked chimneys are bleak shadows against the moonlit sky. For the most part the hamlet of Delshire consists of sturdy cottages, half-timbered frames around sod and brick. The windows are small and dark, the frames decorated with intricate carvings. Well-built chimneys sport a touch of decoration with checkered bricks.

A few weathered wooden signs swing on rusty metal hinges in the storm wind, their creaking chorus barely rising above the din of the rain. Near the village square, you can make out the slanted roofs of several larger buildings. A few of the cottages sport shingles advertising various trades: an apothecary shop, a blacksmith's forge, and a tavern are the most readily visible.

The village appears completely abandoned. No matter how much the PCs call out a greeting, or rap on doors or windows, no person will answer them back.

At this point, the PCs should investigate this abandoned, lonely village. This encounter should occupy twenty minutes of game time, before continuing with Encounter 2.

It is quite likely that the PCs will want to go off the beaten path. This is highly encouraged, especially if you are in a creative mood. Just follow these standards:

- The village contains only the fixtures of a small, wilderness settlement.
- The buildings should all show signs of sudden abandonment. For instance, a dining table, set for a meal, untouched. The candles are burnt down to stubs.
- The buildings should not show signs of death or gore. The horror should be implied, not seen.
- Avoid the church. This should be easy, as the building is extremely nondescript.
- Avoid the mill. As it is not mentioned in the read-aloud text, this should be easy.

Here are a few buildings with particular contents:

The Duck Rampant Tavern

This weathered building is marked by a prancing bird of some sort, over a crossed fork and knife. All of the shutters are tightly closed.

A cursory inspection will find that the shutters and doors have all been boarded and nailed closed... from the inside.

If the PCs spend some minor effort breaking open an entrance, continue:

The boards give way, and you enter the tavern. A scattering of tables still hold used tankards, and a bench is broken and discarded in a corner. The smells of recent life assail your nostrils: stale beer and the stink of old sweat mix with hints of soot from the hearth. You can almost feel the presence of villagers here... it's as if they stepped outside for a moment, and will return in another.

There is also an acrid odor: rough and metallic, it seems to come from a noticeable bloodstain on one of the tables. A sharp knife lies discarded, a few inches away.

If one of the PCs has the Strange Orb from BIS6-05 *The Unauthorized Biography of Lady Constance Lendel*, and

they move within ten feet of the knife, they receive a vision. Give that player Vision 3 from Player Handout #1 – Glimpses of Horror. Read the following to the other PCs, modifying it for the particular situation:

[Name of Orb bearer] seems fixated on the knife embedded in the table. Without a word, he reaches into his pack and pulls forth the small glass orb. He stands motionless, holding the orb near the bloodstain, as if studying it through a magnifying lens.

Suddenly, he lunges forward, grabs the knife, and in a single, fluid motion stabs it into the center of the bloodstain – barely an inch from his own hand.

He regains his composure, and looks around at you, horror evident on his face.

You notice a red mark on his left hand. It appears to be a scar, but you don't remember seeing it before.

The mark is indeed a scar, and is located approximately where the knife would have been, had the PC stabbed himself.

A Heal check (DC 15) can identify the dried bloodstain as fairly recent, occurring about a week ago.

Potions and Notions, Apothecary Shop

The sign of this small cottage depicts a mortar and pestle. The paint has worn, however, and bits have flaked away. It almost looks like a face, contorted in pain, is looking out from within the bowl of the mortar.

The door pushes open without resistance. Inside is a long counter, holding various implements for mixing tinctures and poultices. Shelves along one wall are lined with jars and pots, containing exotic reagents.

A small iron cauldron sits on the counter.

A pair of beds lies against the opposite wall, near racks of bloodied bandages.

Once the PCs take a closer look at the shelves, choose one of the PCs randomly, and give them Vision 4 from Player Handout #1 – Glimpses of Horror. None of the other PCs see the same vision.

Sturdy Steel Foundry

This large building is just an open pavilion, except for the large wooden panels shielding it from the storm. A sizable chimney extends from the roof. The

hanging wooden sign out front is painted with a picture of an anvil.

A hollow, thumping sound can be heard coming from within the structure.

If the PCs investigate, continue with the following:

Lifting one of the wooden panels, you find a blacksmith's shop.

The sizable forge is still noticeably warm, and tools are scattered about haphazardly. The blade of an axe, only partially completed, lies cold on the anvil.

Curiously, the thumping sound has stopped.

No matter how much the PCs search, they will not find a definite cause of the noise. It isn't anything too horrifying – one of the wooden panels had simply slipped free, and was moving in the wind. Disturbing the structure fixed the problem.

ENCOUNTER 2: IN THE MOUTH OF MADNESS

Estimated Time: 5 minutes

This encounter occurs after sufficient time has passed exploring the village. Read the following:

Suddenly, you see a glimmer of light through the stormy gloom; a flickering white glow is coming from the second floor of a building on the other side of the village.

If the PCs investigate the building, continue with the following:

The door of the building creaks in protest as you head inside. Between the large grinding wheel and pervasive smell of flour in the air, you surmise that this is the village mill. No sound can be heard.

A door leads into a small room on this level, and a rickety staircase leads to a trapdoor in the ceiling.

If the PCs come within 10 feet of the door, a Listen check (DC 15) will allow them to hear a repetitive “clink, clink clink” noise coming from beyond.

If the PCs open the door and enter the back office, proceed with the following:

Opening the door, you find a small office. A makeshift desk of old crates is littered with papers and a stool lies sideways on the floor.

Near one corner, a metal pot is meant to catch the rain that drips from the ceiling. However, it is

overturned, and the drops instead splash off of the side of the pot, creating a puddle on the floor.

There is nothing of importance to find in this room.

Once the PCs head upstairs continue with the following:

As you climb the stairs, one of the loose floor boards groans under your weight. Instantly, there is a reply from beyond the door – footsteps, hurriedly moving away.

If the PCs succeed on a Listen check (DC 10) they can identify the source as a small, bipedal creature. If they can make a Sense Motive check (DC 10) they can guess that the creature is panicked.

Once they open the trap door and enter the loft, continue with the following:

A pale white light flows from the loft as you throw open the trap door.

A young girl, no older than ten, is huddled in an alcove along the far wall. She holds a torch, alight with a stark white flame, before her to ward you off. She whimpers softly.

This is Airlia, one of the few survivors of Delshire. The corpse that the PCs found in the woods was her father.

This little girl has seen things that no young child should. As such, her initial conversation will be little more than panicked, uncontrollable sobbing.

Airlia will not come out of her hiding spot or coherently converse without some coaxing from the PCs. Treat her initial reaction as Hostile. The PCs must shift her reaction to Friendly using Diplomacy checks before she'll fully trust them.

However, Airlia caught the briefest glimpse of the monster that chased her father as he fled town, and believes that it was an angel. If any of the PCs possess the *Touched by the Hand of Pelor* curse from BIS5-06 *Vanity and Vexation*, the glow makes her believe that they are angels, as well. Any attempt to use Diplomacy while such a PC is around earns a cumulative -5 penalty per cursed PC.

Once the PCs have calmed her down, the following are likely questions and answers for her:

Who are you? ***"I'm... I'm Airlia. I live here in Delshire. Or, at least, I did..."***

What are you doing, hiding in the Mill? ***"The others said that Da and me had to leave the village. But Da said I should stay here while he went for help."***

Why were you exiled from the village? ***Tears form in the little girl's eyes, once more. "I... I don't know. They said we were sinners... but I didn't know we did anything bad."***

Where is your father? ***"He went for help. I saw him out the window... the angel was chasing after him."***

Where did you get that torch? ***"Da gave it to me before he left. He said it would keep me safe."***

What happened to the rest of the villagers? ***"They were bad, they sinned. Then they went away. Only a few of us are left."***

What did this angel look like? ***"It was huge, and I could see through it! It had a fiery sword, and it was dressed like a knight in shining armor! It flew through the air after Da! I'm sure he got away... Da is a good man."***

Can you show me where the others are hiding? ***"They're in the church. I can take you there... if you'll keep me safe..."***

All APLs

👤 **Airlia:** Female Human (Os) Com1; AL NG; hp 4.

Treasure: If the PCs ask, Airlia will happily hand over the torch. It's too heavy for her, anyways. Close inspection will show that it will only burn for a short while, before expiring. This item could significantly alter the PCs' success in the combat encounters.

All APLs: L: 0 gp, C: 0 gp, M: 125 gp, *torch of ghost touch* (125 gp).

🔥 **Torch of Ghost Touch:** This torch is capped with lammasu tendons soaked in dove tallow. While it is lit, incorporeal undead within a 10 foot radius of its flame are outlined by a shimmering white light, and take damage normally (magical weapons are not required to injure them, and their 50% chance to avoid damage does not apply). This torch burns for a maximum of one hour, before being expended. Each lighting of the torch subtracts a minimum of 6 minutes from the total duration.

Moderate conjuration; CL 7th; Craft Wondrous Item, *Ghost Touch Weapon*^{LM}; Price 1,500 gp; Weight 1 lb.

When the PCs are ready to follow Airlia to the other survivors, proceed to Encounter 3.

ENCOUNTER 3: BESET ON ALL SIDES

Estimated Time: 45 minutes

Airlia hesitantly leads you out of the mill loft, instinctually holding [trustworthy-looking PC]'s hand. One of the wooden stair boards creaks under your weight, making the little girl jump and cling tighter.

The storm winds blow heavy again, causing the entire mill to groan ominously.

If the PCs succeed at a Listen check (DC 20), they can make out a dark, sinister voice in the wind. If they also happen to speak Infernal, they can understand some of what is said:

You can make out dark words in the sound of the wind, but only bits and pieces: "Restraint... take only the newcomers... one that strays..."

Continue with the following:

Airlia looks around at the walls of the mill, and whispers to no one in particular.

"They're back... they'll never let us go..."

Then, ephemeral bodies emerge from the walls, their ghostly claws reaching for you.

Creatures: The following incorporeal undead attack the PCs in the mill. They recognize the party only as sustenance.

The PCs are attacked in an enclosed space, with little room to maneuver – which does not affect their incorporeal opponents. As well, they must fight to keep Airlia alive. These conditions are factored as a +1 modifier into the ELs listed below.

APL 2 (EL 4)

✱ **Cursed Spirit:** hp 29; see Appendix 1.

APL 4 (EL 6)

✱ **Cursed Spirits (2):** hp 29 each; see Appendix 2.

APL 6 (EL 8)

✱ **Wraiths (2):** hp 45 each; see *Monster Manual*, page 258.

APL 8 (EL 10)

✱ **Wraiths (4):** hp 45 each; see *Monster Manual*, page 258.

APL 10 (EL 12)

✱ **Advanced Wraiths (4):** hp 117 each; see Appendix 5.

APL 12 (EL 14)

✱ **Advanced Wraiths (4):** hp 189 each; see Appendix 6.

APL 14 (EL 16)

✱ **Dread Wraiths (4):** hp 144 each; see *Monster Manual*, page 258.

APL 16 (EL 18)

✱ **Advanced Dread Wraiths (4):** hp 216 each; see Appendix 8.

Tactics: All of the creatures in this combat are incorporeal, and will use this to their advantage. They will not hesitate to hide within solid objects, striking with total concealment.

The undead are intelligent hunters, and should be played as such. While they have never before fought adventurers, they will quickly learn the PCs tactics, and attack accordingly. For instance, a spell caster that becomes exposed will become a target, while a melee fighter with multiple attacks will be avoided.

Airlia will be attacked if left exposed, and is likely the weakest party member.

Developments: The most important aspect of this encounter is Airlia's survival. If she is killed, the PCs may have a difficult time continuing with the scenario.

If Airlia survived the encounter, circle 'Yes' on Critical Event 1 on the Critical Event summary at the end of the scenario. Otherwise, circle 'No'.

☒ **Critical Event 1:** Did Airlia survive the undead attack in Encounter 3?

Once the PCs have defeated the undead, if Airlia survived, continue with Encounter 4.

Otherwise, the continuation will depend on what information the PCs have gathered up to this point. As a worst case, if they linger around the village until morning, the survivors will emerge from their hiding place. In this case, continue with Encounter 5.

ENCOUNTER 4: THE REST OF THE BEST

Estimated Time: 5 minutes

The last of the ephemeral creatures dissipates with a plaintive wail.

Airlia leads you through the empty streets of the village. She stops you at the front of a nondescript wooden building that bears an equally unornamented holy symbol – a wooden billet. There is no obvious sign of life from within.

If the PCs succeed at a Knowledge [religion] check (DC 10) they can identify the symbol as that of St. Cuthbert. Known as 'the Lord of the Cudgel', he is the god of common sense, wisdom, and zeal.

Airlia timidly knocks on the door of the chapel. After a few moments, you hear the sound of it being unlocked. It opens just a few inches, not to see the source of the masculine voice that comes from beyond.

"Airlia! What are you doing back here? Where's your father? Who are they?"

The figure on the other side of the door can provide some small measure of information, though he is not willing to say much more to strangers. The following are likely questions and answers:

Who are you? *"I am Timothy. I'm just a simple tailor, trying to survive.*

Who else is in there? *"What few of us still remain. The faithful."*

Why are you hiding in there? *"We're not hiding! We're engaged in our devotions to our Lord, like any faithful servant should be! The real question is: why aren't you doing the same?"*

Why did you exile Airlia and her father? *There is a moment of hesitation from the voice on the other side of the door. "They knew the rules. They broke curfew. They sinned. We cannot tolerate sinners. They had to leave."*

What is going on around here? *"Our village was filled with many, many sinners. Our Lord decided that he'd had enough, and his wrath came down upon us. We've had to band together to weed out the sinners, so perhaps the rest of us will be forgiven."*

Timothy begins with a reaction of Unfriendly. The PCs can sway him by using Diplomacy to shift his reaction to Friendly.

Alternatively, they can bully him into submission by succeeding at an Intimidate check (DC 20).

In either case, once the PCs convince Timothy to let them in, continue with the following:

The voice on the other side of the door wavers for a second.

"Well, I suppose that there's no harm in letting you in. Everyone is asleep, though, so I'll have to ask you to be discrete."

The door opens further, revealing the lanky man behind the door. He waves you inside, and locks the door securely behind you.

The pews of the chapel have all been pushed to the side of the room, to make room for the dozen men and women that are sleeping here.

The altar, and every other available surface, is covered with small burning candles. Their flickering light casts eerie shadows on the walls, making it appear that the villagers sleep beneath great shadowy demons.

There is little that the PCs can accomplish here tonight.

Once the PCs decide to rest for the night, choose one of the PCs randomly, and give them Vision 6 from Player Handout #1 – Glimpses of Horror. None of the other PCs see the same vision.

Once the PCs have all settled down for the night, continue with Encounter 5.

All APLs

☛ **Timothy:** Male Human Exp5 (Bluff +3, Sense Motive +3); AL LG.

ENCOUNTER 5: THE LIGHT OF DAY

Estimated Time: 30 minutes

This encounter begins with the survivors and the PCs emerging from the church at the beginning of Day 2.

If the PCs got here through a different route, adjust accordingly. A likely scenario would have the PCs avoiding the village at night, and first encountering the survivors as they emerge at dawn.

Silently and hesitantly, morning creeps over the village of Delshire. The light of the new dawn fights its way through the cloudy sky, and Pelor's glow washes away the gloom.

With a groan, the doors of the chapel open. Rubbing their eyes, the sleepy survivors of Delshire emerge from its confines, and make their way out into their daily lives.

An older man in green robes lingers by the doors of the chapel for a moment, watching them depart. He frowns, and shakes his head, before heading back inside.

The rest of this encounter gives the PCs a chance to explore Delshire during the day, and learn about the problem it is facing. It also gives them a chance to react to the villagers, and their predicament.

The locations available in Encounter 1 can be investigated here, as well.

The Survivors

The PCs can pick up some general information from any of the survivors. Here are some likely question and answers:

What is going on with the village? *"A few weeks ago, the body of one of our villagers was found, stricken dead. Not a scratch on him. Then another, and another. Then Father Vargo... he told us that the Cudgel was punishing us for our sins!"*

What did Father Vargo do to help the village? *"He's tried to help us mend our ways. He's shown us the righteous path. And it's worked... somewhat."*

What do you mean, 'somewhat'? *"Folks have kept dying... just not as frequently. I guess the weaker ones have still managed to stray into wickedness."*

Don't you realize that there are undead haunting your village? *"Nonsense! Everyone knows that the dead carry chains, and have rotting flesh. We've seen nothing like that, in the slightest."*

Why were Airlia and her father cast out? *"Father Vargo recently announced a curfew. Preston and his daughter did not return to the church before sunset, and so were declared sinners... and we couldn't have sinners around! We've already lost so much!"*

The Village Priest

Father Vargo can usually be found inside the chapel (until the approach of dusk on Day 2). If the PCs seek him out, read the following:

A plump, older man in green robes sits hunched over a number of scrolls. The wooden cudgel symbol of St. Cuthbert hangs around his neck.

As you approach, he looks you over. You immediately sense that he is displeased by what he sees, even before he mutters under his breath.

"Outsiders..."

Father Vargo can impart quite a bit of information if the PCs can convince him that they are no threat. His reaction begins at Unfriendly. The PCs must shift it to Friendly with Diplomacy checks before he will cooperate with them.

While he is still unfriendly, Father Vargo will accuse the PCs of being unwelcome outsiders and sinners, that are here to tempt the villagers into sinning. He should be played as a fire-and-brimstone evangelist.

Once the PCs calm him down, he can provide useful information. The following are likely questions and answers:

Who are you? *"Father Alain Vargo, of the Cudgel. I am the spiritual leader of Delshire."*

What is going on in Delshire? *"Our society had become overrun with sin and sloth, and the Cudgel finally decided that He'd had enough. His wrath came down upon us, and His archangels have laid waste to the evil doers amongst us."*

How do you know that sinners are being targeted? *"The first to die was a violent man, much despised. Then a woman of... low moral fiber. Then a drunk. I could go on, and on. But it is obvious."*

How do you know that this is the work of angels? *"The third death... a slothful drunk... he burst into the tavern late one night, yelling about 'angels' that he saw out in the woods. The tavern keeper threw him out... and he was found dead, the next morning. Not a scratch on him. But the look of the penitent on his face, I tell ye..."*

What would you say if we said that undead were behind this? *"I'd say you speak blasphemy, outsiders! I fought in the Insurrection, I know what those fiends are like... they try to kill everyone and everything. They don't seek out just sinners. That's what the holy avengers and the archangels do..."*

What have you done to help? *"Well... first off, I taught my flock to treat sinners as sinners. The faithful are buried in hallowed ground. Sinners are afforded no such privilege... and doing so is an affront to the Lord."*

I've also spent every waking moment poring over the Scripture, translating the lessons within into new rules for living. A curfew, for instance. And nightly worship."

How do you know that your efforts have helped? *"Simple: the number of deaths has declined. We lost over half the village before I seriously took charge of their spiritual well-being. The death toll subsided dramatically."*

The aged priest sighs. "Still, quite a few have strayed. There are but a dozen of us left. We've had to resort to exiling those that have strayed, lest we all be tempted."

Where are the non-sinners buried? *"In the graveyard, behind the church. Hallowed ground, of course."*

What have you been doing with the bodies of sinners? *We buried a number of them in unmarked graves in the woods... until the ground froze over, and we didn't have enough manpower left to handle it. The last few bodies, well... we've just stuck them in the inn."*

What are you going to do, now? *"Honestly, I don't know. I have a few ideas... and I've resolved to make up my mind today, before things get further out of hand."*

Who do you think will die next? *"What a question! How am I supposed to... well, if I had to think about it... that whelp Byron. The son of the general store owner, may he rest in peace. Byron has been a handful, all of his life. If I had to point out anyone as a sinner in danger, it'd be him..."*

All APLs

❖ **Father Vargo:** Male Human Clr5 (Bluff +4, Knowledge [religion] +2, Sense Motive +4); AL LG.

Outside the Church

Once the PCs exit the church, and one of them has the Strange Orb from BIS6-05 *The Unauthorized Biography of Lady Constance Lendel*, they receive a vision. Give that player Vision 5 from Player Handout #1 – *Glimpses of Horror*. Read the following to the other PCs, modifying it for the particular situation:

[Name of Orb bearer] gets a blank look on his face as he reaches into his pack and pulls forth a small glass orb. As he gazes into it, a look of terror crosses his face. He scrambles desperately for the door, first pulling at the handles, then clawing at the wood itself.

He suddenly arches his back, and screams in pain. He spins around, arms up to ward off some unseen evil. He opens his eyes and looks around at you, confusion evident on his face.

You notice red marks on his fingertips. They appear to be scars, but you don't remember seeing them before.

The marks are indeed scars, and are identical to the ones he would have suffered by clawing at the doors.

The Inn

This small building lies on the far eastern edge of the village. No sign identifies it, but there is an obvious signpost where a sign once hung.

The inn reeks of some aromatic oil that has been spread all over the porch and door frames. It's hard to place, reminding you at once of both moldy bread and skunk spray.

Entering the inn, you soon understand the reason for the oil – the inn smells heavily of death. The beds in both inn rooms contain cadavers in varying stages of decay.

Once the PCs approach one of the corpses, choose one of the PCs randomly, and give them Vision 7 from Player Handout #1 – *Glimpses of Horror*. None of the other PCs see the same vision.

The corpses are all intact, bearing no significant wounds. There doesn't appear to be a common thread linking any of the victims.

The Graveyard

Behind the church is a small yard, surrounded by a crude, wrought-iron fence. A number of gravestones mark the final resting places of the dead. More than half of the graveyard, however, appears to be recently dug, unmarked graves.

Once the PCs linger about the graveyard for a bit, choose one of the PCs randomly, and give them Vision 8 from Player Handout #1 – *Glimpses of Horror*. None of the other PCs see the same vision.

There is nothing else of interest to be found here.

The General Store

The sign on this building is well-worn, but after a moment of inspection you surmise that it is supposed to resemble a pick and a shovel.

A lone figure is found inside – a sturdy young man. He is hunched over the counter, fiddling with an oddly shaped dagger.

"With ye in a sec... there!" The young man beams down at the dagger he was tinkering with, a look of satisfaction on his face. "Perfect! Now what can I do for you?"

The storekeeper can provide a bit of information, if the PCs question him. The following are likely questions and answers:

Who are you? *"The name's Byron. I guess this is my place now, since my Pappy is gone."*

What happened to your father? *"Same thing that happened to the rest of 'em. I stayed out late one night. Came home the next morning to find him dead in his bed, not a mark on him."*

Was your father a sinner? *"No, and you'd better not suggest it, again. My Pappy was a good man. There was no better."*

What can I buy from you? *"All I have left are basic supplies and essentials. All of our stores are running dry. If this keeps up, we'll have to abandon the village, just to survive."*

What are you working on? *"Ah... I'm trying to make do with what Pappy had around the shop. I call this the 'Universal Key'. Jam it into a tricky lock, and BAM. No more tricky lock. At least, I think it would work."*

Are you a sinner? *"No. At least, I don't think so... you've been talking to Father Vargo, haven't you? I thought so... yes, he doesn't like me because my prayers go to the Archpaladin. I served alongside some of his knights in the war, and it made more sense to me."*

Vargo would have me exiled, but frankly I'm bigger and tougher than anyone else that is left. And all I've done wrong is disagreed with him."

What do you think should be done? *"I hate to say it, but I think staying here is a mistake. These are good people. There is no reason for a god... or anyone else... to smite them, or whatever. Something foul is afoot, and we should run from it."*

The PCs may recognize that Byron is likely one of the few remaining combat-capable villagers. While Father Vargo does not approve of him, he is probably one of the better chances the villagers have for survival.

Treasure: If the PCs ask, Byron will happily give them a few of his Universal Keys, if they think they will help save the village.

All APLs: L: 0 gp, C: 0 gp, M: 130 gp, universal key x5 (26 gp each).

❖ **Universal Key:** This small dagger is not useful for combat. However, the blade contains trace amounts of adamantine. If an object (such as a locking mechanism) is struck, the blade shatters, exposing a reservoir of acid. This bypasses hardness up to 20, and deals 1d6 piercing + 2d6 acid damage. If the user makes a DC 15 Disable Device check, it deals 2d6 piercing and 2d6 acid damage, instead.

Nonmagical; Cannot be crafted; Price 312 gp; Weight 1 lb.

All APLs

♣ **Byron:** Male Human Ftr2 (Bluff +0, Sense Motive +0); AL NG.

ENCOUNTER 6: FURTHER TIDINGS

Estimated Time: 5 minutes

This encounter occurs as the PCs return to the church on the evening of the second day. Read the following:

As nightfall approaches once more, you near the center of the village. A number of the villagers are gathered in front of the church.

As you near the crowd, you can see the focus of their attention – a body, sprawled near the doors of the church. They look to you anxiously, as you recognize the green robes and bald head of the victim – Father Vargo.

A timid voice speaks, carrying with it the thoughts of the crowd.

"How can this happen? What are we going to do, now?"

If the PCs succeed at a Heal check (DC 10) they can find bruises on Father Vargo's legs, and cuts on his finger tips. If the check is higher, they can tell that neither injury is the cause of death; rather, whatever killed him left no mark.

If the PCs received the vision at the Church in Encounter 5, the scars received along with that vision very closely resemble the wounds on Father Vargo's fingers.

The members of the crowd can provide some basic information to help guide the PCs. The following are likely questions and answers:

What happened here? *"We were inside the church, beginning our prayers... when we heard a shout from outside. We found... him... like this."*

What killed Father Vargo? *"The Cudgel laid his wrath down upon him, killed him for his sins, like all the others."*

Why was he killed? *"He must have had sins... but he is the one that led us down the Path. We are all doomed!"*

Where did he go? *"Father went to Delshire Manor, to ask the Lord Delshire for help. He is a wise man, and Father guessed that he might have some insight into our sins."*

When sunset approached, and he did not return... we feared that he would not make it back in time."

Where is the manor? *"Just north of town. Take the trail past the fields, along the creek."*

Once the PCs are ready to proceed to Delshire Manor, continue with Encounter 7.

ENCOUNTER 7: THE HOUSE ON HAUNTED HILL

Estimated Time: 20 minutes

The rain beats down on you, as you leave the village behind. The road is a river of mud, and it's hard to tell where the path ends and the wilderness begins.

You walk for an eternity before the tree line breaks, and a dark, blocky silhouette rises against the pallid grey of the sky. The manor house has a harsh, gothic look to it. A wrought-iron fence surrounds the dead, withered gardens; a macabre scene that is far from inviting.

A harsh, disembodied voice whispers in the air.

If the PCs speak Infernal, they can make out what the voice says:

"Do not be tempted, my children! Why do they interfere? Do they not know what will befall them?"

The rest of this encounter occurs within various rooms of Delshire Manor. Please refer to DM Aid: Map #2 – Delshire Manor. Only rooms of interest are noted on the map.

Location A – Entryway

As you push on the front door of the manor, the top hinge breaks, and the door falls flat onto the floor with a resounding crash. Instantly, the whispered voice on the wind goes silent.

Two hallways intersect just past the front door. There is a door immediately to the left and right, and a number of doors straight ahead.

The manor is eerily silent. The scent of death hangs over the entire house.

Location B – Dining Room

This grand dining room once hosted elegant meals and dinner guests, but has now become a grisly scene of death.

The large dining table has been tossed out of the way, its splintered remains leaning against the wall.

Broken dishes and bent silverware are scattered on the floor.

Pale and devoid of expression, the body of an older woman hangs limply on the wall like a rag doll. Her limbs have been affixed to the wall with carving knives.

Once the PCs enter the room, and one of them has the Strange Orb from BIS6-05 The Unauthorized Biography of Lady Constance Lendel, they receive a vision. Give that player Vision 9 from Player Handout #1 – Glimpses of Horror. Read the following to the other PCs, modifying it for the particular situation:

[Name of Orb bearer] gets a blank look on his face as he reaches into his pack and pulls forth a small glass orb. He looks pensively down at his hands, and then lashes out at the empty air before him. Then, he moves towards the desiccated corpse on the wall, and motions as if he was nailing the spikes into its limbs.

He sighs, and looks back at you, confusion evident on his face.

If the PCs succeed on a Heal check (DC 15) they can tell that the knives were not the cause of death. Whatever killed her left no mark, and happened well after she was nailed to the wall.

Location C – Closet

This small chamber appears to be a closet. A number of cloaks hang from pegs along the walls. However, every one of them has been viciously shredded, and more lies piled on the floor than suspended from the hooks.

If the PCs succeed at a Search check (DC 10) they find the crumpled form of a young boy, about eight years old, underneath some of the torn fabric. He bears a striking resemblance to the woman on the wall in Location B.

If the PCs succeed on a Heal check (DC 15) they can tell that the boy does not bear any visible wounds, just like the other victims.

Location D – Kitchen

This room is obviously the manor's kitchen. A large slab of rotten meat sits on a cutting block, with a cleaver still embedded within. Otherwise, the kitchen is pristine and orderly.

Location E – Pantry

The door to this room is blocked by a number of crates pushed up against it. It has the following attributes:

☛ **Pantry Door:** 1 in. thick; hardness 5; AC 5; hp 20; Break DC 35.

Once the PCs bypass the door, continue with the following:

The putrid smell is particularly intense here.

Two heavy crates have been pushed up against the door from the inside, in an attempt to keep it from opening.

Shelves along the walls are full of jars and bowls. A couple of barrels and a large cauldron are lined up along the far wall.

Suddenly, a harsh, disembodied voice echoes through the halls of the manor once more.

If the PCs speak Infernal, they can make out what the voice says:

“They skulk around, why have they come? Stay close, my children. You may not feed upon them... yet.”

PCs in the pantry must make a Fortitude save (DC 15) or be sickened for 1d10 minutes.

Inside the cauldron is the body of an aged dwarven woman, the source of the rotting smell. A Heal check (DC 15) reveals that she does not have any visible wounds on her body. She is crouched down in the cauldron, as if hiding from something.

Location F – Study

As the PCs approach this room, have them make Listen checks (DC 15). If they succeed, they hear faint, eerie musical notes coming from the other side of the door.

This room appears to be a study or conservatory of some kind.

An ornate portrait hangs on the wall over a fireplace – an older man, a woman, and a young boy.

A large harp stands near an open window. Every time a gust of wind passes through the window, the strings of the harp reverberate, as if plucked by the invisible hands of some spirit.

The figures in the portrait bear a striking resemblance to the bodies in the Master Bedroom (Location G), the Dining Room (Location B), and the Closet (Location C).

There is nothing else here of interest.

Location G – Master Bedroom

The southern wall of this room holds a large canopy bed. The translucent silk curtains are drawn, but

through them you can make out the form of an occupant.

A large mirror takes up the northern wall, making the room look much larger.

Once the PCs see the mirror, choose one of the PCs randomly, and give them Vision 10 from Player Handout #1 – Glimpses of Horror. None of the other PCs see the same vision.

Within the bed is the body of an older man. A Heal check (DC 15) reveals that he does not have any visible wounds on his body, just like the other victims. He appears to be sleeping peacefully.

Location H – Nursery

The walls of this room are painted in a soft pink. A crib sits near the center, covered in cobwebs and dust. A number of blankets are scattered about the floor.

Within the crib is the body of an infant. A Heal check (DC 15) reveals that the poor baby does not have any visible wounds on her body, just like the other victims. She appears to be sleeping peacefully.

Location I – Guest Bedrooms

This bedchamber is elegantly appointed. A simple, but comfortable bed sits against the wall, surrounded by fairly plain furniture.

The furniture is covered in a fine layer of dust, indicating that it hasn't seen use in years.

Location J – Stairs Down

These stairs lead down from the first floor to the cellar (Location L). As soon as the PCs decide to head down the stairs, continue with Encounter 9.

Location K – Parlor

This location is detailed in Encounter 8.

Location L – Cellar

This location is detailed in Encounter 9.

ENCOUNTER 8: REMNANTS OF A LOST AGE

Estimated Time: 10 minutes

This encounter occurs when the PCs enter the parlor, Location K on DM Aid: Map #2 – Delshire Manor.

This parlor is stark, cleared of most of the debris that fills the manor. The only notable feature is a

small marble pillar at the center of the room. A leather-bound book sits atop it.

Nothing special can be seen about the pillar or book from this distance. Characters with *detect magic* running can note a strong Conjunction aura on the pillar. The book itself radiates slight evil.

Trap: As soon as a character moves within 20 feet of the pillar, the trap is triggered. Any PC in the room must make a Listen check (DC 15 + APL) to note a high pitched hum coming from the floor a split second before the effect is activated. A character that fails this check is surprised. Roll initiative for the PCs AND the trap, allowing those not surprised to act in the surprise round.

On the trap's turn a tendril of negative energy reaches up from each 5-ft. square of the floor, and tries to touch any living targets in the room. A touched creature either suffers negative energy damage (Will save for half damage) or is slain (Fortitude save for partial damage), depending on the APL. Characters that cover more than one square are affected by every tendril in their space.

The PCs can do two things:

- Destroy the individual tendrils. Doing so prevents further attacks in that square.
- A hidden tube is embedded in the side of the pillar. Finding it requires a Search check (DC 15 + APL). Destroying the tube destroys the entire trap.

APL 2 (EL 2)

↗ **Inflict Light Wounds Trap:** see Appendix 1.

APL 4 (EL 4)

↗ **Inflict Moderate Wounds Trap:** see Appendix 2.

APL 6 (EL 6)

↗ **Inflict Serious Wounds Trap:** see Appendix 3.

APL 8 (EL 8)

↗ **Inflict Critical Wounds Trap:** see Appendix 4.

APL 10 (EL 10)

↗ **Slay Living Trap:** see Appendix 5.

APL 12 (EL 12)

↗ **Heightened Slay Living Trap:** see Appendix 6.

APL 14 (EL 14)

↗ **Finger of Death Trap:** see Appendix 7.

APL 16 (EL 16)

↗ **Heightened Finger of Death Trap:** see Appendix 8.

Development: Once the PCs have dealt with the trap, they can examine the tome. Give them *Player Handout #2 – Black Tome Excerpt*.

As well, circle 'Yes' on Critical Event 2 on the Critical Event summary at the end of the scenario.

☑ **Critical Event 2:** Did the PCs recover the Black Tome in Encounter 8?

ENCOUNTER 9: FONT OF MADNESS

Estimated Time: 55 minutes

This encounter occurs when the PCs enter the cellar, Location L on DM Aid: Map #2 – Delshire Manor.

You make your way down the narrow staircase, each wooden step creaking in protest. Once again, the disembodied voice whispers all around you; this time, however, it is much louder, and appears to be coming from just ahead.

If the PCs speak Infernal, they can make out what the voice says:

"My children, they are upon us... we can ignore them no longer. Come to me, now... we will end this."

Continue with the following, when the PCs proceed further down the stairs:

The winding stairs open out into a larger chamber – the mansion's cellar. Like the rest of the manor, it is in disarray. Broken shelves and barrels litter the floor, but have been cleared away to the edges of the room.

All about the room swirl ethereal forms – undead spirits – twisting and flowing like an ocean current. Their faces display ineffable horror. As they pass by you, their gazes are unmistakably focused on you.

At their center floats a large suit of armor, a black-lacquered breastplate and a horned helm. Within is a larger wraith, a great ethereal creature. Motes of magical energy swirl about it, and you can feel the raw power surrounding it.

The great wraith looks you over, its gaze full of malice and contempt. Then, it raises a single

ephemeral hand, gestures towards you, and sends its minions to dispense with you.

Creatures: The following incorporeal undead are present in the manor cellar. The Lurker recognizes the PCs as a threat to its continued existence, and so immediately moves to defend itself.

APL 2 (EL 6)

- ✱ **The Lurker, Wraith:** hp 45; see *Appendix 1*.
- ✱ **Cursed Spirit:** hp 29; see *Appendix 1*.

APL 4 (EL 8)

- ✱ **The Lurker, Advanced Wraith:** hp 117; see *Appendix 2*.
- ✱ **Cursed Spirits (2):** hp 29 each; see *Appendix 2*.

APL 6 (EL 10)

- ✱ **The Lurker, Advanced Wraith:** hp 189; see *Appendix 3*.
- ✱ **Cursed Spirits (3):** hp 29 each; see *Appendix 3*.
- ✱ **Quell:** hp 45; see *Appendix 3*.

APL 8 (EL 12)

- ✱ **The Lurker, Dread Wraith:** hp 144; see *Appendix 4*.
- ✱ **Cursed Spirits (3):** hp 29 each; see *Appendix 4*.
- ✱ **Quell:** hp 45; see *Appendix 4*.
- ✱ **Wraiths (2):** hp 45 each; see *Monster Manual*, page 258.

APL 10 (EL 14)

- ✱ **The Lurker, Advanced Dread Wraith:** hp 216; see *Appendix 5*.
- ✱ **Cursed Spirits (3):** hp 29 each; see *Appendix 5*.
- ✱ **Advanced Quells (2):** hp 117 each; see *Appendix 5*.
- ✱ **Advanced Wraiths (2):** hp 117 each; see *Appendix 5*.

APL 12 (EL 16)

- ✱ **The Lurker, Advanced Dread Wraith:** hp 288; see *Appendix 6*.
- ✱ **Cursed Spirits (3):** hp 29 each; see *Appendix 6*.
- ✱ **Advanced Quells (2):** hp 117 each; see *Appendix 6*.

- ✱ **Advanced Wraiths (3):** hp 189 each; see *Appendix 6*.

APL 14 (EL 18)

- ✱ **The Lurker, Advanced Dread Wraith:** hp 360; see *Appendix 7*.
- ✱ **Cursed Spirits (3):** hp 29 each; see *Appendix 7*.
- ✱ **Advanced Quells (2):** hp 117 each; see *Appendix 7*.
- ✱ **Dread Wraiths (3):** hp 144 each; see *Monster Manual*, page 258.

APL 16 (EL 20)

- ✱ **The Lurker, Advanced Dread Wraith:** hp 470; see *Appendix 8*.
- ✱ **Cursed Spirits (3):** hp 29 each; see *Appendix 8*.
- ✱ **Advanced Quells (2):** hp 117 each; see *Appendix 8*.
- ✱ **Advanced Dread Wraiths (3):** hp 216 each; see *Appendix 8*.

Tactics: The Lurker is a seasoned, intelligent combatant, and should be played as such. He can recognize arcane spellcasters, for instance, as opponents particularly susceptible to his Constitution drain ability, and will target them if given the chance.

Keep in mind that the Lurker cannot pass completely through solid objects while holding or wearing corporeal objects (such as his armor). However, if he must do so, he can simply choose to 'move through' all of his equipment, dropping it all as a single free action. Equipping his items, however, follows the normal time constraints.

The cursed spirits will attempt to stay adjacent to the PCs, using their Curse Aura to make PCs more susceptible to the Lurker's Constitution drain.

APL 6: The quells will keep their distance from the PCs, using their Intercession ability to disable clerical abilities. The Lurker will use its Spring Attack ability to keep its distance from opponents.

APL 10: The Lurker's Constitution drain is now empowered, and it is quite possible to kill an unlucky PC with a single blow.

APL 12: The Lurker now carries a *life-drinker*. Against foes likely to save against his Constitution drain, it can prove to be a more deadly weapon.

APL 14: If the Lurker manages to use its Constitution drain ability, its Necrotic Reserve ability is

available to it. If forced to rely upon it, he will attempt to flee as soon as possible.

Treasure: All of the available treasure is equipped on the body of the Lurker:

APL 2: L: 529 gp, C: 5 gp, M: 0 gp.

APL 4: L: 332 gp, C: 5 gp, M: 434 gp, +1 astral driftmetal breastplate (183 gp), adamantine greataxe (251 gp).

APL 6: L: 10 gp, C: 5 gp, M: 1,516 gp, +1 astral driftmetal breastplate (183 gp), immovable rod (416 gp), pink and green sphere ioun stone (666 gp), adamantine greataxe (251 gp).

APL 8: L: 10 gp, C: 5 gp, M: 2,266 gp, +1 astral driftmetal breastplate (183 gp), divine scroll of mass cure critical (250 gp), immovable rod (416 gp), pink and green sphere ioun stone (666 gp), pipes of haunting (500 gp), adamantine greataxe (251 gp).

APL 10: L: 10 gp, C: 5 gp, M: 4,278 gp, +1 ghost touch breastplate (1,362 gp), bag of holding, type IV (833 gp), divine scroll of mass cure critical (250 gp), immovable rod (416 gp), pink and green sphere ioun stone (666 gp), pipes of haunting (500 gp), adamantine greataxe (251 gp).

APL 12: L: 10 gp, C: 5 gp, M: 7,387 gp, +1 ghost touch breastplate (1,362 gp), bag of holding, type IV (833 gp), divine scroll of mass cure critical (250 gp), immovable rod (416 gp), life-drinker (3,360 gp), pink and green sphere ioun stone (666 gp), pipes of haunting (500 gp).

APL 14: L: 10 gp, C: 5 gp, M: 12,387 gp, +3 ghost touch breastplate (3,029 gp), bag of holding, type IV (833 gp), divine scroll of mass cure critical (250 gp), immovable rod (416 gp), lavender and green ellipsoid ioun stone (3,333 gp), life-drinker (3,360 gp), pink and green sphere ioun stone (666 gp), pipes of haunting (500 gp).

APL 16: L: 10 gp, C: 5 gp, M: 19,386 gp, +3 ghost touch breastplate (3,029 gp), bag of holding, type IV (833 gp), divine scroll of mass cure critical (250 gp), immovable rod (416 gp), lavender and green ellipsoid ioun stone (3,333 gp), life-drinker (3,360 gp), pearl of power, 8th-level spell (5,333 gp), pink and green sphere ioun stone (666 gp), pipes of haunting (500 gp), ring of wizardry I (1,666 gp).

Developments: Keep track of which PCs are damaged by the Lurker's claws. Each one receives the Blades of Ether curse on the Adventure Record.

✦ **Blades of Ether:** You have been touched by the wraith of Delshire, and have been permanently changed. When you separate a foe's spirit from its body, your weapon becomes momentarily insubstantial and can strike another target. You gain the Cleave feat, even if you

do not meet the prerequisites. If you already have that feat, you gain Great Cleave. If you already have both feats, then you gain a +2 circumstance bonus on any extra attack roll you make via the Cleave or Great Cleave feats.

However, the wraith's touch has also blurred your instincts. Anytime you can make a Cleave attack, you **MUST** make it – even if it means attacking an ally. Such an attack on an ally is not considered intentional, and does not result in your removal from the campaign.

This effect may only be removed by a *remove curse* (CL 15th), *wish*, or *miracle* spell.

If the PCs manage to defeat the Lurker, they have freed Delshire from the horror that has been consuming it. Circle 'Yes' on Critical Event 4 on the Critical Event summary at the end of the scenario.

☑ **Critical Event 4:** Did the PCs destroy the Lurker in Encounter 9?

If the PCs defeat the Lurker and his minions, continue with the Conclusion.

CONCLUSION

Estimated Time: 5 minutes

The adventure is now over. The path of the Conclusion depends upon the PC's degree of success. It is quite possible for multiple endings to be read.

If the PCs destroy the Lurker, continue with the Conclusion: Success section.

If the PCs obtain the Black Tome in Encounter 8, continue with the Conclusion: The Black Tome section.

If any of the PCs are killed by the wraiths and left behind, continue with the Conclusion: Left Behind section.

CONCLUSION: SUCCESS

The following will need to be modified if Airlia perished in Encounter 3, or if the PCs otherwise did not arrive in time to save her.

With a final blow, the great wraith utters an otherworldly cry, and disperses. The suit of armor clatters to the ground.

Once the PCs are ready to leave the manor, continue:

Emerging from the manor, you find the remaining villagers cautiously leaving their homes. The gloom that had settled over the area has noticeably lifted, and they have come seeking answers.

"Tha voices on tha wind..." Guy Smithson whispers with hesitation in his voice. "... they stopped. What happened?"

Give the PCs a chance to explain what was really going on. Once they've done so, continue:

While there are only a handful of survivors in Delshire, it is still hours before you finish telling the tale of how you vanquished the wraith beneath Delshire Manor; Every man, woman, and child wants to hear the details, and you get the feeling that you've just been born anew as heroes of this small village.

Later that evening, you sit with young Airlia, watching the village folk pack up their meager belongings.

"I don't want to leave." Airlia pouts, and speaks to no one in particular. "But we've hidden for so long that our supplies are almost gone. We'll be back in the spring... I hope."

Your hands play with the drawstring on a small pouch, a gift from the grateful villagers. The rubies contained within seemed extravagant, but they assured you that either you accept them, or they'd have to leave them behind, in favor of supplies for the journey ahead.

Soon, preparations have finished, and you lift your own packs. The survivors take a last look at their home, before starting down the trail. Thanks to your valiant efforts, these folks have the chance to return and rebuild. They will sing your praises for some time to come.

Treasure: The bag of coins contains the following loose gemstones:

All APLs: L: 0 gp, C: 50 gp, M: 0 gp.

The PCs also receive the *Favor of Delshire* and *Right in the Eyes of Cuthbert* favors on the Adventure Record:

☛ **Favor of Delshire:** You have freed the village of Delshire from the fearsome creatures that were feeding upon it. This favor counts as an influence point with the Barony of Davoniya. Additionally, you may designate one item on this AR as Frequency: Metaregional in addition to its Frequency: Adventure.

☛ **Right in the Eyes of Cuthbert:** By slaying the undead terrorizing Delshire, you have acted as the agent of St. Cuthbert's will. You have access to the feats Law Inviolable (RD) and Cuthbert's Smite (Dragon #306).

CONCLUSION: THE BLACK TOME

If the PCs recovered the Black Tome in Encounter 8, they may recognize its strategic value. They may decide to take the tome from the manor, and turn it over to the proper Bissel authorities. If they do so, read the following, substituting in the proper organization:

A few days later, you sit in the office of [your contact] within the [organization]. He slowly flips through the pages of the black tome you recovered from Delshire Manor.

"Interesting..." He speaks clearly, though absently and to no one in particular. "If I'm not mistaken, this book describes some of Evard's old laboratories and such... I've never heard of anything being recovered around these parts, though. You may have just uncovered evidence of... of... I don't know what! It could be anything!"

"I must get these instructions into the proper hands... and I'm going to make sure you receive due credit."

Doing this earns the Words of the Lost Master favor on the Adventure Record.

☛ **Words of the Lost Master:** You have found a journal that may have been penned by Evard's own hand. It describes a hidden cache of resources that the Necromancer left behind. For recovering this information, you have been granted a Bissel Military Commendation, as per the Bissel Meta-Activities Handbook.

Circle 'Yes' on Critical Event 3 on the Critical Event summary at the end of the scenario, and note which organizations they took it to.

☑ **Critical Event 3:** Did the PCs turn the Black Tome over to any particular organizations? If so, which one(s)?

CONCLUSION: LEFT BEHIND

Read the following to any PCs that died at the hands of the wraiths, became a wraith, and was not recovered before the PCs left Delshire:

Darkness envelopes you. You reach out, and try to push the darkness away, but it just flows around you – through you. You try to scream out, but the voice that comes forth is not your own.

You know only hunger and longing. It consumes you.

In the darkness, you can sense points of light. You reach out for one, and you feel some of that

light flow into you. It relieves the hunger, if only for a moment.

The other points of light flee from you. You move to follow them... but then the voice speaks to you. It is everywhere, it commands you. Obeying it, you fade back into the depths of darkness.

The PCs that were left behind receive the *Wraiths Like Us* curse on the Adventure Record:

✦ **Wraiths Like Us:** You have been killed by the wraiths of Delshire, and have become one of them. You are permanently removed from play. Contact the Bissel Triad immediately.

Circle 'Yes' on Critical Event 5 on the Critical Event summary at the end of the scenario, and take down their character and contact information.

☑ **Critical Event 5:** Were any of the PCs left behind in Delshire as wraiths? If so, please record their character names, player names, and email addresses.

The paperwork of any affected PCs should be collected, and turned over to the Bissel Triad as soon as possible.

CAMPAIGN CONSEQUENCES

If you run this event in March or April of 2007, please fill out the Critical Events Summary page at the end of this scenario with the following information:

☑ **Critical Event 1:** Did Airlia survive the undead attack in Encounter 3?

☑ **Critical Event 2:** Did the PCs recover the Black Tome in Encounter 8?

☑ **Critical Event 3:** Did the PCs turn the Black Tome over to any particular organizations? If so, which one(s)?

☑ **Critical Event 4:** Did the PCs destroy the Lurker in Encounter 9?

☑ **Critical Event 5:** Were any of the PCs left behind in Delshire as wraiths? If so, please record their character names, player names, and email addresses.

In addition, please note any unusual or special circumstances that arose in the scenario.

Once completed, the Critical Events summary should be e-mailed to a member of the Bissel Triad by May 1st, 2007. If you are running this scenario as part of a convention, the Senior DM of your event may collect and return the summaries for you.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 3: Beset On All Sides

Defeat the undead.

APL 2: 120 xp.

APL 4: 180 xp.

APL 6: 240 xp.

APL 8: 300 xp.

APL 10: 360 xp.

APL 12: 420 xp.

APL 14: 480 xp.

APL 16: 540 xp.

Encounter 8: Remnants of a Lost Age

Survive the trap.

APL 2: 60 xp.

APL 4: 120 xp.

APL 6: 180 xp.

APL 8: 240 xp.

APL 10: 300 xp.

APL 12: 360 xp.

APL 14: 420 xp.

APL 16: 480 xp.

Encounter 9: Font of Madness

Defeat the Lurker and minions.

APL 2: 180 xp.

APL 4: 240 xp.

APL 6: 300 xp.

APL 8: 360 xp.

APL 10: 420 xp.

APL 12: 480 xp.

APL 14: 540 xp.

APL 16: 600 xp.

Story Award

Keep Airlia alive in Encounter 3.

APL 2: 30 xp.

APL 4: 45 xp.

APL 6: 60 xp.

APL 8: 75 xp.

APL 10: 90 xp.

APL 12: 105 xp.

APL 14: 120 xp.

APL 16: 135 xp.

Destroy all of the undead in Encounters 3 and 9.

APL 2: 30 xp.

APL 4: 45 xp.

APL 6: 60 xp.

APL 8: 75 xp.

APL 10: 90 xp.

APL 12: 105 xp.

APL 14: 120 xp.

APL 16: 135 xp.

Discretionary Roleplaying Award

APL 2: 30 xp.

APL 4: 45 xp.

APL 6: 60 xp.

APL 8: 75 xp.

APL 10: 90 xp.

APL 12: 105 xp.

APL 14: 120 xp.

APL 16: 135 xp.

Total possible experience

APL 2: 450 xp.

APL 4: 675 xp.

APL 6: 900 xp.

APL 8: 1,125 xp.

APL 10: 1,350 xp.

APL 12: 1,575 xp.

APL 14: 1,800 xp.

APL 16: 2,025 xp.

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a “treasure” section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter’s treasure.

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

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

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

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

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

Encounter 2: In the Mouth of Madness

All APLs: L: 0 gp, C: 0 gp, M: 125 gp, *torch of ghost touch* (125 gp).

Encounter 5: The Light of Day

All APLs: L: 0 gp, C: 0 gp, M: 130 gp, *universal key* x5 (26 gp each).

Encounter 9: Font of Madness

APL 2: L: 529 gp, C: 5 gp, M: 0 gp.

APL 4: L: 332 gp, C: 5 gp, M: 434 gp, +1 *astral driftmetal breastplate* (183 gp), *adamantine greataxe* (251 gp).

APL 6: L: 10 gp, C: 5 gp, M: 1,516 gp, +1 *astral driftmetal breastplate* (183 gp), *immovable rod* (416 gp), *pink and green sphere ioun stone* (666 gp), *adamantine greataxe* (251 gp).

APL 8: L: 10 gp, C: 5 gp, M: 2,266 gp, +1 *astral driftmetal breastplate* (183 gp), *divine scroll of mass cure critical* (250 gp), *immovable rod* (416 gp), *pink and green sphere ioun stone* (666 gp), *pipes of haunting* (500 gp), *adamantine greataxe* (251 gp).

APL 10: L: 10 gp, C: 5 gp, M: 4,278 gp, +1 *ghost touch breastplate* (1,362 gp), *bag of holding, type IV* (833 gp), *divine scroll of mass cure critical* (250 gp), *immovable rod* (416 gp), *pink and green sphere ioun stone* (666 gp), *pipes of haunting* (500 gp), *adamantine greataxe* (251 gp).

APL 12: L: 10 gp, C: 5 gp, M: 7,387 gp, +1 *ghost touch breastplate* (1,362 gp), *bag of holding, type IV* (833 gp), *divine scroll of mass cure critical* (250 gp), *immovable rod* (416 gp), *life-drinker* (3,360 gp), *pink and green sphere ioun stone* (666 gp), *pipes of haunting* (500 gp).

APL 14: L: 10 gp, C: 5 gp, M: 12,387 gp, +3 *ghost touch breastplate* (3,029 gp), *bag of holding, type IV* (833 gp), *divine scroll of mass cure critical* (250 gp), *immovable rod* (416 gp), *lavender and green ellipsoid ioun stone* (3,333 gp), *life-drinker* (3,360 gp), *pink and green sphere ioun stone* (666 gp), *pipes of haunting* (500 gp).

APL 16: L: 10 gp, C: 5 gp, M: 19,386 gp, +3 *ghost touch breastplate* (3,029 gp), *bag of holding, type IV* (833 gp), *divine scroll of mass cure critical* (250 gp), *immovable rod* (416 gp), *lavender and green ellipsoid ioun stone* (3,333 gp), *life-drinker* (3,360 gp), *pearl of power, 8th-level spell* (5,333 gp), *pink and green sphere ioun stone* (666 gp), *pipes of haunting* (500 gp), *ring of wizardry I* (1,666 gp).

Conclusion:

All APLs: L: 0 gp, C: 50 gp, M: 0 gp.

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 529 gp, C: 55 gp, M: 255 gp – Total: 839 gp (450 gp).

APL 4: L: 332 gp, C: 55 gp, M: 689 gp – Total: 1,076 gp (650 gp).

APL 6: L: 10 gp, C: 55 gp, M: 1,771 gp – Total: 1,836 gp (900 gp).

APL 8: L: 10 gp, C: 55 gp, M: 2,521 gp – Total: 2,586 gp (1,300 gp).

APL 10: L: 10 gp, C: 55 gp, M: 4,533 gp – Total: 4,598 gp (2,300 gp).

APL 12: L: 10 gp, C: 55 gp, M: 7,642 gp – Total: 7,707 gp (3,300 gp).

APL 14: L: 10 gp, C: 55 gp, M: 12,642 gp – Total: 12,707 gp (6,600 gp).

APL 16: L: 10 gp, C: 55 gp, M: 19,641 gp – Total: 19,706 gp (9,900 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

☛ **Favor of Delshire:** You have freed the village of Delshire from the fearsome creatures that were feeding upon it. This favor counts as an influence point with the Barony of Davoniya. Additionally, you may designate one item on this AR as Frequency: Metaregional in addition to its Frequency: Adventure.

☛ **Right in the Eyes of Cuthbert:** By slaying the undead terrorizing Delshire, you have acted as the agent of St. Cuthbert's will. You have access to the feats Law Inviolate (RD) and Cuthbert's Smite (Dragon #306).

☛ **Torch of Ghost Touch:** This torch is capped with lammasu tendons soaked in dove tallow. While it is lit, incorporeal undead within a 10 foot radius of its flame are outlined by a shimmering white light, and take damage normally (magical weapons are not required to injure them, and their 50% chance to avoid damage does not apply). This torch burns for a maximum of one hour, before being expended. Each lighting of the torch subtracts a minimum of 6 minutes from the total duration.

Moderate conjuration; CL 7th; Craft Wondrous Item, *Ghost Touch Weapon*^{LM}; Price 1,500 gp; Weight 1 lb.

❖ **Universal Key:** This small dagger is not useful for combat. However, the blade contains trace amounts of adamantine. If an object (such as a locking mechanism) is struck, the blade shatters, exposing a reservoir of acid. This bypasses hardness up to 20, and deals 1d6 piercing + 2d6 acid damage. If the user makes a DC 15 Disable Device check, it deals 2d6 piercing and 2d6 acid damage, instead.

Nonmagical; Cannot be crafted; Price 312 gp; Weight 1 lb.

📖 **Words of the Lost Master:** You have found a journal that may have been penned by Evard's own hand. It describes a hidden cache of resources that the Necromancer left behind. For recovering this information, you have been granted a Bissel Military Commendation, as per the Bissel Meta-Activities Handbook.

✂️ **Blades of Ether:** You have been touched by the wraith of Delshire, and have been permanently changed. When you separate a foe's spirit from its body, your weapon becomes momentarily insubstantial and can strike another target. You gain the Cleave feat, even if you do not meet the prerequisites. If you already have that feat, you gain Great Cleave. If you already have both feats, then you gain a +2 circumstance bonus on any extra attack roll you make via the Cleave or Great Cleave feats.

However, the wraith's touch has also blurred your instincts. Anytime you can make a Cleave attack, you MUST make it – even if it means attacking an ally. Such an attack on an ally is not considered intentional, and does not result in your removal from the campaign.

This effect may only be removed by a *remove curse* (CL 15th), *wish*, or *miracle* spell.

✂️ **Wraiths Like Us:** You have been killed by the wraiths of Delshire, and have become one of them. You are permanently removed from play. Contact the Bissel Triad immediately.

Item Access

APL 2:

- ❖ *Torch of Ghost Touch* (Adventure; See Above; Limit One)
- ❖ *Universal Key* (Adventure; See Above; Limit Five)

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

- ❖ +1 *Astral Driftmetal Breastplate* (Adventure; A&EG)
- ❖ *Adamantine Greataxe* (Adventure; DMG)

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

- ❖ *Immovable Rod* (Adventure; DMG)
- ❖ *Pink and Green Sphere Ioun Stone* (Adventure; DMG)

APL 8 (all of APLs 2, 4, 6 plus the following):

- ❖ *Divine Scroll of Mass Cure Critical Wounds* (Adventure; DMG)
- ❖ *Pipes of Haunting* (Adventure; DMG)

APL 10 (all of APLs 2, 4, 6, 8 plus the following):

- ❖ +1 *Ghost Touch Breastplate* (Adventure; DMG)
- ❖ *Bag of Holding, Type IV* (Adventure; DMG)

APL 12 (all of APLs 2, 4, 6, 8, 10 plus the following):

- ❖ *Life-Drinker* (Adventure; DMG)

APL 14 (all of APLs 2, 4, 6, 8, 10, 12 plus the following):

- ❖ +3 *Ghost Touch Breastplate* (Adventure; DMG)
- ❖ *Lavender and Green Ellipsoid Ioun Stone* (Adventure; DMG)

APL 16 (all of APLs 2, 4, 6, 8, 10, 12, 14 plus the following):

- ❖ *Ring of Wizardry I* (Adventure; DMG)
- ❖ *Pearl of Power, 8th-Level Spell* (Adventure; DMG)

APPENDIX 1 – APL 2

ENCOUNTERS 3 & 9

CURSED SPIRIT CR 3

CE Medium Undead (Incorporeal)

Init +2; **Senses** Darkvision 60 ft., Listen +5, Spot +5

Aura Curse Aura

Languages Common

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

hp 29 (3d12+3 HD)

Immune undead immunities

Fort +1, **Ref** +3, **Will** +2

Speed Fly 30 ft. (perfect) (6 squares)

Melee incorporeal touch +3 (1d8+1)

Base Atk +1; **Grp** -

Atk Options Accursed Touch, Weapon Finesse

Abilities Str -, Dex 14, Con -, Int 9, Wis 8, Cha 13

SQ incorporeal traits, undead traits

Feats Toughness, Weapon Finesse

Skills Intimidate +7, Listen +5, Spot +5

Accursed Touch (Su) A cursed spirit adds its Charisma modifier to damage dealt by its incorporeal touch attack.

Curse Aura (Su) The taint of loss surrounds a cursed spirit. Adjacent enemy creatures take a -2 penalty on all saving throws.

Description This creature's tormented, immaterial form suggests terrible loss. Its upper body is distinct, with a manic humanoid form, but its lower body blurs into a ghostly cloud. Its hollow eyes convey malevolent intelligence.

Sources *Miniatures Handbook* (Page 60)

THE LURKER, VARIANT WRAITH CR 5

LE Medium Undead (Incorporeal)

Init +7; **Senses** Darkvision 60 ft., Listen +10, Spot +10

Aura unnatural aura 30 ft.

Languages Common, Infernal

AC 20, touch 15, flat-footed 17
(+5 armor, +3 Dex, +2 deflection)

hp 45 (5d12 HD)

Immune undead immunities

Resist +2 turn resistance

Fort +1, **Ref** +4, **Will** +6

Weakness daylight powerlessness

Speed Fly 60 ft. (good) (12 squares)

Melee incorporeal touch +5 (1d4 plus 1d6 Con drain) or

Melee greataxe +2 (1d12/x3)

Base Atk +2; **Grp** -

Atk Options Blind-Fight, Combat Reflexes

Special Actions Constitution drain, create spawn

Combat Gear masterwork breastplate, greataxe

Abilities Str -, Dex 16, Con -, Int 14, Wis 14, Cha 15

SQ incorporeal traits, undead traits

Feats Blind-Fight, Combat Reflexes, Ghostly GraspTM, Improved Initiative

Skills Diplomacy +6, Hide +11, Intimidate +10, Listen +10, Search +10, Sense Motive +8, Spot +10, Survival +2 (+4 following tracks)

Constitution Drain (Su) Living creatures hit by a wraith's incorporeal touch attack must succeed on a DC 14 Fortitude save or take 1d6 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the wraith gains 5 temporary hit points.

Create Spawn (Su) Any humanoid slain by a wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities that had in life.

Daylight Powerlessness (Ex) Wraiths are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it.

Unnatural Aura (Su) Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.)

Description This creature is a sinister, spectral figure, robed in darkness. It has no visible features or appendages, except for the glowing red pinpoints of its eyes.

Source *Libris Mortis* (Page 27), *Monster Manual* (Page 258)

ENCOUNTER 8

INFLECT LIGHT WOUNDS TRAP CR 2

Description: See encounter description.

Search DC 17; **Type** magical

Trigger proximity (*alarm*); **Init** +1

Effect *inflect light wounds* (1d8+1 negative energy, Will DC 11 half) against each target in the room each round (+4 melee touch, includes +2 Atk upgrade).

Duration 5 rounds

Destruction each tendril AC 12, hp 5; pillar tube AC 13, hp 9 (disadvantage: destroying this disarms the entire trap)

Disarm Disable Device 26 (per tendril)

Dispel DC 12 (per tendril); DC 12 (pillar tube, disadvantage: dispelling this disarms the entire trap)

APPENDIX 2 – APL 4

ENCOUNTERS 3 & 9

CURSED SPIRIT CR 3

CE Medium Undead (Incorporeal)

Init +2; **Senses** Darkvision 60 ft., Listen +5, Spot +5

Aura Curse Aura

Languages Common

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

hp 29 (3d12+3 HD)

Immune undead immunities

Fort +1, **Ref** +3, **Will** +2

Speed Fly 30 ft. (perfect) (6 squares)

Melee incorporeal touch +3 (1d8+1)

Base Atk +1; **Grp** -

Atk Options Accursed Touch, Weapon Finesse

Abilities Str -, Dex 14, Con -, Int 9, Wis 8, Cha 13

SQ incorporeal traits, undead traits

Feats Toughness, Weapon Finesse

Skills Intimidate +7, Listen +5, Spot +5

Accursed Touch (Su) A cursed spirit adds its Charisma modifier to damage dealt by its incorporeal touch attack.

Curse Aura (Su) The taint of loss surrounds a cursed spirit. Adjacent enemy creatures take a -2 penalty on all saving throws.

Description This creature's tormented, immaterial form suggests terrible loss. Its upper body is distinct, with a manic humanoid form, but its lower body blurs into a ghostly cloud. Its hollow eyes convey malevolent intelligence.

Sources *Miniatures Handbook* (Page 60)

THE LURKER, ADVANCED WRAITH CR 7

LE Medium Undead (Incorporeal)

Init +8; **Senses** Darkvision 60 ft., Listen +20, Spot +20

Aura unnatural aura 30 ft.

Languages Common, Infernal

AC 22, touch 16, flat-footed 19, Dodge, Mobility
(+6 armor, +3 Dex, +3 deflection)

hp 117 (13d12 HD)

Immune undead immunities

Resist +2 turn resistance

Fort +4, **Ref** +7, **Will** +10

Weakness daylight powerlessness

Speed Fly 60 ft. (good) (12 squares)

Melee incorporeal touch +9 (1d4 plus 1d6 Con drain) or

Melee adamantite greataxe +7/+2 (1d12/x3)

Base Atk +6; **Grp** -

Atk Options Blind-Fight, Combat Reflexes

Special Actions Constitution drain, create spawn

Combat Gear +1 astral driftmetal breastplate, adamantite greataxe

Abilities Str -, Dex 16, Con -, Int 14, Wis 14, Cha 17

SQ incorporeal traits, undead traits

Feats Alertness, Blind-Fight, Combat Reflexes, Dodge, Ghostly Grasp^{LM}, Improved Initiative, Mobility

Skills Diplomacy +7, Hide +19, Intimidate +19, Listen +20, Search +18, Sense Motive +16, Spot +20, Survival +2 (+4 following tracks)

Constitution Drain (Su) Living creatures hit by a wraith's incorporeal touch attack must succeed on a DC 19 Fortitude save or take 1d6 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the wraith gains 5 temporary hit points.

Create Spawn (Su) Any humanoid slain by a wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities that had in life.

Daylight Powerlessness (Ex) Wraiths are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it.

Unnatural Aura (Su) Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Description This creature is a sinister, spectral figure, robed in darkness. It has no visible features or appendages, except for the glowing red pinpoints of its eyes.

Source *Libris Mortis* (Page 27), *Monster Manual* (Page 258)

ENCOUNTER 8

INFLECT MODERATE WOUNDS TRAP CR 4

Description: See encounter description.

Search DC 19 **Type** magical

Trigger proximity; **Init** +2

Effect *inflict moderate wounds* (2d8+3 negative energy, Will DC 13 half) against each target in the room each round (+6 melee touch, includes +2 Atk upgrade).

Duration 7 rounds

Destruction each tendril AC 14, hp 10; pillar tube AC 16, hp 18 (disadvantage: destroying this disarms the entire trap)

Disarm Disable Device 27 (per tendril)

Dispel DC 14 (per tendril); DC 14 (pillar tube, disadvantage: dispelling this disarms the entire trap)

APPENDIX 3 – APL 6

ENCOUNTERS 3 & 9

CURSED SPIRIT

CR 3

CE Medium Undead (Incorporeal)

Init +2; **Senses** Darkvision 60 ft., Listen +5, Spot +5

Aura Curse Aura

Languages Common

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

hp 29 (3d12+3 HD)

Immune undead immunities

Fort +1, **Ref** +3, **Will** +2

Speed Fly 30 ft. (perfect) (6 squares)

Melee incorporeal touch +3 (1d8+1)

Base Atk +1; **Grp** -

Atk Options Accursed Touch, Weapon Finesse

Abilities Str -, Dex 14, Con -, Int 9, Wis 8, Cha 13

SQ incorporeal traits, undead traits

Feats Toughness, Weapon Finesse

Skills Intimidate +7, Listen +5, Spot +5

Accursed Touch (Su) A cursed spirit adds its Charisma modifier to damage dealt by its incorporeal touch attack.

Curse Aura (Su) The taint of loss surrounds a cursed spirit. Adjacent enemy creatures take a -2 penalty on all saving throws.

Description This creature's tormented, immaterial form suggests terrible loss. Its upper body is distinct, with a manic humanoid form, but its lower body blurs into a ghostly cloud. Its hollow eyes convey malevolent intelligence.

Sources *Miniatures Handbook* (Page 60)

QUELL

CR 3

LE Medium Undead (Incorporeal)

Init +7; **Senses** Darkvision 60 ft., Listen +12, Spot +12

Languages Common, Infernal

AC 15, touch 15, flat-footed 12
(+3 Dex, +2 deflection)

hp 45 (5d12 HD)

Immune undead immunities

Resist +4 turn resistance

Fort +1, **Ref** +4, **Will** +6

Weakness daylight powerlessness

Speed Fly 60 ft. (good) (12 squares)

Melee incorporeal touch +5 (1d4)

Base Atk +2; **Grp** -

Atk Options Combat Reflexes, Weapon Finesse

Special Actions coupled intercession, intercession

Abilities Str -, Dex 16, Con -, Int 14, Wis 14, Cha 15

SQ incorporeal traits, undead traits

Feats Alertness, Combat Reflexes, Improved Initiative, Weapon Finesse

Skills Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +2 (+4 following tracks)

Coupled Intercession (Su) Whenever a quell takes a standard action to aid another quell in an intercession attempt, the effective cleric level of the quell increases by 1. Several quells could all take standard actions to aid a single quell's intercession attempt, each increasing the effective cleric level of the intercession attempt.

Daylight Powerlessness (Ex) Quells are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it.

Intercession (Su) A quell can cut divine spellcasters off from their source of power. To do so, the quell makes a turning check as if it were a cleric of a level equal to the quell's Hit Dice (5th level). The result indicates the highest level divine spellcasters the quell can cut off from their deity. The turning damage result indicates the maximum total Hit Dice of divine spellcasters within 60 feet the ability can affect. The quell's intercession affects the closest divine spellcasters it can affect first. Normally, affected divine spellcasters cannot turn undead or cast divine spells for 1 minute; however if the quell has twice as many HD as the spellcaster has divine levels, the divine spellcaster loses the ability to cast divine spells for 24 hours. If the quall attacks an affected divine spellcaster in any day, or the affected spellcaster receives an *atonement* spell, the intercession ends. The quell's allies and other creatures can attack the divine spellcaster without breaking the intercession. A quall can use this ability a number of times equal to 3 + its Charisma modifier (five times for a typical creature).

Description Two fiery green eyes glare from a shrouded, half-real visage of this vaguely humanoid shade. Either it is dressed in robes, or its ectoplasmic flesh is naturally loose and flowing. Dark symbols hang in the air just above and about its form, free-standing glyphs that viscerally demonstrate the creature's anathema to all things divine.

Sources *Libris Mortis* (Page 116)

THE LURKER, ADVANCED WRAITH

CR 9

LE Medium Undead (Incorporeal)

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

Aura unnatural aura 30 ft.

Languages Common, Infernal

AC 24, touch 18, flat-footed 21, Dodge, Mobility
(+6 armor, +3 Dex, +5 deflection)

hp 189 (21d12 HD)

Immune undead immunities

Resist +2 turn resistance

Fort +7, **Ref** +10, **Will** +14

Weakness daylight powerlessness

Speed Fly 60 ft. (good) (12 squares), Spring Attack

Melee incorporeal touch +13 (1d6 plus 1d6 Con drain/19-20) or

Melee adamantite greataxe +11/+6 (1d12/x3)

Base Atk +10; **Grp** -

Atk Options Blind-Fight, Combat Reflexes, Improved Natural Attack [incorporeal touch]. Improved Critical [incorporeal touch]

Special Actions Constitution drain, create spawn

Combat Gear +1 astral driftmetal breastplate, adamantite greataxe

Abilities Str -, Dex 16, Con -, Int 14, Wis 14, Cha 21

SQ incorporeal traits, undead traits

Feats Alertness, Blind-Fight, Combat Reflexes, Dodge, Ghostly Grasp^{LM}, Improved Critical [incorporeal touch], Improved Initiative, Improved Natural Attack [incorporeal touch], Mobility, Spring Attack

Skills Diplomacy +9, Hide +27, Intimidate +29, Listen +28, Search +26, Sense Motive +24, Spot +28, Survival +2 (+4 following tracks)

Possessions combat gear plus pink and green sphere ioun stone

Constitution Drain (Su) Living creatures hit by a wraith's incorporeal touch attack must succeed on a DC 25 Fortitude save or take 1d6 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the wraith gains 5 temporary hit points.

Create Spawn (Su) Any humanoid slain by a wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities that had in life.

Daylight Powerlessness (Ex) Wraiths are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it.

Unnatural Aura (Su) Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Description This creature is a sinister, spectral figure, robed in darkness. It has no visible features or appendages, except for the glowing red pinpoints of its eyes.

Source *Libris Mortis* (Page 27), *Monster Manual* (Page 258)

ENCOUNTER 8

INFLECT SERIOUS WOUNDS TRAP

CR 6

Description: See encounter description.

Search DC 21 **Type** magical

Trigger proximity; **Init** +3

Effect *inflict serious wounds* (3d8+5 negative energy, Will DC 14 half) against each target in the room each round (+8 melee touch, includes +2 Atk upgrade).

Duration 9 rounds

Destruction each tendril AC 16, hp 15; pillar tube AC 19, hp 27 (disadvantage: destroying this disarms the entire trap)

Disarm Disable Device 28 (per tendril)

Dispel DC 16 (per tendril); DC 16 (pillar tube, disadvantage: dispelling this disarms the entire trap)

APPENDIX 4 – APL 8

ENCOUNTERS 3 & 9

CURSED SPIRIT

CR 3

CE Medium Undead (Incorporeal)

Init +2; **Senses** Darkvision 60 ft., Listen +5, Spot +5

Aura Curse Aura

Languages Common

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

hp 29 (3d12+3 HD)

Immune undead immunities

Fort +1, **Ref** +3, **Will** +2

Speed Fly 30 ft. (perfect) (6 squares)

Melee incorporeal touch +3 (1d8+1)

Base Atk +1; **Grp** -

Atk Options Accursed Touch, Weapon Finesse

Abilities Str -, Dex 14, Con -, Int 9, Wis 8, Cha 13

SQ incorporeal traits, undead traits

Feats Toughness, Weapon Finesse

Skills Intimidate +7, Listen +5, Spot +5

Accursed Touch (Su) A cursed spirit adds its Charisma modifier to damage dealt by its incorporeal touch attack.

Curse Aura (Su) The taint of loss surrounds a cursed spirit. Adjacent enemy creatures take a -2 penalty on all saving throws.

Description This creature's tormented, immaterial form suggests terrible loss. Its upper body is distinct, with a manic humanoid form, but its lower body blurs into a ghostly cloud. Its hollow eyes convey malevolent intelligence.

Sources *Miniatures Handbook* (Page 60)

QUELL

CR 3

LE Medium Undead (Incorporeal)

Init +7; **Senses** Darkvision 60 ft., Listen +12, Spot +12

Languages Common, Infernal

AC 15, touch 15, flat-footed 12
(+3 Dex, +2 deflection)

hp 45 (5d12 HD)

Immune undead immunities

Resist +4 turn resistance

Fort +1, **Ref** +4, **Will** +6

Weakness daylight powerlessness

Speed Fly 60 ft. (good) (12 squares)

Melee incorporeal touch +5 (1d4)

Base Atk +2; **Grp** -

Atk Options Combat Reflexes, Weapon Finesse

Special Actions coupled intercession, intercession

Abilities Str -, Dex 16, Con -, Int 14, Wis 14, Cha 15

SQ incorporeal traits, undead traits

Feats Alertness, Combat Reflexes, Improved Initiative, Weapon Finesse

Skills Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +2 (+4 following tracks)

Coupled Intercession (Su) Whenever a quell takes a standard action to aid another quell in an intercession attempt, the effective cleric level of the quell increases by 1. Several quells could all take standard actions to aid a single quell's intercession attempt, each increasing the effective cleric level of the intercession attempt.

Daylight Powerlessness (Ex) Quells are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it.

Intercession (Su) A quell can cut divine spellcasters off from their source of power. To do so, the quell makes a turning check as if it were a cleric of a level equal to the quell's Hit Dice (5th level). The result indicates the highest level divine spellcasters the quell can cut off from their deity. The turning damage result indicates the maximum total Hit Dice of divine spellcasters within 60 feet the ability can affect. The quell's intercession affects the closest divine spellcasters it can affect first. Normally, affected divine spellcasters cannot turn undead or cast divine spells for 1 minute; however if the quell has twice as many HD as the spellcaster has divine levels, the divine spellcaster loses the ability to cast divine spells for 24 hours. If the quall attacks an affected divine spellcaster in any day, or the affected spellcaster receives an *atonement* spell, the intercession ends. The quell's allies and other creatures can attack the divine spellcaster without breaking the intercession. A quall can use this ability a number of times equal to 3 + its Charisma modifier (five times for a typical creature).

Description Two fiery green eyes glare from a shrouded, half-real visage of this vaguely humanoid shade. Either it is dressed in robes, or its ectoplasmic flesh is naturally loose and flowing. Dark symbols hang in the air just above and about its form, free-standing glyphs that viscerally demonstrate the creature's anathema to all things divine.

Sources *Libris Mortis* (Page 116)

THE LURKER, VAR. DREAD WRAITH

CR 11

LE Large Undead (Incorporeal)

Init +13; **Senses** Darkvision 60 ft., Lifesense 60 ft., Listen +23, Spot +23

Aura Unnatural Aura 30 ft.

Languages Common, Infernal

AC 26, touch 20, flat-footed 23, Dodge, Mobility
(+6 armor, -1 size, +3 Dex, +8 deflection)

hp 144 (16d12 HD)

Immune undead immunities

Fort +5, **Ref** +14, **Will** +14

Weakness daylight powerlessness

Speed Fly 60 ft. (good) (12 squares); Spring Attack

Melee incorporeal touch +16 (2d6 plus 1d8 Con drain) or

Melee adamantite greataxe +9/+4 (1d12/x3)

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

Base Atk +8; **Grp** -

Atk Options Blind-Fight, Combat Reflexes, Improved Natural Attack (incorporeal touch)

Special Actions Constitution drain, create spawn

Combat Gear +1 astral driftmetal breastplate, adamantite greataxe

Abilities Str -, Dex 28, Con -, Int 17, Wis 18, Cha 26

SQ incorporeal traits, undead traits

Feats Blind-Fight, Combat Reflexes, Dodge, Ghostly GraspTM, Improved Initiative, Improved Natural Attack [incorporeal touch], Mobility, Spring Attack

Skills Diplomacy +10, Hide +24, Intimidate +27, Knowledge [religion] +22, Listen +23, Search +22, Sense Motive +23, Spot +23, Survival +4 (+6 following tracks)

Possessions combat gear plus pink and green sphere ioun stone

Constitution Drain (Su) Living creatures hit by a dread wraith's incorporeal touch attack must succeed on a DC 26 Fortitude save or take 1d8 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the dread wraith gains 5 temporary hit points.

Create Spawn (Su) Any humanoid slain by a dread wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities that had in life.

Daylight Powerlessness (Ex) Dread wraiths are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it.

Lifesense (Su) A dread wraith notices and located living creatures within 60 feet, just as if it possessed the blindsight ability. It also senses the strength of their life force automatically, as if it had cast *deathwatch*.

Unnatural Aura (Su) Animals, whether wild or domesticated, can sense the unnatural presence of a dread wraith at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Description This creature is a sinister, spectral figure, robed in darkness. It has no visible features or appendages, except for the glowing red pinpoints of its eyes.

Source *Libris Mortis* (Page 27), *Monster Manual* (Page 258)

ENCOUNTER 8

INFLECT CRITICAL WOUNDS TRAP

CR 8

Description: See encounter description.

Search DC 23; **Type** magical

Trigger proximity; **Init** +4

Effect *inflict critical wounds* (4d8+7 negative energy, Will DC 16 half) against each target in the room each round (+10 melee touch, includes +2 Atk upgrade).

Duration 11 rounds

Destruction each tendril AC 18, hp 20; pillar tube AC 22, hp 36 (disadvantage: destroying this disarms the entire trap)

Disarm Disable Device 29 (per tendril)

Dispel DC 18 (per tendril); DC 18 (pillar tube, disadvantage: dispelling this disarms the entire trap)

APPENDIX 5 – APL 10

ENCOUNTERS 3 & 9

ADVANCED QUELL

CR 5

LE Medium Undead (Incorporeal)

Init +7; **Senses** Darkvision 60 ft., Listen +20, Spot +20

Languages Common, Infernal

AC 16, touch 16, flat-footed 13 (+3 Dex, +3 deflection)

hp 117 (13d12 HD)

Immune undead immunities

Resist +4 turn resistance

Fort +4, **Ref** +7, **Will** +10

Weakness daylight powerlessness

Speed Fly 60 ft. (good) (12 squares)

Melee incorporeal touch +10 (1d6)

Base Atk +6; **Grp** -

Atk Options Combat Reflexes, Improved Natural Attack [incorporeal touch], Weapon Finesse

Special Actions coupled intercession, intercession

Abilities Str -, Dex 16, Con -, Int 14, Wis 14, Cha 17

SQ incorporeal traits, undead traits

Feats Alertness, Combat Reflexes, Improved Initiative, Improved Natural Attack [incorporeal touch], Positive Energy Resistance^{LM}, Weapon Finesse, Weapon Focus [incorporeal touch]

Skills Diplomacy +7, Hide +19, Intimidate +19, Listen +20, Search +18, Sense Motive +16, Spot +20, Survival +2 (+4 following tracks)

Coupled Intercession (Su) Whenever a quell takes a standard action to aid another quell in an intercession attempt, the effective cleric level of the quell increases by 1. Several quells could all take standard actions to aid a single quell's intercession attempt, each increasing the effective cleric level of the intercession attempt.

Daylight Powerlessness (Ex) Quells are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it.

Intercession (Su) A quell can cut divine spellcasters off from their source of power. To do so, the quell makes a turning check as if it were a cleric of a level equal to the quell's Hit Dice (13th level). The result indicates the highest-level divine spellcasters the quell can cut off from their deity. The turning damage result indicates the maximum total Hit Dice of divine spellcasters within 60 feet the ability can affect. The quell's intercession affects the closest divine spellcasters it can affect first. Normally, affected divine spellcasters cannot turn undead or cast divine spells for 1 minute; however if the quell has twice as many HD as the spellcaster has divine levels, the divine spellcaster loses the ability to cast divine spells for 24 hours. If the quell attacks an affected divine spellcaster in any day, or the affected spellcaster receives an *atonement* spell, the intercession ends. The quell's allies and other creatures can attack the divine spellcaster without breaking the intercession. A quell can use this ability a number of times equal to 3 + its Charisma modifier (six times for this creature).

Description Two fiery green eyes glare from a shrouded, half-real visage of this vaguely humanoid shade. Either it is dressed in robes, or its ectoplasmic flesh is naturally loose and flowing. Dark symbols hang in the air just above and about its form, free-standing glyphs that viscerally demonstrate the creature's anathema to all things divine.

Sources *Libris Mortis* (Pages 29, 116)

ADVANCED WRAITH

CR 7

LE Medium Undead (Incorporeal)

Init +8; **Senses** Darkvision 60 ft., Listen +20, Spot +20

Aura unnatural aura 30 ft.

Languages Common, Infernal

AC 16, touch 16, flat-footed 13, Dodge, Mobility (+3 Dex, +3 deflection)

hp 117 (13d12 HD)

Immune undead immunities

Resist +2 turn resistance

Fort +4, **Ref** +7, **Will** +10

Weakness daylight powerlessness

Speed Fly 60 ft. (good) (12 squares), Spring Attack

Melee incorporeal touch +9 (1d4 plus 1d6 Con drain)

Base Atk +6; **Grp** -

Atk Options Blind-Fight, Combat Reflexes

Special Actions Constitution drain, create spawn

Abilities Str -, Dex 16, Con -, Int 14, Wis 14, Cha 17

SQ incorporeal traits, undead traits

Feats Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Mobility, Spring Attack

Skills Diplomacy +7, Hide +19, Intimidate +19, Listen +20, Search +18, Sense Motive +16, Spot +20, Survival +2 (+4 following tracks)

Constitution Drain (Su) Living creatures hit by a wraith's incorporeal touch attack must succeed on a DC 19 Fortitude save or take 1d6 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the wraith gains 5 temporary hit points.

Create Spawn (Su) Any humanoid slain by a wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities that had in life.

Daylight Powerlessness (Ex) Wraiths are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it.

Unnatural Aura (Su) Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Description This creature is a sinister, spectral figure, robed in darkness. It has no visible features or appendages, except for the glowing red pinpoints of its eyes.

Source *Monster Manual* (Page 258)

CURSED SPIRIT**CR 3**

CE Medium Undead (Incorporeal)

Init +2; **Senses** Darkvision 60 ft., Listen +5, Spot +5**Aura** Curse Aura**Languages** Common**AC** 13, touch 13, flat-footed 11

(+2 Dex, +1 deflection)

hp 29 (3d12+3 HD)**Immune** undead immunities**Fort** +1, **Ref** +3, **Will** +2**Speed** Fly 30 ft. (perfect) (6 squares)**Melee** incorporeal touch +3 (1d8+1)**Base Atk** +1; **Grp** -**Atk Options** Accursed Touch, Weapon Finesse**Abilities** Str -, Dex 14, Con -, Int 9, Wis 8, Cha 13**SQ** incorporeal traits, undead traits**Feats** Toughness, Weapon Finesse**Skills** Intimidate +7, Listen +5, Spot +5**Accursed Touch (Su)** A cursed spirit adds its Charisma modifier to damage dealt by its incorporeal touch attack.**Curse Aura (Su)** The taint of loss surrounds a cursed spirit. Adjacent enemy creatures take a -2 penalty on all saving throws.**Description** This creature's tormented, immaterial form suggests terrible loss. Its upper body is distinct, with a manic humanoid form, but its lower body blurs into a ghostly cloud. Its hollow eyes convey malevolent intelligence.**Sources** *Miniatures Handbook* (Page 60)**THE LURKER, ADV. DREAD WRAITH****CR 13**

LE Large Undead (Incorporeal)

Init +13; **Senses** Darkvision 60 ft., Lifesense 60 ft., Listen +33, Spot +33**Aura** Unnatural Aura 30 ft.**Languages** Common, Infernal**AC** 27, touch 21, flat-footed 24, Dodge, Mobility

(+6 armor, -1 size, +3 Dex, +9 deflection)

hp 216 (24d12 HD)**Immune** undead immunities**Fort** +8, **Ref** +17, **Will** +18**Weakness** daylight powerlessness**Speed** Fly 60 ft. (good) (12 squares); Spring Attack**Melee** incorporeal touch +20 (2d6 plus 1d8 Con drain (empowered)/19-20) or**Melee** adamantite greataxe +13/+8/+3 (1d12/x3)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +12; **Grp** -**Atk Options** Blind-Fight, Combat Reflexes, Empowered Ability Damage^{LM}, Improved Critical [incorporeal touch], Improved Natural Attack [incorporeal touch]**Special Actions** Constitution drain, create spawn**Combat Gear** +1 ghost touch breastplate, adamantite greataxe**Abilities** Str -, Dex 28, Con -, Int 17, Wis 18, Cha 28**SQ** incorporeal traits, undead traits**Feats** Alertness, Blind-Fight, Combat Reflexes, Dodge, Empowered Ability Damage^{LM}, Improved Critical

[incorporeal touch], Improved Initiative, Improved Natural Attack [incorporeal touch], Mobility, Spring Attack

Skills Diplomacy +11, Hide +32, Intimidate +36, Knowledge [religion] +30, Listen +33, Search +30, Sense Motive +31, Spot +33, Survival +4 (+6 following tracks)**Possessions** combat gear plus pink and green sphere ioun stone**Constitution Drain (Su)** Living creatures hit by a dread wraith's incorporeal touch attack must succeed on a DC 31 Fortitude save or take 1d8 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the dread wraith gains 5 temporary hit points.**Create Spawn (Su)** Any humanoid slain by a dread wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities that had in life.**Daylight Powerlessness (Ex)** Dread wraiths are utterly powerless in natural sunlight (not merely a daylight spell) and flee from it.**Lifesense (Su)** A dread wraith notices and located living creatures within 60 feet, just as if it possessed the blindsight ability. It also senses the strength of their life force automatically, as if it had cast *deathwatch*.**Unnatural Aura (Su)** Animals, whether wild or domesticated, can sense the unnatural presence of a dread wraith at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.**Description** This creature is a sinister, spectral figure, robed in darkness. It has no visible features or appendages, except for the glowing red pinpoints of its eyes.**Source** *Libris Mortis* (Page 26-27), *Monster Manual* (Page 258)**ENCOUNTER 8****SLAY LIVING TRAP****CR 10****Description:** See encounter description.**Search** DC 25; **Type** magical**Trigger** proximity; **Init** +5**Effect** *slay living* (death, Fort DC 17 for 3d6+9 negative energy damage) against each target in the room each round (+12 melee touch, includes +2 Atk upgrade).**Duration** 13 rounds**Destruction** each tendril AC 20, hp 25; pillar tube AC 25, hp 45 (disadvantage: destroying this disarms the entire trap)**Disarm** Disable Device 30 (per tendril)**Dispel** DC 20 (per tendril); DC 20 (pillar tube, disadvantage: dispelling this disarms the entire trap)

APPENDIX 6 – APL 12

ENCOUNTERS 3 & 9

ADVANCED QUELL

CR 5

LE Medium Undead (Incorporeal)

Init +7; **Senses** Darkvision 60 ft., Listen +20, Spot +20

Languages Common, Infernal

AC 16, touch 16, flat-footed 13 (+3 Dex, +3 deflection)

hp 117 (13d12 HD)

Immune undead immunities

Resist +4 turn resistance

Fort +4, **Ref** +7, **Will** +10

Weakness daylight powerlessness

Speed Fly 60 ft. (good) (12 squares)

Melee incorporeal touch +10 (1d6)

Base Atk +6; **Grp** -

Atk Options Combat Reflexes, Improved Natural Attack [incorporeal touch], Weapon Finesse

Special Actions coupled intercession, intercession

Abilities Str -, Dex 16, Con -, Int 14, Wis 14, Cha 17

SQ incorporeal traits, undead traits

Feats Alertness, Combat Reflexes, Improved Initiative, Improved Natural Attack [incorporeal touch], Positive Energy Resistance^{LM}, Weapon Finesse, Weapon Focus [incorporeal touch]

Skills Diplomacy +7, Hide +19, Intimidate +19, Listen +20, Search +18, Sense Motive +16, Spot +20, Survival +2 (+4 following tracks)

Coupled Intercession (Su) Whenever a quell takes a standard action to aid another quell in an intercession attempt, the effective cleric level of the quell increases by 1. Several quells could all take standard actions to aid a single quell's intercession attempt, each increasing the effective cleric level of the intercession attempt.

Daylight Powerlessness (Ex) Quells are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it.

Intercession (Su) A quell can cut divine spellcasters off from their source of power. To do so, the quell makes a turning check as if it were a cleric of a level equal to the quell's Hit Dice (13th level). The result indicates the highest level divine spellcasters the quell can cut off from their deity. The turning damage result indicates the maximum total Hit Dice of divine spellcasters within 60 feet the ability can affect. The quell's intercession affects the closest divine spellcasters it can affect first. Normally, affected divine spellcasters cannot turn undead or cast divine spells for 1 minute; however if the quell has twice as many HD as the spellcaster has divine levels, the divine spellcaster loses the ability to cast divine spells for 24 hours. If the quell attacks an affected divine spellcaster in any day, or the affected spellcaster receives an *atonement* spell, the intercession ends. The quell's allies and other creatures can attack the divine spellcaster without breaking the intercession. A quell can use this ability a

number of times equal to 3 + its Charisma modifier (six times for this creature).

Description Two fiery green eyes glare from a shrouded, half-real visage of this vaguely humanoid shade. Either it is dressed in robes, or its ectoplasmic flesh is naturally loose and flowing. Dark symbols hang in the air just above and about its form, free-standing glyphs that viscerally demonstrate the creature's anathema to all things divine.

Sources *Libris Mortis* (Page 29, 116)

ADVANCED WRAITH

CR 9

LE Medium Undead (Incorporeal)

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

Aura unnatural aura 30 ft.

Languages Common, Infernal

AC 17, touch 17, flat-footed 14, Dodge, Mobility (+3 Dex, +4 deflection)

hp 189 (21d12 HD)

Immune undead immunities

Resist +2 turn resistance

Fort +7, **Ref** +10, **Will** +14

Weakness daylight powerlessness

Speed Fly 60 ft. (good) (12 squares), Spring Attack

Melee incorporeal touch +13 (1d6 plus 1d6 Con drain/19-20)

Base Atk +10; **Grp** -

Atk Options Blind-Fight, Combat Reflexes, Improved Natural Attack [incorporeal touch], Improved Critical [incorporeal touch]

Special Actions Constitution drain, create spawn

Abilities Str -, Dex 16, Con -, Int 14, Wis 14, Cha 19

SQ incorporeal traits, undead traits

Feats Ability Focus [Constitution drain], Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Critical [incorporeal touch], Improved Initiative, Improved Natural Attack [incorporeal touch], Mobility, Spring Attack

Skills Diplomacy +8, Hide +27, Intimidate +28, Listen +28, Search +26, Sense Motive +24, Spot +28, Survival +2 (+4 following tracks)

Constitution Drain (Su) Living creatures hit by a wraith's incorporeal touch attack must succeed on a DC 26 Fortitude save or take 1d6 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the wraith gains 5 temporary hit points.

Create Spawn (Su) Any humanoid slain by a wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities that had in life.

Daylight Powerlessness (Ex) Wraiths are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it.

Unnatural Aura (Su) Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of

30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Description This creature is a sinister, spectral figure, robed in darkness. It has no visible features or appendages, except for the glowing red pinpoints of its eyes.

Source *Monster Manual* (Page 258)

CURSED SPIRIT

CR 3

CE Medium Undead (Incorporeal)

Init +2; **Senses** Darkvision 60 ft., Listen +5, Spot +5

Aura Curse Aura

Languages Common

AC 13, touch 13, flat-footed 11

(+2 Dex, +1 deflection)

hp 29 (3d12+3 HD)

Immune undead immunities

Fort +1, **Ref** +3, **Will** +2

Speed Fly 30 ft. (perfect) (6 squares)

Melee incorporeal touch +3 (1d8+1)

Base Atk +1; **Grp** -

Atk Options Accursed Touch, Weapon Finesse

Abilities Str -, Dex 14, Con -, Int 9, Wis 8, Cha 13

SQ incorporeal traits, undead traits

Feats Toughness, Weapon Finesse

Skills Intimidate +7, Listen +5, Spot +5

Accursed Touch (Su) A cursed spirit adds its Charisma modifier to damage dealt by its incorporeal touch attack.

Curse Aura (Su) The taint of loss surrounds a cursed spirit. Adjacent enemy creatures take a -2 penalty on all saving throws.

Description This creature's tormented, immaterial form suggests terrible loss. Its upper body is distinct, with a manic humanoid form, but its lower body blurs into a ghostly cloud. Its hollow eyes convey malevolent intelligence.

Sources *Miniatures Handbook* (Page 60)

THE LURKER, ADV. DREAD WRAITH

CR 15

LE Large Undead (Incorporeal)

Init +13; **Senses** Darkvision 60 ft., Lifesense 60 ft., Listen +41, Spot +41

Aura Unnatural Aura 30 ft.

Languages Common, Infernal

AC 28, touch 22, flat-footed 25, Dodge, Mobility

(+6 armor, -1 size, +3 Dex, +10 deflection)

hp 288 (32d12 HD)

Immune undead immunities

Resist positive energy resistance 10

Fort +10, **Ref** +19, **Will** +22

Weakness daylight powerlessness

Speed Fly 60 ft. (good) (12 squares); Spring Attack

Melee incorporeal touch +24 (2d6 plus 1d8 Con drain (empowered)/19-20) or

Melee *life-drinker* +17/+12/+7/+2 (1d12+1 plus 2 negative levels/x3)

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

Base Atk +16; **Grp** -

Atk Options Ability Focus [Constitution drain], Blind-Fight, Combat Reflexes, Empowered Ability Damage^{LM}, Improved Critical [incorporeal touch], Improved Natural Attack [incorporeal touch]

Special Actions Constitution drain, create spawn

Combat Gear +1 *ghost touch breastplate*, *life-drinker*

Abilities Str -, Dex 28, Con -, Int 17, Wis 18, Cha 30

SQ incorporeal traits, undead traits

Feats Ability Focus [Constitution drain], Alertness, Blind-Fight, Combat Reflexes, Dodge, Empowered Ability Damage^{LM}, Improved Critical [incorporeal touch], Improved Initiative, Improved Natural Attack [incorporeal touch], Mobility, Positive Energy Resistance^{LM}, Spring Attack

Skills Diplomacy +12, Hide +40, Intimidate +45, Knowledge [religion] +38, Listen +41, Search +38, Sense Motive +39, Spot +41, Survival +4 (+6 following tracks)

Possessions combat gear plus *pink and green sphere ioun stone*

Constitution Drain (Su) Living creatures hit by a dread wraith's incorporeal touch attack must succeed on a DC 38 Fortitude save or take 1d8 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the dread wraith gains 5 temporary hit points.

Create Spawn (Su) Any humanoid slain by a dread wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities that had in life.

Daylight Powerlessness (Ex) Dread wraiths are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it.

Lifesense (Su) A dread wraith notices and located living creatures within 60 feet, just as if it possessed the blindsight ability. It also senses the strength of their life force automatically, as if it had cast *deathwatch*.

Unnatural Aura (Su) Animals, whether wild or domesticated, can sense the unnatural presence of a dread wraith at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Description This creature is a sinister, spectral figure, robed in darkness. It has no visible features or appendages, except for the glowing red pinpoints of its eyes.

Source *Libris Mortis* (Page 26-27, 29), *Monster Manual* (Page 258)

ENCOUNTER 8

HEIGHTENED SLAY LIVING TRAP

CR 12

Description: See encounter description.

Search DC 27; **Type** magical

Trigger proximity; **Init** +6

Effect *slay living* (death, Fort DC 19 for 3d6+11 negative energy damage) against each target in the room each round (+14 melee touch, includes +2 Atk upgrade).

Duration 15 rounds

Destruction each tendril AC 22, hp 30; pillar tube AC 28, hp 54 (disadvantage: destroying this disarms the entire trap)

Disarm Disable Device 31 (per tendril)

Dispel DC 22 (per tendril); DC 22 (pillar tube, disadvantage: dispelling this disarms the entire trap)

APPENDIX 7 – APL 14

ENCOUNTERS 3 & 9

ADVANCED QUELL

CR 5

LE Medium Undead (Incorporeal)

Init +7; **Senses** Darkvision 60 ft., Listen +20, Spot +20

Languages Common, Infernal

AC 16, touch 16, flat-footed 13 (+3 Dex, +3 deflection)

hp 117 (13d12 HD)

Immune undead immunities

Resist +4 turn resistance

Fort +4, **Ref** +7, **Will** +10

Weakness daylight powerlessness

Speed Fly 60 ft. (good) (12 squares)

Melee incorporeal touch +10 (1d6)

Base Atk +6; **Grp** -

Atk Options Combat Reflexes, Improved Natural Attack [incorporeal touch], Weapon Finesse

Special Actions coupled intercession, intercession

Abilities Str -, Dex 16, Con -, Int 14, Wis 14, Cha 17

SQ incorporeal traits, undead traits

Feats Alertness, Combat Reflexes, Improved Initiative, Improved Natural Attack [incorporeal touch], Positive Energy Resistance^{LM}, Weapon Finesse, Weapon Focus [incorporeal touch]

Skills Diplomacy +7, Hide +19, Intimidate +19, Listen +20, Search +18, Sense Motive +16, Spot +20, Survival +2 (+4 following tracks)

Coupled Intercession (Su) Whenever a quell takes a standard action to aid another quell in an intercession attempt, the effective cleric level of the quell increases by 1. Several quells could all take standard actions to aid a single quell's intercession attempt, each increasing the effective cleric level of the intercession attempt.

Daylight Powerlessness (Ex) Quells are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it.

Intercession (Su) A quell can cut divine spellcasters off from their source of power. To do so, the quell makes a turning check as if it were a cleric of a level equal to the quell's Hit Dice (13th level). The result indicates the highest level divine spellcasters the quell can cut off from their deity. The turning damage result indicates the maximum total Hit Dice of divine spellcasters within 60 feet the ability can affect. The quell's intercession affects the closest divine spellcasters it can affect first. Normally, affected divine spellcasters cannot turn undead or cast divine spells for 1 minute; however if the quell has twice as many HD as the spellcaster has divine levels, the divine spellcaster loses the ability to cast divine spells for 24 hours. If the quell attacks an affected divine spellcaster in any day, or the affected spellcaster receives an *atonement* spell, the intercession ends. The quell's allies and other creatures can attack the divine spellcaster without breaking the intercession. A quell can use this ability a

number of times equal to 3 + its Charisma modifier (six times for this creature).

Description Two fiery green eyes glare from a shrouded, half-real visage of this vaguely humanoid shade. Either it is dressed in robes, or its ectoplasmic flesh is naturally loose and flowing. Dark symbols hang in the air just above and about its form, free-standing glyphs that viscerally demonstrate the creature's anathema to all things divine.

Sources *Libris Mortis* (Page 29, 116)

CURSED SPIRIT

CR 3

CE Medium Undead (Incorporeal)

Init +2; **Senses** Darkvision 60 ft., Listen +5, Spot +5

Aura Curse Aura

Languages Common

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

hp 29 (3d12+3 HD)

Immune undead immunities

Fort +1, **Ref** +3, **Will** +2

Speed Fly 30 ft. (perfect) (6 squares)

Melee incorporeal touch +3 (1d8+1)

Base Atk +1; **Grp** -

Atk Options Accursed Touch, Weapon Finesse

Abilities Str -, Dex 14, Con -, Int 9, Wis 8, Cha 13

SQ incorporeal traits, undead traits

Feats Toughness, Weapon Finesse

Skills Intimidate +7, Listen +5, Spot +5

Accursed Touch (Su) A cursed spirit adds its Charisma modifier to damage dealt by its incorporeal touch attack.

Curse Aura (Su) The taint of loss surrounds a cursed spirit. Adjacent enemy creatures take a -2 penalty on all saving throws.

Description This creature's tormented, immaterial form suggests terrible loss. Its upper body is distinct, with a manic humanoid form, but its lower body blurs into a ghostly cloud. Its hollow eyes convey malevolent intelligence.

Sources *Miniatures Handbook* (Page 60)

THE LURKER, ADV. DREAD WRAITH

CR 17

LE Large Undead (Incorporeal)

Init +13; **Senses** Darkvision 60 ft., Lifesense 60 ft., Listen +49, Spot +49

Aura Unnatural Aura 30 ft.

Languages Common, Infernal

AC 31, touch 23, flat-footed 28, Dodge, Mobility (-1 size, +3 Dex, +11 deflection)

hp 360 (40d12 HD)

Immune undead immunities

Resist positive energy resistance 10

Fort +13, **Ref** +22, **Will** +26

Weakness daylight powerlessness

Speed Fly 60 ft. (good) (12 squares); Spring Attack

Melee incorporeal touch +28 (2d6 plus 1d8 Con drain (empowered)/19-20) or

Melee *life-drinker* +21/+16/+11/+6 (1d12+1 plus 2 negative levels/x3)

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

Base Atk +20; **Grp** -

Atk Options Ability Focus [Constitution drain], Blind-Fight, Combat Reflexes, Empowered Ability Damage^{LM}, Improved Critical [incorporeal touch], Improved Natural Attack [incorporeal touch]

Special Actions Constitution drain, create spawn, Necrotic Reserve^{LM}

Combat Gear +3 *ghost touch breastplate*, *life-drinker*

Abilities Str -, Dex 28, Con -, Int 17, Wis 18, Cha 32

SQ incorporeal traits, Necromantic Might^{LM}, Necromantic Presence^{LM}, undead traits

Feats Ability Focus [Constitution drain], Alertness, Blind-Fight, Combat Reflexes, Dodge, Empowered Ability Damage^{LM}, Improved Critical [incorporeal touch], Improved Initiative, Improved Natural Attack [incorporeal touch], Mobility, Necromantic Might^{LM}, Necromantic Presence^{LM}, Necrotic Reserve^{LM}, Positive Energy Resistance^{LM}, Spring Attack

Skills Diplomacy +13, Hide +48, Intimidate +54, Knowledge [religion] +46, Listen +49, Search +46, Sense Motive +47, Spot +49, Survival +4 (+6 following tracks)

Possessions combat gear plus *lavender and green ellipsoid ioun stone*, *pink and green sphere ioun stone*

Constitution Drain (Su) Living creatures hit by a dread wraith's incorporeal touch attack must succeed on a DC 38 Fortitude save or take 1d8 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the dread wraith gains 5 temporary hit points.

Create Spawn (Su) Any humanoid slain by a dread wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities that had in life.

Daylight Powerlessness (Ex) Dread wraiths are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it.

Lifesense (Su) A dread wraith notices and located living creatures within 60 feet, just as if it possessed the blindsight ability. It also senses the strength of their life force automatically, as if it had cast *deathwatch*.

Unnatural Aura (Su) Animals, whether wild or domesticated, can sense the unnatural presence of a dread wraith at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Description This creature is a sinister, spectral figure, robed in darkness. It has no visible features or appendages, except for the glowing red pinpoints of its eyes.

Source *Libris Mortis* (Page 26-27, 28-29), *Monster Manual* (Page 258)

ENCOUNTER 8

FINGER OF DEATH TRAP

CR 14

Description: See encounter description.

Search DC 29; **Type** magical

Trigger proximity; **Init** +7

Effect *finger of death* (death, Fort DC 20 for 3d6+13 negative energy damage) against each target in the room each round (+16 melee touch, includes +2 Atk upgrade).

Duration 17 rounds

Destruction each tendril AC 24, hp 35; pillar tube AC 31, hp 63 (disadvantage: destroying this disarms the entire trap)

Disarm Disable Device 32 (per tendril)

Dispel DC 24 (per tendril); DC 24 (pillar tube, disadvantage: dispelling this disarms the entire trap)

APPENDIX 8 – APL 16

ENCOUNTERS 3 & 9

ADVANCED DREAD WRAITH

CR 13

LE Large Undead (Incorporeal)

Init +13; **Senses** Darkvision 60 ft., Lifesense 60 ft., Listen +33, Spot +33

Aura Unnatural Aura 30 ft.

Languages Common, Infernal

AC 26, touch 26, flat-footed 17, Dodge, Mobility (-1 size, +9 Dex, +8 deflection)

hp 216 (24d12 HD)

Immune undead immunities

Fort +8, **Ref** +17, **Will** +18

Weakness daylight powerlessness

Speed Fly 60 ft. (good) (12 squares); Spring Attack

Melee incorporeal touch +20 (2d6 plus 1d8 Con drain (empowered)/19-20)

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

Base Atk +12; **Grp** -

Atk Options Blind-Fight, Combat Reflexes, Empowered Ability Damage^{LM}, Improved Critical [incorporeal touch], Improved Natural Attack [incorporeal touch]

Special Actions Constitution drain, create spawn

Abilities Str -, Dex 28, Con -, Int 17, Wis 18, Cha 26

SQ incorporeal traits, undead traits

Feats Ability Focus [Constitution drain], Alertness, Blind-Fight, Combat Reflexes, Dodge, Empowered Ability Damage^{LM}, Improved Critical [incorporeal touch], Improved Initiative, Improved Natural Attack [incorporeal touch], Mobility, Spring Attack

Skills Diplomacy +10, Hide +32, Intimidate +35, Knowledge [religion] +30, Listen +33, Search +30, Sense Motive +31, Spot +33, Survival +4 (+6 following tracks)

Constitution Drain (Su) Living creatures hit by a dread wraith's incorporeal touch attack must succeed on a DC 28 Fortitude save or take 1d8 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the dread wraith gains 5 temporary hit points.

Create Spawn (Su) Any humanoid slain by a dread wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities that had in life.

Daylight Powerlessness (Ex) Dread wraiths are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it.

Lifesense (Su) A dread wraith notices and located living creatures within 60 feet, just as if it possessed the blindsight ability. It also senses the strength of their life force automatically, as if it had cast *deathwatch*.

Unnatural Aura (Su) Animals, whether wild or domesticated, can sense the unnatural presence of a dread wraith at a

distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Description This creature is a sinister, spectral figure, robed in darkness. It has no visible features or appendages, except for the glowing red pinpoints of its eyes.

Source *Libris Mortis* (Page 26), *Monster Manual* (Page 258)

ADVANCED QUELL

CR 5

LE Medium Undead (Incorporeal)

Init +7; **Senses** Darkvision 60 ft., Listen +20, Spot +20

Languages Common, Infernal

AC 16, touch 16, flat-footed 13 (+3 Dex, +3 deflection)

hp 117 (13d12 HD)

Immune undead immunities

Resist +4 turn resistance

Fort +4, **Ref** +7, **Will** +10

Weakness daylight powerlessness

Speed Fly 60 ft. (good) (12 squares)

Melee incorporeal touch +10 (1d6)

Base Atk +6; **Grp** -

Atk Options Combat Reflexes, Improved Natural Attack [incorporeal touch], Weapon Finesse

Special Actions coupled intercession, intercession

Abilities Str -, Dex 16, Con -, Int 14, Wis 14, Cha 17

SQ incorporeal traits, undead traits

Feats Alertness, Combat Reflexes, Improved Initiative, Improved Natural Attack [incorporeal touch], Positive Energy Resistance^{LM}, Weapon Finesse, Weapon Focus [incorporeal touch]

Skills Diplomacy +7, Hide +19, Intimidate +19, Listen +20, Search +18, Sense Motive +16, Spot +20, Survival +2 (+4 following tracks)

Coupled Intercession (Su) Whenever a quell takes a standard action to aid another quell in an intercession attempt, the effective cleric level of the quell increases by 1. Several quells could all take standard actions to aid a single quell's intercession attempt, each increasing the effective cleric level of the intercession attempt.

Daylight Powerlessness (Ex) Quells are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it.

Intercession (Su) A quell can cut divine spellcasters off from their source of power. To do so, the quell makes a turning check as if it were a cleric of a level equal to the quell's Hit Dice (13th level). The result indicates the highest level divine spellcasters the quell can cut off from their deity. The turning damage result indicates the maximum total Hit Dice of divine spellcasters within 60 feet the ability can affect. The quell's intercession affects the closest divine spellcasters it can affect first. Normally, affected divine spellcasters cannot turn undead or cast divine spells for 1 minute; however if the quell has twice as many HD as the spellcaster has divine levels, the divine spellcaster loses the ability to cast divine

spells for 24 hours. If the quall attacks an affected divine spellcaster in any day, or the affected spellcaster receives an *atonement* spell, the intercession ends. The quall's allies and other creatures can attack the divine spellcaster without breaking the intercession. A quall can use this ability a number of times equal to 3 + its Charisma modifier (six times for this creature).

Description Two fiery green eyes glare from a shrouded, half-real visage of this vaguely humanoid shade. Either it is dressed in robes, or its ectoplasmic flesh is naturally loose and flowing. Dark symbols hang in the air just above and about its form, free-standing glyphs that viscerally demonstrate the creature's anathema to all things divine.

Sources *Libris Mortis* (Page 29, 116)

CURSED SPIRIT

CR 3

CE Medium Undead (Incorporeal)

Init +2; **Senses** Darkvision 60 ft., Listen +5, Spot +5

Aura Curse Aura

Languages Common

AC 13, touch 13, flat-footed 11

(+2 Dex, +1 deflection)

hp 29 (3d12+3 HD)

Immune undead immunities

Fort +1, **Ref** +3, **Will** +2

Speed Fly 30 ft. (perfect) (6 squares)

Melee incorporeal touch +3 (1d8+1)

Base Atk +1; **Grp** -

Atk Options Accursed Touch, Weapon Finesse

Abilities Str -, Dex 14, Con -, Int 9, Wis 8, Cha 13

SQ incorporeal traits, undead traits

Feats Toughness, Weapon Finesse

Skills Intimidate +7, Listen +5, Spot +5

Accursed Touch (Su) A cursed spirit adds its Charisma modifier to damage dealt by its incorporeal touch attack.

Curse Aura (Su) The taint of loss surrounds a cursed spirit. Adjacent enemy creatures take a -2 penalty on all saving throws.

Description This creature's tormented, immaterial form suggests terrible loss. Its upper body is distinct, with a manic humanoid form, but its lower body blurs into a ghostly cloud. Its hollow eyes convey malevolent intelligence.

Sources *Miniatures Handbook* (Page 60)

THE LURKER, ADV. DREAD WRAITH

CR 19

LE Large Undead (Incorporeal)

Init +13; **Senses** Darkvision 60 ft., Lifesense 60 ft., Listen +57, Spot +57

Aura Unnatural Aura 30 ft.

Languages Common, Infernal

AC 32, touch 24, flat-footed 29, Dodge, Mobility

(+8 armor, -1 size, +3 Dex, +12 deflection)

hp 470 (48d12 HD)

Immune undead immunities

Resist positive energy resistance 10

Fort +16, **Ref** +25, **Will** +30

Weakness daylight powerlessness

Speed Fly 60 ft. (good) (12 squares); Spring Attack

Melee incorporeal touch +33 (2d6 plus 1d8 Con drain (empowered)/19-20) or

Melee *life-drinker* +25/+20/+15/+10 (1d12+1 plus 2 negative levels/x3)

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

Base Atk +24; **Grp** -

Atk Options Ability Focus [Constitution drain], Blind-Fight, Combat Reflexes, Empowered Ability Damage^{LM}, Improved Critical [incorporeal touch], Improved Natural Attack [incorporeal touch]

Special Actions Constitution drain, create spawn, Necrotic Reserve^{LM}

Combat Gear +3 *ghost touch breastplate*

Abilities Str -, Dex 28, Con -, Int 17, Wis 18, Cha 34

SQ incorporeal traits, Necromantic Might^{LM}, Necromantic Presence^{LM}, undead traits

Feats Ability Focus [Constitution drain], Alertness, Blind-Fight, Combat Reflexes, Dodge, Empowered Ability Damage^{LM}, Improved Critical [incorporeal touch], Improved Initiative, Improved Natural Attack [incorporeal touch], Improved Toughness^{CW}, Mobility, Necromantic Might^{LM}, Necromantic Presence^{LM}, Necrotic Reserve^{LM}, Positive Energy Resistance^{LM}, Spring Attack, Toughness, Weapon Focus [incorporeal touch]

Skills Diplomacy +14, Hide +56, Intimidate +63, Knowledge [religion] +54, Listen +57, Search +54, Sense Motive +55, Spot +57, Survival +4 (+6 following tracks)

Possessions combat gear plus *lavender and green ellipsoid ioun stone, pink and green sphere ioun stone*

Constitution Drain (Su) Living creatures hit by a dread wraith's incorporeal touch attack must succeed on a DC 48 Fortitude save or take 1d8 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the dread wraith gains 5 temporary hit points.

Create Spawn (Su) Any humanoid slain by a dread wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities that had in life.

Daylight Powerlessness (Ex) Dread wraiths are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it.

Lifesense (Su) A dread wraith notices and located living creatures within 60 feet, just as if it possessed the blindsight ability. It also senses the strength of their life force automatically, as if it had cast *deathwatch*.

Unnatural Aura (Su) Animals, whether wild or domesticated, can sense the unnatural presence of a dread wraith at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Description This creature is a sinister, spectral figure, robed in darkness. It has no visible features or appendages, except for the glowing red pinpoints of its eyes.

Source *Libris Mortis* (Page 26-27, 28-29), *Monster Manual* (Page 258)

ENCOUNTER 8

HEIGHTENED FINGER OF DEATH TRAP **CR 16**

Description: See encounter description.

Search DC 31; **Type** magical

Trigger proximity; **Init** +8

Effect *finger of death* (death, Fort DC 22 for 3d6+15 negative energy damage) against each target in the room each round (+18 melee touch, includes +2 Atk upgrade).

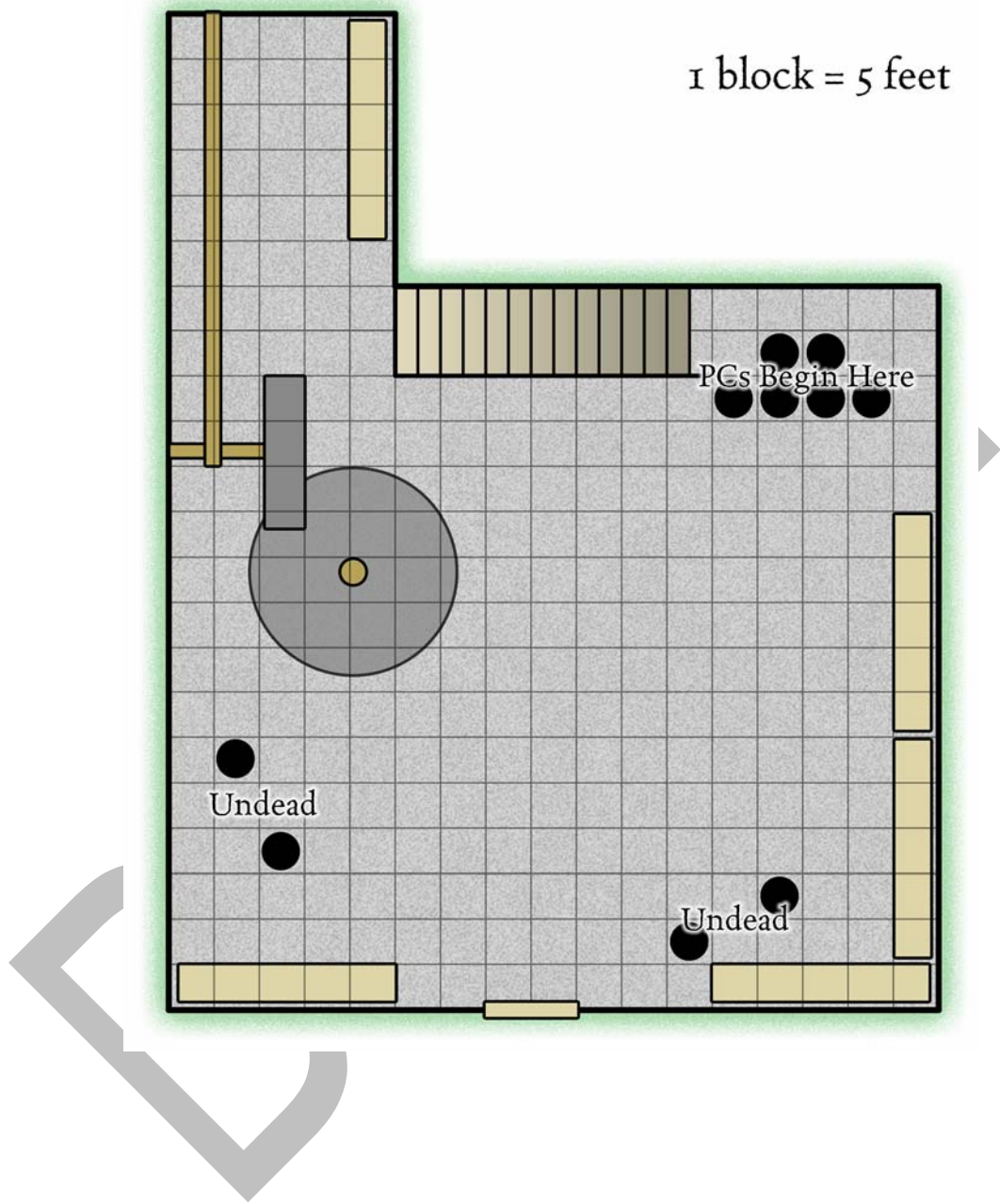
Duration 19 rounds

Destruction each tendril AC 26, hp 40; pillar tube AC 34, hp 72 (disadvantage: destroying this disarms the entire trap)

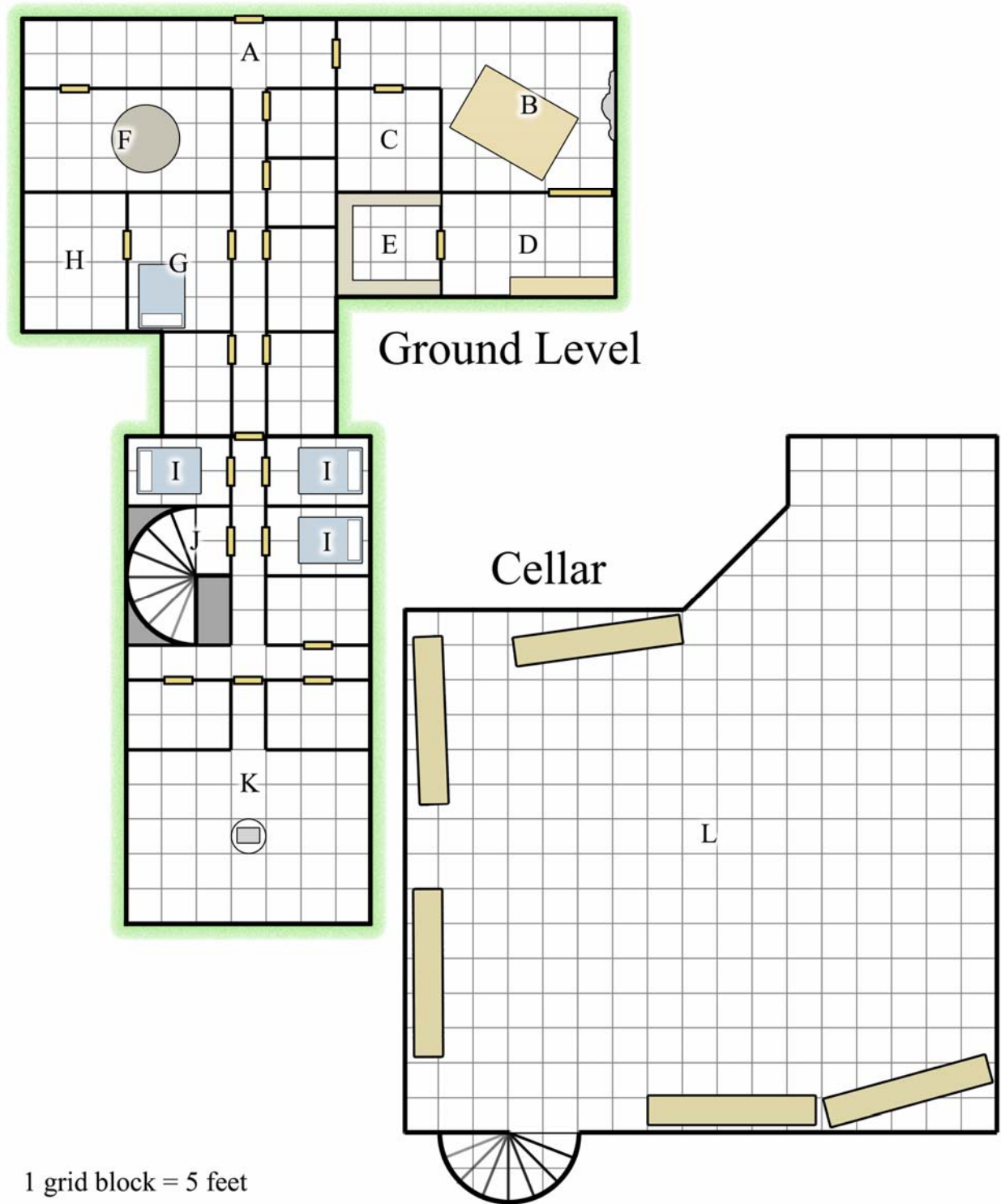
Disarm Disable Device 33 (per tendril)

Dispel DC 26 (per tendril); DC 26 (pillar tube, disadvantage: dispelling this disarms the entire trap)

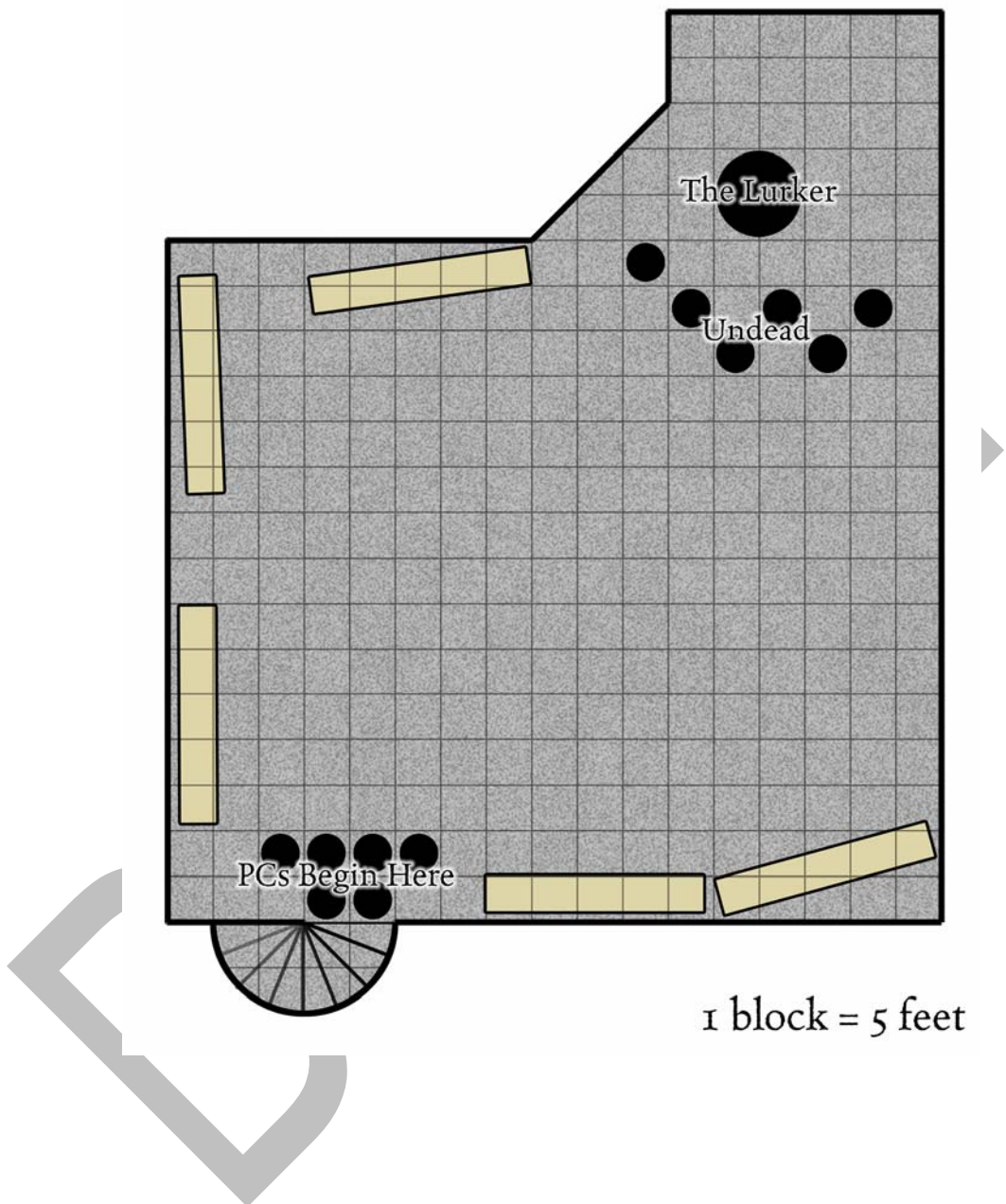
DM AID: MAP #1 – COMBAT IN THE MILL



DM AID: MAP #2 – DELSHIRE MANOR



DM AID: MAP #3 – COMBAT IN THE MANOR



DM AID: NEW RULES

NEW FEATS

Empowered Ability Damage [Monstrous] (Libris Mortis, page 26)

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

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

Benefit: All variable, numeric effects of an empowered ability damage or ability drain special attack are increased by 50%. For example, an allip with this feat drains 1-1/2 times the normal amount of Wisdom (roll 1d4 and multiply the result by 1-1/2).

Improved Toughness [General] (Complete Warrior, page 101)

You are significantly tougher than normal.

Prerequisites: Base Fortitude save bonus +2.

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

Special: A fighter may select Improved Toughness as one of his fighter bonus feats.

Necromantic Might [General] (Libris Mortis, page 28)

Undead you control gain benefits when they are near you.

Prerequisites: Necromantic Presence.

Benefits: Whenever undead you control are within 60 feet of you, they are physically inspired by your necromantic aura, and gain a +2 enhancement bonus on their attack rolls and saving throws.

Necromantic Presence [General] (Libris Mortis, page 28)

Undead you control are harder to turn when they are near you.

Benefits: Whenever undead you control are within 60 feet of you, they gain a +4 bonus to their turn resistance.

Necrotic Reserve [Monstrous] (Libris Mortis, page 28)

You are not immediately destroyed when your hit points fall to 0 or lower.

Prerequisites: Cha 13, supernatural ability to drain or damage an ability score or drain energy.

Benefits: Each day that you slake your hunger by draining or damaging a living creature's ability score, or draining a living creature's life force, you gain a necrotic reserve. On days when you have created a reserve, you are weakened but not destroyed when you are dealt enough damage to reduce your hit points to 0 or lower.

A weakened undead acting on the strength of its necrotic reserve may take a single move action or standard action each round (but not both, nor can it take full-round actions). It moves at half-speed. Taking move actions doesn't risk further injury, but performing any standard action (or any other action the DM deems strenuous, including some free actions such as casting a quickened spell) immediately expends the necrotic reserve. Unless the action increased the

weakened undead's hit points, it is destroyed. A weakened undead acting on the strength of its necrotic reserve is also destroyed if it is dealt additional damage after the attack that first weakened it.

An undead may only rely on a necrotic reserve up to once per day, even if it engages in additional feeding following its successful return to positive hit points.

Normal: Undead reduced to 0 hit points or lower are immediately destroyed.

Positive Energy Resistance [Monstrous] (Libris Mortis, page 29)

You are resistant to the damage dealt by positive energy effects.

Prerequisites: Undead type.

Benefits: You gain resistance 10 against positive energy effects, such as *cure* spells.

NEW ITEMS

Torch of Ghost Touch

This torch is capped with lammasu tendons soaked in dove tallow. While it is lit, incorporeal undead within a 10 foot radius of its flame are outlined by a shimmering white light, and take damage normally (magical weapons are not required to injure them, and their 50% chance to avoid damage does not apply). This torch burns for a maximum of one hour, before being expended. Each lighting of the torch subtracts a minimum of 6 minutes from the total duration.

Moderate conjuration; CL 7th; Craft Wondrous Item, *Ghost Touch Weapon*^{LM}; Price 1,500 gp; Weight 1 lb.

Universal Key

This small dagger is not useful for combat. However, the blade contains trace amounts of adamantine. If an object (such as a locking mechanism) is struck, the blade shatters, exposing a reservoir of acid. This bypasses hardness up to 20, and deals 1d6 piercing + 2d6 acid damage. If the user makes a DC 15 Disable Device check, it deals 2d6 piercing and 2d6 acid damage, instead.

Nonmagical; Cannot be crafted; Price 312 gp; Weight 1 lb.

PLAYER HANDOUT #1 – GLIMPSES OF HORROR

Vision 1

Suddenly you feel the rigors of the road wash over you, and you are overcome with an immense feeling of fatigue. You close your eyes and grasp the temples on your head to fight off exhaustion.

When you open your eyes, they don't focus upon your comrades, but rather upon the ominous silhouette behind them. You try to call out to them, but your voice chokes in your throat.

The twisted form leans closer to them, and you hear an ominous whisper in the winds, deep and demonic. "More..."

You blink, and find that you are staring at an old dead tree, and not some monster. The whisper remains only in the back of your mind.

Vision 2

A cold breeze picks up, whistling eerily through the trees. All of a sudden, the woods look much darker and sinister. You look around for your companions, but they are nowhere to be found. However, you can't shake the feeling that you are not alone.

A moment later, you are running as fast as you can through the forest. Something is chasing you... silent, menacing. You dare not pause to look back at it.

Did you see it? What is it? What does it want? The terror in your veins and sound of your heart beating drown out all rational thought, and you keep running.

A short distance later, and you will be safe. You can just see the road...

Then your feet slip from under you, and you fall. Pain lances through your head, though you aren't sure why.

You pick yourself up, and find your companions standing around you. A small glass orb is lodged tightly in your grasp. Smoky, grey tendrils ripple beneath its surface.

Vision 3

Your gaze fixes on the knife embedded in the table. Something about it seems... odd. Captivating.

Suddenly, you hear a noise from outside the tavern... an unearthly gasp. It is coming for you. It will find you. It will take you away. You look around for help, but you are all alone.

You can't let it take you. You desperately look around for some defense, and again your eyes settle upon the knife. With trepidation, you pull it free from the table.

You place your left hand on the table, and plunge the knife through it, pinning yourself to its surface. Jets of pain shoot up your arm... but you smile through the pain. It won't be able to take you away, now...

All of a sudden you are aware that you are not alone. Your companions stare at you. In one hand, you hold the knife. In the other, the small glass orb. Red droplets of color swirl beneath its surface.

Vision 4

Lifting another vial off the shelf you find that you smell something odd and very...offensive. The reek of sulfur mixes with animal effluence as you turn to look around the alchemist's lab.

You catch a glimpse of reflected light in the bottom of a small cauldron – at first glance, it appeared empty. You can now see that there is a small pool of liquid at the bottom.

You gaze upon your reflection in the pool... and then suddenly, your eyes focus upon the second reflection, a figure looking over your shoulder.

You gasp as you turn around... but there is no one there.

Vision 5

You look over the doors of the church and their ornate carvings. Suddenly, you hear it behind you, getting closer. The icy cold of its presence washes over you.

You need to get inside to safety. He will protect you. Your faith will save you.

You pull at the doors, but they do not give. You claw at them, desperately looking for some purchase. But you find none. Your pursuer's cold blades sink into your flesh. You scream.

You open your eyes, to catch a glimpse of your assailant. Instead, your companions stand before you, watching you in confusion. The small glass orb is clenched tightly in your hand. Golden motes dance beneath its surface.

Vision 6

You awake with a start, cold sweat on your brow. You look upon the huddled villagers of Delshire, all of them sleeping, catching whatever rest is possible for a people marked by damnation. Your companions all sleep as well, replenishing their strength for the coming conflict.

Suddenly you notice that the chests of your allies neither rise nor fall. The villagers are all the same: none of them draw breath.

A grey mist dances in the air above your friends. You cannot focus your vision upon it, but you do make out claws, and you can feel its hunger. Silently, it begins tearing apart the bodies of those sleeping, ripping apart bone and sinew with frightful ease...

You awake with a start, cold sweat on your brow. You look upon the huddled villagers of Delshire, a few of them sleeping; catching whatever rest is possible for a people marked by damnation. A few of your companions sleep as well, replenishing their strength for the coming conflict.

Vision 7

As you look over this corpse, you notice that a trickle of fluid has seeped onto the floor, forming a puddle around your feet. You lift up your boot to try step clear of the mess. Satisfied, you turn back to the corpse, which now stares at you through sightless milky-white eyes. "Hunger", it whispers, through pursed lips.

You gasp... but when you look upon it again, its eyes are shut and its tongue is still.

Vision 8

Turning from where your companions search for some clue, you look over your shoulder to see two young boys. Their dark skin and hair are virtually identical, and they are dressed in ripped and muddied tunics. Their eyes are black and sunken. They begin to speak, their voices high and monotone.

"Mother could hear the whispers."

"Mother could smell the smoke."

"Mother could feel the chill."

"Now she feels nothing, like them."

"We played with them."

"Now... we want to play with you..."

The two boys smile slightly. You gasp as you turn to call out to your companions but...they are still occupied with their tasks. You turn again but the two boys are gone.

Vision 9

You suddenly feel strangely light headed. You reach up to hold your head in your hands, and are confronted by a gruesome sight - instead of your own familiar limbs, you see ephemeral claws, surrounded by wisps of ether.

Suddenly, pain wracks your body – you feel indescribable cold and hunger. You try to call to your companions, but no sound is heard.

Suddenly, you feel something else – a point of warmth in space before you. You reach out, and touch it. As you do, that warmth flows in to you, extinguishing the source, but feeding some of your hunger.

Another point of warmth appears before you, this one much larger. It strikes at you in vain. You reach out and lift it from the ground, fixing it in place. It cries out and struggles, but it is no use.

Your vision clears. Your companions stare at you with looks of horror. Your right hand is fixed onto one of the stakes holding the woman to the wall. The other firmly grasps the small glass orb. Swirls of inky blackness move beneath its surface.

Vision 10

Your gaze falls on the mirror in this room and you immediately notice something wrong. Behind your reflection you see those of your companions. Each has a misty, cloaked form hovering behind their head, grasping at their temples.

You turn back from the mirror to see...nothing. Your companions are safe.

Turning your gaze back at the mirror, you again see misty cloaked forms hovering around your companions. Your gaze meets that of your reflection, which stares back at you with a look of calculated malice. Your double reaches through the mirror, reaching for your temples.

You gasp as you turn, clutching at your head to free yourself from the stranglehold. But your fingers feel... only your own skin and not the hands of your attacker. The image in the mirror is once more your own.

PLAYER HANDOUT #2 – BLACK TOME EXCERPT

You recovered a tome from the Delshire manor, possibly written by Evard's own hand. The following is an excerpt from its pages:

“... Victory is all but certain for my forces. When I scry upon the front lines, I can see the hearth fires of Pellak on the horizon. Soon, they will submit and lay down their arms. I can turn control of the baronies over to my lieutenants, and reign in peace. Fear will keep the local citizenry in line... fear that I could do this again.

However, my diviners have told me of a nexus in the timeline, a point where many divergent currents meet, that they can not see beyond.

I am not worried of the unknown. My forces are strong and well-organized, and the enemy careless and rash. But I will not fall to pride. I have taken the extra time and effort to keep each of my research laboratories and libraries separate. If one is discovered and captured, all is not lost. I do not relish the idea of my own work being used against me... but better some, than all.

One might ask why I spend time writing these journals. To quote one of my captains, ‘Aren’t you just asking some fool heroes to come along and thwart your plans?’ That captain, incidentally, became a skeleton by the end of the day.

The mind is the first thing to go with age, they say. As I set my sights on immortality, I am taking that quite seriously. I enter into my slumber, trusting my power to a pale replica, not knowing what I will remember upon waking.”

The rest of this chapter discusses the precise location of two laboratories and a library, all carefully hidden away.

CRITICAL EVENT SUMMARY: *BIS7-01 IT ALWAYS RAINS ON THE DAMNED*

If you run this event in March or April of 2006, please e-mail the results from this sheet to a member of the Bissel Triad by May 1st, 2006, or have the Senior DM of your event do so.

1. Did Airlia survive the undead attack in Encounter 3? Yes No
2. Did the PCs recover the Black Tome in Encounter 8? Yes No
3. Did the PCs turn the Black Tome over to any particular organizations?
If so, which one(s)? Yes No
4. Did the PCs destroy the Lurker in Encounter 9? Yes No
5. Were any of the PCs left behind in Delshire as wraiths?
If so, please write their character names, player names, and email addresses here: Yes No

Notes: (Add anything that happened that might be considered out of the ordinary – Strange occurrences, results that may not fit the above, etc):