

YEO4-01

Flesh and Spirit

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

Version 1.1

by Mykele Kinzel

Tragedy strikes the town of Tucksvale: a youth is cut down in his prime. What could have done such a terrible thing? Can it be stopped before anyone else loses their life? A Yeomanry regional adventure for APLs 4-12.

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

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Introduction

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

Preparation

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

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

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

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks

during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

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

Living Greyhawk Levels of Play

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

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

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

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted

each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the Yeomanry. Characters native to the Yeomanry pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Background & Summary

About the Yeomanry

The Yeomanry is situated in a valley between the Jotens and the Tors in the southwest corner of the Sheldomar Valley. The moderately sized realm is nearly surrounded by the Crystalmists and its spurs, though its eastern border with Keoland is generally regarded as the eastern bank of the Javan across from the county of Cryllor. Its border continues south to where the great river enters the Hool marshes and the lands of the Sea Princes. The climate is hot nearly year-round in the central valley, though the temperature moderates as one approaches the foothills, particularly in late fall and winter. The Yeomanry is a land populated primarily by freemen Farmers, who are mostly a Suel-Flan mix.

The Yeomanry is one of the few representative democracies in the Flanaess. Any citizen of majority who has carried a spear for the nation, either now or in the past, is eligible to elect spokesmen on his behalf from his community, who, in turn, elect Grosspokesmen that serve in the Council of Common Grosspokesmen in Loftwick.

The people of the Yeomanry are rural, cloistered folk with little exposure to either foreigners or magic. They are religious and superstitious, yet reservedly friendly to travelers. Many Yeomen have served in the Militia and are stout defenders of their homes.

You can learn more about the Yeomanry at its official website: <http://yeomanry.living-greyhawk.com>.

Tucksvale

Tucksvale (pop 538) is located at the base of the Jotens in the Little Hills between Fort William and Fort Thomas. This small village is well known for its breed of sturdy war ponies. The militia here is primarily cavalry with a majority of it made up of Halfling Outriders.

Tucker Tadwhistle discovered this vale as a young halfling. He came here often to watch the mountain ponies that grazed here. He fell in love with the sturdy little horses and settled here to breed the ponies. Tuck ponies are stouter and much shaggier than their common counterparts because of their mountain ancestors. The women of Tucksvale use the shaggy fur of the ponies much as people use sheep's wool, weaving all manner of clothing out of it.

Is this a 'Military Module?'

This round is not a Military Module.

Is this a "Dustdigger Module?"

This round is not a Dustdigger Module.

Background

Long ago there was a paladin named Jerrel who lived in Tucksvale. He was madly in love with a young woman named Lina. They were very happy together and had planned for their marriage in the spring. Lina's wedding gift to Jerrel was a beautiful silver chalice with star sapphires set around the rim. Just before the wedding she traveled to the south to visit with her parents and accompany them back for the wedding; sadly Lina was attacked and murdered by bandits on her way there. Mad with grief Jerrel scoured the countryside, ridding it of any bandit and ruffian that he could find. The local townsfolk hailed Jerrel as a great hero. The wedding gift from his lost love was his most treasured possession; it never left his side.

When Jerrel died he was buried in the foothills of the Jotens in a small tomb erected by the townsfolk. The silver chalice was laid to rest with him. Jerrel's faithful steed, a beautiful white stallion named Ice, refused to leave the tomb and eventually perished from grief-guarding his beloved master to the very end.

The years passed quietly in Tucksvale and now only the oldest villagers still remember the tale of Jerrel and Lina. Furthermore, the location of the tomb has been lost from all memory.

However, everything soon changes.

Summary

A local youth, Valdin, discovers Jerrel's tomb while wandering through an overgrown area on the outskirts of Tucksvale. Opening the tomb he sees the silver chalice, which long ago had been placed on an altar near Jerrel's sarcophagus. Overcome with thoughts of greed, he grabs the chalice. Jerrel's steed, Ice, manifests itself as a guardian spirit (ghost) and frightens Valdin away before he is able to open the sarcophagus and steal anything else.

Confined to the area around the tomb during the day but free to roam at night, Ice sets out in pursuit of the thief as soon as the sun sets.

Valdin sells the chalice to a merchant who happens to be traveling through town that day. He buys his mother and

himself some very nice clothing and other fancy trinkets that seem very out of place in a poor farming village.

Eventually, Ice locates Valdin and kills him the very night the PCs enter town.

Stopping at the local inn for dinner the PCs witness a frightened villager burst into the inn claiming to have seen a ghostly beast kill Valdin. Going to the home of Valdin, the PCs learn that the youth had found something in the mountains earlier that day, although his mother is not sure what it was. Valdin's mother bemoans the loss of her only son. She plays up the fact that she is a widow as well, hoping for a handout from the PCs. If they oblige her, she lets the PCs search Valdin's room where they find a crude map showing the tomb's location. Valdin had planned on going back as soon as he figured out how to get around Ice.

On the way to the tomb, displacer beasts - vile creatures that found their way into these mountains after the Landstraad last year, attack the PCs. Valdin knew of their lair and avoided it, but did not think to label the spot on his map.

Once at the tomb the PCs are able to tell that something was removed from the altar. Asking around town when they get back, they learn the legend of Jerrel and the chalice. They also learn of the merchant who came through town the day before. If the PCs try to loot the tomb Ice will confront them and try to stop them.

The PCs are able to easily catch the slow-traveling merchant just after sundown. As the PCs near the location of the merchant's camp, they hear a man scream in terror. Rushing in to investigate they witness Ice attacking the merchant. After defeating Ice the PCs recover the chalice, which the merchant is more than willing to hand over to them, and return it to the tomb. Failure to do so results in a curse that the PCs must carry.

Introduction

Your travels have brought you to the small town of Tucksvale. As the light wanes and night draws near, you stop to rest and get some food at the Spirited Pony, the local inn and tavern. Warmth radiates from the fire in the stone-mantled fireplace. Smoke from various pipes about the room drifts lazily near the ceiling. Best of all, the scent of fresh roasting meat fills your nose and promises your growling stomach that it will soon be satisfied.

There are several people sitting in the room as you walk in. They look you up and down as you stand in the door but seem friendly enough. A middle-aged woman standing behind the bar and wearing a stained

apron looks up from her conversation and beckons you in. "Have a seat anywhere friends. I'll send Macie out to get your orders in just a moment." She excuses herself to the man she was talking to and disappears through a door, which from the sounds of clanking pots, you gather is the kitchen.

The room is small (30 feet square) with six tables and a bar. To the left of the bar is a set of stairs going up to the inn's rooms (there are eight, two of which are currently occupied: one by the traveling merchant). Behind the bar is a door leading to the back kitchen. Four townsfolk sit at a table near the bar playing a friendly game of cards. Two men sit at the bar talking to Molly Beumar, the owner of the establishment. Macie, Molly's daughter, waits the tables; Taron and Ren, Molly's two sons, are working in the back. Molly's husband, Hadrain, is in the militia and is currently away on duty.

Macie comes out and serves the PCs dinner and drinks. The two men at the bar are a traveling merchant, Paxton Raedwulf, and Nyles Carson, a local farmer. Nyles is very gregarious but rather dull; he will talk about the condition of crops and the price of goods all night if given the opportunity. Paxton travels the little hills selling whatever he can. He is currently trying to sell Molly a fine silk dress 'brought all the way from Longspear'. Being a practical workingwoman Molly does not seem to be going for it.

The men playing cards allow the PCs to join in if they wish, but they are not playing for money. Kemma is currently winning.

☛ **Kemma Wenhaver:** male halfling, weaver.

☛ **Elwen Deerward:** male human, farmer.

☛ **Alfar Yonwin:** male human, farmer.

☛ **Shad Walford:** male human, farmer.

Give the PCs enough time to get to know one another if they don't already and socialize with the locals a little bit before moving on to Encounter One.

Encounter One: Welcome to Tucksvale

As you sit enjoying the friendly atmosphere of the inn, the door suddenly bursts open. An older man wearing a dirty tunic stands framed against the night. He is breathing hard as if he has been running. All heads turn towards the man. "Valdin 'as been kilt by a great beast!" he gasps out between deep breaths. There is a loud crash as Macie drops a load of plates she was carrying.

Walt Hobson, a local farmer, was visiting Valdin's mother, Clarise Morison. They were sitting on the front porch talking; Valdin was chopping wood in the yard. Ice suddenly burst out of the woods and attacked Valdin. Valdin tried to defend himself with the axe but it passed right through Ice.

Questioning Walt gets the PCs the following information. Feel free to embellish as Walt certainly would:

- A ghostly beast that looked like a horse burst out of the forest and attacked Walt.
- Valdin and Clarise's house is on the very edge of town near the mountains.
- Walt would have helped Valdin (not really) but he had to protect Clarise.
- Walt could almost swear the beast was looking for something after it killed Valdin.
- The ghostly horse disappeared back into the woods the same way that it had come.
- He has no idea why the beast did not attack Clarise or himself but he tries to play it off that he chased it away.

Macie is devastated by the news, as she and Valdin were courting. If asked she vouches that Valdin was a fine upstanding boy who would never harm anyone. Talking to Molly, the PCs get a totally different opinion of Valdin, however. Molly thinks that the boy is a lazy-good-for-nothing.

If the PCs ask, Walt is more than happy to take them to Clarise's house—the place where the ghostly horse attacked Valdin; proceed to Encounter Two. If the PCs seem reluctant to investigate on their own, the constable asks the PCs to help in the investigation; proceed to Encounter Three.

Encounter Two: Weal or Woe

Following Walt, you approach a small ramshackle house on the edge of town. As you get closer, you can clearly hear a woman crying. In the front yard, a gray-haired woman kneels in the grass, oblivious to the stains she is getting on her fine silk dress. She holds a body in her arms while rocking back and forth in an almost instinctive fashion. She is crying and sobbing very loudly.

The young man in her arms is wearing a blue shirt, new leather pants and shiny black boots. There are

no apparent marks on him. If you didn't know better, you would think that he was just sleeping.

The body in question is, of course, Valdin. He has dark, greasy hair and a narrow pointed nose. Although he was supposedly chopping wood when he was killed, he is wearing unusually nice clothes. If the PCs do not notice this on their own from the description, a Spot check (DC15) allows them notice the fact that the clothes of both the mother and son seem somewhat out of place.

A Heal check (DC15) reveals that he was killed by having his life drained away (negative levels).

Clarise plays on the PCs' sympathy every chance she gets. Valdin was her only son, and her husband was killed several years ago while battling a giant who had come down out of the mountains. While greedy, Clarise is truly saddened by the loss of her only child. If the PCs offer her monetary compensation to 'help her out' she is more cooperative (10 gp/APL to gain her cooperation). Even if they do not compensate her, the PCs can bully and intimidate Clarise into giving them the same information. The PCs can get the following information from her:

- Valdin gave her the new clothes that they are wearing earlier that very day as a gift. She believes that they make her a fashionable, high-class lady.
- She thinks that Valdin found some sort of treasure in the mountains, but she is not sure what it was, he was very secretive about it.
- Valdin has a crude map (**Player Handout #1**) showing the location of the tomb in his room. Clarise does not know about the map but a check of the room easily finds it (Search DC 10). If the PCs have not yet given her any money she will cling to the map carrying on about how it is the only thing she has left her poor departed son.
- She was too upset to notice anything strange about the way the beast acted after it killed Valdin.

As the PCs finish up their investigation two men approach from the road leading up to the house. One is Ren Beumar and the other is Aldred Nethel, the local constable.

As you stand outside deciding what to do two men approach from the road. One of them you recognize from the Spirited Pony Inn. The other man is dressed in worn leathers with a battered sword at his side. A

bushy mustache that is just beginning to show signs of gray dominates his face.

Stopping where he can see everyone the man looks around with piercing eye. , "Alright now, what's going on here?"

Once the constable is satisfied that the PCs are not involved in the death he will try to interest them in helping with the investigation. Valdin has been in trouble before and Aldred does not care much for him or his mother.

If he can get the PCs to work with them instead rather than Clarise, he would be much happier. If the PCs ask for a monetary reward he offers them 50gp each.

Assuming the PCs acquire or are able to copy Valdin's map, continue to Encounter Four.

Encounter Three: Recruitment

As you sit in the Inn, Molly's son returns with an older man and points in your direction. The man accompanying him walks towards you. He is dressed in worn leathers with a battered sword at his side. A bushy mustache that is just beginning to show signs of gray dominates his face.

"Good evening folks. My name is Aldred Nethel, I'm the constable of Tucksvale. I wondered if I might have a word with you."

Valdin has been in trouble before and Aldred does not care much for him or his mother. If he can get the PCs to work with him instead of them, he would be much happier. If the PCs ask for a monetary reward he offers them 50 gp each.

Aldred has been out to the Morison's place already. He is puzzled by the death, having never seen anything like it. He found the map (Player Handout #1) in Valdin's room and gives it to the PCs.

Aldred scratches his head. "It was the strangest thing. There was barely a mark on the boy's body. There weren't any tracks other than Valdin's either."

He reaches into a pocket and brings out a tattered piece of parchment. "I found this in the boy's room. His mother seems to think that he may have found something up in the mountains."

The body has been moved to the constable's office if the PCs want to examine it. A Heal check (DC15) reveals that he was killed by having his life drained away (negative levels).

If the PCs want to speak with Clarise Morison the constable will give them directions to her house. Use the information in Encounter Two, although Clarice is in her home grieving instead of outside and the constable does not arrive.

When the PCs are done with their investigation proceed to Encounter Four.

Encounter Four: Displaced

The PCs should start out for the tomb the next morning. If they insist on going immediately, Clarice tells them that the area is very overgrown, and the PCs would have difficulty finding it, even with a map. If that doesn't work, the townsfolk try to dissuade them from going into the dangerous mountains at night. If they insist, let them; just make adjustments for descriptions between day and night. Regardless of when they leave, they will arrive at the tomb around mid-afternoon.

On the way to the tomb, the PCs encounter a pack of wild displacer beasts. These vile creatures wandered into the mountains when a new crevasse opened during the Landstraad. The crevasse has since collapsed, trapping the creatures on the surface. They lie in wait for anything unfortunate enough to walk by. They have done an excellent job of clearing out all of the local goblins and orcs as well as most of the wildlife—so much so that they are now starving and will attack anything.

A Survival check (DC 18 + the APL) alerts the PCs to the fact that there is something not right in this forest (a lack of animal life).

Valdin's map is easy to follow and you make good time while traveling. The cool mountain air is fresh and clean against you face as you travel through the mountains. You can hardly believe that such beautiful country can harbor such danger, but as seasoned adventurers you know that looks can be deceiving.

A successful Spot check (DC 20 + the APL) or Listen check (DC 20 + the APL) alerts a PC to the beasts, preventing that PC from being surprised.

APL 4 (EL 6)

🐾 **Displacer Beasts (2):** hp 59 each; see *Monster Manual*.

APL 6 (EL 8)

🐾 **Displacer Beasts (4):** hp 59 each; see *Monster Manual*.

APL 8 (EL 10)

☛ **Displacer Beasts, Advanced (4):** hp 88 each; see Appendix I.

APL 10 (EL 12)

☛ **Displacer Beast Pack Lord (1):** hp 279; see *Monster Manual*.

APL 12 (EL 14)

☛ **Displacer Beast Pack Lords (2):** hp 279 each; see *Monster Manual*.

Treasure: The displacer beasts have been lairing in a cave nearby where many of their less fortunate victims' possessions can be recovered. The PCs MUST indicate that they are actively looking for the lair (someone with the Track feat must make a Survival check [DC 15 + the APL]). The Treasury Summary lists what items and coins the PCs find in the lair.

Shortly after defeating the beasts and continuing onward, the PCs arrive at the entrance to Jerrel's tomb. Continue to Encounter Five.

Encounter Five: Tomb of Jerrel

Arriving at the spot Valdin had marked on his crude map, you look around. It takes you just a moment to spot the small structure nestled up against the cliff face. So overgrown is the area around the place that you could have ridden right past it without a second thought if you had not been looking for it. The thick vines covering the carved stone doors have been pulled back and one of the doors pried open just enough for a small man to fit through.

The carvings on the doors to the tomb are symbols of Heironeous, identifiable with a Knowledge (religion) check (DC 10).

Inside the small tomb is covered in a thick layer of dust. A simple sarcophagus sits against the far wall, a small stone altar next to it. Footprints mar the thick carpet of dust.

On a successful Spot check (DC 15), a PC notices that there is a small clean spot on the altar. It is round and about 3" in diameter. This is the spot where the silver chalice rested before Valdin stole it.

On closer inspection, you can see that the same symbols that are on the door are also on the lid of the sarcophagus. It does not look like the lid has been opened or tampered with. Blowing the dust off of it, you can make out a name carved into the stone: Jerrel.

A Knowledge (history) or Bardic Knowledge check (DC 25) means that the PC recalls hearing of an ancient paladin named Jerrel who scoured the countryside clean of bandits in this part of the Yeomanry centuries ago.

The PCs' presence in the tomb alerts Ice, its *guardian spirit*. After manifesting himself, he first attempts to control one of the PCs so that he may communicate with them. If that fails, he simply tries to drive them away. Ice will try to hide until he has attempted to control one of the PCs, they must make a Spot check to notice him until he acts. Remember that Ice, as an incorporeal being, can move through walls and thus does not have to fit completely inside of the tomb (which is obviously too small for many PCs and Ice to fit into at once). See **DM Aid: Map of Jerrel's Tomb**.

A ghostly form wavers in the shadows. As you concentrate it becomes more substantial. It is a large warhorse decked out in the finest barding. The symbols etched in the barding match the ones on the tomb. His pure white coat seems to glow with otherworldly beauty. Pale blue eyes stare at you with keen intelligence. You think that, when alive, this would have been one of the most majestic beasts you have ever seen.

If Ice is able to control one of the PCs he demands that they leave. If the PCs are willing to talk to Ice they must succeed at a Diplomacy check (DC 16 + the APL) to convince the guardian that they mean no harm and want to help (allow bonuses to the check for creative or convincing arguments). If they succeed Ice will tell them of the chalice and how it was stolen. He will tell them that it must be returned to the tomb in order for him to be at rest once again. Ice will not accompany the PCs under any circumstances.

If they refuse to negotiate, he attacks and attempts to drive them away. It is possible for the PCs to turn Ice, but remember he will not flee, only retreat just out of range keeping a wary eye on the PCs. If he is reduced below 0 hp he is temporarily dismissed, he will reappear at sundown. Remember that during the day, Ice is restricted from moving too far from the tomb.

APL 4 (EL 6)

☛ **Ice, Ghost Paladin's Heavy Warhorse (Day):** hp 54; see Appendix I.

APL 6 (EL 8)

☛ **Ice, Ghost Paladin's Heavy Warhorse (Day):** hp 72; see Appendix I.

APL 8 (EL 10)

🐾 **Ice, Ghost Paladin's Heavy Warhorse (Day):** hp 90; see Appendix I.

APL 10 (EL 12)

🐾 **Ice, Ghost Paladin's Heavy Warhorse (Day):** hp 108; see Appendix I.

APL 12 (EL 14)

🐾 **Ice, Ghost Paladin's Heavy Warhorse (Day):** hp 126; see Appendix I.

If the PCs are able to drive Ice away they are free to open the sarcophagus (if they negotiate with Ice he will not let them open it). They may attempt to cast *Speak with Dead* on Jerrel. He will be able to tell them most of the legend of Jerrel as detailed in the Adventure Background and Summary. Remember, however, that he will not know anything that happened after his death, such as Ice becoming his guardian or of the theft.

As you break the seal on the sarcophagus there is a slight hissing. A musty odor fills the tomb. Inside lies a knight in full plate, his hands clasped over the hilt of a great sword. The armor and the sword have worn with the passage of time but you can still make out the same symbol that you have seen throughout the tomb.

If the PCs loot the tomb of Jerrel and Ice is still able to be manifest (turned or bound, not defeated in combat) read the following.

Leaving the tomb, you can still see its guardian watching you. The stallion rears and paws at the ground in agitation. His blue eyes seem tinged with red as he watches you leave, powerless to stop you.

By this time, the PCs should realize that the chalice (or whatever was sitting on the sarcophagus if Ice is less than cooperative) is key to solving this mystery.

Proceed to Encounter Six should the PCs head back to Tucksvale to seek more clues.

Encounter Six: Legend of Jerrel

Asking around back in town, the PCs can get the following information. (No one person can recall the entire tale.) This chapter is purposely left vague. The DM can use NPCs that the PCs have already met, or make up new ones, should he like.

Possible people for the PCs to question are (these are just some of the more prominent citizens of Tucksvale): Cale

Tadwhistle, the Grosspokesman (male halfling); Gundulf Salhton, Captain of the militia (male human); Thistle Thorlyn (female halfling), serjeant of the militia; Molly Beumar (female human), owner of the *Spirited Pony*, any of the townsfolk mentioned in the Introduction. Use these NPCs at your discretion, depending on where the PCs head. Bits of information are:

- A traveling merchant passed through town yesterday. He stayed the night at the *Spirited Pony* and left at dawn, heading for Fort Thomas (The PCs saw him at the *Spirited Pony* trying to sell Molly a dress).
- Macie saw Valdin talking to the merchant yesterday—she believes that a transaction of some sort was made.
- The merchant is a regular in these parts. After he peddles his wares in Tucksvale, he heads east to North Reach. His name is Paxton.
- Several people have seen a ghostly form running through the streets of Tucksvale. Many have complained to Constable Aldred about the beast. The Constable is quite anxious for the PCs to find and stop the creature.
- Jerrel was a paladin greatly admired by the people of the town. Most people have forgotten about the legend until reminded of it.
- Jerrel's lover, Lina, was killed by bandits shortly before their marriage.
- Lina gave Jerrel a silver chalice as a wedding gift just before she died. Jerrel carried it everywhere with him.
- Rather than leave its beloved master the paladin's mount perished while guarding Jerrel's tomb.

Once the PCs realize they need this merchant to unravel more of the mystery, move on to Encounter Seven.

Encounter Seven: Defrosting Ice

The PCs catch up with the merchant just after dusk no matter when they leave town.

As the sun slips behind the mountains you hear a cry of fear ahead of you.

Should the PCs respond, continue.

Cresting a hill you can see a small camp ahead of you. Two draft horses tied to a nearby tree rear and pull at their restraints in their efforts to get away. A man lies near the fire—the unnatural position of his body hints at the fact that he is not sleeping. A second man cowers nearby. You can make out the ghostly form of a large warhorse hovering over him.

If the PCs have had prior peaceful negotiations with Ice, especially at the lower APLs, they may be able to reason with him. A Diplomacy check (DC 20 + the APL) can shift his disposition to being a bit friendlier (he will hold off for two rounds to give the PCs a chance to recover the chalice from the merchant), but otherwise, the nearness of the chalice has driven him into a frenzy that cannot be quenched.

☠ **Paxton Raedwulf:** Male human Com3; AC 12, touch 12, flat-footed 10; hp 10.

Ice continues his attack until the merchant is dead or the PCs interfere in some way. Allow the PCs a surprise round as they crest the hill (this will give them a chance to save Paxton).

APL 4 (EL 6)

☠ **Ice, Ghost Paladin's Heavy Warhorse (Night):** hp 54; see Appendix I.

APL 6 (EL 8)

☠ **Ice, Ghost Paladin's Heavy Warhorse (Night):** hp 72; see Appendix I.

APL 8 (EL 10)

☠ **Ice, Ghost Paladin's Heavy Warhorse (Night):** hp 90; see Appendix I.

APL 10 (EL 12)

☠ **Ice, Ghost Paladin's Heavy Warhorse (Night):** hp 108; see Appendix I.

APL 12 (EL 14)

☠ **Ice, Ghost Paladin's Heavy Warhorse (Night):** hp 126; see Appendix I.

Once the PCs have negotiated a truce with Ice or driven him away the merchant, if he is still alive, is eternally grateful. If the PCs explain the situation and describe either the chalice or Valdin to the merchant and explain the need to return the item to the tomb he willingly gives it up, glad to be rid of the cursed object. If they do not

give the back-story of the chalice, he asks 5,000 gp for it (negotiable to 2,500 gp).

If the merchant has been killed by Ice and the PCs know they are looking for a chalice they can find it in the merchant's wagon with a Search Check (DC 10). If they are not sure what they are looking for a Search Check (DC 20) will yield a gold candlestick and the chalice, which are similar in size. Upon returning to the tomb the PCs will discover that the candlestick does not fit the impression on the altar properly.

Conclusion

There are two possible endings to this adventure. Either the PCs return the chalice to its rightful place, or they keep it for themselves. If the PCs do the right thing, go to **Ending #1**. Should they let greed get the better part of them, proceed to **Ending #2**.

Ending #1

Returning to the tomb, you place the silver chalice back on the altar where it had rested for so many years. The door yields to your efforts and closes with only a minor squeal of protest. You hear a joyful whinny and turn to see the majestic guardian of the tomb watching you. He bows his mighty head in your direction before fading from site.

Back in town the villagers are grateful to you for stopping the ghostly guardian and they set about preparing a feast in your honor. During the festivities the Grosspokesman approaches you. He offers his thanks and tells you that you are always welcome in Tucksvale.

The Constable gives each of the PCs a reward of 50 gp for helping to solve the mystery. The PCs also receive an *Influence Point with Grosspokesman Cale Tadwhistle*.

Ending #2

After leaving Tucksvale, you have been feeling quite uneasy. Your dreams are plagued with visions of a vengeful steed that stalks you at every turn. Even when you are awake, you feel as if the ghostly horse is watching you. Sometimes, you even think you see him out of the corner of your eye.

This is quite disturbing, and affects your ability to work, as you quickly learn.

Any PC who actively agrees to not returning the chalice is *Haunted by the Ghost Horse Ice* (see the Treasure Summary and circle the appropriate passage on the AR).

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 Four

Defeat the displacer beasts

- APL 4 – 180 xp.
- APL 6 – 240 xp.
- APL 8 – 300 xp.
- APL 10 – 360 xp.
- APL 12 – 420 xp.

Encounter Five

Defeat Ice or negotiate a deal

- APL 4 – 180 xp.
- APL 6 – 240 xp.
- APL 8 – 300 xp.
- APL 10 – 360 xp.
- APL 12 – 420 xp.

Encounter Four

Defeat Ice or negotiate a deal

- APL 4 – 180 xp.
- APL 6 – 240 xp.
- APL 8 – 300 xp.
- APL 10 – 360 xp.
- APL 12 – 420 xp.

Discretionary Roleplaying Award

Judge may allocate up to the following for good roleplaying

- APL 4 – 135 xp.
- APL 6 – 180 xp.
- APL 8 – 225 xp.
- APL 10 – 270 xp.
- APL 12 – 315 xp.

Total Possible Experience

- APL 4 – 675 xp.
- APL 6 – 900 xp.
- APL 8 – 1,125 xp.
- APL 10 – 1,350 xp.
- APL 12 – 1,575 xp.

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every

encounter that features treasure has a “treasure” section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter’s treasure.

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

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

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Four:

APL 4: L: 0 gp; C: 100 gp; M: *barding of the zephyr* (450 gp), *boots of the winterlands* (208 gp).

APL 6: L: 0 gp; C: 100 gp; M: *barding of the zephyr* (450 gp), *boots of the winterlands* (208 gp), *ring of feather falling* (183 gp).

APL 8: L: 0 gp; C: 100 gp; M: *barding of the zephyr* (450 gp), *boots of the winterlands* (208 gp), *ring of feather falling* (183 gp), *ring of force shield* (708 gp).

APL 10: L: 0 gp; C: 100 gp; M: *barding of the zephyr* (450 gp), *boots of the winterlands* (208 gp), *ring of feather falling* (183 gp), *ring of force shield* (708 gp), *ring of energy resistance, minor - fire* (1000 gp).

APL 12: L: 0 gp; C: 100 gp; M: *barding of the zephyr* (450 gp), *boots of the winterlands* (208 gp), *ring of feather falling* (183 gp), *ring of force shield* (708 gp), *ring of energy resistance, minor - fire* (1000 gp), *ring of spell storing, minor* (1500 gp).

Conclusion:

ALL APLs: L: 0 gp; C: 50 gp or 550 gp (if they sell the chalice); M: 0 gp.

Total Possible Treasure (Maximum Reward Allowed)

APL 4: L: 0 gp; C: 650 gp; M: 658 gp – Total: 1,308 gp (650 gp).

APL 6: L: 0 gp; C: 650 gp; M: 841 gp – Total: 1,491 gp (900 gp).

APL 8: L: 0 gp; C: 650 gp; M: 1,549 gp – Total: 2,199 gp (1,300 gp).

APL 10: L: 0 gp; C: 650 gp; M: 2,549 gp – Total: 3,199 gp (2,300 gp).

APL 12: L: 0 gp; C: 650 gp; M: 4,049 gp – Total: 4,699 gp (3,300 gp).

Special

☛ *Barding of the Zephyr*

This beautiful mithral chain shirt barding, sized for a Medium-sized pony or dog, is enspelled to provide a continuous enhancement bonus of +30 feet to the wearer.

Faint Transmutation; *CL*: 5th; *Prerequisites*: Craft Magic Arms & Armor, *haste*; *Market Price*: 5,400 gp; *Weight*: 12.5 lbs.

☛ *Influence with Grosspokesman Cale Tadwhistle*

By returning the chalice to its rightful place and allowing the guardian of Jerrel's tomb to rest, you have earned an influence point with Grosspokesman Cale Tadwhistle. This is treated as an Influence Point with the Council of Common Grosspokesmen, as per the *Player's Guide to the Yeomanry*. Contact the Yeomanry Triad for more information.

☛ *Haunted by the Ghost Horse Ice*

Having not completed your task of laying the spirit of the mighty steed to rest, you will be *haunted* by him from this day forward. Your dreams are plagued with visions of a vengeful steed that stalks you at every turn. Even when you are awake, you feel as if the ghostly horse

is watching you. Sometimes, you even think you see him out of the corner of your eye.

In game terms, before the beginning of each adventure following this one, you must make a Will save (DC 20). Failure to do so means that you suffer a –4 penalty on all attack rolls, saves, ability checks, and skill checks for the duration of that adventure, as per the *bestow curse* spell.

This haunting can only be removed through a *limited wish*, *miracle*, or *wish* spell or by returning the chalice to its rightful place. This latter solution carries with it a penalty of 10 TUs and 5,000 gp to reflect you having to track down again the chalice you sold and return it to Tucksvale.

Items for the Adventure Record

Item Access

APL 4:

- ❖ *Barding of the Zephyr* (Adventure, see above)
- ❖ *Boots of the Winterlands* (Adventure, DMG)

APL 6 (APL 4 Items plus):

- ❖ *Ring of Feather Falling* (Adventure, DMG)

APL 8 (APL 4, 6 Items plus):

- ❖ *Ring of Force Shield* (Adventure, DMG)

APL 10 (APL 4, 6, 8 Items plus):

- ❖ *Ring of Energy Resistance, Minor - Fire* (Adventure, DMG)

APL 12 (APL 4, 6, 8, 10 Items plus):

- ❖ *Ring of Spell Storing, Minor* (Adventure, DMG)

Appendix I: NPCs

Encounter Four

APL 8

Displacer Beast, Advanced: CR 6; Large Magical Beast; HD 9d10 +27; hp 88; Init +2; Spd 40 ft.; AC 16 (-1 size, +2 Dex, +5 natural), touch 11, flat-footed 14; Base Atk +9; Grp +17; Atk tentacle +12 melee (1d6+4); Full Atk 2 tentacles +12 melee (1d6+4) and bite +7 melee (1d8+2); Space/Reach 10 ft./5 ft. (10 ft. with tentacles); SQ darkvision 60 ft., displacement, low-light vision, resistance to ranged attacks; AL LE; SV Fort +9, Ref +8, Will +4; Str 19, Dex 15, Con 16, Int 5, Wis 12, Cha 8.

Skills/Feats: Hide +11, Listen +5, Move Silently +7, Spot +7; Alertness, Combat Reflexes, Dodge, Stealthy.

Encounter Five

APL 4

Ice, Ghost Paladin's Heavy Warhorse (Day): CR 6; Large Undead (Incorporeal); HD 6d12; hp 54; Init +1; Spd Fly 30 ft. (perfect); AC (Manifest) 11 (-1 size, +1 Dex, +1 deflection), touch 11, flat-footed 10; AC (Ethereal) 18 (-1 size, +1 Dex, +8 natural), touch 10, flat-footed 17; Base Atk +4; Grp +12; Atk/Full Atk incorporeal touch +4 melee or +7 melee against ethereal foes (1d6 or 1d6+4 against ethereal foes); Atk (vs. ethereal only) hoof +7 melee (1d6+4); Full Atk (vs. ethereal only) 2 hooves +7 melee (1d6+4) and bite +2 melee (1d4+2); Space/Reach 10 ft./5 ft.; SA manifestation, corrupting touch, malevolence, SQ low-light vision, scent, turn resistance +4, rejuvenation, unnatural aura, tied to location, incorporeal traits, undead traits, improved evasion; AL N; SV Fort +5, Ref +6, Will +3; Str 19, Dex 13, Con -, Int 6, Wis 13, Cha 10.

Skills/Feats: Hide +6, Listen +13, Search +6, Spot +13; Dodge, Endurance, Run.

Corrupting Touch (Su): A ghost that hits a living target with its incorporeal touch attack deals 1d6 points of damage. Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against a non-ethereal creature, it adds its Dexterity modifier to attack rolls only.

Malevolence (Su): Once per round an ethereal ghost can merge its body with a creature on the Material Plane. This ability is similar to a *magic jar* spell (caster level 10th), except that it does not require a receptacle. To use this ability, the ghost must be manifested and it must try to move into the target's space; moving into a target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack

with a successful Will save (DC 15). A creature that successfully saves is immune to that ghost's malevolence for 24 hours, and the ghost cannot enter the target's space. If the save fails, the ghost vanishes into the target's body.

Manifestation (Su): A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible, but incorporeal, on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently.

Rejuvenation (Su): In most cases, it is difficult to kill a ghost through simple combat. If Ice is reduced below 0 hp during the day, he is temporarily dismissed and remanifests at sundown.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of Ice 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.

Tied to Location (Ex): Ice, as the former special mount of Jerrel the Paladin and as his guardian spirit, is tied to the location of Jerrel's burial. During the day, Ice cannot move further than 100 feet beyond Jerrel's tomb. Effects that might bar the movement of Ice or trap Ice (like *dimensional lock*) are automatically overcome by Ice at sundown when he changes to his night form.

APL 6

Ice, Ghost Paladin's Heavy Warhorse (Day): CR 8; Large Undead (Incorporeal); HD 8d12; hp 72; Init +1; Spd Fly 40 ft. (perfect); AC (Manifest) 11 (-1 size, +1 Dex, +1 deflection), touch 11, flat-footed 10; AC (Ethereal) 20 (-1 size, +1 Dex, +10 natural), touch 10, flat-footed 19; Base Atk +6; Grp +15; Atk/Full Atk incorporeal touch +6/+1 melee or +10/+5 melee against ethereal foes (1d6 or 1d6+5 against ethereal foes); Atk (vs. ethereal only) hoof +10 melee (1d6+5); Full Atk (vs. ethereal only) 2 hooves +10 melee (1d6+5) and bite +5 melee (1d4+2); Space/Reach 10 ft./5 ft.; SA manifestation, corrupting touch, malevolence, SQ low-light vision, scent, turn resistance +4, rejuvenation, unnatural aura, tied to location, incorporeal traits, undead traits, improved evasion, improved speed (+10 ft.); AL N; SV Fort +6, Ref +7, Will +3; Str 20, Dex 13, Con -, Int 7, Wis 13, Cha 10.

Skills/Feats: Hide +6, Listen +14, Search +6, Spot +14; Dodge, Endurance, Run.

Corrupting Touch (Su): A ghost that hits a living target with its incorporeal touch attack deals 1d6 points of damage. Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against a non-ethereal creature, it adds its Dexterity modifier to attack rolls only.

Malevolence (Su): Once per round an ethereal ghost can merge its body with a creature on the Material Plane. This ability is similar to a *magic jar* spell (caster level 10th), except that it does not require a receptacle. To use this ability, the ghost must be manifested and it must try to move into the target's space; moving into a target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 15). A creature that successfully saves is immune to that ghost's malevolence for 24 hours, and the ghost cannot enter the target's space. If the save fails, the ghost vanishes into the target's body.

Manifestation (Su): A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible, but incorporeal, on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently.

Rejuvenation (Su): In most cases, it is difficult to kill a ghost through simple combat. If Ice is reduced below 0 hp during the day, he is temporarily dismissed and remanifests at sundown.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of Ice 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.

Tied to Location (Ex): Ice, as the former special mount of Jerrel the Paladin and as his guardian spirit, is tied to the location of Jerrel's burial. During the day, Ice cannot move further than 100 feet beyond Jerrel's tomb. Effects that might bar the movement of Ice or trap Ice (like *dimensional lock*) are automatically overcome by Ice at sundown when he changes to his night form.

APL 8

Ice, Ghost Paladin's Heavy Warhorse (Day): CR 10; Large Undead (Incorporeal); HD 10d12; hp 90; Init +1; Spd Fly 40 ft. (perfect); AC (Manifest) 11 (-1 size, +1 Dex,

+1 deflection), touch 11, flat-footed 10; AC (Ethereal) 22 (-1 size, +1 Dex, +12 natural), touch 10, flat-footed 21; Base Atk +7; Grp +16; Atk/Full Atk incorporeal touch +7/+2 melee or +11/+6 melee against ethereal foes (1d6 or 1d6+5 against ethereal foes); Atk (vs. ethereal only) hoof +11 melee (1d6+5); Full Atk (vs. ethereal only) 2 hooves +11 melee (1d6+5) and bite +6 melee (1d4+2); Space/Reach 10 ft./5 ft.; SA manifestation, corrupting touch, malevolence, command creatures of its kind (horses), SQ low-light vision, scent, turn resistance +4, rejuvenation, unnatural aura, tied to location, incorporeal traits, undead traits, improved evasion, improved speed (+10 ft.); AL N; SV Fort +7, Ref +8, Will +4; Str 21, Dex 13, Con -, Int 8, Wis 13, Cha 10.

Skills/Feats: Hide +6, Listen +15, Search +7, Spot +15; Dodge, Endurance, Run, Spring Attack.

Corrupting Touch (Su): A ghost that hits a living target with its incorporeal touch attack deals 1d6 points of damage. Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against a non-ethereal creature, it adds its Dexterity modifier to attack rolls only.

Malevolence (Su): Once per round an ethereal ghost can merge its body with a creature on the Material Plane. This ability is similar to a *magic jar* spell (caster level 10th), except that it does not require a receptacle. To use this ability, the ghost must be manifested and it must try to move into the target's space; moving into a target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 15). A creature that successfully saves is immune to that ghost's malevolence for 24 hours, and the ghost cannot enter the target's space. If the save fails, the ghost vanishes into the target's body.

Manifestation (Su): A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible, but incorporeal, on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently.

Rejuvenation (Su): In most cases, it is difficult to kill a ghost through simple combat. If Ice is reduced below 0 hp during the day, he is temporarily dismissed and remanifests at sundown.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of Ice 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.

Tied to Location (Ex): Ice, as the former special mount of Jerrel the Paladin and as his guardian spirit, is tied to the location of Jerrel's burial. During the day, Ice cannot move further than 100 feet beyond Jerrel's tomb. Effects that might bar the movement of Ice or trap Ice (like *dimensional lock*) are automatically overcome by Ice at sundown when he changes to his night form.

APL 10

Ice, Ghost Paladin's Heavy Warhorse (Day): CR 12; Large Undead (Incorporeal); HD 12d12; hp 108; Init +1; Spd Fly 40 ft. (perfect); AC (Manifest) 11 (-1 size, +1 Dex, +1 deflection), touch 11, flat-footed 10; AC (Ethereal) 24 (-1 size, +1 Dex, +14 natural), touch 10, flat-footed 23; Base Atk +9; Grp +19; Atk/Full Atk incorporeal touch +9/+4 melee or +14/+9 melee against ethereal foes (1d6 or 1d6+6 against ethereal foes); Atk (vs. ethereal only) hoof +14 melee (1d6+6); Full Atk (vs. ethereal only) 2 hooves +14 melee (1d6+6) and bite +9 melee (1d4+3); Space/Reach 10 ft./5 ft.; SA manifestation, corrupting touch, malevolence, command creatures of its kind (horses), SQ low-light vision, scent, turn resistance +4, rejuvenation, unnatural aura, tied to location, incorporeal traits, undead traits, improved evasion, improved speed (+10 ft.), SR 20; AL N; SV Fort +9, Ref +9, Will +6; Str 22, Dex 13, Con -, Int 9, Wis 13, Cha 10.

Skills/Feats: Hide +6, Listen +16, Search +7, Spot +16; Dodge, Endurance, Iron Will, Run, Spring Attack.

Corrupting Touch (Su): A ghost that hits a living target with its incorporeal touch attack deals 1d6 points of damage. Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against a non-ethereal creature, it adds its Dexterity modifier to attack rolls only.

Malevolence (Su): Once per round an ethereal ghost can merge its body with a creature on the Material Plane. This ability is similar to a *magic jar* spell (caster level 12th), except that it does not require a receptacle. To use this ability, the ghost must be manifested and it must try to move into the target's space; moving into a target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 17). A creature that successfully saves is immune to that ghost's malevolence for 24 hours, and the ghost cannot enter the target's space. If the save fails, the ghost vanishes into the target's body.

Manifestation (Su): A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and

becomes visible, but incorporeal, on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently.

Rejuvenation (Su): In most cases, it is difficult to kill a ghost through simple combat. If Ice is reduced below 0 hp during the day, he is temporarily dismissed and remanifests at sundown.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of Ice 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.

Tied to Location (Ex): Ice, as the former special mount of Jerrel the Paladin and as his guardian spirit, is tied to the location of Jerrel's burial. During the day, Ice cannot move further than 100 feet beyond Jerrel's tomb. Effects that might bar the movement of Ice or trap Ice (like *dimensional lock*) are automatically overcome by Ice at sundown when he changes to his night form.

APL 12

Ice, Ghost Paladin's Heavy Warhorse (Day): CR 14; Large Undead (Incorporeal); HD 14d12; hp 126; Init +1; Spd Fly 40 ft. (perfect); AC (Manifest) 11 (-1 size, +1 Dex, +1 deflection), touch 11, flat-footed 10; AC (Ethereal) 26 (-1 size, +1 Dex, +16 natural), touch 10, flat-footed 25; Base Atk +10; Grp +20; Atk/Full Atk incorporeal touch +10/+5 melee or +15/+10 melee against ethereal foes (1d6 or 1d6+6 against ethereal foes); Atk (vs. ethereal only) hoof +15 melee (1d6+6); Full Atk (vs. ethereal only) 2 hooves +15 melee (1d6+6) and bite +10 melee (1d4+3); Space/Reach 10 ft./5 ft.; SA manifestation, corrupting touch, malevolence, command creatures of its kind (horses), SQ low-light vision, scent, turn resistance +4, rejuvenation, unnatural aura, tied to location, incorporeal traits, undead traits, improved evasion, improved speed (+10 ft.), SR 26; AL N; SV Fort +12, Ref +10, Will +8; Str 23, Dex 13, Con -, Int 10, Wis 13, Cha 10.

Skills/Feats: Hide +11, Listen +17, Search +17, Spot +17; Ability Focus (malevolence), Dodge, Endurance, Run, Spring Attack.

Corrupting Touch (Su): A ghost that hits a living target with its incorporeal touch attack deals 1d6 points of damage. Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against a non-ethereal creature, it adds its Dexterity modifier to attack rolls only.

Malevolence (Su): Once per round an ethereal ghost can merge its body with a creature on the Material Plane.

This ability is similar to a *magic jar* spell (caster level 14th), except that it does not require a receptacle. To use this ability, the ghost must be manifested and it must try to move into the target's space; moving into a target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 17). A creature that successfully saves is immune to that ghost's malevolence for 24 hours, and the ghost cannot enter the target's space. If the save fails, the ghost vanishes into the target's body.

Manifestation (Su): A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible, but incorporeal, on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently.

Rejuvenation (Su): In most cases, it is difficult to kill a ghost through simple combat. If Ice is reduced below 0 hp during the day, he is temporarily dismissed and remanifests at sundown.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of Ice 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.

Tied to Location (Ex): Ice, as the former special mount of Jerrel the Paladin and as his guardian spirit, is tied to the location of Jerrel's burial. During the day, Ice cannot move further than 100 feet beyond Jerrel's tomb. Effects that might bar the movement of Ice or trap Ice (like *dimensional lock*) are automatically overcome by Ice at sundown when he changes to his night form.

Encounter Seven

APL 4

Ice, Ghost Paladin's Heavy Warhorse (Night): CR 6; Large Undead (Incorporeal); HD 6d12; hp 54; Init +1; Spd Fly 30 ft. (perfect); AC (Manifest) 11 (-1 size, +1 Dex, +1 deflection), touch 11, flat-footed 10; AC (Ethereal) 18 (-1 size, +1 Dex, +8 natural), touch 10, flat-footed 17; Base Atk +4; Grp +12; Atk/Full Atk incorporeal touch +4 melee or +7 melee against ethereal foes (1d6 or 1d6+4 against ethereal foes, plus drain); Atk (vs. ethereal only) hoof +7 melee (1d6+4); Full Atk (vs. ethereal only) 2 hooves +7 melee (1d6+4) and bite +2 melee (1d4+2); Space/Reach 10 ft./5 ft.; SA manifestation, corrupting

touch, draining touch, SQ low-light vision, scent, turn resistance +4, rejuvenation, unnatural aura, free to roam, incorporeal traits, undead traits, improved evasion; AL N; SV Fort +5, Ref +6, Will +3; Str 19, Dex 13, Con -, Int 6, Wis 13, Cha 10.

Skills/Feats: Hide +6, Listen +13, Search +6, Spot +13; Dodge, Endurance, Run.

Corrupting Touch (Su): A ghost that hits a living target with its incorporeal touch attack deals 1d6 points of damage. Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against a non-ethereal creature, it adds its Dexterity modifier to attack rolls only.

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack also drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself.

Manifestation (Su): A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible, but incorporeal, on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently.

Rejuvenation (Su): In most cases, it is difficult to kill a ghost through simple combat. If Ice is reduced below 0 hp during the night, he is temporarily dismissed and remanifests at sunrise.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of Ice 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.

Free to Roam (Ex): Ice, as the former special mount of Jerrel the Paladin and as his guardian spirit, is tied to the location of Jerrel's burial during the day. At night, he is free to roam. Effects that might bar the movement of Ice or trap Ice (like *dimensional lock*) are automatically overcome by Ice at sunrise when he changes to his day form.

APL 6

Ice, Ghost Paladin's Heavy Warhorse (Night): CR 8; Large Undead (Incorporeal); HD 8d12; hp 72; Init +1; Spd Fly 40 ft. (perfect); AC (Manifest) 11 (-1 size, +1 Dex, +1 deflection), touch 11, flat-footed 10; AC (Ethereal) 20 (-1 size, +1 Dex, +10 natural), touch 10, flat-footed 19; Base Atk +6; Grp +15; Atk/Full Atk incorporeal touch +6/+1

melee or +10/+5 melee against ethereal foes (1d6 or 1d6+5 against ethereal foes, plus drain); Atk (vs. ethereal only) hoof +10 melee (1d6+5); Full Atk (vs. ethereal only) 2 hooves +10 melee (1d6+5) and bite +5 melee (1d4+2); Space/Reach 10 ft./5 ft.; SA manifestation, corrupting touch, draining touch, SQ low-light vision, scent, turn resistance +4, rejuvenation, unnatural aura, free to roam, incorporeal traits, undead traits, improved evasion, improved speed (+10 ft.); AL N; SV Fort +6, Ref +7, Will +3; Str 20, Dex 13, Con -, Int 7, Wis 13, Cha 10.

Skills/Feats: Hide +6, Listen +14, Search +6, Spot +14; Dodge, Endurance, Run.

Corrupting Touch (Su): A ghost that hits a living target with its incorporeal touch attack deals 1d6 points of damage. Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against a non-ethereal creature, it adds its Dexterity modifier to attack rolls only.

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack also drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself.

Manifestation (Su): A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible, but incorporeal, on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently.

Rejuvenation (Su): In most cases, it is difficult to kill a ghost through simple combat. If Ice is reduced below 0 hp during the night, he is temporarily dismissed and remanifests at sunrise.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of Ice 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.

Free to Roam (Ex): Ice, as the former special mount of Jerrel the Paladin and as his guardian spirit, is tied to the location of Jerrel's burial during the day. At night, he is free to roam. Effects that might bar the movement of Ice or trap Ice (like *dimensional lock*) are automatically overcome by Ice at sunrise when he changes to his day form.

APL 8

Ice, Ghost Paladin's Heavy Warhorse (Night): CR 10; Large Undead (Incorporeal); HD 10d12; hp 90; Init +1; Spd Fly 40 ft. (perfect); AC (Manifest) 11 (-1 size, +1 Dex, +1 deflection), touch 11, flat-footed 10; AC (Ethereal) 22 (-1 size, +1 Dex, +12 natural), touch 10, flat-footed 21; Base Atk +7; Grp +16; Atk/Full Atk incorporeal touch +7/+2 melee or +11/+6 melee against ethereal foes (1d6 or 1d6+5 against ethereal foes, plus drain); Atk (vs. ethereal only) hoof +11 melee (1d6+5); Full Atk (vs. ethereal only) 2 hooves +11 melee (1d6+5) and bite +6 melee (1d4+2); Space/Reach 10 ft./5 ft.; SA manifestation, corrupting touch, draining touch, command creatures of its kind (horses), SQ low-light vision, scent, turn resistance +4, rejuvenation, unnatural aura, free to roam, incorporeal traits, undead traits, improved evasion, improved speed (+10 ft.); AL N; SV Fort +7, Ref +8, Will +4; Str 21, Dex 13, Con -, Int 8, Wis 13, Cha 10.

Skills/Feats: Hide +6, Listen +15, Search +7, Spot +15; Dodge, Endurance, Run, Spring Attack.

Corrupting Touch (Su): A ghost that hits a living target with its incorporeal touch attack deals 1d6 points of damage. Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against a non-ethereal creature, it adds its Dexterity modifier to attack rolls only.

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack also drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself.

Manifestation (Su): A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible, but incorporeal, on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently.

Rejuvenation (Su): In most cases, it is difficult to kill a ghost through simple combat. If Ice is reduced below 0 hp during the night, he is temporarily dismissed and remanifests at sunrise.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of Ice 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.

Free to Roam (Ex): Ice, as the former special mount of Jerrel the Paladin and as his guardian spirit, is tied to

the location of Jerrel's burial during the day. At night, he is free to roam. Effects that might bar the movement of Ice or trap Ice (like *dimensional lock*) are automatically overcome by Ice at sunrise when he changes to his day form.

APL 10

Ice, Ghost Paladin's Heavy Warhorse (Night): CR 12; Large Undead (Incorporeal); HD 12d12; hp 108; Init +1; Spd Fly 40 ft. (perfect); AC (Manifest) 11 (-1 size, +1 Dex, +1 deflection), touch 11, flat-footed 10; AC (Ethereal) 24 (-1 size, +1 Dex, +14 natural), touch 10, flat-footed 23; Base Atk +9; Grp +19; Atk/Full Atk incorporeal touch +9/+4 melee or +14/+9 melee against ethereal foes (1d6 or 1d6+6 against ethereal foes, plus drain); Atk (vs. ethereal only) hoof +14 melee (1d6+6); Full Atk (vs. ethereal only) 2 hooves +14 melee (1d6+6) and bite +9 melee (1d4+3); Space/Reach 10 ft./5 ft.; SA manifestation, corrupting touch, draining touch, command creatures of its kind (horses), SQ low-light vision, scent, turn resistance +4, rejuvenation, unnatural aura, free to roam, incorporeal traits, undead traits, improved evasion, improved speed (+10 ft.), SR 20; AL N; SV Fort +9, Ref +9, Will +8; Str 22, Dex 13, Con -, Int 9, Wis 13, Cha 10.

Skills/Feats: Hide +6, Listen +16, Search +7, Spot +16; Dodge, Endurance, Iron Will, Run, Spring Attack.

Corrupting Touch (Su): A ghost that hits a living target with its incorporeal touch attack deals 1d6 points of damage. Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against a non-ethereal creature, it adds its Dexterity modifier to attack rolls only.

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack also drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself.

Manifestation (Su): A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible, but incorporeal, on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently.

Rejuvenation (Su): In most cases, it is difficult to kill a ghost through simple combat. If Ice is reduced below 0 hp during the night, he is temporarily dismissed and remanifests at sunrise.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of Ice 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.

Free to Roam (Ex): Ice, as the former special mount of Jerrel the Paladin and as his guardian spirit, is tied to the location of Jerrel's burial during the day. At night, he is free to roam. Effects that might bar the movement of Ice or trap Ice (like *dimensional lock*) are automatically overcome by Ice at sunrise when he changes to his day form.

APL 12

Ice, Ghost Paladin's Heavy Warhorse (Night): CR 14; Large Undead (Incorporeal); HD 14d12; hp 126; Init +1; Spd Fly 40 ft. (perfect); AC (Manifest) 11 (-1 size, +1 Dex, +1 deflection), touch 11, flat-footed 10; AC (Ethereal) 26 (-1 size, +1 Dex, +16 natural), touch 10, flat-footed 25; Base Atk +10; Grp +20; Atk/Full Atk incorporeal touch +10/+5 melee or +15/+10 melee against ethereal foes (1d6 or 1d6+6 against ethereal foes, plus drain); Atk (vs. ethereal only) hoof +15 melee (1d6+6); Full Atk (vs. ethereal only) 2 hooves +15 melee (1d6+6) and bite +10 melee (1d4+3); Space/Reach 10 ft./5 ft.; SA manifestation, corrupting touch, draining touch, command creatures of its kind (horses), SQ low-light vision, scent, turn resistance +4, rejuvenation, unnatural aura, free to roam, incorporeal traits, undead traits, improved evasion, improved speed (+10 ft.), SR 26; AL N; SV Fort +12, Ref +10, Will +10; Str 23, Dex 13, Con -, Int 10, Wis 13, Cha 10.

Skills/Feats: Hide +11, Listen +17, Search +17, Spot +17; Dodge, Endurance, Iron Will, Run, Spring Attack.

Corrupting Touch (Su): A ghost that hits a living target with its incorporeal touch attack deals 1d6 points of damage. Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against a non-ethereal creature, it adds its Dexterity modifier to attack rolls only.

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack also drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself.

Manifestation (Su): A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible, but incorporeal, on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid

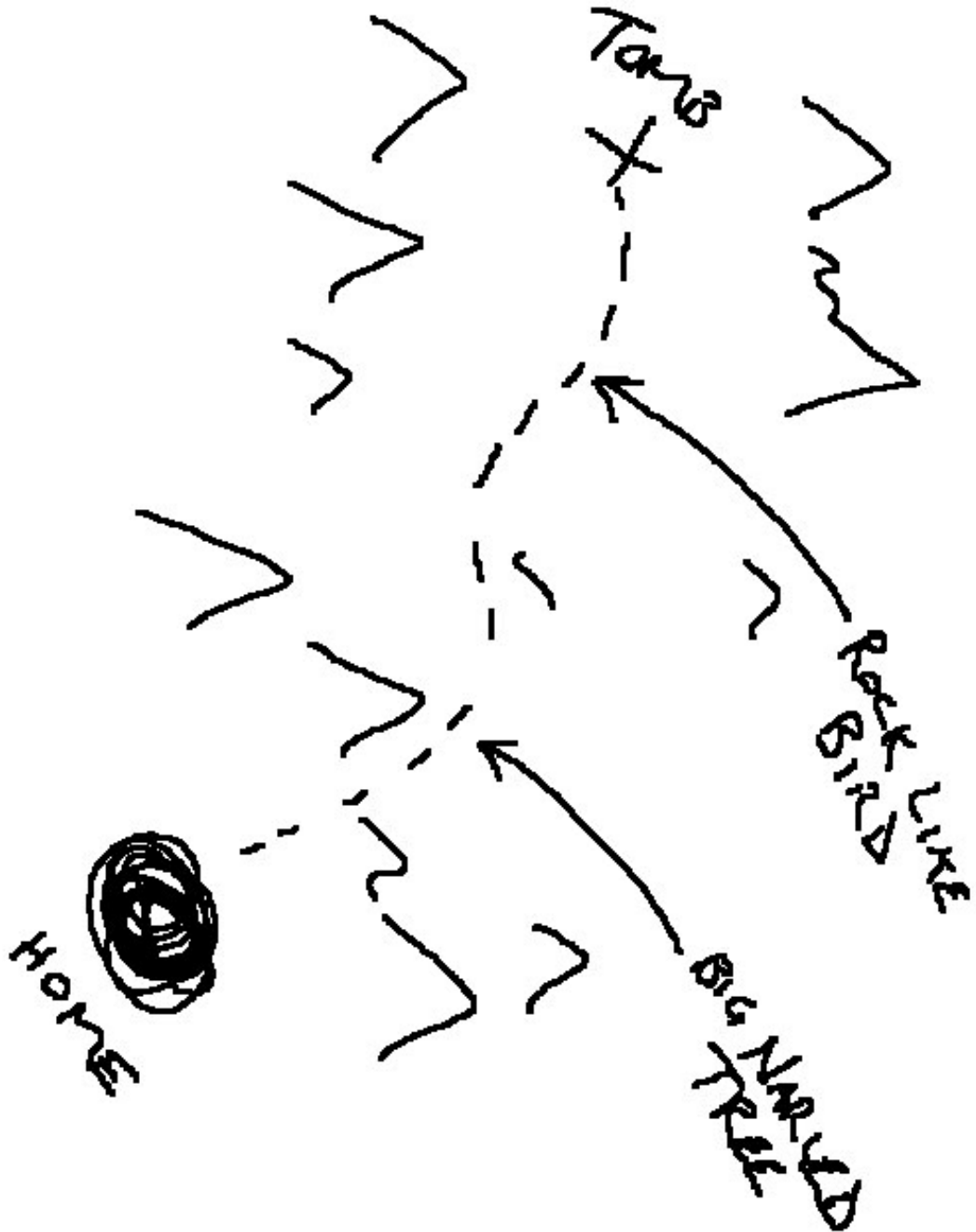
objects at will, and its own attacks pass through armor. A manifested ghost always moves silently.

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Player Handout #1: Valdin's Map



DM Aid: Map of Jerrel's Tomb

