

— BLEEDING EDGE ADVENTURE #1 —

Mansion of Shadows

- A D20 ADVENTURE FOR FOUR TO SIX CHARACTERS OF 1ST TO 3RD LEVEL -



By Robert J. Schwalb



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Adventures on the Bleeding Edge

Welcome to *Mansion of Shadows*, the first of Green Ronin's line of Bleeding Edge Adventures. It's been a long time since we've done a true d20 adventure series. This is the first one since the original *Freeport Trilogy* in 2000 and 2001. In the intervening years we saw an explosion of d20 material and for awhile there sourcebooks and campaign settings ruled the day. The market expanded and then the inevitable contraction began. Nowadays you can count the number of companies regularly producing d20 print material on one hand and the flood of sourcebooks has become a trickle. Gamers are buying less and less d20 stuff but does it mean they have stopped playing? We don't think so. We think that gamers are just being more careful about their purchases. Primarily, they want material they can use in their existing campaigns. This was the impetus for the Bleeding Edge line. No one's campaign needs its 1001st prestige class or a 40-page essay on the glaive-guisarme, but it does need good adventure material to keep it going. That's where Bleeding Edge comes in.

Our fundamental goal with Bleeding Edge is to provide quality adventures designed with the modern player in mind. Sure, we all remember the old days and we did our time killing giants and drow. Nostalgia adventures can be fun, but we feel that market is well-served by other publishers. Bleeding Edge, as the name indicates, is marking out different territory. These are adventures written for the current edition first and foremost. They use the rules as they are now, with all that they imply. Each one tries to have a mix of action, problem solving, and roleplaying, but there isn't one formula. Some are investigations, others location-based, and others explorations. There are, however, a few things that Bleeding Edge Adventures have in common:

- **Good Stories:** A successful adventure needs more than rooms, monsters, and treasure. Bleeding Edge Adventures offer compelling stories and different ways players can interact with them. They also give GMs room to develop the material further and a solid foundation to build on. The first batch of Bleeding Edge adventures will be released in ascending level of difficulty, so they can be played together as a campaign. Each one still stands alone and there is no arching metaplot. Rather each one provides a few hooks that can, if the GM desires, link it to other modules in the series.
- **Drop and Play:** Bleeding Edge Adventures do provide some amount of setting detail beyond the locales needed for the scenario proper. These come from the World of Freeport, which is further detailed in the *Pirate's Guide to Freeport*. We have kept such details light, however, so you can easily drop the Bleeding Edge adventures into your home campaign setting.
- **Self-Contained:** Bleeding Edge Adventures take advantage of many useful d20 books, but they also make sure to put all the information the GM needs inside. *Mansion of Shadows*, for example, uses material from several Green Ronin products such as the *Book of Fiends* and the *Cavalier's Handbook*. However, all the required rules info is included in the pertinent stat blocks or in sidebars.
- **Flexibility:** We know that folks are using a lot of d20 variants out there and we want to make it easy for them to enjoy Bleeding Edge Adventures too. That's why we'll be providing web enhancements that provide stat blocks for use with other Green Ronin titles like *Thieves' World*, *Black Company*, and *True20 Adventure Roleplaying*. Check www.greenronin.com for Bleeding Edge support.

That's the Bleeding Edge philosophy in brief. To really see what we're talking about though, read on. *Mansion of Shadows* shows you exactly what we are trying to do with the line. If you like what you see, get ready for *Bleeding Edge Adventure #2: Beyond the Towers!* We are just getting started.

Chris Pramas
May 1, 2006

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The following text is Open Gaming Content: The entirety of Appendix I and Appendix II, all stat blocks.

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Introduction

“Almost all our sorrows spring out of the relations with other people.”

—Arthur Schopenhauer

In *Mansion of Shadows*, the characters stumble into a disturbing plot that involves lust and ambition, hatred and love, madness and corruption. Having rescued a knight battling for his life against fiends, they find themselves drawn into a complex plot of treachery and wickedness. The noble warrior leads the PCs to his home out of gratitude, only to find his once virtuous family completely corrupted by a dark and sinister evil.

To best use this adventure, you need the *PHB*, *DMG* and *MM*. This adventure includes references to several other sources including Green Ronin's *Book of Fiends*, *The Cavalier's Handbook* and others. While not required to run this adventure, these sourcebooks can certainly enhance your play experience.

Adventure Background

The Kirsvald is a rumpled patch of hills that tumble down from the craggy peaks of the Towers to form a march between the Ivory Ports and the continent's interior. There are few routes through the mountains, but the Kirsvald is home to the most viable one: the Narrow Pass. The traffic bound for the continent's interior enables the small farming community of Staufendorf to thrive.

The lords of the Kirsvald have always been the Staufen family. For generations, these noble rulers have governed their rich land, cared for their peasants, and produced some of the finest holy warriors and priests the world has ever known. Their zeal and dedication to their duty conceals a dark history, a blasphemous past the family has worked hard to keep concealed. The truth is the Staufen were not always the virtuous and pious nobles they became. Once they were a breed of foul daemon-worshippers, known throughout the region for their cruelty and wickedness. Each ruler was more profane than the last, until seven children, the Black Seven, were born. Their evil ran so deeply they profaned the very earth by their mere presence alone. They had the favor of Gehenna and had it not been for their selfish ways, they could have seized the world. But treachery and infighting weakened them, making them vulnerable to their enemies.

While they worked to undo each other, butchered the people who lived under their tyranny, and celebrated their foul masters, a bastard named Amros, born from a Staufen's lust, rallied the peasants and rose up against his kin. He entered their ancient mansion, and aided by the righteous rage of the good villagers, he cleansed the mansion of wickedness. When they were done, the people crowned him their lord and interred the Black Seven in the bowels beneath the Staufen house.

But the dark champions had allies still. Unbeknownst to Amros, they inscribed on the tombs the means to resurrect the essences of these villains, to impregnate Amros's heirs with their evil. And when they were done, they sealed the vault to await the time when a servant of evil would awaken the darkness below.

Unaware of the sleeping threat, Amros and his descendants worked to purge their line of the darkness that shadowed their past, to rise above their history and change the world for the better... or so they hoped.

Bergen

About a decade ago, in the thriving city of Silverus, there lived a wicked man named Bergen. Charged by his master Belial to subvert the city's aristocrats, he started a large cult to attract the effete children of the aristocracy. Bergen knew success in the city was the only way he could stave off his master's ire. The cult flowered, catering to the depraved interests of the idle rich. With his success, he rose in power and influence, faster than his status or ability

would otherwise warrant. But nothing lasts, and Bergen and his minions were exposed for what they were. With his empire crumbling about him, he feared his master's anger, knowing that if he died, he would suffer terribly in Hell. Rather than hasten that end by being burned alive in the city, he slipped away and drifted north, searching for some way to either restore himself in Belial's eyes or protect himself from his master's minions.

During his travels, he encountered a young priest from Freeport. A devout follower of the Knowledge God, he was well versed in the ancient histories of the continent. When the Staufen family requested the service of a priest of his religion, he happily volunteered, hoping to unearth some of the mysteries about this famous family's past. Bergen befriended the priest, learning all he could about the Staufen and their history, but also about the dogma of the man's deity. After he learned all he could, he murdered the young man, stole his vestments, and assumed the role of the priest. Bergen believed the Staufen estate concealed some ancient wicked power, strong enough to restore the favor of the archdevil.

As he had hoped, the Staufen family welcomed him into their home and never questioned his authenticity. He knew just enough about the Knowledge God to impersonate a priest and served the family well. He studied the faith to maintain his disguise, but under the cover of darkness, he explored the mansion, examined the family's history, and explored the catacombs, all to find the power he knew was hidden there. And through it all, he worked to ingratiate himself with Lord Valdric and Lady Elzbeth, becoming not only their priest, but also their trusted advisor.

Dark Shadows Descend

After a year, he discovered an ancient journal. In it, he learned the identities of the Black Seven, their capabilities, and where they were sealed. The text claimed that if all seven of the dark champions could be restored, they would plunge the land into a new era of doom and despair. Surely, such an act would redeem him to his master. So he slipped into the catacombs and, following the text, he located the profane vault and the tombs it held. Inscribed on each were the necessary incantations to free the essence of these villains. But only an heir of the Black Seven would suffice for each essence, and the incantation could only be spoken on the anniversary of the vessel's birth. The finding of the journal, the tombs, and the fact Valdric and Elzbeth had seven children were too convenient to be just coincidences. Seeing his good fortune as a sign of Belial's interest, Bergen resolved himself to awaken the slumbering evil.

The false priest knew he couldn't force a child to recite the incantation, at least not without attracting unwanted attention. He needed to corrupt them, make them willing servants. Certainly, the more of them he converted, the harder it would be to conceal his actions, but he was certain the corrupted heirs would in turn help him seduce the others. He started with Erich, the oldest, but Valdric intended to send the boy to Silverus to train to become a holy warrior. Bergen convinced the lord to send Helmut, the youngest, instead, knowing that Erich would resent being passed over, ripening him for Bergen's honeyed words of seduction.

One by one, over the next five years, Bergen used the skills he had mastered in Silverus to worm his way into the hearts and minds of the Staufen heirs, transforming them into depraved villains as sick and perverse as he. As he expected, each transformation made it harder to conceal his work. To mask his efforts, he distracted Valdric and Elzbeth by pitting them against each other. Bergen convinced Valdric that Elzbeth was old and used, that a lord needed a young wife, a beautiful woman or women to please him. Bergen replaced many of the servants with women loyal to Belial. It wasn't long before Valdric gave in to his lusts, creating an irreparable gulf between the Lord and his Lady.



With Valdric in hand, Bergen tried to convince Elzbeth to leave the mansion, claiming she should cloister herself away in one of the larger convents of the Knowledge God in another city. In her shame, Elzbeth might have agreed to his suggestions, but she was suspicious of her family's decline. Her husband had become a leech, her children evil, and she believed Bergen was somehow responsible. When she tried to keep her sons and daughters from the priest, they resisted, even resorting to violence. Valdric ignored her misgivings and so she was forced to watch as her home disintegrated around her.

On the birthday of her sixth child, Leonor, Elzbeth happened to see all of her children following Bergen into the chapel. Worried, she followed them into the shrine, then into the catacombs, guided by their light as they wound deeper and deeper into the bowels of the hill. Finally, she came into a large chamber filled with seven sarcophagi. Her older children stood at the perimeter of a pentagram, chanting to invoke some unholy spirit. In the center, lay Elzbeth's child, Leonor. Overseeing the profane ritual was Bergen, reading the inscriptions and causing foul blackness to spill forth from one of the tombs. Elzbeth shrieked and tried to save her child, but her other children stopped their chanting and attacked her, holding her down as Bergen completed the ritual, forcing her to witness the destruction of her child's spirit. The experience shattered what remained of her sanity. But Bergen made his first mistake: Instead of killing the woman, he let her live.

The next day, Elzbeth had the guards arrest Bergen. She ordered them to kill him, but Erich interceded, allowing Bergen to escape the mansion. When she discovered the betrayal, she feared the false priest's plotting. Her last son, Helmut, having completed his training, was coming home for his eighteenth birthday to spend time with his family before being assigned elsewhere. Bergen was going to subvert him as he had all the other children. Refusing to let the man have her last son, she pored through the priest's belongings, learning what she could, looking for some way to thwart him. Instead of finding a solution, though, her research awakened certain magical talents she

thought she could use to fight Bergen. But, Helmut was fast approaching and her time was running out. The only way she could stop the false priest was to kill her son.

Bergen's exile was a frustrating setback. Though the Staufens heirs were all loyal to him, he needed to get inside the mansion, seize Helmut, and with the help of the other children, force him into the catacombs to complete the incantation. So while Elzbeth struggled to find some way to stop him, he turned the locals against the mansion, claiming both Valdric and Elzbeth had abandoned good and embraced wickedness, just as had their ancestors. On his behalf, the children ordered random villagers executed in horrible ways, stoking the fires of unrest, until the people became enraged. They had come to see Bergen's exile as proof of Valdric and Elzbeth's corruption. So they seized their village, slew all the watch and guards, and now make ready to attack the mansion. Now, under Bergen's leadership, they are willing to sell their lives to destroy the evil they believe has descended on their homeland.

Adventure Synopsis

Lady Elzbeth, refusing to let her last child become a tool for Bergen, dons a black cloak and rides out to wait for her son in the forest. As he draws near, she lets loose a scream to draw him into the woods. When he comes to investigate, she reads a scroll of *summon monster III* and conjures a trio of lemures.

And so, the adventure begins when the PCs enter the Kirsvald. A terrible storm forces them to seek shelter, so they move with haste towards the village. Along the way, they hear the sound of fighting coming from the woods. They may go to help the knight or push on towards the community ahead. If they help Helmut, they find him battling for his life. Assuming they help him defeat the enemies, he invites them to his home in gratitude for their aid.

- Introduction -



Alternatively, if the characters push on to the hamlet, they see the people preparing for war. The PCs learn the community has long suffered under the heel of the Staufen family, and this very night, they intend to overthrow the tyrants. The PCs are introduced to Bergen, who describes the situation, and begs them for their help. He asks them to go to the mansion, find a way inside, and throw open the gates at an appointed hour, allowing the villagers to breach the defenses and cleanse the place of the evil.

Eventually, the characters should find themselves in the mansion, either as guests or as infiltrators. Regardless of how they get there, things take a turn for the strange that evening. The family gathers for a dinner party to celebrate Helmut's homecoming. The characters have several opportunities to see the madness and corruption gripping the family. As the evening progresses, the PCs are free to explore the mansion and interact with its inhabitants, so that by the time the mob arrives, the characters should suspect something horrid is about to happen.

The place erupts into violence and, in the confusion, two of the corrupted heirs take the captured Helmut into the chapel and down into the catacombs below. With or without the PCs' help, the villagers overpower the mansion's meager defenses, allowing Bergen to descend into the mansion to complete the incantation.

If the PCs don't immediately follow, Elzbeth finds them and implores them to stop Bergen before it's too late. The adventure concludes after the characters race through the tunnels, contend with the horrors Bergen lurking there, and confront the evil cultist before it's too late.

Adapting this Adventure

To maximize the utility of this adventure, *Mansion of Shadows* keeps the setting details sparse to enable you to use it in any campaign setting. Since the geographical details have little to no impact on the adventure's outcome, you can set this adventure in nearly any small community. Though designed for any setting, the places described in this adventure exist in the larger **World of Freeport**. For more information on the Freeport setting, be sure to check out Green Ronin's *Pirate's Guide to Freeport*.

Scaling the Adventure

Scattered throughout this adventure are sidebars that give you the information you need to adapt it for higher play. *Mansion of Shadows* can be modified with the suggestions given for PCs of up to 3rd level.

Preparation

Mansion of Shadows is a complex adventure, blending intrigue, investigation, and combat. It's best if you read through it carefully, examining the various NPCs to get a sense of how events should unfold. For combats, be sure to look at the capabilities of the opponents to make certain you make the most of each encounter.

Adventure Hooks

Use any of the following hooks to involve the player characters in the adventure.

Expedition

The characters have been hired to guard an expedition into the Carrion Swamp. They have three weeks to reach the meeting place, an outpost named Lonely Shore. The journey has been largely uneventful, but a terrible storm forces the PCs to look for shelter until it passes. Luckily, they're near a small village at the mouth of the Narrow Pass.... If you intend to run the Bleeding Edge adventures as a campaign, use this adventure hook.

Coming Home

One or more of the PCs may be from the Kirsvald, and the adventure is something of a homecoming. Those characters from Staufendorf should probably know the Staufen family, if not by name, then by reputation.

Delivery

Another possible hook is to have the PCs work for a merchant, hired to deliver supplies to a man named Bergen who is supposed to live in the mansion. A cursory look at the goods reveals they are common materials such as bolts of cloth, foodstuffs and other basic goods, but a thorough search uncovers many strange objects, including what are clearly magical components like powdered silver, odd knives, preserved organs and other strangeness.

Web Enhancements

As a bonus to *Mansion of Shadows*, Green Ronin is providing a slew of web enhancements to make this adventure easier to use. In addition to maps and stat-blocks, these extras also include alternate stat-blocks for the *Thieves' World* setting, *The Black Company Campaign Setting*, and *True20 Adventure Roleplaying*.

- The Kirsvald Gazetteer -

Between the coastline of the Ivory Ports and the peaks of the Towers lies the Kirsvald, a verdant land that forms the marches between the coast and the interior.

Climate and Terrain

The Kirsvald is a region perfect for cultivation, if there were just farmers to work it. The problem is the Towers themselves. Old things lurk here, ancient evils from another time. On occasion, some terror spills out of the cyclopean depths to prey on the thorpes and hamlets scattered in the mountains' shadow. As a result, most commoners keep to the Ivory Ports, working the land under the protection of their powerful princes.

Though few risk settling in the verdant hills of the Kirsvald, there are a smattering of villages that have survived despite the danger of the wilderness. One such community is the village of Staufendorf. It makes its livelihood through agriculture, timber, and iron mining, but most of its wealth comes from its vineyards. Since it sits at the mouth of the Narrow Pass, the easiest route through the imposing Towers, it serves as a natural stopover for those bound for the interior.

Weather

The Kirsvald lies in a temperate band. Thanks to its proximity to the coast, it enjoys mild summers, though its winters have been known to be severe thanks to its higher elevation. Moisture from the ocean means this area receives more than its fair share of precipitation, and is rainy most of the year. Throughout *Mansion of Shadows*, the Kirsvald is rainy with strong gusts, and as a result, outdoor visibility is reduced by half and characters take a -4 penalty to Listen, Search, and Spot checks. Ranged attacks are similarly affected, suffering a -2 penalty. Unprotected flames are automatically extinguished, and protected flames are extinguished 50% of the time.

If you intend to use the Kirsvald beyond this adventure, use table G-1: Random Weather in place of the one found in **Chapter 3: Adventures** of the *DMG*.

Table G-1: Random Weather

d%	Weather
01-40	Inclement weather
41-80	Normal weather
81-85	Abnormal weather
86-99	Storm
100	Powerful storm

Lands

The Kirsvald is hilly, blanketed with forests and crisscrossed with rivers and creeks that carry drainage to the sea. The soil here is very rich with minerals, making it perfect for farming and cultivation. A good portion of the land surrounding Staufendorf has been cleared and farmed, supplying the town with grains, vegetables, and some fruit. Though much of the terrain serves for farming, plenty of forest remains, and the locals are careful to replant after they cut for timber.

The Ivory Road is the primary route through the Kirsvald, leading up from the Ivory Port city of Silverus, climbing up through the hills, into Staufendorf and on through the Narrow Pass. Outside of the town, the road is muddy and rutted from frequent use, but as one draws closer to Staufendorf, cobbles make the going easier.

Sites of Interest

The Kirsvald has several interesting locations and landmarks that warrant mention. Most do not figure into the adventure directly, but offer GMs an opportunity to develop *Mansion of Shadows* as they like. Each location refers to a particular terrain type; refer to **Wilderness Adventures** in **Chapter 3: Adventures** of the *DMG* for details. If a DC is listed in the text, it refers to the Gather Information or Knowledge (local) check the character needs to learn this detail from the villagers or farmers.

Land not described in this chapter should be typical of their terrain type. Forests are sparse, the lowest bands of mountains count as rugged hills, while the upper bands count as rugged mountains. Undefined area is either farmland or gentle hills. Finally, any terrain that borders lakes is a moor.

Cold Wood (Medium Forest)

This large wood forms the border between the Narrow Pass and Staufendorf. This wood is rarely explored, and locals claim there are all sorts of terrible things lurking within its depths, from kobolds to haunts (DC 10).

Covenant Forest (Dense Forest)

The Covenant Forest is the oldest forest in the Kirsvald. It's said the trees harbor the spirits of dead warriors (DC 10), who sacrificed their lives to save the Kirsvald from heinous fiends (DC 15). Some of the eldest Staufendorfers believe the Covenant Forest is actually the site of some apocalyptic battle fought thousands of years ago (DC 20).

The Falls

This waterfall drains the Towers and feeds the Shivers. In the winter, the falls freeze solid, forming a beautiful sheet of jagged ice. A few locals have explored the caves behind the falls (DC 10), and claim they found strange paintings on the walls, bones, and shattered weapons (DC 15). It's generally believed that the tunnels connect to a subterranean city of bugbears (DC 18), since there's a good deal of goblin graffiti on the walls (DC 20).

The Ford

Unless a traveler intends to swim, the Ford serves as the best point to cross the Shivers in the Narrow Pass. There's no bridge, nor is the river altogether shallow, but the ferryman, Otis Dinkerden (N, male human commoner 2, see *DMG* for statistics), takes people across for the reasonable price of 1 cp per leg. Chatty, he engages travelers in small talk, fishing for whatever bits of information they have about the outside world. A DC 15 Diplomacy check gets him to reveal something about what's going on in Staufendorf. Otis whispers that *"strange things have been afoot in the town: people have been disappearing, and folks have had enough. But the oddness in the town don't begin to compare with what's been happening up at the Staufen place. Why, I've heard that brothers covet sisters, the lord has been having a dalliance with women of loose morals, and the matron is mad as a demon in a church about the unrest in her house!"*

Moving through the Wilderness

Since much of the Kirsvald is cultivated farmland, characters have little to fear from losing their way. Eventually, they come to the Towers to the north or the coast to the southeast. This said, in some areas, especially the forests, there is a chance for PCs to become lost. Be sure to review **Getting Lost** in the *DMG* for tips.

Grey Wood (Medium Forest)

North of Staufendorf is a large forest through which flows the Shivers. Local rangers claim this wood is home to a tribe of hobgoblins (DC 12), though there is little evidence of this (DC 15). What is known is that the Grey Wood is infested with wolves, some of which are impossibly large, as big as horses.

The Gullet (Lake)

The Gullet is Staufendorf's largest freshwater lake (DC 5). Fed by a branch of the Shivers, it's well-stocked with a variety of fish including bass, walleye, and gar (DC 10). Though there are no organized fisheries—the lake can't support such efforts—many locals do a good business selling their catch in the markets. The crustiest of these fishermen claim the lake is home to more than just fish (DC 15). Some whisper that fish men live at the bottom (DC 20). Of course, most dismiss such tales as fantasy, but since no one knows the Gullet's depth, who can say?

Narrow Pass (Alpine Meadow)

The Narrow Pass is the safest route through the Towers. This ravine forms a V through the mountains, winding nearly 20 miles through the mountains. Though more or less safe, falling rock and scree fields make the going slow—though far faster than climbing through the peaks (DC 10). The Narrow Pass is generally safe, but there are occasional reports of mountain trolls and bugbears (DC 15) harassing travelers. Some even claim to have spotted wyverns circling overhead (DC 20).

The Shivers (Deep River)

The Shivers is a cold river that spills down from the Towers. Fed from snowmelt during the spring and rains during the summer, the river is a great source of fish. The water is deep and has a strong undercurrent. Wading through the cold waters requires a DC 15 Balance check or DC 15 Swim check and counts as difficult terrain. On average, the river is about 300 feet wide and rises neck-high on a Medium creature.

Shrine of the Nature God

Druids have long protected the land of the Kirsvald. They watch over the territory, acting as wardens to protect it from those who would despoil it. The druids opposed the Staufen's ages ago, aiding Amros in defeating the Black Seven, but since those days, their numbers declined. Now, only a few druids, led by Kraus (N male human druid 4), remain to watch over the land. And because of their tenuous presence, they have refrained from involving themselves in the most recent struggles.

The Staufen Mansion

Just outside of town stands the great Staufen Mansion. Situated atop of a tall rugged hill, it overlooks all the Kirsvald. See page 17 for full details on the mansion.

Staufendorf

Staufendorf is a sleepy village that spreads out over the hills that border the Towers. Though the community thrives on winemaking, in recent years it

has become an important trade hub for merchants bound for the interior through the Narrow Pass. Up until a week ago, Marcus Reinholt served as the Mayor—a position appointed by the Staufen family. But after mansion soldiers swept through town to round up locals for public execution, the villagers were outraged and strung up Reinholt from a gibbet in the town square. Of course, everyone in Staufendorf believes that the orders came from Valdric himself, but in fact they were submitted by Erich on Bergen's recommendation. Those members of the watch who remained loyal to the mayor joined him in death, while the rest cast their lots in with Bergen and the uprising.

Staufendorf is a fair-sized village and is home to some 500 souls. In many ways, the village seems larger than the population needs. With its position as a trade hub, the village must provide accommodations for merchants and travelers, so it has many more inns and taverns than a community this size requires. As a result, the village has grown over the last few centuries. About one hundred years ago, a mayor had the uncommon foresight to have roads built to guide the town's growth in the future. Toward the center of town, the buildings are older and close together, but the further one travels beyond the central ring, the more the houses and shops are spread apart. Beyond the areas of new development, the town gives way to rolling farmland and vineyards, with scattered farmsteads holding isolated families, and thorpes and hamlets beyond that.

Architecture

Most buildings in the village are constructed from wood, especially at the outskirts. Toward the center, wood gives way to stone, where homes, temples, and successful businesses have thrived for generations. Only in the most remote locations do the fine structures give way to wattle and daub shacks. Many live above their shops, but a few are wealthy enough to have separate homes.

The streets are clear of debris, though rubbish and wastes collect in the alleys. Since the weather is often sour, the rain washes most of the filth to the creeks. Locals draw water from the community wells or from the streams fed by the Shivers.

Staufendorfers

Staufendorf is a modest community of honest and hardworking folk. They revere the gods, honor their lords, and are thoroughly loyal to their community. Their isolation means they don't encounter many people of other races. Still, there are a smattering of other people in the village, including a small gnome and halfling community and a few dwarves and members of other races.

The people of this village are slow to trust outsiders. Treat all non-defined NPCs as indifferent for the purpose of Diplomacy checks. But despite their suspicions, Staufendorf is a fine village, the people are proud of their lives and village, and people are quick to boast about their fine wine, the fact that Roinen grew a 70 pound pumpkin, that their cows give the best milk anywhere, and so on.

Recent developments have transformed the community into a hotbed of unrest. Public executions, oppressive taxation and rumors of evil coming from the mansion have driven many people to question their lords. The last round of trouble resulted in a total collapse of the city's government, resulting in an armed uprising that intends to burn down the mansion and all of its inhabitants. Characters who are clearly nobles or aristocrats find the villagers are unfriendly, and those with clear ties of loyalty to the Staufen family meet hostile locals.

Key Locations

What follows is a brief overview of the key locations in the village. Since almost all the action takes place in the mansion, much is left open for you to define to suit the needs of your campaign. Feel free to add extra details, create new NPCs and add plotlines. The more detail you add, the richer the play environment.

Urban Adventures

The *DMG* offers useful advice for running adventures in urban environments. Be sure to review **Urban Adventures** in **Chapter 3: Adventures** before running adventures in Staufendorf.

- The Kirsvald Gazetteer -



1. Town Square

The town square is the central gathering place in Staufendorf. It is here where locals get news, swap gossip, and gather as a community. On summer nights, the locals erect a makeshift stage for musicians and summer festivals. Peddlers, tinkers and traveling merchants set up shop here, lending it an almost exotic atmosphere.

Cobbles cover the ground, and for the most part it's clean, thanks in part to the channels cut into the stones to funnel the rainwater away. In the center stands a stone statue, depicting Amros Staufen, the village's founder and the ancestor to the Staufen family. At his feet is a wide well ringed with stones. Now, though, the statue has been toppled and defaced with excrement and rubbish.

Most buildings fronting the square serve in a governmental capacity. The town hall, the court, the mayor's home, and the city watch all maintain offices here. There are a couple of pubs to cater to the officials, as well.

At the start of this adventure, a makeshift gibbet holds several bodies that swing from lengths of rope. Ravens have plucked out their eyes and still feast on the soft tissues. These are the corpses of the mayor and his loyal guards.

2. Town Hall

This two-story stone square building serves as the town hall. It holds the offices of the mayor and his assistants, as well as minor functionaries who see to the day-to-day needs of the community. Few people have reason to enter this building since all pronouncements are made from the short flight of steps leading to the oaken double doors. At one time, a banner displaying the Staufen family crest—a rampant boar—hung over the door.

The Town Hall serves as the makeshift headquarters for the rebellion. For more information, see page 13.

3. Watch Headquarters

The watch headquarters was a modest stone and timber structure that stood on the north side of the square. It had two barred windows facing the street and flanking a single door that's reached by a stone stoop. Now this place is a burned out shell, destroyed in the uprising.

STAUFENDORF (VILLAGE)

Nonstandard, conventional; AL CG, N; 200 gp limit; Assets 5,500 gp; Population 550; Isolated (96% human, 2% gnome, 1% dwarf, 1% other).

Authority Figures: Father Bergen (LE male human cultist 5, see **Appendix** for statistics), false priest of the god of knowledge; Petra Handell (CN female human ranger 2, see **Appendix** for statistics), leader of the uprising; Kyle Rosen (LN male human warrior 3, see **Appendix** for statistics), former watch commander

Important Characters: Jona the Mixer (NG female gnome adept 3), alchemist; Adelmar (CG female half-elf bard 3), entertainer at the Brazen Apple; Jachom Thistleberry (NG male halfling commoner 7), proprietor of the Brazen Apple Tavern and Hostel; Lucas the Smith (LN male human commoner 3), Elena Morrin (NG female human commoner 3), stabler; Kraus (N male human druid 4), priest of the god of nature; Mikhail Sergenov (NG male human expert 7), merchant; Helga (CG female half-orc fighter 3), adventurer; Georn Ladykiller (N male human rogue 4), merchant; Wendel Phelps (NE male human wizard 1), sage.

Other Characters: Adept 1 (x2), Barbarian 1 (x1), Bard 1 (x2), Commoner 1 (x463), Druid 2 (x2), Druid 1 (x4), Expert 3 (x2), Expert 1 (x15), Fighter 1 (x4), Other 5 (x1)*, Other 3 (x2)*, Other 1 (x5)*, Ranger 1 (x2), Rogue 2 (x2), Rogue 1 (x4), Sorcerer 1 (x1), Warrior 1 (x25)

*Select non-standard classes such as psion, wilder, cavalier, or avatar for "others."

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4. Brazen Apple

Next to the Watch Headquarters is the Brazen Apple, an inviting tavern run by a portly halfling name Jachom Thistleberry and his human wife, Salara. The ceiling is tall enough to accommodate humans, but short enough to make halflings comfortable. Of all the taverns and inns in Staufendorf, the Brazen Apple has always been the safest, since it stood next door to the Watch. Though the watch headquarters is in ruins, the pub and restaurant remain open for business. Patrons who wish to spend the night may purchase a spot by the hearth for a few coppers or let the one guest room for 3 sp a night. Otherwise, prices here are standard as described in the *PHB* (though they are 50% higher during festivals).

5. Steed and Stable

The Steed and Stable is a profitable business located east of the square. Run by the competent Elena Morrin, it offers stabling service for travelers while breeding horses, mules, and ponies for the locals. Elena is a proud woman who refuses even the best intentioned help. She believes in her own abilities and has so since her husband died 12 years ago. She feeds and houses her six employees, who help her with tending the animals. She's on good terms with Lucas, the blacksmith who runs Ironworks.

6. Ironworks

Ironworks is a popular smithy that provides most of Staufendorf's finished metal goods. Run by Lucas, he has more work than he can handle and expects one of his apprentices to set up a shop of his own within the year. Skilled at working with iron, he has branched out to do finer work like weapons and armor. He's become skilled enough to provide weapons and armor to the militia, of whom he's on very friendly terms.

Lucas has little love for the Staufen family, and any authority really. If Staufendorf has a problem, it's the nobles who do nothing but take their hard-earned gold.



Lucas quickly joins Bergen in the uprising. He's been secretly courting Elena Morrin, and if anything ever happens to her, he'd be devastated.

Aside from the smith, Ironworks has four apprentices (NG, male human expert 1).

7. Jona

Jona the Mixer runs a small apothecary shop just off the square. A tiny building, everything is scaled for gnomes, from ceiling height to the furniture within. Though everything inside her shop is wee, a small act of defiance really, she understands that most of her customers are human. Aside from herbal simples and cure-alls, Jona produces a selection of quality alchemical goods. At any given time, she has 1d10+2 vials of acid, 1d6 flasks of alchemist fire, 1d4 smokesticks, 1d10 tindertwigs, 1d3 antitoxins, 4 sunrods, and 1d2-1 tanglefoot bags and thunderstones. Her prices are a touch high, about 25% above list price in the *PHB*.

8. Traveler's Rest

Traveler's Rest is the largest hostel in the village. The main floor holds a restaurant that caters more to high end patrons, though as of late, they've dropped their prices to stay in business. They make their yearly money from merchants who pass through in the spring. The second floor holds twenty private rooms, while the third is an open common room that sleeps twenty comfortably.

During peak times, Traveler's Rest charges 1 gp per night in a private room and 1 sp for a bed in the common room, but now, they're desperate to get half those rates. They have a small stable, but tend to redirect folks to Steed and Stable to ensure their horses get the proper feed and care.

Otto Schemp (NG, male human expert 3) inherited the place from his father, who in turn inherited it from his father. With each generation, a Schemp son adds a little of his own character to the place. Otto is preoccupied with knights, so the décor throughout the restaurant features the coats of arms of many lords and sirs that happened to stay here. His wife, Ferrra, and their fourteen children help keep the place in tip-top shape.

9. Graveyard

This large fenced-in area holds Staufendorf's dead. Sam Rallen (NE, male human commoner 1) handles the digging and burial. It's whispered (Knowledge: local DC 20) that old Sam has strange interests in the dead, and before he interrs a cadaver in its final resting place, he spends a fair bit of time with the corpse behind closed doors.

The Towers (Rugged Mountains)

The Towers are a range of mountains that run more or less parallel to the coast of the Ivory Ports. Year round, snow caps their peaks though they are rarely seen for the clouds that shroud them. Despite their beauty, the mountains are home to a great number of sinister creatures. Everyone in the Kirsvald Valley knows that bugbears infest the peaks, lurking in the honeycombs of their warrens (DC 10).

Wilderness Adventures

Although nearly all of this adventure takes place in the mansion, there are opportunities for the PCs to explore the countryside. Unless the PCs spend an inordinate amount of time exploring the lands around the town, random encounters shouldn't be necessary.

There's a 10% chance per hour the characters spend on the roads or near the village for an encounter, and an 8% chance per hour that the characters move beyond the immediate environs of Staufendorf. If an encounter results, there's a 70% chance the encounter is a non-combat encounter. Since the area is civilized, most encounters should be with locals such as rangers, fishermen, scouts, trappers, farmers, and shepherds—none of whom are combatants unless the characters are hell-bent on turning everyone against them. Feel

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free to develop these encounters as you like, but you can use the following as a guideline.

Locals are indifferent and have little interest in wasting their precious time on a group of green fools that know just enough to get them in trouble. If they can improve the target's attitude, the PCs can learn something of the area as follows.

Hostile

Hostile NPCs berate the PCs for wasting their time, even going so far as to mock them. Though angry, they won't fight. If the characters really botch things, the local, assuming he lives through the encounter, spreads unseemly gossip about the adventurers, denigrating their abilities and claiming they're bandits or worshippers of demons.

Unfriendly

Unfriendly locals walk off, ignoring the PCs and their efforts at conversation. Some might point up the road with a snarl and then tell them to 'be on their way'.

Indifferent

An indifferent local makes small talk about nothing in particular, and a DC 15 Sense Motive check tells the characters he'd rather be off doing something else. If pressed about any subject, he shrugs and suggests the characters will be better off in the village, where they're "mustering for war."

Friendly or Better

Friendly locals engage the characters in conversation. Possible conversations could include a recounting of the difficult season, how Pete's son broke his leg in the Shivers, or how Old Man Grisley's prized cow birthed a two-headed calf. They may also give warnings about the strange figures walking the land at night and the queer rumors coming out of the Staufen mansion. All friendly characters reveal that the villagers have had enough of the Staufens and that there's violence in the air, warning the PCs that they had better watch themselves lest they find themselves caught in the middle.

Using Intimidate

Characters using force instead can learn about recent difficulties as described under Friendly or Better, but once the characters leave, the NPC makes his way into the village and whispers about the PCs and their motives, painting them as the worst of villains, allies of the Staufens. Henceforth, characters take a -4 circumstance penalty to Diplomacy and Gather Information checks made in Staufendorf.

Monstrous Encounters

About 30% of all random encounters in the wilderness should result in combat encounters. Roll on **Table 1-1: Kirsvald Encounters**. Unless in a specified area (such as Cold Wood), use the Hills or Forest columns.

Table 1-1: Kirsvald Encounters

Towers	Grey Wood	Cold Wood	Forest	Hills	Encounter	Avr EL
01-20	—	—	—	—	1d3+1 bugbears	5
—	—	—	—	01-20	1d3+2 lemures*	4
—	—	01-05	—	—	1 dire wolf	3
—	—	06-10	—	—	1 ghast	3
21-30	—	—	—	—	1 giant eagle	3
—	—	—	01-20	—	1 black bear	2
—	—	11-30	21-40	—	1 boar	2
31-55	—	—	—	21-40	1 bugbear	2
—	01-10	—	—	—	1 dire badger	2
—	11-30	31-50	41-55	41-80	1d6+3 dire rats	2
—	—	—	—	81-85	1 dire weasel	2
56-100	31-45	51-60	56-60	—	1d2 ghouls	2
—	—	—	—	86-90	1 hippogriff	2
—	46-60	—	61-65	91-100	1 imp*	2
—	—	61-65	66-70	—	2 krenshars (only once)	2
—	61-65	66-70	—	—	1d6+3 human warrior skeleton	2
—	66-70	—	—	—	1d3 wolf skeletons	2
—	71-80	—	71-80	—	1d6+4 Tiny monstrous spiders	2
—	81-85	—	—	—	1d4+1 Small monstrous spiders	2
—	86-90	—	—	—	1 Large monstrous spider	2
—	—	71-80	81-90	—	1d4 wolves	2
—	—	—	—	—	1 bugbear zombie	2
—	—	—	91-100	—	1d4+2 kobolds	1
—	91-95	—	—	—	1 Medium monstrous spider	1
—	96-100	81-100	—	—	1d2 human commoner zombies	1

*These creatures slipped through the planar breach in the catacombs.

- Part I: A Chance Encounter -

The adventure begins when the player characters first enter the Kirsvald (indicated with an "S" on the map). Depending on the adventure hook you use, the characters may be passing through, making a delivery, or maybe even just returning home. Allow the PCs to get a good sense of their characters, ask questions, feel each other out, and get a sense of why they are here in the first place.

A Cry for Help (EL 2–3)

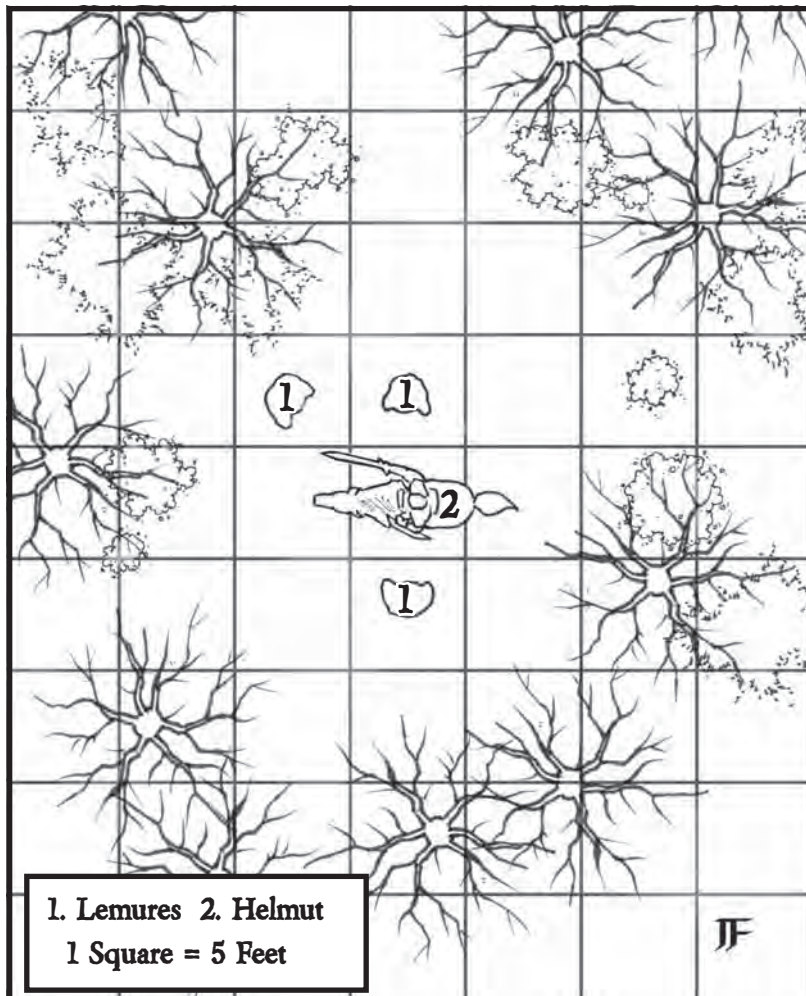
When you're ready, proceed with the following text.

The Ivory Road climbs towards the mountains, wending through the hilly landscape. The land is cultivated, organized into large farmsteads, giving the land a patchwork appearance. The sky is filled with dark, angry clouds and after a few droplets, the rain begins in earnest.

The road takes you past suspicious farmers, goats, cattle, and no shortage of sheep, and after a few hours of travel, you come closer to civilization. Soon, you pass a fingerpost in the road, and then a wagon laden with turnips bound for the town ahead, and when you round a hill, you see a large mansion sitting on a hill, overlooking the lands that rise up to the mountains ahead.

And then, piercing the falling rain, you hear a shout, an oath cried out to the gods from the nearby woods. A moment later, you hear the scream of a horse.

PCs who go to investigate the sounds of fighting easily locate the combat. As they draw near, the sounds grow louder, allowing them to pinpoint the location with ease. Once they enter the woods, they see the following.



Through the falling rain, you see an armored warrior fighting from the back of a noble warhorse. Surrounding him are three malformed creatures, whose pale flesh hangs in such a way as to seem like tar dripping from their wretched frames. They have blank rolling eyes, and their maws issue huffing noises, hungrily snatching at rider and steed alike.

Creatures

The mounted warrior is Helmut Staufen, Lord Valdric's youngest son. Newly returned from Silverus, he's come home to spend time with his family before going off to fight a war in some far-flung land. Unfortunately, his mad mother conjured three lemures to kill him before he reached his family's mansion.

Track how long it takes the PCs to reach Helmut. For every 2 rounds that pass, the holy warrior takes 2 points of damage and his mount takes 4 points of damage. Helmut figures out quickly that his sword has little effect against these things, so he falls back to his silver dagger. Also, every 2 rounds that pass, one lemure takes 3 points of damage. If 10 rounds pass, the combat is over and the lemures vanish back to their native plane.

Lemures (3): hp 7, 9, 9; see *MM* for statistics.

Helmut Staufen: hp 6; see **Appendix** for statistics.

Champion: hp 22; see **light warhorse** in the *MM* for statistics.

Encounter Set-up

Between the late hour and the canopy of the trees, the forest is shadowy, granting concealment (20% miss chance to all creatures inside). The terrain features include trees, massive trees and areas of light and heavy undergrowth, providing the following benefits and penalties:

- **Trees:** AC 4, hardness 5, 150 hp, DC 15 Climb; provides +2 cover bonus to AC and +1 cover bonus to Reflex saves to any in its space.
- **Massive Trees:** AC 3, hardness 5, 600 hp, DC 15 Climb; provides cover.
- **Light Undergrowth:** 2 squares of movement; Move Silently and Tumble DCs increase by 2; provides concealment (20% miss chance).
- **Heavy Undergrowth:** 4 squares of movement; Move Silently and Tumble DCs increase by 4; provides concealment (30% miss chance).
- Forest terrain increases the DC for Listen checks by 2 per 10 feet.

Scaling

To increase the challenge of this encounter, add 1 lemure (EL 4) or 2 lemures (EL 5).

Tactics

Track the number of rounds that pass from the moment the PCs make their first Listen check until they join the fight. Subtract these rounds from 10. What's left is the duration of the *summon monster* spell used to bring these fiends to the Material Plane. At the end of this time, the devils vanish.

It should be clear as soon as the PCs come within sight of the combat which side they should take, and their presence turns the fight into one that's far fairer. With allies, Helmut maneuvers to help the PCs gain flanks on the devils. He fights bravely, using Mounted Combat to negate hits. He stays in the saddle as long as he can to take advantage of the +1 bonus to attack rolls from higher ground.

- Part I: A Chance Encounter -

The lemures are mindless, so they simply attack the closest target. Their arrangement (and benefit of the flank) is incidental. If confronted by additional foes, they simply keep attacking Helmut until he falls or until they themselves are attacked.

Development

PCs who succeed on a DC 15 Knowledge (the planes) check identify the lemures for what they are. For every 5 points by which they beat the DC, they learn another valuable piece of information. Characters who succeed on a DC 23 Spellcraft check learn that the lemures are here via a *summon monster III* spell. If they witness the lemures vanish when the spell's duration expires, they gain a +2 circumstance bonus to their Spellcraft check (automatic if they know a *summon monster* spell).

Helmut Staufen

Once the PCs have helped dispatch the remaining devils, and assuming Helmut still lives, read or paraphrase the following text.

The knight removes his helmet, revealing a mane of long black hair and young features covered with the start of a beard. His green eyes seem kind and a broad grin splits his face. "Many thanks, friends. That battle was close indeed!"

Helmut is very grateful for the help, dismounts (if still mounted), claps his newfound friends on the backs, and breathlessly recounts highlights from the fight. He is young, full of exuberance, and seems ready to take on the world. Helmut gladly tells the PCs whatever they want to know. Here are some possible questions and typical answers.

- *Who are you?*

I'm Helmut Staufen, fourth son of Lord Staufen, recently returned from Silverus to spend time with my family before heading off to the north.

- *Who's Lord Staufen?*

He's my father and the ruler of the Kirsvald. See there, on the hill? That's his house.

- *The Kirsvald?*

Yes, this land, here.

- *What were those things?*

I have no idea, though I suspect they may have been some sort of fiend.

- *Where did they come from or How did you come to fight them?*

It was strange really. While heading to my family home, I heard a woman's scream. I left the road to see what was the matter and to save the woman in trouble, but when I entered the woods, these (he gestures) foul creatures ambushed me. At one point, I did see another rider, clad in a black hooded cloak and mounted on a black steed, deeper in the woods. I called out, but he turned and rode north.

Helmut can lead the party to where he remembers seeing the rider. There, characters succeeding on a DC 15 Search check find fresh horse droppings. Those with the Track feat, and who succeed on DC 15 Survival checks, can pick up the trail. It continues northwest for about 200 feet and then turns sharply south as if the rider was doubling back. It continues until it breaks through the trees. Following the path from this point requires a DC 20 Survival check. If so, the tracks lead to the Ivory Road and are then lost among the countless other impressions on the muddy surface. The rider rode about 20 feet down the road and turned back to the mansion.

When the conversation winds down, Helmut thanks the PCs again and says, "Friends, such service should not go without reward. Come back with me to my father's house. At the very least, I can offer you a warm meal and a dry bed before you continue on your way." If the PCs agree, proceed to **Part Three:**



The Mansion. Otherwise, Helmut wishes them farewell and heads to the mansion, leaving the PCs to go on to **Part Two: To Staufendorf.**

Treasure

The lemures have no treasure.

Off the Rails!

The characters don't investigate the fight! What do I do?

If the characters ignore the sounds of fighting and move on, don't worry. While Helmut is important to Bergen's plans, his death doesn't mean it's the end of the adventure. Bergen instead uses Valdric to house the final spirit. Even if this fails, Bergen's tampering with the essences of the unholy warriors has had an unexpected consequence that occurs when the characters enter the catacombs. As for Helmut, a trapper finds the body, giving the locals one more reason to rise up in fear and rage at what seems to be one more sign of the family's evil.

If the characters hear the sounds of fighting, but arrive too late to help the holy warrior, they can find his corpse (a lemure uses a coup de grace to finish him off), but more than likely with no culprits. On it, they find a signet ring that bears a rampant boar (the sigil of the Staufen family). The PCs might carry the body to the mansion, carry him to the village, or simply strip the body of his valuables and leave him to rot. If the PCs choose the honorable course, they learn Helmut's identity and either gain the attention of the Staufen family (and an invitation to stay the night) or, at the very least, suspect something terrible holds the Kirsvald in its grip. Even if the PCs just strip the body, they can still be pulled into the adventure once they arrive in Staufendorf (see **Part Two: To Staufendorf.**)

- Part II: To Staufendorf -

Staufendorf serves more as a catalyst and as a last chance to involve the PCs in the plot than as an adventure site. Thus, extensive detail into the workings of the village is unnecessary. If the characters helped Helmut and accepted his invitation, then they should not have an immediate reason to go to the village. But groups that bypass the encounter in the woods, or fail to save Helmut, are likely to move on and see what's happening in this beleaguered community. Likewise, it's also possible that once the characters have interacted with the Staufen family they'll want to escape the evil brimming there and flee to the village. Regardless of how the characters come to be here, Staufendorf gives yet another reason for the PCs to face the Staufen family in their darkened mansion.

The Village of the Damned

Things are bad in Staufendorf. Valdric's sharp decline enabled his corrupted son Erich to take an aggressive role in governing the village. From behind the scenes, he orders his loyal guard to commit terrible atrocities, making rounds in the village, gathering the citizens and executing them with caprice. Crucifixes decorate either side of the Ivory Road, bearing the rotting corpses of the villagers selected for killing. Such gross acts of wanton tyranny have understandably enraged the locals, but even still, many might never have acted if it wasn't for Bergen.

Having been exiled from the mansion, he installed himself as the village priest and acted as living proof of the family's corruption. "How could they cast out a holy man from their home unless they gave themselves to the wickedness as he claims?" (Ah, the logic of commoners.) At first, Bergen spread tales of the mansion subtly, claiming he witnessed unspeakable acts, that Elzbeth Staufen had ruined the family and now turned greedy eyes to ruin the villagers, too. And with each raid, each round of murders, and the appearance of strange creatures stalking the land (created, of course, by Bergen), the villagers have become more and more afraid.

With their widening fear, the villagers turned to the learned man, begging him to lead them through the dark times. Bergen preached in the town square, eclipsing the influence of the other faiths, and turning fear into resentment, and resentment into hatred. He emerged as not only their spiritual leader, but their political one.

For a year, the tensions increased. All the while, Bergen sent missives to Erich from the village to increase the raids, which only incensed the villagers more. Furthermore, Bergen removed his rivals, whether through the raids or by murdering them directly and making it look like they had fled. All of this placed Bergen in power, enabling him to assume complete control over the frightened villagers.

Everything came to a head the day before the PCs arrived, when Erich Staufen dispatched his soldiers. This time, his soldiers focused on the children and the elderly. When the first few were rounded up for execution, the villagers had had enough, and they rose up and drove off his minions. But the locals were not satiated. They turned on the village watch. Those who would not side with them were strung up in the square. The villagers burned down the watch headquarters and a number of smaller shrines and temples whom they saw as symbols of betrayal, and went on a rampage through the streets, burning and killing anyone who claimed to be loyal to the Staufen family.

In the aftermath, the fear has spread and taken hold once more. The people are worried about reprisals from the mansion, and many fled their homes, preferring the risks of the wilderness to the swords and axes of the soldiers. Bergen, with the support of the former watch commander, Kyle Rosen, advised those who remained to stay firm in their resolve, to cling to the ire that led them to rise against their cruel masters in the hopes of breaking their hold on Staufendorf. He emphasized that the lords will not forgive such destruction

and disobedience, and that the villagers must complete the course on which they have set themselves.

As the locals fearfully watch the mansion for signs of soldiers, they debate their next action, whether they should oust the nobles or see if some peaceful solution can be found. The dead at the outskirts of town serve as a constant reminder of the horror that life has become, and more and more of the villagers are siding with Bergen, making ready to attack the mansion and destroy the evil within.

Arriving at the Village (EL 1)

How you handle the village depends on when the PCs approach it. If they come to the village immediately after **Part One: A Chance Encounter**, they find the villagers preparing for battle. Warriors distribute spears and bows, offering tips to the inexperienced for fighting with these weapons, and struggling to organize the angry crowds. If the characters come in the night, they encounter the mob on the road as they march toward the mansion. Characters who take another route to the village that night may find the village abandoned and be forced to break into the homes of those who remained behind to learn what is going on.

Assuming the characters arrive at some point after the encounter in **Part One**, read or paraphrase the following text.

The Ivory Road leads up and over a series of hills, taking you towards the village ahead. But as you draw closer, the charnel stench of death fills your nostrils, polluting the air with decay. You see a number of crucifixes stained dark with old blood and crow's nests still holding a few corpses. Spread out around the base of these crosses are a dozen or more graves.

The graves are freshly dug and shallow. A DC 10 Search check reveals that animals and scavengers have excavated a few of them, revealing the grisly remains of dead commoners. Characters that dig up a corpse and succeed on a DC 15 Heal check learn that the victims were killed by slashing weapons.

Once the characters are ready to move forward, or if the characters come into Staufendorf by a route other than the Ivory Road, read or paraphrase the following text.

The cobbled streets of the village are empty. Closed doors, shuttered windows and the constant rain give the place a decidedly unwelcome atmosphere.

Many of the villagers gather in the town square (**Location 1**), where they argue about what course of action they should take. Characters exploring any of the buildings they pass find the doors are locked or barred (Open Locks DC 15 or Break DC 20). About 10% show evidence of violence such as sprays of blood, rat eaten corpses, or shattered contents—the result of the Staufen soldiers or overly zealous villagers. Another 30% are abandoned, with the rest holding 1d6–1 frightened commoners (noncombatants). Treat these characters as unfriendly. Characters who improve their attitude to friendly get a sense of what's going on in the village (how much or how little information they gain is up to you), but the PCs should at least learn that all of the activity is happening in the town square, as well as the name of the village's ringleader: Bergen.

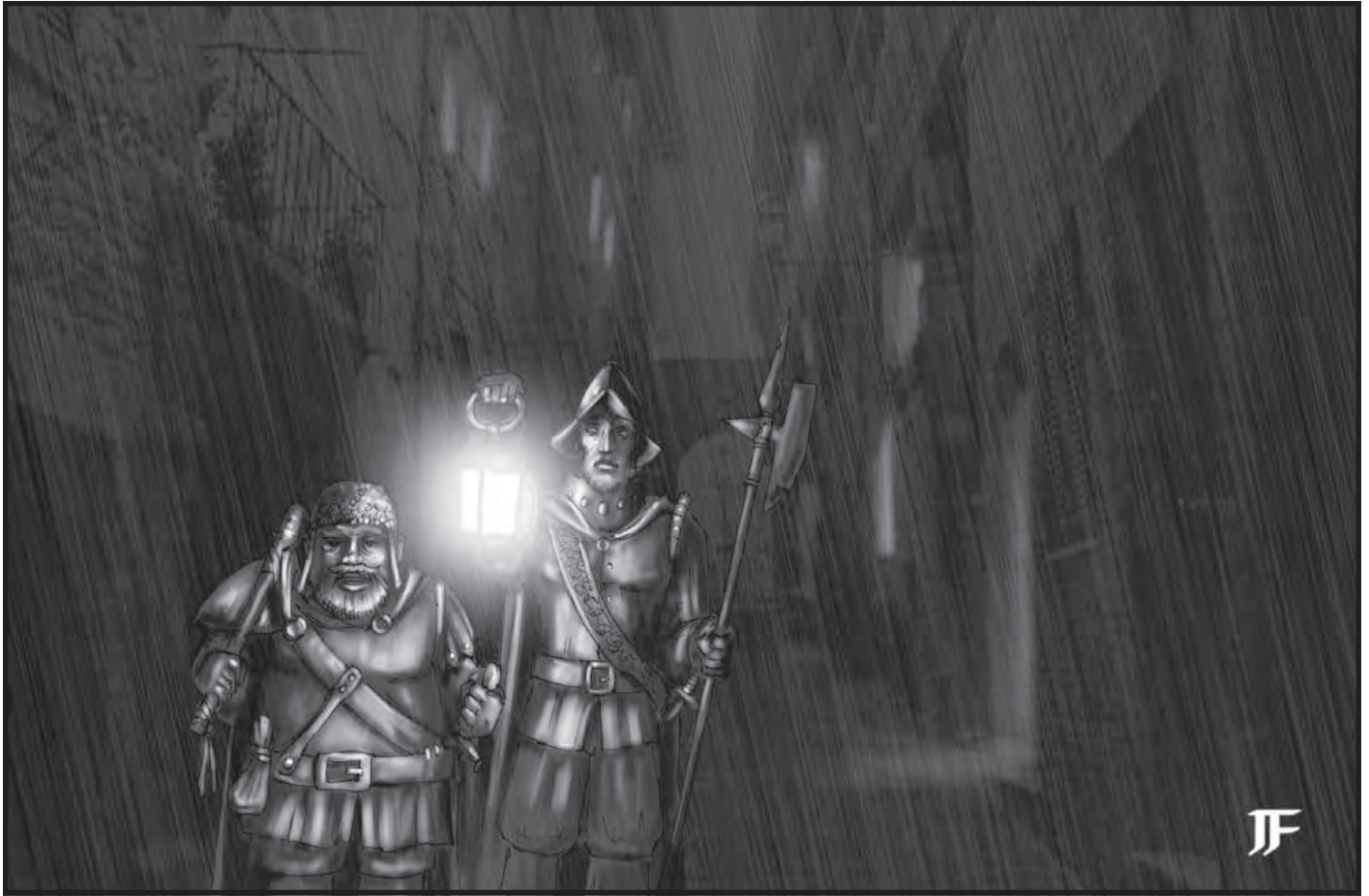
Creatures

Moving through the empty sections of the community are pairs of guards who watch for soldiers. After the PCs have been in the town for 1d6 minutes, a pair of village guards approaches 2d6 × 5 squares away.

Village Guards (2): hp 4, see **Appendix** for statistics.

Scaling

To increase the difficulty of this encounter, add 1–3 village guards.



Tactics

The village guards aren't looking for a fight unless it's with Staufen soldiers. Even then, they retreat to get reinforcements. Even if the PCs botch the entire encounter, the guards aren't foolish enough to attack a well-armed party. They try to arrest the characters and take them to the town square to be interviewed by Bergen. But if it's clear the PCs won't cooperate, the guards withdraw and report to their leaders and, 1d3 hours later, Bergen and company arrive to meet the PCs for themselves (see **A Meeting with Bergen**).

Development

The guards are unfriendly and ask a few questions about the PCs' purpose for being in Staufendorf, looking for any evidence the PCs work for their hated lord. Characters that convince the guards through roleplaying or by improving their attitudes to indifferent are allowed to go on their way. Characters that improve their attitudes to friendly learn the details about what's going on in the village and the names of the leaders (Bergen, Kyle, and Petra). These guards gladly lead the PCs to Bergen, thinking they have gained a valuable ally in the coming battle against the mansion.

Using the Village

Staufendorf may be readying to attack the mansion, but it's still more or less a functioning community. Despite the late hour, the characters can take lodgings at the Traveler's Rest, have dinner at the Brazen Apple, and even do a bit of shopping. But nearly everyone here readies for the battle, knowing this night they will break the hold of the Staufen family or die trying. The few merchants who remain sell their wares, but at a 50% mark up, though lodging and meal prices are as described in **The Kirsvald Gazetteer**.

Thanks to Bergen, the few priests who had established themselves in the village were long ago driven off or killed and now their shrines are either burned

down or ransacked, so there is little healing available. If the characters are heavily injured, allow them to purchase *potions of cure light wounds* from Jona (see **Location 7** in the village).

Finally, the characters should get a sense of what's been happening in the village, including the rumors about how the Staufens worship demons, the random executions, the uprising, and the plan to attack the mansion this very night.

A Meeting with Bergen

At some point while in Staufendorf, the PCs should encounter Bergen and his lackeys. The easiest way is for the PCs to be arrested, but it can also happen when the PCs learn about Bergen from the locals. If the characters don't seek out Bergen, word of their presence in the village reaches him, and the false priest goes to the PCs instead.

It has been seven years since Bergen has seen Helmut, but he knows the holy warrior was due to arrive at the mansion today. The arrival of the PCs makes him suspicious that Helmut may be among their numbers, so he's keenly interested in meeting the PCs.

PCs who go to Bergen find him in the Town Hall engaged in conversation with Kyle Rosen and Petra Handell and making the final plans for the attack. The conversation ends and the cultist invites the characters to sit.

On the other hand, if Bergen has to seek out the PCs, his lackeys and 1d4 village guards accompany him. He finds the characters wherever they plan to stay for the night and speaks openly with them, even in front of other villagers.

In case the characters arrive too late to meet Bergen in the village, they may encounter his mob as it moves to engage the mansion. Bergen keeps his people at bay long enough to speak with the characters to ascertain their purpose and to try to enlist them. In this scenario, you will have to abbreviate Bergen's

- Part II: To Staufendorf -

story and it's not necessary for the characters to infiltrate the mansion. Instead, Bergen invites them to join in the attack.

Bergen

A short man in his middle years, soft around the middle, his wispy gray hair frames a kind face with a pleasant smile. He wears priestly vestments and keeps a slim dagger at his side.

Bergen is the villain of this adventure. A skilled actor and capable cult leader, his entire life has been spent spreading wickedness, turning righteous mortals to the path of evil, and furthering the goals of his infernal master. Though thoroughly evil, Bergen hides his motives well and comes off as a kindly father figure genuinely concerned about his people.

Bergen: hp 17, see **Appendix** for statistics.



Kyle Rosen

This heavily armored warrior is tall and stern with graying brown hair, rugged features and a new beard shadowing his cheeks. His eyes are gray and seem to take in everything. He keeps a large sword belted to his waist.



Until yesterday, Kyle was the watch commander. When the villagers rose up, he was given a choice: join them or die. Having watched many of his men be hacked apart or strung up from the gibbet, Kyle made the only choice he could. He's served the Staufen family for years and has a unique perspective on the situation. While he admits the actions from the mansion are evil, he wonders who is giving the orders. He knew Valdric in his youth, and there was never any evidence of the wickedness that comes from the estate today.

He's also suspicious of Bergen and doesn't trust him at all. He spent the last year watching the man rise in power, as well as the simultaneous decline of the other priests. He suspects Bergen may be involved with the corruption, but has no evidence yet. For now, he's willing to watch and see, but if Bergen shows his true colors, Kyle won't hesitate to act.

Kyle: hp 16, see **Appendix** for statistics.

Petra Handell

A plain woman, she wears bloodstained studded leather. Neither hand is far from the weapons that hang loosely in her scabbards. Her face is a mask of barely suppressed rage, and her eyes are those of a fanatic.

The leader of the Kirsvald militia, Petra has served the village and the environs, keeping the goblinoid population in check. Though there are few goblins and hobgoblins, there are a number of bugbears, and they occasionally descend from the mountains to harass travelers and farmers. Her selfless duty has made her something of a local hero, and when she championed Bergen and aided in the uprising, most of the locals followed suit.

What few realize is that Petra is insane. Two years ago, a group of bugbears captured her and treated her badly. She endured weeks of torture and when they tired of her, they left her for dead. She's nursed her hatred ever since and devoted her life to killing them whenever and wherever she finds them. When reports reached her about the Staufen crimes, she came to see Valdric and his family as the same kind of wickedness that breeds among the goblinoids and has vowed not to rest until she slays every one of the so-called nobles.

Petra: hp 11, see **Appendix** for statistics.



Development

Bergen wants to meet with the PCs, seeing them as either a risk or potential allies. He introduces himself and his companions, looking for signs of recognition. If none of the characters seem to know him, he explains the situation at hand.

My friends, it seems a shadow has fallen over this land, and the source of this evil is the Kirsvald's masters. I hesitate to speak of it, but circumstances demand action. Eight years ago, I came to serve the Staufen lords as their spiritual advisor, to guide them to become the best rulers they could be, instruct their children, and lend divine perspective on the matters of justice. At first, all was well and the family welcomed me into their home. They treated me as if I were another member of their household, a beloved uncle, and it was a role I embraced, for it was not long before I loved them as if they were mine own kin. But despite my affection, I must remember our holy purpose. The escalation of violence at their soldiers' hands and the uprising in our own village has pushed circumstances beyond control and now is the time for desperate measures.

I knew this family had a dark history, one famous for dabbling in the occult. Long ago, the Staufen name was sullied by the actions of seven foul children, remembered in the ancient journals as the Black Seven. It's said they personified mortal corruption, and wherever they went, they blackened the land. But they never trusted one another, always conspiring against the others to advance their own position, each vying with the others to take the throne. This infighting made them vulnerable, enabling their bastard brother, Amros, to lead the peasants to topple their profane rule.

Of course, Amros was a good and virtuous man, but many suspected he carried the taint of his kin and that with each new generation, he would pass on the evil of his unworthy kin. For generations, these nobles have held the valley, and certainly, their efforts to rise above their past are commendable. Why, even Valdric sent away his youngest son to join the ranks of the holy warriors, but it seems that even with the best intentions, the heritage of sin has reasserted itself once more.

I feel that I am to blame. If I had only been more rigorous in my instruction, more assertive in my guidance, perhaps this entire tragedy could have been averted. But it is past the time of self-recriminations.

During my service, I witnessed many odd things. The house gained a sinister atmosphere: cold spots, odd smells, and even bleeding walls. Valdric became obsessed with the pleasures of the flesh, setting aside his wife for his maids. Lady Elzbeth, driven to madness by the shame of her husband's infidelity, turned to the dark arts and tried to murder her own children... those poor children. I protected them as best as I could, but she grew enraged at my interference, and cast me out almost a year ago.

The good people of Staufendorf took me in, gave me shelter and food, welcoming me into their homes. I felt that I could do nothing to help the family, but the spirit of Staufendorf restored my faith and I tried to prevent them from succumbing to the same curse that gripped the Staufen family. But my works were for naught, for it seems Elzbeth and Valdric resented my presence and sent their minions to murder us all. Repeatedly, they swept through our streets, rounding up innocents, executing them, and displaying them for all to see. And yet, we endured.

Last night though, the affront was too much to bear. The soldiers came once more, rounding up our elders and our children. Their purpose was clear. In no way could we allow them to murder our loved ones, especially those who could not fight for themselves. And so, the villagers rose up and drove off the soldiers. Regretfully, the fervor of battle filled their spirits, and against my pleading, they themselves prowled through their streets in search of traitors and those loyal to the nobles. The result can be seen in the square, and truly, it is a sight that shames me.

I never advocate violence. Why fight when a better solution can be attained with a clear head? But, circumstances have forced our hands. It is time to follow Amros's example, to rise up and remove the threat that will surely mean our doom. And so, my friends, tonight, before their hated soldiers can return to harass us more, we must strike.

Off the Rails!

A couple of things can occur here that may present significant difficulties.

If the PCs ignored the sounds of fighting in the woods, leaving Helmut to die, then they may not be inclined to help the villagers. Bergen offers the reward to entice them to help, but if they refuse, Bergen lets them go on their way. Unless the PCs involve themselves of their own accord, Bergen succeeds in his plan as described in **Part Five: Beneath the Mansion**, in which case you can adapt the adventure to have the PCs fighting against the horrors unleashed on the Kirsvald.

A more likely problem stems from parties that include paladins or other characters who can cast *detect evil*. Such groups have a genuine chance to learn Bergen's true nature. While using a spell-like ability or casting a spell may be seen as an attack, prompting Kyle and Petra to respond in force, the character should be able to let everyone know Bergen is not what he seems. With some convincing, Kyle and Petra may take the PC's side and another combat could break out, this time with the PCs and the NPCs fighting the false priest. Even if the PCs defeat Bergen, there's still the issue of the Staufen soldiers and the rumors filtering out of the mansion. Moreover, there's the question as to why Bergen wanted to get inside the mansion in the first place. With slight adjustments, the adventure can play out as described, but instead of Bergen intoning the last ritual, the PCs have to confront the tainted children.

Characters of a religious bent that use this village as an opportunity to proselytize their god find a grim and unreceptive audience. All locals become unfriendly and characters who persist in spreading the word of their religion find hostile villagers instead.

When Bergen finishes, he slumps back, as if tired. He pretends to be exhausted by the tragedy that has befallen his beloved village, and plays the role of the reluctant leader to a tee. Characters watching his lackeys note that Petra seems to grow angrier each minute, wringing her hands with barely suppressed violence. Kyle, on the other hand, seems worried and distracted. Characters who keep a close eye on him and succeed on a DC 20 Sense Motive check sense Kyle is worried by what he's hearing.

After the brief reprieve, but before the PCs can ask questions, Bergen comes back to life and says, "My friends, don't you see our plight? While I do not doubt the drive of these villagers, there is no way we can hope to overcome the mansion's defenses!"

Hopefully, a character volunteers to help, but if not, Bergen continues, "But you... you could help us. Of course! If you could infiltrate the mansion and slip in unseen, you could throw open the gates, allowing US to get inside and reduce the loss of life and hasten the end of this wretched battle."

At this point Bergen allows the PCs to ask questions. He's evasive about particular details of Elzbeth and Valdric's corruption, explaining he was not privy to what went on behind closed doors, but that their wickedness cast a pall over the place. He's sure to add that the children are innocent victims and they should be spared: They are not to blame for their parents' misdeeds.

Bergen can describe the layout of the mansion, though his memory is hazy (intentionally so, because he doesn't want the children harmed). If asked about a reward, Kyle shakes his head in disgust and leaves, but Bergen says the PCs will be rewarded for their efforts, promising them 100 gp each (half up front). If the PCs ask for more, he goes up to 400 gp, but only upon completion. He does not intend to pay them anyway.

If the characters agree, he suggests they move quickly since the villagers intend to march at midnight, when the soldiers are at their weakest. Go on to **Part 3: The Mansion**.



- Part III: To the Mansion -

The majority of the action takes place in the Staufen mansion. There are many ways for the characters to enter; this chapter spells out the two most likely ways. The first, and the simplest, is for the PCs to accept Helmut's invitation. The second, taking place after the PCs meet Bergen in Staufendorf, is to sneak in. Characters who seek shelter at the mansion without being accompanied by Helmut are simply turned away forcefully.

Approach One: Invitation

Assuming the PCs agree to accompany Helmut to his home, the journey doesn't take long. It should be uneventful, allowing the PCs to talk further with Helmut, each other, and to take in their surroundings. Eventually the road splits, and the holy warrior goes up the smaller path that climbs the hill to the mansion. As they draw close, read or paraphrase the following text.

Through the white pines, you see a massive house, more castle than mansion, rising from the hill's peak. The bulk of its grounds consists of a fortified courtyard, but the most dramatic architecture is the attached three story house. Rainwater spews from the mouths of gargoyles gathered at each corner of the peaked roof. Old carvings of dragons, angels, and demons decorate the walls.

When you reach the top of the hill, Helmut is surprised to discover the gates are closed. He dismounts and goes up to the gate, pounding on it with his fist. After a moment, a pale face peers through a window, nods, and you all hear the sound of a heavy bar being lifted on the other side. Helmut looks back at you, giving a nervous smile and leads you through the gate and into the walled courtyard beyond.

A squat tower stands at each southern corner and between them rises a domed chapel. On the east wall is a stable, from which emerges two pale boys to take the knight's steed. To the south is a large wall and staircase leading to the inner courtyard and the house beyond. Shadowy guards, their faces concealed by the hoods of heavy gray cloaks stand in the shadows cast by the inner walls.

Table 3-1: Random Encounters

Ground Roll	First Roll	Second Roll	Encounter
01-50	01-45	01-20	1d4 mansion guards (see Appendix)
51-65	46-70	21-50	1d2 mansion soldiers (see Appendix)
66-85	71-82	51-60	1d3 servants (commoner 1, see DMG for statistics)
86	83	61-63	Valdric (see Appendix)
—	—	64-74	Vixens (see Appendix)
87	84	75	Elzbeth (see Appendix)
88	85	76	Erich (see Appendix)
89	86	77	Rosalin (see Appendix)
90	87	78	Jack (see Appendix)
—	88	79	Kris (see Appendix)
—	89	80	Amalinda (see Appendix)
—	90	81	Leonor (see Appendix)
—	91	82	Helmut (see Appendix)
91-93	92-93	83-93	1 cranial wretch (see Appendix)
94-96	94-95	94-00	1 lemure (see MM)
97-98	96-98	—	1 knocker (see Appendix)
99-00	99-00	—	1 lemure and 1 knocker

The doors at the top of the stairs open, revealing dim torchlight beyond. A stern man in a grey doublet, black breeches, and a red cloak descends the stairs. The rain swiftly plasters his black hair to his head. The resemblance to Helmut is clear; the men are brothers. For a moment, the older man simply stares at your group, but then his features soften and he smiles faintly.

This is Erich Staufen, the first child corrupted by Bergen. After a quick exchange of greetings, Helmut fills his brother in on what's happened to him on his journey, while the boys lead the steed (or steeds) to the stables (**Room 2**). Erich welcomes the PCs to House Staufen, and invites them in out of the rain. Before he goes, he gestures to a pair of guards in one of the towers to shut the gates.

Erich leads the PCs up the stairs and into the inner courtyard. As he walks, he gestures about the architecture, mentioning how centuries ago grateful commoners constructed the mansion. Eventually, conversation turns to the family itself. Helmut asks after his brothers and sisters, his parents, and other members of the staff. Erich laughs and says he'll see his family soon enough and opens the doors to the guest quarters (**Room 11**). He tells the PCs one of the servants will be by to collect them for dinner in about an hour. Helmut wishes them farewell, and the two men leave the PCs to their own devices.

Development

Characters paying close attention to the conversation learn the names of the Staufen family members: Lord Valdric and Lady Elzbeth and their children, from oldest to youngest, Erich (whom they've met), Rosalin, Jack, Kris, Amalinda, and Leonor. Characters watching and listening closely are entitled to a Sense Motive check. Those who beat a DC 20 get a sense Erich hides something.

Approach Two: Infiltration

Breaking into the mansion is challenging. Not only do the PCs have to contend with the mansion guards (Listen +4, Spot +4), they also have to face Erich's soldiers (Listen -2, Spot -2) — cruel planetouched orcs recruited from Freeport. The guards positioned at **Room 3** keep a watch out for those approaching the mansion, while the soldiers patrol the courtyards.

Characters do have the benefit of the poor lighting. Since they are infiltrating at night and it's raining, they have the benefit of total concealment so long as they stay out of the range of torchlight (as shown on the map).

Once inside, the characters have to evade guards or kill them quietly to prevent bringing the whole household down on their heads. In the interest of not killing the entire party, give the PCs a few narrow escapes rather than have the PCs face 20 guards when they screw up. If they do something foolish, bring the hammer down.

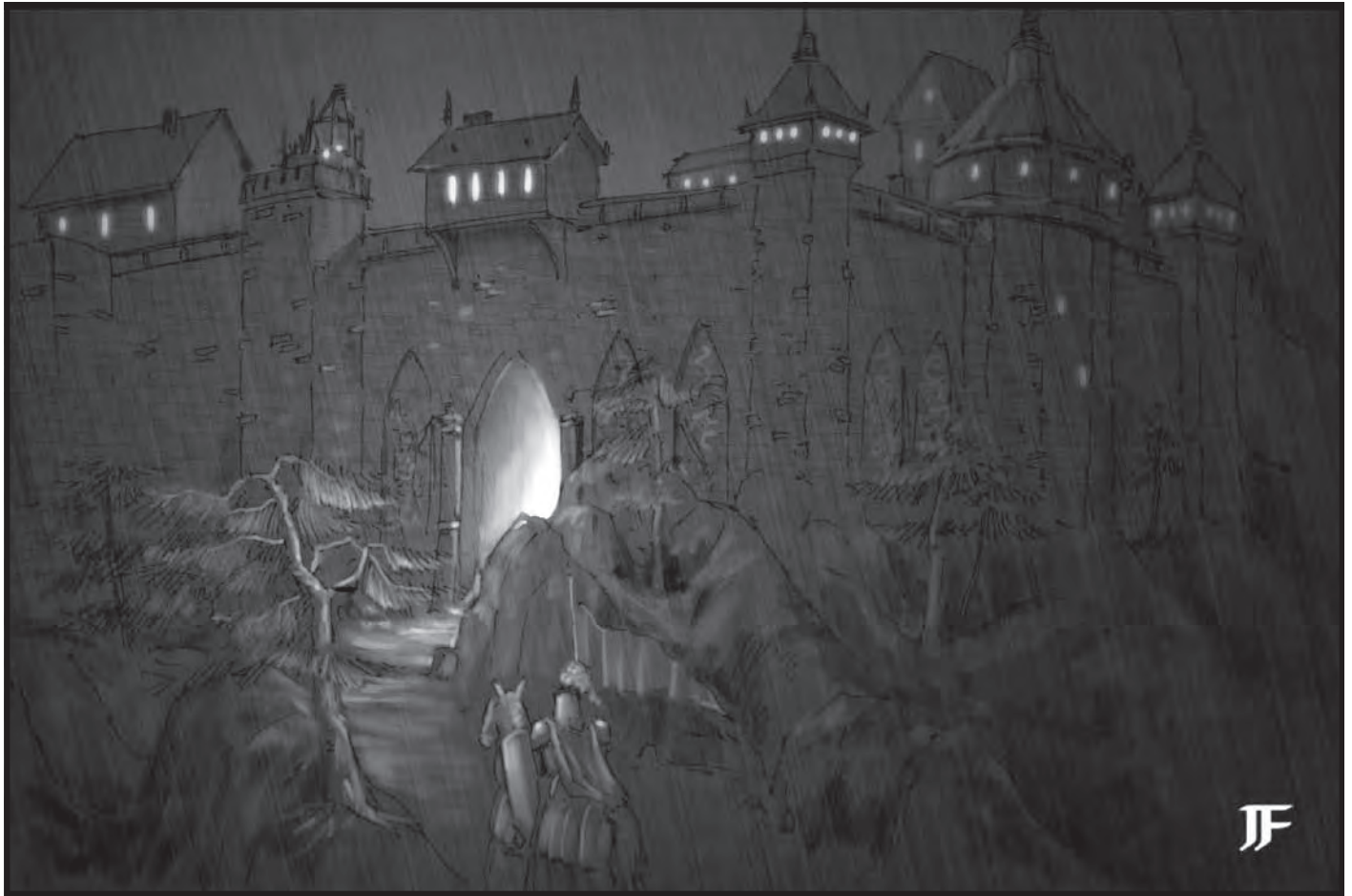
Exploring the Mansion

Once the characters get inside, they are free to explore the mansion as they wish. If they infiltrated the mansion, they skip the dinner scene (**Part Four: Dinner is Served**) and probably look for a place to hide until just before the mob arrives. Otherwise, they have about an hour before dinner. They may, of course, resume their explorations after dinner, and then deal with the events of **Part Six: Beneath the Mansion**.

Note that there are finite numbers of guards, soldiers, and servants. Deduct the numbers of slain NPCs from the total present. There are 30 mansion guards, 15 mansion soldiers and 24 servants. Once all have been eliminated, the characters no longer encounter them.

Random Encounters

The people of the mansion do not stay in place waiting to be killed or questioned; they move around. Every hour the PCs explore, or whenever



they make a loud noise, there's a 20% chance of a random encounter. When the encounter is exhausted, the PCs will no longer encounter them. NPC descriptions can be found in **Part Five: Meet the Staufens**.

Common Features

Unless otherwise mentioned, all doors are good wooden doors. The interior walls are masonry, while the exterior walls are hewn stone. Ceilings in the outbuildings (**Rooms 6 through 11**) are 10-foot tall. All other rooms have 13-foot tall ceilings. Lighting is mentioned in location descriptions. Windows are glass.

Interior Walls: 1-ft. thick; Break DC 35; hardness 8; hp per 10-ft.-by-10-ft. section 90; Climb DC 15.

Exterior Walls: 3-ft. thick; Break DC 50; hardness 8; hp per 10-ft.-by-10-ft. section 540; Climb DC 22.

Doors: 1-1/2 in. thick; hardness 5; hp 15; Stuck Break DC 16; Locked Break DC 18.

Glass Window: 1/4-in. thick; hardness 1; hp 5; Break DC 10.

1. Courtyard

Lighting: Torchlight. Note, the rain imposes a -4 penalty to Spot checks. The torches are *everburning torches* and are not extinguished by the rain.

Sounds: The rain imposes a -4 penalty to all Listen checks. Characters who succeed on a DC 20 check hear the sounds of guards conversing in **Room 3**.

This courtyard is well-lit by glowing torches that somehow resist the sheets of rain. Two squat watchtowers stand on either corner of the south wall, and a domed chapel rises in the center. Across from the main gate is a stable from which light pours forth. A wide staircase on the northwestern wall leads up to a pair of double doors.

The front gates that lead to **Room 1** are barred from the other side.

Gates: 2-in. thick, hardness 5, 50 hp; Break DC 30.

Creatures (EL 2)

A pair of **mansion soldiers** stands under the shelter from the south wall, which blocks some of the rain. The soldiers are angry about their failure to butcher the villagers, and are puzzled that Erich did not react poorly. They consider what this means while keeping an eye out for intruders.

Planetouched orcs, these soldiers have the general features of orcs, but are pale white with gleaming red eyes.

Mansion Soldiers (2): hp 8 each; see **Appendix** for statistics.

Tactics

The soldiers aren't picky about who they attack. They've killed and done worse to a few servants already. They confront and bully anyone who is not a soldier or a guard (whom they hold in low esteem). If it's clear the PCs don't belong in the mansion, they attack.

The soldiers are brutes and unaccustomed to tactics. They don't work together, but rather focus on different opponents. If one falls, the other flees.

Development

Should combat break out, the noise attracts the 3 **mansion guards** positioned at each of the locations marked **Room 3** in 1d3 rounds. Should the combat persist for more than 10 rounds, 1d3 mansion guards and 1 mansion soldier arrive every 1d4 rounds until their numbers are exhausted.

On the other hand, if the PCs can convince the orcs that they're supposed to be here (Sense Motive -2), the orcs grumble and go back to their shelter. They have nothing to say to the PCs and if pressed, they attack anyway.

2. Stable

Light: Lantern light.

Sounds: The rain imposes a -2 penalty to Listen checks. A DC 5 Listen check reveals the sounds of horses within.

This is a stable. Inside there are stalls enough for ten horses, but a ramp leads to a second level, and the sounds of hooves suggest there are more stalls above (not pictured). To the south is a pile of hay, pitchforks, feed, feedbags, brushes, and other equipment needed to care for horses.

Creatures

Otto and Ham are the mansion's two stable boys. Experts in their trade despite being only 16 years old, they took over after they murdered Gregor and hid him under the floor. While they feel guilty about killing him,

they both admit they are far happier without the beatings and his sweaty, searching hands.

Stable Boys (2): N human commoner 1, hp 2 each, see *DMG* for statistics.

Tactics

Neither Otto nor Ham is especially brave, and the two shrink away from PCs who enter the area. They don't fight unless they absolutely must, preferring flight over death.

Development

The boys are indifferent, though a little scared of the characters. PCs who improve their attitudes to friendly can gain useful allies. The boys can report that they ready the horses in the stables once a week for the raids. They reveal that the mansion soldiers are in fact under the command of Erich Staufen. If the PCs improve their attitude to helpful, the boys whisper that Elzbeth Staufen used the black horse, Tempust, this very day. She was gone for about an hour and when she returned, she was crying.

Characters that don't talk to the boys, but examine the steeds and succeed on a DC 15 Handle Animal or Spot check note that a big black horse seems to have been ridden recently, due to the mud covering its flanks and the hay in the stall.

Treasure

While not treasure, a DC 20 Search check reveals a loose flagstone about two-foot square. Lifting it requires a DC 10 Strength check. When opened, a horrid stink escapes as the light from the stable reveals the crumbled and rotting corpse of the stable master. If the boys are still around, they act surprised unless the characters succeed on a DC 10 Sense Motive check, in which case the boys reveal why they had to kill the man.

3. Watchtowers

Light: Torchlight.

Sounds: The rain imposes a -2 penalty to Listen checks. A DC 10 Listen check reveals the sound of quiet conversation coming from within.

Though the doors to these locations are not locked, they can be. One guard in each tower has the key, as does Erich. If locked, they may be picked (DC 20 Open Locks).

This room is approximately 10-foot square. Inside is a wooden table that holds a few tankards and trenchers filled with gnawed bones. A couple of chairs surround it. Two pallets lie on the floor, and a ladder leads to another room above (not pictured). A brazier heats the room, and a pair of torches gives some light.

The level above is open and airy, allowing a guard to watch the road. There's a chair and a barrel full of bolts. The rain lashes through the openings, making the floor slippery with old filth (Balance DC 5).

Creatures (EL 2)

Each location holds **3 mansion guards**. They are bored and they spend their time insulting each other. There's always one guard on the upper level at all times.

Mansion Guards (3): hp 5 each; see *Appendix* for statistics.

In addition, there's a 10% chance for **Erich** (see *Appendix* for statistics) to be in this location.

Tactics

The guards respond with force if anyone who doesn't belong tries to enter (Sense Motive +0). Should combat break out, one draws his sword and attacks the lead character, while the other fires a bolt from his crossbow at those behind. The third guard descends the ladder and joins the melee on the second round. If only one guard remains, he surrenders.

Dealing with Mansion Soldiers

The mansion soldiers are thoroughly evil and without remorse. Cruel, vicious, and capable of any evil, they are completely Erich's creatures. They ask for and give no quarter. If captured, they make their captors' lives as difficult as possible, screaming and flailing. Even if intimidated, they speak only of their master's greatness and reveal nothing of his plans.

Dealing with Mansion Guards

The mansion guards aren't evil; they're just lazy. They suspect some weirdness is going on with their employers, but have largely been kept in the dark. Most come from the village and get to go home once a week. But over the last year, Erich Staufen has ceased such breaks, claiming the village struggles with a horrid plague. He whispers to these men that the orcs are expendable, which is why he sends them to help the locals. Most guards have no reason to doubt Erich, and while they miss their families, they know they serve their kin by being healthy.

Some, though, have begun to suspect something strange. *A plague lasting a year?* About 1 in 10 mansion guards are disgruntled and want to leave, but they are afraid of the mansion soldiers. Should the PCs confirm their suspicions (improving their attitude to friendly), the guards may help the PCs, but are more likely to find a way out of the mansion instead.

The guards know the Staufen heirs are all strange. They know them by name, but little else. If the characters improve a guard's attitude to helpful, he genuinely helps the PCs, spying, fighting, and doing anything else the PCs may need to topple the Staufen family hateful rule.

Sample Mansion Guards

The following short descriptions serve to give you a starting point for fleshing out the various guards to whom the PCs might speak.

Albrecht: A fat man in stretched armor, he has wobbly jowls, porcine eyes, and rancid breath.

Behn: A man of average height and build, he has brown hair and matching eyes. He likes women a little too much.

Friedrich: His red hair, pale skin and freckles set him apart from his fellow guards. He has a foul mouth and intersperses his conversation with terrible curses and comments.

Kerner: A portly man, Kerner has greasy brown hair and small watery eyes. He has terrible flatulence.

Oswald: An ordinary fellow, Oswald has a nasty scar on his cheek. They say he gained it from his wife.

Schubert: Grim and unpleasant, Schubert always sees the bad in everything.

Development

The archer screams for reinforcements the entire time. Each round, allow the guards in the other **Room 3** and the soldiers in **Room 1** to make DC 15 Listen checks (at the -4 penalty). Those guards or soldiers who succeed investigate on the following round.

Treasure

In addition to personal possessions, one of the guards has a key to this room's door. Upstairs, there is a barrel of 30 crossbow bolts.

4. Chapel

Light: Candlelight along the walls.

Sounds: The rain imposes a -2 penalty to Listen checks.

Fat tallow candles mounted in wall sconces illuminate this shrine. Two rows of bench seats form an aisle that leads to an altar on the far side of the room. Tile mosaics on the floor depict open books, but their pages are smudged with mud and filth. The altar itself is clean, and on a stand rests a large book—presumably the scriptures of the knowledge god.

Characters exploring this room and succeeding on a DC 22 Search check in the appropriate location discover a secret trapdoor. It is unlocked and leads to the catacombs. For more information on this area, refer to **Part Six: Beneath the Mansion**.

Treasure

The holy book might be worth something, but a casual examination of the pages beyond those to which it is open reveals they are cut up and shredded, desecrated.

5. Inner Courtyard

Light: Everburning torches along the walls.

Sounds: The rain imposes a -4 penalty to Listen checks.

At night, the gates leading to **Room 1** are barred. From the inner courtyard's side, they can be opened easily by lifting the wooden beam.

Gates: 2-in. thick, hardness 5, 50 hp; Break DC 30.

The inner courtyard is open to the sky, and rain pours in. Torches line the south wall, while light from the windows on the north wall add to the lighting. A cluster of low buildings stands to the northwest next to a staircase that leads up to the mansion behind them. A second staircase leads up to another door. Against the east wall, a few open arches spill light into the yard, while a single door stands closed against the same wall. Toward the far wall stands a well.

Creatures (EL 2)

Four **mansion guards** patrol this area at all times. They walk the perimeter in a clockwise pattern. Every four hours they swap out with fresh guards from **Room 10**, leaving the place undefended for about 3 minutes until their replacements arrive.

Mansion Guards (4): hp 5 each; see **Appendix** for statistics.

Tactics

The mansion guards question anyone they don't recognize (Sense Motive +0) and attack anyone they deem an intruder (as they were ordered). Should combat begin, one cries out for help each round until reinforcements arrive. Two guards hang back and use crossbows, while the other two close to engage in melee. These guards are terrified of Erich and bar access to the staircases, giving their lives if necessary.

Development

Once the alarm is raised, allow the guards in **Room 10** and the soldiers in **Room 1** to make DC 0 Listen checks. For the guards, they take a minimum of

Dealing with Servants

The servants are terrified of the Staufen family. They deal with them directly, cleaning their rooms, helping them bathe and preparing and serving their meals, and they have first hand knowledge of the family's decline. But their fear outweighs their outrage. They are reluctant to betray them.

If the PCs are guests, the servants mask their unfriendliness beneath a veneer of servility. They do their duty, but do not linger, and they answer questions in as few words as possible. If the PCs are infiltrators, the servants may see them as liberators, but they temper their hopes with cold reality—the PCs are doomed to fail in their eyes. Thus, they are indifferent to the PCs' actions.

Improving a servant's attitude to friendly indicates he reveals some information, but nothing that would put him in jeopardy. The servant tells the PCs the names of the family members, the general layout of the mansion (including the location of Bergen's quarters at **Room 14**), and mention that the children are corrupt and not their parents. They do admit Valdric and Elzbeth grapple with their own dark troubles. Finally, the servants mention that many are fleeing the castle.

A helpful servant is willing to throw her lot in with the PCs even if it means great risk in doing so. They reveal the essential characteristics of the heirs, describing their behavior and actions. They know Erich is the one who brought the dreaded soldiers into the mansion, and that he sends them out to butcher the villagers. Finally, about 10% of all helpful servants know the missing servants are not fleeing, but have actually been killed by Erich and hidden around the mansion. When they find a corpse, they throw them over the wall.

Sample Servants

The following short descriptions serve to give you a starting point for fleshing out the various servants to whom the PCs might speak.

Edith: An older woman, she is squat, chubby, and hasn't a tooth in her head.

Gertrude: Slim and pretty, she is alluring and seductive. She has an irritating laugh.

Johann: This stately man is neat and clean. He compulsively washes his hands and fears dirt.

Kammila: A plain woman, she is of average height and build. She hides a terrible secret.

Olbrecht: This disgusting wretch covets the women of the house and sometimes spies on them while they bathe.

a -17 penalty (-3 for 30 feet, -10 for two doors, and -4 for the rain), and an additional -1 penalty for every 10 feet further. The soldiers take a minimum of a -15 penalty (-6 for 60 feet, -5 for doors, -4 for the rain) with an additional -1 for every 10 feet further. Guards or soldiers that hear arrive in 1d2 rounds. Should the combat persist for more than 10 rounds, 1d3 guards and 1 soldier arrive every round until their numbers are exhausted.

6. Men's Quarters

Light: Lantern Light

Sounds: None

This large room holds a dozen or so beds and small chests. A few tables stand near a fireplace against the far wall.

Creatures

There is a 30% chance for 1d6+2 male servants (N commoner 1) to be here.

Servants (varies): hp 3 each, see **DMG** for statistics.

The Mansion
Ground Floor



- Part III: To the Mansion -

Tactics

While offended by the PC's entry, they do not intend to fight, and if a fight breaks out, they flee.

Development

The servants resent intrusions and are unfriendly. If the PCs do not improve their attitudes to friendly or better, the servants report the PCs to the mansion guards. See sidebar for details.

Treasure

The servants have little of value. Each small chest (of which there are 12) contains 1d20 sp and 1d20 cp. One chest contains an *elixir of love*.

7. Servant's Hall

Light: Torches and fireplace.

Sounds: None

This large room combines a kitchen with a dining hall. A big fireplace stands against the opposite wall and long tables with bench seats fill the space.

This is where the servants take their meals and interact with each other.

Creatures

The servants take their meals about two hours after the family, so the hall will be full of 1d10+10 servants (N commoner 1) by eleven o'clock. Otherwise, there's a 40% chance for 1d4 servants to be here.

Servants (varies): hp 3 each, see *DMG* for statistics.

Tactics

Servants have little ability to fight and avoid confrontations.

8. Women's Quarters

Light: Lantern Light

Sounds: None

This large room holds a dozen or so beds and small chests. A few tables stand near a fireplace against the far wall.

Creatures

There is a 30% chance for 1d6+2 female servants (N commoner 1) to be here.

Servants (varies): hp 3 each, see *DMG* for statistics.

Tactics

While offended by the PC's entry, they have no intention of fighting, and if a fight breaks out, they flee.

Treasure

The servants have little of value. Each small chest (of which there are 12) contains 1d20 sp and 1d20 cp. One chest contains a *potion of cure light wounds*.

9. Hall

Light: Torches every 10 feet.

Sounds: The sound of rain coming through the open arches imposes a -4 penalty to Listen checks.

This corridor is lit with torches. Rainwater splashes in through the open windows looking out onto the inner courtyard.

Creatures

There's a 30% chance for 1d2 mansion guards to be here and a 10% chance for a mansion soldier to be here.

Off the Rails!

So, what if the PCs start butchering the Staufeu heirs left and right? Won't this totally throw the adventure off the rails? Doesn't this abort the entire adventure? Yes and no. As described in **Part Six**, regardless of the PCs' efforts to destroy the Staufeu children, something happens at the end. Whether it's the failed effort by Bergen to conjure up the final sinthral, or it's a weakening of the planar breach, Mansion of Shadows ends with a bang. If the PCs seem hell bent (pun intended) to hack apart Erich and his brothers and sisters, let them. The conclusion will be all the sweeter when the devils start slipping out of the mouth of Hell to rain down unholy terror on the Kirsvald.

Mansion Guards (varies): hp 5 each; see **Appendix** for statistics.

Mansion Soldiers (varies): hp 8 each; see **Appendix** for statistics.

Tactics

If guards are present, and the PCs are infiltrators, they shout for help and attack. If a soldier, he attacks by himself. In both cases, they close for melee.

Development

Sounds of fighting entitle the guards in **Room 10** to make DC 0 Listen checks. They take at least a -7 penalty to Listen checks due to the door and rain, and another -1 penalty for every 10 feet beyond their room. If they hear, they join the fight in 1d2 rounds. Because of the isolation of this area, no other guards arrive.

10. Barracks

Light: Torchlight.

Sounds: A DC 15 Listen check outside of the north door reveals the sounds of conversation. Those who succeed by 5 or more learn that the people inside are likely guards and that they're gambling.

This sizeable room contains bunks enough to hold 20 men, a few tables, chairs, and trunks.

Creatures (EL 3)

At any given time, there are 8 mansion guards here.

Mansion Guards (8): hp 5 each; see **Appendix** for statistics.

Tactics

The guards attack obvious infiltrators. Being off duty, they aren't prepared for a fight. They can grab their weapons and shields in 1 round. Modify their statistics as follows.

AC 9, touch 9, flat-footed 9 (-1 Dex)

Spd 30 ft. (6 squares)

Development

Guards tell guests who stumble into the room to be on their way. One may lead the PCs back to their quarters, but depending on the characters' actions, they may just tell them to "sod off." They aren't interested in conversation, so all DCs to change their attitude are increased by 5.

Treasure

In addition to their personal possessions (locks of hair, trinkets, and other junk), the trunks (of which there are 20) hold 1d10-2 gp, 1d20-4 sp, and 2d20 cp.

11. Guest Quarters

Light: Everburning torches. Each of the adjoining rooms holds a fireplace.

Sounds: None.

- Part III: To the Mansion -

Attached to a central sitting room are three bedrooms. Each contains two large beds that can sleep three comfortably and a small table equipped with toiletries, mirror, washbasin, and ewer. Two chamber pots sit under each bed. A large rug covers the stone-tiled floor. A wardrobe stands against one of the walls, holding a few spare blankets and sheets. Each room also holds a fireplace, and there's enough wood to keep the fire burning through the night.

If the characters are guests, these are their rooms. Otherwise, they are empty.

12. Servant's Stair

Light: Torches every 10 feet.

Sounds: A DC 20 Listen check reveals the sounds of a busy kitchen coming from above.

This small room holds a spiral staircase that climbs up to the level above.

This staircase leads up to the **First Floor**. The servants use it to reach the kitchens above. Given the tight quarters, characters wielding two-handed weapons take a -2 circumstance penalty to attack rolls, and those wielding reach weapons take a -4 penalty.

13. Main Entrance

Light: Four torches and a fireplace.

Sounds: DC 15 Listen check reveals the sounds of guards talking about nothing.

This room is obviously an entrance. While spartanly decorated, the Staufen coat of arms, a black boar rampant, stands over the door. A fireplace stands against the east wall, and a pair of torches in sconces flanks the doors. A large window overlooks the inner courtyard.

Creatures

Two mansion guards stand ready at all times.

Mansion Guards (2): hp 5 each; see **Appendix** for statistics.

Tactics

Unless convinced they are suppose to be here (Sense Motive +0), the guards waste no time attacking. One shouts for help and 1d4 more guards arrive every 1d4 rounds until a total of 12 (or however many are left) arrive.

Development

The guards are friendly to guests and offer to help direct them back to their quarters.

14. Bergen's Quarters

Light: None.

Sounds: None.

The doors to this room are locked. They may be opened with a successful DC 20 Open Lock check. Lady Elzbeth has the key.

This room holds a simple desk, a small bed, a dresser, chest, and a shelf containing five tomes and a statuette. A curtained window looks onto the inner courtyard. Everything is covered with dust.

This room housed Bergen when he lived in the mansion. He chose this room because of its nearness to the chapel. When Elzbeth cast him out of the house, she sealed the room and destroyed all the keys but her own. Some of her children have made a few attempts to get inside, but without much luck. Bergen didn't have the chance to collect his things, so the place is much as he left it.

Development

So long as the characters don't use any more light than a candle, they do not attract attention while examining this room.

Treasure

A cursory glance at the room's contents turns up nothing of interest. However, characters who take the time to search it discover a number of important clues.

- **Desk:** The desk is not much more than a table with four legs. On it is a pot of dried up ink and a few quills. A chair is pushed up against it. Characters who think to look under the desk or who succeed on a DC 12 Search check discover a small journal hidden underneath. It takes an hour to read the whole thing. The original priest of the knowledge god owned the journal. It recounts how he left Freeport to serve the Staufen family, and how though he knew the family's strange history, he was hopeful that he could lift them from the evil of their past. It goes on to tell of his meeting with a strange traveler just outside of Silverus. The priest was concerned about his spirit and counseled him in the doctrines of his faith. It ends abruptly and then skips a few pages.

Where it picks up, have the reader make a DC 10 Intelligence check to notice the changed handwriting. The discussion is exclusively of the family's history, mentioning a discovery of some black bound book in the vault hidden beneath the "stones of god." A few more entries later, it picks up with his discovery of the ancient tombs and the finding of the incantations.

- **Bed:** The bed is empty and moth eaten. Characters who succeed on a DC 15 Search check feel a lump inside the mattress. Cutting it open reveals a small bag containing an *arcane scroll of magic weapon*, 25 gp, and a human finger encased in bronze. The owner of the finger is up to you to determine, but it could be the finger of the murdered priest, whom Bergen has impersonated these past ten years.
- **Chest:** The chest holds spare vestments, smallclothes, and a holy book of the knowledge god. Beneath is a small box holding four labeled bottles of *oil of magic weapon*, *potion of cure light wounds*, *potion of mage armor*, and a *potion of undetectable alignment*.
- **Dresser:** The dresser has three drawers, each holding more clothing. If the PCs inspect each article of clothing, they find that the bottom drawer contains a black robe on which is stitched a pentagram in red.
- **Shelf:** The shelf holds five books and a statuette. The small statue depicts an elephant-headed woman. It is carved from ivory, and a successful Appraise check reveals it is worth 200 gp.

The books include: *Freeport: A History* (+4 bonus to Knowledge: history checks pertaining to Freeport), *Legends of the Towers* (+2 bonus to Knowledge: geography and history checks pertaining to the Towers), *Divine Theory* (+2 bonus to Knowledge: religion checks), a spellbook containing all cantrips, *jump*, *protection from evil*, plus three spells of your choice, and finally *The Black Seven*. The listed bonuses enable characters to make Knowledge checks untrained when consulted (it takes 1d4 hours of research). Bergen killed the spellbook's owner, when the mage stumbled onto Bergen in the middle of an incantation. The other books are worth 50 gp each.

But of them all, the most important is *The Black Seven*. This strange little book describes firsthand accounts of the horrors perpetrated by The Black Seven, describing in lavish detail how each personified one of the mortal sins. The information is confusing and jarring. It goes on to describe how Amros cleansed the mansion and interred his siblings in tombs below the house. Finally, the text reveals how their followers inscribed on the tombs the means by which their essences can be restored and cites the limitations of the incantation—they may be spoken only on the anniversary of the subject's birth and only the blood of Amros can accept the power the tombs hold.

15. Hall

Light: Torches every 10 feet.

Sounds: None.

Doors stand on nearly every wall of this long hallway. Hanging from the walls are portraits of people.

Development

The portraits depict the Staufen lords. They go back nearly five centuries. The oldest is of Amros himself. He appears haunted, tired, and sad. The only other one of note is Valdric. He is pictured seated with his wife. They both have solemn expressions, but they hold hands. A character who succeeds on a DC 15 Spot check notices a mirror, and in it is some sinister shadowy form.

Treasure

The paintings are of good quality, but their worth is more sentimental in value. At most, a painting might bring 10 gp to a collector.

16. Second Floor Access

Light: Torches every 20 feet.

Sounds: None.

This long hall ends at a spiral staircase that leads to the next floor.

This room is empty.

17. Audience Hall

Light: None.

Sounds: None.

This massive room is clearly an audience hall. Thick pillars support the ceiling overhead, and a dais stands against the east wall. On it stands a pair of high backed chairs. Hanging from the ceiling on the north and south walls are banners depicting the family coat of arms. Everything is dusty.

This room is empty.

18. Library

Light: None, though unlit lamps and candles are present.

Sounds: None.

This chamber holds a large collection of books. Leather chairs, several tables holding candles, and even a wheeled ladder to reach the higher shelves fill the room. A few braziers are scattered throughout the room, and a soft red rug covers the floor.

Development

The circumstances of this adventure prevent characters from spending too much time here, but at the expense of exploring, PCs can examine the contents of the collection. The books can include whatever you like, however, this could be a great opportunity to plant plot hooks for future adventures.

Treasure

This room holds several hundred books, consisting of journals, accounting books, guides, and more. The collection, if it could be transported, is worth a great deal, easily 1d20 gp per book.

19. Study

Light: Three lamps situated on three tables.

Sounds: None.

This room is big and airy with a high ceiling that reveals a first floor walkway overhead. Several chairs and couches are arranged facing huge windows to give those sitting a brilliant view of the Kirsvald. Now, though, sheets of rain hammer at the glass, concealing whatever secrets the night holds.

Creatures (EL varies)

There's an 80% chance for **Amalinda** to be here. Unless the characters are intruders, she deals with them as normal as described in **Part Five: Meet the Staufens**.



Also, hidden in **Room 27**, the balcony that overlooks the study, is a **cranial wretch**.

Amalinda: hp 4, see **Appendix** for statistics.

Cranial Wretch (1): hp 16, see **Appendix** for statistics.

Tactics

The devil observes the PCs from above, debating whether or not it should attack. If the PCs are obviously out of place and searching for something, or attack Amalinda, it flies above, dropping a goblet of its acidic drool on them. It does not descend unless the PCs are significantly weakened. Amalinda spends 1 round fighting the PCs and then flees by whatever means are available.

Development

If the PCs defeat the cranial wretch, they do not encounter it in **Room 27**.

20. Lord's Hall

Light: Torches every 10 feet.

Sounds: The rain outside imposes a -2 penalty to Listen checks.

Windows line this long hallway, providing a breathtaking view of the mountains, or would, if it weren't for the darkness and rain. A door stands closed at either end of the hall.

Creatures

(EL 2)

Two mansion soldiers protect this hallway. They do not harass guests, but attack anyone they see as an intruder.

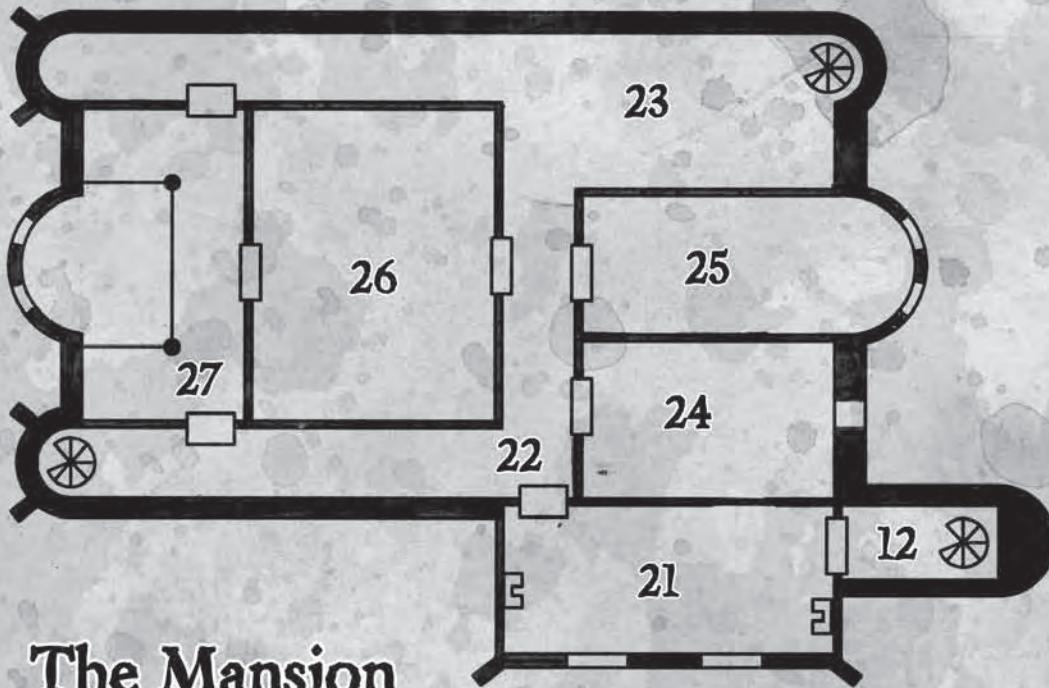
Mansion Soldiers (2): hp 8 each; see **Appendix** for statistics.

Tactics

On the first round, one soldier casts *darkness* and then moves forward, drawing his greatsword. The other charges any obvious spellcasters. Failing that, he attacks whoever is closest. The soldiers fight to the death.

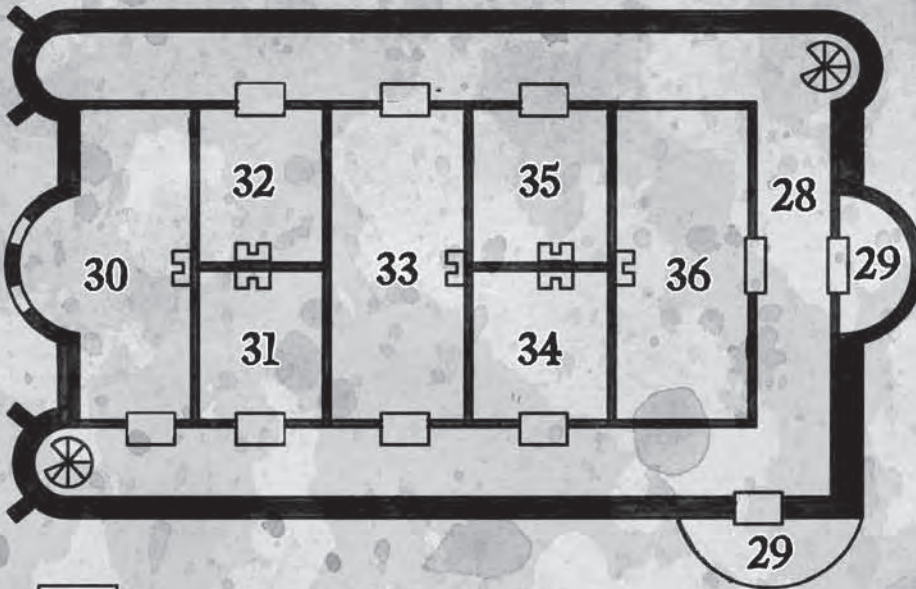
The Mansion

First Floor



The Mansion

Second Floor



□ = 10 FEET



- Part III: To the Mansion -

Development

Thanks to its isolated location, sounds of combat do not carry far, so no reinforcements come.

The west door leads to a closet filled with linens and cleaning materials, including a large barrel. Prying the lid off (DC 15 Strength check) reveals that the container is filled with lacquer and floating inside is a dead servant.

First Floor

This level is mostly the kitchens, storage, and a dining hall. The mansion guards occasionally patrol this floor, but most of the protection comes from the mansion soldiers. If the PCs are guests, Erich Staufen keeps his minions out of sight.

21. Kitchens

Light: Hearths, chandelier overhead.

Sounds: The noise of the kitchens imposes a -4 penalty to Listen checks.

This place is a busy kitchen. Hearths stand on the east and west wall, and big tables run along the center, covered with ladles, pots, pans, knives and an assortment of other tools. Overhead, a chandelier fitted with a dozen candles provides enough light to work.

Creatures

There are always at least 3 servants here and during meal times, there are as many as 1d10+2 more. The servants do their best to ignore **Leonor**, who in turn does her best to ignore everyone else.

Leonor: hp 8, see **Appendix** for statistics.

Servants (varies): hp 3 each, see **DMG** for statistics.

Tactics

Like all servants in the mansion, these are not looking for a fight. **Leonor**, however, is ghoulish, and by appearance and behavior alone, she may provoke the PCs into combat. See **Part Five: Meet the Staufen** for details on **Leonor's** tactics.

Development

The cooks shoo characters out of the kitchen, believing they belong in the mansion. Unless the characters make a big show of not belonging (such as attacking **Leonor**), they can move through this room without attracting undue attention. Should a fight break out, the servants flee, screaming.

22. Hall

Light: Torches every 10 feet.

Sounds: None

This long hall wraps around a central room. The southwest corridor leads to a spiral staircase.

The staircase leads up to **Room 28**.

23. Soldiers

Light: Torches every 10 feet.

Sounds: None.

This area is a large landing with a spiral staircase piercing the floor, leading to the level above and below.

A spiral staircase descends to **Room 20** and ascends to **Room 28**.

Creatures (EL 2)

If the PCs are guests, this room is empty. Otherwise, 2 mansion soldiers protect the hall.

Mansion Soldiers (2): hp 8 each; see **Appendix** for statistics.

Tactics

The soldiers attack anyone they don't recognize. They simply charge forward and butcher anyone in their way.

Development

Sounds of fighting are sure to alert one of the Staufen heirs. Each round, there's a 30% chance for a random Staufen that's present to come and investigate.

24. Larders

Light: None.

Sounds: None.

This room is a larder. Barrels of pickled fish, bags of flour, drying herbs, salted meats, and a slew of other foodstuffs crowd the shelves.

This room contains enough food to feed the mansion for six months. Characters searching the room and succeeding on a DC 15 Search check locate another dead servant.

25. Soldier Barracks

Light: Four torches

Sounds: A DC 15 Listen check enables a character to hear the sounds of raucous laughter.

This filthy room is a barracks. There are bunks enough for 10 soldiers. Dung and blood stain the walls. On the floor lies the corpse of a partly eaten female servant.

Creatures (EL 4)

At any given time, there are 4 mansion soldiers here. They attack anyone who opens the door who is not a Staufen.

Mansion Soldiers (4): hp 8 each; see **Appendix** for statistics.

Tactics

The soldiers don't waste time. Two spend their first action casting *darkness* and then closing on the characters up front, while the other two move to take positions on either side of the door. The soldiers fight to the death.

Development

Any sound of combat attracts the two soldiers at **Room 23**. They join the fight on the following round.

Treasure

In addition to their personal possessions, the soldiers have their payment, a princely sum of 500 gp.

26. Dining Hall

Light: Torches every 10 feet.

Sounds: None.

This is a large dining hall. The ceiling stretches overhead some 20 feet, and old banners hang on the walls, depicting the coats of arms of those families who have married into the Staufen family. A large table dominates the center of the room, with chairs enough for a dozen or more people. Two fireplaces keep the room almost uncomfortably warm.

Creatures

This room is normally empty.

27. Observatory

Light: None.

Sounds: None.

- Part III: To the Mansion -

This balcony wraps around the ceiling of the study below. A few paintings of the Kirsvald decorate its walls. Across the gap are windows that offer a good view of the mountains.

Creatures

If the PCs haven't already encountered the **cranial wretch**, they do so here. Hidden in the shadows (Hide check result 23) is a nasty fiend—a wicked cherub-like devil that flutters about on small leathery wings. It has twisted, childish features and a mouth that drips acidic drool.

Cranial Wretch (1): hp 16, see **Appendix** for statistics.

Tactics

The devil spits a glob of acid at the lead character and then flies from the balcony. It waits until it regenerates enough drool and then spits again. It continues this tactic until the PCs pepper it with ranged attacks or it reduces its foes to just one or two, at which point it closes to finish them off.

Second Floor

This level contains the Staufen family's bedrooms and living quarters.

28. Hall

Light: Torches every 20 feet.

Sounds: None.

This long hall wraps around the entire floor. Several doors lead to inner chambers.

Creatures (EL 2)

Guarding this hall is a **herlekin**—a grunt devil with the torso of a humanoid, the legs of a goat, a barbed tail, and a savage horned head. Having slipped

through the planar breach in the catacombs, it now serves the Staufen heirs. It hides from servants and guards, ignores soldiers, and bows and scrapes before family members. If it encounters someone it doesn't recognize, it attacks.

Herlekin (1): hp 13, see **Appendix** for statistics.

Tactics

The herlekin uses its "horns down!" ability and charges the closest character, so long as its opponent is at least 20 feet away. Otherwise, it attacks using its military pick. If it hits easily on the first round, it uses Power Attack, subtracting 2 from its attack roll to add 4 to damage. It fights to the death.

Development

Family members present in the rooms (50% chance for each) bordering this hall likely react to the sounds of combat and come to investigate in 1d3 rounds. Facing the devil and a slew of evil-possessed characters is a good way to end the adventure suddenly. If the odds look bad, advise the characters to flee, and quickly. Give them a way out if necessary.

Treasure

Stashed behind a loose brick (marked with an X on the map) is the herlekin's horde, much of which it gained when it agreed to serve the family. Finding the brick requires a DC 20 Search check. Inside is a dose of *silversheen* and 3 pieces of obsidian (each worth 50 gp)

29. Balcony

Light: None

Sounds: Wind and rain.

These rain-slicked balconies grant a great view of the Kirsvald. The rail is four feet high and the entire outcropping is made of dark stone.

Aside from the view, there is nothing of interest here.

30. Valdric's Bedroom

Light: Lamp and several candles.

Sounds: If Valdric is present, a character can, with a DC 15 Listen check, hear giggles and moans.

A massive bed that could sleep six dominates this messy room. Clothes, empty bottles and debris litter the chamber. It stinks of sweat and musk. Three windows stand on the far wall, though darkness and rain obscure the view.

Creatures

Four **vixens** are here at all times, awaiting the pleasure of their master, Valdric. The vixens are corrupted aasimars Bergen freed from a fat slaver in Silverus. With his twisted words, he convinced them to abandon their celestial heritage and embrace the delights of Belial. The vixens have long blond hair, wear loose, revealing shifts of pale blue, and have golden eyes. They are quite beautiful.

If Valdric is not encountered elsewhere, he is here, sampling the delights these ladies offer.

Vixens (4): hp 4 each, see **Appendix** for statistics.

Valdric: hp 16, see **Appendix** for statistics.

Tactics

The vixens are no fools. If they encounter the PCs without Valdric, they try to Bluff their way past and escape. If the characters aren't buying it (this is a clichéd device after all), the vixens attack until they can flee.

Should Valdric be here, they act the part of concubines, reclining, laughing, and flirting. If the characters somehow convince Valdric that these women are not what they seem, they attack their former master and try to escape.



- Part III: To the Mansion -

Development

The vixens are quick to talk. Not pleased with Bergen for leaving them in this drafty old house, they use whatever techniques they can to escape. They name Bergen as the villain and reveal that the children are all possessed by some entities, though they know not by what.

Treasure

The vixens have amassed a haul of jewels and jewelry. Inside a coffer beneath the bed are 3 pearls (each worth 100 gp), two pieces of amber (80 gp), and a fist-sized chunk of violet garnet (500 gp). Also, there are two pearl necklaces and matching earrings (the set is worth 300 gp), two gold rings (50 gp each), and a pair of silver bracelets with blue quartz settings (each 50 gp).

31. Rosalin's Room

Light: Lamp and several candles.

Sounds: If Rosalin is present, a character who succeeds on a DC 15 Listen check hears quiet muttering and cursing.

This room is full of stuff. Packed with wardrobes, clothing, furniture, and a slew of junk, there's little space to move.

Given the sheer quantity of stuff, each space costs three squares of movement, attacks are made at a -4 circumstance penalty, and all combatants are deprived their Dexterity bonus to AC.

Creatures

There's a 30% chance for Rosalin to be here.

Rosalin: hp 4, see **Appendix** for statistics.

Treasure

This room is so full, not even Rosalin knows what's inside. Searching and cataloguing the room takes 4 hours. If the characters manage this feat, they find 3,153 cp, 1276 sp, 238 gp, 3 pieces of blue quartz (10 gp each), a tiger eye turquoise (12 gp), 3 bloodstones (50 gp each), a silver comb (310 gp), 2 bracelets (45 gp), and a whole lot of worthless junk.

32. Jack's Room

Light: Lamp and several candles.

Sounds: If Jack is present, a character can, with a DC 10 Listen check, hear screams for mercy.

This hideous room reeks of blood and excrement. The floor is sodden with sickening stains. Chains hang from the ceiling and the manacles at their end drip with blood. A dead servant swings from one of these chains, his naked back so torn and bloody that the bone peeks through.

Creatures

Jack is a sadist and when not roaming the mansion, he's here, hurting someone, about 50% of the time.

Jack: hp 7, see **Appendix** for statistics.

Treasure

Aside from Jack's personal possessions, which he keeps here when he's not in the public eye, there is nothing of value here.

33. Erich's Bedroom

Light: Several candles.

Sounds: None.

This room is impeccable, perfectly arranged. A bed with neat sheets stands in one corner, a wardrobe in the other. The floor is covered with black rugs and fat black candles situated on small tables serve to light the room. There's an odd, almost chemical smell to the room.

Creatures

Erich is almost never here (10% chance). He spends most of his time wandering the mansion, speaking with his soldiers and strangling the occasional servant.

Erich: hp 7, see **Appendix** for statistics.

34. Kris's Bedroom

Light: Lamp and several candles.

Sounds: None.

This room is filthy and disgusting and stinks of a sewer. A large bed sags in the corner next to a cauldron-sized chamber pot. There's no other furniture here.

There is nothing of value here.

Creatures

Kris is almost always here (90% chance). Too lazy to clean himself or his surroundings, he wallows in his own excrement, which he lazily smears on the walls.

Kris: hp 7, see **Appendix** for statistics.

35. Amalinda and Leonor's Room

Light: Lamp and several candles.

Sounds: None.

This room holds two beds, a dresser, and a wardrobe. The room is neat and organized, but very dusty, and there are a few suspicious stains on the yellow rug.

Aside from some oddly sized clothing, this room contains nothing of value.

Creatures

Neither Amalinda nor Leonor spends time here, since they hate each other. Instead, Amalinda spends her time in the Library, while Leonor gorges herself in the kitchens.

36. Elzbeth's Room (formerly Helmut's)

Light: Lamp and several candles.

Sounds: If Elzbeth is present, a character can, with a DC 15 Listen check, hear quiet weeping.

This dark wood-paneled room holds a four-poster bed, wardrobe, chest of drawers, a few rugs, and a desk.

Creatures

Elzbeth spends almost all of her time here (90% chance), gripped with terror and sorrow for what has befallen her family.

Elzbeth: hp 8, see **Appendix** for statistics.

Treasure

Aside from Elzbeth's personal possessions, she has stolen a few things from Bergen's quarters, including a *divine scroll of summon monster III* (CL 5th) and a *cloak of resistance +1*. She keeps these in the bottom drawer of her chest.

- Part IV: Meet the Staufens -

At various points in their explorations of the mansion, the PCs can meet members of the Staufen family. Since they move about the mansion, all relevant information on these characters is included here, although their stat-blocks are in the **Appendix**.

Lord Valdric Staufen

Alignment: Lawful neutral

Personality: Distracted

Starting Attitude: Indifferent

Social Skills: Bluff +9, Diplomacy +11, Intimidate +6, Sense Motive -1

This is a man in his middle years. He has a thick head of salt and pepper hair, drawn features and haggard eyes. He has a wide mouth with good teeth, and seems comfortable in his wealth. He dresses in fine but not ostentatious clothing of a navy doublet with matching cape and breeches. The only jewelry he wears is a large gold signet ring bearing the rampant boar as its seal.

Valdric is the sex-obsessed lord of the Staufen mansion. He is a shell of a man. He's been used and manipulated for so long that he has little will left. He is obsessed with the vixens, seeing in them the realization of every desire. He spends most days with the women in his chambers, sampling the delights only they can give.

Tactics

Valdric is straight forward in combat. He calls for help from the mansion guards and works with allies to gain flanks. If he loses more than half his hit points, he withdraws to drink his *potion of cure light wounds*, and then throws himself back into the fight. Once Valdric learns the truth about his family, he becomes suicidal and fights recklessly.

Development

When not in his chambers, Valdric is always thinking about going back. He has little self-control and an insatiable appetite. Talking with him is a chore, since he always drifts off to think about the pleasures awaiting him. As a result, PCs trying to improve his attitude take a -4 circumstance penalty.

If the PCs do manage to improve his attitude to friendly, he spends most of his time talking about the "girls." At first, one might think he speaks of his daughters, but his preoccupation with his escapades makes it clear he's talking about someone else. Valdric has no idea what's going on in his house and refuses to believe anything negative about his children or spouse unless the PCs improve his attitude to helpful.

Should this occur, Valdric is stunned and thinks about the women who have manipulated him the last few years. Valdric excuses himself without explanation, fetches his weapons and returns to his room to butcher the vixens. Unless the PCs accompany him, he dies in the effort. If he manages to survive, he helps the PCs put his house in order.

Lady Elzbeth Staufen

Alignment: Chaotic neutral

Personality: Insane and melancholy

Starting Attitude: Unfriendly

Social Skills: Bluff +8, Diplomacy +16, Intimidate +5, Sense Motive +6

Though in her middle years, this woman is striking, with regal features, smoldering eyes and smooth skin. She wears a long black dress, studded with pearls, that clings to her willowy figure. Her hair is dark brown and tumbles down around her shoulders.



Elzbeth is the matron of the house. She knows that her children have been corrupted, and her efforts to free them from the curse have all failed. She's resorted to poisoning them, but doesn't understand why they aren't affected (sinthralls are immune to poison). She spends most of her time in her room, weeping piteously about the shadow that has fallen over her family.

Tactics

If given time to prepare, she coats her dagger with poison (risking the 5% chance to poison herself), and then casts *mage armor* and *shield* from her scrolls. Otherwise, she leads off by casting a spell. Against one or two opponents, she uses *id seizure* and then lashes out with her weapon; against more, she uses *cause fear* to even the odds. She intersperses her melee attacks with spells, using both to the best advantage. In larger fights featuring her children, she does not work with them and is as likely to attack them as she is the PCs.

Development

Elzbeth is something of a wild card. She knows her family is ruined, and she's been trying to purge the evil from the house. Her constant failures have driven her to extreme actions (including the attempt on Helmut's life). If Helmut survived the attack in the forest, she tries to finish the job by poisoning his food. To PCs who accompanied Helmut to the house, she is rude and unbearable, hoping that she can drive them from the mansion. She sees intruders as agents of Bergen and calls the guards or attacks them herself.

Despite her instability, she can be a useful ally. If the PCs improve her attitude to friendly, she breaks down and tells them everything she knows (children are evil, Bergen's responsible, and what she's had to do, including her attempt on Helmut's life). After her collapse, if left alone, she commits suicide out of grief, knowing that she has failed.

Erich Staufen

Alignment: Lawful evil

Personality: Cruel and proud

Starting Attitude: Unfriendly

Social Skills: Bluff +1, Diplomacy +5, Intimidate +5, Sense Motive -1

A severe man in his mid-twenties, he has dark hair, penetrating eyes, and a tendency to frown. He is clean shaven and keeps his hair short. He wears a sober grey doublet and matching breeches tucked into horseman's boots.

Erich is the eldest son and heir to the Kirsvald. As his father has become more and more involved with his doxies, responsibility for governing has fallen to Erich, a fact that pleases Erich a great deal. Erich has a terrible temper, and he's quick to strangle anyone who disappoints him. As soon as he does though, terrible grief fills him and he tries to preserve his victims by dipping them in lacquer. While this meets whatever twisted need Erich has, it has kept his exploits more or less secret.

Tactics

Erich is a dangerous warrior. Though far better in the saddle, he can handle himself just fine on foot, too. He treats his first attack as a test, seeing how easily he hits his foe. If he strikes, he follows up with a Power Attack on the following round (-1 attack, +1 damage). If surrounded by several opponents, he maintains his attacks against one character at a time, but uses *aura of superiority* to weaken the rest.

Development

The heir of the Kirsvald is an arrogant tyrant. Though he serves Bergen, he secretly has designs of his own to seize the land, build an army and conquer Silverus. He detests Helmut and wants nothing more than to wrap his fingers



- Part IV: Meet the Staufens -

around the other's neck and squeeze the life from him. But, he also realizes that Bergen wants all the children intact for some reason or another.

Though not altogether pleasant, he chats with anyone he meets, talking about his own efforts to defend the Kirsvald. Most of his stories deal with brigands, unruly commoners and the like. He seems to relish recounting his battles, spending an inordinate amount of time talking about the spray of blood and the screams of the dying. In one tale, he talks about riding down a thief and trampling him under the hooves of his horse. He is always sure to add, almost as an afterthought, that these were hardened criminals and justice was due.

Anyone shaking hands with him discovers that he has sticky hands. A close look (DC 15 Spot check) reveals his nails are filthy and blood and grime are caked around his cuticles. He's quick to cuff the servants, and from time to time, he fixes one with his unhealthy stare.

Rosalin Staufen

Alignment: Neutral evil

Personality: Ambitious and greedy

Starting Attitude: Unfriendly

Social Skills: Bluff +3, Diplomacy -1, Intimidate +3, Sense Motive -1



Lean with pinched features, this woman might be pretty if it weren't for the scowl marring her face. She wears a fine blue dress and wears her long red hair in ringlets.

Rosalin is the second oldest child, having just turned twenty-five, though she looks closer to forty. She wants power. Bergen promised to give her the mansion, and so Rosalin is content to serve... for now. Rosalin suspects treachery and does not intend to allow Bergen to complete the final incantation. She will strike once it begins, planting her knife in the man's back. And then, she will name herself queen of the Kirsvald.

Tactics

Rosalin fights only on her own terms. She prefers placing a quick knife in the kidney to standing toe to toe with a heavily armored opponent. If attacked, she flees, but doubles back to attack with surprise, making the most of sneak attack. Even if she has the upper hand, she flees and hides if reduced to 2 hp or less.

Development

A thoroughly unpleasant and arrogant woman, when she speaks, it is usually some criticism or complaint about those around her. She tends to talk about people as if they weren't there, making scathing commentary and generalizations about a race, class of people, or profession. To her family, she is equally rude, making cruel comments under her breath, rolling her eyes whenever someone other than her speaks, and generally being an unlikable boor.

Characters that engage Rosalin find that she's condescending and morally bankrupt. She sees commoners (and really anyone not a member of the aristocracy) as no different from animals. She refers to the servants as "it" and "thing." And, she seems to struggle when speaking to those clearly not of her station. However, characters who most certainly have noble blood receive her full attention. She practically fawns on them.

Joachim "Jack" Staufen

Alignment: Neutral evil

Personality: Lascivious

Starting Attitude: Indifferent

Social Skills: Bluff +7, Diplomacy +4, Intimidate +7, Sense Motive -3



This thin young man wears a red doublet and black breeches. He has an easy smile, but his eyes tell a different story—they are hard and flinty.

Jack is the second son. Twenty years old, he is full of life and exuberance. Unfortunately, his particular sin makes him a wretched and disgusting individual. Like his father, Jack thinks of one thing only, physical pleasure. He uses his ability to seduce the servants and lure them back to his room, where he introduces them to the kiss of his whip. Though happy with whomever he can get, he secretly covets his own mother. He dreams about her at night, waking up in cold sweats. His lust consumes him, driving him to distraction. Though he tries to hide his eagerness, he fails miserably.

Tactics

Foolish and driven by his passions, Jack's sadism shows when he fights. He is brutal and relentless, lashing anyone within reach with his whip. If he manages to drop his opponent, he drags them clear from the combat to his quarters, where he spends long hours working on his victim. Against a significant foe, he uses his lust ability to gain a defender, while he savages his other foes.

Development

At first, Jack seems to be all smiles and laughs. He is irreverent, funny, and entertaining. His jests begin innocently and self-deprecating, but it doesn't take long for them to turn scathing and cruel. He mocks his siblings, his father, and even the PCs. If someone becomes offended, he stops with surprise and spends the rest of the encounter sulking.

If Elzbeth is present, perceptive characters may note that he watches her very closely. As he does, he begins to sweat. Periodically, he closes his eyes and his pink tongue peeks out from between his teeth. He shamelessly lusts after her, and at one point excuses himself to collect his thoughts and regain some semblance of composure.

Characters that befriend Jack hear how his mother is beautiful, and how his father doesn't deserve her. The conversation ultimately drifts toward the pornographic, forcing Jack to depart to find a servant on which he can release his aggression... unless of course, one of the PCs is willing.

Kris Staufen

Alignment: Neutral evil

Personality: Lazy

Starting Attitude: Indifferent

Social Skills: Bluff +5, Diplomacy +8, Intimidate +5, Sense Motive +8



This wretch reeks of sweat and excrement. Gaunt with sallow features, his brown hair is black with filth, and his eyelids droop from excessive fatigue. Though his arms and legs are spindly, he has a large paunch that peaks out from under his shirt.

Since the incantation several years ago, Kris rarely leaves his bed. He finds he just lacks the will to get up and move around. He eats little, and when he does, it is always wine and sweets. Sickly and covered with bedsores, he shuffles about when he has to go anywhere.

Tactics

Since Kris can't be bothered to defend himself in a fight—death is, after all, the ultimate rest, he uses *suggestion* to tell his attackers to be on their way. If they resist, he struggles to his feet (a full-round action) and attacks halfheartedly with his dagger.

Development

Kris is as wicked as all the rest, but he's the least dangerous. He doesn't care about Bergen, his siblings, his parents, or anything really, so he might be convinced to explain what happened to him (DC 20 Diplomacy check). If so, he describes how he was taken through a trapdoor in the chapel, through the catacombs, where Bergen subjected him to some sort of magic. "It wasn't a spell, but it acted like one. It took forever." He then promptly goes back to sleep, ignoring any further efforts at conversation.

- Part IV: Meet the Staufens -

Amalinda Staufen

Alignment: Neutral evil
Personality: Envious
Starting Attitude: Unfriendly
Social Skills: Bluff -2, Diplomacy -2, Intimidate -2, Sense Motive +7



Thin to the point of being skeletal, this young woman has a small mouth, narrow nose, and large blue eyes. Her hair is stringy and brittle. Her clothes hang from her bones, emphasizing how horrid she truly is.

Amalinda is Kris's twin. As her brother wastes away from idleness, she wastes away from self-imposed starvation. Filled with spite and gall, she resents her family, what she perceives as their fortune. All she wants is attention, and she'll do anything to get it—including starving herself.

Tactics

Her skeletal figure masks a durability and an unwillingness to quit. She's quick and tough, but she relies on the spells she's learned through her dabbling in black magic. She uses *command* to bring her foe close, and then on the following round, she blasts him with her *wand of burning hands*. If she fights alongside other villains, she moves so that when she reads *cause fear* from her scroll, it will drive the fleeing character into her allies' swords.

Development

Since she is consumed with hate for her family, she is willing to betray them all. She craves attention, and any character who can stand to shower her with affection (and improves her attitude to friendly) gains a loyal ally for as long as they don't betray her. Amalinda conceals what happened to change her, but if she becomes helpful, she volunteers to take her new friend to the catacombs.

Leonor Staufen

Alignment: Neutral evil
Personality: Gluttonous
Starting Attitude: Hostile
Social Skills: Bluff -2, Diplomacy -2, Intimidate -2, Sense Motive +0



A true horror, it's clear this creature was once human, but the rolls of fat conceal even the gender. Its face is smeared with old food, rotting on its very cheeks. Small porcine eyes roll about in its head, and prodigious nostrils taste the air, searching for its next meal. In one meaty fist it clutches a sharp battle axe and in the other, a squawking chicken.

This shuddering hulk is Leonor, the last child transformed by Bergen's incantation. In the year since her "rebirth," she has engorged herself on anything she can eat. Forcing fistfuls of food down her gullet, she waddles about the mansion, always hungry, always searching. When Erich deprived her of food, she tore apart one of his soldiers and ate him right in front of her brother.

Ever since tasting sentient flesh, Leonor struggles not to eat the guards or servants. The house has no rats since she snaps them up. She spends a good portion of her day raiding the kitchens, gobbling up the foodstuffs with glee.

Tactics

Leonor is brutal in combat. She hacks at her enemies with her axe, pausing long enough to spray them with her foul vomit. If she drops a foe, she stops fighting and devours him. Should the fight turn against her, she readily withdraws.

Development

It's just about impossible to talk to Leonor; she's always eating. Between mouthfuls, she utters terrible curses that could make the most hardened mercenary blush. She has little use for people, seeing them all as potential meals.

Dinner is Served

About an hour after the PCs arrive, Helmut himself comes for the PCs. After a few pleasantries, he takes them to dinner. Since it's still raining, he leads the characters through the servants' corridor. He walks briskly, so be brief in your descriptions of the areas the PCs pass through, giving them just enough to get their bearings. Though expected at dinner, Helmut is preoccupied by the strangeness he's seen since coming home and doesn't notice if one of the PCs slips off.

Helmut is quiet the entire time, thinking about his family. He's deeply worried and distracted. He answers questions offhandedly, sometimes mistaking the question completely. When the characters arrive in the dining hall (**Room 26**), read or paraphrase the following text.

Helmut leads you into the large dining hall. The ceiling stretches overhead some 20 feet, and old banners hang on the walls, depicting the coats of arms of those families who have married into the Staufen family. A large table dominates the center of the room, with chairs enough for a dozen people. Two fireplaces keep the room almost uncomfortably warm. Already seated at the table are the Staufens. Lord Staufen, a middle aged man with drawn features, rises, offering a half smile. "Welcome! You have done my son a great service and for that I am in your debt. Please accept the hospitality of my home in thanks for your brave efforts."

The characters can sit wherever they wish, but Valdrick pulls out a chair for someone to take a seat next to him. Which family members are present are up to you, but Kris and Elzbeth should be absent. Arrange them around a table as you like, being sure to break up the party where possible. None of the family trust each other, so they keep a seat between them. As soon as the PCs take their seats, the meal begins and they may interact with each other or with the NPCs seated near them as they like.

The meal is fine, featuring over a dozen courses, including fresh greens, platters of pork, beef, pheasant, trout, tubers, sauerkraut and onions, sweetmeats, and several deserts. Once the meal concludes, the servants bring a selection of cordials, dessert wines, and hot beverages.

Off the Rails!

It's almost impossible to predict the actions of PCs in freeform encounters like this one. How the PCs deal with these encounters depends on the players. Some may find the entire thing dull and boring, drifting off to doodle on their character sheets, while others may become so involved this scene winds up taking the whole night to conclude. Watch you players' body language. If it's clear that it's not fun for everyone, wrap it up and move on with the rest of the adventure. Otherwise, let this go for as long as you like.

Another potential snag is with the NPCs themselves. These characters are very evil, and any PC who has the ability to detect evil finds themselves in a bit of quandary. So may characters who make extensive use of Sense Motive, or even just those who, by talking with the NPCs, may become convinced the Staufen family is not what it seems. Some brash groups may attempt to fight the family right there at the dinner table. If they are leaning this way, it's probably a good idea to remind them that if their suspicions are correct, then it's probably not a good idea to confront them all at once, surrounded by guards.

Running the Dinner Scene

This is a complex encounter, requiring you to manage several NPCs at once. Unless you have a dozen or so friends (beyond those playing) to take the roles of the Staufens, you may find it quite difficult to keep up with the many different conversations that are likely to happen simultaneously. But, this scene offers a great chance for roleplaying, giving players the chance to feel out their own roles and to become comfortable with their characters.

The best way to handle this scenario is to let the PCs do the talking. Let them choose which character to engage. Take the role of the NPC they address, answering questions as appropriate. Conversation should cover general information, questions about what brought the characters to the Kirsvald, having the PCs recount the battle, and perhaps some discussion about their backgrounds. The Staufens are happy to discuss the Kirsvald and its environs, Staufendorf and the Narrow Pass. The topics they respond to are safe, pleasant, and describe their lands in the best possible light.

From the NPC descriptions, the family members are all disturbingly corrupt. While the descriptions may make it seem like such individuals are openly evil, it's important to remember that they are all trying to conceal their true natures from Helmut. So instead of revealing everything about themselves, they should let snippets of their character slip out in ordinary speech.

Many groups are not accustomed to or comfortable with immersive roleplaying, preferring action and adventure over sessions spent chatting with the GM. They may not find this scene interesting or entertaining and want to move on quickly. Likewise, if you aren't comfortable running this sequence, it's perfectly acceptable to summarize the meal quickly, touching on key plot points and information the characters need to learn before the meal concludes.

What the PCs should Learn

The dinner scenario should provide the PCs with several key bits of information.

- Valdric Staufen is openly having an affair with a group of women.
- Elzbeth Staufen is aware and seems not to care.
- Jack desires his mother and his feelings are not being reciprocated.
- Erich is dangerous and violent, having none of the qualities of his youngest brother.
- The family's behavior concerns Helmut and he wants to relate his suspicions to the PCs in the morning.
- No one seems worried about the encounter in the woods. Erich dismisses the cloaked rider as a bandit and vows to find the culprit.

A Poisoned Dish

While most of the food is safe, Helmut's plate is not. After the PCs enter and the dinner begins, Lady Elzbeth creeps into the kitchens to sprinkle dark reaver powder on Helmut's meal. She makes sure it goes to the proper place, and watches through one of the doors to be sure. About halfway through the dinner sequence, have Helmut make a DC 18 Fortitude save. If he fails, he takes 2d6 points of Constitution damage. If Helmut is still injured from the combat earlier in the day, this could kill him. In any event, he turns pale and starts to choke. A character who succeeds on a DC 18 Heal check can see what's happening and may attempt to treat the poison when Helmut must make his second save (1 minute later). In response to this horrible scene, Jack, if present, laughs while the other siblings stare intently at one another. Only Valdric goes to his son's aid, clapping him on the back uselessly. If left untreated, Helmut has to make a second save (note the penalty to his Con thanks to the initial poisoning), and if the other didn't kill him, this surely will if he fails (he takes 1d6 points of Constitution and Strength damage). When the poison has run its course, Erich snatches his brother up, saying he'll take him to the chapel. Savvy characters who've explored the chapel know there isn't a priest here at all. If one of the PCs tries to help, Erich snarls, "Haven't you done enough?"

Off the Rails!

What happens if Helmut is not injured from the poison?

If Helmut manages to make both saves, he escorts the PCs back to their quarters after the meal is complete. Once there, he confides to them that he suspects something terrible is happening in the house, and for their safety, he recommends that they stay in their quarters. (Whether they do or not is up to them.) Meanwhile, Helmut goes to speak with his mother. Having failed to poison her son the first time, she's waiting for him with a poisoned knife in hand. Once he enters, she attacks. How this fight turns out is up to you. One possible outcome is for Helmut to be forced to kill his own mother out of self-defense. Another is for Elzbeth to succeed, after which she kills herself. And finally, Erich and another sibling could happen on the fight, kill their mother and drag Helmut to the chapel to await Bergen.

Erich takes Helmut into the chapel, through the secret door and into the room with the Tombs. There, he ties him up and goes back to the mansion to kill his mother. Meanwhile, the PCs are free to do as they wish. They may speak to the other Staufens, but they all honestly deny being involved. The servants, on the other hand, may be able to shed light on the matter. A successful Intimidate check forces one of the servants to blurt out that Lady Elzbeth was in the kitchens moments ago.

After Helmut suffers the initial effect, Elzbeth flees back to her room and locks the door. If confronted, she refuses to answer any questions unless she becomes friendly, or a PC successfully intimidates her, at which point she breaks down and reveals everything. As long as the characters keep their revelation a secret, they have nothing to fear. But if they go on a rampage to butcher the family, they will have a nasty fight on their hands.



- Part V: Beneath the Remains -

This chapter brings *Mansion of Shadows* to its dramatic conclusion. However, the events of this chapter may overlap with the PCs' explorations of the mansion. They will likely want to explore after dinner (or while the dinner takes place). As they do so, the final pieces move into place, giving everything the PCs need to stop Bergen's nefarious plans.

The Chapel

Shortly after the PCs arrive, Erich places 2 **mansion guards** out front of the chapel who are under order to prevent anyone but the children from entering.

Throughout the night, leading up to the mob's attack, the Staufen children start moving towards the chapel. The first is Erich. If Helmut was successfully poisoned, Erich carries Helmut to the chapel and into the catacombs below. Every 30 minutes thereafter, another one of the children leaves the house for the chapel. Ten minutes after the last child enters, the mob attacks.

PCs watching the chapel may get suspicious and go to investigate. More than likely, they miss the NPC as he or she slips through the trapdoor, but it's possible that the characters can catch the child in the act. If this happens, the child attacks the PCs, fighting to the death. Each round, there's a cumulative 5% chance that one of the other children in the complex comes to investigate their missing sibling. If there are any soldiers left in the courtyard, they follow the PCs into the chapel in 1d3 rounds. There is too much rain and distance for the guards to hear the sounds of fighting.

A Variant Conclusion

If you resolve the big battle using mass combat rules, one way to make things much more interesting is to have a third army enter the picture after the third or fourth round. Bergen gets to the Tombs, but instead of finishing the incantation, the planar breach tears free, releasing an army of lemures and knockers into the Material Plane. The guards and villagers must work together to defeat this new threat.

Knockers (3 units)

knocker unit (10/unit): Unit HD 10; Creature HD 1; Unit Damage Factor 10; Creature Lost Every 1; Creature/Unit Base Atk +1; Creature Atk +4 melee (7 heavy pick); Unit Atk +5 (heavy pick); Creature/Unit AC 15 (none); Unit Speed 300 ft.; Unit Morale Bonus +0; Unit SV Fort +4, Ref +2, Will +1; SQ immune to fire and poison, resistance to acid and cold (-2 damage factor), see in darkness

Damage Factors

Unit 1: /////////

Unit 2: /////////

Unit 3: /////////

Lemures (2 units)

lemure unit (10/unit): Unit HD 20; Creature HD 2; Unit Damage Factor 10; Creature Lost Every 1; Creature/Unit Base Atk +2; Creature Atk +2 melee (2.5, 2 claws); Unit Atk +0 melee (2 claws); Creature/Unit AC 14; Unit Speed 200 ft.; Unit Morale Bonus +2; Unit SV Fort +3, Ref +3, Will +3; SQ DR 5/good or silver (-2 hits/attack), immune to fire and poison, mindless, resistance to acid and cold (-2 damage factor), see in darkness

Damage Factors

Unit 1: /////////

Unit 2: /////////

Mob Rules

When the last living child enters the catacombs, Bergen and his mob of villagers attack the mansion. Bergen managed to whip up 120 angry villagers to join him against the mansion. Considering how few guards remain, they should easily overpower the mansion.

How the PCs deal with the mob depends on what they've learned so far and whether or not they entered Staufendorf. Characters that have seen enough evil may relish the chance for some help overthrowing the family and may throw open the gates to let them in, just as they might if they had agreed to help Bergen. On the other hand, if they explored little and somehow still see the Staufens in a positive light, they may aid the guards and soldiers against the attackers.

In any event, as soon as the mob hits the gates, they batter it for a few rounds, while the surviving guards and soldiers rally in the courtyard. Archers from the tower facing the road pepper the crowd, while the rest of the guards and soldiers ready to meet the horde in the courtyard. Eventually, whether or not the PCs open the gates, the mob breaks through.

Running the Battle

Large-scale battle scenes can be a challenge to adjudicate. Rolling attacks for nearly 200 attackers is simply not practical. So to handle this scene, you can use one of three methods.

Narrative

Of the three, the narrative style is the easiest, as it allows you to describe the action that happens around the characters as they make their way to the chapel. You need not cover every detail, just the highlights: the pounding on the gates, the sounds of crossbow fire, and the screams of the dying. If the PCs want to take part in the battle, let them, but use smaller encounters, a few fights with a few opponents. Each round, the battle develops as you like until the characters decide to enter the chapel and contend with the darkness below.

Representative

Another way to handle the battle scene is a combination of narrative and mass combat. In this model, you determine a few key scenes in which the PCs will be involved. Good ideas include fighting for the gates, defeating the archers in one of the towers, directing the defenders, directing the attackers, and so on. The characters' actions can dictate the flow of the battle without heavy dice rolling. For combats against the mansion forces, the PCs should never face more than 1 per party member at a time. Against the mob, have the PCs square off against the village's warriors (see **Village Guards** in the **Appendix** for statistics), again, no more than 1 per party member.

For more detailed information on adjudicating battles in this way, be sure to check out Green Ronin's *Advanced Gamemaster's Guide*.

Mass Combat

For the war gamers, this combat is a great chance to use mass combat rules like those presented in the Green Ronin's *Advanced Player's Manual*. If you choose to go this route, the characters may square off against entire units or join up with units to lead them to victory. In this model, the character's actions have a direct effect on the outcome of the scenario, so that they see it through to the bitter end. Should you opt to resolve the battle using mass combat rules, they learn from a survivor that Bergen entered the chapel during the fight, and may move to explore this area as they wish.

The following statistics use the rules from the *Advanced Player's Manual*. On the villager's side, there are 100 commoners and 25 village guards. Leading

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them is Bergen, Petra, and Kyle. On the mansion side, there are 30 mansion guards and 15 soldiers (though there may be less, depending on the PCs' previous actions). Leading the defenders is Valdric. The mansion defenders are in place before the villagers get inside. Note, because each unit occupies a 50 foot square, the villagers can only enter one unit at a time.

Attackers

Commoners (10 units)

human commoner 1 unit (10/unit): Unit HD 10; Creature HD 1; Unit Damage Factor 10; Creature Lost Every 1; Creature/Unit Base Atk +0; Creature Atk +0 melee (3.5 club); Unit Atk -1 melee (club); Creature/Unit AC 11 (padded); Unit Speed 300 ft.; Unit Morale Bonus +1; Unit SV Fort +0, Ref +0, Will +0.

Damage Factors

Unit 1: □/□/□/□/□/□/□/□/□/□
Unit 2: □/□/□/□/□/□/□/□/□/□
Unit 3: □/□/□/□/□/□/□/□/□/□
Unit 4: □/□/□/□/□/□/□/□/□/□
Unit 5: □/□/□/□/□/□/□/□/□/□
Unit 6: □/□/□/□/□/□/□/□/□/□
Unit 7: □/□/□/□/□/□/□/□/□/□
Unit 8: □/□/□/□/□/□/□/□/□/□
Unit 9: □/□/□/□/□/□/□/□/□/□
Unit 10: □/□/□/□/□/□/□/□/□/□

Village Guards (2.5 units)

human warrior 1 unit (10/unit): Unit HD 10; Creature HD 1; Unit Damage Factor 10; Creature Lost Every 1; Creature/Unit Base Atk +1; Creature Atk +1 melee (4.5 longsword) or +2 ranged (4.5 spear); Unit Atk +1 melee (longsword) or +2 ranged (spear); Creature/Unit AC 17 (chain & shield); Unit Speed 200 ft.; Unit Morale Bonus +1; Unit SV Fort +2, Ref +0, Will +0.

Damage Factors

Unit 1: □/□/□/□/□/□/□/□/□/□
Unit 2: □/□/□/□/□/□/□/□/□/□
Unit 3: □/□/□/□/□

Defenders

Mansion Guards (3 units)

human warrior 1 unit (10/unit): Unit HD 10; Creature HD 1; Unit Damage Factor 10; Creature Lost Every 1; Creature/Unit Base Atk +1; Creature Atk +3 (5.5 mwk longsword) or +0 (4.5 light crossbow); Unit Atk +4 melee (mwk longsword) or +0 ranged (light crossbow); Creature/Unit AC 17 (splint & shield); Unit Speed 200 ft.; Unit Morale Bonus +1; Unit SV Fort +3, Ref -1, Will +0.

Damage Factors

Unit 1: □/□/□/□/□/□/□/□/□/□
Unit 2: □/□/□/□/□/□/□/□/□/□
Unit 3: □/□/□/□/□/□/□/□/□/□

Mansion Soldiers (1.5 units)

evil planetouched orc warrior 1 unit (10/unit): Unit HD 10; Creature HD 1; Unit Damage Factor 10; Creature Lost Every 1; Creature/Unit Base Atk +1; Creature Atk +5 (10 mwk greatsword) or +1 (4.5 light crossbow); Unit Atk +7 (mwk greatsword or +1 (light crossbow); Creature/Unit AC 15 (scale); Unit Speed 200 ft.; Unit Morale Bonus -1; Unit SV Fort +3, Ref +1, Will -2.

Damage Factors

Unit 1: □/□/□/□/□/□/□/□/□/□
Unit 1: □/□/□/□/□



Battlefield Events

While the battle rages, the following key events may occur.

Elzbeth (if alive)

By now, the characters should have a good idea of what's going on, or at least they should suspect something terrible is about to occur. But if they are confused or unsure who the real villain is, Elzbeth finds them in the middle of the combat and pleads with them to stop her children. Depending on where the PCs are in the battle, it may not be possible for her to communicate fully what's going on, but at the very least, she points towards the chapel. She does not accompany the adventurers. Should the characters take Elzbeth somewhere they can speak quietly, she reveals all that she knows. See **Part Five** for details.

Valdric's Fate

What happens to Valdric depends on what happened earlier in the evening. Obviously, if Valdric still lives, he leads his troops against the attackers. But, he meets his doom on the battlefield. Erich's own soldiers turn on him in the middle of the battle. PCs within 30 feet of Valdric can join the fight, attacking the four mansion soldiers who train their attention on the Lord, but if not, he is slain.

However, should Elzbeth's poison succeed in killing Helmut, Valdric is used in the incantation instead. Shortly after the battle begins, the herlekin and the four vixens subdue the ruler and carry him to the chapel. Unless they are stopped, he becomes the vessel for the final essence.

Bergen Arrives

Shortly after the first wave of villagers pours in through the gate, Bergen and his cronies follow. Bergen places Kyle in charge of the offensive, and both he and Petra go to the chapel. Once inside, Bergen bluffs the mad ranger, coming

up with an excuse to check on the catacombs, and slips through the secret door. Before he goes, he gives his lackey clear instructions to kill anyone who attempts to follow—knowing any straggling children should be more than a match for Petra.

The Chapel and Catacombs

Whether they discovered the chapel's importance through exploring the mansion, through speaking with the Staufens, or even just putting it all together, the characters will ultimately have to face the catacombs to defeat the corruption. However, the characters' choices in the mansion result in different conclusions.

At any point during the attack, the PCs can leave the battle and enter the chapel. Inside, the characters find either Erich (if alive) or Petra. Erich is here if Bergen is dead or one or more of the other siblings (other than Helmut) are dead. Should the PCs be the ones responsible, he screams and attacks, not wasting his time on one of those silly villain monologues. In the case that Erich was already slain, replace him with another child.

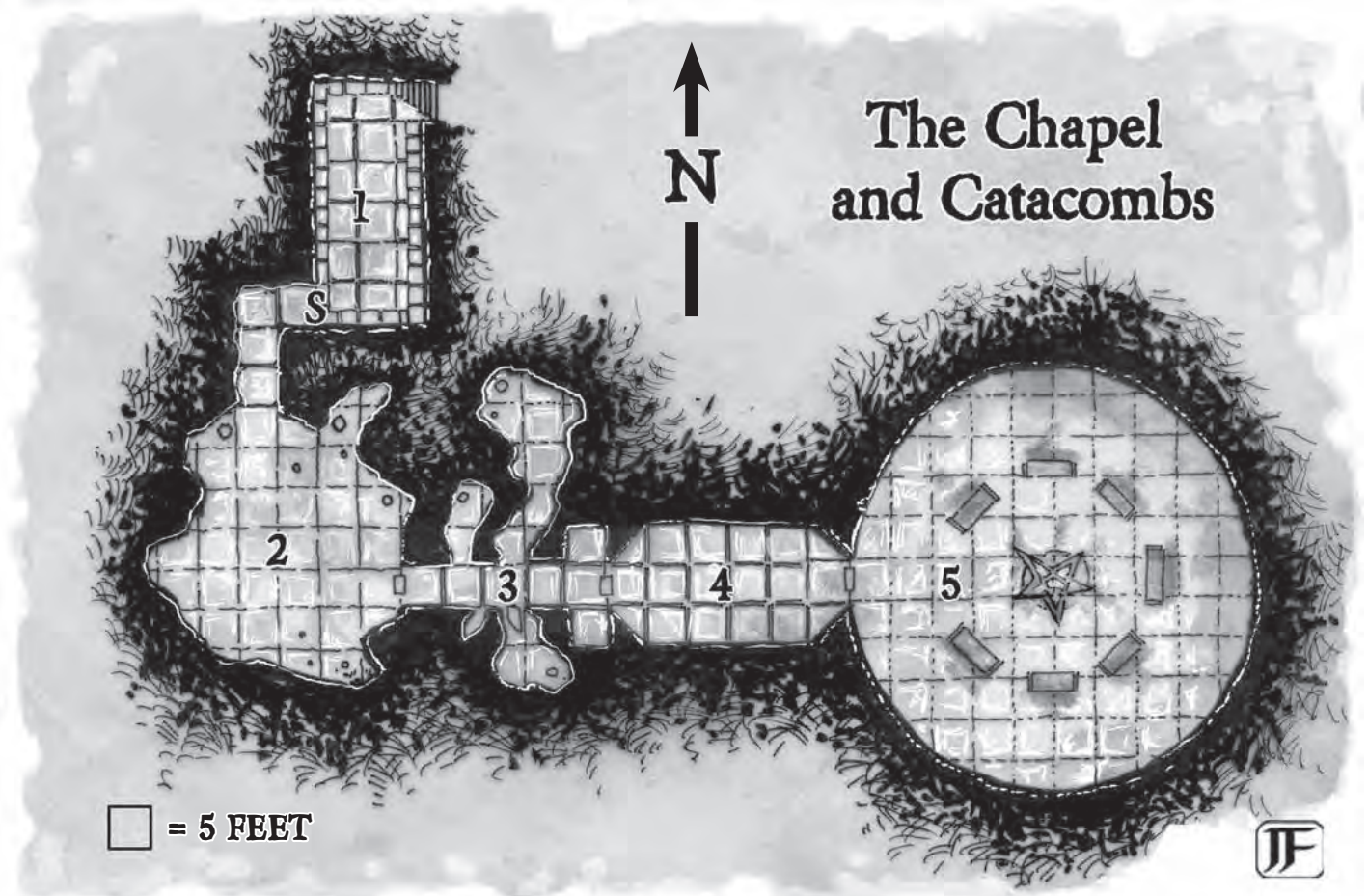
Petra, though, should be the one most likely encountered. Bergen leaves Petra to guard his back. Pulled early from the fight, she's hungry for more violence. Cocky and self-assured, she snarls at the PCs when they enter, unsure of their motives (this is especially true if the PCs met her in Staufendorf). Her instability means there's little chance of circumventing a fight here, and after a few tense rounds of chatter, she flings herself at the characters.

1. Catacomb

Light: None.

Sounds: None.

Below the trapdoor in the floor is a staircase that descends into the darkness.



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Assuming the characters have a source of light, read or paraphrase the following.

Shelves line the walls and on them rest countless bones. Skulls stare out from the walls, and webs and dust cover everything. It seems the bones were placed haphazardly, with little respect for the dead. A few inches of water cover the floor, and the place stinks of mildew and rot.

This room holds the bones of the Staufens. When a family member dies, her corpse is placed here. Since nearly all of the priests who preceded Bergen felt an evil presence here, few lingered long, and the bodies were never reverently cared for.

In the southwest corner is a secret door. Only a DC 15 Search check is required to locate it since it has been much used of late and the bones that once concealed it have been disturbed.

2. Chamber

Light: None.

Sounds: DC 15 Listen check reveals the sounds of picks on stone.

Rubble and debris cover the floor of this chamber. Littered amongst the broken stones are a dozen or so dead servants, their bodies shiny from the lacquered shell that encases them.

Characters who succeed on a DC 10 Knowledge (architecture and engineering) check can tell this room has been recently enlarged. A DC 10 Search check reveals the walls have been chipped away, and the debris on the floor confirms this. The walls here were once painted with holy scenes reflecting Amros's victory over the Black Seven, and fragments of the painted stone cover the floor. The knockers found the depictions offensive and did their best to erase them.

The servants' features are contorted with agony, their flesh sunken to the bone. A DC 12 Heal check on the corpses reveals that each was strangled before being dipped in the fluid.

Development

A loud noise entitles the knockers in Room 3 to a DC 10 Listen check (though be sure to apply the penalties for distance, the noise of their picks, and the closed door). If they succeed, they emerge from their tunnels and await the PCs in the alcoves on either side of the far door.

3. Knockers

Light: None

Sounds: The sound of knockers digging tunnels is loud and imposes a –2 penalty to Listen checks.

What clearly was a straight corridor is now pitted with side tunnels. To either side, small rents appear, leading off into the darkness. The far end of the corridor ends at a perpendicular corridor with a door in the middle.

The knockers work to expand this area to accommodate the armies of Hell when they come through the planar breach. They hope to provide more routes to allow the devils to flood out quickly.

Creatures (EL 2)

Two knockers work to excavate new tunnels. They slipped through the planar breach sometime in the last year, unbeknownst to Bergen. The children, who have come down here from time to time, believe—wrongly—that these devils are somehow part of Bergen's plan.

When Bergen arrives, the knockers allow the cultist to pass, knowing he will release more of their kind with the incantation. Bergen is concerned about their presence, but plans to deal with them later.

Knockers (2): hp 6 each, see **Appendix** for statistics.

Scaling

For 2nd-level parties, change nothing. For 3rd-level parties, add 1 knocker. For 4th-level parties, add 3 knockers.

Tactics

Unless the knockers heard the PCs approach, the adventurers automatically gain surprise since these fiends are absorbed in their work. Otherwise, the knockers take positions in the alcoves on either side of the door, ambushing the characters when they approach.

Development

Sounds of combat automatically alert the guardian in **Room 4**.

4. Guardian

Light: None.

Sounds: A DC 15 Listen check reveals the sound of guttural muttering. A DC 20 Listen check reveals the sounds of chanting coming from the door at the far end of the tunnel.

This lozenge-shaped chamber reeks of brimstone and filth. The walls are smeared with profane symbols made of blood and dung.

Creatures (EL 2)

A **herlekin** guards the door to the Tombs. Bergen convinced the devil to serve him when it slipped through the planar breach a year ago. The herlekin agreed, not to help the mortal, but instead to prepare the way for the coming army.

Herlekin (1): hp 16, see **Appendix** for statistics.

Scaling

For 2nd-level parties, add 1 lemur. For 3rd-level parties, add two lemures. For 4th-level parties, replace the herlekin with a bearded devil and do not add any lemures.

Tactics

Whether the herlekin is aware of the PCs or not, on its first action, it charges the lead character, using its "horns down!" ability. It then keeps the characters pinned at the door to the best of its ability, wielding its military fork to tear its foes apart. If it drops a character, it pauses long enough to drink the victim's blood so it can enter its blood rage. The herlekin fights to the death.

Development

Sounds of combat are sure to alert the NPCs in **Room 5**. However, since they are involved in the incantation, they are unlikely to react. If the combat persists more than 4 rounds, two of the Staufen children break away from the incantation to join the fight.

5. The Tombs

Light: Candles placed around the pentagram in the floor. Dim red light (equivalent to a torch) emanating from the pentagram itself.

Sounds: If Bergen is present, he's chanting. If not, and the devils are slipping through the breach, their escape includes horrible shrieking noises.

This large circular room contains seven tombs of black basalt arranged around a pentagram carved in the floor. The walls are carved with inverted holy symbols, profane sayings, and curses. The room feels evil.

An *unhallow* spell with a permanent *cause fear* effect tied to it covers this room. Characters entering the room must succeed on a DC 13 Will save or become frightened for 1d4 rounds. Those who succeed are shaken for 1 round. As with the spell, characters with 6 or more HD are unaffected. See spell descriptions in the *PHB* for more details.

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This chamber holds the tombs of the Black Seven. Interred here by their loyal followers ages ago, the room drips with corruption and malevolence. So evil is this place that, over the centuries, the fabric of reality has weakened here, creating a planar dimple that conflates the Astral Plane with the Material Plane. The wickedness of this place has attracted the attention of Ariel, an ambitious fiend lord from the Nine Hells, who serves Belial. Bergen's meddling with the spirits has inadvertently created a crack, allowing devils to slip through without being summoned. Each time he unleashes one of the essences contained in the tombs, the crack grows a bit wider, and if Bergen succeeds in the final incantation, the weak

spot will rupture, creating a permanent rift that bridges the Material Plane to the Nine Hells. But such is the damage that even if this final incantation is not spoken, the mere existence will eventually enable Ariel to lead his armies through.

Sealing the breach is beyond the means of a 1st-level party. Though they cannot fix the damage, they can at least slow it. To achieve this end, they must undo what Bergen has wrought. First, they must halt the final incantation. Second, the sinthralls must be destroyed.

Exactly who's here and what happens depends on the PCs' actions so far.

New Incantation: Sin Bind

Unearthed Arcana presents a system of magic that enables non-spellcasters to produce magical effects called incantations. In brief, an incantation is an often narrow-focused magical effect that requires a long casting time, several ingredients, and presents great risk to the caster. To speak the incantation, the caster must provide all the components and spend the indicated casting time going through the motions required to complete it. An incantation may require several skill checks to complete it (typically one every 10 minutes), and if the caster fails two skill checks in a row, the incantation fails and the caster suffers the consequences. If interrupted, the incantation doesn't automatically fail, but the DC for subsequent skill checks increases by 1 for every round that the incantation was delayed.

The sin bind incantation does not require additional casters, but as a special effect of the incantation, every sinthrall that aids in the casting confers a +2 bonus to the lead caster's Knowledge (arcana) check.

Sin Bind

Conjuration (Calling)

Effective Level: 6th

Skill Check: Knowledge (arcana) DC 25, 6 successes

Failure: Death

Components: V, S, F

Casting Time: 60 minutes (on the anniversary of the target's birth)

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

Target: One living humanoid of Staufen blood; if unwilling, must be helpless

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

This incantation imbues a target creature with the essence of one of the Black Seven.

To cast *sin bind*, the caster must read aloud the blasphemous deeds written on the lid of one of the Black Seven, and then must spend the remainder of the time invoking the spirit.

If the incantation succeeds, a ghostly visage rises from one of the tombs, looses a bone-chilling shriek and darts toward the target of the incantation. The subject undergoes a horrid change, eradicating any virtue or compassion, and replacing their soul with that of the entity. The target gains the sinthrall template. If its alignment was anything but evil, the experience deals 1d6 points of Wisdom drain.

Option: Every sinthrall that aids in the invocations grants the caster a +2 circumstance bonus to his Knowledge (arcana) checks.

Failure: If the caster fails two consecutive Knowledge (arcana) checks, the spirit appears as normal, but instead of possessing the target, it flies through the caster, snatching its soul as it goes, killing the caster instantly.

Focus: One of the tombs of the Black Seven.

The Final Incantation

In this scenario, Bergen and all of the children are present, and Helmut (or Valdric) lies in the center of the pentagram. The children lend their support to Bergen in speaking the incantation that will transform Helmut into the last sinthrall. Rosalin, however, plots to kill the priest and take over the Kirswald. So about halfway through the incantation, she leaves her position and attacks the false priest, likely at the same time that the PCs enter the room. If Rosalin fails to kill Bergen and the incantation is cast, the "dimple" tears and a portal to the Nine Hells opens. Lemures, knockers, and a slew of other devils spill out and destroy the sinthralls, Bergen, and pretty much everything else for miles around. The consequences of this end are up to you.

A Desperate Attempt

If any of the children were killed, Bergen's efforts are doomed. Still, the false priest tries to release the last essence, perhaps impelled by Belial, perhaps out of a mad effort to complete what he had begun. Since some of the children are already dead, there's no risk of the planar breach widening, but if the incantation is completed, Helmut (or Valdric) will be destroyed. Of course, if both are already dead, the children and Bergen make their last stand here without attempting the incantation.

Planar Breach

If Bergen is already dead, perhaps as a result of the PCs uncovering his wickedness in Staufendorf or by catching him before he entered the chapel, the surviving children are here. If they have Helmut (or their father), they foolishly attempt the incantation. You can run this one of two ways: the failed incantation results in a backlash that widens the breach a bit more, allowing a slew of fiends to escape, or the children simply make their final stand here.

Creatures (EL varies)

The creatures present depend on the circumstances of this final encounter. Any of the following NPCs could be present.

Amalinda: hp 4, see **Appendix** for statistics.

Bergen: hp 17, see **Appendix** for statistics.

Erich: hp 7, see **Appendix** for statistics.

Helmut: hp 6 (or lower), see **Appendix** for statistics.

Jack: hp 7, see **Appendix** for statistics.

Kris: hp 7, see **Appendix** for statistics.

Leonor: hp 8, see **Appendix** for statistics.

Rosalin: hp 4, see **Appendix** for statistics.

Valdric: hp 16, see **Appendix** for statistics.

Alternatively, if you allow the planar breach to open, the following devils pour out from the pentagram.

Lemures (1 per 2 PCs and NPCs): hp 9, see *MM* for statistics.

Knocker (1 per 2 PCs and NPCs): hp 6, see **Appendix** for statistics.

Herlekin (1 per 4 PCs and NPCs): hp 13, see **Appendix** for statistics.

Tactics

This is a challenging combat to run, and the PCs may fall back to other locations in the catacombs. Furthermore, it is a combat of shifting alliances, such that Rosalin attacks Bergen, and if the devils start emerging from the

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pentagram, it's likely that the PCs and the Staufen children will be fighting on the same side against the greater threat.

If Bergen is working on the incantation, he keeps his attention on his efforts. When the PCs first enter, two of the children break away from the pentagram to attack the characters. Whenever one of the children falls, another leaves the incantation to join the fight. If any of the Staufens are attacked while aiding the incantation, they break away and fight the PCs.

Conclusions

The adventure concludes when the PCs either destroy Bergen and all of the children or all of the devils that slip free from the pentagram. While in the catacombs, the villagers likely defeat the guards and soldiers, free the servants and set fire to the mansion. If Elzbeth was not already killed, she surely is once the villagers get through with her. Surviving characters that emerge from the chapel can escape the mansion without difficulty since the villagers are still contending with the last batches of resistance or are hard at work destroying the buildings.

Once the deed is done, the villagers return to Staufendorf and try to resume their lives of old. Kyle Rosen is likely elected their new leader if he's still alive, but if not, they raise another in their village. If the PCs reveal to them what really was happening in the mansion, they are grateful for the help, and scrounge up 200 gp to give the party by way of thanks.

The mansion is ever after considered a cursed place and, henceforth, the ruler of Staufendorf resides in the village. But the planar breach is still a threat, even if an unknown one. Sealing the potential portal could be as simple as casting a *hallow* spell to neutralize the *unhallow* effect, or may be as involved as using another incantation to seal the breach. You can develop this plot as you like or leave it as the basis for some future adventure, perhaps even as the basis for an entire campaign.

Experience Awards

Since much of this adventure involves roleplaying and investigation, it's best if you award experience points based on story rather than defeating monsters. Use the following guidelines to determine XP awards.

Experience Awards

Situation	XP per Character
Assist Helmut but he dies	50
Rescue Helmut	100
Encounter Bergen and agree to help	50
Take part in the dinner sequence	100
Befriend one or more servants	50
Befriend one or more guards	50
Discovered who poisoned Helmut	100
Confront Elzbeth	100
Reveal the truth to Valdric	100
Destroy some of the children	100
Destroy nearly all of the children	500
Destroy all of the children	1,000
Interrupt the incantation	200
Destroy the vixens	As normal for CR
For each devil killed	As normal for CR
For each mansion soldier killed	As normal for CR
Great roleplaying	100–500



JF

Appendix I: Collected Stat-Blocks

Since the characters featured in this adventure move around a great deal, they cannot be tied to one location. For ease of use, all stat-blocks are included here.

Sinthrall

Evil outsiders seem to exist to influence mortals. Demons seek their annihilation, while devils bind them to convoluted contracts that ensure the mortal is doomed to a fiery torment in the Nine Hells. But what of the daemons, those foul peddlers of sin and mortal corruption?

Daemons traffic in the grave sins, whispering dark suggestions to embrace the baser moods that tumble through the minds of their chosen victims. A whisperer might drive a man to murder his wife in a fit of rage, while another might urge a woman to engage in carnal acts again and again until she is so riddled with disease that she can't bear to live. And each time a mortal succumbs to these temptations, a watcher records the deed in their black ledgers, gathering the sins until the mortal is so befouled that they are drawn bodily into Gehenna to suffer and languish under the obscene attentions of this horrid plane's denizens.

On occasion, some mortals prove too delicious to simply snatch and destroy. Instead of plucking the mortal from the Material Plane, the daemons violate their subject, worming their evil through his mind and body, transforming him into something new and useful to their purposes. And thus are the sinthralls born.

This template builds on the cosmology established in Green Ronin's *The Book of Fiends*. If you use the default cosmology described in the *DMG*, you can adapt this template so that it is the product of some other fiendish attention.



There are demon princes enough to represent the seven deadly sins, and the transformation may be the result of a demonic agency hoping to spread evil and destruction in the Material Plane. The sinthrall might be made after a particularly nasty infernal construct. Or, you could simply use the daemons described in *The Book of Fiends*, but place them on a demiplane or in any other of the lower planes.

Sample Sinthralls

The Staufen children are all sinthralls. For their statistics, see their respective entries. When creating a sinthrall, you should consider how the template affects the base creature physically. All have something of an otherworldly, almost alien appearance. Wrath sinthralls may have reddish skin and maybe even subtle horns, while envy sinthralls should be emaciated. While the particulars vary a great deal from creature to creature, this is an opportunity to creatively alter a creature so that it physically personifies the sin.

Creating a Sinthrall

A sinthrall is an acquired template that can be added to any living creature with an evil alignment and an Intelligence score of 3 or more (referred to hereafter as the base creature). A sinthrall uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to outsider. Do not recalculate Hit Dice, base attack bonus or saves. It also gains the evil and native subtypes. Its size is unchanged.

Armor Class: A sinthrall gains a +2 profane bonus to AC.

Special Attacks: A sinthrall retains all the special attacks of the base creature and gains one of the following special attacks, depending on its particular sin.

Wrath (Ex): The wrath sinthrall can fly into a berserker rage once per day. This ability functions exactly as the barbarian rage ability described in the *PHB*. If the sinthrall already has rage, it may use this ability an additional time per day.

Envy (Sp): Once per day each, an envy sinthrall can cast *charm person*, *detect thoughts*, and *undetectable alignment* as the spells. Its caster level equals its Hit Dice. The save DC is Intelligence-based.

Lust (Sp): Once per day, a lust sinthrall can select a single living creature within 30 feet that has HD equal to or less than its own. The target must succeed on a Will save (DC 10 + 1/2 the sinthrall's HD + the sinthrall's Charisma modifier) or have its attitude changed to helpful for a number of hours equal to the sinthrall's Charisma bonus (minimum 1 hour). This ability is the equivalent of a 3rd-level spell.

Sloth (Sp): Twice per day, a sloth sinthrall can cast *suggestion* as the spell. Its caster level equals its Hit Dice. The save DC is Charisma-based.

Gluttony (Ex): Once per day, a gluttony sinthrall may spew a 20-foot cone of corrosive vomit. Creatures in the area take 2d4 points of acid damage per 3 Hit Dice of the sinthrall (1–3 HD 2d4, 4–6 HD 4d4, and so on). Creatures in the area are entitled to a Reflex save (DC 10 + 1/2 the sinthrall's HD + the sinthrall's Constitution modifier) for half damage.

Greed (Ex): The sinthrall gains a +4 bonus to disarm and grab attacks. As well, it gains a +2 bonus to initiative checks.

Pride (Su): Once per day, as a swift action, a pride sinthrall can emit an aura of superiority in a 20-foot radius that lasts 1 round. All creatures in the area must succeed on a Will save (DC 10 + 1/2 the sinthrall's HD + the sinthrall's Charisma modifier) or take a –2 penalty to all attacks, weapon damage rolls, saves, and checks for a number of rounds equal to the pride sinthrall's Charisma bonus (minimum 1 round).

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Special Qualities: A sinthral has all the special qualities of the base creature, plus the following special qualities.

- Darkvision out to 60 ft.
- Immunity to acid and poison.
- Resistance to cold 10, electricity 10, and fire 10

Abilities: Modify the base creature as determined by the particular sin.

- *Wrath*—Str +4, –4 Int, –2 Wis.
- *Envy*—Dex +4, –4 Cha.
- *Lust*—Con +2, Int –2, Wis –4, Cha +4.
- *Sloth*—Dex –4, Con –2, Int +2, Wis +4.
- *Gluttony*—Con +4, Wis –4, Cha –2.
- *Greed*—Dex +2, Int +4, Wis –2, Cha –4
- *Pride*— +4 to any one, –2 to any two.

Skills: A sinthral gains skill points as an outsider and has skill points equal to (8 + Int modifier) × (HD + 3). Do not include Hit Dice from class levels in this calculation—the sinthral gains outsider skill points only for its class levels. Treat skills from the base creature's list as class skills and other skills as cross-class skills. In addition, the sinthral gains profane bonuses to certain skills depending on its sin of choice. Wrath sinthralls gain a +3 bonus to Intimidate checks, Envy a +3 bonus to Sense Motive checks, Lust a +3 bonus to Bluff checks, Sloth a +3 bonus to Diplomacy checks, Gluttony a +3 bonus to Concentration checks, Greed a +2 bonus to Appraise and Sleight of Hand checks, and Pride a +3 bonus to any one skill.

Feats: All sinthralls gain Alertness as a bonus feat.

Challenge Rating: +1.

Alignment: Always evil (any).

Level Adjustment: +3

Dramatis Personae

AMALINDA STAUFEN CR 1

Female envy sinthral adept 1
NE Medium outsider (augmented human, evil, native)
Init +3; **Senses** darkvision 60 ft.; Listen +5, Spot +5
Languages Common, Draconic, Infernal

AC 15, touch 15, flat-footed 12 (+3 Dex, +2 profane)
hp 4 (1 HD)
Immune acid and poison
Resist cold 10, electricity 10, fire 10
Fort +1, **Ref** +3, **Will** +4

Spd 30 ft. (6 squares)
Melee mwk punching dagger +0 (1d4–1/×3)
Ranged throwing dagger +3 (1d4–1/19–20)
Base Atk +0; **Grp** –1

Combat Gear *divine scroll of cause fear, potion of owl's wisdom, wand of burning hands* (15 charges)

Spells Prepared (CL 1st):
1st—*command* (DC 13), *protection from good* (DC 13)
0—*detect magic, ghost sound* (DC 12), *touch of fatigue* (DC 12)

Spell-like Abilities (CL 1st):
1/day—*charm person* (DC 13), *detect thoughts* (DC 14), *undetectable alignment* (DC 14)

Abilities Str 8, Dex 17, Con 12, Int 14, Wis 15, Cha 6
Feats Alertness^B, Spell Focus (enchantment), Stealthy^B
Skills Concentration +5, Hide +5, Knowledge (arcana) +6, Listen +5, Move Silently +5, Sense Motive +7, Spellcraft +6, Spot +5
Possessions combat gear plus masterwork punching dagger, 2 daggers

Scaling

For parties whose average level is 2nd, increase all class levels in NPC classes (e.g. aristocrat or expert) by 1. For parties whose average level is 3rd, increase all class levels in NPC classes by 2 and in PC classes by 1. If the NPC has levels in more than one class, advance the class in one or the other, not both. If you lack a resource that includes the class information, advance the NPC in classes as follows.

Class	Source	Advancement
Cavalier	<i>The Cavalier's Handbook</i>	Fighter or Paladin (as appropriate)
Cultist	<i>Freeport Trilogy</i> *	Adept
Holy Warrior	<i>Book of the Righteous</i>	Paladin

*Or *Terror in Freeport Revised*.

BERGEN CR 4

Male human cultist 5
LE Medium outsider (augmented humanoid, evil, extraplanar)
Init +1; **Senses** Listen +3, Spot +3
Languages Common, Gnome, Infernal

AC 13, touch 11, flat-footed 12 (+1 Dex, +1 armor, +1 natural)
hp 17 (5 HD)
Fort +1, **Ref** +2, **Will** +5

Spd 30 ft. (6 squares)
Melee mwk dagger +3 (1d4–1/19–20)
Base Atk +3; **Grp** +2
Atk Options sneak attack +1d6

Combat Gear dose of large scorpion venom, flask of acid, tanglefoot bag, *wand of summon monster II* (CL 5th, 6 charges)

Spells Prepared (CL 1st):
1st—*cause fear* (CL 2nd, DC 14), *protection from good* (CL 2nd)^D,
0—*light, resistance, touch of fatigue*
D: Domain spell. Domain: Evil.

Abilities Str 8, Dex 13, Con 10, Int 14, Wis 12, Cha 16
SQ strong aura of evil
Feats Damned (see sidebar), Persuasive^B, Skill Focus (Bluff)^B, Skill Focus (Knowledge: arcana)
Skills Bluff +16 (+18 against evil outsiders), Diplomacy +13 (+15 against evil outsiders), Disguise +8 (+10 acting), Hide +9, Intimidate +5 (+8 against good, +7 against evil outsiders), Knowledge (arcana) +9, Knowledge (religion) +7, Listen +3, Move Silently +9, Sense Motive +6, Spot +3
Possessions combat gear plus masterwork dagger, *potion of undetectable alignment, amulet of natural armor +1, bracers of armor +1, 5 sunrods, holy symbol of the god of knowledge, unholy symbol of Belial.*

CRANIAL WRETCH CR 2

LE Small outsider (devil, evil, extraplanar, lawful)
Init +6; **Senses** see in darkness; Listen +7, Spot +7
Languages Common, Draconic, Infernal, telepathy 100 ft.

AC 18, touch 17, flat-footed 12(+1 size, +6 Dex,+1 natural)
hp 16 (3 HD); **DR** 5/magic
Immune fire and poison
Resist acid 10, cold 10
Fort +4, **Ref** +9, **Will** +4

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Spd 20 ft. (4 squares), fly 40 ft. (good)
Melee bite +10 (1d6–1 plus 1d4 acid)
Base Atk +3; **Grp** –2
Atk Options Combat Reflexes
Special Actions Spit drool (ranged touch +10, 2d4 acid)

Abilities Str 8, Dex 22, Con 12, Int 10, Wis 12, Cha 12
Feats Combat Reflexes, Weapon Finesse
Skills Balance +12, Climb +5, Escape Artist +12, Hide +13, Jump +5, Listen +7, Move Silently +12, Spot +7, Use Rope +6 (+8 bindings)
Spit Drool (Ex): 30 ft., ranged touch +10, damage 1d4. Once a cranial wretch uses this ability, it must wait 1d4 rounds before using it again.

ELZBETH STAUFEN CR 2

Female human aristocrat 2/sorcerer 1
 CN Medium humanoid
Init +5; **Senses** Listen +4, Spot +4
Languages Common, Gnome, Infernal

AC 11, touch 11, flat-footed 10 (+1 Dex)
hp 8 (3 HD)
Fort –1, **Ref** +1, **Will** +4

Spd 30 ft. (6 squares)
Melee mwk dagger +2 (1d4/19–20)
Base Atk +1; **Grp** +1
Combat Gear *arcane scroll of mage armor*, *arcane scroll of shield*, *arcane scroll of summon monster III* (CL 10th, used in **Part One**), dose of medium spider venom, *potion of cure light wounds*

Spells Known (CL 1st):
 1st (4/day)—*cause fear* (DC 14), *id seizure* (DC 14, see sidebar)
 0 (5/day)—*daze* (DC 13), *detect magic*, *ghost sound* (DC 13), *read magic*

Abilities Str 11, Dex 12, Con 9, Int 15, Wis 9, Cha 16
SQ familiar (none)
Feats Improved Initiative, Negotiator^B, Skill Focus (Craft: poisonmaking)
Skills Bluff +8, Concentration +1, Craft (poisonmaking) +7, Diplomacy +16, Disguise +3 (+5 acting), Intimidate +5, Knowledge (history) +7, Knowledge (nobility & royalty) +7, Listen +4, Sense Motive +6, Spellcraft +3, Spot +4

New Feat: Damned

You sold your soul.

Prerequisite: Evil alignment.

Benefit: Your type changes to outsider, and you gain the augmented, evil, and extraplanar subtypes (a powerful fiend owns your soul). As an outsider, you cannot be affected by spells specifically targeting humanoids such as *charm person* or *hold person*. However, because you are an extraplanar outsider, you are subject to spells like *dismissal*, which sends you physically to the plane where the owner of your soul resides. If you are killed, you cannot be *resurrected* or *raised* by any means short of a *wish* or *miracle*. Even if repentant and you receive an *atonement* spell, the caster must beat your master's spell resistance. If the caster succeeds, you regain your soul and your type returns to normal, but you lose this feat and cannot replace it with another.

The damned feat grants you a +3 bonus to Intimidate checks made against good creatures. In addition, *fear* spells you cast are cast at +1 caster level. When interacting with evil outsiders, you gain a +2 bonus to Bluff, Diplomacy, and Intimidate checks. Finally, you generate an aura of evil as an evil cleric whose level equals your character level.

Possessions combat gear plus masterwork dagger, 3 doses of striped toadstool, 2 doses of dark reaver powder, wedding ring (20 gp), key to Room 14

ERICH STAUFEN CR 2

Male pride sinthrall cavalier* 1
 LE Medium outsider (augmented human, evil, native)
Init +0; **Senses** darkvision 60 ft.; Listen +1, Spot +1
Aura superiority (20-ft. radius, DC 11, 1/day)
Languages Common

AC 20, touch 12, flat-footed 20 (+0 Dex, +6 armor, +2 shield, +2 profane)
hp 7 (1 HD)
Immune acid and poison
Resist cold 10, electricity 10, fire 10
Fort +1, **Ref** +0, **Will** +1

Spd 20 ft. in splint mail (4 squares), base speed 30 ft.
Melee mwk bastard sword +6 (1d10+4/19–20)
Ranged composite longbow +1 (1d8/×3)
Base Atk +1; **Grp** +5
Atk Options Mounted Combat, Power Attack
Combat Gear flask of acid, *oil of corrupt weapon* (see **Blackguard** in the *DMG* for details), *potion of cure light wounds*

Abilities Str 19, Dex 11, Con 12, Int 10, Wis 8, Cha 12
SQ discerning eye +1
Feats Alertness^B, Exotic Weapon Proficiency (bastard sword), Mounted Combat^B, Power Attack^B

Skills Diplomacy +5, Intimidate +5, Listen +1, Ride +7, Spot +1
Possessions combat gear plus masterwork splint mail, heavy steel shield, masterwork bastard sword, composite longbow with 20 arrows, signet ring, 15 gp, key to **Room 3**

Aura of Superiority (Su) Once per day as a swift action, Erich can create an aura of superiority for 1 round. All creatures in the area that fail their save take a –2 penalty to attacks, damage rolls, saves, and checks for 1 round.

Discerning Eye (Ex) As Appraise skill, but for weapons, armor, and steeds.

*The cavalier is presented in Green Ronin's *Cavalier's Handbook*.

HELMUT STAUFEN CR 1

Male human holy warrior* 1
 LG Medium humanoid
Init +0; **Senses** Listen +1, Spot +1
Languages Common

AC 18, touch 10, flat-footed 18 (+0 Dex, +6 armor, +2 shield)
hp 6 (1 HD)
Fort +3, **Ref** +0, **Will** +1

Spd 20 ft. in splint mail (4 squares), base speed 30 ft.
Melee mwk longsword +5 (1d8+2/19–20) or silver dagger +3 (1d4+1/19–20)
Ranged composite longbow +1 (1d8/×3)
Base Atk +1; **Grp** +3
Atk Options Mounted Combat, righteous fury 1/day (+2 attack, 1 damage), smite evil 1/day (+2 attack, +1 damage)
Combat Gear holy water, *potion of cure light wounds*

Abilities Str 14, Dex 10, Con 13, Int 8, Wis 12, Cha 15
SQ faint aura of good, holy warrior domains (Champion, Justice)
Feats Mounted Combat, Weapon Focus (longsword)
Skills Diplomacy +4, Knowledge (religion) +3, Listen +1, Ride +4, Spot +1
Possessions combat gear plus splint mail, heavy steel shield, masterwork longsword, silver dagger, composite longbow with 20 arrows, light warhorse (Champion) with military saddle, bit and bridle, saddlebags

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with 2 days feed, backpack with bedroll, healer's kit, 2 days trail rations, flint and steel, waterskin, 21 gp, 8 sp, 8 cp

Righteous Fury (Su) Once per day, Helmut may make a special attack against any intelligent creature that has knowingly violated the law. He adds his Charisma bonus (if any) to the attack roll and his holy warrior level to the damage roll. If used against a creature who is not a law breaker, the attempt fails and the ability is used up for the day.

*This NPC uses the holy warrior class found in *Book of the Righteous*.

HERLEKIN

CR 2

LE Medium outsider (devil, evil, extraplanar, lawful)
Init +1; **Senses** see in darkness; Listen +4, Spot +4
Languages Infernal, telepathy 100 ft.

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)
hp 13 (2 HD); **DR** 5/good or silver
Immune fire and poison
Resist acid 10, cold 10
Fort +5, **Ref** +4, **Will** +2

Spd 35 ft. (7 squares)
Melee military fork +5 (1d8+4/×3) or gore +5 (1d6+4)
Base Atk +2; **Grp** +5
Atk Options Power Attack, blood rage, horns down

Abilities Str 16, Dex 13, Con 14, Int 8, Wis 9, Cha 12
Feats Power Attack

Skills Bluff +6, Diplomacy +3, Disguise +1 (+3 acting), Hide +6, Intimidate +8, Jump +8, Listen +4, Spot +4, Survival +4

Possessions military pick

Blood Rage (Ex) As a standard action, a herlekin can suck the blood of any helpless creature. On the following round, it enters a psychotic rage, using the following statistics.

AC 13, touch 9, flat-footed 12 (+1 Dex, +4 natural, -2 rage)
hp 17 (2 HD)
Fort +7

Melee military fork +7 (1d8+7/×3) or
Melee gore +7 (1d6+7)

Base Atk +2; **Grp** +5
Abilities Str 20, Con 19

Skills Jump +10

Horns Down! (Ex) If a herlekin charges and hits with its gore attack, it deals 2d8+8 points damage. To gain this extra damage, the herlekin must move at least 20 feet.

Military Fork If the herlekin sets its military fork against a charge, it deals double damage if it scores a hit against the charging creature.

JACK STAUFEN

CR 2

Male lust sinthrall human fighter 1
NE Medium outsider (augmented human, evil, native)
Init +6; **Senses** darkvision 60 ft.; Listen -1, Spot -1
Languages Common

AC 19, touch 14, flat-footed 17 (+2 Dex, +4 armor, +1 shield, +2 profane)
hp 7 (1 HD)
Immune acid and poison
Resist cold 10, electricity 10, fire 10
Fort +4, **Ref** +2, **Will** -3

Spd 30 ft. (6 squares)
Melee mwk whip +4 (1d3+2 nonlethal) or dagger +3 (1d4+2/19-20)
Ranged dagger +3 (1d4+2/19-20)
Base Atk +1; **Grp** +3
Special Actions lust 1/day
Combat Gear *potion of cure light wounds*, *potion of eagle's splendor*

New Spell: Id Seizure

Enchantment (Compulsion) [Mind-Affecting]

Level: Sorcerer/wizard 1
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One humanoid
Duration: 1 round/level (D); see text
Saving Throw: Will negates
Spell Resistance: Yes

You swing the sphere on the string, speaking the arcane words of power, and with a flash, you limn your target's eyes with pale yellow light.

You tap into the target creature's subconscious, releasing primitive urges that short circuit its mind and leave it disoriented. The creature is unable to attack, cast spells, concentrate on spells, or do anything else requiring attention and only takes a single move action each turn. In lieu of its move action, the target creature can attempt a new saving throw as a full-round action that does not provoke an attack of opportunity.

Material Component: A disk or sphere of crystal or metal on a string.

Abilities Str 14, Dex 15, Con 15, Int 8, Wis 4, Cha 16
Feats Alertness^B, Exotic Weapon Proficiency (whip), Improved Initiative
Skills Bluff +7, Diplomacy +4, Intimidate +7, Listen -1, Spot -1
Possessions combat gear plus chain shirt, buckler, masterwork whip, 3 daggers
Lust (Sp) Once per day, Jack can target a single creature within 30 feet. The target must succeed on a DC 13 Will or have his attitude improved to helpful for 3 hours.

KNOCKER

CR 1

LE Medium outsider (devil, evil, extraplanar, lawful)
Init +0; **Senses** see in darkness; Listen -1, Spot -1
Languages Infernal, telepathy 100 ft.

AC 15, touch 10, flat-footed 15 (+5 natural)
hp 6 (1 HD)
Immune fire and poison
Resist acid 10 and cold 10
Fort +4, **Ref** +2, **Will** +1

Spd 30 ft. (6 squares)
Melee heavy pick +4 (1d6+3/×4)
Base Atk +1; **Grp** +3
Spell-like Abilities (CL 3rd):
1/2 hours—*ghost sound* (DC 11)

Abilities Str 14, Dex 10, Con 15, Int 9, Wis 8, Cha 12
Feats Weapon Focus (heavy pick)
Skills Appraise +3, Climb +6, Disable Device +3, Hide +4, Intimidate +5, Knowledge (dungeoneering) +3, Listen -1, Search +3, Spot -1
Possessions heavy pick

KRIS STAUFEN

CR 1

Male sloth sinthrall aristocrat 1
NE Medium outsider (augmented human, evil, native)
Init -2; **Senses** darkvision 60 ft.; Listen +10, Spot +10
Languages Common, Gnome, Halfling, Infernal

AC 10, touch 10, flat-footed 10 (-2 Dex, +2 profane)
hp 7 (1 HD)

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Immune acid and poison
Resist cold 10, electricity 10, fire 10
Fort +0, Ref -2, Will +6

Spd 30 ft. (6 squares)
Melee mwk dagger +0 (1d4-1/19-20)
Base Atk +0; Grp -1
Combat Gear *potion of shield of faith* +4
Spell-like Abilities (CL 1st):
2/day—*suggestion* (DC 16)

Abilities Str 8, Dex 6, Con 11, Int 17, Wis 18, Cha 12
Feats Ability Focus (*suggestion*), Alertness^B, Toughness^B
Skills Appraise +7, Bluff +5, Diplomacy +8, Intimidate +5, Knowledge (local) +7, Listen +10, Sense Motive +8, Spot +10
Possessions combat gear plus masterwork dagger

KYLE ROSEN

CR 2

Male human warrior 3
LN Medium humanoid
Init +3; Senses Listen +3, Spot +3
Languages Common

AC 19, touch 9, flat-footed 19 (-1 Dex, +8 armor, +2 shield)
hp 16 (3 HD)
Fort +4, Ref +0, Will +1

Spd 20 ft. in full plate (4 squares), base speed 30 ft.
Melee mwk bastard sword +6 (1d10+1/19-20) or mwk club +5 (1d6+1)
Ranged mwk heavy crossbow +3 (1d10/19-20)
Base Atk +3; Grp +4
Combat Gear *potion of cure light wounds*

Abilities Str 13, Dex 8, Con 12, Int 9, Wis 11, Cha 10
Feats Exotic Weapon Proficiency (bastard sword), Improved Initiative, Weapon Focus (bastard sword)
Skills Listen +3, Spot +3
Possessions combat gear plus full plate, heavy steel shield, masterwork bastard sword, masterwork club, masterwork heavy crossbow with 10 bolts

LEANOR STAUFEN

CR 1

Female gluttony sinthral aristocrat 1
NE Medium outsider (augmented human, evil, native)
Init +1; Senses darkvision 60 ft.; Listen +6, Spot +6
Languages Common

AC 13, touch 13, flat-footed 12 (+1 Dex, +2 profane)
hp 8 (1 HD)
Immune acid and poison
Resist acid 10, electricity 10, fire 10
Fort +4, Ref +1, Will +2

Spd 30 ft. (6 squares)
Melee mwk battle axe +2 (1d8+1/×3)
Base Atk +0; Grp +1
Special Actions vomit
Combat Gear *arcane scroll of spider climb*, flask of acid, *potion of cure light wounds*

Abilities Str 13, Dex 12, Con 19, Int 10, Wis 10, Cha 6
Feats Ability Focus (vomit), Alertness^B, Endurance^B
Skills Concentration +11, Listen +6, Search +4, Spot +6, Use Magic Device +0
Possessions combat gear plus masterwork battleaxe, *scroll of create food and water*, several chickens for a snack.
Vomit (Ex) 1/day, 20-ft. cone, damage 2d4 acid, Reflex DC 14 half.

MANSION GUARDS

CR 1/2

Male human warrior 1
LN Medium humanoid
Init -1; Senses Listen +4, Spot +4
Languages Common

AC 17, touch 9, flat-footed 17 (-1 Dex, +6 armor, +2 shield)
hp 5 (1 HD)
Fort +3, Ref -1, Will +0

Spd 20 ft. in splint mail (4 squares), base speed 30 ft.
Melee mwk longsword +3 (1d8+1/19-20)
Ranged light crossbow +0 (1d8/19-20)
Base Atk +1; Grp +2

Abilities Str 13, Dex 9, Con 12, Int 8, Wis 11, Cha 10
Feats Alertness^B, Rapid Reload (light crossbow)
Skills Listen +4, Spot +4
Possessions combat gear plus masterwork splint mail, heavy steel shield, masterwork longsword, light crossbow with 10 bolts, 1d10 gp

MANSION SOLDIERS

CR 1

Male evil planetouched* orc warrior 1
NE Medium outsider (augmented humanoid)
Init +1; Senses darkvision 60 ft.; Listen -2, Spot -2
Languages Common, Orc

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 armor)
hp 8 (1 HD)
Resist cold 5, electricity 5, fire 5
Fort +3, Ref +1, Will -2
Weakness light sensitivity

Spd 20 ft. in scale (4 squares), base speed 30 ft.
Melee mwk greatsword +5 (2d6+4/19-20)
Ranged light crossbow +1 (1d8/19-20)
Base Atk +1; Grp +4
Combat Gear 2 *potions of cure light wounds*, *potion of shield of faith* +2
Spell-like Abilities (CL 1st):
1/day—*darkness*

Abilities Str 17, Dex 13, Con 12, Int 10, Wis 6, Cha 5
Feats Toughness
Skills Bluff -1, Hide +0, Intimidate +1, Ride +5
Possessions combat gear plus masterwork scale mail, masterwork greatsword, light crossbow with 10 bolts, 1d20 gp
*This template is described in Green Ronin's *Advanced Player's Manual*.

PETRA HANDELL

CR 2

Female human ranger 2
CN Medium humanoid
Init +6; Senses Listen +6, Spot +6
Languages Common

AC 15, touch 12, flat-footed 13; Dodge (+2 Dex, +3 armor)
hp 11 (2 HD)
Fort +4, Ref +5, Will +1

Spd 30 ft. (6 squares)
Melee mwk scimitar +5 (1d6+2/18-20) or mwk scimitar +3 (1d6+2/18-20) and mwk kukri +3 (1d4+1/18-20)
Ranged mwk composite longbow (Str +2) +5 (1d8+2/×3)
Base Atk +2; Grp +4
Atk Options favored enemy (goblinoids) +2
Combat Gear *potion of barkskin*, *potion of bull's strength*, 2 *potions of cure light wounds*

Abilities Str 15, Dex 14, Con 13, Int 8, Wis 12, Cha 10
SQ wild empathy +2 (-2 magical beasts)

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Feats Dodge, Improved Initiative, Track^B, Two-Weapon Fighting^B
Skills Hide +7, Knowledge (geography) +4, Listen +6, Move Silently +7, Survival +6 (+8 keep from getting lost and avoid hazards), Spot +6
Possessions combat gear plus masterwork studded leather, masterwork scimitar, masterwork kukri, masterwork composite longbow (Strength +2) with 20 arrows.

ROSALIN STAUFEN

CR 2

Female greed sinthral rogue 1
NE Medium outsider (augmented human, evil, native)
Init +5; **Senses** darkvision 60 ft.; Listen +5, Spot +5
Languages Abyssal, Common, Draconic, Infernal, Gnome
AC 18, touch 15, flat-footed 15; **Dodge**, **Mobility** (+3 Dex, +3 armor, +2 profane)
hp 4 (1 HD)
Immune acid and poison
Resist cold 10, electricity 10, fire 10
Fort +1, **Ref** +5, **Will** -1

Spd 30 ft. (6 squares)
Melee mwk rapier +0 (1d6-1/18-20)
Ranged mwk hand crossbow +4 (1d4/19-20)
Base Atk +0; **Grp** -1
Atk Options +4 to disarm and grab, sneak attack +1d6
Combat Gear *potion of cure light wounds*, *potion of shield of faith* +2

Abilities Str 8, Dex 17, Con 13, Int 18, Wis 8, Cha 8
SQ trapfinding
Feats Alertness^B, Dodge^B, Mobility
Skills Appraise +10, Bluff +3, Decipher Script +8, Disable Device +8, Hide +7, Intimidate +3, Listen +5, Move Silently +7, Open Lock +7, Search +8, Sleight of Hand +9, Spot +5, Use Magic Device +3
Possessions combat gear plus masterwork studded leather, masterwork rapier, masterwork hand crossbow with 10 bolts

VALDRIC STAUFEN

CR 2

Male human aristocrat 3
LN Medium humanoid
Init +0; **Senses** Listen +2, Spot +2
Languages Common
AC 17, touch 11, flat-footed 17 (+0 Dex, +4 armor, +2 shield, +1 deflection)
hp 16 (3 HD)
Fort +3, **Ref** +2, **Will** +3

Spd 30 ft. (6 squares)
Melee mwk longsword +6 (1d8+2/19-20) or dagger +4 (1d4+2/19-20)
Ranged dagger +2 (1d4+2/19-20)
Base Atk +2; **Grp** +4
Atk Options Mounted Combat
Combat Gear *potion of cure light wounds*

Abilities Str 14, Dex 11, Con 13, Int 11, Wis 9, Cha 14
Feats Mounted Combat, Persuasive^B, Weapon Focus (longsword)
Skills Appraise +5, Bluff +9, Diplomacy +11, Disguise +2 (+4 acting), Intimidate +6, Knowledge (nobility & royalty) +5, Listen +2, Ride +4, Spot +2
Possessions combat gear plus chain shirt, heavy steel shield, masterwork longsword, dagger, *signet ring of protection* +1, *cloak of resistance* +1, Staufen mansion, gold wedding ring (20 gp)

VILLAGE GUARDS

CR 1/2

Male or female human warrior 1
NG Medium humanoid
Init +0 **Senses** Listen +4 Spot +4
Languages Common

AC 17, touch 10, flat-footed 17 (+0 Dex, +5 armor, +2 shield)
hp 4 (1 HD)
Fort +2, **Ref** +0, **Will** +0

Spd 20 ft. in chainmail (4 squares), base speed 30 ft.
Melee longsword +1 (1d8/19-20)
Ranged spear +2 (1d8/×3)
Base Atk +1; **Grp** +1

Abilities Str 11, Dex 10, Con 11, Int 10, Wis 11, Cha 10
Feats Alertness^B, Weapon Focus (spear)
Skills Intimidate +4, Listen +4, Spot +4
Possessions combat gear plus chainmail, heavy wooden shield, spear, longsword

VIXEN

CR 1/2

Female aasimar expert 1
LE Medium outsider (native)
Init +2; **Senses** darkvision 60 ft.; Listen +8, Spot +8
Languages Celestial, Common

AC 12, touch 12, flat-footed 10 (+2 Dex)
hp 4 (1 HD)
Resist acid 5, cold 5, and electricity 5
Fort +1, **Ref** +2, **Will** +4

Spd 30 ft. (6 squares)
Melee mwk dagger +3 (1d4-1/19-20)
Base Atk +0; **Grp** -1
Spell-like Abilities (CL 1st):
1/day—*daylight*

Abilities Str 8, Dex 14, Con 12, Int 10, Wis 15, Cha 17
Feats Weapon Finesse
Skills Bluff +7, Diplomacy +7, Intimidate +7, Listen +8, Spot +8, Tumble +6
Possessions masterwork dagger

Appendix II: Pregenerated Characters

The following pregenerated characters can be used as PCs, quick replacement characters for those who fall over the course of the adventure, or as additional NPCs to add further detail to *Mansion of Shadows*.

ANGRIST THE CLEAVER

CR 1

Male dwarf fighter 1
LG Medium humanoid
Init +1; **Senses** darkvision 60 ft.; Listen +2, Spot +2
Languages Common, Dwarven

AC 17, touch 11, flat-footed 16; +4 against giants (+1 Dex, +4 armor, +2 shield)
hp 13 (1 HD)
Resist stability (+4 against bull rush or trip)
Fort +5 (+7 against poison), **Ref** +1, **Will** +1; +2 against spells and spell-like effects

Spd 20 ft. in scale mail (4 squares), base speed 20 ft.
Melee dwarven waraxe +4 (1d10+2/×3)

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Divine Might

Prerequisites: Str 13, turn or rebuke undead ability, Power Attack.

Benefit: As a free action, spend one of your turn or rebuke undead attempts to add your Charisma bonus to your weapon damage for 1 full round.

Ranged shortbow +2 (1d6/×3)

Base Atk +1; **Grp** +3

Atk Options Power Attack, +1 on attacks against orcs and goblinoids

Abilities Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6

SQ stonecunning

Feats Power Attack, Weapon Focus (dwarven waraxe)^B

Skills Appraise +0 (+2 metal or stone), Craft +0 (+2 metal or stone), Intimidate +2, Listen +2, Spot +2

Possessions scale mail, heavy wooden shield, dwarven waraxe, shortbow, backpack, waterskin, one day's trail rations, bedroll, sack, flint and steel, quiver with 20 arrows, 10 gp

DIERDRA

CR 1

Female human cleric 1

NG Medium humanoid

Init -1; **Senses** Listen +2, Spot +2

Languages Common

AC 15, touch 9, flat-footed 15 (-1 Dex, +4 armor, +2 shield)

hp 9 (1 HD)

Fort +3, **Ref** -1, **Will** +4

Spd 20 ft. in scale mail (4 squares), base speed 30 ft.

Melee heavy mace +2 (1d8+2)

Ranged light crossbow -1 (1d8/19-20)

Base Atk +0; **Grp** +2

Atk Options Divine Might, Power Attack

Special Actions feat of strength +1, greater turning 1/day, turn undead 4/day (+1, 2d6+2, 1st)

Cleric Spells Prepared (CL 1st):

1st—*bles*s, *enlarge person*^D, *magic weapon*

0—*detect magic*, *guidance*, *resistance*

D: Domain spell. Deity: God of the Sun. Domains: Strength, Sun

Abilities Str 14, Dex 8, Con 12, Int 10, Wis 15, Cha 13

SQ faint aura of good

Feats Divine Might^B, Power Attack

Skills Diplomacy +5, Knowledge (religion) +4, Listen +2, Spellcraft +4, Spot +2

Possessions scale mail, heavy wooden shield, heavy mace, light crossbow, backpack, waterskin, one day's trail rations, bedroll, sack, flint and steel, case with 10 bolts, wooden holy symbol of the sun god, three torches, 2 gp, 5 sp

ELOTHIN

CR 1

Male elf wizard 1

CG Medium humanoid

Init +3; **Senses** low-light vision; Listen +5, Spot +5

Languages Common, Draconic, Elven, Sylvan, empathic link

AC 13, touch 13, flat-footed 10 (+3 Dex)

hp 4 (1 HD)

Immune sleep

Fort +0, **Ref** +3, **Will** +3 (+5 against enchantments)

Spd 30 ft. (6 squares)

Melee longsword +0 (1d8/19-20)

Ranged shortbow +3 (1d6/×3)

Base Atk +0; **Grp** +0

Wizard Spells Prepared (CL 1st):

1st—*burning hands* (DC 13), *mage armor*

0—*detect magic*, *light*, *ray of frost* (ranged touch +3)

Abilities Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8

SQ able to notice secret or concealed doors, familiar, share spells

Feats Alertness^B (if familiar is within 5 ft.), Scribe Scroll^B, Spell Focus (evocation)

Skills Concentration +4, Decipher Script +6, Knowledge (arcana) +6, Listen +5, Search +4, Spellcraft +6, Spot +5 (+8 in bright light)

Possessions combat gear plus longsword, shortbow, backpack, waterskin, one day's trail rations, bedroll, sack, flint and steel, 10 candles, map case, three pages of parchment, ink, inkpen, spell component pouch, spellbook, quiver with 20 arrows

Spellbook all prepared plus all cantrips, 1st—*expeditious retreat*, *magic missile*, *shield*, *sleep*, *true strike*

STRIPE (ELOTHIN'S FAMILIAR)

CR —

Male hawk

N Tiny magical beast (augmented animal)

Init +3; **Senses** low-light vision; Listen +4, Spot +16

Languages empathic link

AC 18, touch 15, flat-footed 15 (+2 size, +3 Dex, +3 natural)

hp 4 (1 HD)

Resist improved evasion

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

Spd 10 ft. (2 squares), fly 60 ft. (average)

Melee talons +5 (1d4-2)

Space 2-1/2 ft.; **Reach** 0 ft.

Base Atk +0; **Grp** -10

Abilities Str 6, Dex 17, Con 10, Int 6, Wis 14, Cha 6

Feats Alertness, Weapon Finesse^B

Skills Listen +4, Spot +16

FERRA

CR 1

Female halfling rogue 1

N Small humanoid

Init +3; **Senses** Listen +3, Spot +1

Languages Common, Elven, Halfling

AC 16, touch 14, flat-footed 13; Dodge (+1 size, +3 Dex, +2 armor)

hp 7 (1 HD)

Fort +2, **Ref** +6, **Will** +0 (+2 against fear)

Spd 20 ft. (4 squares)

Melee short sword +2 (1d4+1/19-20)

Ranged light crossbow +4 (1d6/19-20)

Base Atk +0; **Grp** -3

Atk Options sneak attack +1d6

Abilities Str 12, Dex 17, Con 13, Int 12, Wis 8, Cha 10

SQ trapfinding

Feats Dodge

Skills Bluff +4, Climb +3, Disable Device +5, Hide +11, Jump +7, Listen +3, Move Silently +9, Open Lock +7, Search +5, Spot +1, Tumble +7

Possessions leather, short sword, light crossbow, backpack, waterskin, one day's trail rations, bedroll, sack, flint and steel, thieves' tools, hooded lantern, three pints of oil, case with 10 bolts, 10 gp

GERALD

CR 1

Male gnome bard 1

CG Small humanoid

Init +5; **Senses** low-light vision; Listen +5, Spot -1

Languages Common, Draconic, Dwarven, Gnome

- Appendices -

AC 15, touch 12, flat-footed 14; +4 against giants (+1 size, +1 Dex, +3 armor)
hp 8 (1 HD)
Fort +2, **Ref** +3, **Will** +1; +2 against illusions

Spd 20 ft. (4 squares)
Melee longsword +0 (1d6–1/19–20)
Ranged light crossbow +2 (1d6/19–20)
Base Atk +0; **Grp** –5
Atk Options +1 on attacks against kobolds and goblinoids
Special Actions bardic music 1/day (inspire courage +1, fascinate 1 target, countersong)
Bard Spells Known (CL 1st):
 0 (2/day)—*daze* (DC 12), *lullaby* (DC 12), *message*, *read magic*
Spell-like Abilities (CL 1st):
 1/day—*dancing lights*, *ghost sound* (DC 13), *prestidigitation*, *speak with animals* (burrowing mammal, 1 minute)

Abilities Str 8, Dex 13, Con 14, Int 14, Wis 8, Cha 15
SQ bardic knowledge +3
Feats Improved Initiative
Skills Bluff +6, Craft (alchemy) +4, Diplomacy +6, Gather Information +6, Hide +5, Listen +5, Perform (wind instruments) +6, Sense Motive +3, Spellcraft +6, Spot –1, Use Magic Device +6
Possessions combat gear plus studded leather, longsword, light crossbow, backpack, waterskin, one day's trail rations, bedroll, sack, lute, flint and steel, three torches, case with 10 bolts, flute, spell component pouch

HELEN CR 1

Female half-elf ranger 1
 NG Medium humanoid (elf)
Init +2; **Senses** low-light vision; Listen +7, Spot +7
Languages Common, Elven

AC 16, touch 12, flat-footed 14 (+2 Dex, +3 armor, +1 shield)
hp 7 (1 HD)
Immune sleep
Fort +1, **Ref** +4, **Will** +2 (+4 against enchantments)

Spd 30 ft. (6 squares)
Melee longsword +2 (1d8+1/19–20)
Ranged longbow +3 (1d8/×3)
Base Atk +1; **Grp** +2
Atk Options Point Blank Shot, favored enemy outsiders (evil) +2

Abilities Str 13, Dex 15, Con 8, Int 10, Wis 14, Cha 12
SQ wild empathy +2 (–2 against magical beasts)
Feats Point Blank Shot, Track^b
Skills Diplomacy +3, Gather Information +3, Hide +5, Knowledge (nature) +4, Listen +7, Move Silently +5, Search +1, Spot +7, Survival +6
Possessions combat gear plus studded leather, light steel shield, longsword, longbow, backpack, waterskin, one day's trail rations, bedroll, sack, flint and steel, three torches, quiver with 20 arrows

JOLINE CR 1

Female human avatar* 1
 *See Green Ronin's *Avatar's Handbook* for details.
 LG Medium humanoid
Init +5; **Senses** Listen +0, Spot +0
Languages Celestial, Common, Draconic

AC 14, touch 11, flat-footed 13 (+1 Dex, +3 armor)
hp 8 (1 HD)
Fort +4, **Ref** +1, **Will** +2

Spd 30 ft. (6 squares)
Melee longsword +1 (1d8+1/×3)
Melee morningstar +1 (1d8+1)
Ranged light crossbow +1 (1d8/19–20)
Base Atk +0; **Grp** +1
Avatar Spells Known (CL 1st):
 1st (3/day)—*command* (DC 13), *cure light wounds*, *shield of faith*, *summon monster I*
 0 (5/day)—*cure minor wounds*, *detect magic*, *flare* (DC 12), *guidance*, *resistance*

Abilities Str 13, Dex 12, Con 14, Int 8, Wis 10, Cha 15
SQ faint aura of law and good
Feats Augment Summoning, Spell Focus (conjuration)^b
Skills Concentration +4, Heal +2, Knowledge (religion) +3, Knowledge (the planes) +3, Listen +0, Spellcraft +3, Spot +0
Possessions studded leather, longsword, morningstar, light crossbow, backpack, waterskin, one day's trail rations, bedroll, sack, flint and steel, case with 10 bolts, wooden holy symbol, three torches

ZED CR 1

Male human thanemage* 1
 *See the *Advanced Player's Manual* for details.
 N Medium humanoid
Init +1; **Senses** Listen +0, Spot +0
Languages Common, Draconic, Elven

AC 15, touch 11, flat-footed 14 (+1 Dex, +3 armor, +1 shield)
hp 9 (1 HD)
Fort +1, **Ref** +3, **Will** +2

Spd 30 ft. (6 squares)
Melee battleaxe +3 (1d8+2/×3)
Melee morningstar +3 (1d8+2)
Ranged longbow +2 (1d8/×3)
Base Atk +1; **Grp** +3
Atk Options Power Attack, spirit strike 3/day
Thanemage Spells Prepared (CL 1st):
 0—*daze* (DC 12), *ray of frost* (ranged touch +2)

Abilities Str 14, Dex 12, Con 13, Int 15, Wis 10, Cha 8
Feats Combat Casting, Power Attack
Skills Concentration +5, Jump +4, Knowledge (arcana) +6, Listen +0, Ride +5, Spellcraft +6, Spot +0, Survival +4, Swim +2
Possessions combat gear plus studded leather, light steel shield, battleaxe, morningstar, longbow, backpack, waterskin, one day's trail rations, bedroll, sack, flint and steel, quiver with 20 arrows, wooden holy symbol, three torches
Spellbook all prepared plus *acid splash*, *detect magic*, *disrupt undead*, *read magic*, *resistance*

Spiritstrike (Su) As a free action, Zed can charge a weapon or his hand with supernatural energy. As part of an attack or full attack, he may deliver the spiritstrike with a melee touch attack or in conjunction with a melee weapon, though not as part of a touch spell. On a successful touch, the spiritstrike deals 1d6 points of damage. If used with a weapon, the weapon deals an additional 1d6 points of damage. As well, if he confirms a critical hit with a weapon augmented by spiritstrike, he doesn't multiply the spiritstrike damage, but instead deals an additional 1d10 points of damage with his morningstar and 2d10 with his battleaxe.

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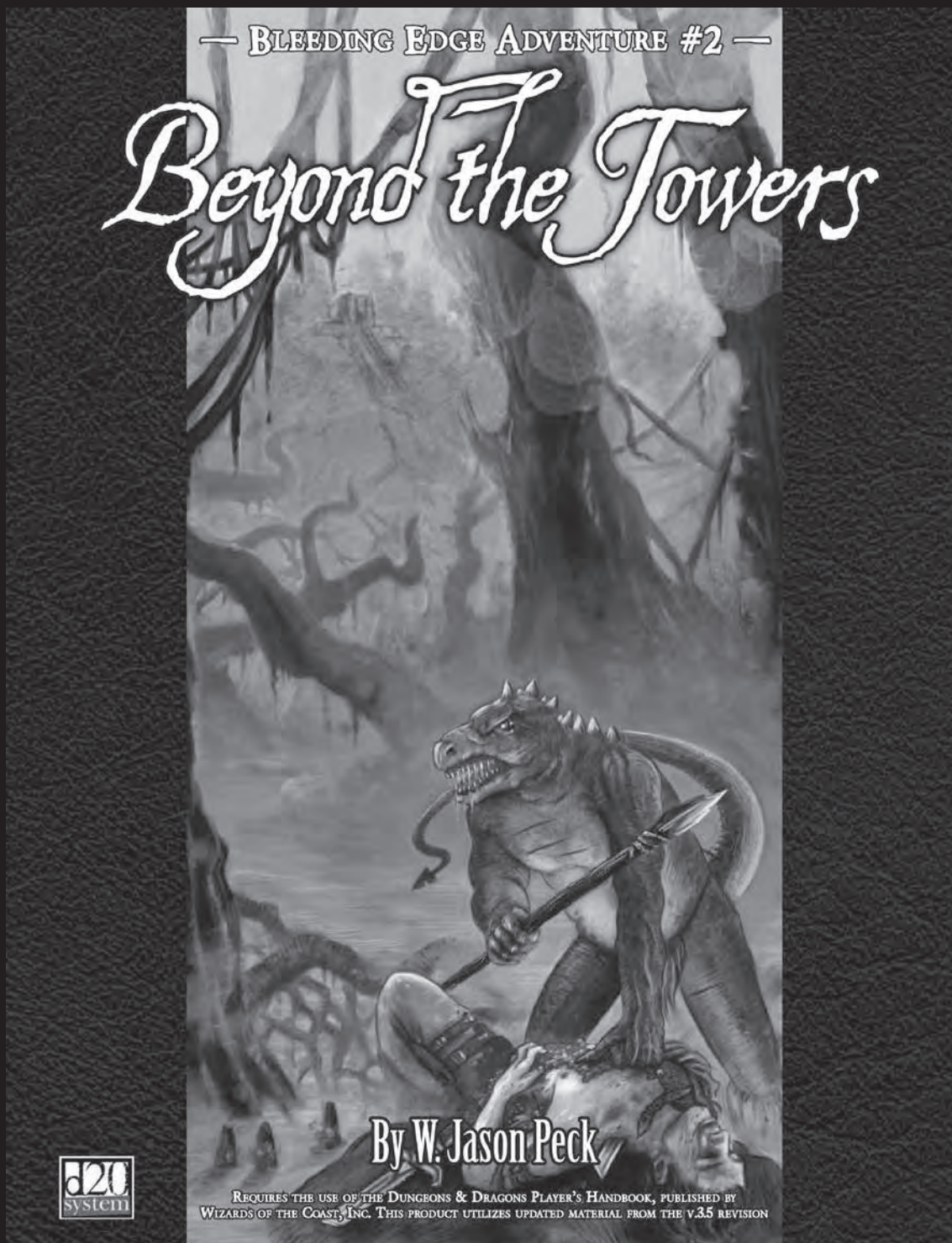
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