



The Reign of Terror



A Pathfinder Roleplaying Game adventure for 4-6 characters of level 4.

Jean Lemaistre, celebrated cavalier of the Order of the Lily, defeated the vampires of Château Rougemord many winters ago, though he himself perished in the process. Having no wish to be brought back to life, in common with most cavaliers of his Order, Lemaistre was entombed near the village of Sans-Secours, close to the château, with all of his possessions either bequeathed to the Order or sent back to his family.

All, that is, except for his banner, the “Fleur de Lis”, which inexplicably failed to return, and which the Order is now paying you handsomely to retrieve for them from Lemaistre’s tomb, which is presumably where it ended up.

So wrapped up in warm winter clothing you have journeyed into the mountains in the hope that the trail that you now seek has neither gone too cold nor regained any of its former danger. After all, it has been 50 years ...



Four Dollar Dungeons are standalone adventures designed to be logical, entertaining, challenging and balanced, and easily integrated into any campaign world.

Each adventure has enough material to last three or more playing sessions and enough experience to raise four characters of the appropriate level up by one extra level. Treasure is commensurate with the encounter challenges faced. Scaling information is included for adventuring parties of five or six.

Although this adventure is set around a snow-capped mountain range most of the action takes place within the cold stone walls of the Château de Rougemord.

Four Dollar Dungeons

The Reign of Terror

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Background

Somewhere deep below the ground lies a vampiric creature of fearsome proportions.

Very little is known about it, as nothing alive or dead has ever seen it in its entirety, but those scholars that do have some knowledge about it speculate that it must rival in size the greatest city ever built, or maybe the highest mountain ever climbed.

And in this they are not far wrong.

No one knows if it can move, and anyone who knows about it hopes that it can't. No one can tell if it has any motives or even to what degree it may be sentient. All that is known about it is that it stretches its veins, each of them big enough to swallow the tarrasque, through densely packed iron, rock and stone like questing tendrils cutting through loose soil, and that where those tendrils break through the earth's crust a dynasty of vampires soon comes into being, always of the greatest and most bloodthirsty kind.

Centuries ago one of those questing veins ripped through the earth at a small valley in the upper reaches of the Massif de Dent Blanches, otherwise known as the White Teeth Mountains. Although the area was deserted the "scent" generated by that rend attracted vampires for miles around, and the first to arrive there clustered round it like feral beasts at a gaping wound.

It was not long, however, before those early vampires grew powerful enough to found Maison d'Artère, a savage and terrifying dynasty of undead.

Château de Rougemord was built above the vein soon after, not only to conceal it from the outside world but also to protect and nurture whatever it was that was feeding from it from way down below.

No vampire ever explored that bloody conduit any more than they had to. All were satisfied with the symbiotic relationship that existed between them and none of them ever saw the need to risk their necks discovering anything more about how the vein worked. Vampires fed from the vein whenever their thirst grew too much and the vein fed from the vampires whenever they had blood to spare.

(And although the vampires felt they were in control of the situation it was actually the vein that was controlling them).

At its height, Maison d'Artère boasted over 60 vampires "gracing" its château, plus countless lovers, servants, enslaved spawn and other companions, and the atrocities that were committed within that grim edifice's cloistered halls defied even the most depraved of imaginations.

Paradoxically the one village nearby, Sans-Secours, was left unmolested. Being the only source of mundane labour for the château "feeding" from it was strictly controlled. Apart from that the vampires of Maison d'Artère roamed far and wide in their hunt for victims and the resulting Reign of Terror that came into being was a plague of fear, horror and suffering for miles around.

Unsurprisingly various attempts were made to end this vampiric menace by heroic parties of one sort or another, but until Lemaistre's crusade all of them failed miserably. There was, at that time, an arrogance about undeath driven by a rise in the prominence of those gods championing life, light and the sun, together with an increase in magical lore relating to vampires and their ilk. Everywhere undead creatures of all persuasions were being driven back into the shadows and knights and mages had become overconfident in their ability to deal with your average blood-sucking monstrosity. None of them were ever prepared for the strength of vampiredom that greeted them when they reached the château, and all of them perished as a result.

It was only Lemaistre and the cavaliers of the Order of the Lily who finally had the good sense to thoroughly research their enemy before embarking on their crusade. It was they who discovered what was behind the power of Maison d'Artère and thus they who were the first to arrive at the château with some sort of credible plan in place.

Lemaistre learnt not only about the presence of the vein but also found out about some of the details of its composition.

The vein was, indeed is, not simply a single huge pipeline rising up through the ground but rather a mass of hundreds of bloody cables each 1 or 2 feet wide, at times compacted into a twisting coil 20' or so across and at others spread out across the walls of a tunnel 50' or more in diameter. As the vein turns tortuously in its search for the surface, its bloody cables join together and part into tubes and passageways, even



undulating chambers of varying dimensions, sometimes travelling horizontally for hundreds of feet before making rises or drops, whilst at others twisting up and down like a snake before sealing the way through the midst of them completely.

Lemaistre's key revelation, however, was that these cables occasionally converge upon nodal points which act as pumps and filters for the creature that lies below, and that one of those nodal points lay reasonably close to the surface. This was where an opportunity lay for the cavaliers to cut the vampires off from the source of their power, especially as silver magical weapons are as toxic to the vein and its nodes as they are to vampires themselves.

This was how it came to pass that on one fateful day over 50 years ago Lemaistre's cavaliers stormed the vampires of Maison d'Artère and fought their way down to the vein-laced tunnel that opened up below like a bleeding throat under the château. It had taken years of preparation, but armed with an extraordinary banner-cum-lance called the "Fleur de Lis", Lemaistre finally reached that first nodal point and plunged his lance deep into that heart-like organ. The banner immediately poisoned the blood that flowed through the node and caused a massive convulsion in the creature that fed below, a convulsion that was felt all along the walls of the tunnel right up to the surface.

Mythic vampires of this kind, however, are not so easily vanquished. The vampire's metabolism quickly isolated and cut off the poison within its cardiovascular system. The atria and ventricles in its mini heart reconfigured themselves to redirect their flows of blood into tight loops, bypassing the lance's poisonous effect and separating the upper veins from those below. These upper veins, cut off from their main supply of blood, reacted by drawing in all their symbiotic vampire "allies" that had fed from them in the past, so that gradually all of the vampires of Maison d'Artère were drawn irresistibly into the walls of the vein and drained by the coiling mass of bloody tendrils that were desperately trying to hold off their own exsanguination.

Fortunately, however, since there were not enough vampires in the château to satisfy the vein's needs those upper cables eventually dried up and solidified.

Unfortunately, Lemaistre and his closest companions all died before they could witness the victory that they had achieved. Vampires have powers beyond those relating to their status as undead, powers which Lemaistre's banner could not protect them from, and there was enough time before their assimilation for the vampires of the château to take their revenge upon the cavaliers.



It was, nevertheless, finally all over for Rougemord. Those few members of the crusade that survived extricated Lemaistre and his colleagues from the gruesome charnel pit below the château and buried them in a mausoleum way up in the mountains.

Lemaistre's possessions were returned to the Order and to his family except for the "Fleur de Lis" which was, unsurprisingly, never brought back, though no one now knows why.

It took many years for the Order to recover the loss of so many of their number and although the victory was famous in its time it is all but forgotten now. A few records do remain, and the Order has now realised that it is time that they recovered one of their historical heirlooms.

The "Fleur de Lis"

The "Fleur de Lis" took several years to construct and almost bankrupted Lemaistre. Combining the power of a Crusading Lord's Banner with an intelligent magical silver lance it was one of the most powerful weapons ever to be wielded by any member of the Order and has not been surpassed since.

In a way, though, Lemaistre slightly miscalculated in its construction. When the "Fleur de Lis" woke up, its ego was massively inflated by the power of the Banner, and it became just a little bit of a pain in the neck, especially as it never stopped talking!

Fearing spies or betrayal Lemaistre went to great pains to ensure that the banner's powers remained secret. Until the time of the crusade came, it was kept carefully hidden and even to this day nobody knows what exactly what it can do. Indeed most members of the Order think its actual powers are somewhat limited, which is why the Order has employed the PCs to go and fetch it rather than get it themselves.

More significantly, however, nobody within the Order knows the role that the banner continues to play to this day, for if they did then they would surely not be asking anyone to remove it.

It is only while the banner remains embedded in that vampiric heart below the château that the creature that feeds below it is unable to regain its power. In fact, the vampires that were absorbed into the walls of the vein were not destroyed, but rather lie like desiccated corpses awaiting for the arrival of life-giving blood in order to reanimate.

Blood which they're sure to get if the PCs pull that banner free.



Notes for the Games Master

Overview

This adventure takes place in the spring. As the snows start to melt in the Massif de Dent Blanches the cavaliers of the Order of the Lily have offered the adventurers 500gp each plus travelling expenses to Englouti to recover the Fleur de Lis¹. They also furnish them with tabards bearing a fleur-de-lis insignia that will allow them to enter Lemaistre's tomb.

From this point on the adventure is in three parts.

First comes the prologue, in which the PCs venture up into the mountains in search of a guide to the Tomb.

Passing briefly by the lowland village of Englouti, rebuilt after it was ravaged by the vampires of Maison d'Artère years ago, the PC's eventually arrive at Sans-Secours, a village 5,500 feet above sea level, where they are forced to spend a few weeks acclimatising to the high altitude² and getting to know the locals.

The PCs finally mount an expedition to Lemaistre's Tomb with the help of a guide only to find that the "Fleur de Lis" is not there at all³ - clearly it never left Rougemord so the PCs will now have to go and search for it there instead.

The main part of the adventure then takes place in the château itself, which holds a number of unpredictable and disturbing challenges in store. This part is essentially a sandbox where the PCs investigations eventually lead them to discover the secret to the doorway in the central tower that grants them access, via a circular stairway, to the vast tunnel of grey twisting cables that lies below the château.

The final, climactic, part of the adventure, takes place down there.

Somewhere deep below ground the "Fleur de Lis" lies waiting, and as it senses the adventurers approaching it calls out to them to be rescued. No encounters prevent the PCs from getting to the banner and although it takes a bit of effort to do so the banner is eventually freed. A minute or so later, however, an enormous heart-beat reverberates around the tunnel walls as Rougemord starts coming back to life! All the PCs can do now is try to escape with their lives as a succession of progressively stronger vampires try to prevent their escape.

As the PCs finally get clear of the château's walls, with wolves howling in the distance and converging upon the château, a friend from Sans-Secours appears with his sledge in order to help them get away, but in a final bitter twist he is himself

devoured by a massive white wolf which leaps in behind him, and which then emerges from the sledge to attack the PCs.

Assuming the PCs prevail, the survivors jump onto the sledge and career at high speed down the mountain, hoping that they don't overshoot some precipice and get themselves killed after all they've been through. Eventually they end up at Englouti, more than likely after crashing their sledge.

The next day, as the dust (snow) settles and the PCs prepare to take the "Fleur de Lis" back to the Order of the Lily the villagers of Englouti inform them that both Sans-Secours and Rougemord have disappeared off the face of the map entirely; banished, it would seem, by the gods, to some dreadful demiplane of horror, hopefully never to return⁴.

A Land of Fear

Horror in an RPG is hard to reproduce.

We can all pretend to be frightened. We can even introduce rules into the game that force us all to make our PCs behave as if they really were frightened.

But can we actually role-play fear?

I believe that fear carries with it the hardest emotion for an RPG to portray because it holds with it the weakest link between what we experience as a player and what our PCs experience as our alter egos.

If an NPC annoys our PC, for example, we will, as players, most likely be annoyed with them too. Equally if an NPC pleases our PC and gives them a good laugh then it's quite likely that we will be laughing with them. The problem with fear is that it requires a tangible threat to be effective, and it would be a very strange RPG session indeed if the players were to feel as frightened whilst playing it as their characters did whilst living in it.

Faced with this problem most writers tend to fall back onto the use of trope and revulsion as a means of reproducing something resembling horror.

Trope is used to create a link between your experiences in an RPG and any books or films which you might have seen or read where the feelings of fear were much greater thanks to the particularly absorbing nature of both of those types of media⁵. This in itself, though, is too indirect a means of presenting a frightening situation for it to be effective in an RPG, i.e. it is far too easy for players to see an investigation into a werewolf-haunted forest as just another monster bash in a pretty setting with a lot of flashy silver weapons.

Revulsion can also be used to reinforce the message but, again, this ultimately fails because of the difficulty of

¹ 100gp in advance

² if they're sensible and don't fancy spending all of their time fatigued; note that acclimatisation is necessary at this height according to the rules, and at a somewhat greater height according to other references; if this bothers you, raise the height of the whole adventure by a few thousand feet!

³ but a rather aggressive white dragon is!

⁴ unless, of course, you want this cataclysmic turn of events to take place in your own campaign world, or you would like to send your own PCs into that demiplane of horror

⁵ funnily enough, both books and films can make you feel personally threatened



conveying it without actually giving the players the means of experiencing it⁶.

Reign of Terror takes a slightly different approach.

An investigation into a dilapidated castle of a now defunct house of vampires is certainly going to be using trope to portray a frightening setting. Within this environment the PCs will discover locations which were clearly once scenes of horror in the past, and when the PCs wake up the terror that lives beneath the château and flee for their lives they should certainly be experiencing fear (as PCs).

Players can't be frightened in the same way, of course, at least not legally, but with a little bit of care and attention they can be disquieted, perhaps even made just a little bit horrified if not ultimately screaming and running for cover.

Horror is all about pushing people out of their comfort zones, which is difficult in a fantasy RPG where players can construct vampire hunters and demon slayers just as easily as they can build highwaymen and barbarians. The in-game presentation of horror-themes clearly does not have the same detrimental or disquieting effect upon the players as it does upon their PCs, so in order to worry the players a little bit of meta-gaming is necessary.

Players naturally meta-game and it will not take long for them to conclude that they are in a horror adventure complete with the inevitable encounters that such scenarios present. Even if you haven't already told them what the name of the adventure is, your PCs will more than likely be expecting undead to be lurking around every corner.

Against these expectations they will then be attacked by everything but. The undead theme is clearly there but the undead themselves seem to be missing or harmless.

Players who like to be in control⁷ may start to feel uneasy as they continue to come upon these unexpected challenges, and by the time they have entered the caverns under the château may well have "figured out" that despite all appearances this adventure actually has no undead in it. They will then discover, of course, that there are hordes of vampire-spawn waiting below ready to come out and overwhelm them.

Hopefully this will shake them up a bit.

The balance of encounters is deliberately a bit unusual. The first encounter with the dragon is deliberately the hardest encounter in the adventure. Although the sequence of encounters which takes place at the end makes the climax the hardest part of it overall, that first encounter with the white dragon has the highest challenge rating individually. This reversal is there to upset your players' expectations – if the first encounter is that hard, who knows what the rest of the adventure might bring!

This adventure is also unusual in that it does not have a happy ending.

Most adventures provide a "feel good" factor at their conclusion wherein the PCs not only succeed in terms of experience but also the players come away feeling that they have done some "good" thanks to their bravery and initiative. "Reign of Terror" is not like that at all. The name of the adventure reflects not what the PCs vanquish but rather what they unleash. As the PCs escape the château's grounds, with a blood red moon rises behind them, cold mists coming up from the ground and blood-curdling howls reverberating around the hills, the PCs might imagine or even spot the faces of the villagers that helped them earlier now hollow-eyed and numb with the realisation of the dreadful fate that will have befall them. The PCs are powerless to do anything about it – the horror which they have awoken is far too powerful for them to deal with and all they can do is run for their lives - saving their own skins whilst leaving the villagers to their rather grim fate.

If your players turn to each other in horror then, this adventure will have done in its job.⁸

Specifics

Although Rougemord is abandoned the château has an ecology about it which can be as active or as passive as you like. The Crawling Hands, for example, don't have to make an appearance at all if you don't want them to, or you could have them making an absolute nuisance of themselves pinching items, closing doors, untying ropes and so on. The CR balance of the adventure does assume you will attack the PCs with the panther and the ravens at some point but, of course, you don't have to, and Aygo can play as much or as little a part as you want in the adventure until he turns into a vampire and attacks the PCs at the end.

The encounter with the Green Hag does not play by the "normal" rules as such in that she seeks to separate the PCs from each other and attack them individually or perhaps in pairs. The lethality of the encounter, therefore, or the CR if you will, depends on the degree to which your players are taken in by her various whiles, which depends very much on how you play her against the skill of your players. At one extreme this encounter could be a push-over, at the other a TPK, albeit a bit-by-bit one.

The encounter with the Ankheg can be pretty nasty, particularly if someone trips over, because the creature is quite capable of killing a PC with two blows. The dragon at the beginning can do much the same. These sort of encounters require the PCs to act as a party and get themselves organised very quickly if they're not to have a casualty.

The encounter with Aygo is potentially lethal not only because he can also kill with two blows but also because he has a high

⁶ and no one's going to want to do that – especially if they have to clean up afterwards

⁷ which is most of them in my opinion

⁸ you might want to run something cheerful next.



AC and will probably encounter the PCs at the top of a set of stairs forcing them into single file. Depending on how tough your PCs are you might want to let them spot him up ahead and taunt him into an open area at the bottom of the stairs to take him on, especially if your PCs can't take advantage of his low Will save and hit points.

The Temple (room #28) has a Scarab of Death in it which is, in case you don't know, a save or die trap. It's well signposted, but some PCs don't read signposts. Although its lethality is an important part of the atmosphere which this adventure is trying to convey if you or your PCs don't like that kind of thing then there's no problem leaving it out altogether.

Maps

Maps are provided for all four levels of Rougemord plus the surrounding countryside and the village and the town, though the latter isn't really needed. The underground area below Rougemord where the finale takes place isn't mapped as there isn't really any practical way to do so⁹.

The layout of Rougemord was inspired by its illustration, however the map doesn't stick to that picture rigidly. It's up to you whether you show the picture to your PCs at all and how you resolve any differences they might point out (e.g. the different ways the domes look). I cut out little paper covers to put over the insides of the rooms during the playtest and let the players see all three upper level maps plus the picture as well – and nobody seemed to mind the discrepancies.

Encounter Summary

This adventure has one encounter, the hardest, in its prologue, four encounters in rapid succession in its conclusion, a trap which leads into the end game and nine further encounters in the middle.

The following table summarises what can be found herein:

Type	Number	Description
Easy (CR < 4)	4	Leopard (advanced) Murder of Crows Vampire Spawn (stunned) Violet Fungus
Average (CR 4)	2	Centipede Swarm Vampire Spawn
Challenging (CR 5)	5	Animated Objects (2xmedium) Ankheg (Advanced, Giant) Ogre Vampire Trap (various spells) Winter Wolf
Hard	3	Green Hag

⁹ you can vary the difficulty of the two Vampire Spawn encounters down there by either having them occur on a platform or on a "cable-bridge" of any sort of width you like (and over a *very* deadly precipice!)

(CR 6)		Yellow Mold Hungry Fog
Epic (CR 7)	1	Juvenile White Dragon

The amount of treasure which should be available according to the encounter difficulty is 21,900 gp. The actual amount is 650gp more than this, which is only slightly generous, particularly given that some of it may well not be found or realised (e.g. the paintings might be too cumbersome to carry out, or the silverware may not be fully appraised or sold to the right people). Note that there are two options for the treasure found within the solid black pudding in location #3 in Rougemord depending on whether you wish to introduce the *Solidification* spell into your campaign.

Scaling

Given that this adventure is not easy for parties of 4 characters, there's no problem running it as it stands for parties of 5 or 6, particularly if the players are inexperienced.

Alternatively the various encounters, experience and treasures could be scaled up in order to present the same degree of challenge for larger parties.

For encounters, I would recommend doing one of the following:

- 1) Increase all opposition HPs by 50% (for 1 extra PC) or by 100% (for 2 extra PCs).
- 2) Add or subtract 1 (for 1 extra PC) or 2 (for 2 extra PCs) to every die roll made during the adventure, in an advantageous way for the opposition and in a disadvantageous way for the PCs.
- 3) Apply a +2 (for 1 extra PC) or +4 (for 2 extra PCs) to every prime characteristic of the opposition and work out the consequences.

There's nothing stopping you using whichever approach you like, even using different approaches for different encounters, however my preferred method is the first. Although changes in HP are not hugely realistic, this change is the least intrusive to the tactics and structure of the encounters in this adventure and therefore the easiest to manage.

Whichever scaling technique you use, you should also increase the experience points awarded for each encounter by 25% (for 1 extra PC) or by 50% (for 2 extra PCs), and adjust the amount and value of treasure that is to be found. Since the latter isn't straight forward I have included recommendations on what should be added in the table below. For 1 extra PC use the extra treasure given in ***bold-italics***, for 2 extra PCs use the extra treasure given in **red**.



R#	Encounter	CR	XP	Treasure	Total Value
	Reward			4 x 500gp + 500gp +1000gp	2000 +500 +1000
Rendre L'ame	Juvenile White Dragon	7	3200		
Lodge	Green Hag Bard	6	2400	+1 Glamered Chain Shirt	3950
Ravens	Murder of Ravens	3	800		
Cats	Panther	3	800		
1	Centipede Swarm	4	1200		
3	Solid Black Pudding			Either: Scroll of Solidification (1125) + Wand of Lesser Restoration with 14 charges (1260) + 20 gp Or: +1 Silver Longsword (2405) + Ring of climbing (2500)	2405 +2500
6	Violet Fungus	3	800	Alluring Golden Apple (1 left, 400) Alluring Golden Apple (3 left, 3 x 400)	+400 +1200
8	Ankheg (fiendish, giant, advanced)	5	1600	Amulet of Natural Armour +1 (2000)	2000
9	Aygo's Shed			Masterwork Greataxe (320) Broken Full plate armour (1200)	1520
12	2 x medium animated objects	2x3	1600	Robe of Bones (2400) Ring of Eloquence (3500) + Boots of the Winterlands (2500)	5900 +2500
21	The Cat Salon			Two panther cubs (2 x 150)	300
23	Yellow Mold	6	2400	Silverware (1000)	1000
24	The Chapel			Chalice of Poison Weeping (8000)	+8000
25	Trick/Trap (various spells)	5	1600		
27	Hell's Gallery			200 gp pictures Shackles of Compliance + Key (3280)	3480
28	The Temple			Scarab of Death	
29	Hungry Fog	6	2400		
30	The Wine Cellar			Blood Reservoir of Physical Prowess (2000)	2000
Finale	Vampire Spawn (stunned)	3	800		
Finale	Vampire Spawn	4	1200		
Finale	Ogre Vampire	5	1600		
Finale	Winter Wolf	5	1600		
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Wilderness

The mountains known as the “Massif de Dents-Blanches” rise steeply from a landscape of grey slate interspersed by bright green grasses and shrubs topped with the occasional pine tree. Mountain tops are covered in snow for most of the year. Valleys are cut by rivers which are either frozen or ice cold. Even in the summer it is an inhospitable place to adventure in unless proper precautions are taken.

Englouti

The adventure starts off at Englouti, a walled town of some considerable size run by an elected council and a town mayor. Lying on the Lawful Good / Lawful Neutral alignment border, the town is a hive of crafting and marketing activity whose population is a mixture of decent human beings with a few rather heartless entrepreneurs that were brought in when the town re-discovered itself after being wiped out by werewolves during the time of Maison d’Artère.

The town should be able to provide adventurers of 4th level with all of the products and services that they need for the module. The PCs can not only stock up before they set off but also, since the journey from Sans-Secours is only on the order of half a day, they could even make the round trip back from Sans-Secours in a day should they need further supplies.

Prices in Englouti are all at the normal core book rates.

Englouti

LN Small Town
Corruption 1; Crime 0; Economy 2
Law -1; Lore -1; Society 4
Qualities guilds, resettled ruins
Danger 0

Demographics

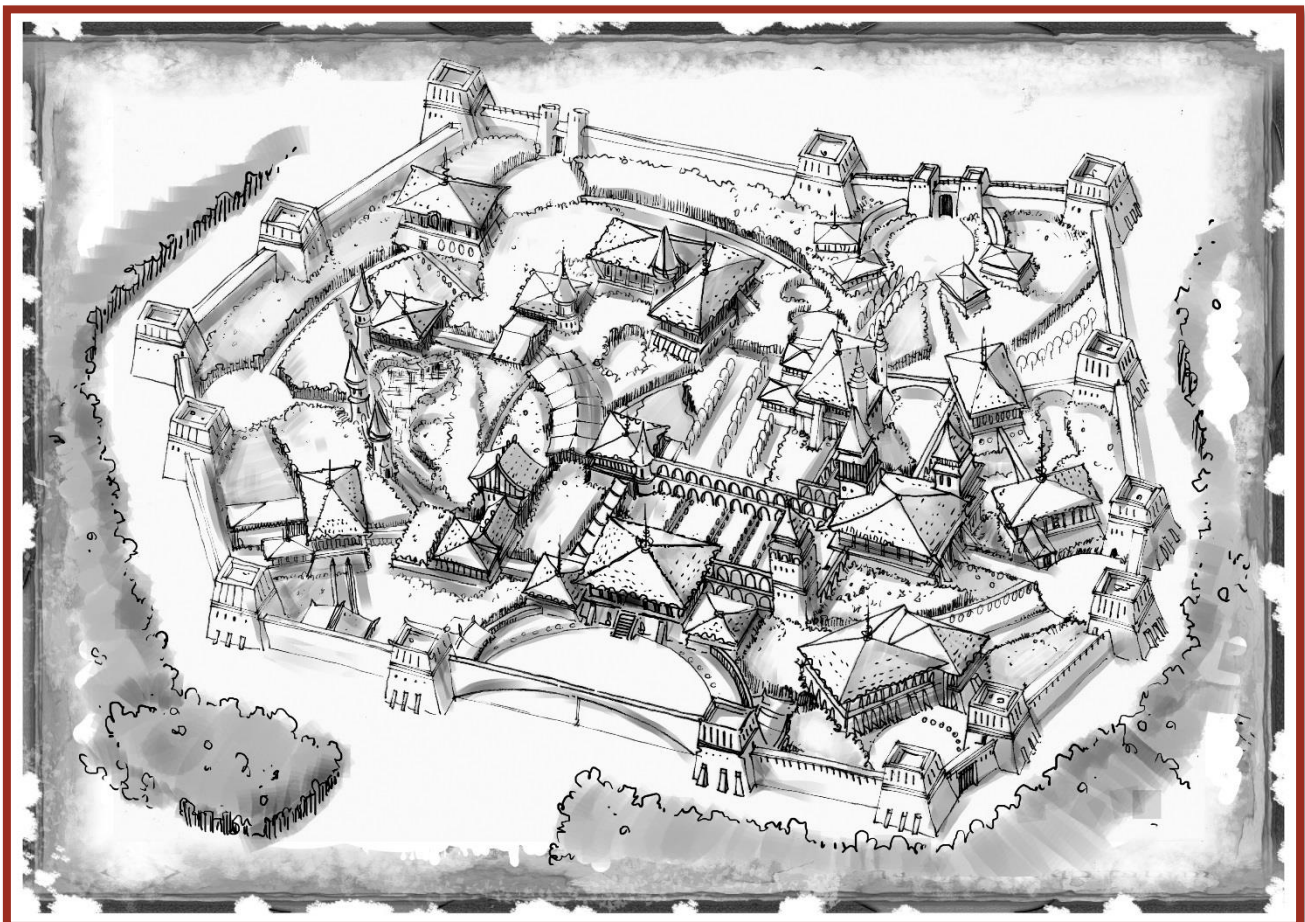
Government council
Population 1930 (950 humans, 220 half-elves, 140 dwarves, 350 halflings, 170 half-orcs, 60 elves, 40 others)

Notable NPCs

Loup-Garou (council-leader)
LN Male Human Oracle 8

Marketplace

Base Value 1,000gp; **Purchase Limit** 5,000gp
Spellcasting 4th
Minor Items 3d4+1d3; **Medium Items** 1d6+1d3; **Major Items** 1
If a buyer rolls a natural one on any Appraise or Diplomacy check made to examine or purchase a locally bought magic item, that item is always cursed.





Survival and Exploration

Terrain

Terrain in the mountains is split into two types: gentle hills at an altitude below 5000 feet, which is from Englouti up to the river which runs east-west at a point more or less half-way up the map, and rugged hills and high mountain passes from north of that river, including the three main locations of this adventure.

Gentle hills have gradual slopes¹⁰ which have no effect on movement save that it is always possible for an attacker to gain height advantage against a lower defender¹¹.

Rugged hills and high mountain passes cost double movement to traverse and pose three additional hazards: Steep Slopes¹², Height Sickness¹³ and Cold Weather.

In either case, terrain should be considered “mountains” for rangers and for any other abilities that rely on it.

Rivers are cold and relatively fast flowing, requiring either a DC 15 Swim check or DC 15 Strength check to avoid being swept away at a rate of 30’ per round. Getting wet also increases the risk of hypothermia as described in the section on weather.

DC	Summary
15	Swim or Strength check to prevent being swept away in the rivers

Weather

The time of year is late spring. The mountain snow is thawing and the rivers are flowing once again. It is still cold and snow falls are not uncommon, though thaws are generally quick.

Once into rugged hills PCs will suffer the effect of Cold Weather. Should the PCs get wet, this condition will rise to Severe Cold. See the Rules Appendix for information on the effects of Cold and Severe Cold on the PCs.

If you wish to use more specific weather conditions then roll on the table below as needed:

D%	Type	Effect
01-80	Cold	Cold effects as normal, 1 foot of snow thaws
81-90	Chill	-2 on all cold-related saving throws, snow remains
91-99	Snow	Visibility ½ Perception -4

¹⁰ see rules appendix

¹¹ +1 to melee attacks

¹² see rules appendix

¹³ See Mountain Travel in rules appendix, with reference to High Passes

100

Heavy Snow

Ranged attacks -4
1d6 inches of snow left on the ground which halves movement

Visibility 5ft only

Perception -4

Ranged attacks -4

1d4 feet of snow left on the ground, which quarters movement

Travel

The best way to travel from Englouti to Sans-Secours is north/north-east, cutting through the hills and then joining the river just before it disappears behind the wooded hills to the north-west. Total distance is 8 miles, the last mile of which counts as mountain terrain (i.e. half speed).

Travel from Sans-Secours either to the château to the east or to Lemaistre’s tomb to the northwest consists of approximately 4 miles of mountainous terrain (i.e. all half speed).

The following table summarises travel times (in hours) for the different party speeds:

From	To	30’	20’	15’
Englouti	Sans-Secours	3	4.5	6
Sans-Secours	Rougemord	2.67	4	5.33
Sans-Secours	Lemaistre	3	4.5	6

Getting Lost

Getting lost is only possible if travelling to or from Lemaistre’s tomb without a guide, in which case the survival check which must be performed every hour has a DC 12. See the Rules Appendix for more information on the effects of getting lost.

DC	Summary
12	Chance of getting lost every hour in the mountains travelling between Sans-Secours and Lemaistre’s tomb, without a guide

Wandering Monsters

Wandering monsters are usually supplemental in four dollar dungeons given the aim of controlling the amount of experience and challenge in the module. It is unusual, however, for there not to be any possibility of a random encounter whilst trekking through dangerous country, but in the end it’s up to you.

The adventure features four locations: the town of Englouti, the village of Sans-Secours, Lemaistre’s Tomb at Rendre L’âme and the château de Rougemord. Sans-Secours is at the centre of this group and connects together the other three— i.e. it is



generally not possible to travel between any of the other three locations without first going through the village. Travel between Sans-Secours and any other location takes approximately 4 hours. My recommendation is that you allow the possibility of a random encounter for any given trip based on the following table:

Time of Day Chance of Encounter

Daytime	1 in 20 chance
Nighttime	1 in 12 chance if the party are travelling without light sources, 1 in 8 chance otherwise.

If an encounter is indicated, use the following table to determine what is met, substituting the 2d6 roll with 2d4+2 for trips between Sans-Secours and Englouti (since that is a safer journey).

2d6	CR	B	Encounter
2	6	1	2 x Yeti
3	6	2	Glacier Toad
4	5	1	Troll
5	5	1	Grizzly Bear (Brown Bear)
6	4	1	Barghest
7	4	1	2 x Worg
8	4	2	Peryton
9	5	3	Shadow Mastiff
10	5	1	Wraith at night, Dire Lion during the day
11	6	1	Wyvern
12	6	2	Belker

Individual descriptions of wandering monsters are not provided here however the “B” column in the table above gives the Pathfinder Roleplaying Game Bestiary where the entry for that creature can be found.



Sans-Secours

Perched at the edge of the cliffs where the river Noye drops down to the foothills of the Massif de Dents-Blanches, Sans-Secours clings precariously to existence despite its somewhat disadvantageous position and the ghosts that haunt it from its horror-filled past.

Defiance binds the residents of Sans-Secours together, as the old remember how they managed to survive in the shadow of Rougemord, the middle-aged accept that their lost childhood came in exchange for a rapid acquiring of survival skills necessary once their serf-like existence came to an end, and the young defying both generations in an attempt to prove that there is something better to life than a grim hard-working existence in the shadow of a danger now long gone.

The PCs are destined to get to know these villagers fairly well as they spend 4 weeks in Sans-Secours acclimatising to the high altitude. This acclimatisation isn't altogether necessary however the adventure will prove far harder if they don't, as altitude-sickness causes fatigue which cannot be recovered without descending all the way down to Englouti.

The villagers of Sans-Secours will eventually provide a guide to take the PCs up to Lemaistre's Tomb. The PCs will not need a

guide to get to Rougemord since it is connected to the village by a wide mountain track. Nobody in the village ever goes to Rougemord. The vampires that once lived in the château may be long gone but it was an evil place once and may well be so again.

Key Locations

Most of the houses in Sans-Secours are simple single-storey wooden buildings used by the villagers for life, love, leisure and the pursuit of whatever profession or craft supports their community. The following paragraphs describe five key points of interest:

1. The Guest House

Overlooking the edge of a waterfall this small dwelling is used to house "visitors" to Sans Secours. The village does not altogether trust strangers so this old two storey house with its outhouses is sufficiently out of the way for the PCs to stay so that the villagers need not feel threatened. It also provides the most cost-effective lodging and affords some degree of privacy.

Despite its somewhat precarious outlook the house is quite safe. The river isn't, of course, and anyone swept over the waterfall will drop 100' into the turbulent waters below (DC 20 swim or strength check to get away from the bottom of the mass of falling water).

The Guest House belongs and is let out by the owner of Le Chien Gris.

DC	Summary
20	Swim or Strength check to escape drowning at the bottom of the waterfall

2. "Le Chien Gris"

This four storey building serves as tavern, inn and store for the whole village. The landlord, Léon Colbert (CG Male Human Expert/2 Ranger/2), and his wife Danielle (CG Female Human Expert/2 Skald/2), run a tidy operation providing foodstuffs and general goods brought up from Englouti, and serve good meals and drink in the evening at a reasonable price (at least, for the locals).

The top two floors have rooms available at 5 sp per night (8 of them), but Léon suggests to strangers that they hire out the Guest House instead for 1 gp per night for the whole house.

3. The Pétanque Tree

An imposing but nonetheless dead tree is used every lunchtime by some of the more elderly villagers for a game of Pétanque. The rest of the time the tree is a haven for ravens,

Sans-Secours

LG Village

Corruption 0; **Crime** -4; **Economy** -1

Law 2; **Lore** -1; **Society** 2

Qualities impoverished, superstitious, untamed

Danger 0

Demographics

Government none

Population 156 (87 humans, 12 half-elves, 15 dwarves, 25 halflings, 2 half-orcs, 4 elves, 11 others)

Notable NPCs

Jules Renan (guide)

CG Male Human Commoner/2 Ranger(Warden)/1

Léon Colbert (landlord)

CG Male Human Expert/2 Ranger/2

François de Luge (dog/sled handler)

CG Male Human Ranger/2

Paul Barras (ranger)

CN Male Half-Elf Ranger/3

Baissier (dwarven lumberjack)

CG Male Dwarf Ranger/2

Marketplace

Base Value 250gp; **Purchase Limit** 1250gp

Spellcasting 1st

Minor Items 1d4; **Medium Items** 1d2

Use wilderness encounter table if random encounters are required, rolling 2d4+2 on the table





though these tend to fly away if there is more than one person around as the villagers are far from friendly towards them.

If any single PC spends any time alone here while the ravens are around then there is a chance¹⁴ that they will spot one of the birds with something odd held in its beak. If the raven is disturbed in any way, such as by throwing a stone at it, then it will fly away with a squawk and leave behind a human finger, old but strangely preserved, strongly suggesting undeath though it is in no way animate¹⁵.

4. The Stocks

This small structure in the centre of the village consists of a wooden enclosure open to the elements at the sides with a set of masterwork manacles embedded securely in its stone floor.

In the past, these Stocks were used as a rather nasty form of punishment, with the criminal chained inside not only in for an uncomfortable night in the open but also at high risk of being kidnapped by the residents of Rougemord.

Although the latter part of the punishment is no longer applicable the Stocks are still used to chain up petty criminals overnight. Anyone forced to spend the night in here must make six checks for cold weather, unless adequately protected, and will in any case be fatigued the next day from a lack of a proper night's sleep.

5. The Well

The well in the centre of the village provides safe drinking water for the population, as drinking river water is generally not a good idea.

The well is 50' deep. The walls are brick and not that easy to climb (DC 25). Using the rope to climb down is fine and much easier (DC 5) but note that the handle used to pull up the rope and bucket will snap if it is used to support more than 100lbs of weight¹⁶.

DC	Summary
20	Swim or Strength check to escape from the bottom of the waterfall 100' below the level of the Guest House
25	Climb check for the walls of the well
5	Climb check for the rope descending into the well, but note the lever snaps clean off if it is used to try to pull up more than 100lbs weight

¹⁴ up to you what that is or when it happens

¹⁵ taken from one of the Crawling Hands in Rougemord

¹⁶ no stress is applied to the handle itself if the rope is fully extended to the bottom of the well, the stress in that case being taken entirely by the spindle

Week 1

The PCs will arrive at Sans-Secours late in the afternoon, whereupon they will be directed to Le Chien Gris to either hire rooms for the night or hire out the Guest House for the entire duration of their stay.

On the first week of their stay at the PCs get the opportunity to experience life as normal within the village. The three activities described here happen every week.

1. Ghost Stories at Le Chien Gris

In the evening every night the locals like to tell ghost stories by the dying embers of a fire in the common room of Le Chien Gris, and strangers are always welcome to join in if they can come up with something suitably blood-chilling. Every evening while they're here one PC can attempt a DC 15 Perform Oratory roll to see if they can entertain the crowd. If they're successful, the landlord will waive the accommodation fee for that night for the whole party. Only one PC may attempt this once on any given night, without assistance. Further attempts by the same PC suffer a cumulative -2 on the check as the PC struggles to come up with anything spooky enough.

Suitable magical accompaniments grant a +2 to the check (e.g. *Ghost Sound* spells and the like).

DC	Summary
15	Perform Oratory check to tell a good Ghost Story at Le Chien Gris

2. Hunting

Paul Barras (CN Male Half-Elf Ranger/3) goes out hunting from time to time up in the mountains, typically for antelope, mountain goats or even a few rabbits if the going gets bad. Paul will happily allow anyone with at least one rank in Survival to come out hunting with him.

Paul's skill at survival is +8 and he will always be the ranger in charge. Because game is scarce there is a +5 increase to the Survival check needed to find food for one person. PC's can attempt to aid-another by making a successful DC 10 Survival check. If at least one PC succeeds and Paul also succeeds against the DC 20 check (including the aids) then the PCs will have made a difference to the hunt, and Paul's attitude will change to friendly.

Every time the PCs are out hunting there is a 50% chance that they encounter the tracks of a massive wolf that has come down from the mountains. These tracks make Paul very nervous – he hasn't seen anything of this size for a very long time, and that evening at Le Chien Gris he tells a very nasty tale about villagers being dragged away from their beds and devoured by massive white wolves with frosty breaths.

Although Paul does not know the way to Lemaistre's tomb, he knows the countryside and its predators well, and if made friendly can impart much of the information presented on the section on Wilderness above.

**DC Summary**

20	Survival check for Paul Barras hunting, PCs can only aid-another (DC 10)
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3. Pétanque

Every lunchtime half a dozen elderly men play Pétanque¹⁷ for a couple of hours over by the huge tree (location 3 on the map) next to Le Chien Gris. The games are played in a fairly good natured way to the accompaniment of beer and a sandwich or two from the tavern. If any PC spends their lunchtimes here for 3 days or more then they will learn that one of those men is none other than Jules Renan, the only person in the village capable of guiding them up to Lemaistre's tomb. Although PCs cannot use Jules until they've acclimatised to the high altitude, encountering him early on can provide them with information about what they might need for the journey¹⁸.

Additionally if after 3 weeks no PC has encountered the raven with the finger in its beak described under The Pétanque Tree above, then a PC playing Pétanque will find that finger under the tree towards the end of one of their sessions.

Week 2

The PCs meet Baissier and his dwarves, sort out a little misunderstanding with the local youth and help the landlord with his supplies from Englouti

4. Logging

Baissier (CG Male Dwarf Ranger/2) leads a team of 4 dwarves up into the woodlands along the river once a month to go logging. The dwarves all work from a hunting lodge that they regularly use as a base in a wooded area just about two hours north up river.

(The dwarves will mention in passing that several of these lodges are present in the mountains including one just to the east of Rougemord, though most see little use now.)

The team chops down one tree and then floats it down the river in the form of small logs which are then caught human helpers waiting near the inn. It's hard, physical work, however any PC who wants to come out and help and who can succeed on both a DC 10 Strength check and a DC 10 Constitution check will make a valuable contribution to the effort and improve the attitude of Baissier and his dwarves to "friendly".

Although Baissier and co were not living in the village during the time of the vampires, details about that time are held in dwarven chronicles. Any PC that succeeded in the logging task and who wishes to spend time with Baissier in the evening will

¹⁷ a form of boules where the goal is to throw hollow metal balls as close as possible to a small wooden ball called a cochonnet (literally a "piglet") while standing inside a circle with both feet on the ground

¹⁸ Jules doesn't know anything about the Fleur-de-Lis, though

learn that although the dwarves were not generally troubled by the vampires of Rougemord but that they nevertheless shunned the area because it was felt that the ground below the château had also been in some way corrupted.

DC Summary

10	Strength and Constitution check to succeed in the logging task
----	--

5. J'accuse!

Genevieve loves Émile. Émile loves her sister, Annabelle. Annabelle loves Gaston. Gaston is with Annabelle but seeing Michelle on the side.

And that's just the start of it.

The love lives of the youth of Sans-Secours could provide material for a romantic novelist for a lifetime.

At some point during this week, however, Émile discovers Gaston and Michelle and confronts Annabelle about it in the evening, hoping to win her over. She still refuses him and, enraged, he more or less attacks her though he doesn't actually rape her. Annabelle returns home tearful and ragged but before her parents see her she meets her sister, Genevieve, who pleads with her not to implicate Émile. Annabelle's parents throw up a storm when they catch her and Annabelle, cornered, blames one of the PCs instead.

The next morning a small group of villagers round on the PCs as they wake up. Annabelle testifies that she was attacked and, though not actually raped, injured by the amorous PC in question. The PCs are allowed to produce some sort of defence. Failure to do so results in the supposed perpetrator having to spend a night in The Stocks. Refusing to spend the night in The Stocks will stop the PCs being able to obtain a guide.

Annabelle will have accused a PC who doesn't have an obvious alibi. The testimony of other PCs won't count since the villagers will be expecting them to lie for each other. There is no hard and fast answer to this; any sensible use of skills or magic used to get to the truth of the situation should suffice. Annabelle and the other teenagers of Sans-Secours may be practiced liars but they're hardly hardened criminals.

The crime of assault, incidentally, is not rape, and not that serious. PCs should not see this incident as a just cause for the torture and execution of Annabelle or the burning down of Sans-Secours!¹⁹

6. Supplies from Englouti

Once a week Léon Colbert, landlord of Le Chien Gris, has to make a trip down to Englouti for supplies. It takes away a day of his time, which is annoying for him because he could well be using the time for something else. If the PCs wish to make

¹⁹ one would hope ...

the journey for him then he will allow them free accommodation for the next week.

As many or as few PCs can make the journey down and back as they like. As long as they return no later than the next day this will not affect their acclimatisation to the heights of Sans-Secours. The PCs will have to fund the purchases out of their own money, 100gp should do, as Léon will not trust them enough to provide them with the cash up front, but there will be no problem getting their money back off him when they return.

On the way back up the PCs will spot a creature flying in the distance over the mountains to the west. A Knowledge Arcana check with a DC 20 identifies this as a dragon, even at this distance. If the check beats the DC by 5 then the dragon will be known to be medium sized. If the check beats the DC by 15 (!) then it will also be more specifically identified as a medium white dragon.



pleasant, jovial young man, he loves his dogs and is considerably friendlier to the PCs than most of the other surly villagers that the PCs will initially encounter.

François occasionally goes off on “adventures” on his sledge in the winter, and much like Paul Barras he knows something of the predators in the area. If the PCs mention the tracks found during event 2 then he will confirm that there are Winter Wolves living up in the mountains and that he did, in fact, notice most recently the presence of their tracks at

lower altitudes.

It’s all slightly worrying but then last winter was a particularly cold one so perhaps this is no more than a natural migration. In any case, François will be naturally drawn to the PCs and invite them over in the evening for drinks if they’re willing to share a few tales.

François’ sledge is an impressive affair big enough to carry 8 people. He will happily show it off, and anyone with a suitable specialist skill who can make a DC 10 check, or anyone who can make a DC 15 Survival check, will learn enough from inspecting it and listening to François talk about it to later gain a +2 bonus on their checks whilst driving it down the mountain at the end of this adventure.

Additionally anyone who chooses to spend a day helping François with his dogs and who can make a DC 10 Handle Animal check will also gain a second +2 bonus, stacking with the first, to those driving checks.

DC Summary

20	Knowledge Arcana check to identify the dragon in the distance
25	As above to identify the dragon as medium
35	As above to identify the dragon as medium and white

Week 3

The party meets a future adversary, a future friend, and encounters the region’s unpredictable weather.

7. Granny Grump

Josephine, the Green Hag Bard that lives in the Hunting Lodge to the east of Rougemord²⁰, visits Sans-Secours in her guise of an old woman selling kindling. Calling herself Joana, she’s visited the village in this way on many occasions before, always on the lookout for any news that might lead her towards catching the odd roving child either here or in Englouti. On this occasion the PCs will interest her tremendously and she will ask lots of questions about them, maybe even spy on them for a day or two. If confronted about this she will merely feign an old woman’s curiosity for anything new, especially around here, and given her high Bluff skill (+20) and her constant *Undetectable Alignment* it’ll be very difficult for the PCs to spot anything odd about her.

8. The Sledge

François de Luge (CG Male Human Ranger/1) owns 20 huskies that he uses to pull his sledge around when it’s snowy. A

DC Summary

10/15	Specialist skill check or Survival check to understand the Sledge sufficiently to gain a +2 bonus when using it later on.
10	Handle Animal check with François’ dogs to gain a +2 check to steer the sled

Since François is destined to play a small, but doomed, part at the end of this adventure, it would be good if you could have him continue to socialise with the PCs whenever they return to Sans-Secours while they are investigating Rougemord. The horror of his demise will work best if the PCs have had a chance to build up a good relationship with him.

9. Snow and Ice

About half way through the PCs stay in Sans-Secours a sudden heavy snow fall hits the village and the PCs wake up to snow almost up to the tops of their doorways. The snow thaws quickly and the river doesn’t freeze, but round about mid-morning massive chunks of ice float down the river and break up both of Sans-Secours’ bridges – the larger stone one merely damaged but the one connecting the guest house to the west bank totally destroyed. The sudden fall and rise in

²⁰ See The Hunting Lodge later on



temperature upset a portion of the river that was still frozen further up, resulting in ice floes of unexpected size floating down to the village. One or two ice floes even crash against the small rocky outcrop where the guest house is located, and although it's a bit alarming no permanent damage is done.

That day most of the working population of the village is involved with repairing the mess. The PCs are expected to help out as by now they should be more or less accepted as part of the community. Assuming they do, then the villagers waste little time telling them what an unusual occurrence this is. There appear to be portents in the air, and they hope the PCs know what they're doing.

Week 4

Troubling news comes up from Englouti, a really troubling hazard comes up from the well, and the PCs get ready to travel to Rendre L'âme.

10. Troubador

Harlequin, the Troubador (CG Male Half-Elven Bard/3), arrives up from Englouti with disturbing news. One of the fishermen from the town and his son failed to return from a trip to the small lake directly to the south and below Rougemord, and subsequent investigations found their small boat and possessions to the side abandoned. There were no signs of a struggle however when a ranger went up to look for tracks he discovered both father and son had moved away from the lake for about 300 yards and then disappeared completely, almost as if they'd been snatched away by an aerial predator.

(In fact, they were both overpowered by Josephine the Green Hag Bard, and then taken home and cooked).

Harlequin stays at the Chien Gris that evening and regales everyone with romantic tales and other drossy crowd-pleasing stuff. If the PCs ask him about Rougemord then Harlequin tells them all about the vampires of Maison d'Artère, the château with its welcoming light, from which no one ever returned, the attempts to destroy that dynasty that failed miserably and the eventual crusade by Lemaistre and the Order of the Lily which did succeed. Harlequin knows nothing about either the Vein under Rougemord or the Fleur-de-Lis – both being quite secret in their own ways.

11. The Green Slimy Well

Towards evening on the fourth week, a patch of green slime rises up from below the well and contaminates the water within it. Unfortunately one of the villagers, an elderly man called Rouvray, happens to pull up a pail of water and, seeing the slime, scoops it up with his hand to see what it might be.

The PCs are close by when Rouvray collapses and the slime starts to spread over him, consuming him completely in less than a minute. Other villagers nearby who witness it scream and recoil in horror.

Green Slime

CR 4

This dungeon peril is a dangerous variety of normal slime. Green slime devours flesh and organic materials on contact and is even capable of dissolving metal. Bright green, wet, and sticky, it clings to walls, floors, and ceilings in patches, reproducing as it consumes organic matter. It drops from walls and ceilings when it detects movement (and possible food) below.

A single 5-foot square of green slime deals 1d6 points of Constitution damage per round while it devours flesh. On the first round of contact, the slime can be scraped off a creature (destroying the scraping device), but after that it must be frozen, burned, or cut away (dealing damage to the victim as well). Anything that deals cold or fire damage, sunlight, or a remove disease spell destroys a patch of green slime. Against wood or metal, green slime deals 2d6 points of damage per round, ignoring metal's hardness but not that of wood. It does not harm stone.

Anyone who can recognise this hazard can do something about it²¹. Two patches of Green Slime are present after this incident, one outside the well and the other at the bottom of it under a few feet of water. Sunlight will kill the outside patch next morning if it is just left alone. The patch inside, however, is much harder to destroy, since not only does it lie in an area where the sunlight does not reach, but the surface of the water prevents line of effect for any fire-based spells the PCs might wish to drop on it.

A simple *Ray of Frost* spell, of course, will kill it off without problem, but note that the well is 50' deep and that the bucket, though not the rope, has been rendered useless by the slime that was brought up.

(This encounter has not been given a CR since it's more in the nature of a problem to be solved rather than a hazard to be faced²².)

12. The Guide

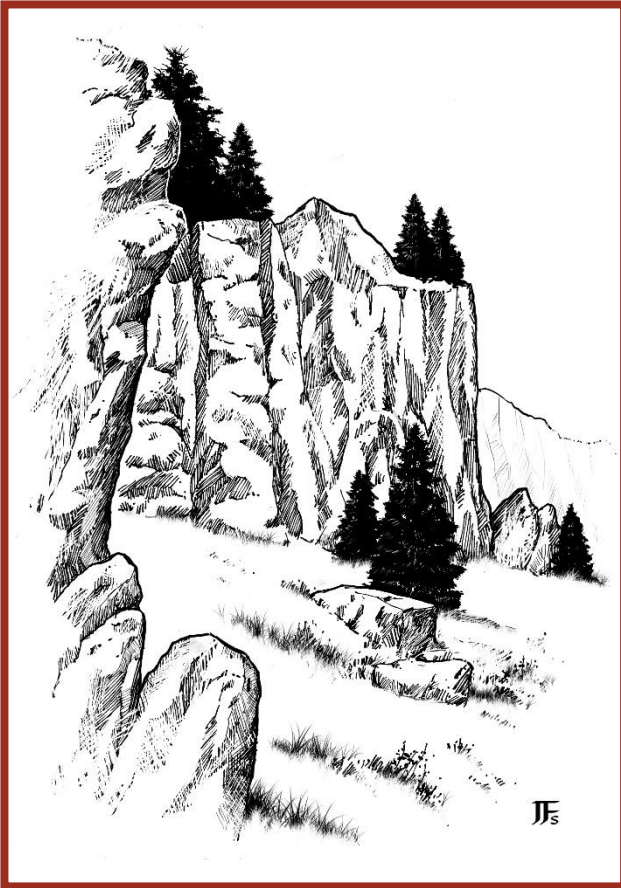
There is only one villager who knows where to find Lemaistre's Tomb and his name is Jules Renan (CG Male Human Commoner/2 Ranger (Warden)/1). His wife Danielle (LG Female Human Commoner/2), is vigorously opposed to Jules venturing out into the mountains at his age however, so in order for the PCs to gain access to him they will have to spend a bit of time persuading her that he will be kept completely safe, and that it will be worth their while and so on. This is entirely a role-playing situation which is up to you to adjudicate as it is pointless making it a skill check as the adventure cannot proceed without it.

At the end of the fourth week in Sans-Secours the PCs should be ready to proceed to Rendre L'âme.

²¹ see the bestiary entry in the appendix

²² unless your PCs are *really* daft

Rendre L'âme



The weather in the mountains is always unpredictable and when the time comes to make the trip to Lemaistre's tomb Jules recommends to the party that they come prepared for at least one overnight stay possibly two, even though it should be possible to make the journey to the tomb and back in a day. By now the PCs should have experienced at least one unexpected heavy snow fall in Sans-Secours so this should come as no surprise to them.

Jules is a grizzled old fellow well in his 60s. Remarkably pleasant and optimistic in his outlook he saw little of the horror which used to take place back in the days of Rougemord because as a teenager he tended to spend most of his time up in the mountains herding goats²³. He wasn't even on hand when Lemaistre's cavaliers arrived in Sans-Secours to mount their attack on the château, however he was there for the aftermath and so was able to lead the survivors up to an abandoned mausoleum called Rendre L'âme, an ancient site looted centuries ago, which the Order

²³ Unbeknownst to him the vampires of the château were well aware of the presence this particular lonely goat-herd, and occasionally even debated whether or not something *interesting* might be done with him. Fortunately for him, nothing was.

Jules Renan

CR 2

Human Commoner/2 Ranger (Warden) /1

CG Medium humanoid (human)

Init 1; Perception 3

Defense

AC 14, touch 11, flat-footed 13

hp 19 (3 HD; 2d6+1d10+4)

Fort 3, Ref 3, Will -1

Offense

Speed 30 ft.

Melee longsword +3 (1d8+1/19-20)

Ranged mwk composite longbow +4 (1d8+1/x3)

Statistics

Str 13, Dex 12, Con 12, Int 8, Wis 9, Cha 11

Base Atk 2; CMB 3; CMD 14

Feats Far Shot, Point-blank Shot, Self-sufficient

Skills Climb 5, Handle Animal 4, Heal 5, Survival 7 (+1 tracking), Swim 5

Languages Common

SQ Favored Terrain (mountainous +2), Feat of the Wilderness, Wild Empathy +1

Gear (light): mwk leather armor, mwk buckler, longsword, mwk composite longbow (+1 Str), wand of *Endure Elements* (17 charges).

of the Lily then sanctified for themselves and used to bury their dead.

Jules knows the way to the mausoleum like the back of his hand. It should soon become apparent to the PCs, however, as they twist around mountain passes and climb ever higher to just about the level of the snowline, that without him they could easily become lost.

Depending on their speed (see Wilderness) the party should arrive at the mausoleum sometime in the afternoon just as a light snow begins to fall. The building itself is 50' square, two stories high, about 30' away from the edge of a frozen lake in a valley surrounded by high mountains. Should anyone state that they wish to check for tracks straight away as they arrive then allow them to make a DC 20 Survival or Perception check (the ground is hard here) to learn that a medium sized predator of some kind or another hunts nearby, possibly draconic. Any delay in making this check will result in the DC going up to 30.

The snow will continue to fall overnight and not clear for a few days thereafter as the weather remains chilly but not severe; all movement outside will be reduced to half speed.

The mausoleum itself is a curious structure in that it consists of four two-storey towers and a central clerestory, none of



which are connected either to each other or to the burial chamber within. The purpose of these five areas is purely decorative and anyone who climbs in or somehow flies up will simply find four 10' square rooms and one 20' square room open to the elements with no exits or anything else of any interest.

The original entrance to the mausoleum was covered over with a *Wall of Stone* when it was appropriated by the Order of the Lily 50 years ago. A permanent *Phase Door* spell at the side of the mausoleum facing the lake is now the only way in, granting entrance to anyone displaying a Fleur de Lis²⁴.

The air inside the mausoleum is stale, but breathable. Some fresh air will come in with each PC passing through the *Phase Door* so for a little while PCs might wish to come in and out in order to make the interior more comfortable.

Forty-seven cavaliers of the Order of the Lily lie inside individually sealed tombs within the mausoleum. Each tomb has the name of its occupant inscribed upon it, including Lemaistre, the bodies decayed down to skeletons wrapped in funeral shrouds.

None of the corpses have any possessions, including Lemaistre, leading to the inevitable conclusion that the "Fleur de Lis" banner was not interred with its owner.

Searching the mausoleum to discover this fact will take at least an hour. With the snow falling and daylight fading Jules will then insist that the party spends the night inside before heading home. The next day as the PCs set off on their return journey, however, a Juvenile White Dragon that hunts in the area will attack them.

²⁴ the PCs were each given tabards with that insignia at the beginning of the adventure



Although the dragon itself lairs somewhere far away the creature has fashioned²⁵ a cave up in the mountains nearby to provide full cover from observers whilst allowing it full view of the valley below.

The dragon will launch its attack as soon as the party gets about 100' away from the mausoleum. At a distance of 250' with improved cover the dragon will have +35 to its stealth so unless you have some god-like perceivers in your party the dragon will be able to use its surprise round to close the distance to the PCs to 100', 50' off the ground.

The dragon's tactics will then be to use flyby attack with its breath weapon from a 30' height (thus getting a group of PCs on the ground in a 30' diameter circle), then turn²⁶, land and attack on the ground whoever is causing it the most damage from range. Once the dragon feels it has exhausted the party's ranged combat abilities it will fly up into the air and make flyby attacks with its breath weapon until they are all dead.

Although this creature's still a baby, by dragon standards, it has plenty of natural cunning, even if its ruthlessness tends to be in control of it most of the time. The dragon will certainly have observed the party coming out of the side of a solid mausoleum wall and realise that some sort of magic is afoot. If the party retreats back within the mausoleum but leaves a dead colleague outside then the dragon will pick up the corpse and attempt to fly in through the *Phase Door* – which might just work depending on what the corpse is wearing!

Make / Type	Height	Climb	Break DC
External Walls	10'	20	35

Make / Type	Hardness	HP per 10' sq.
External Walls (2' thick)	8	180

DC	Summary
20	Survival or Perception check to notice that a medium sized predator, possibly draconic, hunts in the area
+10	To the DC above if the check is not done almost as soon as the party arrive at the mausoleum, because of the falling snow.
20	Fly check needed by the dragon (at +14) to turn around completely after one flyby attack in order to make another

²⁵ with his Ice Shape ability

²⁶ note that the dragon needs to make a DC 20 Fly check to be able to turn around after one attack and come straight back to make another, otherwise it must waste a round to turn around more slowly.

Juvenile White Dragon

CR 7

CE Medium dragon (cold)
Init 6; **Senses** dragon senses, snow vision
Perception 15

Defense

AC 23, touch 12, flat-footed 21
hp 94 (9d12+36)
Fort 10, **Ref** 8, **Will** 7
Immune cold, paralysis, sleep
Weaknesses Vulnerability to fire

Offense

Speed 60 ft., burrow 30 ft., fly 150 ft., swim 60 ft.
Melee bite +15 (1d8+7), and
2 claws +14 (1d6+5), and
2 wings +9 (1d4+2)
Power bite +12 (1d8+16), and
Attack 2 claws +11 (1d6+11), and
2 wings +6 (1d4+5)
Special Attacks breath weapon (30-ft. cone, DC 18, 8d4 cold)

Spell-Like Abilities

CL 9; conc 9
At will: *fog cloud*

Statistics

Str 21, **Dex** 14, **Con** 19, **Int** 10, **Wis** 13, **Cha** 10
Base Atk 9; **CMB** 14; **CMD** 26 (+4 vs. trip)
Feats Alertness, Flyby Attack, Improved Initiative, Power Attack, Weapon Focus (bite)
Skills Fly 14, Intimidate 12, Spellcraft 12, Stealth 14, Swim 25
Languages Draconic
SQ icewalking, ice shape

Special Abilities

Ice Shape (Su): A young white dragon can shape ice and snow at will. This ability functions as stone shape, but only targeting ice and snow, not stone. A white dragon's caster level for this effect is equal to its Hit Dice.

Icwalking (Ex): This ability works like the spider climb spell, but the surfaces the dragon climbs must be icy. The dragon can move across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice.

Snow Vision (Ex): A very young white dragon learns to see perfectly well in snowy conditions. A white dragon does not suffer any penalties to Perception checks while in snow.



Château de Rougemord



Overview

Rougemord's blood red domes and towers rise up against a background of snow-capped mountains. The air around the château is crisp, clean and cold, smelling not a little of pine. At night a bright and welcoming light shines out of the round tower above the gatehouse, but since nobody travels up here anymore it goes unheeded. The light might have been welcoming, but the residents never were.

The river Veine descends from the mountains to the north and passes around the château to the east and south before dropping sharply towards Englouti. Conversely the road from Sans-Sauvage rises and falls more gradually as it climbs to Rougemord, crossing the river twice before arriving at the château's gatehouse across a long flat stone bridge.

The river water, effectively forming a moat on two sides of the château, is cold, swift and home to many small, harmless fish that dart about in multi-coloured schools away from any disturbances. The land-based ecology within the château, however, is of a far more sinister kind. Vermin are common, including some rather nasty looking centipedes frequently seen climbing the walls, which are fed on by oily black ravens, who in turn fall prey to feral cats and even a panther. Vying

for position of top-predator, however, are scores of undead crawling hands, though only the panther poses a danger to humanoids.

At night a cloud of bats exits the highest tower to go hunting in the woods nearby, looking from a distance like a huge plume of black smoke, and underground packs of rats maraud the corridors, viciously hunting anything that might have become lost or injured.

A juvenile descendant of one of the original minions of the vampires that lived here now looks after the place as best he can, so that the château does not look altogether unkempt - apart from here and there where damage to the upper areas have been too difficult for him to repair.

Masonry

Make / Type	Height	Climb	Break DC
External Walls	10'	20	45
Internal Walls	10'	20	35
Iron Wall (12" thick)	50'	10/20	60



Make / Type	Hardness	HP per 10' sq.
External Walls (2' thick)	8	180
Internal Walls	8	90
Iron Wall (12" thick)	20	360

Gaps in the ground floor walls represent tall thin arches, 2' wide by 10' tall, which PCs can squeeze through in order to get through to the graveyard and the countryside to the north and east of the château (this is the direction that Josephine comes and goes from – see The Hunting Lodge below).

The Iron Wall is described in greater detail under “The Final Entrance”.

Vertical distance between levels

The vertical distance between each map is 20', with the towers rising approximately 20' further from the top map up to their roofs (i.e. they're about 60' tall).

Doors

Doors are of the reinforced wooden kind and locked unless otherwise noted. The keys to all of the doors is held by Aygo, again unless otherwise noted, and he always locks any doors he finds open or unlocked as he goes about his wanderings.

Locks are all of good quality (DC 30 Disable Device).

Make / Type	Thickness	Break DC (locked)
Strong Wooden Door	2"	25

Make / Type	Hardness	HP per 10' sq.
Strong Wooden Door	5	20

DC	Summary
30	Disable Device to pick a standard door

Visions and Nightmares

Places like Rougemord cannot exist for any length of time without leaving "disturbances in the force" so to speak. These here manifest as "visions": a type of harmless haunt, and "nightmares": a variation on the effect of the *Nightmare* spell which is nevertheless inimical to anyone trying to pass the night within a 1/2 mile of the château's walls.

The effects of the various Visions are detailed within the text. Since by the rules CR 0 Haunts cannot actually exist, these have to be considered haunt variations, which have an area of effect independent of their CR, cannot be noticed before they appear, last for one round, have 10 hp and can be destroyed in the normal way save that they regenerate 1 hp per day (and cannot operate again until they are back at full hit points).

Visions are all mind-affecting fear illusions, as are normal haunts, though these have no saving throw (anyone immune to fear doesn't actually see them²⁷).

Nightmares spoil the overnight rest of anyone who tries to sleep within Rougemord or in the surrounding area. A DC 15 Will save is necessary to prevent the effects, otherwise the sleeper does not get a good night's rest, wakes up fatigued, doesn't regain hit points and is not considered sufficiently rested to replenish their arcane spells.

DC	Summary
15	Will save to resist the effects of a nightmare whilst within ½ a mile of the château's walls

The Hunting Lodge (CR 6)

Just over half a mile to the east of the château, beyond the nightmare effect described above, an old hunting lodge lies - a structure of wooden logs with a tiled roof pierced by a metal chimney betraying the presence of a stove within. Difficult to find given that the current inhabitant leaves no tracks as she passes, it is the home of a cunning and relentless hunter who preys on humanoids whenever she can get them.

Josephine in her natural form appears as a middle aged human woman such as might be found in Sans-Secours or Englouti. In no way hag-like, despite being a Hag, she is both comely and beguiling, charming and convincing, though also savage when she springs her trap onto whatever witless creatures have come into her presence.

Josephine rarely appears in her natural form, however, preferring instead to adopt the guise of three well-practiced personas that she effects using a combination of her *Alter Self* spell-like ability and her armour's "glamor" property (and capitalising on her disguised alignment). She uses her disguises in order to gauge her victims before she attacks, rarely targeting more than one or two individuals at a time despite the temptation that her constant hunger for humanoid flesh inevitably brings. Occasionally Josephine has captured humanoids from the nearby settlements, typically children who have wandered too far from their parents, but since she fears organised pursuit she keeps these activities rare.

(There is enough grisly evidence in her lodge to condemn her, of course, should it ever come to that. If any PCs fall prey to her then surviving PCs who discover her lodge will find bits of their dismembered colleague in various forms of storage and cookery amongst the bones, skins, skulls and other gruesome trophies.)

²⁷ it's all in the mind, you see



Josephine	CR 6
Green Hag bard (voice of the wild) 1 CE (undetected) Medium monstrous humanoid Init 3; Senses darkvision 90 ft.; Perception 17	
Defense	
AC 26, touch 13, flat-footed 23 hp 74 (9d10+1d8+21) Fort 7, Ref 11, Will 8 SR 16	
Offense	
Speed 30 ft., swim 30ft. Melee 2 claws +15 (1d4+6 plus weakness) Special Attacks blind-fight, bardic performance 7 rounds / day (distraction, fascinate DC 13, inspire courage +1)	
Spell Like Abilities	
CL 9, conc 12 (+ combat casting) Constant: <i>Pass Without Trace, Tongues, Water Breathing</i> At Will: <i>Alter Self, Dancing Lights, Ghost Light (DC 13), Invisibility, Pyrotechnics (DC 15), Tree Shape, Whispering Wind</i>	
Bard Spells	
CL 1, conc 4 (+ combat casting) 1st (2/day): <i>Endure Elements, Undetectable Alignment</i> 0th (at will): <i>Detect Magic, Know Direction, Mending, Prestidigitation</i>	
Statistics	
Str 23, Dex 16, Con 14, Int 15, Wis 11, Cha 16 Base Atk 9; CMB 15; CMD 28 Feats Alertness, Blind-fight, Combat Casting, Deceitful, Great Fortitude Skills Acrobatics 6, Bluff 20, Climb 9, Disguise 20, Escape Artist 6, Knowledge Arcana 14, Knowledge Geography 6, Knowledge Nature 7, Sense Motive 11, Stealth 14, Swim 19 Languages Aklo, Common, Giant Gear (light): +1 glamered chain shirt SQ: Mimicry	

Josephine's first disguise is that of a young girl in raggedy clothes, a ragamuffin who runs away from the PCs as soon as she sees them, though she might spy on them fearfully from behind a wall or a tree. At all times adopting the personality of a slightly playful feral child, Josephine in this form might be found throwing snowballs at Aygo, or otherwise bothering him, or climbing up trees, or feeding the ravens and so on. In this guise Josephine tries to tempt one or two PCs to chase her away into the woods, only revealing her true nature to them when they are beyond any signs of help.

Josephine's second disguise is that of an elderly woman carrying kindling on her back. This was the guise she used

Josephine's Special Abilities
Weakness (Su) A green hag's claws sap strength from those she strikes. Each time a green hag hits a foe with her claw attack, the victim takes 2 points of Strength damage unless he resists the weakness with a DC 16 Fortitude save. Alternatively, a green hag can attempt to inflict even greater weakness on a foe by making a touch attack—this variant requires a standard action, and cannot be attempted in the same round the hag makes claw attacks. The opponent touched must succeed on a DC 16 Fortitude save or take 2d4 points of Strength damage. The save DC is Charisma-based.
Mimicry (Ex) A green hag can imitate the sounds of almost any animal found near its lair.

when she encountered the PCs during their third week at Sans-Secours. If she adopts this disguise once more, then she will appear on the road or in the woods rather than in the château, and berate the PCs for daring to enter Rougemord; "Evil things should not be disturbed". During her conversation with them she will drop hints that her hut is in bad need of repair but never actually invite the PCs to help her, waiting instead for one or two of them to make the offer to come and help. If they do then she will lead those one or two PCs over to her lodge and to its stove and the bubbling broth in sore need of a tasty bit of adventurer meat ...

Josephine's final disguise is that of a gruff thick-bearded trapper wrapped in warm furs and carrying an axe. Claiming to be from Englouti, Josephine (Joseph) appears like this when she suspects that her presence might have been suspected. Offering to help the hunters find wherever that horrible Hag is (or whatever it is they think they are after), she suggests that the party split in two as they approach the lodge in order to cut off the Hag's retreat, then attacks her own party before turning invisible and going after the others.

Josephine's strong sense of self-preservation coupled with her ability to turn invisible at will (albeit with spell-like ability limitations) means that that she will present quite a challenge to PCs who wish to defeat her. She is very unlikely to initiate an attack on a group of four or more of them if they have shown any degree of competence, or if they radiate sufficient magic about them to suggest that they are not novices, so determined PCs will have to hunt her out and use spells such as *Invisibility Purge* to find her.

From an experience point of view, I would allow the PCs to make their gain as long as they have had some reasonable amount of confrontation with her. Her treasure, however, can only be gained by defeating her.

Caryatids

Seven specialised caryatid Columns in various humanoid shapes grace the grounds and halls of Rougemord. Each is possessed by a spirit which is inimical to life and friendly to

**Caryatid****Variant caryatid column**

NE Medium Construct

Init -1; **Senses** Darkvision 60ft., Low-Light Vision**Perception** 0**Defense****AC** 18, touch 9, flat-footed 14**hp** 36 (3d10+20)**Fort** 1, **Ref** 0, **Will** 1**Defensive Abilities** Shatter Weapons, **DR** 5/—**Immune** Construct Traits. Magic**Offense****Speed** Immobile but specialised *Dimension Door***Statistics****Str** 18, **Dex** 9, **Con** -, **Int** -, **Wis** 11, **Cha** 1**Base Atk** 3; **CMB** 7; **CMD** 16**SQ** Statue (DC 20)**Special Abilities**

Immunity to Magic (Ex) A caryatid column is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- A *transmute rock to mud* spell deals 1d6 points of damage per caster level to a caryatid column, with no saving throw.
- *Transmute mud to rock* immediately heals any and all damage currently suffered by a caryatid column.
- A *stone to flesh* spell does not actually change the column's structure but negates its damage reduction and immunity to magic for 1 round.

Shatter Weapons (Ex) Whenever a character strikes a caryatid column with a weapon (magical or nonmagical), the weapon takes 3d6 points of damage. Apply the weapon's hardness normally. Weapons that take any amount of damage in excess of their hardness gain the broken quality.

Statue (Ex) A caryatid column can stand perfectly still, emulating a statue (usually one that is holding up the ceiling, like a carved column). An observer must succeed at a DC 20 Perception check to notice the caryatid column is alive. If a caryatid column initiates combat from this pose, it gains a +6 bonus on its initiative check.

Dimension Door (Su) These particular caryatid Columns can Dimension Door up to 30' whenever no one is looking at them. This is never used for offense, and many choose not to do so.

in their entries in the text that follows²⁸. Each caryatid has an equivalent in the final hallway which leads down to the drained vein below, and knowing which of these caryatids is in "friendly" mode is necessary to proceed past that last barrier safely.

The following table summarises the 7 caryatids:

Location	caryatid	Friendly Day
5	Nymph	Monday
26	Monarch	Tuesday
32	Grindylow	Wednesday
18	Bat Man	Thursday
7	Faun	Friday
8	Angel (of Death)	Saturday
27(A)	(Anti) Paladin	Sunday

Ecology

Stats are presented for individual bats, cats, rats, hands and ravens, even though there are essentially non-combative, just in case your PCs start shooting at them, or casting spells at them, or whatever.

Note also that there is absolutely no truce between these critters and you should occasionally punctuate the PCs investigations in Rougemord with the sound of a cat and a raven fighting, or maybe even a raven suddenly snatched from its perch on the château's walls (mysteriously to the PCs, but actually by a crawling hand) followed by some squawks and then the ejecting of the bird with its neck broken onto the ground below.

Ravens and Murder thereof (CR 3)

One for sorrow, two for joy, a couple of hundred for a swarm to thoroughly ruin your day - these creatures seem to possess an alien intelligence about them, or maybe it's just the PCs paranoia, as there always seems to be at least one of them watching them from somewhere, or a few clustered around together looking "murderous" when the PCs are at their most vulnerable.

If you've seen Alfred Hitchcock's "The Birds" you'll know all about building up tension by varying the presence of these little bastards. From one or two lone "spies" to a hundred or so on a tree, any counter measures taken by the PCs are a waste of time until the ravens form into a swarm and attack, which you should time carefully in order to maximise the feeling that even the wildlife in the area is conspiring against them.

unlife, apart from on the one particular day of the week when each individual spirit rebels.

These caryatids are non-combative however they express their like and dislike in manners most theatrical as described

²⁸ though feel free to have them be more static if having them move around makes them an obvious target for the PCs and diffuses the tension

**Raven**

N Tiny animal
Init 2; **Senses** low-light vision; **Perception** 6

Defense

AC 14, touch 14, flat-footed 12
hp 3 (1d8-1)
Fort 1, **Ref** 4, **Will** 2

Offense

Speed 10ft., fly 40 ft.
Melee bite +4 (1d3-4)
Space 2½ ft.; **Reach** 0ft.

Statistics

Str 2, **Dex** 15, **Con** 8, **Int** 2, **Wis** 15, **Cha** 7
Base Atk 0; **CMB** 0; **CMD** 6
Feats Skill Focus (perception), Weapon Finesse
Skills Fly 6

Cat

N Tiny animal
Init 2; **Senses** low-light vision, scent; **Perception** 5

Defense

AC 14, touch 14, flat-footed 12
hp 3 (1d8-1)
Fort 1, **Ref** 4, **Will** 1

Offense

Speed 30 ft.
Melee bite +4 (1d3-4),
2 claws +4 (1d2-4)
Space 2½ ft.; **Reach** 0ft.

Statistics

Str 3, **Dex** 15, **Con** 8, **Int** 2, **Wis** 12, **Cha** 7
Base Atk 0; **CMB** 0; **CMD** 6 (+4 vs trip)
Feats Weapon Finesse
Skills Climb 6, Stealth 12

Murder of Ravens**CR 3**

(aka Murder of Crows)
N Tiny animal (swarm)
Init 6; **Senses** low-light vision, scent; **Perception** 11

Defense

AC 14, touch 14, flat-footed 14
hp 27 (6d8)
Fort 5, **Ref** 9, **Will** 4
Defensive Abilities half damage from slashing and piercing weapons; **Immune** swarm traits

Offense

Speed 5 ft.; fly 40ft.
Melee swarm (2d6 plus distraction plus eye rake)
Special Attacks Distraction (DC 13)
Space 10ft., **Reach** 0ft.

Statistics

Str 1, **Dex** 15, **Con** 10, **Int** 2, **Wis** 14, **Cha** 6
Base Atk 4; **CMB** 4; **CMD** 9
Feats Improved Initiative, Lightning Reflexes, Skill Focus (perception)
Skills Fly 12, Stealth 0

Special Abilities

Eye Rake (Ex) Any living creature damaged by a murder of crows must succeed on a DC 13 Reflex save or be blinded as the swarm scratches and tears at the victim's eyes. The blindness lasts for 1d4 days or until healed with remove blindness. The save DC is Constitution-based.

Panther**CR 3**

Cat (leopard) advanced
N Medium animal
Init 6; **Senses** low-light vision, scent; **Perception** 7

Defense

AC 19, touch 16, flat-footed 13
hp 25 (3d8+12)
Fort 7, **Ref** 9, **Will** 4

Offense

Speed 30 ft.; climb 20ft.
Melee bite +8 (1d6+5 plus grab),
2 claws +8 (1d3+4)
Special Attacks pounce, rake (2 claws +8, 1d3+5)

Statistics

Str 20, **Dex** 23, **Con** 19, **Int** 2, **Wis** 17, **Cha** 10
Base Atk 2;
CMB 7 (+4 grapple); **CMD** 23 (+4 vs trip)
Feats Skill Focus (stealth), Weapon Finesse
Skills Acrobatics 10, Climb 13, Steal 13 (+4 in undergrowth)

Cats / Panther (CR 3)

A panther prowls the grounds of Rougemord.

A cunning, careful hunter that will only attack a strong party if they're carrying away one of its cubs, otherwise targeting lone PCs or perhaps two of them if they appear to be injured.



The party will more than likely spot the panther fairly early on in their investigations, watching them carefully from a distance high up on one of the walls, or perhaps a ranger will find its tracks, though tracking it will be difficult without the ability to spider climb.

The panther shares its lair (#21) with a number of large and feral cats (non-combative) who play with its cubs, even though their loyalty to each other is limited. These cats are also frequently seen crawling around the walls of the château, occasionally tousling with ravens, crawling hands and each other, though most of the time just doing what cats do. One of them might even befriend the PCs.²⁹

Crawling Hands

About 30 crawling hands, give or take a few fingers, creep about the château, generally making a nuisance of themselves but mostly doing so out of sight. As far as the PCs go, they are non-combative, even if cats, ravens, bats, rats and centipedes see them in a different light. To the PCs the hands will simply be an annoyance, moving things around, stealing anything that they can get their hands (themselves) on, closing doors left open, loosening ropes left dangling, and so on.

Crawling Hands are tiny enough to squeeze themselves through mouse-hole sized gaps in the masonry, or between roof and floor tiles, and the funny skittering noise they make as they dart about the place will probably be interpreted as mice - though perhaps rather intelligent and mischievous mice. Once spotted it'll almost seem like they are everywhere, scampering out of windows, sliding down bannisters or jumping over the rooftops.

There is an evil side to them too, however - they're not just a comedy act - as they always seem to turn up at a time and place when they can cause the PCs the most bother. The PCs may also come across a strangled cat dangling from the ceiling, or a raven pined with rusty nails out to dry and die in the sun, or whatever other macabre acts you can think of.

Bats, rats and other vermin

The fact that this is an adventure for 4th level PCs does not mean that lower level creatures do not exist in the building, it's just that squashing the odd rat, bat or giant centipede is not important or interesting enough to merit an encounter.

As well as the 6 inch long centipedes crawling the walls, PCs will find moths clustering around lights at night, spider webs and their evil looking owners gathering in every corner, nasty looking big winged beetles regularly colliding with the PC's faces, rats peering out at them from dark recesses and bats that failed to make the journey home lying in the sun cursing and spitting as they dry out and burn.

Any food of any sort, including corpses, left unattended will be covered with worms and centipedes in about an hour if

²⁹ the way cats sometimes do

Crawling Hand

NE Diminutive undead
Init 0; **Senses** blindsense 30ft., Darkvision 60ft.
Perception 4

Defense

AC 14, touch 14, flat-footed 14
hp 9 (1d8+5)
Fort 2, **Ref** 0, **Will** 2
Immune undead traits

Offense

Speed 40 ft.; climb 40ft.
Melee claws +5 (1d1+1 plus grab)
Space 1ft.; **Reach** 0ft.
Special Attacks mark quarry, strangle

Statistics

Str 13, **Dex** 11, **Con** -, **Int** 2, **Wis** 11, **Cha** 14
Base Atk 0; **CMB** -4 (+4 grapple); **CMD** 7
Feats Toughness
Skills Climb 9, Stealth 12, Survival 4
Languages common (can't speak)

Special Abilities

Grab (Ex) A crawling hand can use its grab ability on a creature of up to Medium size.

Mark Quarry (Su) A crawling hand is assigned a quarry by anointing the hand with a drop of the intended quarry's blood. If the hand has no current quarry, it automatically gains the next creature it damages as its quarry. Once attuned to a target, it becomes aware of the target's location as if under the effect of a continuous locate creature spell. The hand gains a +1 bonus on all attack rolls, damage rolls, and skill checks made to seek out and destroy the marked quarry. The mark quarry ability lasts until the quarry or the hand is slain.

outside, three hours if inside. Corpses so attacked cannot be raised after a couple of hours of vermin nibbling, and will be stripped to their bones in 24 hours.

Aygo

This rather pitiful individual is ugly and degenerate even by Ogre standards. Young, mute, hunch-backed and buck-toothed, Aygo is harmless in his current form, and though proud enough to be rude to the PCs if they abuse either him or the château that he protects, he will only whimper pitifully and plead for his life if he is seriously attacked.



Aygo will not even attack PCs that are alone and helpless and might even help them if they have not given him any cause to hate them.

Aygo is the son of one of the original caretakers of Rougemord and carries on his father's task to this day despite the disappearance of the vampires. In this he has inherited a peculiarly binding spirit to the cold stone walls of the château - almost as if the old building speaks to him - and he always seems to know where the PCs might be and what they might be up to.

Whilst the crawling hands might prove mischievous and cause the PCs problems Aygo's agenda is actually to tidy up after them, perhaps with some annoyance, by sorting out the mess that they leave behind, making repairs, cleaning up and so on. Like as not the PCs first knowledge of Aygo's presence will be as a result of his actions rather than by actually seeing him. In time they will probably spot him through one of the windows, sorting something out outside whilst they explore within.

Once Rougemord comes to life, however, his nature will change completely.

Bat

N Diminutive animal
Init 2; **Senses** blindsense 20ft., low-light vision
Perception 6

Defense

AC 16, touch 16, flat-footed 14
hp 2 (1d8-2)
Fort 0, **Ref** 4, **Will** 2

Offense

Speed 5ft., fly 40 ft.
Melee bite +6 (1d3-5)
Space 1ft.; **Reach** 0ft.

Statistics

Str 1, **Dex** 15, **Con** 6, **Int** 2, **Wis** 14, **Cha** 5
Base Atk 0; **CMB** -2; **CMD** 3
Feats Weapon Finesse
Skills Fly 16

Aygo (normal form)

CR 3

Ogre (variant, young, additional HD)
CE Medium humanoid (giant)
Init -1; **Senses** Darkvision 60ft., low-light vision
Perception 4

Defense

AC 17, touch 11, flat-footed 16
hp 28 (5d8+5)
Fort 4, **Ref** 2, **Will** 3

Offense

Speed 40 ft.
Melee unarmed +6 (1d3+3 lethal or non-lethal)

Statistics

Str 17, **Dex** 12, **Con** 11, **Int** 6, **Wis** 10, **Cha** 7
Base Atk 3; **CMB** 6; **CMD** 17
Feats Improved Unarmed Strike, Iron Will, Toughness
Skills Climb 9, Craft Blacksmith 0, Craft Carpentry 0, Survival 4
Languages Common
Gear (light): Masterwork hide shirt

Rat

N Tiny animal
Init 2; **Senses** low-light vision, scent; **Perception** 1

Defense

AC 14, touch 14, flat-footed 12
hp 4 (1d8)
Fort 2, **Ref** 4, **Will** 1

Offense

Speed 15ft., climb 15ft., swim 15 ft.
Melee bite +4 (1d3-4)
Space 2½ ft.; **Reach** 0ft.

Statistics

Str 2, **Dex** 15, **Con** 11, **Int** 2, **Wis** 13, **Cha** 2
Base Atk 0; **CMB** 0; **CMD** 6 (+4 vs trip)
Feats Weapon Finesse
Skills Climb 10, Stealth 18, Swim 10





Two Floors Up

Underground



**Key****1. The Gatehouse and Observatory (CR 4)**

The main entrance to Rougemord is through a large gatehouse at the end of a 15' wide stone bridge which spans the river Veine. The passageway through the gatehouse is blocked with a portcullis at either end, though only the second, inner one to the north is lowered. The corridor between the portcullises is decorated on the ceiling with a collection of snarling open-mouthed faces of various creatures from nightmare (many forms of vampire, werewolves, demons and so on). The open mouths of these faces connect to the square observatory above the gatehouse, where is also found the mechanism for raising and lowering both portcullises. This observatory is also home for a centipede swarm and occasionally centipedes descend through the mouths in the corridor in order to go out hunting and whatever it is that centipedes do when they're out and about.

Raising a portcullis requires a DC 25 Strength check with up to 2 people able to assist. Portcullises can be held up with some suitable implement from below.

The mechanism for controlling the raised (southern) portcullis is much corroded and any amount of fiddling with it or with the portcullis itself will cause the portcullis to come crashing down.

Should either portcullis fall, the centipede swarm in the observatory will descend through the open mouths in the ceiling and attack living creatures in the passage below, pursuing as necessary.

The mechanism for the northern portcullis can be latched shut when it is in the up position. The southern one can also be latched in the same way until it has dropped once, at which point it can only be held in the upward position by propping it up from below.

If the centipedes have not attacked by the time someone goes into the observatory then they will swarm and attack then.

DC Summary

25	Strength check to raise the portcullis
----	--

Make / Type Thickness Break DC (locked)

Iron portcullis	2"	25
-----------------	----	----

Make / Type Hardness HP

Iron portcullis	10	60
-----------------	----	----

2. The Western Courtyard

As the PCs near the central tower a vision assaults their senses. First tiny spots of blood appear on the floor then as

Centipede Swarm**CR 4**

N Diminutive vermin (swarm)
Init 4; **Senses** Darkvision 60ft., tremorsense 30ft.
Perception 4

Defense

AC 18, touch 18, flat-footed 14
hp 31 (9d8-9)
Fort 5, **Ref** 7, **Will** 3
Immune weapon damage, swarm traits

Offense

Speed 30 ft.; climb 30ft.
Melee swarm (2d6 plus poison plus distraction)
Special Attacks Distraction (DC 13)
Space 10ft., **Reach** 0ft.

Statistics

Str 1, **Dex** 19, **Con** 8, **Int** —, **Wis** 10, **Cha** 2
Base Atk 6; **CMB** —; **CMD** —
Feats Weapon Finesse
Skills Climb 12

Poison (Ex)

Type injury (bite); **Save** Fort DC 13
Frequency 1/round for 6 rounds
Effect 1d4 Dex; **Cure** 1 save

the PCs look up they see blood running down the wall of the tower in fits and spurts, with larger quantities sloshing over the rims of the upper windows further up as if the whole structure was full to overflowing. A few seconds later the vision is gone.

3. The Eastern Courtyard

A huge blob-like creature that at first looks like an immense abstract sculpture 15' across lies in the middle of the courtyard. On closer inspection and with a successful DC 17 Knowledge Dungeoneering check the creature is revealed to be a solidified Black Pudding.

This ooze was killed decades ago using a spell that caused it to "concentrate" into its solid state³⁰. The skeletal remains of its last victims, picked clean by time and vermin, can be seen where they still exist partially out of the body of the monster: here a face just barely free preserved in a silent scream, there two legs stuck out at awkward angles and, almost underneath the pudding, the arms and upper torso of some poor humanoid trying to claw its way out as it was sucked in. The ooze does not constitute any sort of danger now and if it is

³⁰ a spell which is no longer in general circulation though it is detailed in the appendix (*Solidification*)



chipped apart and broken open (hardness 8) a few interesting bits of treasure will be found within³¹.

DC Summary

17	Knowledge dungeoneering to recognise the black pudding
----	--

4. Place de la guillotine

The small courtyard just in front of the southern gardens holds a fully functional guillotine, well-oiled and ready for use with the blade always up. The basket at the front of the thing where the heads end up is generally empty, though at some point or another some of the crawling hands in the château will guillotine a cat, leaving its form in two pieces until Aygo comes along and clears it up.

5. The garden of nymphly delights

The gardens at the north of the château are of a manicured sort, such as might be found in the grounds of a rich but pretentious aristocrat. Flower beds and lawns are unnaturally symmetrical, shrubs and borders clean-cut rather than displaying nature's normal voracious desire for one plant to overcome another, colours and patterns carefully co-ordinated, and so on.

Ridiculous little statues of woodland creatures such as rabbits, foxes, frogs and the like, portrayed in miniature waistcoats, skirts and tam o'shanter, play out their little scenes as if from a child's theatre. Cherubim adorn the bordering walls and four of them sit at the compass points of a shallow fountain in the garden's centre, their feet dangling playfully in the water.

A nymph-like creature of surpassing beauty³², one of Rougemord's caryatids, forms the centrepiece of the fountain.

On a "good" day the nymph stands in the centre of the fountain gazing down at the cherubim around her with an expression of beatific motherhood on her face, as if nothing in the world could have fulfilled her life more than the presence of these charming little children all around her. On her six "bad" days, however, she gazes at the PCs in loathing whilst holding in her arms the dismembered heads of two of the cherubim (their heads detach), then following the PCs around the garden via her Dimension Door ability in order to strike poses which corrupt the scenes of pastoral splendour around her as much as possible.

6. Shriekers (CR 3)

This garden is of the "natural" sort. Not exactly overgrown, or unkempt, rather it has been landscaped so as to appear to look like a wild setting instead of a cultivated one.

The theme of the garden appears at first sight to be a deciduous forest full of lavender. Closer inspection, however,

³¹ See the Encounter Summary

³² depending on the day of the week

Shrieker (variant)

CR -

This human-sized purple mushroom emits a screaming sound that lasts for 1d3 rounds whenever there is movement within 10 feet. This shriek makes it impossible to hear any other sound within 50 feet. The sound attracts nearby creatures that are disposed to investigate it. Some creatures that live near shriekers learn that this noise means there is food or an intruder nearby.

reveals that the trees are unnaturally coarse, rather than waxy, and that the small purple flowers are not actually lavender but instead are attached to giant mushrooms sprouting long tendrils from their tops.

There is no path through this wilderness though the vegetation yields readily to the PCs as they push through. After getting past the first few hedgerows a beautiful tree bearing golden apples can be seen in the south-west corner.

However:

The mushrooms here are a specialised form of shrieker. They only react to movement, not light, and don't exactly go "eeeeee" when someone approaches them but rather shriek with the sounds of people being murdered or tortured. Real shrieks, as it were, like "aaaaaagh!" cut off by a sudden gurgling sound, or "nooooooooooooo!" ending with a sudden

Violet Fungus

CR 3

N Medium plant
Init -1; Senses low-light vision; Perception 0

Defense

AC 15, touch 9, flat-footed 15
hp 30 (4d8+12)
Fort 7, Ref 0, Will 1
Immune plant traits

Offense

Speed 10 ft.
Melee 4 tentacles +4 (1d4+1 plus rot)
Space 5ft., Reach 10ft.

Statistics

Str 12, Dex 8, Con 16, Int —, Wis 11, Cha 9
Base Atk 3; CMB 4; CMD 13

Special Abilities

Rot (Ex) A creature struck by a violet fungus's tentacle must succeed on a DC 15 Fortitude save or the flesh around the point of contact swiftly begins to rot away, exposing raw bone with shocking swiftness. This hideous affliction causes 1d4 points of Strength damage and 1d4 points of Constitution damage. This is a poison effect. The save DC is Constitution-based.



swift swish, or a loud, female shriek that chills the marrow, not because it's a shriek generated by fright, but because it's a shriek generated by sheer, abject all-consuming terror.

Two of these screaming fungi stand next to the apple tree at the far end. One of these turns out to be a Violet Fungus (which also shrieks).

The apple tree is full of golden fruit including a small number of Alluring Golden Apples. Exactly how many are left after this encounter is given in the Encounter Summary. The Violet Fungus can cause one of the apples to fall near a PC by nudging the tree as a standard action. See the Item Appendix for an exact description of the effects and note that a PC gets two chances to resist it, once when the apple falls and then again on its own initiative, before the Fungus attacks them with its 10' reach³³.

7. The Pied Piper

The south-west garden has a sort of masculine feel about it. There are no flowers or any sort of delicate vegetation, instead there are low-lying bushes with variegated leaves interspersed with a small number of trees whose foliage boasts deep greens, browns and violets. A pebbled yellow path leads from the entrance towards the west, twisting in a gentle arc and widening from 5' to 15'.

A caryatid in the shape of a faun, complete with pipes, leads a cavalcade of stone children in a dance towards the exit.

On a good day.

On the one day of the week when the faun is "nice" it is a picture of fey loveliness, sylvan splendour, or perhaps slightly drunken frolics and playfulness. The children around it dance in step, looking up at it with joy on their faces.

On the six bad days, however, the statues of the children, although unchanged, are covered with rats - real rats, which the faun appears to be have summoned and be controlling. The rats are harmless, but the tableau presented is disturbing, as the rats appear to be acting out their biting of the children in their most intimate of places, whilst the faun is clearly delighted with the result. When the PCs appear, of course, the faun seems to direct the rats towards them, and although many of the little rodents will try to climb up the PCs legs they do not actually pose any threat.

8. The Graveyard (CR 5)

The role of a graveyard in a place which honours undeath is a curious one, which perhaps explains why this one is not found within the walls of Rougemord itself but rather under the shade of the north-eastern dome that juts out just beyond the walls of the château³⁴.

³³ it's probably not intelligent enough to do a coup-de-grace, but that's up to you

³⁴ requiring the PCs to squeeze through one of the arched holes in the outer walls to get there

Graveyard Ankheg

CR 5

Ankheg (advanced, fiendish, giant)

N Huge magical beast

Init 1; **Senses** darkvision 60 ft., low-light vision, tremorsense 60ft.

Perception 10

Defense

AC 21, touch 9, flat-footed 20

hp 40 (3d6+10)

Fort 10, **Ref** 4, **Will** 4

Resist cold 5, fire 5; **SR** 10

Offense

Speed 30 ft.; burrow 20 ft.

Melee bite +8 (3d6+10+1d4(acid) plus grab)

Space 15 ft.; **Reach** 5 ft.

Special Attacks Spit Acid (30' line, 4d4, reflex DC 18 halves), Smite Good (1/day, +3 damage)

Statistics

Str 24, **Dex** 12, **Con** 25, **Int** 1, **Wis** 17, **Cha** 10

Base Atk 3; **CMB** 12 (+4 grapple); **CMD** 23

Feats Skill Focus (perception), Toughness

Skills Climb 12

Special Abilities

Spit Acid (Ex, DC 18) Once every 6 hours, an ankheg can spit a 30-foot line of acid. Creatures struck by this acid take 4d4 points of acid damage (Reflex save halves). Once an ankheg uses this attack, it must wait 6 hours before using it again. Additionally, during this time period, its bite attack does not inflict any additional acid damage. As a result, an ankheg does not use this ability unless it is desperate or frustrated, most often spitting acid when reduced to fewer than half its full normal hit points or when it cannot not successfully grab an opponent. The save DC is Constitution-based.

Vampires either tend to dissolve into dust when they die as the weight of years catches up with them in a moment or turn to ashes if the method of their demise is sunlight. From time to time, however, a favoured servant of theirs, if not raised or converted, is interred somewhere like this, with a headstone in place to aid in their remembrance, and the collection of names in this graveyard testifies that cooks, craftsmen, concubines and servants of all sorts can be found in the soil below.

One of Rougemord's caryatids stands on a plinth in the centre of the graveyard. Written on the plinth in Celestial beneath it is the phrase "And so it comes that each may in his day rebel."

On a friendly day the caryatid looks like a stereotypical angel complete with wings, halo, beatific look and so on. One hand points towards the graves and the other skyward, as if indicating that the dead are on their way to better things. On



bad days, however, the angel's wings knit together into a grim black cloak, its flesh tightens and sinks back against its bones so that it appears almost skeletal, and the hand that previously pointed skyward now points at the PCs, as if indicating that they are soon to be part of the graveyard.

A mighty ankheg lives below the gravestones, ready to fulfil that prophesy. With its tremorsense ability it will readily detect the PCs investigating the ground above and immediately rise up to attack.

The PCs will feel the earth moving beneath them as the creature rises, such is its size and power, which may well lead them to think that an attack by zombies or ghouls is imminent. The truth of the situation will become clear as the ankheg burrows up out of the ground with bits of skeleton and gravestone scattering about it. As it does, everyone immediately next to it on its arrival will have to make a DC 10 Reflex save or fall prone.

The ankheg will follow the normal tactics for its kind, perhaps with a bit more savagery about it since it is quite a prime predator in the area, though it will still save its acid spit as a last attack before retreating into the ground if it is able to do so.

Note that burrowing creatures leave no tunnel behind them, however if the PCs dig down 20 feet or so they will find its lair and whatever treasure the Encounter Summary indicates that it has.

DC	Summary
----	---------

10	Reflex save to avoid tripping over if standing next to the Ankheg when it rises up out of the ground
----	--

9. Aygo's Shed

Tall wooden doors open outwards from a rectangular two storey tower just to the north east of the gatehouse. The doors have no lock and though they can be barred from the inside the actual bar is missing.

Within the tower at ground floor there is a horse stall to the east - empty save that when the party first enters a "vision" occurs, signalled by a panicked neighing sound coming from inside the stall. As the vision progresses a series of kicks against the stall gates splinters them apart and a bloody unicorn staggers out, its throat slit, quickly collapsing in front of the party and expiring. A few seconds later, of course, the vision is past, and everything looks clean and tidy.

The ground floor of the tower is also a storage area for tools used in the maintenance work that is needed around the château, whilst upstairs are the living quarters for the château's live-in caretaker: Aygo.

Aygo's room is sparsely furnished. His bed is made from a pile of humanoid clothing, male and female, of various fashions, clearly once having value but now too old and worn to be worth anything. A trestle table ingeniously made by stretching a tabard across the lower part of four lances holds the

carcasses of a few woodland animals, chewed but picked clean³⁵, plus an ordinary dagger and a hand axe. The tabard used for the table bears a faded Fleur-de-lis. A large bucket in one corner serves as a latrine, emptied every morning out in the woods. A large masterwork greataxe leans against the wall next to a medium sized set of full plate armour which has been dismantled and broken by Aygo's clumsy attempts to resize it for himself for when he grows up (i.e. becomes Large).

10. The Costume Room

This small room contains costumes and props such as might be found in any theatrical production. Although preference is given to the foppish and loose flowing garments of stylised and largely improbable romances, there are also some medieval clothes and even about half a dozen or so pirate outfits complete with fake peg-legs, hooked hands and a stuffed parrot. A dressing table in the far corner contains theatrical make up which, being made mainly of pig fat, has rotted and smells badly.

11. The Parlour

A number of rooms such as these can be found around the château. They are carpeted, though the pile is threadbare in many places, and filled with soft furnishings, though these are now covered with damp and dust. Aygo does what he can to keep them nice, but he's more skilled with picks and shovels than he is with a feather duster.

A DC 10 perception check whilst searching one of these areas turns up a delicate diary decorated with pressed flowers written by some naïve young lass who served here without fully understanding what was going on. The entries describe her bewilderment at the strange behaviour of the "Lords and Ladies", the rooms that she was forbidden from entering and all the visitors who came and then left mysteriously in the middle of the night. Her last entry details her delight at being asked to attend a special event that night, for which her Lady had given her a special white gown to wear. Although she then writes that she will give the details of that event in her diary the next day, nothing else is written.

DC	Summary
----	---------

10	Perception check to discover a maid's diary
----	---

12. The Theatre (CR 5)

The sounds of laughter, clapping and cheering can be heard from behind the doors to the north and east, though the door to the west is solid enough to obscure it. A DC 15 Perception check, however, reveals that there is something unnatural about the laughter, though it's impossible to say what.

³⁵ first by Aygo then by all the bugs that crawl around Rougemord



The room itself is a theatre consisting of a raised stage upon which some sort of performance is being played out, faced by rows of wooden seats many of which are occupied.

A backdrop on the stage shows a cobbled street in a wealthy town with tall stone two-storied buildings sporting balconies and red tiled roofs. Light from above shines down on to the platform where two male fencing swashbucklers play out a duel that for some reason exists between them.

The duellists' rapiers flash dangerously as they lunge, parry, withdraw and riposte in a stylised and somewhat dramatic fashion, never quite landing a blow but still punctuating their fencing with flourishes and swaggers whilst making occasional asides to the audience and trading indecipherable insults.

Although it sounds strange it appears as if the fencers are tap-dancing as they fight, though it soon becomes apparent that the fencers are actually skeletons and that the clackety-clackety sound that comes from them is the sound of their bones knocking together as they cavort backwards and forwards in their mock act.

The auditorium appears to be filled with dozens of spectators of all ages and sizes, dressed in various attires, clearly enjoying the show given their shouts of appreciation. Again, though, further inspection betrays the fact that they are all skeletons too, their bony faces peering out from under bonnets and hats, their skeletal clapping hands emerging from the folds of shirts, blouses and dresses.

Skeletons in loose, ragged clothes and flat caps lounge to one side, laughing and slapping their skeletal knees, whilst others in more dignified clothing watch quietly from the middle of the auditorium occasionally turning to each other as if to share in a private joke. Small skeletons in children's clothing sit next to skeletons dressed in petticoats and bonnets, the little ones jumping up and down in delight as if hardly able to keep to their seats whilst the larger ones keep a stern hold on their hands just in case they should choose to misbehave.

At the back of the auditorium a number of skeletons in fashionable shirts lean back on their chairs with their feet up, watching the proceedings with skeletal detachment, whilst over to the left two others, one in male clothes and one in female, hold hands and stare into each other's eyes, or rather where their eyes should be, oblivious to everything around them.

Despite the obviously fake nature of the performance all of the skeletons appear to be playing out their parts well, the ones on stage performing, the ones in the auditorium clapping their hands whenever anything happens which is interesting or witty.

The seated skeletons are all animated by necromancy, the ones on stage by transmutation. None of them will pay any attention to the PCs until they are some way into the room, at which point the performance will stop, the two fencers will turn to face the PCs, bow, and present themselves ready to

Duelling Skeleton (2)**CR 3****Medium Animated Object**

N Medium construct

Init 0; **Senses** darkvision 60 ft.; **Perception** -5**Defense****AC** 14, touch 10, flat-footed 14**hp** 36 (3d10+20)**Fort** 1, **Ref** 1, **Will** -4**Defensive Abilities** hardness 5; **Immune** construct traits**Offense****Speed** 30 ft.**Melee** (pretend) rapier +5 (1d6+3/x3)**Space** 5ft.; **Reach** 10ft.**Statistics****Str** 14, **Dex** 10, **Con** —, **Int** —, **Wis** 1, **Cha** 1**Base Atk** 3; **CMB** 5; **CMD** 15**SQ** Two construction points (exceptional reach, piercing attack)

accept a challenge, whilst the skeletons in the auditorium shift in their seats to face the PCs, ready to see what they will do.

The skeletons in the auditorium are all victims of the vampires that once lived here, placed into this tableau in order to provide their murderers with some sort of sick amusement. They will not attack, though they will become quite involved in the proceedings that follow, clapping and cheering or nodding to each other appreciatively, perhaps even booing depending on the PCs actions.

The skeletons on stage will attack the PCs in a gentlemanly fashion, as long as the PCs behave similarly. If the PCs start

Skeleton audience

NE Medium undead

Init 6; **Senses** Darkvision 60ft.; **Perception** 0**Defense****AC** 14, touch 12, flat-footed 12**hp** 4 (1d8)**Fort** 0, **Ref** 2, **Will** 2**DR** 5/bludgeoning; **Immune** cold, undead traits**Offense****Speed** 30ft.**Melee** 2 claws +2 (1d4+2)**Statistics****Str** 15, **Dex** 14, **Con** —, **Int** —, **Wis** 10, **Cha** 10**Base Atk** 0; **CMB** 2; **CMD** 14**Feats** Improved Initiative

using ranged weapons the fencers will come off the stage to fight them on the aisles, with much booing from the audience, otherwise the fencers will try to persuade the PCs to keep their combat on the stage and take them each on one to one.

There is treasure here as indicated in the Encounter Summary, and the possessing skeletons will not prevent the PCs taking it. Note that the amount of necromantic magic here, however, will make finding the treasure difficult.

DC Summary

15	Perception check to hear something unnatural in the laughter of the audience
----	--

13. The Ballroom

This large airy circular room has a tall ceiling with gothic arches over the windows which sport long thin black curtains. The floor is parquet with a large cello and piano³⁶ at one end of the hall and full length mirrors occupy the walls between each window.

This was once clearly a ballroom.

The piano is a favourite of the Crawling Hands that live here and it's not unusual to hear them playing pleasant music in this room at all hours³⁷. The Hands disappear, of course, as soon as they hear the PCs coming.

If any PC approaches one of the mirrors then a vision is triggered. Suddenly all of the mirrors fill with images of elegant, if somewhat dustily dressed, middle aged men and women standing behind the PCs (as seen from the point of view of the reflection) and staring intensely out of the mirror at them³⁸. As a collection they like looking at the cast of a vampire film or television series: for example a blonde tousle-haired woman in a gown with a tight bodice next to a dark haired man in shirt and pantaloons, or a dark-haired beauty with huge eyes and red lips arm in arm with an elderly man in a wig with a white powdered face, and so on. The expression on their faces as they stare out at the PCs is one of feral curiosity. A few seconds later they're gone.

14. The Bedroom

There are a number of rooms within Rougemord which fit the description of "bedroom", though vampires, of course, don't tend to use these for sleeping. All have an enormous bed, typically four poster, with a huge mattress, lots of pillows and an abundance of frilly bedding. Also present are wardrobes

³⁶ pianos and cellos are typically more "advanced" technologically than musical instruments tend to be in a sword and sorcery setting; this is deliberate, reflecting the sophistication of the vampires of Maison d'Artère, though you might wish to describe them as a strange harp in a box covered with a row of black and white buttons and a huge fiddle, resting upright on a tripod, next to a chair.

³⁷ the Hands even know how to keep the thing tuned

³⁸ I know vampires don't cast reflections – this is just a vision.



with moth-eaten clothes to suit different shapes and sizes, dressers with drawers full of perfume and make up, though no mirrors³⁹, and perhaps a chest to one side with some masks, whips and other such items.

The first time the PCs enter one of these bedrooms they will trigger the following vision:

Two vampire women raise their heads from a naked and very pale body lying on the bed, one bent over his neck and the other over his groin, blood dripping from their mouths as the body below them gives a few last twitches and lies still. The look on their beautiful faces suggests to each PC exactly whom they would like to drain next, but then a few seconds later they are gone.

15. The Bathroom

Three wooden baths lie in this room: two on the right and one on the left. A hand pump over a wooden bucket over on the far left corner runs dry. As the party opens the door to this room a soft giggling and splashing heralds the occurrence of another vision:

Three beautiful young vampires are bathing in the baths which are now filled with blood: a man on the left, two girls on the right. All turn to look at the PCs as they open the door, clearly pleased to see them. The girl in the nearest bath even lifts herself up and sits on the far rim of her bath, her legs still within it, smiling at them with fanged teeth as the blood slowly drips from her body. As with all visions, a few seconds later they are gone.

16. The Kitchen

A huge oaken table, much scarred by falling blades, has manacles attached to its corners suggesting that the residents of Rougemord liked to eat their meat "freshly cooked". A

³⁹ vampire ladies need help getting their make-up on



second table alongside is covered with knives, saws and implements that one might more associate with carpentry than with cooking. Piles of pots, trivets, skewers, forks and gigantic spoons, however, make it clear that this was once a kitchen.

Tall cupboards full of condiments, oils and pickles, now beyond use, stand next to a large coal based stove, dusty and cold. A cauldron big enough to boil a man hangs on a tripod over a fire pit. As the PCs enter the room, however, the smell of cooking forecasts another vision:

A fire can be seen burning under the pot within which cooks a gruesome stew. As the PCs watch, an arm reaches up from inside the broth as if trying to get out, but then an old woman with a huge spoon and protruding canines appears from behind the pot and pushes the victim under.

Once the vision clears, stairs can be seen at the northern end of the room leading both up and down.

17. Vent

Steps ascend from below ground into a squat stone tower in the south west corner of the château. Tiny holes around the roof let in pin-pricks of light⁴⁰.

18. The Bat Tower

The tallest tower in Rougemord is the somewhat narrow and non-descript one to the north-west, rising in defiance of sensible architecture as it climbs to a height of over 100'. At times open to the elements and at other times enclosed, the interior of the tower doing nothing to allay any fears about its structural integrity as it is in essence a hollow tube circumnavigated by stone steps which are merely slabs built into the walls with nothing to support them from beneath.

An enormous colony of bats lives in the huge cave that lies at the bottom of the tower. In the evening the bats rise up through the "tube" to go out hunting in the forest to the east, looking like a massive plume of black smoke. At dawn they return. It takes the bats a full 15 minutes to fly through the tower, and anyone caught in their midst at this time must make a DC 13 Reflex check to avoid falling down through the hole in the middle unless they go down on to their hands and knees and hold on to the steps with both hands.

The central domed chamber that interrupts the tower's ascent is filled with permanent moonlight shining down from a huge crescent moon painted on the ceiling. This light causes any creatures or effects which are affected by the presence of moonlight to behave as if they were within the light of a real moon - though only whilst within this room.

A half-man half-bat caryatid stands inside.

When in "friendly" mode, the caryatid looks more like a normal human dressed in a smooth and sleek black cloak.

⁴⁰ or allow anyone in or out who happens to be in gaseous form ...

Noble, upright, and a champion of justice, one hand of the caryatid is formed into a fist which is cupped in the other hand as if ready to meet out a few unarmed strikes against any wickedness that opposes him.

In "unfriendly" mode, however, the caryatid's wings are definitely those of a bat. The caryatid's mouth protrudes canine teeth and its eyes glare with hatred as it crouches like a feral beast gazing at the nearest PC. In this form, the caryatid follows the PCs up and down the stairs with its Dimension-Door ability, "blinking" while no one is looking.

This caryatid never exits the tower or the cavern below and as with all caryatids it is harmless despite appearances.

DC	Summary
13	Reflex save to avoid falling down the stairs when the bats are either entering or exiting the tower

19. The View

The laborious climb to the top of the eastern tower appears at first to have been a waste of time until, as the first PC reaches the summit, a wail of anguish can be heard from outside. Alas this is just another vision which operates at the top of the tower, even though the events which it shows happen in the courtyard below.

Once at least one PC has reached the top, they will see a middle aged woman in peasant clothing appearing on the ground from around the central tower.

"You evil monsters!" she cries out, "What have you done with my children?"

By way of answer three huge wolves converge on her from all directions then drag her away to the sound of snarls and rips and screams.

20. A Tyrant from the Past

Another vision awaits the PCs as they reach the top of the North East tower.

A tall man, clad in superior black leather armour, a rapier at his side but his hands clawed as if he had little need for such a weapon, gazes out over the tops of the trees to the east as if deep in thought. As the PCs arrive he turns his cold red gaze upon them and asks: "Why are you here?"

The man stares at them levelly as the PCs give whatever answer they wish, seeming to listen, and then a moment later he's gone.

21. The Cat Salon

This high circular chamber is furnished with all manner of soft furnishings such as sofas, chaise-longues, padded chairs with elaborate backs, and so on, all rather reminiscent of the courts of Louis XIV in Versailles in our own world. Most of the beautiful furnishings, alas, have been scratched to ruin by the two panther cubs that live here along with their panther



mother and the massive collection of feral cats of various breeds that scratch, preen, fight, spray, copulate and sharpen their claws on everything that they can get their paws on. The smell of competing toms and the noise that they make, especially in season, keeps pretty much everything else away, including the Crawling Hands that would otherwise rather enjoy attempting to strangle the cats should they ever catch them.

A ledge about 1' wide, 10' high, just below the level of the windows, runs around the walls, providing a convenient method for all the feline occupants to get in and out. The adult panther is generally out hunting. The cats and cubs are non-combative though the latter will no doubt deliver a few well-placed scratches to anyone trying to catch them (and they're worth a few gp as they are ripe for training).

Note that the panther will have little trouble tracking her offspring if they are taken from this room and will attack kidnappers using neither stealth nor caution - probably sealing her own fate and that of her cubs as a result.

22. A Bargain of Necessity

The entirety of this vast circular chamber is covered by the effects of a *Mage's Private Sanctum* spell cast by the resident within, and anyone trying to look inside, particularly up the railed stairs from the bedroom below, will see nothing but a dark foggy mass, regardless of their means of perception or divination.

The Phistophilus that lives and works inside can see out quite clearly, however, though he's generally too busy and self-important to give the PCs any attention until they pluck up the courage to go in through the fog.

This Contract Devil, for such the Phistophilus is, works day and night on the fine details of his contracts, either for himself or on behalf of his superiors. He cannot abide interruptions unless they are of a business nature, which is to say relating to the drawing up or fulfilment of a contract regarding a creature's soul, and charges 100 gp per minute for his time otherwise, as he will respectfully inform anyone before agreeing to answer any questions. If attacked, the Phistophilus will kill with calm precision, explaining later that there is a clear legal precedent for him doing so, and then presenting the PCs with a bill for the time it took him to do so.

The Devil's room is full of shelves of books on legal matters as well as scrolls of contracts plus a few other affectations such as might be found in a library – e.g. maps, elaborate ink-wells, candle-holders, and so on. Anything taken or broken will have to be replaced or paid for. If the PCs incur "costs" and refuse to pay then the Devil will attack them, adding again the cost of the time it takes to kill them to the overall debt incurred (i.e. "cost of debt recovery").

Contract Devil (Phistophilus) CR 10

LE Medium outsider (devil, evil, extraplanar, lawful)
Init 11; **Senses** darkvision 60ft., see in darkness
Perception 26

Defense

AC 25, touch 18, flat-footed 17 (mobility)
hp 136 (13d10+65)
Fort 9, **Ref** 15, **Will** 16
DR 10 / good; **SR** 21; **Immune** fire, mind-affecting effects, poison; **Resist** acid 10, cold 10

Offense

Speed 30 ft.
Melee binding contract (whip) +20/+15/+10
(1d4+7 plus bleed),
gore +11 (2d6+3)
Space 5ft.; **Reach** 5ft. (10ft. with binding contract)
Special Attacks binding contract, bleed (1d6), impale (2d8+4)

Spell-Like Abilities

CL 13; conc 19
Constant: *tongues*
At will: *bestow curse* (DC 20), *detect thoughts* (DC 18), *dimension door*, *erase*, *identify*, *major image* (DC 19), *produce flame*, *sending*
3/day: *arcane eye*, *break enchantment*, *greater teleport* (self plus 50 lbs. of objects only), *hold person* (DC 18), *locate creature*, *mage's private sanctum*, *scorching ray*, *silence* (DC 18), *vision*
1/day: *contact other plane*, *delayed blast fireball* (DC 23), *dismissal* (DC 21), *plane shift* (DC 23), *summon* (level 4, 1d6 bearded devils or 1 bone devil 50%), *symbol of pain* (DC 21)

Statistics

Str 17, **Dex** 25, **Con** 20, **Int** 24, **Wis** 23, **Cha** 22
Base Atk 13; **CMB** 16; **CMD** 34
Feats Alertness, Deceitful, Dodge, Improved Initiative, Iron Will, Mobility, Persuasive
Skills Bluff 26, Diplomacy 26, Disguise 8, Intimidate 26, Knowledge arcana/nobility/planes/religion 23, Linguistics 20, Profession scribe 19, Sense Motive 26, Sleight of Hand 20, Spellcraft 20
Languages Abyssal, Aklo, Aquan, Auran, Celestial, Common, Draconic, Dwarven, Elven, Giant, Gnome, Goblin, Gnome, Halfling, Ignan, Infernal, Orc, Sylvan, Terran, Undercommon; telepathy 100 ft., tongues
SQ Infernal Contract, Infernal Investment

The Devil is otherwise polite and business-like and more than happy to sell his customary three wishes to any PC in exchange for their souls, as detailed in the sidebar on Infernal Contracts.

**Phistophilus Special Abilities**

Binding Contract (Su) All contract devils carry numerous lengthy contracts draped over their horns or within their numerous carrying cases. They can wield these contracts like whips, but deal lethal damage regardless of the armor bonus of their target. A contract devil modifies attack and damage rolls when using a binding contract by its Intelligence modifier, not its Strength modifier (this equates to a +7 bonus for most contract devils). Wounds created by a binding contract resemble horrifically deep paper cuts and cause 1d6 points of bleed damage. A contract devil can use its binding contract to disarm and trip foes as if the contract were a whip. If it is itself disarmed of the contract, the devil can rearm itself with a new contract as an immediate action.

Impale (Ex) As a swift action, a contract devil can impale an opponent grappled by its binding contract, dealing 2d8+4 points of piercing damage.

Infernal Contract (Su) As a full-round action, a contract devil can produce an infernal contract for a single living mortal creature. This contract can grant a wide range of abilities and effects, as detailed on the following page. To receive any of these bonuses, however, the mortal must sign its true name to the document of its own free will. Upon doing so, that mortal's soul is sworn to the contract devil, condemning the soul to an eternity of servitude in Hell rather than whatever fate would naturally befall it upon the mortal's death. Breaking a contract with a contract devil is difficult and dangerous; as long as the infernal contract remains in effect, the victim cannot be restored to life after death save by a miracle or a wish. If a mortal is restored to life in this way, the contract devil immediately senses the development—it not only knows which soul has been restored to life, but also gains the benefits of a discern location spell targeted on the character or creature that restored the damned soul to life.

Infernal Investment (Su) As a subclause of all infernal contracts, a contract devil can use greater scrying at will upon any creature it has a contract with. The target creature always fails its save against the devil's scrying attempt—this ability otherwise functions at caster level 20th.

Infernal Contracts

While numerous types of infernal contracts exist, the following two are those most often offered to mortals by contract devils.

Evil Wishes: Upon signing this contract, a mortal is granted three wishes, as per the spell. It must use these wishes within 24 hours of signing the contract—if it does not, the wishes are wasted but it remains bound to the contract nevertheless. While the mortal chooses the intention of the wishes, the contract devil decides upon the specifics, allowing for its own diabolical interpretation of the results should the mortal imprecisely phrase a wish.

Infernal Slave: A mortal can negotiate with a contract devil for the lifelong service of a devil. The mortal chooses any type of devil (except for a contract devil) of a CR equal to or less than its own character level at the time of the bargain. Upon signing the contract, the mortal's infernal slave appears and is bound to do the mortal no harm and follow its orders for as long as it lives. Although the devil must obey its master's commands, many devils delight in corrupting the intentions of these orders in all manner of cruel or mischievous ways.

Breaking an Infernal Contract

An agreement with a contract devil can only be broken in two ways. When a contract is signed, a second copy manifests; one copy is retained by the devil and the other is given to the mortal. Mortals are free to do whatever they please with the lengthy, obviously evil documents, while contract devils typically keep active contracts with them at all times. Should both copies of a contract be destroyed, any effects caused by the contract are cancelled or reversed and the mortal's soul goes to its normal place of rest after death and can be resurrected as normal. Merely absconding with both copies of the contract is not enough to break the contract—as long as both copies exist, the signer's soul remains forever damned. Alternatively, a second mortal might be allowed to adopt the terms of a contract—with its soul replacing that of the original contract signer after death. The mortal who seeks to pay the debt of another must contact the contract devil who holds the relevant contract. The contract devil has a choice of whether or not to allow one mortal to pay another's debt, but values religious and good-aligned souls over others. Shrewd manipulators, contract devils often only agree to allow one mortal to pay another's debt in return for some service or proof of worth. If a contract devil agrees to accept another soul in payment, the original contract signer retains all of the benefits of the contract, but is released from damnation and may be resurrected as normal. The new signer, however, receives no benefits, cannot be returned to life upon dying, and spends an eternity in Hell after death.

23. The Dining Room (CR 6)

This high hall to the west of Rougemord is set with a number of banqueting tables as if for a feast: three tables running north-south and two, at the ends, running east-west. About a hundred high-backed wooden chairs line up against the tables, most with an insignia or coat of arms carved upon them.

There is about 1000gp of silverware and silver-plated dining utensils on the tables, all covered in mould of different colours. 1000 lbs of weight of the stuff is worth 5 sp per lb (i.e. 500 gp for the lot), whilst 100 lbs of it is worth 2gp per lb (i.e. 200 gp). Identifying the more valuable tableware requires making a DC 15 Appraise check.

Most of the expensive stuff is also inscribed with the names of various families with vampiric connections still in operation to this day. If this is brought back to an organisation such as the



Yellow Mold

CR 6

If disturbed, a 5-foot square of this mold bursts forth with a cloud of poisonous spores. All within 10 feet of the mold must make a DC 15 Fortitude save or take 1d3 points of Constitution damage. Another DC 15 Fortitude save is required once per round for the next 5 rounds, to avoid taking 1d3 points of Constitution damage each round. A successful Fortitude save ends this effect. Fire destroys yellow mold, and sunlight renders it dormant.

Cavaliers of the Order of the Lily then a further 300 gp of value can be obtained from its sale.

A DC 16 Knowledge Nature check also identifies the presence of Yellow Mold among all of the other mould on the silverware, as long as someone actively inspects it.

IMPORTANT NOTE: Yellow Mold is dormant in sunlight.

Given the number of tall windows in the dining room the Yellow Mold is totally harmless while the sun is up. It will also be unlikely to become dangerous if stuck in sacks within this room or anywhere else where illumination is provided by the sun, even if that illumination is dim. The Yellow Mold will trigger, however, if the stuff is taken out later during the evening, for example, back in the PCs habitation in Sans-Secours in order to be appraised.

(This is one of the few places in which Aygo does not venture, nor will any of the other wildlife including the ravens)

DC Summary

15	Appraise check to recognise the more valuable silverware from the "dross"
16	Knowledge Nature check to recognise Yellow Mold

24. The Chapel

This tall room sports a gothic architecture, the walls rising up to pointed arches in the ceiling, the windows likewise pointed and pointed arches also present in the low wooden panel that stretches out in front of the altar. The altar itself bears no recognisable denomination or decoration, but three four pronged candlesticks stand upon it, the candles on the centre one appearing to be lit though this is just the effect of *Dancing Lights*⁴¹. At each corner of the chapel stands a statue of an angel:

- The northwest angel holds a greataxe in both hands and wears a blindfold. The caption beneath it reads: "death strikes without looking".
- The northeast angel holds a spiked flail in one hand and a bleeding heart in the other, the caption beneath it reading "death strikes without pity".

⁴¹ Possibly a chalice (treasure item) is also present on the altar if there are 6 PCs in the party (see Encounter Summary)

Psychopomp, Catrina

CR 5

N Medium outsider (extraplanar, psychopomp)
Init 7; **Senses** darkvision 60ft., low-light vision, spiritsense; **Perception** 11
Aura Calm Emotions (30ft., DC 17)

Defense

AC 19, touch 13, flat-footed 16
hp 51 (6d10+18)
Fort 5, **Ref** 8, **Will** 9
DR 5 / adamantine; **SR** 16; **Immune** death effects, disease, poison; **Resist** cold 10, electricity 10

Offense

Speed 30 ft.
Melee 2 slams +6 (1d8)
Special Attacks compel condemned, kiss of death

Spell-Like Abilities

CL 6; conc 10
At will: *dancing lights*, *death watch*, *greater teleport* (self plus 50lbs of objects only), *invisibility* (self only), *speak with dead*
3/day: *major image* (DC 20)

Statistics

Str 10, **Dex** 17, **Con** 16, **Int** 13, **Wis** 14, **Cha** 19
Base Atk 6; **CMB** 6; **CMD** 19
Feats Combat Expertise (-2 to hit, +2 AC), Improved Initiative, Iron Will
Skills Diplomacy 13, Heal 8, Knowledge planes 10, Knowledge Religion 10, Stealth 12, Use Magic Device 10
Languages Abyssal, Celestial, Common, Infernal; Tongues, Telepathy (100ft.)

- The southwest one holds a mace in one hand and a set of scales in the other, the caption beneath it reading "death strikes without judgement".
- The southeast angel holds a greatsword in both hands, the caption beneath it reading "death strikes so that we may live".

All of the writing is in common.

A series of wooden pews lines up in front of the altar. Upon the front of these sits a maiden in a pretty dress, not in mourning but rather with an air of expectancy about her. She doesn't turn to the PCs as they enter, but answers if they speak to her, at which point her skeletal form becomes apparent.

**Catrina Special Abilities**

Calm Emotions Aura (Su) A catrina's aura acts like a calm emotions spell with a radius of 30 feet. A creature that succeeds at its save is immune to that catrina's aura for 24 hours. The save DC is Charisma-based.

Compel Condemned (Su) As a standard action, a catrina can force one humanoid within 30 feet to make a DC 17 Will save or be affected as per the spell dominate person. This ability functions exactly as that spell, but the catrina can only command an affected creature to approach and kiss her. This action is not considered to be against the target's nature or self-destructive. Any damage taken by the target (other than damage the catrina deals) immediately ends this effect.

Kiss of Death (Su) A catrina can kill a grappled, helpless, or willing target with a long, passionate kiss. The target must succeed at a DC 17 Fortitude save or take 5d6 points of damage. Any creature damaged by the same catrina's kiss for three consecutive rounds instantly dies, regardless of how many hit points it has remaining. Creatures of the old age category take a –2 penalty on saving throws to resist this ability, while those in the venerable age category take a –4 penalty. This is a death effect. The save DCs are Charisma-based.

Although it is tempting to think of vampires as bestial they possess both a great intellect and education, being curious about most things and great accumulators of knowledge. The fact that they avoid death does not take away its fascination for them, or indeed its draw when the weight of all their years seems too much of a burden to bear. Some vampires are even willing to give themselves up to death, frequently by daylight conflagration, just out of sheer melancholia, and vampire retinues are also sometimes overtaken with morose thoughts, either caused by the unhappiness of their current predicament or the sadness that they feel when they reflect on what they have lost.

It is for this reason that the psychopomp Catrina exists here by invitation. She's not here to fight, unless attacked, but to engage in long discourses upon the subject of death, and to provide a gentle transition to it for anyone who should decide that this is what they want⁴². Although like all psychopomps Catrina sees undeath as an abomination, her answer to this is to use persuasion, rather than aggression, to bring the undeath to an end.

25. The Final Entrance (CR 5)

Directly beneath the château's central tower, indeed forming part of its foundation, is a large circular chamber dominated by an iron cylinder, 20' in diameter, which extends all the way up the tower to a point half way up its upper storey. This cylinder is decorated with reliefs depicting the residents of

Rougemord at the time of their greatest excesses, and although the dark colour of the iron makes it hard to work it out with a bit of effort the PCs will be able to make out vampires of all shapes and sizes seducing, terrifying, slaughtering and consuming humanoids of all ages, sexes, sizes races and persuasions.

The iron cylinder radiates a strong transmutation magic which raises its hardness to 20. Additionally, any attack on the cylinder results in the attacking implement suffering 3d6 points of damage which affects even adamantite, in addition to any other damage that the implement might suffer from the strike.

As the iron cylinder disappears into the ceiling 10' above, a small gap of about 3' between the cylinder and the inner wall of the tower lets in daylight from slit-like windows 50' up. Getting up there requires climbing up the iron wall first, which is a DC 20 check for the first 10', followed by a much simpler DC 10 climb check for the next 40' made possible by the ability to brace against the outer stone wall.

(Note that throwing a grappling hook is not possible in these circumstances because the lack of space between the inner iron wall and the outer stone wall does not allow a grapple to arc into place.)

Once on the rim of the cylinder, the lower level of the tower within it becomes visible 30' below⁴³. Getting down into it will require a rope or some ability to fly or float, as the inside of the cylinder is perfectly smooth until at a point 5' from the bottom where seven evenly spaced metal carvings of the caryatids found within the rest of the château can be found.

Being part of the iron wall the carvings defend in the same way against attack. The depictions are portrayed without expression or indication of whether they are in friendly or unfriendly mode. Clockwise from the north they are:

- A beautiful naked nymph-like creature
- A faun posed in a dance step with a set of pan-pipes to its lips
- A man in a cloak with bat like ears and narrow eyes
- An angel with an expression on its face which is cold and appraising, one hand pointing up, the other down
- A figure wearing a golden mask and crowned with a star-like crown, both mask and crown slightly melted
- A creature with the upper body of a woman and lower body consisting of 4 tentacles
- An armoured knight holding a bastard sword and a shield, without insignia

⁴² via her kisses, which although might seem a little macabre are actually quite pleasant to experience

⁴³ i.e. level with Rougemord's ground floor



Bearded Devil (Barbazus)	CR 5
LE Medium outsider (devil, evil, extraplanar, lawful) Init 6; Senses darkvision 60ft., see in darkness Perception 10	
Defense	
AC 19, touch 12, flat-footed 17 hp 57 (6d10+24) Fort 9, Ref 7, Will 3 DR 5 / good or silver; SR 16; Immune fire, poison Resist acid 10, cold 10	
Offense	
Speed 40 ft. Melee glaive +11/+6 (1d10+6 plus inf wound), or 2 claws +10 (1d6+4) Power glaive +9 (1d10+12 plus inf wound), or Attack 2 claws +9 (1d6+15) Special Attacks beard	
Spell-Like Abilities	
CL 12; conc 12 At will: <i>greater teleport</i> (self plus 50lbs of objects only) 1/day: summon (level 3, 1 bearded devil or 6 lemures, 50%)	
Statistics	
Str 19, Dex 15, Con 19, Int 6, Wis 12, Cha 10 Base Atk 6; CMB 10; CMD 22 Feats Improved Initiative, Power Attack, Weapon Focus (glaive) Skills Climb 13, Intimidate 7, Sense Motive 6, Stealth 11 Languages Celestial, Common, Draconic, Infernal, Telepathy (100ft.)	

A 10' diameter disk in the centre of the floor shows a huge heart dripping blood. Around the outside of it are two circular sets of writing, the inner one reading: "Life from Blood from", the outer one: "Choose carefully whom you ask for help".

All of the writing is in common.

If the word "help" is spoken in any language at any of the carvings then something will happen depending on:

- which statue was addressed,
- what day of the week it is, and
- whether the speaker is alive or undead (note that Dhampirs count as undead for this purpose).

Only one effect can happen at any one time.

As described earlier, each caryatid in Rougemord is in "friendly" mode for one day of the week, and in "unfriendly" more otherwise. When a caryatid is friendly, it favours the living and disfavors undead; when unfriendly it's the other way around.

Bearded Devil Special Abilities
Beard (Ex) If a bearded devil hits a single opponent with both claw attacks, it also lashes at the same target with its spiky, filthy beard. The victim takes 1d8+2 points of damage and must succeed on a DC 17 Fortitude save or contract devil chills. The save DC is Constitution-based.
Infernal Wound (Su) The damage a bearded devil deals with its glaive inflicts persistent wounds that cause 2 points of bleed damage. Bleed caused from an infernal wound is particularly difficult to stanch - a DC 17 Heal check stops the damage, and any attempt to heal a creature suffering from an infernal wound must succeed on a DC 16 caster level check or the spell does not function. Success indicates the healing works normally and stops all bleed effects on the victim. The infernal wounds caused by a bearded devil are a supernatural ability of the devil, not of the weapon.
Devil Chills Disease (Ex)
Type injury (bite); Save Fort DC 17 Onset 1d4 days; Frequency 1/day Effect 1d4 Str damage; Cure 3 consecutive saves

If someone asks for help from one of the statues that represents a favourable caryatid (i.e. 1 out of 7 for the living, 6 out of 7 for undead), then the disk with the bleeding heart on it will slowly drop down to reveal a set of spiralling stairs.

If an undead creature asks for help from an unfavourable caryatid, then that undead creature will be targeted by a *Searing Light* spell.

If a living creature asks for help from an unfavourable caryatid, then that living creature will be targeted by a spell which varies depending on which unfavourable caryatid was asked (see below)⁴⁴.

All spells are cast at CL 7 and have a save DC 16. Additionally, consider any touch attacks to have automatically succeeded against the person that triggers the spell.

- Nymph: *Confusion*
- Pied Piper: *Contagion* (bubonic)
- Bat Man: *Moonstruck*
- Angel of Death: *Fleshworm Investation*
- Crowed figure: *Acid Pit*
- Grindilow: *Black Tentacles*
- Knight: *Lesser Planar Ally* (Bearded Devil)

The Bearded Devil summoned by *Lesser Planar Ally* is pre-paid, so to speak, to attack everyone with specific preference to the individual that inadvertently summoned it. Only one such devil will ever appear so once that devil is dead the Knight statue will no longer have any detrimental effects on the living.

⁴⁴ In the case of a spell with an area of effect, the area of effect will be centred on the person who asked for help



The weather outside will turn decidedly chilly as the party reaches the inner part of this tower, and stay that way for a few days almost as if winter is coming straight back. A light snow even starts to fall when the party opens the stairs.

DC Summary

20	Climb check up the iron wall for the first 10'
10	Climb check between the iron wall and the stone wall on the inside of the tower for the next 40'
16	Save DC for any spells triggered by a disavouring caryatid

26. The Star

The round chamber at the top of the gatehouse, open to the elements in all directions, glows like a lighthouse for hundreds of feet around, the light being provided by a star embossed on the ceiling which shines with the equivalent of a *Daylight* spell. In times gone by this beacon attracted humanoids seeking shelter which the resident vampires then welcomed with open arms, and mouths, much to their own amusement.

Below this star is a caryatid, on a good day clothed in a long white robe that covers the whole of its body, a gold mask upon its face and a gold crown, star-pointed, on its head.

The features of its mask are benevolent, one hand holds a golden sceptre which it points towards the star, the other is held out towards the PCs in a gesture of friendship.

On the six bad days of the week the caryatid's robe, mask, crown and sceptre are removed, tied together in a bundle which the caryatid holds in one pitiful hand, its body revealed to be burnt and deformed as if by extreme heat or acid. It crawls upon its hands and knees, its midsection almost dragging on the ground, looking like it's trying to engulf the PCs with its twisted, melted form, lesions on its face weeping blood or pus and its skin burnt beyond repair.

27. Hell's Gallery

Rougemord's gallery, wherein are displayed paintings and sculptures as well as a few minor trophies, is spread across a series of underground natural caves, all enhanced by permanent illusions. These illusory enhancements, which include visual, auditory, olfactory and thermal elements, make the underlying scenes appear all the more real and disturbing, though a DC 15 Will save made by anyone interacting with them recognises them for what they are. A moderate illusion magical aura emanates from everywhere which obscures the aura of the various magical items to be found herein⁴⁵. Careful and meticulous use of *Detect Magic*, however, should allow the treasures to be found.

DC Summary

15	Will save to recognise the illusory elements of the scenes below
----	--

Hells gallery A

This room contains a life-sized diorama sculpted from stone showing devils of various types emerging from behind rocks and out of lava pools in a landscape decidedly volcanic. The illusory enhancement gives the devils a life-like colour and appearance as well as adding a hellish light, heat and sulphuric odour to the setting, with snarls and screams heard in the distance.

A caryatid in the shape of a warrior in full plate armour, wielding a bastard sword and heavy steel shield, faces off against the devilish onslaught - on a good day, just like any good paladin in hell should.

On the six bad days, however, the caryatid faces in the same direction as the devils, seeming to lead them, and looking decidedly more anti-paladin-like than paladin-like⁴⁶.

Hell's Gallery B

This hallway is hung with twenty portraits of aristocratic vampires of various races, the frames as ornate as the pictures that appear within. All of the portraits have been enhanced by illusion to give the appearance of movement in a manner which is in accordance to the people they represent, i.e. adding a barely repressed feral sexual hunger to the original artwork. Without the illusory element the paintings are ordinary and worth only 10 gp each, mainly for the frames.

Hell's Gallery C

A torture chamber that chills both literally and figuratively is present within, looking like something out of a waxworks' chamber of horrors not least thanks to the fact that the various angelic and holy victims being tortured are in fact made out of wax (with illusion based enhancement). Present within are:

- a Solar stretched out on a rack, face down, two bleeding stumps where its wings should be, the wings themselves being covered in excrement and shoved underneath,
- a blond haired warrior suspended in his armour over glowing coals, screaming horribly,
- a halfling imprisoned in a glass box full of rats, fighting them off futilely while they gnaw away at him,
- an elven woman in tattered clothes hanging suspended from the ceiling by her arms, which have

⁴⁵ detailed in the Encounter Summary

⁴⁶ At your option, if it makes sense in your campaign world, the caryatid's shield bears a holy symbol which can be inverted to make it unholy depending on the day of the week (e.g. like a crucifix).



been tied up behind her and then twisted up and broken,

- a naked dwarf with a huge bloated stomach chained to a post and force-fed water via a collar round his neck, so that he either has to drink or drown,

... and whatever else your twisted imagination can come up with.

Hell's Gallery D

A sculpted creature of nightmarish proportions creates a forest of tentacles in this room, making it quite difficult to navigate from one end of it to the other.

The sculpture appears to have been fashioned out of metal, with illusionary elements added to create a flesh-like texture and semblance to the metallic strength. In appearance it resembles a huge humanoid lying in the centre of the room with tentacles bursting out from its torso. The tentacles gradually get bigger and split into more tentacles until the room is full of them. Additional humanoid statues are depicted trapped by the tentacles whilst either being throttled, ripped apart or ex-sanguinated by them by means of wicked little hooks and barbs. All of the victims hang upside down or bent at awkward angles, their faces a rictus of agony and despair.

Blood appears to flow from the victims up through the tentacles to the humanoid in the centre, and a massive heartbeat can be heard throbbing in the background.

28. The Temple

Steps lead down into the floor of a huge underground chamber which is clearly the temple to some evil deity - a DC 10 Knowledge Religion check recognising it as Asmodeus.

The floor is 10' below the level of the doors. The ceiling is 20' above the level of the floor. Huge black drapes hang the length of the walls with the Asmodean holy symbol upon them in red. An altar of black stone, striated with red veins, lies at one side of the room, with grooves cut along it running to copper chalices at either end⁴⁷. A massive iron statue of a Pit Fiend stands at the far end, holding in front of it a brazier full of glowing coals. The floor of the temple behind and to either side of the altar is covered in infernal writing. If this is translated then it will be seen to be advice and instructions for the drawing up of contracts for the binding of souls.

In the centre of the room is a pentagram within a magic circle. Black candles burn at the points of the pentagram though no wax runs down their sides. Both the braziers and the candles radiate faint evocation magic, commensurate with *Continual Flame*, and all cease to function if taken out of this room.

Anyone who squeezes in behind the Pit Fiend and examines the statue will find, with a DC 20 Perception check, a secret compartment in its back, six inches cubed. The compartment

is locked: a DC 35 Disable Device check is needed to open it cleanly or an attack against a hardness of 10 and 30 hp to smash it open. The inside of the lid of the compartment has writing on it in infernal which reads "Scarab of Death". Inside the compartment is a small bejewelled brooch in the shape of a beetle which is, indeed, a Scarab of Death.

DC	Summary
10	Knowledge Religion check to recognise the temple as Asmodean
20	Perception check to find the secret compartment at the back of the Pit Fiend statue
35	Disable Device check to open the secret compartment

Make / Type	Hardness	HP
Secret Compartment	10	30

29. The Crypt (CR 6)

I suppose one could call it a dormitory for residents past and present, or perhaps residents active and inactive, and though no vampires reside here now this catacomb of twisty little passages once held the resting place for about 200 vampires. Each little alcove to the side of the main passageways has 9 stone shelves, 3 per wall, one at just over ground level, one at waist height and one level with a humanoid's head.

A Hungry Fog, one of the more recent additions to the denizens of Rougemord, hunts in here. Attracted by the residual negative energy still present 50 years on, this gaseous ooze has found pickings to be rather disappointing beyond the odd rat or so but still can't quite give up on such a promising environment. The PCs will encounter it as they turn a corner into one of the main corridors of the crypt, seeing it up ahead as a green glowing fog with the occasional ghostly shape forming within it and disappearing. The creature will then pursue the PCs as best it can given its appalling Perception, but not emerge above ground for fear of being blown away by the wind.

(For the avoidance of doubt, the Fog is not subject to any penalties for squeezing through tight spaces⁴⁸).

30. The Wine Cellar

Steps descend into a dark room full of wooden trestle-style wine racks running floor to ceiling. The temperature of the cellar is comfortably cool. Several hundred bottles of what appears to be red wine are on the racks, labelled rather strangely as if indicating who their owner was and the date they were laid down rather than the type of grape (for example "Mesiriel, female human, 2017" (or some suitable

⁴⁷ the chalices can be removed from the altar but they don't have any value.

⁴⁸ at least, this one isn't, depending on your reading of the rules



Hungry Fog	CR 6
N Huge Ooze Init -3; Perception -5 Aura bewitching brume (10ft.; DC 8)	
Defense	
AC 5, touch 5, flat-footed 5 hp 59 (7d8+28) Fort 6, Ref -1, Will -3 DR 10/magic; Resist cold/10 Defensive Abilities gaseous, negative energy affinity Immune acid, electricity, sonic, ooze traits Weaknesses vulnerable to wind	
Offense	
Speed fly 15 ft. Melee +5 touch (6d6 negative energy) Space 15ft.; Reach 15ft. Special Attacks enveloping mists (DC 17, 3d6 negative energy and staggered)	
Statistics	
Str -, Dex 4, Con 18, Int -, Wis 1, Cha 1 Base Atk 5; CMB 5; CMD 12 (can't be tripped)	
Special Abilities	
Bewitching Brume (Su) Any creature within 10 feet of a hungry fog or currently being affected by its enveloping mists must succeed on a DC 8 Will save at the start of that creature's turn or become shaken for 1 round at the half-glimpsed shapes of phantoms floating within the fog. This is a mind-affecting fear effect. The save DC is Charisma-based.	
Enveloping Mists (Ex) A hungry fog can engulf foes. A creature engulfed by a hungry fog does not gain the pinned condition and may move normally—such a creature is not in danger of suffocating, but as long as it begins its turn engulfed, it is staggered in addition to the damage the attack causes. The save DC to avoid the enveloping mists is Constitution-based.	
Gaseous (Ex) A hungry fog has a body composed of eerie mist. It can pass through small holes or narrow openings, even mere cracks, but cannot enter water or other liquid. It has no Strength score, and cannot manipulate objects as a result.	
Vulnerable to Wind (Ex) A hungry fog is treated as a Tiny creature for the purposes of determining the effects high wind has upon it.	

date for your campaign), or "Sigroun, male halfling, 2022"). These are, of course, bottles of blood, not wine, presumably of a good vintage, though unfortunately most are past their prime. A DC 30 Appraise check identifies 5 bottles that could be worth 100 gp each if sold to vampires, but given the unlikelihood of realising the values of these bottles they are not considered "treasure" in this adventure.

DC Summary

30	Appraise check to recognise 5 bottles of blood worth 100gp each to a discerning vampire
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31. Prisoners of Petrification

This large hall exists on two levels. A ledge 10' higher than the main floor connects with the entrance to the north. The main floor of the hall is entered via a downward-sloping passageway which leads through a narrow portcullis to the west. The opening mechanism of the portcullis is on the outside of the room.

The hall itself is a jumble of pillars of different heights with shelves, tables and other strange low stone constructions almost looking like the room was built for a game of hide and seek. Seventeen statues of humanoid children, exceptionally life-like, crouch, hide, peer and run from around the various bits of masonry, their expressions betraying fear, horror and misery. A DC 10 Perception check discovers a non-petrified child's toy lying amongst the obstacles – a clue that these children were once flesh rather than stone. The cause of their petrification, however, is no longer present.

DC Summary

10	Perception check to find an old toy among the statues and the obstacles
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32. Baths

This large mosaic-floored room contains a huge pool filled to a depth of 5' with relatively clean river water. A huge wheel attached to one of the walls allows the river to run through the pool in order to clear it out. The wheel is generally closed though Aygo opens it up every now and then just to swill the pool through.

A caryatid in the form of a human sized grindylow is in the pool.

When in friendly mode, the caryatid's upper form appears like that of a beautiful naked woman, frolicking and laughing in the water, with even her tentacles looking somewhat alluring⁴⁹.

In unfriendly mode her body is hag-like, her hands clawed, her teeth bared in a permanent snarl and her tentacles covered in barbs and suckers that look like they could easily rip a man to pieces.

As with all unfriendly caryatids her hatred in this mode is directed at the PCs with an unblinking stare, and she regularly "blinks" around the pool in order to get close to them, though never actually harms them.

⁴⁹ well – you never know



A Change of Identity

Entrance and Exit

The 20' diameter disc in Rougermord's final entrance is in fact the top of a tall cylinder which, when triggered, descends in stages so as to produce a spiral staircase leading down to the floor of a second circular room 40' below. This second room is similar to the one above save for the presence of an exit between two of the carvings around the metal wall.

To continue the puzzle presented at The Final Entrance, the circular stairs remain in place until midnight passes, when the allocation of "friendly caryatid" passes on to the next one in line. As soon as this happens, the stairs rise up again to form a 20' diameter, 40' high, white stone pillar.

Nothing is written on the floor or walls here, however restoring the stairs works in exactly the same as with the room above, with exactly the same repercussions for asking the wrong caryatid for help⁵⁰.

The exit between the caryatids leads to a steep and precarious set of natural stairs cut into the side of a natural cavern which drop 60' before entering The Vein below.

The Vein

Without either the means of illuminating or seeing beyond 60' or so, the party's first clue that they have transitioned into somewhere quite different from a natural cavern will be a radical change in the makeup of the walls to the side of them and of the steps that they are waking on, coupled with a feeling that the precipice on the side away from the cavern has become vaster and colder.

The walls of this new "cavern" consist of a mass of cables like the roots of an enormous tree, though cold, grey and lifeless. Knots and twists in these cables protrude from the walls to provide the precarious steps that the party now must climb down in order to descend⁵¹. The wall at the far side of the cavern is rarely seen, apart from when a tangle of cables emerges from the near wall and crosses over the cavern like a precarious and twisted bridge that the party has to follow.

A Knowledge Nature check DC 20 reveals that these "roots" actually don't belong to any sort of plant at all, but it requires a DC 40 check to recognise them as having once been blood-carrying veins.

After 1000' of scrambling⁵² down a voice starts calling up to the PCs from below, in common, sounding surprised and even pleased to be hearing them coming. It is the banner, of course, the object of the PCs quest, which lies embedded in the walls of the tunnel some 500' of vertical distance below, and

another 1500' of root-traversal, at a small platform at the end of one of the root bridges.

The Fleur de Lis

The Fleur de Lis has been stuck in the wall for a very long time.

The poor thing doesn't have a very big brain, for a magic item, and has forgotten why it was down here in the first place. Furthermore it was never actually told why it had to be rammed in up to its flag in the side of this miserable cavern, so naturally it's quite pleased to be seeing some company.

Being naturally gregarious, the Fleur de Lis will be delighted to meet the PCs and want to know all about them, including their adventures, who sent them, why they're here and so on. If asked about itself then it will remember that it was part of some great crusade undertaken many years ago, and if the Order of the Lily is mentioned then that will trigger the recollection that it was once wielded by someone called Lemaistre who had come here to destroy lots of vampires (though there doesn't appear to be any here now⁵³).

It will require a DC 25 Strength check to pull the Lance out of the wall, with one person pulling and up to two others assisting. Doing so will delight the Lance considerably and it will sing⁵⁴ the praises of the party from that point on until they ask it to stop. No amount of fiddling will ever replace the Lance where it once was, by the way. Stabbing the right node requires divine-led precision.

The Fleur de Lis is quite adventurous at heart so if the PCs are wondering what to do next it will suggest that they explore the cavern below.

If they do, the stairs beyond the platform will be seen to carry on for another 1000' before they reach what appears to be the bottom of the tunnel 300' below them, at which point the walls spiral into a single nodal point through which all of the cables disappear.

DC	Summary
25	Strength check to free the Fleur de Lis, with up to two PCs able to assist

Heartbeat

A massive heartbeat will then reverberate around the walls of the cavern⁵⁵!

⁵⁰ note that the "friendly caryatid" will have changed overnight

⁵¹ albeit with a simple DC 5

⁵² at ¼ speed, since the party is climbing

⁵³ the Lance will explain quite proudly its ability to detect undead at a distance and also what its other powers and special purpose are

⁵⁴ literally

⁵⁵ the exact timing of the heartbeat is up to you, but I would suggest that it be the point at which the PCs start thinking about heading out.



The “Fleur-de-Lis” 124,790 gp	
LG Medium Intelligent +1 Silver Lance Purpose Detect / Slay vampires Senses Speech, Darkvision 60ft., Detect Vampires 60ft. Aura Hallow / Death Ward 40ft. when wielded by a cavalier of the Order of the Lily	
Item Statistics	
Aura Moderate Conjuration, Evocation, Necromancy CL 10 Weight 13lbs	
Statistics	
Int 10, Wis 10, Cha 10, Ego 13 Skills Knowledge Religion 10 Languages Common	
Description	
Constructed by the cavalier Lemaistre to aid him with his crusade against the vampires of Rougemord, this intelligent lance is essentially a Crusading Lord’s Banner with the ability to actually harm vampires by virtue of it being both silver and magical. The Fleur-de-Lis is possessed of a charmingly naïve personality, since little attention was given to its mental statistics. It talks a bit too much and, since it has a rather poor memory, tends to always be asking the same questions (such as “when do we get to kill some vampires?”). Faced with vampires to kill it will try to force its wielder into combat (Will DC 13 to resist), even against a superior force, since it’s not a very good judge of battle odds either.	
Construction Requirements (62,240 gp)	
Construct Wondrous Item, Craft Magic Arms and Armour, <i>Hallow</i> , <i>Death Ward</i> , <i>Summon Monster I</i> .	

It should stop everybody in their tracks, including the chatty Lance. If the PCs happen to be at the bottom of the tunnel, the nodal point there will have opened up a foot or so like a sphincter, with a faint red glow coming from below.

Over the course of the next few minutes:

- the heartbeats continue, the second two minutes after the first, then after that after only one minute, then about once every 30 seconds,
- with each heartbeat, the sphincter opens up another foot until it gets to 50’ across, and just in case there are any lunatics in the party there is no way to descend it safely⁵⁶,
- the cables comprising the walls and floor acquire red flecks, quite small at first, like little dots which then join together into threads, which widen into veins,

⁵⁶ with a double emphasis on “safely”

bringing a “healthy” colour to the cables so that they change from grey, to maroon, to a dark red, to a bright red – though by that time the PCs will be well and truly slaughtered if they haven’t got out of there in a hurry,

- it starts to get warmer, and brighter,
- a scent rises up from below reminiscent of a slaughter house,
- and if all this wasn’t enough, the Lance starts to describe a “feeling” that there might be some vampires nearby – perhaps only one, can’t be sure - its aura being a bit confused and hidden by the walls around them ...

... all of which should be persuading the party that they need to get out fast!

The First Vampire Spawn (CR 3)

The first true obstacle on the way out is a vampire spawn that gets spewed out of the walls right in front of the PCs.

It’s a bit of a pathetic creature this: hairless and naked. Clearly not quite back in the land of the un-living, it staggers around a bit and even seems to be in some pain as it acclimatises to its resurrection. It has no problem sniffing out the PCs, though, and attacks them in feral desperation⁵⁷.

The Second (and subsequent) Vampire Spawn (CR 4)

The Lance is now beginning to get a bit excited.

Assuming that the PCs are doing the sensible thing and trying to get out as quickly as possible, the Lance cheerfully informs them that there really could be quite a lot of these vampire creatures embedded in the walls. Here and there spawn similar to the one just encountered appear to be struggling for release, with the occasional arm or head poking through the veins but being drawn back in again, perhaps until strong enough to emerge.

Snarls, groans, cries and other exhalations from below seem to support this theory, and it soon becomes clear that more spawn are being released, albeit in a dazed and confused state, into the cavern below them.

As the PCs race upwards a second vampire spawn awaits them up ahead, not at all stunned and clearly after the PCs blood.

Things are getting worse and there’s plenty more where that came from.

⁵⁷ if forced into Gaseous Form the vampire retreats into the walls of the cavern



Vampire Spawn	CR 4
LE Medium undead (humanoid) Init 1; Senses Darkvision 60ft.; Perception 11	
Defense	
AC 15, touch 11, flat-footed 14 hp 26 (4d8+8); fast healing 2 Fort 3, Ref 2, Will 5; +2 vs channelled energy DR 5 / silver Resist cold 10, electricity 10; Immune undead traits; Weaknesses resurrection vulnerability, vampire weaknesses	
Offense	
Speed 30 ft. Melee slam +4 (1d4+1 plus energy drain) Special Attacks Blind Fight, Blood Drain, Dominate (DC 14), Energy Drain (1 level, DC 14)	
Statistics	
Str 12, Dex 12, Con —, Int 11, Wis 13, Cha 15 Base Atk 3; CMB 4; CMD 15 Feats Blind Fight, Skill Focus (Perception) Skills Intimidate 2, Knowledge Religion 7, Stealth 16 Languages Common SQ Gaseous Form, Shadowless, Spider Climb	

If the PCs are sensible they will want to get away from all of these vampires as fast as they can. Assuming they can deal with the Fleur de Lis itself, which will attempt to take over its wielder in order to stay and fight (DC 13 Will save to resist), the PCs should just about be able to stay ahead of their vampiric pursuers until they get all the way out, even including dealing with problems such as unfriendly caryatids in case they've forgotten how the entrance / exit works.

You can make this part of the adventure as atmospheric or as deadly as you like. Personally I would recommend not attacking the PCs with any more Vampire Spawn if they are doing the sensible thing and trying to get out as fast as they can. Sealing the way behind them by asking the right caryatid for help is also a sensible move, though note that the Vampire Spawn cannot be held back in that way forever.

DC	Summary
13	Will save to resist being taken over by the Fleur de Lis

Aygo Revived (CR 5)

Aygo's special relationship with Rougemord results in a singular event occurring to him as the château comes back to life. It is almost as if the vampiric essence which once permeated Rougemord was already inside the Ogre's soul, and as the blood from the Vein starts to suffuse the château's

Aygo (vampire form)	CR 5
Vampire Ogre (variant, young, additional HD) CE Medium undead (humanoid,giant) Init 7; Senses Darkvision 60ft., low-light vision Perception 15	
Defense	
AC 26, touch 14, flat-footed 12 hp 28 (5d8+5); fast healing 5 Fort 4, Ref 6, Will 4; +4 vs channelled energy DR 10 / magic and silver Resist cold 10, electricity 10; Immune undead traits; Weaknesses vampire weaknesses	
Offense	
Speed 40 ft. Melee slam +9 (1d3+9 plus energy drain) Special Attacks Blood Drain, Children of the Night, Create Spawn, Dominate (DC 12), Energy Drain (2 levels, DC 12)	
Statistics	
Str 23, Dex 16, Con —, Int 8, Wis 12, Cha 11 Base Atk 3; CMB 9; CMD 23 Feats Alertness, Combat Reflexes, Dodge, Improved Initiative, Improved Unarmed Strike, Iron Will, Lightning Reflexes, Toughness Skills Bluff 8, Climb 9, Craft Blacksmith 1, Craft Carpentry 1, Sense Motive 11, Stealth 11, Survival 4 Languages Common SQ change shape (dire bat or wolf, Beast Shape II), Gaseous Form, Shadowless, Spider Climb	

walls again, turning its green striated walls to a gradually deeper red, Aygo suffers a terrifying transformation, which happily nobody witnesses as it is not a pleasant thing to watch.

Whether slain or still alive, Aygo immediately either resurrects or converts into a fully-fledged vampire.

Always sensitive to the château's "vibrations", Aygo's empathy with Rougemord increases, and as the party seeks to make their escape they find him blocking their way out of the hallways underground whichever way they choose to take. Unfortunately the party will have to defeat him if they are to make their escape.

(In Gaseous Form, Aygo retreats to his "shed". The party might wish to pursue, but they have more pressing problems at hand.)

The Sledge and the Slain (CR 5)

As the party finally gets outside it seems like time has moved on unexpectedly. The sun has set and a huge full moon is out. Snow lies thick on the ground and the PC's breath condenses

**Vampire and Vampire Spawn Special Abilities**

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

Change Shape (Su) A vampire can use change shape to assume the form of a dire bat or wolf, as beast shape II.

Children of the Night (Su) Once per day, a vampire can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or 2d6 wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Create Spawn (Su) A vampire can create spawn out of those it slays with blood drain or energy drain, provided that the slain creature is of the same creature type as the vampire's base creature type. The victim rises from death as a vampire in 1d4 days. This vampire is under the command of the vampire that created it, and remains enslaved until its master's destruction. A vampire may have enslaved spawn totalling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit become free-willed undead. A vampire may free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

Dominate (Su) A vampire (spawn) can crush a humanoid opponent's will as a standard action. Anyone the vampire targets must succeed on a Will save or fall instantly under the vampire (spawn)'s influence, as though by a dominate person spell (caster level 12th). The ability has a range of 30 feet. At the GM's discretion, some vampire (spawn)s might be able to affect different creature types with this power.

Energy Drain (Su) A creature hit by a vampire (spawn)'s slam (or other natural weapon) gains one (spawn) or two (vampire) negative levels. This ability only triggers once per round, regardless of the number of attacks a vampire (spawn) makes.

Gaseous Form (Su) As a standard action, a vampire (spawn) can assume gaseous form at will (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect manoeuvrability.

Shadowless (Ex) A vampire (spawn) casts no shadows and shows no reflection in a mirror.

Spider Climb (Ex) A vampire (spawn) can climb sheer surfaces as though under the effects of a *spider climb* spell.

Vampire and Vampire Spawn Weaknesses

Vampires and Vampire Spawn: cannot tolerate the strong odour of garlic and will not enter an area laced with it. Similarly, they recoil from mirrors or strongly presented holy symbols. These things don't harm the vampire (spawn) — they merely keep it at bay. A recoiling vampire (spawn) must stay at least 5 feet away from the mirror or holy symbol and cannot touch or make melee attacks against that creature. Holding a vampire (spawn) at bay takes a standard action. After 1 round, a vampire can overcome its revulsion of the object and function normally each round it makes a DC 25 Will save.

Vampire (spawn)s cannot enter a private home or dwelling unless invited in by someone with the authority to do so.

Reducing a vampire (spawn)'s hit points to 0 or lower incapacitates it but doesn't always destroy it (see fast healing). However, certain attacks can slay vampire (spawn)s. Exposing any vampire (spawn) to direct sunlight staggers it on the first round of exposure and destroys it utterly on the second consecutive round of exposure if it does not escape. Each round of immersion in running water inflicts damage on a vampire (spawn) equal to one-third of its maximum hit points—a vampire (spawn) reduced to 0 hit points in this manner is destroyed. Driving a wooden stake through a helpless vampire (spawn)'s heart instantly slays it (this is a full-round action). However, it returns to life if the stake is removed, unless the head is also severed and anointed with holy water.

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

Assuming that the PCs have no intention of taking on every lupine monster to be found in the Dent Blanches Mountains⁵⁸, the PCs should be running, slipping or skating out through the gatehouse and across the bridge as fast as they can, while black silhouettes race past them and snarling faces gaze at them from around every corner. In the current conditions it seems like a very long way from Rougemord to Sans-Secours, however just as events appear to be about to overtake the PCs a familiar face appears in his sledge at the top of a small incline just clear of the château's grounds: François de Luge has come to rescue them!

And then disaster happens!

As the PCs watch in horror a huge white shape leaps into the sledge behind François and then onto François himself. It only takes a few seconds of snarling and ripping before his screaming stops. The sledge, with its breaks on, does little more than slide a bit to the sides, with the dogs tethered to it

in the cold night air almost as if winter has made a sudden reappearance.

Most alarmingly of all, however, is the night being rent by the howling of hundreds of wolves, as if every specimen for miles around was converging upon the château.

⁵⁸ wolves, worgs, dire wolves, winter wolves, werewolves — there's going to be quite a party

Winter Wolf	CR 5
NE Large magical beast (cold) Init 5; Senses Darkvision 60ft., low-light vision, scent; Perception 11	
Defense	
AC 17, touch 10, flat-footed 16 hp 57 (6d10+24) Fort 9, Ref 6, Will 3 Immune cold Weaknesses vulnerability to fire	
Offense	
Speed 50 ft. Melee bite +10 (1d8+7 +1d6(cold) plus trip) Special Attacks breath weapon (every 1d4 rounds, 15-ft. cone, 6d6 cold damage, Reflex half DC 17)	
Statistics	
Str 20, Dex 13, Con 18, Int 9, Wis 13, Cha 10 Base Atk 6; CMB 12; CMD 23 (+4 vs trip) Feats Improved Initiative, Run, Skill Focus (perception) Skills Stealth 4 (+6 in snow), Survival 5 Languages Common, Giant	

hide beneath it, whimpering. Then the Winter Wolf that killed François jumps out of the sledge and faces the PCs making their way up the slope. Its eyes burn red, blood and tissue drip from its jaws.

Escape

And it's not over yet, even after the Winter Wolf is dead.

Wolves of all sorts are converging upon the château, and vampires and their spawn are rising up through the central tower ready to take on the world of the living. The PCs are in possession of a sledge and a team of huskies but can they get away in time without injury? The route from Rougemord is precarious for the untrained, but without the sledge or some other magical means to escape at high speed they are surely doomed.

The time has come for them to jump aboard, yell "Mush" and drive away as fast as possible.

Driving a sledge, however, requires skill.

- Anyone who has anything like a sensible skill for driving a sledge and a team of huskies can use that skill unmodified, and take 10 on the roll even though the situation is stressful.
- Otherwise, if someone has ranks in **both** Handle Animal and Ride they can use **either** one of those skills with a -1 penalty.



- If someone has ranks in **either** Handle Animal or Ride but not both, they can use whichever of those skills they have ranks in but with a -2 penalty.
- Finally, as a last resort, someone can make straight charisma or dexterity checks.

Only one PC can take the reins. Aiding is not possible. If the PC holding the reins succeeded in the activities made during week 3 at Sans-Secours then they will be entitled to a +2 or +4 bonus to their roll.

Note that the lines connecting to the huskies will all snap if the PCs end up taking anything but "the sensible way down", which is just as well as we wouldn't want this adventure to end with a lot of innocent doggies being killed.

First check – the quick way down

The PCs first check comes right at the beginning of the ride when a DC 15 check is needed to prevent the sledge taking a very direct route down the mountains towards Englouti. Should this check be failed, the PCs will end up travelling at breakneck speed down the mountain, even spending a bit of time skating over the frozen river⁵⁹, before eventually coming to a crashing stop at the far side of a frozen lake. All PCs on board will take 8d6 damage, with a DC 15 reflex save for half, halved again if the sledge driver can actually make a DC 15 skill check right at the end.

DC	Summary
15	Sledge skill check to prevent going "the quick way down"
15	Reflex save for half damage at the end of "the quick way down"

⁵⁹ re-frozen after the spring thaw – it certainly feels like winter has come back!



15 Sledge skill check to further halve the damage (and save a bit of pride for the sledge driver!)

Second check – the snowy way down

If that first check is passed, another DC 15 check is necessary about half way to Sans-Secours to avoid descending directly to Englouti more directly though this time through powdered snow. If that check is missed then the sledge will descend at high speed down the mountain whilst giving off great clouds of snow as it bounces along, finally leaping over the frozen river before crashing against a snow-bank on its far side. PCs in this case will take 4d6 points of non-lethal damage with a DC 15 reflex save for half.

DC	Summary
15	Sledge skill check to prevent going “the snowy way down”
15	Reflex save for half damage at the end of “the quick way down”

Third check – the river way down

If the second check is also passed, the final check takes place just as the PCs are approaching Sans-Secours. Failure to make this one (again, DC 15) results in the sledge skating down the frozen river, ending up at the frozen lake as was the case with the first check but with damage from the final sudden stop halved (i.e. 4d6, 2d6 or even 1d6 on a successful driving check and reflex save).

DC	Summary
15	Sledge skill check to prevent going “the river way down”
15	Reflex save for half damage at the end of “the river way down”

15 Sledge skill check to further halve the damage

The sensible way down

If the steering PC succeeds on all three checks then they will steer the sledge all the way down to Englouti without receiving any injury. Although it will not have been possible to stop or divert via Sans-Secours on this journey the PCs may well spy some of the villagers’ frightened faces looking down at them from the overhanging cliff above as they slide along past the bottom of the frozen waterfall.

Whichever way they end up using to descend the mountains, a cold cloying mist will be seen rising up from the ground around them and the moon above will have turned a full blood-red.

Aftermath

The events up at the château will not have gone unnoticed by the townsfolk of Englouti, and regardless of how the PCs finish their sledge-ride there will be people immediately on hand to help them get back to safety and stabilise the injured.

The PCs will then be put up in the town for as long as they need to recover. When they’re finally conscious and well, as they slowly reunite with each other, they will hear the news that both Rougemord and Sans-Secours have disappeared off the face of the map completely. It’s almost as if the evil mist that came up out of the ground spirited both places away - somewhere. No one has any explanation, but everyone that talks about it does so with a shudder.

In the end, the PCs have the object of their quest, though they may not feel that they have been altogether heroic given the fate of Sans-Secours. Nevertheless it is time to take the Fleur de Lis back to the Order of the Lily and then move on to challenges new.



The Order of the Lily

The cavaliers of the order of the Lily believe in the natural order of Life and Death. Death regulates life, for it is only with the knowledge that life is short that the living are inspired to live their lives to the full.

Those who live for too long stagnate and decline into torpor. Elves, for example, who live for hundreds of years, gain no more out of their long lives than does a human who only lives for seventy. Long lived races spread out their lives so thinly that you frequently wonder whether they're really alive at all.

Then there are those who return from the dead, corrupting the flow of life with their anachronistic and inappropriate existence. If you were meant to be dead, you should be dead, your time has passed and you belong in the past. The world has moved on and you need to accept that there are others now who should be taking your place.

Finally there are those who cling on to life with the powers of undeath. These creatures are the worst of the lot. Abominations who not only drag the world backwards into misery with their moribund ways but who also inevitably turn against the living in their pitiful desire to avoid oblivion.

Cavaliers of this order believe in progress, change, freedom and individuality. They are also vigorously opposed to undead.

Edicts

The cavalier must seek out and fight undeath to the best of her ability.

Furthermore a cavalier's soul resists returning to life in the same body that she left it (e.g. *Raise Dead* or *Resurrection*) and spells that attempt to do so cost an extra 50gp per level of the cavalier in additional material components (typically powdered diamonds) to work. Reappearing after death in a different body (e.g. *Reincarnation*, even to the same race) does not have the same problem as the order does not consider this to be the same as properly coming back from the dead (i.e. different body = different cavalier, even if the soul is the same).

Challenge

When the cavalier hits the target of the challenge and deals at least 1hp of damage to it, the target cannot benefit from healing spells or spell-like abilities for 1 round + 1 round for every 4 levels the cavalier possesses. At 6th level this includes supernatural abilities such as Channel Positive or Negative Energy. At 12th level this includes extraordinary abilities such as Fast Healing and Regeneration.

Skills

An order of the lily cavalier adds Knowledge (nobility) (Int) and Knowledge (religion) (Int) to her list of class skills. An order of the lily cavalier receives a bonus on Knowledge (religion) checks equal to 1/2 her cavalier level (minimum +1) when using that skill to ascertain the powers and abilities of undead.

Order Abilities

An order of the lily cavalier gains the following abilities as she increases in level.

Heaven Scent (Su)

At 2nd level, cavaliers of the order of the lily can no longer be subject to the spawn ability or animated as undead. Furthermore when they die, a scent of lilies emanates from their corpses, which is pleasant for the living but repulsive for undead, who must make a DC Will save against DC 10 + 1/2 the cavalier's class level + their Constitution modifier to approach within 5'. This scent also makes the cavalier's body unpalatable to animals, and animals will not eat a dead cavalier of the order of the lily.

Hell Bent (Su)

At 8th level, a cavalier can, once per day, inter a corpse into ordinary earth.

The cavalier may touch a dead body as a standard action, which then immediately sinks 6 feet below the earth along with all of their possessions. The next round the body is consumed by worms and can no longer be animated or spawned as undead. The round after that a patch of lilies appears on the ground directly over where the body once lay. These lilies have the same repelling scent against undead as described in the Heaven Scent ability above.

Smite Undead (Su)

At 15th level, the cavalier gains the Smite Undead ability as described below. While the smite is in effect, the cavalier's eyes glow white and misty and lily-like decorations appear on her weapons, shield and armour.

Smite Undead (Su):

Once per day, the cavalier can channel the training of her order to aid her in her struggle against evil. As a swift action, the cavalier chooses one undead creature within sight to smite. The cavalier adds her positive Charisma bonus (if any) to her attack rolls and adds her cavalier level to all damage rolls made against the target of her smite. The bonus to damage on the first successful attack is increased to 2 points of damage per class level the cavalier possesses. Regardless of the target, smite undead attacks automatically bypass any DR and miss-chances due to incorporeality the creature might possess.

In addition, while smite undead is in effect, the paladin gains a deflection bonus equal to her Charisma modifier (if any) to her AC against attacks made by the target of the smite. If the cavalier targets a creature that is not undead, the smite is wasted with no effect.

The smite undead effect remains until the target of the smite is destroyed or the next time the cavalier rests and regains her uses of this ability. At 19th level, the cavalier can smite undead an additional time per day.



Bestiary Reference

Textual descriptions of the various creatures found in this module plus the base Knowledge DC needed to recognise them.

Ankheg

This burrowing, bug-like monster scuttles about on six legs, drooling noxious green ichor from its clacking mandibles.

Knowledge Arcana DC 13

Ankhegs are an all-too-common plague upon the rural areas of the world. These horse-sized burrowing monsters generally avoid heavily settled areas like cities, but their predilection for livestock and humanoid flesh ensures that they do not keep to the deep wilderness either. Their preferred habitat is rural farmlands, as the loose soil of such regions makes it easy for the creatures to burrow. Tales speak of larger ankhegs that dwell in remote deserts—such creatures likely feed primarily on giant scorpions and camels, and rarely come in contact with civilization due to their remote locations. (A desert ankheg is a Huge advanced ankheg.)

In combat, an ankheg prefers to attack with its bite. Against multiple foes, an ankheg often grabs one of the available targets and then attempts to retreat to safety, burrowing into the ground. A creature carried underground can still breathe with difficulty (the ankheg needs to breathe as well, so its tunnels are relatively porous), but is often eaten alive before its allies can rescue it.

Ankhegs burrow with their legs and mandibles, moving with unsettling speed through loose soil, sand, gravel, and the like—they cannot burrow through solid stone. Burrowing ankhegs can construct tunnels by pausing frequently to shore up the walls with a thicker, less caustic secretion from their mouths. If an ankheg chooses to make a permanent tunnel when burrowing, it moves at half speed. A typical ankheg tunnel is 10 feet tall and wide, roughly circular in cross-section, and from 60 to 150 feet long $([1d10 + 5] \times 10)$. Clusters of ankhegs often share the same territory and create intricate winding networks of tunnels under farmlands, sometimes resulting in sinkholes where too many burrow at once.

Although ankhegs resemble immense vermin, they are in fact much more intelligent than the typical arachnid and, given time and a talented trainer, can even be trained to serve as mounts or beasts of burden. The fact that even “domesticated” ankhegs are prone to squirting acid when frightened or startled makes them unsafe at best in most heavily populated regions, but for more savage races like hobgoblins, troglodytes, and particularly orcs, ankhegs make popular guardians or even pets.

Barbazus (Devil, Bearded)

This seething devil deftly wields a vicious, saw-toothed glaive, while below its toothy maw writhes a hideous, twitching beard.

Knowledge Planes DC 15

Elite warriors in Hell's legions, bearded devils—or barbazus—fight savagely in the name of their infernal lords and command mindless hordes of the damned into battle. They

collect and train with their infernally forged glaives among the vaults of Hell's third layer, Erebus, but inevitably return to the first layer, Avernus, to serve at the side of the dread lord Barbatos.

Barbazus are fond of making charge attacks with their glaives, and try to maintain a 10-foot gap between themselves and their foes so they can use their signature polearms to great effect. Against a foe that has greater reach (or one able to otherwise avoid the devil's favored tactic), they drop their glaives and resort to their claws and hideous beards.

At attention, bearded devils stand over 6 feet tall (though their squatting battle stances often make them appear shorter) and weigh upward of 200 pounds.

Black Pudding

This black, amorphous blob piles up on itself, a quivering mound of midnight sludge that glistens darkly before surging forward.

Knowledge Dungeoneering DC 17

Black puddings are the scavengers of the underworld, constantly on the lookout for a meal. They can sense organic or metallic objects within 60 feet and mindlessly attack such items or beings until they are dissolved or the ooze is killed. A black pudding reproduces by breaking off a piece of its body and forming a new, smaller black pudding, which grows to full size in 1 month's time. Some of the more intelligent creatures in the underworld use black puddings as natural garbage disposals, creating stone pits to house the pudding and throwing organic refuse or foes in as needed.

Larger specimens of black puddings have been encountered in the deepest parts of the world, with gargantuan individuals having up to 30 HD. Other colored puddings are rumored to exist, with white ones living in the arctic, brown ones living in swamps, and tan ones living in deserts.

caryatid Column

With its feet planted firmly together, this marble statue of a female warrior holding a stone sword rises up to support the ceiling.

Knowledge Arcana DC 13

caryatid columns are the lesser cousins of true golems, constructs created by spellcasters to guard objects or areas. Unlike true golems, caryatid columns cannot be made into shield guardians, but they are often used in greater numbers because of their relatively inexpensive creation cost. Each caryatid column is programmed to guard an object or area when created, and once set, this command cannot be changed. caryatid columns are often given specific parameters concerning whom to ignore and whom to attack, but since they have no special form of detection, such restrictions can be overcome with disguises if the parameters are known.

A caryatid column stands 7 feet tall and weighs 1,500 pounds. caryatid columns are always equipped with a masterwork weapon that appears to be made out of stone as long as the construct remains in statue form. The weapon can be recovered after a caryatid column has been defeated. Arming a caryatid column with magical weapons is expensive but feasible—even the most powerful of magic weapons appear



as nothing more than stone when held by a caryatid column. Since a weapon held in this manner does not radiate magic, many use this trait as a method to hide potent or powerful weapons from both casual observation and study via detect magic. True seeing reveals such disguised weapons for what they really are. Often, only particularly powerful caryatid columns (typically those with advanced Hit Dice, but rarely those made much larger than Medium size) are entrusted with the care and protection of such weapons. Of course, the constructs themselves make full use of any magic weapons they are given to guard.

Cat, Great (i.e. leopard, panther, etc)

With each graceful step, this leopard's steely muscles ripple beneath its spotted fur.

Knowledge Nature DC 12

Leopards are 4 feet long and weigh 120 pounds. The statistics presented here can describe any feline of similar size, such as jaguars, panthers, and mountain lions—what differentiates these big cats from the similarly sized cheetah is primarily their habitats—leopards and their kin prefer to hunt at night and ambush their prey from above, pouncing down from trees or high rocks.

Leopards eat almost any animal they can run down and catch, preferring small prey but capable of downing Large herbivores or surviving on rodents, birds, and insects. Healthy leopards are generally not aggressive toward humanoids, and if they aren't hungry and don't feel threatened, it is possible to approach closely without a hostile reaction. Yet a leopard that settles in an area bordered by humanoid civilization can easily and swiftly become a dangerous predator.

Catrina (Psychopomp)

With lengthy curling hair, a dancer's dress, and a bouquet of flowers, this woman remains beautiful, despite having no flesh.

Knowledge Planes DC 15

Catrinās welcome the dead into the afterlife, doing what they can to lessen the shock and terror experienced by mortals who haven't accepted their own deaths or who still grieve for themselves. Eschewing the funereal themes and colors preferred by most other psychopomps, catrinās dress in festive shades, surrounding themselves with light and color to dispel a measure of death's gloom. However, they don't disguise their skeletal bodies, for despite any gilding they might put on the moment, they don't seek to disguise the finality of death.

A catrina's motivation for easing the transition from life to death has more to do with making the soul's progression calm than compassion for the soul—after all, screaming and outrage disrupts the processing of the dead.

Catrinās rarely ever visit the Material Plane, but when they do so it's typically at the command of a more powerful psychopomp or deity of death who seeks to ease the passing of a mortal of singular importance—such as a high-ranking priest of a death goddess. In such instances they serve as companions and ushers into the realm of the dead, not executioners. However, they're capable of serving in both capacities, especially if misguided mortals try to keep them from their duty, using their deadly but painless kisses to end a

life in an instant. Catrinās always appear as festively dressed skeletons—usually in women's garb but sometimes in colorful men's formal wear, and usually decorated with or carrying flowers. They do not have true genders, but an individual catrina may have a more masculine or feminine voice and personality. They typically stand between 5 and 6 feet tall and weigh about 20 to 30 pounds.

Centipede, Swarm

A writhing mass of legs and poisonous pincers swarms across the ground in a deadly, undulating wave.

Knowledge Nature DC 14

Crawling Hand

With a jolt, this severed hand springs to life, its fingers propelling it forth at great speed like a deformed spider.

Knowledge Religion DC 10

Some say the origins of the crawling hand lie in the experiments of demented necromancers contracted to construct tiny assassins. Other tales tell of gruesome prosthetics sparked to life by evil magic, which then developed primitive sentience and vengefully strangled their hosts. Regardless, the crawling hand is an efficient killing tool.

When not commanded to kill, the crawling hand remains still and can be handled and transported safely. Typically, owners carry them about in small, velvet-lined boxes. Crawling hands can also be placed as guardians and programmed with contingency commands, such as to hunt down and slay an individual who performs a specific task like violating a shrine, opening a warded door, or breaking the seal of a casket.

Devil (general)

Masters of corruption and despoilers of purity, devils seek to destroy all things good and drag mortal souls back with them to the depths of Hell.

As the most numerous fiendish occupants of Hell, the various forms of devils are well catalogued by diabolists. Most are known by two names: an evocative title given to the fiends by commoners and folklore, and an obscure, ancient designation spoken by the servants of Hell and those who would seek to deal with the damned.

Born from the foulest of mortal souls—their personalities and memories long since scoured by millennia of torment—would-be devils rise from the masses of suffering souls as lemures, revolting beings of mindless evil potentiality. Only through continued centuries of torture or by the edicts of more powerful devils do these least of devilkind rise to become deadlier fiends, graduating through a pain-wracked metamorphosis dictated by their masters or the infernal whims of Hell's semi-sentient layers. While fiendish lords wield transformation into greater or lesser forms as both prize and punishment, some devils spontaneously rise from particularly evil souls long trapped upon an infernal layer. Thus, although the various diabolical breeds possess recognizable abilities and hold generalized rankings in the great infernal hierarchy, a devil's type alone does not always correspond to a specific tenure of torment or place in the infernal chain of command.

Devils fill the nine layers of Hell, though certain fiends are more common on specific layers than others, their specialized



duties or fealty to individual archdevils drawing them to one torturous domain more than others. Although the various types of devils tend to specialize in unique forms of depravity or temptation, the hierarchies of Hell are not without flexibility for uncommon individual talents. Thus, particularly watchful hamatulas might join the ranks of Phlegethon's bone devil inquisitors, while veteran barbazus might serve among the pit fiends of Nessus.

Beyond the pits of Hell, devils often travel to the Material Plane at the summons of evil spellcasters. Quick to bargain and willing to serve mortals to assure their damnation, devils ever obey the letter of their agreements, but serve the whims of Hell foremost. Thus, even the least of devilkind might come to the Material Plane intent on further corrupting souls, cleverly escaping the bonds of their contracts to indulge their own plots, or to further the unspeakable goals of the archdevils of Hell.

Green Slime

Knowledge Nature DC 14

This dungeon peril is a dangerous variety of normal slime. Green slime devours flesh and organic materials on contact and is even capable of dissolving metal. Bright green, wet, and sticky, it clings to walls, floors, and ceilings in patches, reproducing as it consumes organic matter. It drops from walls and ceilings when it detects movement (and possible food) below.

A single 5-foot square of green slime deals 1d6 points of Constitution damage per round while it devours flesh. On the first round of contact, the slime can be scraped off a creature (destroying the scraping device), but after that it must be frozen, burned, or cut away (dealing damage to the victim as well). Anything that deals cold or fire damage, sunlight, or a remove disease spell destroys a patch of green slime. Against wood or metal, green slime deals 2d6 points of damage per round, ignoring metal's hardness but not that of wood. It does not harm stone.

Hag, Green

Knots of dark, moldering hair spill over the features of this sickly, thin, green-skinned crone.

Knowledge Nature DC 15

Terrifying crones known to haunt foul swamps and tangled forests, green hags harbor an intense hatred for all beauty and purity. Making use of their varied deceptive abilities, these crones delight in murdering innocents, unhinging noble minds, and debasing the pure of heart. They are particularly fond of using alter self to assume the forms of alluring young maidens and then seducing young men away from their lovers or families. In this form, they can infect such noble and upstanding citizens with all manner of debauchery and scandal. Some green hags prefer to reveal their true natures to their lovers at a moment precisely engineered to drive the man mad with horror and shame. Others drag out their dalliances and do what they can to utterly ruin the lives of the men they seduce before showing the broken shell that remains the truth. In the end, the luckiest of these unfortunate lovers end up being eaten by their green hag companions—for the unlucky, their final doom can be much worse, for the cruel imagination of the green hag is vast.

A typical green hag stands between 5 and 6 feet tall and weighs just under 160 pounds.

Murder of Crows (Ravens)

A screeching cawing whirlwind of buffeting wings, clawing talons and pecking beaks.

Knowledge Nature DC 13

A raven swarm is a disorienting mass of angered birds. Raven swarms have the same general characteristics and habitat of normal ravens.

Ogre

This lumbering giant's beady eyes are devoid of wit or kindness, and its puffy face features a wide mouth with ill-fitting teeth.

Knowledge Local DC 13

Stories are told of ogres—horrendous stories of brutality and savagery, cannibalism and torture. Of rape and dismemberment, necrophilia, incest, mutilation, and all manners of hideous murder. Those who have not encountered ogres know the stories as warnings. Those who have survived such encounters know these tales to be tame compared to the truth.

An ogre revels in the misery of others. When smaller races aren't available to crush between meaty fists or defile in blood-red lusts of violence, they turn to each other for entertainment. Nothing is taboo in ogre society. One would think that, left to themselves, an ogre tribe would quickly tear itself apart, with only the strongest surviving in the end—yet if there is one thing ogres respect, it is family.

Ogre tribes are known as families, and many of their deformities and hideous features arise from the common practice of incest. The leader of a tribe is most often the father of the tribe, although in some cases a particularly violent or domineering ogress claims the title of mother. Ogre tribes bicker among themselves, a trait that thankfully keeps them busy and turned against each other rather than neighboring races. Yet time and again, a particularly violent and feared patriarch rises among the ogres, one capable of gathering multiple families under his command.

Regions inhabited by ogres are dreary, ugly places, for these giants dwell in squalor and see little need to live in harmony with their environment. The borderland between civilization and ogre territory is a desperate realm of outcasts and despair, for here dwell the ogrekin, the deformed offspring and results of frequent ogre raids against the lands of the smaller folk.

Ogre games are violent and cruel, and victims they use for entertainment are lucky if they die the first day. Ogres' cruel senses of humor are the only way their crude minds show any spark of creativity, and the tools and methods of torture ogres devise are always nightmarish.

An ogre's great strength and lack of imagination makes it particularly suited for heavy labor, such as mining, forging, and clearing land, and more powerful giants (particularly hill giants and stone giants) often subjugate ogre families to serve them in such regards.

A typical adult ogre stands 10 feet tall and weighs roughly 650 pounds.

**Phistophilus, (Devil, Contract)**

With rust-coloured skin and a jutting crown of ridge-like horns, this muscular devil is draped in lengthy contracts.

Knowledge Planes DC 20

A contract devil, also called phistophilus, always appears handsome and confident, its chiselled features housing a perpetually smug grin. Contract devils have red skin and black hair and stand near 6-1/2 feet in height, not counting their horns. The thicket of horns around a contract devil's body increases its height to 7 feet and its weight to 350 pounds.

Contract devils serve Asmodeus, archfiends, and the vast bureaucracy of Hell as clerks, scribes, and bargainers for mortal souls. They exist to keep track of the damned, to manage Hell's endless ordinances, and, when time and opportunity permit, to coax mortals into damnation. Most phistophiluses spend their eternities in the various courts of Hell's nine layers, particularly in the maze-like fortress-libraries where all infernal laws and oaths are recorded. Occasionally they serve similar roles on the Material Plane when summoned by particularly desperate, arrogant, or foolish mortals.

When one of the souls damned by a contract devil is restored to life (typically via powerful magic like a wish or miracle), the phistophilus immediately notices the transgression. Usually, the contract devil recruits the aid of more powerful allies to track down and punish such transgressors and to collect the escaped soul as quickly as possible.

Psychopomp (general)

All life has its beginning and its end. From the moment of birth, everything that shrieks and struggles upon the Material Plane crawls toward a singular finale, that fatal climax that grants passage into the River of Souls and the unimaginable infinities of the afterlife. As the spirits of the deceased flow from the confusion of mortality to their ultimate fates, they are each judged by the goddess of death, who assures that all who die reach their prescribed afterlife. Yet with all the worlds of the Material Plane, with the countless faces and exceptions of mortality, and with all those who would turn fate and finality to their own devices, death as a system and institution requires more agents than a single goddess to uphold. So serve the psychopomps—denizens of the Boneyard and the dispassionate stewards, chroniclers, and guides of all that die.

Psychopomps preside over the flow of life. Their primary concerns focus upon souls in the vulnerable transition between death and their final destinations upon the planes. Psychopomps carry out their duties with the dispassion of veterans and cynics. In terms of service measuring in ages, psychopomps meet countless souls from innumerable worlds, and soon nearly every story, fate, plea, and exception becomes all too familiar. They care little for the histories or personalities of the souls that pass them by, concerned only for the efficient and unvaried processing of each spirit to its final unremarkable eternity. Damnation and paradise are the same to them, as are heroes and villains, and no psychopomp cares one jot for great deeds left undone, other fates hanging in the balance, or bribes worth even a world's ransom. But while drudgery is the lot of many psychopomps—interrupted only by the diversions they sometimes create for themselves—their system is not without flaws. There are those who would seek to deny the natural order of death—creatures that prey

upon souls, spirits lost in their migration, undead abominations. To counter such abnormalities and preserve the flow of souls as the multiverse requires, numerous specialized psychopomps exist to protect the dead and counter any who would seek to pervert the state of death to their own ends. Noteworthy among psychopomps are their masks. Nearly all who have dealings with the living wear some manner of grim face covering or funerary mask. While these masks are not part of a psychopomp's body and grant them no special abilities, the legends of numerous cultures suggest that a living creature that sees a psychopomp's unmasked countenance invites a premature death. Those psychopomps who deal predominately with the dead typically eschew such marks of station except as a formality.

As psychopomps help convey souls to all of the Outer Planes, and thus provide petitioners equally to each of those realms, they enjoy a special status among many planar races as respected neutrals. As such, most other planar races grant them a wide berth, with even archons and demons going out of their ways to avoid interfering with death's emissaries. Soul-hungry daemons and reality-violating qlippoth number among the only races that actively oppose psychopomps. Consequently, the deadlier classes of psychopomps watch for and hunt disruptive members of these races, seeking to expunge the paths between the planes of any that would impede the certain cycle of death.

Skeleton

The pile of bones suddenly stirs, rising up to take on a human shape. Its long, bony fingers reach out to claw at the living.

Knowledge Religion DC 11

Skeletons are the animated bones of the dead, brought to unlife through foul magic. While most skeletons are mindless automatons, they still possess an evil cunning imparted to them by their animating force—a cunning that allows them to wield weapons and wear armor.

Vampire**Knowledge Religion DC varies**

Vampires are undead humanoid creatures that feed on the blood of the living. They look much as they did in life, often becoming more attractive, though some have a hardened, feral look instead.

Vampire Spawn**Knowledge Religion DC 14**

A vampire can elect to create a vampire spawn instead of a full-fledged vampire when she uses her create spawn ability on a humanoid creature only.

White Dragon (juvenile)

This dragon's scales are a frosty white. Its head is crowned with slender horns, with a thin membrane stretched between them.

Knowledge Arcana DC 17

Although most consider it to be the weakest and most feral of the chromatic dragons, the white dragon makes up for its lack of cunning with sheer ferocity. White dragons dwell on remote, frozen mountaintops and in arctic lowlands, making



their home in glittering caves full of ice and snow. They prefer their meals completely frozen.

Winter Wolf

This bear-sized wolf has white fur and a rime of frost around its muzzle. Its eyes are pale blue, almost white in color.

Knowledge Arcana DC 15

Winter wolves are larger, smarter, more ferocious variants of worgs with white fur and a deadly breath weapon.

A typical winter wolf is 8 feet long, stands 4-1/2 feet tall at the shoulder, and weighs about 450 pounds. Winter wolves will often ally themselves with frost giants, hill giants, and other large humanoids, serving entire tribes of giants as both scouts and guards.

Item Reference

Descriptions of the magic items found within this module plus their auras and the spellcraft DCs required to discover their powers if applicable. Note that either *Detect Magic* or *Identify* must be used, that an attempt can only be made on a specific item once per day, that the item must be thoroughly examined, and that it takes 3 rounds per item. Using *Identify* gets you +10 on the spellcraft check but since it only lasts 3 rounds per level this means you basically get to identify one item per spell cast per spell-caster level. Note that *Identify* does not work on Artifacts.

+1 Armour or Shield

Faint evocation; DC 18

+1 AC.

+1 Weapon

Faint evocation; DC 18

+1 to hit and damage.

Alluring Golden Apple

Faint enchantment; DC 20

This enchanted apple appears to be made of solid gold. When dropped or thrown, it draws the attention of the nearest hostile creature within 20 feet. The creature must make a DC 13 Will save or be paralyzed as if by hold person as it focuses its undivided attention on the golden apple. If the creature makes its save on a later round, it realizes it has been affected by magic and the apple is not actually gold. While focusing on the apple, the target takes a -2 penalty on Perception checks. The apple is consumed upon being dropped or thrown.

Amulet of Natural Armour

Faint transmutation; DC 20

This amulet, usually containing some type of magically preserved monster hide or other natural armor - such as bone, horn, carapace, or beast scales - toughens the wearer's body and flesh, giving him an enhancement bonus to his natural armor from +1 to +5, depending on the kind of amulet.

Blood Reservoir of Physical Prowess

Faint necromancy; DC 18

This blown-glass vial has a chain for attaching it to the handle of a weapon. When filled with the wearer's blood, it gains powerful magic. Filling the reservoir takes a full minute, deals 4 points of Constitution damage (which can be healed

normally), and imbues the reservoir with 4 charges. Charging the reservoir changes the blood to magical fluid, which does not clot or decay with time.

The wearer can speak the first command word to draw 1 or more charges from the reservoir, curing 1 point of physical ability score damage per charge used.

The wearer can speak the second command word to imbue herself with a great burst of physical prowess, depleting all remaining charges and gaining an inherent bonus to one physical ability score equal to twice the number of charges used. This bonus lasts until the end of the wearer's next turn.

The bearer can only use the reservoir if it is held in hand or attached to a held or wielded weapon. A bearer can safely carry only one charged reservoir at a time; any others spontaneously drain their charges in 1d10 rounds, leaving only the highest-charged reservoir intact. A reservoir has no effect if not charged with the wearer's blood, and cannot be charged by bloodless creatures or those that cannot take Constitution damage.

Boots of the Winterlands

Faint abjuration and transmutation; DC 20

The wearer of these boots is able to travel across snow at her normal speed, leaving no tracks. Additionally, the boots enable her to travel at normal speed across the slipperiest ice (horizontal surfaces only, not vertical or sharply slanted ones) without falling or slipping.

Finally, boots of the winterlands warm the wearer, as if she were affected by an endure elements spell.

Chalice of Poison Weeping

Moderate conjuration; DC 22

This silver chalice has stylized representations of rearing unicorns serving as handles. The bearer of the chalice can expel toxins from a poisoned creature's body, causing the target to weep the poison from its eyes and allowing the bearer to collect it in the chalice.

This functions as neutralize poison on the target, eliminating that poison. If the target is immune to poison or the poison has run its course, the chalice has no effect. If the poison normally has a solid or liquid form, it collects as a single dose of the poison in the cup (regardless of how many times the target was poisoned). The collected poison has all the normal effects of the original poison, except its DC is 4 lower, and can be stored in another container or used like any other poison. The chalice can be used once per day.

Glamered Armor Property

**Moderate Illusion; DC 25**

Upon command, a suit of glimmered armor changes shape and appearance to assume the form of a normal set of clothing. The armor retains all its properties (including weight) when it is so disguised. Only a true seeing spell or similar magic reveals the true nature of the armor when it is disguised.

Ring of Climbing**Faint transmutation; DC 20**

This magic ring has the deceptively simple appearance of a plain leather cord that wraps securely around a finger. The ring continually grants the wearer a +5 competence bonus on Climb checks.

Ring of Eloquence**Faint divination; DC 18**

Fine etchings spell out the alphabets of four languages around the inside of this finely crafted silver band. The wearer gains the ability to speak and understand the four languages whose alphabets are inscribed on the ring. Normally the languages are Common, Dwarven, Elven, and Gnome. Less often, such rings are attuned to Giant, Goblin, Orc, and Undercommon, and rings with different sets of languages might also exist. The wearer retains the ability to speak in these languages even if she assumes a form normally unable to do so (such as a druid wild shaped into a wolf).

The ring also makes it easier for the wearer to find the correct words to express herself, granting a +2 competence bonus on Bluff, Diplomacy, Intimidate, and Perform (oratory) checks. Also, if the wearer is deafened and attempts to cast a spell with a verbal component, the chance of spell failure is reduced to 10%.

Robe of Bones**Moderate Necromancy; DC 21**

This sinister item functions much like a robe of useful items for the serious necromancer. It appears to be an unremarkable robe, but a character who dons it notes that it is adorned with small embroidered figures representing undead creatures. Only the wearer of the robe can see the embroidery, recognize them for the creatures they become, and detach them. One figure can be detached each round. Detaching a figure causes it to become an actual undead creature (see the list below). The skeleton or zombie is not under the control of the wearer of the robe, but may be

subsequently commanded, rebuked, turned, or destroyed. A newly created robe of bones always has two embroidered figures of each of the following undead:

Human skeleton
Wolf skeleton
Heavy horse skeleton
Fast goblin zombie
Tough human zombie
Plague ogre zombie

Scarab of Death**Strong Abjuration; DC 29 (note that handling the scarab in order to make a Spellcraft check triggers its magic)**

If this small scarab brooch is held for more than 1 round or carried in a living creature's possessions for 1 minute, it changes into a horrible burrowing beetle-like creature. The thing tears through any leather or cloth, burrows into flesh, and reaches the victim's heart in 1 round, causing death. A DC 25 Reflex save allows the wearer to tear the scarab away before it burrows out of sight, but he still takes 3d6 points of damage. The beetle then returns to its scarab form. Placing the scarab in a container of wood, ceramic, bone, ivory, or metal prevents it from coming to life and allows for long-term storage of the item.

Shackles of Compliance**Faint enchantment; DC 18**

These battered iron manacles are typically found with a small spiked iron key in one of the locks.

The shackles magically adjust themselves to fit around the wrists of any creature from Small to Large size and automatically lock. A creature wearing shackles of compliance becomes more susceptible to intimidation. Any creature attempting to intimidate or demoralize a target wearing shackles of compliance gains a +4 bonus on Intimidate checks. In addition, the holder of the manacles' key can cast command (DC 25 Will) on the wearer of the shackles three times per day. Shackles of compliance have hardness 10 and 10 hit points, and a DC 30 Disable Device check is required to pick the shackles' lock. A manacled creature can break free with a DC 28 Strength check or DC 35 Escape Artist check. The manacles lock can be opened with a DC 30 Disable Device check.

Rules Reference

All rules-related terms not otherwise explained within the text.

Note that feats or abilities which result in an unconditional bonus or penalty will already have been factored into a creature's statistics block.

Alertness

You often notice things that others might miss.

Benefit: You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Bardic Performance

A bard is trained to use the Perform skill to create magical effects on those around him, including himself if desired. He can use this ability for a number of rounds per day equal to 4 + his Charisma modifier. At each level after 1st a bard can use bardic performance for 2 additional rounds per day. Each round, the bard can produce any one of the types of bardic performance that he has mastered, as indicated by his level.



Starting a bardic performance is a standard action, but it can be maintained each round as a free action. Changing a bardic performance from one effect to another requires the bard to stop the previous performance and start a new one as a standard action. A bardic performance cannot be disrupted, but it ends immediately if the bard is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. A bard cannot have more than one bardic performance in effect at one time.

At 7th level, a bard can start a bardic performance as a move action instead of a standard action. At 13th level, a bard can start a bardic performance as a swift action.

Each bardic performance has audible components, visual components, or both.

If a bardic performance has audible components, the targets must be able to hear the bard for the performance to have any effect, and many such performances are language dependent (as noted in the description). A deaf bard has a 20% chance to fail when attempting to use a bardic performance with an audible component. If he fails this check, the attempt still counts against his daily limit. Deaf creatures are immune to bardic performances with audible components.

If a bardic performance has a visual component, the targets must have line of sight to the bard for the performance to have any effect. A blind bard has a 50% chance to fail when attempting to use a bardic performance with a visual component. If he fails this check, the attempt still counts against his daily limit. Blind creatures are immune to bardic performances with visual components.

Distraction (Su): At 1st level, a bard can use his performance to counter magic effects that depend on sight. Each round of the distraction, he makes a Perform (act, comedy, dance, or oratory) skill check. Any creature within 30 feet of the bard (including the bard himself) that is affected by an illusion (pattern) or illusion (figment) magical attack may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform skill check proves to be higher. If a creature within range of the distraction is already under the effect of a noninstantaneous illusion (pattern) or illusion (figment) magical attack, it gains another saving throw against the effect each round it sees the distraction, but it must use the bard's Perform skill check result for the save. Distraction does not work on effects that don't allow saves. Distraction relies on visual components.

Fascinate (Su): At 1st level, a bard can use his performance to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the bard, and capable of paying attention to him. The bard must also be able to see the creatures affected. The distraction of a nearby combat or other dangers prevents this ability from working. For every three levels the bard has attained beyond 1st, he can target one additional creature with this ability.

Each creature within range receives a Will save (DC 10 + 1/2 the bard's level + the bard's Cha modifier) to negate the effect. If a creature's saving throw succeeds, the bard cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and observes the performance for as long as the bard continues to maintain it. While fascinated, a target takes a –4 penalty on all skill checks made as reactions, such as Perception checks. Any potential threat to the target allows the target to make a new saving

throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect.

Fascinate is an enchantment (compulsion), mind-affecting ability. Fascinate relies on audible and visual components in order to function.

Inspire Courage (Su): A 1st-level bard can use his performance to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive the bard's performance. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 competence bonus on attack and weapon damage rolls. At 5th level, and every six bard levels thereafter, this bonus increases by +1, to a maximum of +4 at 17th level. Inspire courage is a mind-affecting ability. Inspire courage can use audible or visual components. The bard must choose which component to use when starting his performance.

Bleed (Ex)

A creature with this ability causes wounds that continue to bleed, inflicting additional damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful DC 15 Heal skill check or through the application of any magical healing. The amount of damage each round is determined in the creature's entry.

Blind-Fight

You are skilled at attacking opponents that you cannot clearly perceive.

Benefit: In melee, every time you miss because of concealment (see Combat), you can reroll your miss chance percentile roll one time to see if you actually hit.

An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however.

You do not need to make Acrobatics skill checks to move at full speed while blinded.

Normal: Regular attack roll modifiers for invisible attackers trying to hit you apply, and you lose your Dexterity bonus to AC. The speed reduction for darkness and poor visibility also applies.

Special: The Blind-Fight feat is of no use against a character who is the subject of a blink spell.

Blindsense (Ex)

Using nonvisual senses, such as acute smell or hearing, a creature with blindsense notices things it cannot see. The creature usually does not need to make Perception checks to pinpoint the location of a creature within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the creature cannot see still has total concealment against the creature with blindsense, and the creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

**Breath Weapon (Su)**

Some creatures can exhale a cone, line, or cloud of energy or other magical effects. A breath weapon attack usually deals damage and is often based on some type of energy. Breath weapons allow a Reflex save for half damage (DC 10 + 1/2 breathing creature's racial HD + breathing creature's Con modifier; the exact DC is given in the creature's descriptive text). A creature is immune to its own breath weapon unless otherwise noted. Some breath weapons allow a Fortitude save or a Will save instead of a Reflex save. Each breath weapon also includes notes on how often it can be used, even if this number is limited in times per day.

Burrow (Ex)

A creature with a burrow speed can tunnel through dirt, but not through rock unless the descriptive text says otherwise. Creatures cannot charge or run while burrowing. Most burrowing creatures do not leave behind tunnels other creatures can use (either because the material they tunnel through fills in behind them or because they do not actually dislocate any material when burrowing); see the individual creature descriptions for details.

Change Shape (Su)

A creature with this special quality has the ability to assume the appearance of a specific creature or type of creature (usually a humanoid), but retains most of its own physical qualities. A creature cannot change shape to a form more than one size category smaller or larger than its original form. This ability functions as a polymorph spell, the type of which is listed in the creature's description, but the creature does not adjust its ability scores (although it gains any other abilities of the creature it mimics). Unless otherwise stated, it can remain in an alternate form indefinitely. Some creatures, such as lycanthropes, can transform into unique forms with special modifiers and abilities. These creatures do adjust their ability scores, as noted in their description.

Cold Dangers

Cold and exposure deal nonlethal damage to the victim. A character cannot recover from the damage dealt by a cold environment until she gets out of the cold and warms up again. Once a character has taken an amount of nonlethal damage equal to her total hit points, any further damage from a cold environment is lethal damage.

An unprotected character in cold weather (below 40° F) must make a Fortitude save each hour (DC 15, +1 per previous check) or take 1d6 points of nonlethal damage. A character who has the Survival skill may receive a bonus on this saving throw and might be able to apply this bonus to other characters as well (see the skill description).

In conditions of severe cold or exposure (below 0° F), an unprotected character must make a Fortitude save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 points of nonlethal damage on each failed save. A character who has the Survival skill may receive a bonus on this saving throw and might be able to apply this bonus to other characters as well. Characters wearing a cold weather outfit only need check once per hour for cold and exposure damage.

A character who takes any nonlethal damage from cold or exposure is beset by frostbite or hypothermia (treat her as fatigued). These penalties end when the character recovers the nonlethal damage she took from the cold and exposure. Extreme cold (below -20° F) deals 1d6 points of lethal damage per minute (no save). In addition, a character must make a Fortitude save (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage.

Combat Casting

You are adept at spellcasting when threatened or distracted.
Benefit: You get a +4 bonus on concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled.

Combat Reflexes

You can make additional attacks of opportunity.
Benefit: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.
Normal: A character without this feat can make only one attack of opportunity per round and can't make attacks of opportunity while flat-footed.
Special: The Combat Reflexes feat does not allow a rogue to use her opportunist ability more than once per round.

Construct Traits (Ex)

Constructs are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Constructs are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Constructs are not at risk of death from massive damage.

Damage Reduction (Overcoming)

Damage reduction may be overcome by special materials, magic weapons (any weapon with a +1 or higher enhancement bonus, not counting the enhancement from masterwork quality), certain types of weapons (such as slashing or bludgeoning), and weapons imbued with an alignment.

Ammunition fired from a projectile weapon with an enhancement bonus of +1 or higher is treated as a magic weapon for the purpose of overcoming damage reduction. Similarly, ammunition fired from a projectile weapon with an alignment gains the alignment of that projectile weapon (in addition to any alignment it may already have).

Weapons with an enhancement bonus of +3 or greater can ignore some types of damage reduction, regardless of their actual material or alignment. The following table shows what type of enhancement bonus is needed to overcome some common types of damage reduction.

DR Type	Weapon Enhancement Bonus Equivalent
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DR Type	Weapon Enhancement Bonus Equivalent
cold iron/silver	+3
adamantine*	+4
alignment-based	+5

* Note that this does not give the ability to ignore hardness, like an actual adamantite weapon does

Darkvision

Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black-and-white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise—invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Deceitful

You are skilled at deceiving others, both with the spoken word and with physical disguises.

Benefit: You get a +2 bonus on all Bluff and Disguise skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Distraction (Ex)

A creature with this ability can nauseate the creatures that it damages. Any living creature that takes damage from a creature with the distraction ability is nauseated for 1 round; a Fortitude save (DC 10 + 1/2 creature's HD + creature's Con modifier) negates the effect.

Dodge

Your training and reflexes allow you to react swiftly to avoid an opponents' attacks.

Prerequisite: Dex 13.

Benefit: You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Dragon Senses

Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light.

Energy Drain

This attack saps a living opponent's vital energy and happens automatically when a melee or ranged attack hits. Each successful energy drain bestows one or more negative levels (the creature's description specifies how many). If an attack that includes an energy drain scores a critical hit, it bestows twice the listed number of negative levels. Unless otherwise specified in the creature's description, a draining creature gains 5 temporary hit points for each negative level it bestows

on an opponent. These temporary hit points last for a maximum of 1 hour. Negative levels remain until 24 hours have passed or until they are removed with a spell such as restoration. If a negative level is not removed before 24 hours have passed, the affected creature must attempt a Fortitude save (DC 10 + 1/2 the draining creature's racial HD + the draining creature's Cha modifier; the exact DC is given in the creature's descriptive text). On a success, the negative level goes away with no harm to the creature. On a failure, the negative level becomes permanent. A separate saving throw is required for each negative level.

Energy Resistance

A creature with resistance to energy has the ability (usually extraordinary) to ignore some damage of a certain type per attack, but it does not have total immunity.

Each resistance ability is defined by what energy type it resists and how many points of damage are resisted. It doesn't matter whether the damage has a mundane or magical source.

When resistance completely negates the damage from an energy attack, the attack does not disrupt a spell. This resistance does not stack with the resistance that a spell might provide.

Far Shot

Prerequisites: Point-Blank Shot.

Benefit: You only suffer a –1 penalty per full range increment between you and your target when using a ranged weapon.

Normal: You suffer a –2 penalty per full range increment between you and your target.

Fast Healing (Ex)

A creature with the fast healing special quality regains hit points at an exceptional rate, usually 1 or more hit points per round, as given in the creature's entry. Except where noted here, fast healing is just like natural healing. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Favoured Terrain (Ex)

Favoured Terrain grants a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks when on this terrain. Traveling through favored terrain normally leaves no trail and prevents tracking (though a trail may be left if desired).

Flyby Attack

This creature can make an attack before and after it moves while flying.

Prerequisite: Fly speed.

Benefit: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.



Normal: Without this feat, the creature takes a standard action either before or after its move.

Getting Lost

There are many ways to get lost in the wilderness. Following an obvious road, trail, or feature such as a stream or shoreline prevents most from becoming lost, but travellers striking off cross-country might become disoriented—especially in conditions of poor visibility or in difficult terrain.

Poor Visibility: Anytime characters cannot see at least 60 feet due to reduced visibility conditions, they might become lost. Characters traveling through fog, snow, or a downpour might easily lose the ability to see any landmarks not in their immediate vicinity. Similarly, characters traveling at night might be at risk, too, depending on the quality of their light sources, the amount of moonlight, and whether they have darkvision or low-light vision.

Difficult Terrain: Any character in forest, moor, hill, or mountain terrain might become lost if he moves away from a trail, road, stream, or other obvious path or track. Forests are especially dangerous because they obscure far-off landmarks and make it hard to see the sun or stars.

Chance to Get Lost: If conditions exist that make getting lost a possibility, the character leading the way must succeed on a Survival check or become lost. The difficulty of this check varies based on the terrain, the visibility conditions, and whether or not the character has a map of the area being traveled through. Refer to the table below and use the highest DC that applies.

Terrain	Survival DC
Desert or plains	14
Forest	16
Moor or Hill	10
Mountain	12
Open Sea	18
Urban, ruins or dungeon	8

Situation	Check Modifier
Proper navigational tools (map, sextant)	+4
Poor visibility	-4

A character with at least 5 ranks in Knowledge (geography) or Knowledge (local) pertaining to the area being traveled through gains a +2 bonus on this check.

Check once per hour (or portion of an hour) spent in local or overland movement to see if travelers have become lost. In the case of a party moving together, only the character leading the way makes the check.

Effects of Being Lost: If a party becomes lost, it is no longer certain of moving in the direction it intended to travel.

Randomly determine the direction in which the party actually travels during each hour of local or overland movement. The characters' movement continues to be random until they blunder into a landmark they can't miss, or until they recognize that they are lost and make an effort to regain their bearings.

Recognizing You're Lost: Once per hour of random travel, each character in the party may attempt a Survival check (DC 20, -1 per hour of random travel) to recognize that he is no longer certain of his direction of travel. Some circumstances might make it obvious that the characters are lost.

Setting a New Course: Determining the correct direction of travel once a party has become lost requires a Survival check (DC 15, +2 per hour of random travel). If a character fails this check, he chooses a random direction as the "correct" direction for resuming travel.

Once the characters are traveling along their new course, correct or incorrect, they might get lost again. If the conditions still make it possible for travelers to become lost, check once per hour of travel as described above to see if the party maintains its new course or begins to move at random again.

Conflicting Directions: It's possible that several characters may attempt to determine the right direction to proceed after becoming lost. Make a Survival check for each character in secret, then tell the players whose characters succeeded the correct direction in which to travel, and tell the players whose characters failed a random direction they think is right, with no indication who is correct.

Regaining Your Bearings: There are several ways for characters to find their way after becoming lost. First, if the characters successfully set a new course and follow it to the destination they're trying to reach, they're not lost anymore. Second, the characters, through random movement, might run into an unmistakable landmark. Third, if conditions suddenly improve—the fog lifts or the sun comes up—lost characters may attempt to set a new course, as described above, with a +4 bonus on the Survival check.

Gradual Slope

This incline isn't steep enough to affect movement, but characters gain a +1 bonus on melee attacks against foes downhill from them.

Great Fortitude

You are resistant to poisons, diseases, and other maladies.

Benefit: You get a +2 bonus on all Fortitude saving throws.

Hardness

Think of this as DR / Adamantine, except that it also applies to energy damage which is first of all halved before the hardness reduction is applied.

Haunt

The distinction between a trap and an undead creature blurs when you introduce a haunt—a hazardous region created by inquiet spirits that react violently to the presence of the living. The exact conditions that cause a haunt to manifest vary from case to case—but haunts always arise from a source of terrific mental or physical anguish endured by living, tormented creatures. A single, source of suffering can create



multiple haunts, or multiple sources could consolidate into a single haunt. The relative power of the source has little bearing on the strength of the resulting haunt—it's the magnitude of the suffering or despair that created the haunt that decides its power. Often, undead inhabit regions infested with haunts—it's even possible for a person who dies to rise as a ghost (or other undead) and trigger the creation of numerous haunts. A haunt infuses a specific area, and often multiple haunted areas exist within a single structure. The classic haunted house isn't a single haunt, but usually a dozen or more haunted areas spread throughout the structure.

Haunt Rules

Although haunts function like traps, they are difficult to detect since they cannot be easily observed until the round in which they manifest. Detect undead or detect alignment spells of the appropriate type allow an observer a chance to notice a haunt even before it manifests (allowing that character the appropriate check to notice the haunt, but at a –4 penalty).

A haunt can infuse a maximum area with a 5-foot radius per point of CR possessed by the haunt, but the actual area is usually limited by the size of the room in which the haunt is located.

When a haunt is triggered, its effects manifest at initiative rank 10 in a surprise round. All characters in the haunt's proximity can attempt to notice the haunt at the start of this surprise round by making a notice check. All haunts detect life sources and trigger as a result of the approach of or contact with living creatures, but some haunts can be tricked by effects like hide from undead or invisibility. On the surprise round in which a haunt manifests, positive energy applied to the haunt (via channeled energy, cure spells, and the like) can damage the haunt's hit points (a haunt never gains a Will save to lessen the damage done by such effects, and attacks that require a successful attack roll to work must strike AC 10 in order to affect the haunt and not merely the physical structure it inhabits). Unless the haunt has an unusual weakness, no other form of attack can reduce its hit points. If the haunt is reduced to 0 hit points by positive energy, it is neutralized—if this occurs before the haunt takes its action at initiative rank 10, its effect does not occur.

A haunt can have virtually any effect identical to an existing spell effect, but often with different—and distinctly more frightening or unnerving—sensory or physical features than that spell effect normally has. (A haunt that has an effect not identical to an existing spell is certainly possible, but this requires designing a new spell effect.) A haunt might cause a room to explode into flames (duplicating fireball or fire storm), infuse a chamber with fear (duplicating cause fear, scare, or fear), or try to frighten a target to death (duplicating phantasmal killer or slay living). How the haunt's effects manifest are left to you to determine.

A neutralized haunt is not destroyed, and can manifest again after a period of time—to destroy a haunt, a specific action must be taken in the region to end the effect forever (such as burning a haunted house to the ground or burying the bones of the slaves who died on the site to create the haunt). This specific act is different for every haunt (although a number of nearby haunts often share the same destruction act).

Some haunts are persistent, and their immediate effects continue beyond the surprise round into actual full rounds. Persistent haunts continue to trigger their haunt effects once

per round on their initiative rank until destroyed or they no longer have a target. All primary effects created by a haunt are mind-affecting fear effects, even those that actually produce physical effects. Immunity to fear grants immunity to a haunt's direct effects, but not to secondary effects that arise as a result of the haunt's attack.

Heart of the Wilderness

Humans raised in the wild learn the hard way that only the strong survive. They gain a racial bonus equal to half their character level on Survival checks. They also gain a +5 racial bonus on Constitution checks to stabilize when dying and add half their character level to their Constitution score when determining the negative hit point total necessary to kill them. This racial trait replaces skilled.

Improved Initiative

Your quick reflexes allow you to react rapidly to danger.

Benefit: You get a +4 bonus on initiative checks.

Improved Unarmed Strike

You are skilled at fighting while unarmed.

Benefit: You are considered to be armed even when unarmed—you do not provoke attacks of opportunity when you attack foes while unarmed. Your unarmed strikes can deal lethal or nonlethal damage, at your choice.

Normal: Without this feat, you are considered unarmed when attacking with an unarmed strike, and you can deal only nonlethal damage with such an attack.

Iron Will

You are more resistant to mental effects.

Benefit: You get a +2 bonus on all Will saving throws.

Lightning Reflexes

You have faster reflexes than normal.

Benefit: You get a +2 bonus on all Reflex saving throws.

Low-Light Vision

Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-light vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to him as a source of light.

Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Mobility

You can easily move through a dangerous melee.

Prerequisites: Dex 13, Dodge.

Benefit: You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

Dodge bonuses stack with each other, unlike most types of bonuses.

**Mountain Travel**

High altitude travel can be extremely fatiguing—and sometimes deadly—to creatures that aren't used to it. Cold becomes extreme, and the lack of oxygen in the air can wear down even the most hardy of warriors.

Acclimated Characters: Creatures accustomed to high altitude generally fare better than lowlanders. Any creature with an Environment entry that includes mountains is considered native to the area and acclimated to the high altitude.

Characters can also acclimate themselves by living at high altitude for a month. Characters who spend more than two months away from the mountains must reacclimate themselves when they return. Undead, constructs, and other creatures that do not breathe are immune to altitude effects.

Altitude Zones: In general, mountains present three possible altitude bands: low pass, low peak/high pass, and high peak.

Low Pass (lower than 5,000 feet): Most travel in low mountains takes place in low passes, a zone consisting largely of alpine meadows and forests. Travelers might find the going difficult (which is reflected in the movement modifiers for traveling through mountains), but the altitude itself has no game effect.

Low Peak or High Pass (5,000 to 15,000 feet): Ascending to the highest slopes of low mountains, or most normal travel through high mountains, falls into this category. All non-acclimated creatures labor to breathe in the thin air at this altitude. Characters must succeed on a Fortitude save each hour (DC 15, +1 per previous check) or be fatigued. The fatigue ends when the character descends to an altitude with more air. Acclimated characters do not have to attempt the Fortitude save.

High Peak (more than 15,000 feet): The highest mountains exceed 15,000 feet in height. At these elevations, creatures are subject to both high altitude fatigue (as described above) and altitude sickness, whether or not they're acclimated to high altitudes. Altitude sickness represents long-term oxygen deprivation, and affects mental and physical ability scores. After each 6-hour period a character spends at an altitude of over 15,000 feet, he must succeed on a Fortitude save (DC 15, +1 per previous check) or take 1 point of damage to all ability scores. Creatures acclimated to high altitude receive a +4 competence bonus on their saving throws to resist high altitude effects and altitude sickness, but eventually even seasoned mountaineers must abandon these dangerous elevations.

Nauseated (condition)

Creatures with the nauseated condition experience stomach distress. Nauseated creatures are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move action per turn.

Negative Energy Affinity (Ex)

The creature is alive but is healed by negative energy and harmed by positive energy, as if it were an undead creature. Format negative energy affinity

Ooze Traits

Oozes are immune to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), gaze attacks, visual effects, illusions, and other attack forms that rely on sight, poison, sleep effects, paralysis, polymorph, and stunning, critical hits or flanking or precision-based attacks. Oozes with an intelligence score lose immunity to mind-affecting effects. Oozes are blind but possess the blindsight special quality.

Persuasive

You are skilled at swaying attitudes and intimidating others into your way of thinking.

Benefit: You get a +2 bonus on Diplomacy and Intimidate skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Point Blank Shot

You are especially accurate when making ranged attacks against close targets.

Benefit: You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Poison

No other affliction is so prevalent as poison. From the fangs of a viper to the ichor-stained assassin's blade, poison is a constant threat. Poisons can be cured by successful saving throws and spells such as neutralize poison.

Contact poisons are contracted the moment someone touches the poison with his bare skin. Such poisons can be used as injury poisons. Contact poisons usually have an onset time of 1 minute and a frequency of 1 minute. Ingested poisons are contracted when a creature eats or drinks the poison. Ingested poisons usually have an onset time of 10 minutes and a frequency of 1 minute. Injury poisons are primarily contracted through the attacks of certain creatures and through weapons coated in the toxin. Injury poisons do not usually have an onset time and have a frequency of 1 round. Inhaled poisons are contracted the moment a creature enters an area containing such poisons. Most inhaled poisons fill a volume equal to a 10-foot cube per dose. Creatures can attempt to hold their breaths while inside to avoid inhaling the toxin. Creatures holding their breaths receive a 50% chance of not having to make a Fortitude save each round. See the rules for holding your breath and suffocation in Environment. Note that a character that would normally suffocate while attempting to hold its breath instead begins to breathe normally again.

Unlike other afflictions, multiple doses of the same poison stack. Poisons delivered by injury and contact cannot inflict more than one dose of poison at a time, but inhaled and ingested poisons can inflict multiple doses at once. Each additional dose extends the total duration of the poison (as noted under frequency) by half its total duration. In addition, each dose of poison increases the DC to resist the poison by +2. This increase is cumulative. Multiple doses do not alter the cure conditions of the poison, and meeting these conditions ends the affliction for all the doses. For example, a character is bit three times in the same round by a trio of Medium monstrous spiders, injecting him with three doses of Medium spider venom. The unfortunate character must make a DC



18 Fortitude save for the next 8 rounds. Fortunately, just one successful save cures the character of all three doses of the poison.

Pounce (Ex)

When a creature with this special attack makes a charge, it can make a full attack (including rake attacks if the creature also has the rake ability).

Power Attack

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

Prerequisites: Str 13, base attack bonus +1.

Benefit: You can choose to take a –1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (–50%) if you are making an attack with an off-hand weapon or secondary natural weapon. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by –1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Rake (Ex)

A creature with this special attack gains extra natural attacks under certain conditions, typically when it grapples its foe. In addition to the options available to all grapplers, a monster with the rake ability gains two free claw attacks that it can use only against a grappled foe. The bonus and damage caused by these attacks is included in the creature's description. A monster with the rake ability must begin its turn already grappling to use its rake - it can't begin a grapple and rake in the same turn.

Run

You are swift of foot.

Benefit: When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

Normal: You move four times your speed while running (if wearing medium, light, or no armor and carrying no more than a medium load) or three times your speed (if wearing heavy armor or carrying a heavy load), and you lose your Dexterity bonus to AC.

Scent

This extraordinary ability lets a creature detect approaching enemies, sniff out hidden foes, and track by sense of smell.

A creature with the scent ability can detect opponents by sense of smell, generally within 30 feet. If the opponent is upwind, the range is 60 feet. If it is downwind, the range is 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at three times these ranges.

The creature detects another creature's presence but not its specific location. Noting the direction of the scent is a move action. If the creature moves within 5 feet (1 square) of the scent's source, the creature can pinpoint the area that the source occupies, even if it cannot be seen.

Note: using scent to pinpoint a square a stealthed creature is in still means that you've got a 50% miss chance if you can't see it with your Perception check.

A creature with the Survival skill and the scent ability can follow tracks by smell, making a Survival check to find or follow a track. A creature with the scent ability can attempt to follow tracks using Survival untrained. The typical DC for a fresh trail is 10. The DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill in regards to tracking. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

Water, particularly running water, ruins a trail for air-breathing creatures. Water-breathing creatures that have the scent ability, however, can use it in the water easily.

False, powerful odors can easily mask other scents. The presence of such an odor completely spoils the ability to properly detect or identify creatures, and the base Survival DC to track becomes 20 rather than 10.

See in Darkness (Su)

The creature can see perfectly in darkness of any kind, including that created by deeper darkness.

Self-Sufficient

You know how to get along in the wild and how to effectively treat wounds.

Benefit: You get a +2 bonus on all Heal checks and Survival checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Settlement Modifiers

Life in a settlement is represented by six modifiers, each of which adjusts the use of specific skills within the city.

Corruption: Corruption measures how open a settlement's officials are to bribes, how honest its citizens are, and how likely anyone in town is to report a crime. Low corruption indicates a high level of civic honesty. A settlement's corruption modifies all Bluff checks made against city officials or guards and all Stealth checks made outside (but not inside buildings or underground).

Crime: Crime is a measure of a settlement's lawlessness. A settlement with a low crime modifier is relatively safe, with violent crimes being rare or even unknown, while a settlement



with a high crime modifier is likely to have a powerful thieves' guild and a significant problem with violence. The atmosphere generated by a settlement's crime level applies as a modifier on Sense Motive checks to avoid being bluffed and to Sleight of Hand checks made to pick pockets.

Economy: A settlement's economy modifier indicates the health of its trade and the wealth of its successful citizens. A low economy modifier doesn't automatically mean the town is beset with poverty—it could merely indicate a town with little trade or one that is relatively self-sufficient. Towns with high economy modifiers always have large markets and many shops. A settlement's economy helps its citizens make money, and thus it applies as a modifier on all Craft, Perform, and Profession checks made to generate income.

Law: Law measures how strict a settlement's laws and edicts are. A settlement with a low law modifier isn't necessarily crime-ridden—in fact, a low law modifier usually indicates that the town simply has little need for protection since crime is so rare. A high law modifier means the settlement's guards are particularly alert, vigilant, and well-organized. The more lawful a town is, the more timidly its citizens tend to respond to shows of force. A settlement's law modifier applies on Intimidate checks made to force an opponent to act friendly, Diplomacy checks against government officials, or Diplomacy checks made to call on the city guard (see sidebar).

Lore: A settlement's lore modifier measures not only how willing the citizens are to chat and talk with visitors, but also how available and accessible its libraries and sages are. A low lore modifier doesn't mean the settlement's citizens are idiots, just that they're close-mouthed or simply lack knowledge resources. A settlement's lore modifier applies on Diplomacy checks made to gather information and Knowledge checks made using the city's resources to do research when using a library.

Society: Society measures how open-minded and civilized a settlement's citizens are. A low society modifier might mean many of the citizens harbor prejudices or are overly suspicious of out-of-towners. A high society modifier means that citizens are used to diversity and unusual visitors and that they respond better to well-spoken attempts at conversation. A settlement's society modifier applies on all Disguise checks, as well as on Diplomacy checks made to alter the attitude of any non-government official.

Settlement Qualities

Settlements often have unusual qualities that make them unique. Note that increases to Settlement Modifiers will already be reflected in the Settlement Stat Block.

Guilds

A variety of trade and mercantile guilds control the town's industry and trade. These guilds are highly specialized (a printer's guild, an eggler's guild, a swordsmith's guild, a diamond cutter's guild, etc), and usually semi-hereditary, with children following their parents into the guild. Increase Corruption +1, Economy +1. Decrease Lore -1.

Impoverished

Because of any number of factors, the settlement is destitute. Poverty, famine, and disease run rampant. (Corruption and Crime +1; decrease base value and purchase limit by 50%; halve magic item availability)

Resettled Ruins

The settlement is built amid the ruins of a more ancient structure. The settlement might be little more than a collection of tents and yurts erected in ruined plazas, or a thriving metropolis whose stones were recycled from long-forgotten temples and fortresses. While ruins provide a ready source of building materials, near-by dungeons to plunder and ancient artifacts to explore, they might also provide a hiding place for modern dangers or old curses.

Increase Economy +1, Lore +1. Add +1d3 to the amount of magic items in any category the settlement's size would allow it to normally offer. If the settlement's size would not normally allow it to have magic items of a particular category, it always has at least one randomly chosen item of that category for sale. However, if a buyer rolls a natural one on any Appraise or Diplomacy check made to examine or purchase a locally bought magic item, that item is always cursed.

Superstitious

The community has a deep and abiding fear of magic and the unexplained, but this fear has caused its citizens to become more supportive and loyal to each other and their settlement.

Increase Law and Society +2; Decrease Crime -4; reduce spellcasting by 2 levels.

Untamed

The area around the settlement is still mostly untainted, unclaimed wilderness. This settlement may be a remote logging village, a trading post sprung up around a desert oasis or a small mountain keep, for instance.

When rolling for random encounters within the settlement, instead of using an urban random encounter chart solely, alternate between the urban encounter chart and the wilderness encounter chart (or chart) most appropriate to the surrounding terrain. The settlement's Danger rating applies to both encounter charts.

Skill Focus

Choose a skill. You are particularly adept at that skill.

Benefit: You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new skill.

Smite Good/Evil (fiendish or celestial creature) (Su)

1/day as a swift action the creature adds its CHA bonus to attack rolls and damage bonus equal to its HD against evil/good foes; smite persists until target is dead or the celestial/fiendish creature rests.

Spell Resistance (SR)

A creature with spell resistance can avoid the effects of spells and spell-like abilities that directly affect it. To determine if a spell or spell-like ability works against a creature with spell resistance, the caster must make a caster level check (1d20 + caster level). If the result equals or exceeds the creature's spell resistance, the spell works normally, although the creature is still allowed a saving throw.

Spirit Sense



You are so attuned to the spiritual world that it is hard to get the jump on you.

Benefit: You gain a +2 trait bonus on Perception checks to avoid being surprised and to detect invisible or incorporeal creatures.

Staggered (condition)

A staggered creature may take a single move action or standard action each round (but not both, nor can he take full-round actions). A staggered creature can still take free, swift and immediate actions. A creature with nonlethal damage exactly equal to its current hit points gains the staggered condition.

Stealthy

You are good at avoiding unwanted attention and slipping out of bonds.

Benefit: You get a +2 bonus on all Escape Artist and Stealth skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Steep Slope

Characters moving uphill (to an adjacent square of higher elevation) must spend 2 squares of movement to enter each square of steep slope. Characters running or charging downhill (moving to an adjacent square of lower elevation) must succeed on a DC 10 Acrobatics check upon entering the first steep slope square. Mounted characters make a DC 10 Ride check instead. Characters who fail this check stumble and must end their movement 1d2 × 5 feet later. Characters who fail by 5 or more fall prone in the square where they end their movement. A steep slope increases the DC of Acrobatics checks by 2.

Summon (Sp)

A creature with the summon ability can summon other specific creatures of its kind much as though casting a summon monster spell, but it usually has only a limited chance of success (as specified in the creature's entry). Roll d%: On a failure, no creature answers the summons. Summoned creatures automatically return whence they came after 1 hour. A creature summoned in this way cannot use any spells or spell-like abilities that require material components costing more than 1 gp unless those components are supplied, nor can it use its own summon ability for 1 hour. An appropriate spell level is given for each summoning ability for purposes of Will saves, caster level checks, and concentration checks. No experience points are awarded for defeating summoned monsters.

Swarm Attack

Creatures with the swarm subtype don't make standard melee attacks. Instead, they deal automatic damage to any creature whose space they occupy at the end of their move, with no attack roll needed. Swarm attacks are not subject to a miss chance for concealment or cover. A swarm's statistics block has "swarm" in the Melee entry, with no attack bonus given. The amount of damage a swarm deals is based on its Hit Dice, as shown below.

Swarm HD	Swarm Base Damage
1–5	1d6
6–10	2d6
11–15	3d6
16–20	4d6
21 or more	5d6

A swarm's attacks are nonmagical, unless the swarm's description states otherwise. Damage reduction sufficient to reduce a swarm attack's damage to 0, being incorporeal, or other special abilities usually give a creature immunity (or at least resistance) to damage from a swarm. Some swarms also have acid, blood drain, poison, or other special attacks in addition to normal damage.

Swarms do not threaten creatures, and do not make attacks of opportunity with their swarm attack. However, they distract foes whose squares they occupy, as described below.

Swarms possess the distraction universal monster rule. Spellcasting or concentrating on spells within the area of a swarm requires a caster level check (DC 20 + spell level). Using skills that involve patience and concentration requires a DC 20 Will save.

Swarm Traits

A swarm has no clear front or back and no discernable anatomy, so it is not subject to critical hits or flanking. A swarm made up of tiny creatures takes half damage from slashing and piercing weapons. A swarm composed of Fine or Diminutive creatures is immune to all weapon damage. Reducing a swarm to 0 hit points or less causes it to break up, though damage taken until that point does not degrade its ability to attack or resist attack. Swarms are never staggered or reduced to a dying state by damage. Also, they cannot be tripped, grappled, or bull rushed, and they cannot grapple an opponent.

A swarm is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as *disintegrate*), with the exception of mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms) if the swarm has an Intelligence score and a hive mind. A swarm takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and many evocation spells.

Swarms made up of Diminutive or Fine creatures are susceptible to high winds, such as those created by a *gust of wind* spell. For purposes of determining the effects of wind on a swarm, treat the swarm as a creature of the same size as its constituent creatures. A swarm rendered unconscious by means of nonlethal damage becomes disorganized and dispersed, and does not reform until its hit points exceed its nonlethal damage.

Telepathy (Su)

The creature can mentally communicate with any other creature within a certain range (specified in the creature's entry, usually 100 feet) that has a language. It is possible to



address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Toughness

You have enhanced physical stamina.

Benefit: You gain +3 hit points. For every Hit Die you possess beyond 3, you gain an additional +1 hit point. If you have more than 3 Hit Dice, you gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).

Tremorsense

A creature with tremorsense is sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is in contact with the ground. Aquatic creatures with tremorsense can also sense the location of creatures moving through water. The ability's range is specified in the creature's descriptive text.

Undead Traits (Ex)

Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

Vulnerabilities (Ex or Su)

A creature with vulnerabilities takes half again as much damage (+50%) from a specific energy type, regardless of whether a saving throw is allowed or if the save is a success or failure. Creatures with a vulnerability that is not an energy type instead take a –4 penalty on saves against spells and effects that cause or use the listed vulnerability (such as spells with the light descriptor). Some creatures might suffer additional effects, as noted in their descriptions.

Weapon Finesse

You are trained in using your agility in melee combat, as opposed to brute strength.

Benefit: With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Special: Natural weapons are considered light weapons.

Weapon Focus

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for the purposes of this feat.

Prerequisites: Proficiency with selected weapon, base attack bonus +1.

Benefit: You gain a +1 bonus on all attack rolls you make using the selected weapon.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

Wild Empathy (Ex)

A druid can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person (see Using Skills). The druid rolls 1d20 and adds her druid level and her Charisma modifier to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the druid and the animal must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

A druid can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a –4 penalty on the check.

Spell Reference

A reference for all the spells which might be cast by the denizens of this adventure or which become available to the party via magic items found in this adventure.

Acid Pit

School conjuration [creation] acid

Level sorcerer/wizard 4, summoner 4

Casting Time 1 standard action

Components V, S, M (drop of acid), F (Fine shovel worth 10 gp)

Range medium (100 ft. + 10 ft./level)

Effect 10-ft.-by-10-ft. hole, 10 ft. deep/2 levels

Duration 1 round + 1 round/level

Saving Throw Reflex negates; see text

Spell Resistance no

This spell functions as create pit, except that it places a 5-foot deep pool of acid at the bottom of the pit. The pit has a maximum depth of 100 feet. Creatures who fall into the pit take falling damage as normal (the acid counts as a yielding surface), plus 2d6 points of acid damage per round spent in contact with the acid. In addition, exposed items carried by a creature in the pit may be harmed.

Items are affected one at a time in the order listed on the table, and must make Fortitude saves after 3 consecutive rounds in the acid or gain the broken condition. Objects with the broken condition (regardless of how they became broken) must make a Fortitude Saving Throw each round spent within the acid or be destroyed. The walls of the pit are quite slippery and have a Climb DC of 30.



Order	Item
1st	Shield
2nd	Armor
3rd	Magic helmet, hat, or headband
4th	Item in hand (including weapon, wand, or the like)
5th	Magic cloak
6th	Stowed or sheathed weapon
7th	Magic bracers
8th	Magic clothing
9th	Magic jewelry (including rings)
10th	Anything else

Alter Self

School transmutation (polymorph); **Level** alchemist 2, bard 2, magus 2, sorcerer/wizard 2, summoner 2, witch 2

Casting Time 1 standard action

Components V, S, M (a piece of the creature whose form you plan to assume)

Range personal

Target you

Duration 1 min./level (D)

When you cast this spell, you can assume the form of any Small or Medium creature of the humanoid type. If the form you assume has any of the following abilities, you gain the listed ability: darkvision 60 feet, low-light vision, scent, and swim 30 feet.

Small creature: If the form you take is that of a Small humanoid, you gain a +2 size bonus to your Dexterity.

Medium creature: If the form you take is that of a Medium humanoid, you gain a +2 size bonus to your Strength.

Arcane Eye

School divination (scrying); **Level** alchemist 4, sorcerer/wizard 4, witch 4; Domain arcane 4

Casting Time 10 minutes

Components V, S, M (a bit of bat fur)

Range unlimited

Effect magical sensor

Duration 1 min./level (D)

Saving Throw none; **Spell Resistance** no

You create an invisible magical sensor that sends you visual information. You can create the arcane eye at any point you can see, but it can then travel outside your line of sight without hindrance. An arcane eye travels at 30 feet per round (300 feet per minute) if viewing an area ahead as a human would (primarily looking at the floor) or 10 feet per round (100 feet per minute) if examining the ceiling and walls as well as the floor ahead. It sees exactly as you would see if you were there.

The eye can travel in any direction as long as the spell lasts. Solid barriers block its passage, but it can pass through a hole or space as small as 1 inch in diameter. The eye can't enter another plane of existence, even through a gate or similar magical portal.

You must concentrate to use an arcane eye. If you do not concentrate, the eye is inert until you again concentrate.

Bestow Curse

School necromancy; **Level** cleric 3, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration permanent

Saving Throw Will negates; **Spell Resistance** yes

You place a curse on the subject. Choose one of the following. –6 decrease to an ability score (minimum 1).

–4 penalty on attack rolls, saves, ability checks, and skill checks.

Each turn, the target has a 50% chance to act normally; otherwise, it takes no action.

You may also invent your own curse, but it should be no more powerful than those described above.

The curse bestowed by this spell cannot be dispelled, but it can be removed with a break enchantment, limited wish, miracle, remove curse, or wish spell.

Bestow curse counters remove curse.

Black Tentacles

School conjuration (creation); **Level** bloodrager 4, magus 4, sorcerer/wizard 4, summoner 3, witch 4; Bloodline aberrant 4

Casting Time 1 standard action

Components V, S, M (octopus or squid tentacle)

Range medium (100 ft. + 10 ft./level)

Area 20-ft.-radius spread

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

This spell causes a field of rubbery black tentacles to appear, burrowing up from the floor and reaching for any creature in the area.

Every creature within the area of the spell is the target of a combat maneuver check made to grapple each round at the beginning of your turn, including the round that black tentacles is cast. Creatures that enter the area of effect are also automatically attacked. The tentacles do not provoke attacks of opportunity. When determining the tentacles' CMB, the tentacles use your caster level as their base attack bonus and receive a +4 bonus due to their Strength and a +1 size bonus. Roll only once for the entire spell effect each round and apply the result to all creatures in the area of effect.

If the tentacles succeed in grappling a foe, that foe takes 1d6+4 points of damage and gains the grappled condition. Grappled opponents cannot move without first breaking the grapple. All other movement is prohibited unless the creature breaks the grapple first. The black tentacles spell receives a +5 bonus on grapple checks made against opponents it is already grappling, but cannot move foes or pin foes. Each round that black tentacles succeeds on a grapple check, it deals an additional 1d6+4 points of damage. The CMD of black tentacles, for the purposes of escaping the grapple, is equal to 10 + its CMB.

The tentacles created by this spell cannot be damaged, but they can be dispelled as normal. The entire area of effect is considered difficult terrain while the tentacles last.

Break Enchantment



School abjuration; **Level** bard 4, cleric/oracle 5, inquisitor 5, paladin 4, shaman 5, sorcerer/wizard 5, witch 5; Domain liberation 5, luck 5; Subdomain restoration 5

Casting Time 1 minute

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Targets up to one creature per level, all within 30 ft. of each other

Duration instantaneous

Saving Throw see text; **Spell Resistance** no

This spell frees victims from enchantments, transmutations, and curses. Break enchantment can reverse even an instantaneous effect. For each such effect, you make a caster level check (1d20 + caster level, maximum +15) against a DC of 11 + caster level of the effect. Success means that the creature is free of the spell, curse, or effect. For a cursed magic item, the DC is equal to the DC of the curse.

If the spell is one that cannot be dispelled by dispel magic or stone to flesh, break enchantment works only if that spell is 5th level or lower.

If the effect comes from a permanent magic item, break enchantment does not remove the curse from the item, but it does free the victim from the item's effects.

Calm Emotions

School enchantment (compulsion) [mind-affecting];

Level bard 2, cleric 2

Casting Time 1 standard action

Components V, S, DF

Range medium (100 ft. + 10 ft./level)

Area creatures in a 20-ft.-radius spread

Duration concentration, up to 1 round/level (D)

Saving Throw Will negates; **Spell Resistance** yes

This spell calms agitated creatures. You have no control over the affected creatures, but calm emotions can stop raging creatures from fighting or joyous ones from reveling. Creatures so affected cannot take violent actions (although they can defend themselves) or do anything destructive. Any aggressive action against or damage dealt to a calmed creature immediately breaks the spell on all calmed creatures.

This spell automatically suppresses (but does not dispel) any morale bonuses granted by spells such as bless, good hope, and rage, and also negates a bard's ability to inspire courage or a barbarian's rage ability. It also suppresses any fear effects and removes the confused condition from all targets. While the spell lasts, a suppressed spell, condition, or effect has no effect. When the calm emotions spell ends, the original spell or effect takes hold of the creature again, provided that its duration has not expired in the meantime.

Confusion

School enchantment (compulsion) [mind-affecting]; **Level** bard 3, bloodrager 4, sorcerer/wizard 4, witch 4; Domain lust 4, madness 4, trickery 4

Casting Time 1 standard action

Components V, S, M/DF (three nutshells)

Range medium (100 ft. + 10 ft./level)

Targets all creatures in a 15-ft.-radius burst

Duration 1 round/level

Saving Throw Will negates; **Spell Resistance** yes

This spell causes confusion in the targets, making them unable to determine their actions. Roll on the following table at the start of each subject's turn each round to see what it does in that round.

Table: Confusion Effects

d%	Behavior
01-25	Acts normally
26-50	Does nothing but babble incoherently
51-75	Deals 1d8 points of damage + Str modifier to self with item in hand
76-100	Attacks nearest creature (for this purpose, a familiar counts as part of the subject's self)

A confused character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. Note that a confused character will not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

Contagion

School necromancy [disease, evil]; **Level** antipaladin 3, bloodrager 4, cleric/oracle 3, druid 3, sorcerer/wizard 4;

Domain decay 3

Casting Time 1 standard action

Components V, S

Range touch

Target living creature touched

Duration instantaneous

Saving Throw Fortitude negates; **Spell Resistance** yes

The subject contracts one of the following diseases: blinding sickness, bubonic plague, cackle fever, filth fever, leprosy, mindfire, red ache, shakes, or slimy doom. The disease is contracted immediately (the onset period does not apply). Use the disease's listed frequency and save DC to determine further effects. For more information see Diseases.

Contact Other Plane

School divination; **Level** alchemist 5, sorcerer/wizard 5, summoner 4, witch 5

Casting Time 10 minutes

Components V

Range personal

Target you

Duration concentration

You send your mind to another plane of existence (an Elemental Plane or some plane farther removed) in order to receive advice and information from powers there. See the accompanying table for possible consequences and results of the attempt. The powers reply in a language you understand, but they resent such contact and give only brief answers to your questions. All questions are answered with "yes," "no," "maybe," "never," "irrelevant," or some other one-word answer.



You must concentrate on maintaining the spell (a standard action) in order to ask questions at the rate of one per round. A question is answered by the power during the same round. You may ask one question for every two caster levels.

Contact with minds far removed from your home plane increases the probability that you will incur a decrease in Intelligence and Charisma due to your brain being overwhelmed, but also increases the chance of the power knowing the answer and answering correctly. Once the Outer Planes are reached, the power of the deity contacted determines the effects. (Random results obtained from the table are subject to the personalities of individual deities.) On rare occasions, this divination may be blocked by an act of certain deities or forces.

Plane Contacted		Avoid Int/Cha Decrease			
Elemental Plane		DC 7/1 week			
Positive/Negative Energy Plane		DC 8/1 week			
Astral Plane		DC 9/1 week			
Outer Plane, demigod		DC 10/2 weeks			
Outer Plane, lesser deity		DC 12/3 weeks			
Outer Plane, intermediate deity		DC 14/4 weeks			
Outer Plane, greater deity		DC 16/5 weeks			
Plane	True	Don't Know	Lie	Random	
Elemental Plane	01-34	35-62	63-83	84-100	
Positive/Negative	01-39	40-65	66-86	87-100	
Astral Plane	01-44	45-67	68-88	89-100	
Demigod	01-49	50-70	71-91	92-100	
lesser deity	01-60	61-75	76-95	96-100	
intermediate	01-73	74-81	82-98	99-100	
greater deity	01-88	89-90	91-99	100	

Avoid Int/Cha Decrease: You must succeed on an Intelligence check against this DC to avoid a decrease in Intelligence and Charisma. You cannot take 10 on this check. If the check fails, your Intelligence and Charisma scores each fall to 8 for the stated duration, and you become unable to cast arcane spells. If you lose Intelligence and Charisma, the effect strikes as soon as the first question is asked, and no answer is received. If a successful contact is made, roll d% to determine the type of answer you gain.

True Answer: You get a true, one-word answer. Questions that cannot be answered in this way are answered randomly.

Don't Know: The entity tells you that it doesn't know.

Lie: The entity intentionally lies to you.

Random Answer: The entity tries to lie but doesn't know the answer, so it makes one up.

Continual Flame

School evocation [light]

Level cleric 3, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M (ruby dust worth 50 gp)

Range touch

Target object touched

Effect magical, heatless flame

Duration permanent

Saving Throw none; **Spell Resistance** no

A flame, equivalent in brightness to a torch, springs forth from an object that you touch. The effect looks like a regular flame, but it creates no heat and doesn't use oxygen. A continual flame can be covered and hidden but not smothered or quenched.

Light spells counter and dispel darkness spells of an equal or lower level.

Create Pit

School conjuration (creation); **Level** sorcerer/wizard 2, summoner 2; **Domain** caves 2

Casting Time 1 standard action

Components V, S, F (miniature shovel costing 10 gp)

Range medium (100 ft. + 10 ft./level)

Effect 10-ft.-by-10-ft. hole, 10 ft. deep/2 levels

Duration 1 round + 1 round/level

Saving Throw Reflex negates; **Spell Resistance** no

You create a 10-foot-by-10-foot extra-dimensional hole with a depth of 10 feet per two caster levels (maximum 30 feet). You must create the pit on a horizontal surface of sufficient size. Since it extends into another dimension, the pit has no weight and does not otherwise displace the original underlying material. You can create the pit in the deck of a ship as easily as in a dungeon floor or the ground of a forest. Any creature standing in the area where you first conjured the pit must make a Reflex saving throw to jump to safety in the nearest open space. In addition, the edges of the pit are sloped, and any creature ending its turn on a square adjacent to the pit must make a Reflex saving throw with a +2 bonus to avoid falling into it. Creatures subjected to an effect intended to push them into the pit (such as bull rush) do not get a saving throw to avoid falling in if they are affected by the pushing effect.

Creatures who fall into the pit take falling damage as normal. The pit's coarse stone walls have a Climb DC of 25. When the duration of the spell ends, creatures within the hole rise up with the bottom of the pit until they are standing on the surface over the course of a single round.

Dancing Lights

School evocation [light]; **Level** bard 0, sorcerer/wizard 0

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Effect Up to four lights, all within a 10-ft.-radius area

Duration 1 minute (D)

Saving Throw none; **Spell Resistance** no

Depending on the version selected, you create up to four lights that resemble lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wisps), or one faintly glowing, vaguely humanoid shape. The dancing lights must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire (no concentration required): forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range.

You can only have one dancing lights spell active at any one time. If you cast this spell while another casting is still in



effect, the previous casting is dispelled. If you make this spell permanent, it does not count against this limit.

Dancing lights can be made permanent with a permanency spell.

Daylight

School evocation [light]; **Level** bard 3, cleric 3, druid 3, paladin 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

Range touch

Target object touched

Duration 10 min./level (D)

Saving Throw none; **Spell Resistance** no

You touch an object when you cast this spell, causing the object to shed bright light in a 60-foot radius. This illumination increases the light level for an additional 60 feet by one step (darkness becomes dim light, dim light becomes normal light, and normal light becomes bright light). Creatures that take penalties in bright light take them while within the 60-foot radius of this magical light. Despite its name, this spell is not the equivalent of daylight for the purposes of creatures that are damaged or destroyed by such light.

If daylight is cast on a small object that is then placed inside or under a light-proof covering, the spell's effects are blocked until the covering is removed.

Daylight brought into an area of magical darkness (or vice versa) is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect.

Daylight counters or dispels any darkness spell of equal or lower level, such as darkness.

Deathwatch

School necromancy; **Level** cleric 1

Casting Time 1 standard action

Components V, S

Range 30 ft.

Area cone-shaped emanation

Duration 10 min./level

Saving Throw none; **Spell Resistance** no

Using the powers of necromancy, you can determine the condition of creatures near death within the spell's range. You instantly know whether each creature within the area is dead, fragile (alive and wounded, with 3 or fewer hit points left), fighting off death (alive with 4 or more hit points), healthy, undead, or neither alive nor dead (such as a construct). Deathwatch sees through any spell or ability that allows creatures to feign death.

Delayed Blast Fireball

School evocation [fire]; **Level** sorcerer/wizard 7; Subdomain arson 7

Duration 5 rounds or less; see text

This spell functions like fireball, except that it is more powerful and can detonate up to 5 rounds after the spell is cast. The burst of flame deals 1d6 points of fire damage per caster level (maximum 20d6). The glowing bead created by delayed blast

fireball can detonate immediately if you desire, or you can choose to delay the burst for as many as 5 rounds. You select the amount of delay upon completing the spell, and that time cannot change once it has been set unless someone touches the bead. If you choose a delay, the glowing bead sits at its destination until it detonates. A creature can pick up and hurl the bead as a thrown weapon (range increment 10 feet). If a creature handles and moves the bead within 1 round of its detonation, there is a 25% chance that the bead detonates while being handled.

Detect Magic

School divination;

Level bard 0, cleric 0, druid 0, sorcerer/wizard 0

Casting Time 1 standard action

Component: V, S

Range 60 ft.

Area cone-shaped emanation

Duration concentration, up to 1 min./level (D)

Saving Throw none; **Spell Resistance** no

You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of magical auras.

2nd Round: Number of different magical auras and the power of the most potent aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (arcana) skill checks to determine the school of magic involved in each. (Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect.) If the aura emanates from a magic item, you can attempt to identify its properties (see Spellcraft).

Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.

Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one category, detect magic indicates the stronger of the two.

Aura	Spell (spell level)	Magic Item (caster level)
Faint	3 rd or lower	5 th or lower
Moderate	4 th to 6 th	6 th to 11 th
Strong	7 th to 9 th	12 th to 20 th
Overwhelming	10 th + (deity)	21 st + (artifact)

Lingering Aura: A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If detect magic is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds



Original Strength	Duration of Lingering Aura
Moderate	1d6 minutes
Strong	1d6 x 10 minutes
Overwhelming	1d6 days

Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. Detect magic can be made permanent with a permanency spell.

Detect Thoughts

School divination [mind-affecting]

Level bard 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, F/DF (a copper piece)

Range 60 ft.

Area cone-shaped emanation

Duration concentration, up to 1 min./level (D)

Saving Throw Will negates; see text

Spell Resistance no

You detect surface thoughts. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of thoughts (from conscious creatures with Intelligence scores of 1 or higher).

2nd Round: Number of thinking minds and the Intelligence score of each. If the highest Intelligence is 26 or higher (and at least 10 points higher than your own Intelligence score), you are stunned for 1 round and the spell ends. This spell does not let you determine the location of the thinking minds if you can't see the creatures whose thoughts you are detecting.

3rd Round: Surface thoughts of any mind in the area. A target's Will save prevents you from reading its thoughts, and you must cast detect thoughts again to have another chance. Creatures of animal intelligence (Int 1 or 2) have simple, instinctual thoughts.

Each round, you can turn to detect thoughts in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Dimension Door

School conjuration (teleportation)

Level bard 4, sorcerer/wizard 4

Casting Time 1 standard action

Components V

Range long (400 ft. + 40 ft./level)

Target you and touched objects or other touched willing creatures

Duration instantaneous

Saving Throw none and Will negates (object)

Spell Resistance no and yes (object)

You instantly transfer yourself from your current location to any other spot within range. You always arrive at exactly the spot desired—whether by simply visualizing the area or by stating direction. After using this spell, you can't take any other actions until your next turn. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you.

If you arrive in a place that is already occupied by a solid body, you and each creature traveling with you take 1d6 points of damage and are shunted to a random open space on a suitable surface within 100 feet of the intended location.

If there is no free space within 100 feet, you and each creature traveling with you take an additional 2d6 points of damage and are shunted to a free space within 1,000 feet. If there is no free space within 1,000 feet, you and each creature travelling with you take an additional 4d6 points of damage and the spell simply fails.

Dismissal

School abjuration; **Level** cleric/oracle 4, inquisitor 4, shaman 4, sorcerer/wizard 5, summoner 4; Bloodline abyssal 5

Casting Time 1 standard action

Components V, S, DF

Range close (25 ft. + 5 ft./2 levels)

Target one extraplanar creature

Duration instantaneous

Saving Throw Will negates; see text

Spell Resistance yes

This spell forces an extraplanar creature back to its proper plane if it fails a Will save. If the spell is successful, the creature is instantly whisked away, but there is a 20% chance of actually sending the subject to a plane other than its own.

Endure Elements

School abjuration; **Level** cleric 1, druid 1, paladin 1, ranger 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 24 hours

Saving Throw Will negates (harmless)

Spell Resistance yes (harmless)

A creature protected by endure elements suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit without having to make Fortitude saves. The creature's equipment is likewise protected.

Endure elements doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

**Erase**

School transmutation

Level bard 1, sorcerer/wizard 1; Domain rune 1

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one scroll or two pages

Duration instantaneous

Saving Throw see text; **Spell Resistance** no

Erase removes writings of either magical or mundane nature from a scroll or from one or two pages of paper, parchment, or similar surfaces. With this spell, you can remove explosive runes, a glyph of warding, a sepia snake sigil, or an arcane mark, but not illusory script or a symbol spell. Nonmagical writing is automatically erased if you touch it and no one else is holding it. Otherwise, the chance of erasing nonmagical writing is 90%.

Magic writing must be touched to be erased, and you also must succeed on a caster level check (1d20 + caster level) against DC 15. A natural 1 is always a failure on this check. If you fail to erase explosive runes, a glyph of warding, or a sepia snake sigil, you accidentally activate that writing instead.

Fireball

School evocation [fire]; **Level** bloodrager 3, magus 3, sorcerer/wizard 3; Domain fire 3

Casting Time 1 standard action

Components V, S, M (a ball of bat guano and sulfur)

Range long (400 ft. + 40 ft./level)

Area 20-ft.-radius spread

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** yes

A fireball spell generates a searing explosion of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level (maximum 10d6) to every creature within the area. Unattended objects also take this damage. The explosion creates almost no pressure.

You point your finger and determine the range (distance and height) at which the fireball is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the fireball at that point. An early impact results in an early detonation. If you attempt to send the bead through a narrow passage, such as through an arrow slit, you must "hit" the opening with a ranged touch attack, or else the bead strikes the barrier and detonates prematurely.

The fireball sets fire to combustibles and damages objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze. If the damage caused to an interposing barrier shatters or breaks through it, the fireball may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does.

Fleshworm Infestation

School conjuration (summoning) [evil]; **Level** cleric/oracle 4, inquisitor 4, sorcerer/wizard 4, witch 4

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 1 round/level (D)

Saving Throw Fortitude partial (see text); **Spell Resistance** yes

With a touch, you cause an infestation of ravenous worms to manifest in the target's flesh. The target must make a Fortitude save every round. Failure means it takes 1d6 hit points of damage and 2 points of Dexterity damage, and is staggered for 1 round. If it makes the save, it takes no hit point or Dexterity damage and is only sickened for 1 round rather than staggered. Fleshworm infestation cannot be ended early by remove disease or heal, as the infestation starts anew if the current worms are slain. Protection from evil negates this spell's effects for as long as the two durations overlap. Dispel evil automatically ends a fleshworm infestation.

Fog Cloud

School conjuration (creation); **Level** druid 2, magus 2, sorcerer/wizard 2, witch 2; Domain water 2, weather 2

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Effect fog spreads in 20-ft. radius

Duration 10 min./level

Saving Throw none; **Spell Resistance** no

A bank of fog billows out from the point you designate. The fog obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target).

A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round.

The spell does not function underwater.

Ghost Sound

School illusion (figment); **Level** bard 0, sorcerer/wizard 0

Casting Time 1 standard action

Components V, S, M (a bit of wool or a small lump of wax)

Range close (25 ft. + 5 ft./2 levels)

Effect illusory sounds

Duration 1 round/level (D)

Saving Throw Will disbelief; **Spell Resistance** no

Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound ghost sound creates when casting it and cannot thereafter change the sound's basic character. The volume of sound created depends on your level. You can produce as much noise as four normal humans per caster level (maximum 40 humans). Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise a ghost sound spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from 16 humans, while a roaring dragon is equal to the noise from 32



humans. Anyone who hears a ghost sound receives a Will save to disbelieve.

Ghost sound can enhance the effectiveness of a silent image spell.

Ghost sound can be made permanent with a permanency spell.

Greater Teleport

School conjuration (teleportation); **Level** sorcerer/wizard 7, summoner 5, witch 7; **Domain** travel 7; **Bloodline** abyssal 7, arcane 7

This spell functions like teleport, except that there is no range limit and there is no chance you arrive off target. In addition, you need not have seen the destination, but in that case you must have at least a reliable description of the place to which you are teleporting. If you attempt to teleport with insufficient information (or with misleading information), you disappear and simply reappear in your original location. Interplanar travel is not possible.

Hold Person

School enchantment (compulsion) [mind-affecting]; **Level** antipaladin 2, bard 2, bloodrager 3, cleric/oracle 2, inquisitor 2, shaman 2, sorcerer/wizard 3, witch 2

Casting Time 1 standard action

Components V, S, F/DF (a small, straight piece of iron)

Range medium (100 ft. + 10 ft./level)

Target one humanoid creature

Duration 1 round/level (D); see text

Saving Throw Will negates; see text

Spell Resistance yes

The subject becomes paralyzed and freezes in place. It is aware and breathes normally but cannot take any actions, even speech. Each round on its turn, the subject may attempt a new saving throw to end the effect. This is a full-round action that does not provoke attacks of opportunity. A winged creature who is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

Identify

School divination; **Level** bard 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S, M (wine stirred with an owl's feather)

Range 60 ft.

Area cone-shaped emanation

Duration 3 rounds/level (D)

Saving Throw: none; **Spell Resistance:** no

This spell functions as detect magic, except that it gives you a +10 enhancement bonus on spellcraft checks made to identify the properties and command words of magic items in your possession. This spell does not allow you to identify artifacts.

Invisibility

School illusion (glamer); **Level** bard 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M/DF (an eyelash encased in gum arabic)

Range personal or touch

Target you or a creature or object weighing no more than 100 lbs./level

Duration 1 min./level (D)

Saving Throw Will negates (harmless) or Will negates (harmless, object);

Spell Resistance yes (harmless) or yes (harmless, object)

The creature or object touched becomes invisible. If the recipient is a creature carrying gear, that vanishes, too. If you cast the spell on someone else, neither you nor your allies can see the subject, unless you can normally see invisible things or you employ magic to do so.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible.

Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable (such as swimming in water or stepping in a puddle). If a check is required, a stationary invisible creature has a +40 bonus on its Stealth checks. This bonus is reduced to +20 if the creature is moving. The spell ends if the subject attacks any creature. For purposes of this spell, an attack includes any spell targeting a foe or whose area or effect includes a foe. Exactly who is a foe depends on the invisible character's perceptions. Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells such as *blessthat* specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

Invisibility can be made permanent (on objects only) with a permanency spell.

Know Direction

School divination; **Level** bard 0, druid 0

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration instantaneous

When you cast this spell, you instantly know the direction of north from your current position. The spell is effective in any environment in which "north" exists, but it may not work in extraplanar settings. Your knowledge of north is correct at the moment of casting, but you can get lost again within moments if you don't find some external reference point to help you keep track of direction.

Legend Lore

School divination; **Level** bard 4, inquisitor 6, sorcerer/wizard 6, witch 6; **Domain** knowledge 7

Casting Time see text



Components V, S, M (incense worth 250 gp), F (four pieces of ivory worth 50 gp each)

Range personal

Target you

Duration see text

Legend lore brings to your mind legends about an important person, place, or thing. If the person or thing is at hand, or if you are in the place in question, the casting time is only 1d4 x 10 minutes. If you have only detailed information on the person, place, or thing, the casting time is 1d10 days, and the resulting lore is less complete and specific (though it often provides enough information to help you find the person, place, or thing, thus allowing a better legend lore result next time). If you know only rumors, the casting time is 2d6 weeks, and the resulting lore is vague and incomplete (though it often directs you to more detailed information, thus allowing a better legend lore result next time).

During the casting, you cannot engage in other than routine activities: eating, sleeping, and so forth. When completed, the divination brings legends (if any) about the person, place, or things to your mind. These may be legends that are still current, legends that have been forgotten, or even information that has never been generally known. If the person, place, or thing is not of legendary importance, you gain no information. As a rule of thumb, characters who are 11th level and higher are "legendary," as are the sorts of creatures they contend with, the major magic items they wield, and the places where they perform their key deeds.

Lesser Planar Ally

School conjuration (calling) [see text]

Level cleric/oracle 4, shaman 4

Casting Time 10 minutes

Components V, S, M (offerings worth 500 gp plus payment, see text), DF

Range close (25 ft. + 5 ft./2 levels)

Effect one called outsider of 6 HD or less

Duration instantaneous

Saving Throw none; **Spell Resistance** no

By casting this spell, you request your deity to send you an outsider (of 6 HD or less) of the deity's choice. If you serve no particular deity, the spell is a general plea answered by a creature sharing your philosophical alignment. If you know an individual creature's name, you may request that individual by speaking the name during the spell (though you might get a different creature anyway).

You may ask the creature to perform one task in exchange for a payment from you. Tasks might range from the simple to the complex. You must be able to communicate with the creature called in order to bargain for its services.

The creature called requires a payment for its services. This payment can take a variety of forms, from donating gold or magic items to an allied temple, to a gift given directly to the creature, to some other action on your part that matches the creature's alignment and goals. Regardless, this payment must be made before the creature agrees to perform any services. The bargaining takes at least 1 round, so any actions by the creature begin in the round after it arrives.

A task taking up to 1 minute per caster level requires a payment of 100 gp per HD of the creature called. For a task

taking up to 1 hour per caster level, the creature requires a payment of 500 gp per HD. A long-term task, one requiring up to 1 day per caster level, requires a payment of 1,000 gp per HD.

A nonhazardous task requires only half the indicated payment, while an especially hazardous task might require a greater gift. Few if any creatures will accept a task that seems suicidal (remember, a called creature actually dies when it is killed, unlike a summoned creature). However, if the task is strongly aligned with the creature's ethos, it may halve or even waive the payment.

At the end of its task, or when the duration bargained for expires, the creature returns to its home plane (after reporting back to you, if appropriate and possible).

Note: When you use a calling spell that calls an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Locate Creature

School divination; **Level** bard 4, sorcerer/wizard 4, summoner 3, witch 4; Domain exploration 4

Components: V, S, M (fur from a bloodhound)

Duration 10 min./level

This spell functions like locate object, except this spell locates a known creature. You slowly turn and sense when you are facing in the direction of the creature to be located, provided it is within range. You also know in which direction the creature is moving, if any.

The spell can locate a creature of a specific kind or a specific creature known to you. It cannot find a creature of a certain type. To find a kind of creature, you must have seen such a creature up close (within 30 feet) at least once.

Running water blocks the spell. It cannot detect objects. It can be fooled by mislead, nondetection, and polymorph spells.

Mage's Private Sanctum

School abjuration; **Level** sorcerer/wizard 5

Casting Time 10 minutes

Components V, S, M (a sheet of lead, a piece of glass, a wad of cotton, and powdered chrysolite)

Range close (25 ft. + 5 ft./2 levels)

Area 30-ft. cube/level (S)

Duration 24 hours (D)

Saving Throw none; **Spell Resistance** no

This spell ensures privacy. Anyone looking into the area from outside sees only a dark, foggy mass. Darkvision cannot penetrate it. No sounds, no matter how loud, can escape the area, so nobody can eavesdrop from outside. Those inside can see out normally.

Divination (scrying) spells cannot perceive anything within the area, and those within are immune to detect thoughts. The ward prevents speech between those inside and those outside (because it blocks sound), but it does not prevent other communication, such as a sending or message spell, or telepathic communication, such as that between a wizard and her familiar.

The spell does not prevent creatures or objects from moving into and out of the area.



Mage's private sanctum can be made permanent with a permanency spell.

Major Image

School illusion (figment)

Level bard 3, magus 3, sorcerer/wizard 3

Duration Concentration +3 rounds

This spell functions like silent image, except that sound, smell, and thermal illusions are included in the spell effect. While concentrating, you can move the image within the range.

The image disappears when struck by an opponent unless you cause the illusion to react appropriately.

Mending

School transmutation

Level bard 0, cleric 0, druid 0, sorcerer/wizard 0

Casting Time 10 minutes

Components V, S

Range 10 ft.

Target one object of up to 1 lb./level

Duration instantaneous

Saving Throw: Will negates (harmless, object)

Spell Resistance: yes (harmless, object)

This spell repairs damaged objects, restoring 1d4 hit points to the object. If the object has the broken condition, this condition is removed if the object is restored to at least half its original hit points. All of the pieces of an object must be present for this spell to function. Magic items can be repaired by this spell, but you must have a caster level equal to or higher than that of the object. Magic items that are destroyed (at 0 hit points or less) can be repaired with this spell, but this spell does not restore their magic abilities. This spell does not affect creatures (including constructs). This spell has no effect on objects that have been warped or otherwise transmuted, but it can still repair damage done to such items.

Moonstruck

School enchantment (compulsion) [emotion, mind-affecting]

Level bloodrager 4, druid 4, sorcerer/wizard 4, witch 4; Subdomain insanity 4, moon 4, rage 6; Elemental School void 4

Casting Time 1 standard action

Components V, S, M (a pinch of powdered moonstone)

Range medium (100 ft. + 10 ft./level)

Targets one humanoid creature

Duration 1 round/level

Saving Throw Will negates; **Spell Resistance** yes

You invoke the mystical power of the moon to drive the target into a mad, bestial frenzy. If the target fails its save, it is dazed for 1 round, dropping held items as its nails and teeth elongate and sharpen. The target gains a bite attack and two claw attacks that deal damage appropriate for the creature's size (1d6/1d4 medium, 1d4/1d3 small), and for the remainder of the spell's duration the target behaves as if under simultaneous rage and confusion spells, attacking with its natural weapons in preference to other actions. During the

final round of the spell's duration, the target is again dazed as it returns to its normal state.

Pass Without Trace

School transmutation; **Level** druid 1, ranger 1, shaman 1

Casting Time 1 standard action

Components V, S, DF

Range touch

Targets one creature/level touched

Duration 1 hour/level (D)

Saving Throw Will negates (harmless)

Spell Resistance yes (harmless)

The subject or subjects of this spell do not leave footprints or a scent trail while moving. Tracking the subjects is impossible by non-magical means.

Phase Door

School conjuration (creation); **Level** sorcerer/wizard 7, witch 7; Domain travel 8

Casting Time 1 standard action

Components V

Range touch

Effect ethereal 5-ft.-by-8-ft. opening, 10 ft. deep + 5 ft. deep per three levels

Duration one usage per two levels

Saving Throw none; **Spell Resistance** no

This spell creates an ethereal passage through wooden, plaster, or stone walls, but not other materials. The phase door is invisible and inaccessible to all creatures except you, and only you can use the passage. You disappear when you enter the phase door and appear when you exit. If you desire, you can take one other creature (Medium or smaller) through the door. This counts as two uses of the door. The door does not allow light, sound, or spell effects through it, nor can you see through it without using it. Thus, the spell can provide an escape route, though certain creatures, such as phase spiders, can follow with ease. A gem of true seeing or similar magic reveals the presence of a phase door but does not allow its use.

A phase door is subject to dispel magic. If anyone is within the passage when it is dispelled, he is harmlessly ejected just as if he were inside a passwall effect.

You can allow other creatures to use the phase door by setting some triggering condition for the door. Such conditions can be as simple or elaborate as you desire. They can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, HD, and hit points don't qualify.

Phase door can be made permanent with a permanency spell.

Phantasmal Killer

School illusion (phantasm) [emotion, fear, mind-affecting];

Level bloodrager 4, magus 4, sorcerer/wizard 4, witch 4; Domain madness 6; Subdomain nightmare 4

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)



Target one living creature

Duration instantaneous

Saving Throw Will disbelief, then Fortitude partial; see text;

Spell Resistance yes

You create a phantasmal image of the most fearsome creature imaginable to the subject simply by forming the fears of the subject's subconscious mind into something that its conscious mind can visualize: this most horrible beast. Only the spell's subject can see the phantasmal killer. You see only a vague shape. The target first gets a Will save to recognize the image as unreal. If that save fails, the phantasm touches the subject, and the subject must succeed on a Fortitude save or die from fear. Even if the Fortitude save is successful, the subject takes 3d6 points of damage.

If the subject of a phantasmal killer attack succeeds in disbelieving and possesses telepathy or is wearing a helm of telepathy, the beast can be turned upon you. You must then disbelieve it or become subject to its deadly fear attack.

Plane Shift

School conjuration (teleportation)

Level cleric 5, sorcerer/wizard 7

Casting Time 1 standard action

Components V, S, F (a forked metal rod attuned to the plane of travel)

Range touch

Target creature touched, or up to eight willing creatures joining hands

Duration instantaneous

Saving Throw Will negates; **Spell Resistance** yes

You move yourself or some other creature to another plane of existence or alternate dimension. If several willing persons link hands in a circle, as many as eight can be affected by the plane shift at the same time. Precise accuracy as to a particular arrival location on the intended plane is nigh impossible. From the Material Plane, you can reach any other plane, though you appear 5 to 500 miles (5d%) from your intended destination. Plane shift transports creatures instantaneously and then ends. The creatures need to find other means if they are to travel back (including casting plane shift again).

Prestidigitation

School universal; **Level** bard 0, sorcerer/wizard 0

Casting Time 1 standard action

Components V, S

Range 10 ft.

Target, Effect, or Area see text

Duration 1 hour

Saving Throw see text; **Spell Resistance** no

Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a prestidigitiation spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. A prestidigitiation can slowly lift 1 pound of material. It can color, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavor 1 pound of nonliving material. It cannot deal damage or affect the concentration of spellcasters. Prestidigitiation can create small objects, but they look crude and artificial. The materials

created by a prestidigitiation spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, prestidigitiation lacks the power to duplicate any other spell effects. Any actual change to an object (beyond just moving, cleaning, or soiling it) persists only 1 hour.

Produce Flame

School evocation [fire]; **Level** druid 1

Casting Time 1 standard action

Components V, S

Range 0 ft.

Effect flame in your palm

Duration 1 min./level (D)

Saving Throw none; **Spell Resistance** yes

Flames as bright as a torch appear in your open hand. The flames harm neither you nor your equipment.

In addition to providing illumination, the flames can be hurled or used to touch enemies. You can strike an opponent with a melee touch attack, dealing fire damage equal to 1d6 + 1 point per caster level (maximum +5). Alternatively, you can hurl the flames up to 120 feet as a thrown weapon. When doing so, you attack with a ranged touch attack (with no range penalty) and deal the same damage as with the melee attack. No sooner do you hurl the flames than a new set appears in your hand. Each attack you make reduces the remaining duration by 1 minute. If an attack reduces the remaining duration to 0 minutes or less, the spell ends after the attack resolves.

This spell does not function underwater.

Pyrotechnics

School transmutation; **Level** bard 2, bloodrager 2, magus 2, sorcerer/wizard 2; Domain smoke 2

Casting Time 1 standard action

Components V, S, M (one fire source)

Range long (400 ft. + 40 ft./level)

Target one fire source, up to a 20-ft. cube

Duration 1d4+1 rounds, or 1d4+1 rounds after creatures leave the smoke cloud; see text

Saving Throw Will negates or Fortitude negates; see text;

Spell Resistance yes or no; see text

Pyrotechnics turns a fire into a burst of blinding fireworks or a thick cloud of choking smoke, depending on your choice. The spell uses one fire source, which is immediately extinguished. A fire so large that it exceeds a 20-foot cube is only partly extinguished. Magical fires are not extinguished, although a fire-based creature used as a source takes 1 point of damage per caster level.

Fireworks: The fireworks are a flashing, fiery, momentary burst of glowing, colored aerial lights. This effect causes creatures within 120 feet of the fire source to become blinded for 1d4+1 rounds (Will negates). These creatures must have line of sight to the fire to be affected. Spell resistance can prevent blindness.

Smoke Cloud: A stream of smoke billows out from the fire, forming a choking cloud that spreads 20 feet in all directions and lasts for 1 round per caster level. All sight, even darkvision, is ineffective in or through the cloud. All within the cloud take -4 penalties to Strength and Dexterity (Fortitude



negates). These effects last for 1d4+1 rounds after the cloud dissipates or after the creature leaves the area of the cloud. Spell resistance does not apply.

Rage

School enchantment (compulsion) [emotion, mind-affecting]; **Level** alchemist 3, bard 2, bloodrager 3, sorcerer/wizard 3, summoner 3, witch 3; **Domain** demon (chaos, evil) 3, destruction 3, ferocity 3, madness 3; **Bloodline** abyssal 3, boreal 2

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Targets one willing living creature per three levels, no two of which may be more than 30 ft. apart

Duration concentration + 1 round/level (D)

Saving Throw none; **Spell Resistance** yes

Each affected creature gains a +2 morale bonus to Strength and Constitution, a +1 morale bonus on Will saves, and a -2 penalty to AC. The effect is otherwise identical with a barbarian's rage except that the subjects aren't fatigued at the end of the rage.

Scorching Ray

School evocation [fire]; **Level** sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Effect one or more rays

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

You blast your enemies with a searing beam of fire. You may fire one ray, plus one additional ray for every four levels beyond 3rd (to a maximum of three rays at 11th level). Each ray requires a ranged touch attack to hit and deals 4d6 points of fire damage. The rays may be fired at the same or different targets, but all rays must be aimed at targets within 30 feet of each other and fired simultaneously.

Searing Light

School evocation; **Level** cleric/oracle 3, inquisitor 3; **Domain** glory 3, sun 3

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Effect ray

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

Focusing divine power like a ray of the sun, you project a blast of light from your open palm. You must succeed on a ranged touch attack to strike your target.

A creature struck by this ray of light takes 1d8 points of damage per two caster levels (maximum 5d8).

An undead creature takes 1d6 points of damage per caster level (maximum 10d6), and an undead creature particularly vulnerable to bright light takes 1d8 points of damage per caster level (maximum 10d8).

A construct or inanimate object takes only 1d6 points of damage per two caster levels (maximum 5d6).

Sending

School evocation; **Level** alchemist 5, cleric/oracle 4, inquisitor 4, shaman 4, sorcerer/wizard 5, summoner 4

Casting Time 10 minutes

Components V, S, M/DF (fine copper wire)

Range see text

Target one creature

Duration 1 round; see text

Saving Throw none; **Spell Resistance** no

You contact a particular creature with which you are familiar and send a short message of 25 words or less to the subject. The subject recognizes you if it knows you. It can answer in like manner immediately. A creature with an Intelligence score as low as 1 can understand the sending, though the subject's ability to react is limited as normal by its Intelligence. Even if the sending is received, the subject is not obligated to act upon it in any manner.

If the creature in question is not on the same plane of existence as you are, there is a 5% chance that the sending does not arrive. (Local conditions on other planes may worsen this chance considerably.)

Silence

School illusion (glamer); **Level** antipaladin 2, bard 2, cleric/oracle 2, inquisitor 2

Casting Time 1 round

Components V, S

Range long (400 ft. + 40 ft./level)

Area 20-ft.-radius emanation centered on a creature, object, or point in space

Duration 1 round/level (D)

Saving Throw Will negates; see text or none (object); **Spell Resistance** yes; see text or no (object)

Upon the casting of this spell, complete silence prevails in the affected area. All sound is stopped: Conversation is impossible, spells with verbal components cannot be cast, and no noise whatsoever issues from, enters, or passes through the area. The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a Will save to negate the spell and can use Spell Resistance, if any. Items in a creature's possession or magic items that emit sound receive the benefits of saves and Spell Resistance, but unattended objects and points in space do not. Creatures in an area of a silence spell are immune to sonic or language-based attacks, spells, and effects.

Silent Image

School illusion (figment)

Level bard 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S, F (a bit of fleece)

Range long (400 ft. + 40 ft./level)

Effect visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S)

Duration concentration

Saving Throw Will disbelief (if interacted with)

**Spell Resistance** no

This spell creates the visual illusion of an object, creature, or force, as visualized by you. The illusion does not create sound, smell, texture, or temperature. You can move the image within the limits of the size of the effect.

Solidification

School transmutation

Level sorcerer/wizard 5

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one ooze

Duration permanent

Saving Throw Fort negates; see text

Spell Resistance yes

This spell causes an ooze to slowly solidify over the course of three rounds. The ooze is entitled to a saving throw each round to halt the effects of the spell, though not reverse them.

On the first round the ooze becomes staggered and reduced to half speed as if under the effects of a *Slow* spell.

On the second round the ooze becomes entangled and immobile.

On the third round the ooze ceases to move completely.

The ooze gains, or increases, its hardness as it solidifies. On the first round the ooze increases its hardness by 2, on the second round this rises to 5 and on the third to 8. A solidified ooze is effectively as hard as stone.

Any creatures trapped inside an ooze as it solidifies take damage equal to the ooze's slam attack plus its constriction special attack's damage (if the ooze has the constrict ability). This damage stops once the ooze is either completely solid or it makes it saving throw, though trapped creatures are then subject to suffocation and cannot free themselves.

An ooze that secretes acid continues to do so until completely solid.

All of these effects are permanent. The ooze is not dead when completely solid in much the same way that a flesh-based-creature does not die when turned to stone. Any spell or effect that can be used to return a petrified creature can also be used to reverse the effects of *Solidification*, unless such a spell specifically states that it only relates to flesh (e.g. *Stone to Flesh*).

Speak With Dead

School necromancy [language-dependent]

Level cleric/oracle 3, inquisitor 3, witch 3; Domain knowledge 3, repose 3

Casting Time 10 minutes

Components V, S, DF

Range 10 ft.

Target one dead creature

Duration 1 min./level

Saving Throw Will negates; see text

Spell Resistance no

You grant the semblance of life to a corpse, allowing it to answer questions. You may ask one question per two caster levels. The corpse's knowledge is limited to what it knew

during life, including the languages it spoke. Answers are brief, cryptic, or repetitive, especially if the creature would have opposed you in life.

If the dead creature's alignment was different from yours, the corpse gets a Will save to resist the spell as if it were alive. If successful, the corpse can refuse to answer your questions or attempt to deceive you, using Bluff. The soul can only speak about what it knew in life. It cannot answer any questions that pertain to events that occurred after its death.

If the corpse has been subject to speak with dead within the past week, the new spell fails. You can cast this spell on a corpse that has been deceased for any amount of time, but the body must be mostly intact to be able to respond. A damaged corpse may be able to give partial answers or partially correct answers, but it must at least have a mouth in order to speak at all. This spell does not affect a corpse that has been turned into an undead creature.

Spider Climb

School transmutation; **Level** alchemist 2, bloodrager 2, druid 2, magus 2, sorcerer/wizard 2, summoner 2

Casting Time 1 standard action

Components V, S, M (a live spider)

Range touch

Target creature touched

Duration 10 min./level

Saving Throw Will negates (harmless)

Spell Resistance yes (harmless)

The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have its hands free to climb in this manner. The subject gains a climb speed of 20 feet and a +8 racial bonus on Climb skill checks; furthermore, it need not make Climb checks to traverse a vertical or horizontal surface (even upside down). A spider climbing creature retains its Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus to their attacks against it. It cannot, however, use the run action while climbing.

Symbol of Death

School necromancy [death]; **Level** cleric/oracle 8, sorcerer/wizard 8, witch 8; Domain rune 8

Casting Time 10 minutes

Components V, S, M (mercury and phosphorus, plus powdered diamond and opal worth 5,000 gp each)

Range 0 ft.; see text

Effect one symbol

Duration see text

Saving Throw Fortitude negates; **Spell Resistance** yes

This spell allows you to scribe a potent rune of power upon a surface. When triggered, a symbol of death kills one or more creatures within 60 feet of the symbol (treat as a burst) whose combined total current hit points do not exceed 150. The symbol of death affects the closest creatures first, skipping creatures with too many hit points to affect. Once triggered, the symbol becomes active and glows, lasting for 10 minutes per caster level or until it has affected 150 hit points' worth of creatures, whichever comes first. A creature that enters the area while the symbol of death is active is subject to its effect,



whether or not that creature was in the area when it was triggered. A creature need save against the symbol only once as long as it remains within the area, though if it leaves the area and returns while the symbol is still active, it must save again.

Until it is triggered, the symbol of death is inactive (though visible and legible at a distance of 60 feet). To be effective, a symbol of death must always be placed in plain sight and in a prominent location. Covering or hiding the rune renders the symbol of death ineffective, unless a creature removes the covering, in which case the symbol of death works normally.

As a default, a symbol of death is triggered whenever a creature does one or more of the following, as you select: looks at the rune; reads the rune; touches the rune; passes over the rune; or passes through a portal bearing the rune. Regardless of the trigger method or methods chosen, a creature more than 60 feet from a symbol of death can't trigger it (even if it meets one or more of the triggering conditions, such as reading the rune). Once the spell is cast, a symbol of death's triggering conditions cannot be changed. In this case, "reading" the rune means any attempt to study it, identify it, or fathom its meaning. Throwing a cover over a symbol of death to render it inoperative triggers it if the symbol reacts to touch. You can't use a symbol of death offensively; for instance, a touch-triggered symbol of death remains untriggered if an item bearing the symbol of death is used to touch a creature. Likewise, a symbol of death cannot be placed on a weapon and set to activate when the weapon strikes a foe.

You can also set special triggering limitations of your own. These can be as simple or elaborate as you desire. Special conditions for triggering a symbol of death can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, HD, and hit points don't qualify.

When scribing a symbol of death, you can specify a password or phrase that prevents a creature using it from triggering the symbol's effect. Anyone using the password remains immune to that particular rune's effects so long as the creature remains within 60 feet of the rune. If the creature leaves the radius and returns later, it must use the password again.

You also can attune any number of creatures to the symbol of death, but doing this can extend the casting time. Attuning one or two creatures takes negligible time, and attuning a small group (as many as 10 creatures) extends the casting time to 1 hour. Attuning a large group (as many as 25 creatures) takes 24 hours. Attuning larger groups takes an additional 24 hours per 25 creatures. Any creature attuned to a symbol of death cannot trigger it and is immune to its effects, even if within its radius when it is triggered. You are automatically considered attuned to your own symbols of death, and thus always ignore the effects and cannot inadvertently trigger them.

Read magic allows you to identify a symbol with a Spellcraft check (DC 10 + the symbol's spell level). Of course, if the symbol is set to be triggered by reading it, this will trigger the symbol.

A symbol of death can be removed by a successful dispel magic targeted solely on the rune. An erase spell has no effect on a symbol of death. Destruction of the surface where a

symbol of death is inscribed destroys the symbol but also triggers it.

Symbol of Pain

School necromancy [evil, pain]; **Level** cleric/oracle 5, sorcerer/wizard 5, witch 5; Subdomain kyton 5, torture 5

Components V, S, M (mercury and phosphorus, plus powdered diamond and opal worth a total of 1,000 gp)

This spell functions like symbol of death, except that each creature within the radius of a symbol of pain instead suffers wracking pains that impose a -4 penalty on attack rolls, skill checks, and ability checks. These effects last for 1 hour after the creature moves farther than 60 feet from the symbol.

Unlike symbol of death, symbol of pain has no hit point limit; once triggered, a symbol of pain simply remains active for 10 minutes per caster level.

Teleport

School conjuration (teleportation); **Level** sorcerer/wizard 5, summoner 4, magus 5, witch 5; Domain travel 5

Casting Time 1 standard action

Components V

Range personal and touch

Target you and touched objects or other touched willing creatures

Duration instantaneous

Saving Throw none and Will negates (object)

Spell Resistance no and yes (object)

This spell instantly transports you to a designated destination, which may be as distant as 100 miles per caster level.

Interplanar travel is not possible. You can bring along objects as long as their weight doesn't exceed your maximum load.

You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as four Medium creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. As with all spells where the range is personal and the target is you, you need not make a saving throw, nor is Spell Resistance applicable to you. Only objects held or in use (attended) by another person receive saving throws and Spell Resistance.

You must have some clear idea of the location and layout of the destination. The clearer your mental image, the more likely the teleportation works. Areas of strong physical or magical energy may make teleportation more hazardous or even impossible.

Familiarity/On Target/Off Target/Similar Area/Mishap

Very familiar	01–97	98–99	100	—
Studied carefully	01–94	95–97	98–99	100
Seen casually	01–88	89–94	95–98	99–100
Viewed once	01–76	77–88	89–96	97–100
False destination	—	—	81–92	93–100

To see how well the teleportation works, roll d% and consult the following table. Refer to the following information for definitions of the terms on the table.

Familiarity: "Very familiar" is a place where you have been very often and where you feel at home. "Studied carefully" is a place you know well, either because you can currently



physically see it or you've been there often. "Seen casually" is a place that you have seen more than once but with which you are not very familiar. "Viewed once" is a place that you have seen once, possibly using magic such as scrying.

"False destination" is a place that does not truly exist or if you are teleporting to an otherwise familiar location that no longer exists as such or has been so completely altered as to no longer be familiar to you. When traveling to a false destination, roll 1d20+80 to obtain results on the table, rather than rolling d%, since there is no real destination for you to hope to arrive at or even be off target from.

On Target: You appear where you want to be.

Off Target: You appear safely a random distance away from the destination in a random direction. Distance off target is d% of the distance that was to be traveled. The direction off target is determined randomly.

Similar Area: You wind up in an area that's visually or thematically similar to the target area. Generally, you appear in the closest similar place within range. If no such area exists within the spell's range, the spell simply fails instead.

Mishap: You and anyone else teleporting with you have gotten "scrambled." You each take 1d10 points of damage, and you reroll on the chart to see where you wind up. For these rerolls, roll 1d20+80. Each time "Mishap" comes up, the characters take more damage and must reroll.

Tongues

School divination

Level bard 2, cleric 4, sorcerer/wizard 3

Casting Time 1 standard action

Components V, M/DF (a clay model of a ziggurat)

Range touch

Target creature touched

Duration 10 min./level

Saving Throw Will negates (harmless)

Spell Resistance no

This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, although it may be able to understand several languages. Tongues does not enable the subject to speak with creatures who don't speak. The subject can make itself understood as far as its voice carries. This spell does not predispose any creature addressed toward the subject in any way.

Tree Shape

School transmutation; **Level** druid 2, ranger 3

Casting Time 1 standard action

Components V, S, DF

Range personal

Target you

Duration 1 hour/level (D)

This spell allows you to assume the form of a Large living tree or shrub or a Large dead tree trunk with a small number of limbs. The exact type of tree, as well as its appearance, is completely under your control. Even the closest inspection cannot reveal that the tree in question is actually a magically

concealed creature. To all normal tests you are, in fact, a tree or shrub, although a detect magic spell reveals a faint transmutation on the tree. While in tree form, you can observe all that transpires around you just as if you were in your normal form, and your hit points and save bonuses remain unaffected. You gain a +10 natural armor bonus to AC but have an effective Dexterity score of 0 and a speed of 0 feet. You are immune to critical hits while in tree form. All clothing and gear carried or worn changes with you. You can dismiss tree shape as a free action (instead of as a standard action).

Undetectable Alignment

School abjuration; **Level** alchemist 2, antipaladin 2, bard 1, cleric/oracle 2, inquisitor 2, paladin 2

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature or object

Duration 24 hours

Saving Throw Will negates (object)

Spell Resistance yes (object)

An undetectable alignment spell conceals the alignment of an object or a creature from all forms of divination.

Vision

School divination; **Level** shaman 7, sorcerer/wizard 7, witch 7

Casting Time 1 standard action

This spell functions like legend lore, except that it works more quickly and produces some strain on you. You pose a question about some person, place, or object, then cast the spell. If the person or object is at hand or if you are in the place in question, you receive a vision about it by succeeding on a caster level check (1d20 + 1 per caster level; maximum +25) against DC 20. If only detailed information on the person, place, or object is known, the DC is 25, and the information gained is incomplete. If only rumors are known, the DC is 30, and the information gained is vague. After this spell is complete, you are fatigued.

Wall of Stone

School conjuration (creation) [earth]; **Level** cleric/oracle 5, druid 6, magus 5, shaman 6, sorcerer/wizard 5, summoner 4; Domain earth 5

Casting Time 1 standard action

Components V, S, M/DF (a small block of granite)

Range medium (100 ft. + 10 ft./level)

Effect stone wall whose area is up to one 5-ft. square/level (S)

Duration instantaneous

Saving Throw see text; **Spell Resistance** no

This spell creates a wall of rock that merges into adjoining rock surfaces. A wall of stone is 1 inch thick per four caster levels and composed of up to one 5-foot square per level. You can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object.

Unlike a wall of iron, you can create a wall of stone in almost any shape you desire. The wall created need not be vertical,



nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing stone. It can be used to bridge a chasm, for instance, or as a ramp. For this use, if the span is more than 20 feet, the wall must be arched and buttressed. This requirement reduces the spell's area by half. The wall can be crudely shaped to allow crenelations, battlements, and so forth by likewise reducing the area.

Like any other stone wall, this one can be destroyed by a disintegrate spell or by normal means such as breaking and chipping. Each 5-foot square of the wall has hardness 8 and 15 hit points per inch of thickness. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 20 + 2 per inch of thickness.

It is possible, but difficult, to trap mobile opponents within or under a wall of stone, provided the wall is shaped so it can hold the creatures. Creatures can avoid entrapment with successful Reflex saves.

When the spell reaches its objective, it swirls and remains in place until the message is delivered. As with magic mouth, whispering wind cannot speak verbal components, use command words, or activate magical effects.

Water Breathing

School transmutation; **Level** alchemist 3, bloodrager 3, cleric/oracle 3, druid 3, magus 3, shaman 3, sorcerer/wizard 3, summoner 3; Domain water 3

Casting Time 1 standard action

Components V, S, M/DF (short reed or piece of straw)

Range touch

Target living creatures touched

Duration 2 hours/level; see text

Saving Throw Will negates (harmless)

Spell Resistance yes (harmless)

The transmuted creatures can breathe water freely. Divide the duration evenly among all the creatures you touch. The spell does not make creatures unable to breathe air.

Whispering Wind

School transmutation [air]; **Level** bard 2, inquisitor 2, sorcerer/wizard 2; Subdomain wind 1

Casting Time 1 standard action

Components V, S

Range 1 mile/level

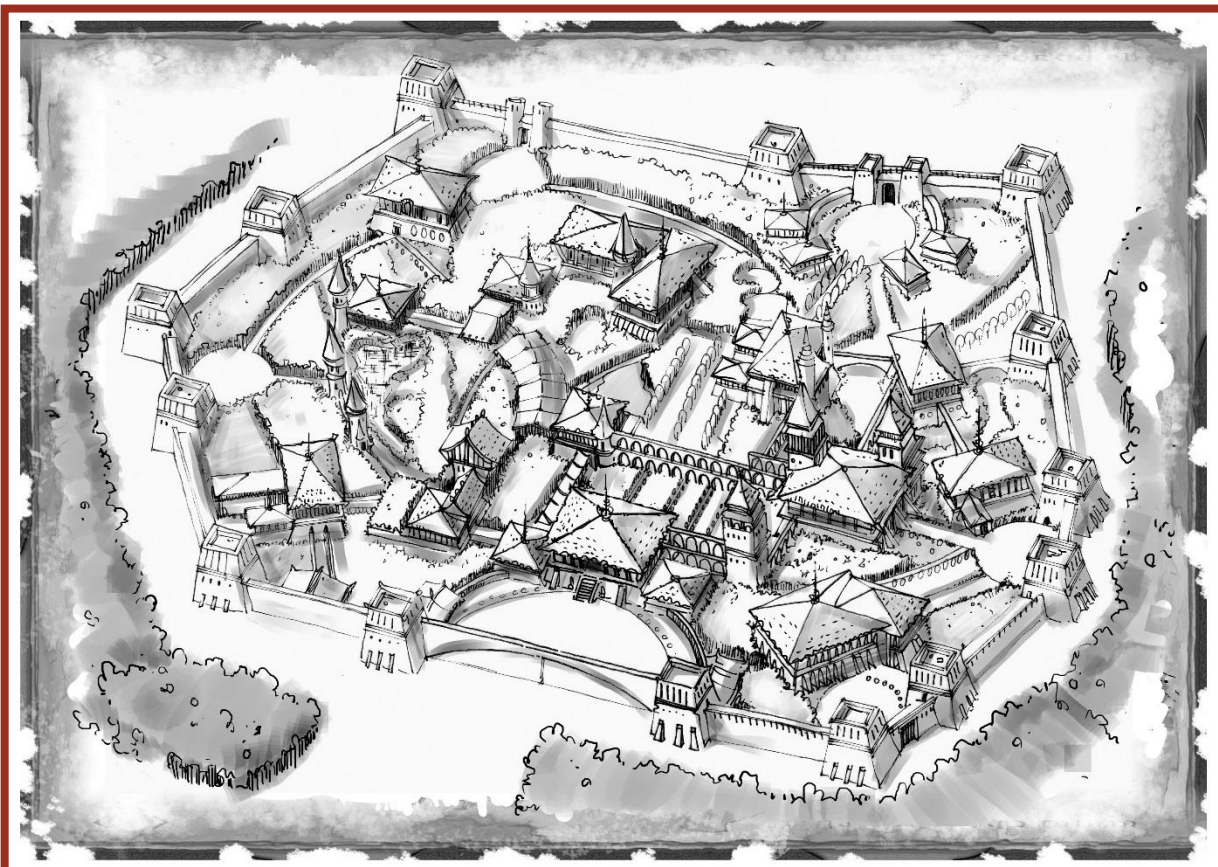
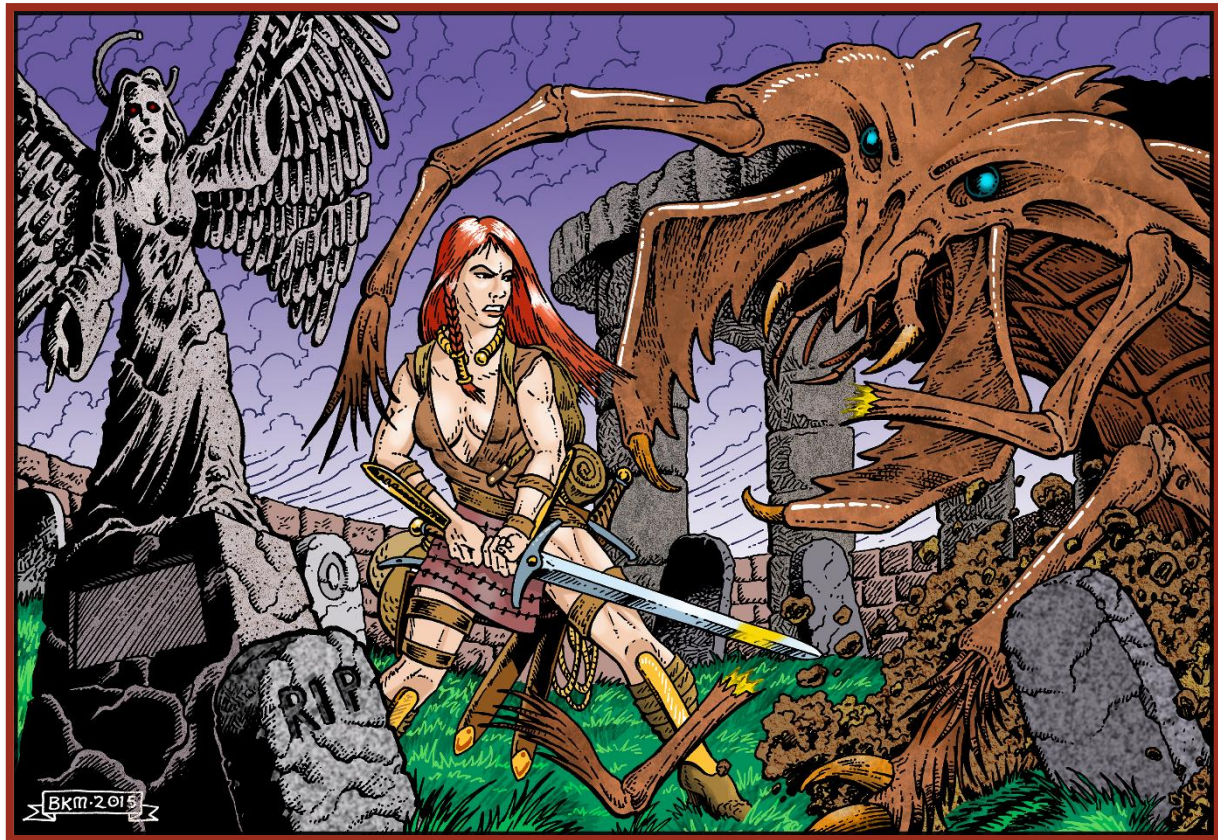
Area 10-ft.-radius spread

Duration no more than 1 hour/level or until discharged (destination is reached)

Saving Throw none; **Spell Resistance** no

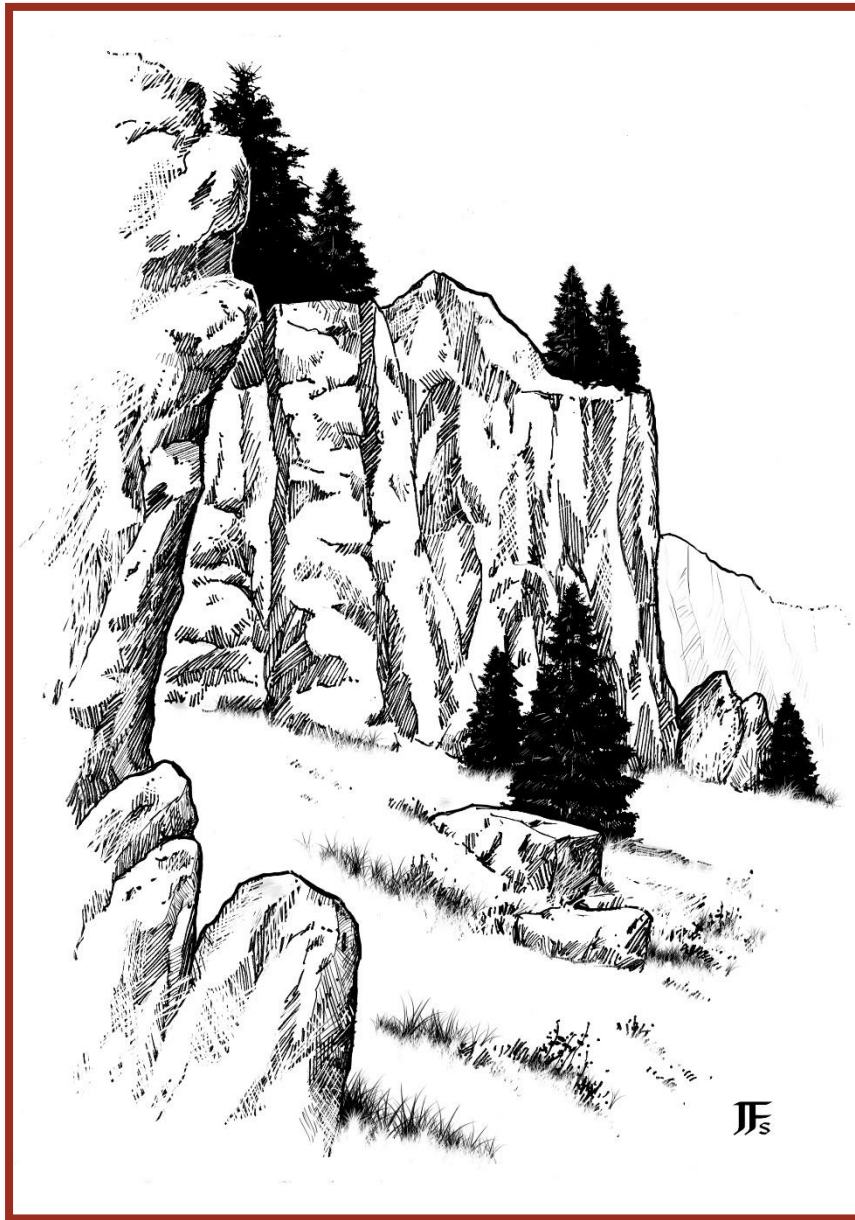
You send a message or sound on the wind to a designated spot. The whispering wind travels to a specific location within range that is familiar to you, provided that it can find a way to the location. A whispering wind is as gentle and unnoticed as a zephyr until it reaches the location. It then delivers its whisper-quiet message or other sound. Note that the message is delivered regardless of whether anyone is present to hear it. The wind then dissipates.

You can prepare the spell to bear a message of no more than 25 words, cause the spell to deliver other sounds for 1 round, or merely have the whispering wind seem to be a faint stirring of the air. You can likewise cause the whispering wind to move as slowly as 1 mile per hour or as quickly as 1 mile per 10 minutes.











The Reign of Terror

4.1

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