

— BLEEDING EDGE ADVENTURE #4 —

A Dragonful Down

- A D20 ADVENTURE FOR FOUR TO SIX CHARACTERS OF 3RD TO 5TH LEVEL -



By Matthew J. Hanson



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A Dreadful Dawn

- A d20 Adventure for four to six characters of 4th to 6th level -

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The following text is Open Gaming Content: All traps and game mechanics found in Chapters One through Three and the entirety of Appendix I and II.

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Introduction

Every veteran player knows about the tavern. It's where most adventures begin, and where characters can relax and indulge in the sort of pleasures that adventurers enjoy: swapping lies, drinking ale, pinching bottoms, and so forth. The tavern is a safe haven that offers much needed rest without fear of attacks from goblins, dragons, or a horde of zombies.

In *A Dreadful Dawn*, it is safe no more.

Adventure Background

About eight generations ago, a holy champion named Anderon Tylus rode out from the small settlement of Erburg to fight the bandits who had terrorized the lands for generations. While fighting these brigands, the paladin battled goblins, orcs, and other terrors that came down from the towers. His successes brought him to the attention of the council of plutarchs who ruled the city of Silverus. As a reward for his selfless service, they conferred upon him the title of Baronet and gave him the hamlet of Erburg to rule as he saw fit.

Anderon accepted the gift humbly and set about building an estate, where he retired from fighting and took up the challenges of raising a family. Unfortunately, those who fight evil can never truly walk away, and when a horde of demon-thrall barbarians laid siege to Silverus, Tylus took up his sword and shield once more. With his aid, the terrible host was driven back, but only at the cost of his life. To honor his memory, Anderon's children constructed a great tomb, where he and those of his lineage and household would be interred. Although it would take decades for the sepulcher to be finished, the result was a grand vault that would endure through the ages.

The generations that followed saw the line of Anderon produce a number of heroes, each of which lived up to their sire's example. But, as is wont to happen, the Tylus family became comfortable in their holdings and took up a more traditional role, seldom straying far from their lands. Under their just rule, Erburg grew into a simple and quaint village. Though little more than a collection of homes surrounding a mill, a few shops, an inn, and a general store, the people here are content, and love their lords.

Of the current generation of the Tylus family, only Eddrin Tylus, the youngest child, remains. He lives on the estate with his wife and two children. Eddrin governs his lands in a fair, but not particularly active, manner. He collects taxes and pays the salaries of the local constable and militia, but he delegates many duties to the council of elders. Ido, Eddrin's older sister, made an attempt to revive the family tradition of heroic adventure. She gained some renown as a warrior-mage, but eventually died in the line of duty. Gavril Tylus, the middle child, was the "black sheep" of the family. He was cruel and arrogant, and eventually

disowned and banished by his father. Gavril left, swearing an oath of vengeance... but before he left, he pocketed a copy of the key to the Tylus family crypt.

Rather than teach Gavril a lesson, the conflict with his family only fueled his cruelty. Not long after, Gavril joined an evil cult dedicated to the worship of the God of Slaughter. He committed many despicable crimes and, through the cult, met another dark cleric named Vidor, a halfling who was obsessed with the undead. The two became friends of a sort, and Vidor mentored Gavril in the arts of necromancy. Not content with churning out zombies, the halfling strove to create something significant, conjured from the worst nightmares. Vidor wanted to create an allip: a twisted spirit born from the suicide of a madman.

Ordinarily, allips are rare, but Vidor believed he could create one by dragging a human to the brink of insanity and then treating him with such cruelty that the victim would be driven to end his life. Such an atrocity would not sate the diabolical halfling, however; Vidor wanted to transform a *psychic*, as he suspected that doing so would augment the allip's capacity to incite madness and set in motion a wondrous slaughter that their filthy god would find pleasing.

Still nursing his hatred toward his family, and his brother in particular, Gavril thought that this creation could give him the revenge he so craved. The two cultists gathered several more followers of the God of Slaughter and traveled to Gavril's hometown. Using the key to the Tylus crypt that Gavril had swiped, Vidor claimed the place not only as a base of operations, but also as a source of undead minions. Though Gavril desperately wanted to form an allip from his younger brother, Vidor came to another conclusion after scouting the town. They would create the cruelest monster from the friendliest heart. As the victim, Vidor selected Maddock, the kindly owner of the Laughing Badger.

Adventure Synopsis

The adventure begins as the characters awake in the middle of the night. The cultists have gathered the patrons of the inn as hostages and carried the innkeeper Maddock and his family down to the cellar. The character must force their way through the cultists and their undead minions to rescue the trapped family.

Once the Laughing Badger is secure, there are still several issues to address. Some of the cultists may have escaped; even if they have not, there is the question of where they came from and to whom they report. Investigating these mysteries leads to the estate of Eddrin Tylus and subsequently to the Tylus family crypt, where more cultists worshiping the God of Slaughter have set up a base of operations.

Using this Adventure

Dreadful Dawn is an adventure for four to six 4th-level characters. The characters should gain one or two levels by the time they finish. This adventure may be played by itself or as part of a larger Bleeding Edge campaign.

Adapting A Dreadful Dawn

Since there are few details about the town of Erburg, you can drop the inn wherever you like. If the characters are based in a city, the inn might be a popular tavern near the characters' residences and the tomb may be a set of catacombs below an old church. If you have already established a favorite tavern in your game, simply replace the Badger with another inn.

Scaling the Adventure

While suited for four 4th-level characters, you can run *Dreadful Dawn* as-is for parties of levels ranging from 3rd to 5th. To adapt this adventure for more powerful or less powerful groups, consider the following suggestions.

Bleeding Edge

Green Ronin Publishing's *Bleeding Edge Adventures* provide challenging and entertaining scenarios that cater to the tastes and interests of the modern gamer. Within, GMs will find a wealth of material designed to take advantage of the intricacies of the d20 system to offer everything necessary to create an exciting experience.

Each adventure in the *Bleeding Edge* line is designed to stand alone, so you need not have them all to enjoy them. However, each book in this series can be linked with future adventures, and when run together, they comprise a complete campaign. Though many of the locations tie directly to the larger *World of Freeport*, you can make use of them with other settings with a few minor changes.

2nd-Level Parties

This adventure would be very dangerous for 2nd-level characters, both because of the power of the adversaries and the scant time between encounters. Even with the respite between the inn and tomb, the characters will not have the opportunity to make several stabs against the cultists in their lair. You should give the PCs easier access to scrolls and *potions of cure light wounds* if you expect them to survive.

In addition, make the following changes to the adventure's encounters.

- In **Chapter One**, worsen Vesshlu's sickened penalties to -4.
- Remove Dorjan or Kolya from the adventure completely.
- Reduce the cultists present in the Common Room to 4.
- Remove the ghoul from the Common Room.
- Reduce the number of zombies in the Workroom to 4.
- Remove the *glyph of warding* trap that guards the cellar.
- Replace dread skeletons with normal human warrior skeletons.
- Remove the two dark cultists from **Room 4** in the Tomb.
- Remove two of the skeletons in **Room 5**.
- Remove one of the ghouls in **Room 6**.
- Remove the trap on the sarcophagus in **Room 6**.
- Remove Fang from **Room 10**.

6th-Level Parties

Dreadful Dawn could be run as-is with parties of 6th-level or higher, but they should find the challenges a bit too easy. Clerics should be able to handle the undead without a problem, removing the teeth from most of the encounters. Characters of this level have access to vastly effective spells, such as *locate object*, *clairaudience/clairvoyance*, and *dispel magic*. The NPCs should be ready for this, making use of scrolls of *obscure object* or *nondetection* and other magical defenses to ensure they aren't found out too quickly.

In addition, make the following adjustments to the encounters in the adventure.

- Replace Brute with a minotaur zombie.
- Make the dark cultists fighters instead of warriors. This adds 1 hit point and grants them the Weapon Focus (battle axe) feat.
- Add one or two levels of rogue to Dorjan.
- Add 50% more dread skeletons.
- Replace Fang with an ettin skeleton.
- Add two levels of cleric to Gavril.
- Add one level of barbarian to Kolya.
- Replace Rattlebones with a wight.
- Add two levels of cleric and one level of rogue to Vidor.
- Add two levels of rogue to Zelfith

Preparation

To run this adventure, you need the *PHB*, *DMG*, and *MM*. Some of the creatures and rules presented in this adventure derive from Green Ronin's *Advanced Bestiary*. While the *AB* is not necessary to enjoy this product, as the monsters are presented here in full, having it can certainly enhance your games.

Starting the Adventure

There are a variety of ways to run *Dreadful Dawn*. The basic approach is to have the PCs staying at the inn when it's attacked and let the adventure go from there. If you'd like to add a few twists, though, consider the following hooks.

On a Mission from God

The church to which the most religious member of the party belongs has good intelligence that cultists worshipping the God of Slaughter have infiltrated the village of Erburg. The church does not know why, nor where they are hiding, but sources say that a halfling with golden teeth leads them. (In this case, you should not use the **A Potential Buyer** prelude encounter.) The character belonging to the church is asked to investigate and, if possible, eliminate the cultist threat.

The God of Slaughter

This adventure centers on the activities of a cult in the service to a violent god of slaughter and butchery. The god is not named intentionally to make it easier for you to adapt it to your own settings. In case your campaign does not feature such a being, you should feel free to substitute any evil god in your setting.

Hostage Crisis

You may also structure the adventure such that the characters are called in to deal with what is already a hostage crisis. The local constable calls upon the characters in the middle of the night, informing them that the Laughing Badger has been taken over and the criminals are making unreasonable demands. The constable is ill equipped to deal with the situation, but he hopes the PCs will be able to handle things. As a civil servant, he has little financial aid to offer, but could probably muster up 1,000 gp if it looks like there's no other way to get the party to help. See the sidebar **Leaving the Inn** on page 14 for more details about entering the Laughing Badger while the siege is in process.

Dungeon Delve

If you wished to run just the second half of the adventure, which takes place in the Tylus family crypt, Eddrin Tylus could summon the PCs to his estate and explain that he has been receiving strange reports regarding the tomb. Servants have heard strange noises coming from the direction of the crypt, and hunters have found humanoid tracks and refuse piles that they cannot explain. (His initial attitude will be indifferent.) Eddrin appeals first to the party's sense of decency, but if pressed for a reward, he will offer an amount similar to that described in the section **Eddrin Tylus** on page 17. If completing only the second half of the adventure, you may wish to move Kolya, Stasia, Dorjan, and Gavril to their respective living quarters mentioned in the text.

The Bleeding Edge Campaign

As mentioned, *Dreadful Dawn* is the fourth chapter in the Bleeding Edge campaign, serving as the sequel to *Dirge of the Damned*. In the previous adventure, the PCs, while heading south to Silverus, were drawn into a strange plot involving an acting troupe in service to a depraved bard. Having thwarted the villain, the PCs will probably push onto Silverus (a small city with a 15,000 gp limit) for some well deserved rest and perhaps a little shopping.

While the PCs lounge about Silverus, which may or may not happen in downtime, one of the characters begins to have horrid dreams. They feel soul-crushing sorrow, hear the echoes of a woman's scream, and catch sight of grinning skulls and a mouth full of golden teeth, along with flashes of unfamiliar faces that will be revealed to be those of the Laughing Badger's staff. The dreams leave the character tired and a bit nervous, but otherwise unaffected. (Maddock, the innkeeper and target of the cult's foul plan, is a latent psychic and has been having premonitions about what's about to happen.)

The afflicted character may shrug off the visions, but they worsen each day that passes. On the fourth day of the dreams, the character awakens and blurts out, "Badger!" The PC can garner enough information from the fragments of dream to deduce that an inn somewhere is in danger. A bit of snooping will pay off as a fellow traveler mentions the Laughing Badger in the village of Erburg. He relates that the service was the best he's had, and that he always makes it a point to stop there on the way in and out of the city.

Should the PCs set out, they reach the inn by midnight, in the midst of the cultist attack. As with the Hostage Crisis, be sure to check out the **Leaving the Inn** sidebar for details about entering the Laughing Badger while the siege is in process.

- Chapter I: The Laughing Badger -

How the adventure begins depends on the hook you used to draw in the PCs. If the characters are staying at the inn, then the adventure should start in earnest once the players begin to take an interest in the staff's well being. Otherwise, the adventure can begin whenever you like, with perhaps the player characters laying siege to free the hostages before the cultists can convince Maddock to kill himself and become a terrifying undead monster.

Although the first half of the adventure takes place in the village of Erburg, the community itself is relatively unimportant to the adventure's outcome. Undoubtedly, developments in the plot as well as the sometimes unpredictable actions of the players could take the plot into unexpected directions. To this end, this section gives enough information to present the community, while leaving the majority available for you to detail as you see fit.

Erburg

Erburg is a small farming community about 24 miles northwest of Silverus, about four days south of a deserted village reputed to hold a haunted opera house. Nearly all the inhabitants are involved in agriculture and they trade heavily with the larger city to the south. The village is a cluster of stone and wooden buildings arranged around a large mill, general store, and a few small shops that produce finished goods. Those locals who don't work in farming or run a shop are likely part of the growing fishing trade. About a mile out of town, there's a large lake where the fish are always biting. The fishermen pickle their catch in large oak barrels that they send off to various communities, including nearby Staufendorf. The pickled fish fetch a high price in the larger inland cities, and demand seems to be growing.

While the village itself is forgettable, folks passing through know and patronize Erburg's finest inn and tavern: the Laughing Badger. A good-sized inn and tavern, the Laughing Badger is large enough to accommodate over a score of guests. The inn fronts the main road wending through the community's center. The lower floor is constructed from large stone blocks held in place with mortar. The

upper level is wood and plaster, topped with a newly thatched roof. A pair of double doors of stout oak stands open, welcoming travelers into the finest inn in Erburg. Above the doors hangs a painted sign depicting a jovial badger and, beneath the animal, the establishment's name in large red letters.

Inside, the inn is clean and well lit. The ground floor is given over mostly to the patrons for dining, drinking, and entertainment. A massive oak table dominates the center of the room, with smaller tables and booths scattered around it. A raised stage stands in one corner, and against the back wall is a polished bar. A set of stairs takes patrons to the rooms on the upper levels. Most are private rooms, large enough to hold four guests who don't mind sharing a bed.

The Laughing Badger's success rests on one man's shoulders. Maddock, a local, recognized that Erburg was a convenient point between three larger cities, and provided the perfect stop-over for travelers going from one city to another. Maddock is an outgoing man with many friends, so he wanted a place where locals could relax and forget their troubles. Thus, he has established Erburg's largest and most prominent tavern and inn.

Accommodations

The Laughing Badger serves food, drink, and lodging at prices listed in **Chapter 7: Equipment** of the *PHB*. Good and common meals are readily available, as are most beverages. Meals are cooked from seven in the morning until ten at night. Drinks are served until two in the morning, at which point lodgers are sent to their rooms and locals sent home. The Laughing Badger is capable of serving elegant banquets in the private dining rooms, though these require advance notice.

The Laughing Badger provides comfortable beds in spacious quarters. The staff cleans the rooms each day. All guest chambers are on the second floor, and patrons are given personal room keys.

Maddock tries to bring in entertainment as often as possible, featuring at least one act each weekend. Quen performs every Wednesday. Should player characters have ranks in Perform, they are welcomed (and probably invited) to display their talents. Maddock slots in regular performers on weeknights, and special guests on weekends.

People

Many people spend time in the Laughing Badger. This section describes a few of the most notable, including the staff and regular patrons.

Maddock

Almost ten years ago, Maddock (see **Appendix** for statistics) took his life savings and invested it in the Laughing Badger. Maddock is a short, stocky man whose curly brown hair has deserted the top of his head. A wicked scar on his bald head, just to the right of center, is a souvenir from a messy bar brawl.

Maddock sincerely wants his customers to enjoy themselves. He has a shrewd head for business, but he values people more than profits. He's happy to listen to any stories that his customers tell, and offers advice that seems appropriate. He is a good source for rumors and random scraps of local information. Most of the time, Maddock is behind the bar, except before noon or on Monday, when his children share the duties.

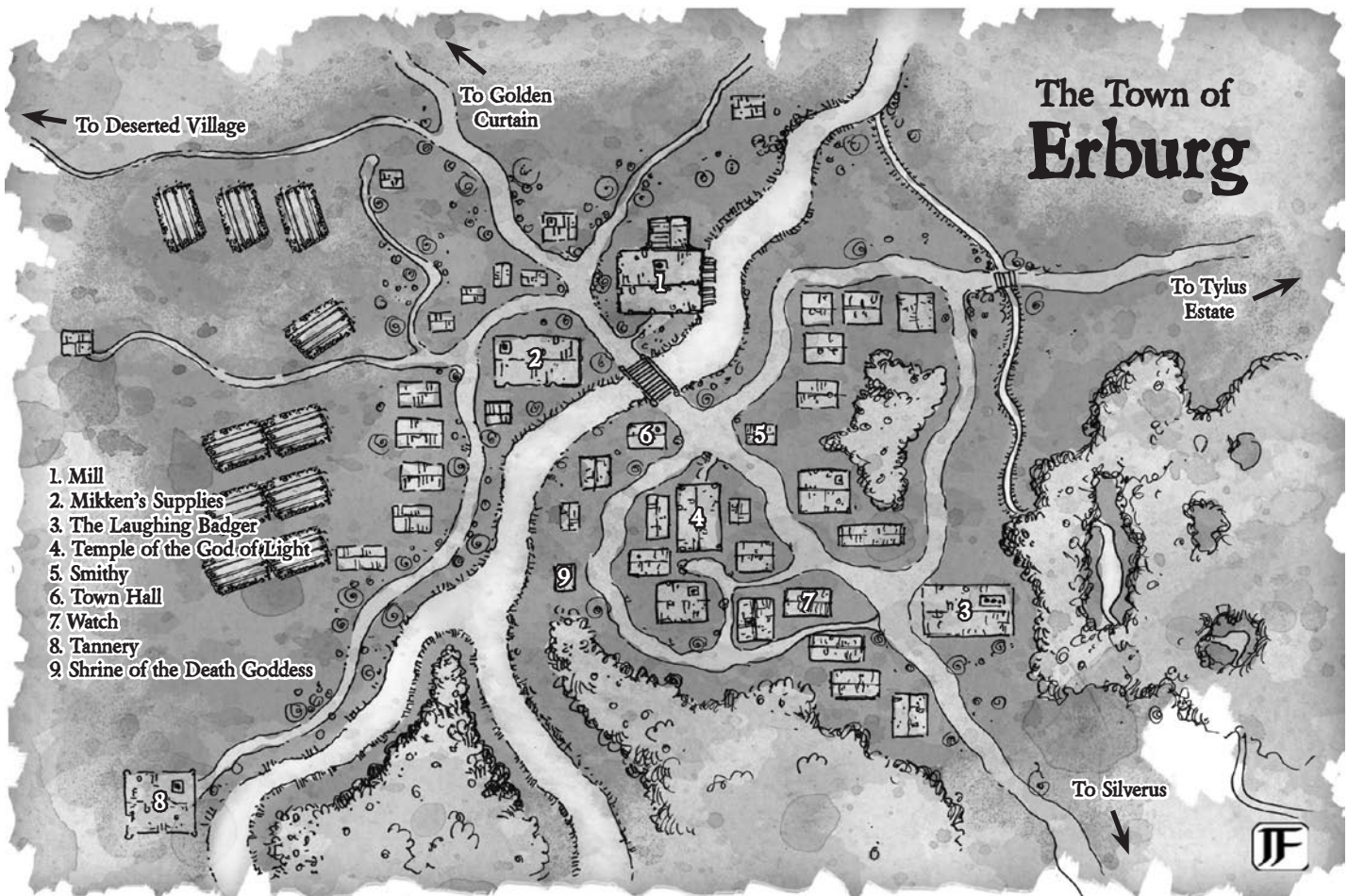
Despite his smiles and jovial demeanor, Maddock hasn't been quite the same since that barroom brawl that left the scar on his head. He has strange dreams, and sometimes glimpses odd, disconnected events that turn out to be portents of the future. He doesn't know it, but that blow to his head unlocked some psychic ability, enabling him to send the dire warning that draws the PCs into the plot.

Cambree

Cambree (NG female human commoner 2) is Maddock's wife of many years. She serves as the cook and housekeeper of Laughing Badger. Like Maddock,

ERBURG (VILLAGE)
Population 762 (plus the staff of Laughing Badger); Power Center Conventional (LG)
Authority Figures: Mayor Ellen Dreifus (LG female human aristocrat 3; Diplomacy +8), Constable Harold Cress (LN male human warrior 6), Master Wallien (N male half-elf wizard 4, advisor to the mayor)
Guards: Warrior 4 (×1), Warrior 2 (×2), Warrior 1 (×5)
Militia: Barbarian 1st (×2), Fighter 1st (×2), Ranger 1st (×2), Warrior 4th (×1), 2nd (×2), 1st (×29)
Important Figures: Druella (NG female half-elf adept 4, wisewoman), Korg (CN male halfling barbarian 3, village idiot), Kresha (CG female elf bard 5, local celebrity), Mother Yeag (LG female human cleric 2, serves god of light), Mikken (NE male human commoner 9, runs general store, secretly worships Gravicarius, the daemon Exarch of Pride), Cane (NG male commoner 5, blacksmith), Ordena (N female halfling druid 3, Korg's mother), Jemine (LG female human expert 8, cartographer and guide), Filthy Shem (N male dwarf expert 4, tanner), Heb (male half-orc fighter 3, retired adventurer), Ud (male aasimar monk 3, retired adventurer), Sister Reina (female gnome paladin 2, adventurer), Lahkma (female dromite psion 4, hermit)*, Frund (male human ranger 2, prospector), Pepper (female human rogue 5, smuggler), Adren (male elf rogue 3, cutpurse), Quen (male human sorcerer 4, entertainer)
*See <i>Expanded Psionics Handbook</i> for details.
Others: Adept 2nd (×2), 1st (×1); Aristocrat 1st (×3); Bard 2nd (×2), 1st (×4); Cleric 1st (×2); Commoner 5th (×1), 3rd (×4), 1st (618); Druid 1st (×2); Expert 4th (×1), 2nd (×4), 1st (×11); Monk 1st (×2); Paladin 1st (×2); Psychic Warrior 2nd (×2), Rogue 3rd (×1), 1st (×4); Sorcerer 2nd (×2), 1st (×4); Wilder 1st (×2); Witch 1st (×1); Wizard 2nd (×2), 1st (×4)

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she is short and a little plump. She has dark brown hair that she typically keeps pulled up for convenience. Most of the middle-aged male patrons agree that a prettier cook could not be found in all the land. To those she likes, Cambree is a sweet mother-like figure, but to those who have earned her wrath, she is a fierce power to be reckoned with. She does not suffer fools easily.

Gwen

Maddock and Cambree's eldest child is their daughter Gwen (NG female human expert 1). She typically works serving drinks, especially when the bar is busy. She also helps her mother with the housekeeping, and runs the bar when her father's off on business. Gwen is a whole head taller than her mother and has a curvaceous build. She inherited her father's curly hair, which she lets fall to the small of her back. Gwen is a strong, independent woman, but appreciates old fashioned chivalry. She has seen so many people going through the tavern that it takes a great deal to impress her, and even more to frighten her.

Kent

The second of Maddock and Cambree's children, Kent (NG male human expert 1) is also the most unusual of the family. He's easily much taller than his father, and very lithe, but possesses his father's eyes and his mother's fair hair. Kent also lacks the outgoing attitude possessed by most of his family, and is instead shy and a little bookish. Adventures fascinate him, and he eagerly listens with rapt attention to any story of danger. Kent fills in where needed, sometimes tending bar, waiting tables, or helping out with the cooking and cleaning. Lately, he has taken over much of the accounting for the Laughing Badger.

Baeddán

Baeddán (see **Appendix** for statistics) is the only employee at the Laughing Badger who is not a member of the family. After the bar fight that gave Maddock his scar, Cambree insisted that they find somebody to deal with difficult customers. After an exhaustive search, they hired Baeddán, a burly

but trustworthy half-orc. Baeddán is large and muscular. He dresses simply, but neatly, and always has his hair cropped short. Baeddán rarely speaks unless spoken to, and even then speaks very little. The exception is when he relaxes with Kent. The two of them share a tight bond of friendship, and have found that, despite many surface differences, they have a great deal in common.

Gaber the Great

Gaber the Great (CG male elf expert 3) is a regular performer at the Laughing Badger. He appears every Wednesday night, playing the lute and singing original songs. After his performances, Gaber enjoys a drink and socializes with other patrons. When not at the Laughing Badger, Gaber travels to nearby towns to perform at other venues. He often brings news from nearby villages, and delivers messages between towns in exchange for a few coppers.

Junebelle "Daggers" MacGee

Junebelle (see **Appendix** for statistics) is a deputy for the town constable, and a regular patron of the Laughing Badger on the weekends. In this latter role, she is widely acknowledged as the reigning daggers champion, and she readily challenges any newcomers who look like they might be up for a game (see **A Game of Daggers**, below). Junebelle is widely known for her inability to hold her liquor, but she makes a point of never playing daggers while drinking. Junebelle is outgoing, but a bit arrogant.

Diversions

The Laughing Badger offers a number of diversions for the characters between adventures. A few are listed below.

A Game of Daggers

The most popular form of entertainment at the Laughing Badger is the game of "daggers." Each competitor takes a turn throwing a dagger at a target at about

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10 feet. The target has three rings: the outermost ring is AC 10, the middle is AC 15, and the bull's-eye is AC 20. The contestant throws the dagger and hits the ring according to his attack roll, gaining 1, 3, or 5 of points depending upon the ring he struck. After three throws, the player with the most points is the winner. In the case of a tie, the contestants back up to 20 feet, increasing the range increment by one, and imposing a -2 penalty to the attack roll. Play continues until there is a clear winner. The maximum distance of a throw is 50 feet, and that's with the thrower up against the far wall.

Betting on games of daggers is common, but not required, and bets are rarely more than a silver or two. The recognized daggers champion of the Laughing Badger is Junebelle MacGee. (She has a +6 attack modifier.) Junebelle is eager to challenge new opponents and is willing to wager up to 10 gp, though Junebelle will not continue to make such large wagers against an opponent who has beaten her twice in a row.

The Bulletin Board

Maddock has mounted a four-by-eight-foot corkboard on the eastern wall, upon which he allows nearly anyone to post messages. The board is most often filled with notices from people hoping to sell things, government proclamations, and news from distant parts of the kingdom. Occasionally people use the board to post information more pertinent to adventures. This may be an actual job offer, or it may be something like a note warning travelers about goblin raids in the western hills. This is an excellent place to introduce future adventures.

Grandma's Secret Recipe

Behind the bar of the Laughing Badger is a clear glass jar that's half filled with gold pieces. This is the jackpot that stands for any customer who can finish off a whole bottle of dubious liquor known only as "Grandma's Secret Recipe." (The identity of the Grandma is highly debated, as Maddock refuses to talk about his own grandmother.) A customer must pay one gold piece in order to try for the pot. He is then presented with a bottle of Grandma's Secret Recipe, which he is expected to drink in twelve one-ounce servings.

Grandma's Secret Recipe actually functions as an ingested poison. Those who drink it must succeed on DC 10 Fortitude saves or take 1d4 points of Intelligence damage for both the initial and secondary effects. A character that fails any save also becomes sickened (-2 penalty to attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks) for 1d20 minutes. Each consecutive drink increases the save DC by +2. If a character drinks more than one ounce in a single serving, resolve it as though he had drunk several glasses in sequence, with the cumulative +2 DC increases. Maddock warns any character drinking too fast that, "Grandma's Secret Recipe works best if you take your time to appreciate it."

Magical healing is not permitted, nor are magical preventive measures, but Maddock does not possess any means to check for magical auras.

If a character can finish an entire twelve-ounce bottle without lapsing into a coma or quitting (which is what most participants tend to do), he wins the entire contents of the jar behind the bar, currently valued at 42 gp.

Overview

The Inn of the Laughing Badger is rather large and offers plenty of accommodations to travelers.

1. Common Room

This large room contains several tables and a bar fronted with stools running against the back wall. Each table has a fat wax candle in the center, which is lit an hour before dusk. A stage stands in one corner; hanging on the opposite wall is a well-used target. Two fireplaces keep the common room warm, and large glass windows look out onto the street beyond. A staircase leads to the guest quarters above, and doors behind the bar lead to private rooms and the living quarters of the owners.

2a. West Hall

This hallway features two doors on the western wall and a large mural on the east wall depicting a forest full of anthropomorphic animals. Characters that succeed on a DC 5 Spot check note that the animals depicted seem to focus their attention on a rather important looking badger. Close inspection and a successful DC 10 Wisdom check reveals the badger looks strikingly like Maddock. Representations of his family appear scattered throughout the mural.

Towards the end of the hall, on the east wall, there is a concealed door that leads to **Room 6**. Characters can locate this door by succeeding on a DC 20 Search check.

2b. East Hall

This hall features doors on both sides, and another door and second hall at the end. Towards the end of the hall, on the west wall, a concealed door leads to **Room 6**. Characters can locate this door by succeeding on a DC 20 Search check.

3. Private Meeting Rooms

Each of these rooms is identical. Decorated elegantly, they contain large tables of polished mahogany and chairs elaborately engraved with floral patterns. Maddock uses these areas to cater to his refined clients. They can also be reserved for private meetings.

Characters that search the north wall and succeed on a DC 15 Search check see that the wall between the two rooms can be collapsed to fit into a space directly behind the stairwell. Maddock had this designed to accommodate larger parties.

4. Gwen's Room

A comfortable bed and nightstand occupy one corner of this room. Paintings cover the walls and are arranged on scattered easels. Some are complete, while others are in varying states of progress. Characters who succeed on DC 10 Search checks discover a small box under the bed. Inside is 80 sp.

5. Master Bedroom

This room holds a large four-poster bed in one corner. There is a wardrobe along the north wall, and a small writing desk in the south west corner. This is Maddock and Cambree's bedroom.

Characters examining the room who succeed on a DC 25 Search check find a loose board in the floor. If lifted, a small chest (Hardness 5, hp 15, Break DC 23, Open Lock DC 25) is revealed. Inside are 210 pp, which is most of Maddock's savings. There are also several business contracts which are important to the running of the inn, but not relevant to this adventure.

6. The Secret Passage

Opening the secret door at either end of the hall reveals a narrow passage, no more than three feet wide. It is dry and clear of any obstacles.

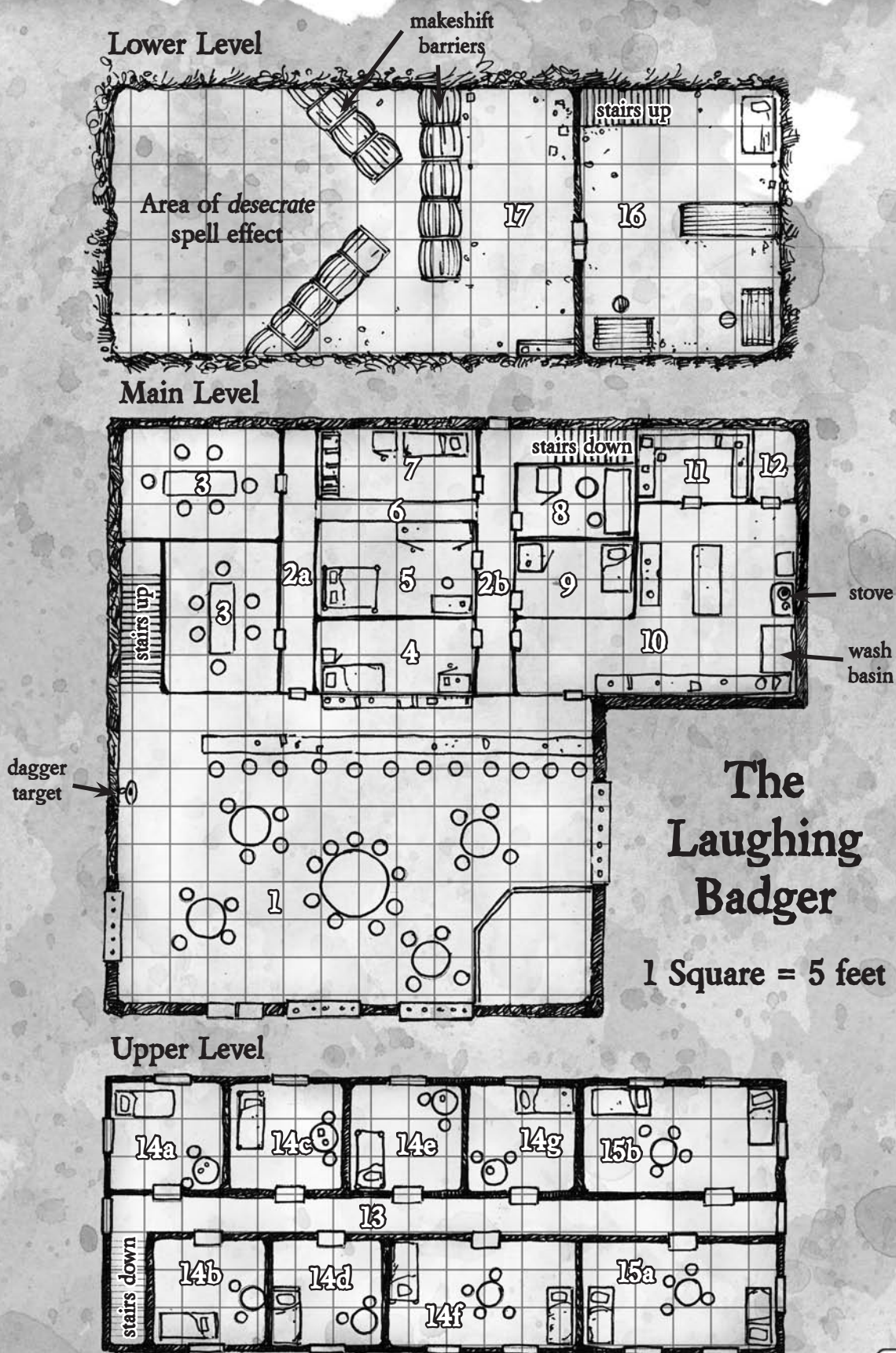
This is a secret passage that Maddock and his family use to get from one side of the house to the other without passing through the common room. Because it is so narrow, Medium or Small creatures must squeeze through it, moving at half speed through the corridor. In the unlikely event characters must fight while inside, they will take a -4 penalty to attack rolls and to AC.

7. Kent's Room

The most noticeable feature of this room is a large, heavily laden bookshelf pressed against the far wall. Above it is a longsword that has been mounted for display. There is also a bed and a small dresser beside it.

This is Kent's room. The books here are divided between fantastical tales of heroes and epic quests, and informative works about practical subjects such as bookkeeping, trade routes, and area dining.

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Treasure

The sword on the wall is an ordinary longsword. The books are all commonplace, and not worth more than a few gold in total. The real treasure in the room is Kent's prized possession. In a secret niche in the ceiling, he has hidden a partially complete spellbook that he managed to win from a drunken apprentice. The book contains all the 0 level spells in the *PH*, *animate rope*, *feather fall*, *mount*, *silent image*, and *unseen servant*.

8. The Office

A towering file cabinet and large desk cluttered with paperwork take up much of this room. Between them is a swivel chair. In front of the desk is a simple wooden chair. This is the office of the Laughing Badger, where the business gets done. While Maddock still makes most of the important decisions, Kent handles more and more of the paperwork.

9. Baeddan's Room

This room is sparsely decorated. A bed stands against the far wall, and a bureau against another. On it is a mirror, a straight razor, and a basin. What was once the inn's storeroom has been converted to Baeddan's bedroom. There is little of interest here. The bureau contains a few changes of clothing plus Baeddan's combs, shaving razors, soap, and other grooming items.

10. Kitchen

This large room serves as the inn's kitchen. It contains a large oven, stove, racks filled with pots, pans, plates, and cooking tools, as well as cupboards holding plates and cutlery.

11. Dry Storage

This room is a pantry. It holds bags of grain, vegetables, dried herbs, and a variety of foodstuffs.

12. Cold Storage

This chilled room holds perishables. Maddock had it enchanted to stay just a few degrees above freezing. The cold is not dangerous unless a character stays inside for more than an hour. Each hour, a character must make a Fortitude save (DC 15 +1 per previous check) or take 1d6 points of nonlethal damage.

Characters casting *detect magic* sense the room holds a faint transmutation effect. Characters who succeed on DC 22 Spellcraft checks in conjunction with *detect magic* identify the spell as a variant of *chill metal*.

13. Upper Hallway

This is a long straight hallway with several doors on either side. At each end of the hall stands a small window looking out over the buildings next door. All the doors, of which there are nine—five to the north and four to the south, leading into the various rooms — have average locks. (DC 25 Open Lock) Each room has a unique key that's provided to the guests, but can be opened by the inn's master key. The locks automatically relock when not in use.

14. Guest Rooms

These rooms offer comfortable accommodations to guests. They contain one or two beds, a wardrobe, a desk, a basin and a pitcher full of clean water, a chamber pot, and a lamp. The doors are wooden (hardness 5, hp 10, break DC 15) and the locks can be automatically undone from the inside. These rooms have one or two windows (hardness 1, hp 1, Break DC 8) on the exterior walls.

15. Open Rooms

These two rooms are very similar, with the only real difference being a slight rearrangement of the furniture. The doors are simple wooden doors (hardness 5, hp 10, break DC 15). The locks can be automatically undone from the

inside. Each room also has two windows (hardness 1, hp 1, Break DC 8), one on each of the outside walls. A character that takes a running jump while attempting to break through the window receives a +2 circumstance bonus to the Strength check to break the window.

16. Workshop

A flight of steps leads down from the hallway on the Ground Floor (Room 2B) and ends in a large room with a low ceiling and a floor of packed earth. Several tables are arranged around the room. One holds a large metal basin and washboard, while others hold a variety of tools, scraps of leather, and other materials.

Maddock uses this room as a workshop and for storage. Two *everburning torches* light the room. A set of double doors leads to Room 17.

17. Cellar

This large room holds a number of sacks, barrels, crates, and pieces of furniture. A wine rack laden with dusty bottles lines the north wall.

Using the Inn

Much of this adventure depends on the characters establishing a rapport with the inn's owners, so it's vital you give the PCs the time to establish relationships with locals and the staff. A romance with Gwen or the mentoring of Kent will go a long way toward building the relationships that should drive the PCs forward to the adventure's conclusion.

The following encounters are both optional. The first is here as a way to cement a friendship between the PCs and Maddock and his family. The second is to foreshadow the events that will follow.

An Unruly Patron (EL 4)

The encounter begins one evening as characters take a break at the Laughing Badger. Business is slow, with the only other patron a muscular human male who is sitting alone at his table in the corner. Gwen waits tables, while Maddock tends the bar. Baeddan stands at the door, keeping an eye on the PCs and the other guest.

The man is a veteran fighter named Veeshlu Axebane. If any of the characters are actively watching or listening to him, they notice Veeshlu drinks heavily and makes increasingly less subtle advances towards Gwen. Not long after that, Veeshlu raises his voice, so even those who do not wish to listen are forced to hear what he has to say.

"I said I'd like to get to know you better," the man shouts out to the girl. She is a mere three feet from him, but backing slowly away. The man rises to his feet.

"I think it's time for you to go home," says the half-orc bouncer as he crosses to the unhappy customer.

"I'll leave when I'm good and ready," the drunken fighter sputters, spraying specks of spittle on the bouncer's face.

A fight is one round from breaking out. Unless the PCs do something quickly to intervene, Baeddan tries to escort Veeshlu to the door, at which point Veeshlu draws his dagger and it is time to roll initiative.

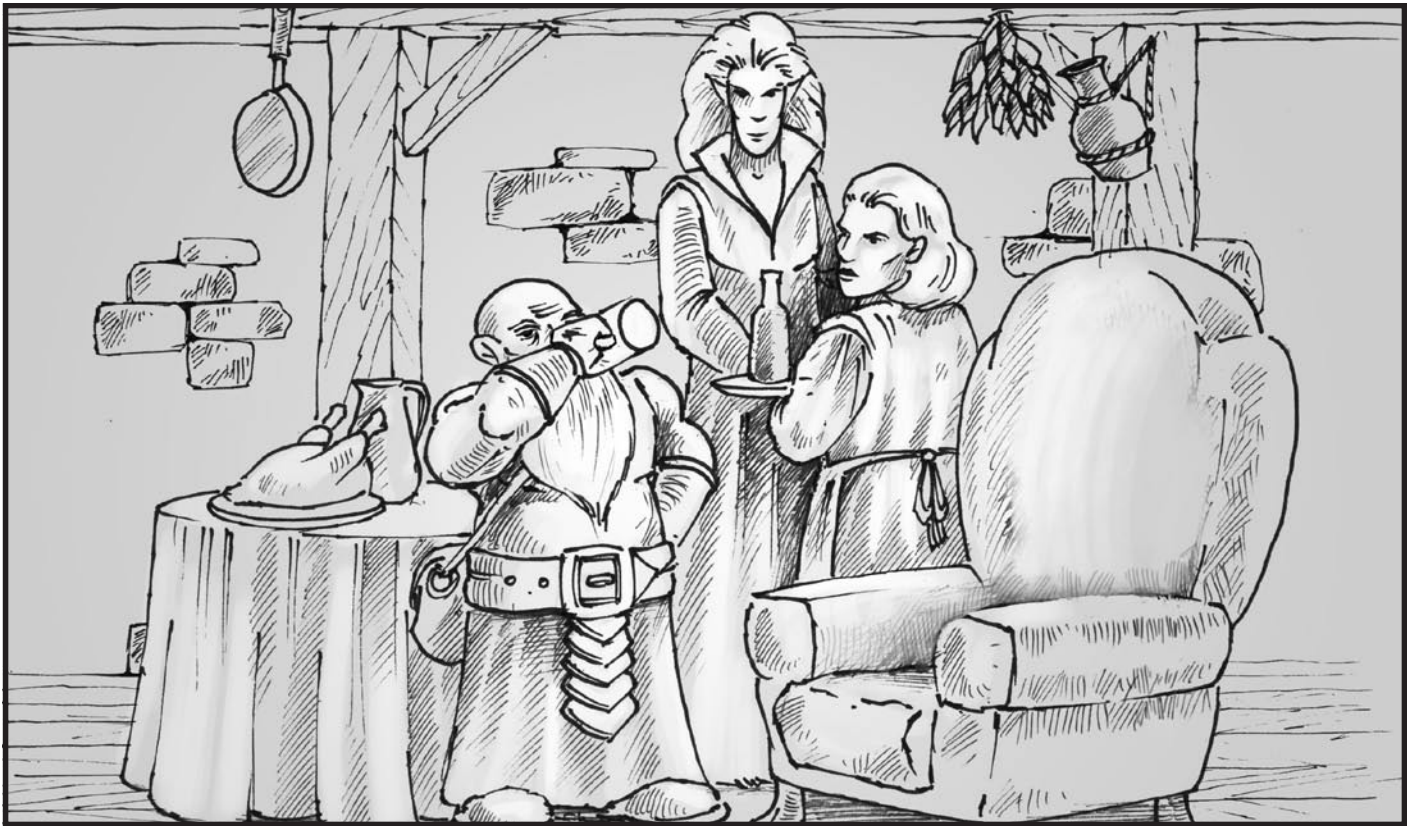
Creatures

Veeshlu is a large muscular human. He cares little for his appearance. He wears his armor indoors, and the clothes underneath are stained and reek. Maddock and Gwen are both present during this encounter, but they will not be very helpful in combat.

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

Veeshlu: hp 37, see **Appendix** for statistics.

- Chapter I: The Laughing Badger -



Tactics

Baeddán will attempt to initiate a grapple, trying first to pin Veeshlu, then disarm him, then move him outside. Veeshlu's tactics are simpler and more lethal. He slashes Baeddán with his dagger as often as possible.

If the player characters attack with martial weapons, Veeshlu turns his attention away from the grappling half-orc and draws his greatsword. Baeddán probably backs off from armed combat, especially if he is already injured. Veeshlu is too drunk to realize when he is losing and fights as long as he remains conscious.

Development

The reactions of the characters may have repercussions. In the worst case scenario, the characters mind their own business and ignore the fight. Veeshlu defeats Baeddán; in a drunken haze, he believes that has killed the bouncer, flees into the night. The characters' inaction does not endear them to Maddock, and until the PCs prove themselves, they take a -2 circumstance penalty to Diplomacy checks made to influence Maddock or his family.

Characters who help the half-orc find Veeshlu a tenacious foe despite his drunkenness. It should be clear the man is just inebriated, and good PCs should seek to subdue him rather than kill him. If the characters manage to deal with the drunk, they gain a +2 circumstance bonus to Diplomacy checks made to influence Maddock and his family.

In any event, Junebelle and four guards (LG human warrior 1; see *DMG* for statistics) show up 1d4 minutes after the fight begins. Once there, they interview the staff, the PCs, and Veeshlu if subdued. If the PCs killed him, the characters are taken in for questioning. You can detail this interview or gloss over it, as you like. If the PCs loot the drunk's body, however, they take a -4 penalty to Diplomacy checks to deal with anyone in the community.

A Potential Buyer

This encounter can take place at any point while the characters are visiting the Laughing Badger Inn, though it makes the best sense for it to happen relatively close to the start of adventure proper.

The characters are visiting the common room, minding their own business, when a somber halfling approaches them.

"Pardon me," a halfling says, as he pulls over a human-sized chair, onto which he then climbs. Even for a halfling he is short. "You look like folks who might know something about this place. I was wondering if I could ask a few questions." As he finishes he smiles, revealing a mouth full of golden teeth.

This halfling is actually Vidor, the leader of the dark cultists, and he is fully detailed in the **Appendix**. For the moment, he pretends to be a powerful merchant named Armen Zan. He asks a series of questions about the Laughing Badger, starting with the people who live and work in the bar, and later shifting to the layout of the tavern, with a special interest in the cellar, the entrances and exits, and whether there are any secret doors or passages.

If asked why he is so curious, Vidor claims he is thinking of purchasing the place, but wishes to gather as much information as possible before approaching the owner. In truth, he is gathering intelligence for the coming attack. (Vidor has a +11 to Bluff checks and wears an *amulet of nondetection*.)

If the PCs cooperate, the halfling gives them a reward of 10 gp each, and tells them he can provide much more should the PCs discover anything new of interest. If they agree, Vidor may stop by the inn several more times looking for information.

Of course, canny PCs may see through Vidor's efforts. Should they refuse, he accepts their answer, and tries someone else in the tavern instead. Characters that keep an eye on the halfling observe him asking the same sorts of questions. If followed, soon after leaving the tavern, he disappears into the city, taking a different route each time. Allow persistent characters to follow the halfling for as long as they like, but he should elude them at the end: stepping into a different tavern and getting lost in the crowd; hailing a carriage and vanishing into the city; and so on.

The PCs might also tell Maddock about the halfling. If so, Vidor never returns, though he nurses a grudge and vows to make the PCs pay for their meddling.

- Chapter II: The Siege -

Once the player characters have established themselves as being friendly with the staff, you can proceed with the rest of the adventure. Vidor, a dark cultist, has been monitoring the inn: memorizing the floor plan, studying the staff, and determining the best course of attack. Once he has surveyed the place sufficiently, Vidor organizes his team and waits for the right moment to strike, watching for a particularly busy night that promises to leave the staff and all the guests exhausted.

Such a night comes when Maddock books Nelphen the Magnificent, a popular performer guaranteed to draw large crowds. Maddock hires the gnome bard a couple of times each year, and these performances make more money than anything else at the Laughing Badger throughout the year.

Nelphen's performance should correspond to the next time the player characters stay at the inn. If the PCs are leaving for a long adventure, Maddock books the entertainer on the characters' last night at the inn. Otherwise, he sets the event for when they return.

Ill Omens

The day of the performance finds Maddock and his family working frantically to get everything ready. It's a big event; Maddock stands to make a fair bit of coin, and the celebration is being thrown for friends of the family — either welcoming them back, or saying farewell. Maddock employs local porters to haul kegs of ale up from the cellars. Merchants deliver fresh food, the temporary staff helps out in the kitchens, and Kent and his sister see to the guests.

As the family makes ready for a fabulous event, however, evil works just as hard to cast everything into ruin. Unbeknownst to the family, Vidor has seeded cultists among the workers and merchants to sabotage the entrances. Hinges will be well oiled, locks broken, and windows cut to allow them to slip into the inn undetected later that night.

The PCs are free to go about their business, making ready for their journey or re-equipping themselves after their recent expedition. Characters hanging around the inn and pitching in to help the family — over Maddock's protests — may detect some skullduggery at work. As the workers make their deliveries, have the PCs make DC 20 Spot checks. If a character succeeds, he notices an unfamiliar face making its way from the family's living quarters. If the PC succeeded by 5 or more, he also notes that the man wipes his hands on an oily rag.

Should the character question this suspicious looking fellow, the man pretends to have gotten turned around. A DC 20 Sense Motive check reveals that the man is being evasive. While Diplomacy won't work, an Intimidate check might. The man rolls 1d20+2 to resist Intimidate checks, with the bonus deriving from his fanaticism and loyalty to the cult. Should the characters succeed, he shrilly starts screaming that everyone will die and that their doom awaits them. He froths at the mouth, snapping with his teeth until the characters finally put a sword through his gut or turn him over to the authorities—who themselves have little luck.

Characters who cast *charm person* on the cultist (Will save –1) can tease a bit more information out of the man. While still fanatical, he confides in the character, should he fail his save, about the plot to attack the inn. He doesn't

The Guests

Each room on the upper level holds a number of guests. Depending on when the characters leave their room, some or all of these guests may have been moved down to the Common Room. Assuming they have not left their rooms, the rooms on the Upper Level contain all of the following guests. Unless mentioned otherwise, consider each patron to be a noncombatant.

Room 14a: A traveling merchant (male human expert 2) named Varden occupies this room. He came to town on business, and stayed an extra day to see the performance. Varden has many business associates, is quite friendly, and could be a useful ally if saved. He's no good in a fight. Varden is taken first.

Room 14b: This room is being used by a woman named Solange (human commoner 1) and by her children Tyson and Shanton. They were traveling to meet her husband, who has been working in another town, and saved up just enough money to pay for their journey. Solange's only worry is for the safety of her children.

Room 14c: This room quarters Avril (see **Appendix** for statistics), a cleric of the halfling goddess. Avril came to town at the request of her church to see if it was worth establishing a new temple. Although she is trained in combat, she is a hesitant warrior and fights only if necessary. Avril will provide healing or other spells as needed, however.

Room 14d: The room hosts a dwarven blacksmith named Gunda Harkar (female dwarf commoner 1). She recently had a major falling-out with her clan, and has come to Erburg in search of work.

Room 14e: This room is occupied by Veronique Dejen (female human aristocrat 1), a minor noble. She came to Erburg to contact the Tylus family, to whom Veronique believes she is distantly related. If asked about the Tylus family, she knows everything a DC 20 Knowledge (nobility and royalty) would reveal (see page 17).

Room 14f: This large room hosts a newly wedded couple, Violet and Ameril (female and male human commoners 1; see **Appendix** for Ameril's statistics). They normally live and work on their family farms, but stayed at the Laughing Badger as a honeymoon treat. Neither is a competent fighter.

Tragically, should Stasia and Kolya break into the couple's room, Violet screams hysterically and will not stop until Kolya puts a sword through her face. After Violet's death, Ameril goes into shock, and puts up no resistance. After he has had some time to let things sink in, he becomes obsessed with revenge, and does anything the characters suggest that could possibly lead to the death of the cultists. Though he is ready to leap into combat, any good character should try to prevent that, as Ameril is unlikely to last more than two rounds.

Room 14g: Nelphen (see **Appendix** for statistics), the gnome bard who performed earlier this evening, stays in this room. He is not prepared to fight, but might be able to offer some help with spells.

Treasure: The rooms contain the personal possessions of their respective occupants. If someone were to take advantage of the suffering of these innocent and helpless victims, ransacking the rooms would uncover a grand total of 127 gp in coin, mostly in smaller denominations.

Suspicious PCs

An encounter with the cultist, even if the characters can't get anything out of him, is bound to leave them suspicious and even paranoid. Liberal castings of alarm and hold portal spells can make trouble for the cultists. Do note that the dark cultists are not stupid and they are very patient. They're watching the inn and wait for the most opportune time. Should the PCs be persistent, the cultists may attempt to eliminate lone characters as they go about their business. Play these villains intelligently. They mean to win and they stop at nothing to make sure they do.

know when or why, but he's been instructed to tamper with the lock on the backdoor in **Room 2b**. He's sure there are other cultists working on the place, but he doesn't know which ones are corrupt. Finally, he spills that the cult leader is a nasty halfling named Vidor who's working with his lieutenant to do something terrible to Erburg.

Following the Cultist

Alternatively, the characters might instead try to follow the man as he leaves the inn. The dark cultist heads over to Mikken's Supplies, across town on the other side of the bridge, sells a few tools, and then heads over to a smaller pub to drink until midnight. After, he leaves town, drunkenly, making his way to the tomb on the grounds of the Tylus Estate.

This is a great lead since it probably allows the characters to avoid the siege altogether and let them preemptively strike the cult. In this case, you should be sure to place all of the named villains here as well as 7 additional dark cultists, and 6 human zombies. Arrange them where you like in the catacombs.

The player characters are probably not equipped to handle the entire cult at once and this could bring the adventure to a screeching halt if the cultists butcher them all. The characters might be able to get away and warn the town and if this occurs, you should modify the storyline appropriately. Assuming the cult took light losses from the PCs attack, they raise their dead as zombies and infiltrate the town that night. However, instead of laying siege to the inn, they break in, kidnap the family and bring them back to the catacombs to perform the ritual that will culminate in the transformation of Maddock into a dread allip.

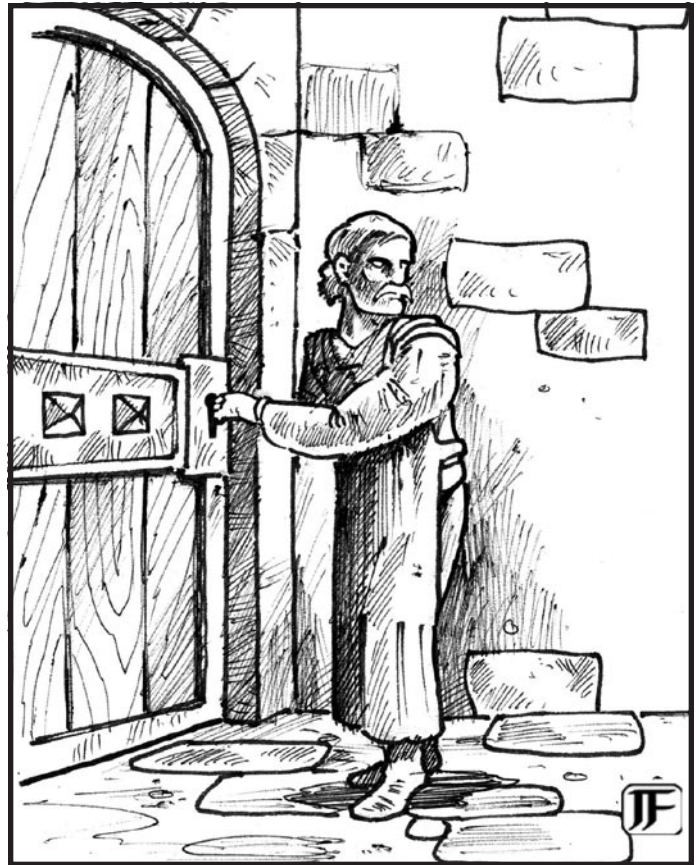
Performance

An hour after dusk, Nelphen the Magnificent (see **Appendix** for statistics) takes to the stage in front of an excited audience. An old friend of Maddock's, Nelphen always makes it a point to come through Erburg at least twice a year. He's performed everywhere from Silverus to the Stauffendorf, and he's collaborated with some famous minstrels and performers, including the Vagabond Players.

The performance exceeds everyone's expectations. Nelphen sings songs and dazzles the crowd with entertaining illusions. The ale flows fast, the laughter is loud, and there's a spirit of camaraderie and enjoyment throughout the inn.

Of course, this jovial atmosphere masks the actions of the dark cultists who prepare to attack the inn later that night. Scattered about the crowd are several agents, who carefully identify those staying in the room, and make their way through the place to ensure their preparations are still in effect.

Talking, or doing anything other than listening and laughing at the gnome's antics, is a bit of a challenge as long as the characters remain in the common room. Listen checks are at a -10 circumstance penalty, and all other checks are made with a -5 circumstance penalty. Suspicious characters more concerned with the crowd than the stage may make DC 20 Spot checks. Those who succeed notice that not everyone seems to be enjoying the performance, and some even leave before it's finished.



Around midnight, Nelphen steps off the stage and the Laughing Badger remains quite lively until two or three in the morning, at which point Maddock shoos everyone out—except the guests, that is. Lamps are snuffed, doors locked, and the guests and staff turn in for the night.

The adventure assumes the PCs have already secured rooms (**Areas 15a** and **15b**). They should have cultivated a relationship with the family, and Maddock wants to keep them close, since he made a mint from Nelphen's performance, and extra security never hurts.

The Siege

About an hour after Maddock turns in for the night, the cultists attack. They have been planning this for some time, and so each operative knows his or her role. In addition, each cultist has memorized the layout of the inn; when they enter, they know precisely where to go and what to do.

The Cultists

Vile, cruel, and merciless, these cultists have devoted themselves to the wholesale slaughter of the weak. While not particularly powerful individually, they do have numbers on their side.

Dark Cultists

Most of the force is made up of the dark cultist congregation. They are the faceless servants of the slaughter god, and they strive to spread his message of death and destruction.

The dark cultists are male or female humans. The particulars vary, but all have scarred skin and hardened features. They wear blood-red cloaks with hoods pulled to conceal their faces. Beneath the cloaks, they wear mail shirts, carry heavy wooden shields painted with bloody skulls, and wield cruel-looking axes. Fanatics, they fling themselves into battle with no regard for their own safety.

Dark Cultist (varies): hp 8 each; see **Appendix** for statistics.



Dorjan

One of the lieutenants, a pale elf named Dorjan, is a sadistic cutthroat who joined the cult as an avenue to explore his filthy impulses. He claims descent from a demon prince, which lines up with his personality and interests. Still, he shows no overt signs of demonic heritage aside from his unusually sharp teeth.

Like the other cultists, Dorjan wears a heavy red cloak, but he leaves the hood down, so his face is exposed, revealing a cynical mask of condescension. He has long golden hair, and his eyes are sunken and ringed with dark circles. His teeth appear to have been filed to sharp points.

Dorjan: hp 16; see **Appendix** for statistics.

Gavril

A fanatical follower of the slaughter god, Gavril is thoroughly corrupt and every bit as sadistic as his ally, Dorjan. He's been charged with driving Maddock mad with grief and transforming the latent psychic into a horrifying undead monster.

Gavril is tall and slender, with curly black hair pulled back in a ponytail. He has gaunt features and dark circles under his eyes. His wide mouth curls into a cruel smile when he goes about his work.

Gavril: hp 34; see **Appendix** for statistics.

Kolya

Kolya is a brute and an underling. He delights in hurting innocents, taking his time when killing them. One of his favorite tactics is to break his victim's bones and pry the shattered skeleton through the victim's skin until they die from shock. His orc ancestry is clear in his features, with the only humanity to be found in his olive complexion. His body is covered with inked ritual scars and tattoos.

Kolya: hp 42; see **Appendix** for statistics.

Player Characters and the Siege

Since the attack comes in the dead of night, it's possible that some spellcasters will be without their spells. In addition, if the PCs came to the inn and watched the performance shortly after some other adventure, it's possible that the PCs are not at full hit points, or may even be suffering from some other malady. You should tailor the encounters to the condition of the PCs. A rested party with a full complement of spells should be able to handle the opponents as described, but expect to make some adjustments or give the players an easier time if they are in bad shape.

Stasia

The cult's necromancer, Stasia, is a woman with little empathy, and no conscience. She is more interested in studying and animating dead things than she is in dealing with living people. She has no qualms about torturing her victims, sometimes dissecting them while are still alive.

Stasia is young and thin to the point of emaciation. She keeps her long black hair pulled back in a very tight braid. She wears simple black robes with red trim.

Stasia: hp 14 (23 with *false life*); see **Appendix** for statistics.

Rattlebones

Rattlebones is Stasia's pet skeleton. As the animated remains of a long-dead gnom, this mindless undead follows its mistress wherever she goes. It is draped in the armor it wore in life and wields a battleaxe.

Rattlebones: hp 13; see **Appendix** for statistics.

The Plan

Once inside, the cultists move to secure the building, seizing the inn staff and dragging them to the cellar. Then, half the intruders move upstairs to capture the lodgers and bring them down to the common room. Unless the PCs act quickly, the cultists' sinister mission will succeed.

The exact location of the player characters when the attack occurs can have grave consequences on the outcome. The adventure presumes the PCs are in their rooms, sleeping off the night's excesses. In this case, you should simply follow the flowchart of events that follow. Characters paying attention might suspect malfeasance and take up positions downstairs or hide themselves somewhere that they can watch the exits. Should this happen, pull no punches. The cultists are committed to this course of action, and they'll get no second chances. You should modify the events accordingly.

Stage One: Getting Inside

About an hour after Maddock turns in, the dark cultists attack. They probably have master keys to the inn and funnel inside. Characters in their rooms are entitled to DC 30 Listen checks to hear the disturbance. (Sleeping characters take a -10 circumstance penalty to these checks.)

Stage Two: Contain the Staff

Once inside, the cultists move into the staff's living quarters. While Baeddan puts up a fight, he's outnumbered and murdered. While a cultist drags the corpse back to the **Common Room** (Room 1), Gavril and the rest seize Maddock and his family, moving them to the **Cellar** (Room 17).

The struggle is somewhat noisy and lasts 4 rounds. PCs are entitled to make Listen checks each round of the fighting. Those succeed on DC 25 checks hear the commotion, though those that are asleep still take the standard -10 circumstance penalty. After the combat, moving the family to the cellar takes 3 minutes.

Step Three: Collect the Guests

With the staff secured, Gavril remains in the cellar as the rest move to take over the inn. Stasia, Kolya, and Rattlebones head upstairs to capture the lodgers and bring them down to the Common Room. The other cultists spread out to other locations to search for hidden threats.

Upstairs, Stasia uses her *wand of arcane lock* on each door so they can extract the guests one room at a time. Characters are entitled to DC 20 Listen checks (again, –10 if asleep) to hear the sound of the cultist activating the wand in the hallway. If they succeed on the check, the PCs have 4 or 6 rounds (for 15a and 15b respectively) to act before their door is magically sealed. Magically sealed doors require a successful DC 25 Strength check to break down.

Stasia and Kolya work their way down the hallway methodically, opening doors, capturing the guests, and taking them down to the Common Room where the other cultists hold them prisoner. Each room takes three minutes to clear. A character that succeeds on a DC 17 Listen check hears the commotion. After 15 minutes, the cultists open the door to **Room 14f**. Violet screams hysterically, prompting Kolya to murder her. The characters need only make a DC 0 Listen check to hear that cry.

At this point, the cultists realize they have awakened the whole household, so they now waste little time in capturing the remaining lodgers, taking only one minute each for Room 14g before turning their attention to the PCs' rooms.

Enter the Heroes

Since the characters are an obvious wrench in the cultists' plans, what happens next depends on them. The following entries describe the sorts of things that might happen to the PCs during the siege, as well as detailing the encounters they are bound to face as they move through the inn.

Dreams

While the PCs sleep, and just as the dark cultists make their way up the stairs, the PCs' dreams turn from whatever normal sorts they might have to dark and sinister nightmares filled with haunting images, waves of fear, and the agony of emotional and physical pain. Characters with Wisdom scores of 13 or higher can pick out unusual details among the dreams. They see the inn as it is, but the walls drip with fresh blood. The angles are strange and unsettling, and the guests are pale with dark circles for eyes. They shuffle about mindlessly, as if undead. The nightmare culminates with the character making his way through a series of unfamiliar corridors until he comes upon a shadowy room lit with guttering candles burning with blue flames. In the center of the room, there's a pentagram on the floor. Lying inside it is a beaten and bloody man. He rolls over and the PC sees his own face. At this point, he wakes immediately.

In Their Rooms

If the characters have not left their rooms by the time the cultists reach them, Stasia opens the door and Kolya steps inside. Stasia quickly informs them that if they come quietly, they will not be harmed. If the party is split between two rooms, the characters from 15a are taken first.

The Hall (EL 6)

Unless the characters are utterly craven, have slipped away to get help, or have completely botched their Listen checks, they enter the hall in time to interrupt Stasia and Kolya as they work to capture the guests. Stasia and Kolya should be in the midst of dragging patrons from their rooms, as Rattlebones lurks just inside an emptied room. (If there are no emptied rooms yet, it's standing in the hall.)

The PCs automatically gain surprise; if they do not attack right away, Stasia says, "Surrender peacefully, and you won't be harmed." In the event that they choose to surrender, Kolya roughly searches them for weapons and other dangerous objects, including spell component pouches and divine foci. They

Event Flowchart

Time	Event
2:00 am	The cultists use their keys to open the front doors and get inside.
2:01 am	Fight with Baedden
2:04 am	Family captured and sent to the cellar with Gavril and a few cultists.
2:06 am	All doors on upper level are sealed with <i>arcane lock</i> spells.
2:07 am	Gavril tortures Maddock.
2:09 am	Room 14a cleared.
2:12 am	Room 14b cleared.
2:14 am	Gavril starts torturing Maddock's wife, Cambree.
2:15 am	Room 14c cleared.
2:16 am	Room 14d cleared.
2:19 am	Room 14e cleared.
2:22 am	Violet in Room 14f screams, and is subsequently murdered. The cultists clear the room.
2:23 am	Room 14g cleared.
2:24 am	Cultists open Room 15a or 15b. Gavril turns to Maddock's son, Kent.
2:34 am	Gavril starts on Maddock's daughter.
3:30 am	Gavril murders Cambree, splashing Maddock with her blood.
4:30 am	Gavril blinds and maims Kent.
5:30 am	Gavril turns to assault, maim, and murder Gwen, but Maddock snaps and looses a horrible wail.
5:35 am	Maddock kills himself with Gavril's knife.
5:36 am	Maddock is reborn as a dread allip.
5:38 am	Cultists flee to lair.
5:41 am	Dawn.

are then led to **Room 1**. If, as is more likely, they choose to fight, the cultists will show no mercy.

Kolya: hp 42; see **Appendix** for statistics.

Rattlebones: hp 13; see **Appendix** for statistics.

Dark Cultist: hp 8; see **Appendix** for statistics.

Stasia: hp 14 (23 with *false life*); see **Appendix** for statistics.

Tactics

Stasia stays away from direct combat, using her spells first, then her crossbow or alchemist's fire. She sends Rattlebones against any character that threatens her. If facing more than one foe, Kolya rages and attacks whoever is closest. The dark cultist flings himself at the closest PC, recklessly fighting to prove his worth to Stasia—to whom he's deeply attracted. Kolya and Rattlebones both fight to the death, but if things look bad, Stasia withdraws to **Room 1** to round up some help. If her retreat is blocked and she cannot hope to win, she surrenders, offering to tell everything she knows in exchange for her freedom.

Development

Sounds of combat will surely attract attention unless the PCs take some precautions (*silence* or similar magic). Each round of combat, have Dorjan make a DC 15 Listen check (check modifier +7) to notice that there's more commotion coming from upstairs than there should be. He gets a +5 circumstance bonus if the characters use flashy or loud spells. Should he hear the battle, he doesn't go to help but prepares to ambush the PCs when they come down the stairs. See **Common Room** for details.

Leaving the Inn

The characters may try to leave the inn while the siege is taking place – perhaps to get help, or just to escape with their lives. Going through the *arcane locked* doors requires a DC 25 Strength check. Each of the rooms set aside for the PCs can be opened from within, allowing the characters to climb down the outside of the building. If they do so, they are likely to be spotted by Pale, Stasia's owl familiar, who is perched on the roof. Pale alerts the cultists by sending a warning to Stasia using their empathic link. Pale then flies down to the lower level, where she hoots to warn the cultists. Pale follows the PCs from the air, staying at least 60 feet away. The PCs can notice they are being followed with a DC 16 Spot check.

Stasia and Kolya go to find the PCs, bringing Rattlebones with them. Though she cannot determine Pale's exact location, Stasia does get a sense as to whether she is heading in the proper direction. If the PCs stop in one location to rest or regroup, Pale will fly back to Stasia and lead her directly to them. If Pale loses track of them, Kolya tries to track the party. Assuming there are one or two Medium creatures, the Survival DC will be 15. (Because he has darkvision, Kolya does not suffer penalties for poor visibility.)

What the characters will be able to accomplish while outside the Inn depends on the details of the town in which it is located. If set in Erburg, the local law consists of Junebelle and two 2nd-level warriors deputies. If the player characters already know powerful contacts in town, they can go there for help, but otherwise powerful friends will be hard to find.

Getting back into the Laughing Badger may be trickier than getting out. Both the front door and back door are shut with an *arcane lock*. The front door is a strong wooden door (Hardness 5, hp 20, Break DC 35), and the rear is a good wooden door (Hardness 5, 15 hp, Break DC 28). An even more difficult problem is dealing with the dark cultists, who are likely to notice the PCs' return. (If Pale is still following the characters, or is perched upon the inn, she again alerts the cultists.) Breaking down a door or smashing a window is an obvious tip off.

If the cultists know they have been found out and that there are enemies outside, they issue a bunch of phony demands they know can never be met, such as a million gold pieces worth of diamonds or an airship. They threaten to kill some of the inn patrons if their demands are not met or if anybody storms the tavern. A DC 11 Sense Motive check reveals that the cultists are lying about their demands, but that they are serious about killing hostages.

If the PCs capture Stasia alive, she can be coerced to reveal what's really going on. A successful Intimidate gets her to spill the plot. She knows that Gavril has taken the family to the cellar to transform Maddock into an undead horror, though what, exactly, she doesn't know. She also reveals the number of cultists involved in the attack, though she doesn't reveal the individual cultists' capabilities. Stasia does not know that Gavril and Eddrin Tylus are related.

The Common Room (EL 6)

When the characters head downstairs into the common room, read or paraphrase the following text.

The common room looks much as it always has, though now it seems that heavy black cloth blots out the light from the windows, and candles have been lit throughout the room. A ring of candles stands around the edge of the largest central table, illuminating the body of a clean well-groomed half-orc. He lies face up on the table; his eyes are open, he does not breathe, and the shaft of a javelin protrudes from his gut. A trail of blood runs from the table, across the floor, over the bar, and out of the room.

The half-orc corpse is Baeddan, who was slain when the cultists first invaded. He was brought to the common room, where he serves as a warning to any who would resist.

There are candles placed on all of the tables and on the bar, filling the room with shadowy illumination. Unless a brighter light shines, all creatures have concealment (20% miss chance). Characters adjacent to a table are considered in bright light and have no concealment.

Creatures

Depending on the battle upstairs, the cultists might be aware that there has been some resistance. If not, **6 dark cultists** tend to the prisoners gathered from upstairs, who are tied up, gagged, and sitting behind the bar. Dorjan stands next to the front door, cleaning blood from one of his daggers. If Dorjan did hear the fight upstairs, he has the prisoners moved into the kitchens (which takes 1d3 rounds) and then orders the dark cultists to take positions behind the tables (1 round). He hides behind the bar.

Dark Cultist (6): hp 8 each; see **Appendix** for statistics.

Dorjan: hp 16; see **Appendix** for statistics.

Ghoul: hp 13; see **MM** for statistics.

Tactics

If the cultists were not aware of the fight upstairs, the PCs automatically gain surprise. Otherwise, the cultists do. On his first round, or during the surprise round, Dorjan drinks his *potion of cat's grace* and then flings a dagger at the first character stepping off the stairs, signaling for the other cultists to attack. The rest spring out from their hidden positions and engage the PCs in melee. They split off into teams of two cultists per player character. Meanwhile, Dorjan hangs back, throwing daggers. He may cast *darkness* if the PCs make short work of the dark cultists. Should Dorjan see an opportunity to sneak attack a character, he will take it.

The ghoul, Dorjan's pet, attacks the closest character each round. Once it paralyzes a PC, it begins to eat, unmindful of the battle raging around it.

Should the adventurers kill or incapacitate four or more dark cultists, Dorjan drinks his *potion of invisibility* and flees through the kitchen to join Gavril in the basement. Failing this, he may use a hostage from the kitchens to put some distance between himself and his attackers.

Development

If Stasia escaped from the battle in the hallway, she regroups here and aids in this fight. If she was injured at all in the battle above (beyond her temporary hit points), she uses her *potion of cure light wounds* at the first opportunity. In this battle, she would also rather flee or surrender than die, but she does not give up hope quite as readily as Dorjan, not fleeing until all the cultists are destroyed.

Captured!

If the PCs surrender or are captured in their rooms, Stasia takes them down to the Common Room and orders the dark cultists there to bind and gag them. Once the characters are sufficiently incapacitated, she explains the situation.

The sharp-chinned woman speaks. "Now that we have you all assembled, I want to assure you that you have nothing to worry about, providing you do not interfere with our goals. There is something hidden in the basement that we want very much. As you can see," she gestures to the dead half-orc, "we are willing to go to great lengths to obtain our goal. But he tried to stop us, and I hope none of you will do that."

A DC 16 Sense Motive check lets the PCs know the threats are real, but that the goal of the cultists is not what she claimed. After her dire warning, Dorjan leaves the common room to join Gavril in the cellar. Kolya, Stasia, and the cultist warriors take over the duty of guarding the prisoners. (If Kolya and Stasia are hunting escaped inn patrons, Dorjan remains with the hostages.) The cultists aren't interested in conversation from the gagged PCs.



After about an hour, if the characters have still not acted, Dorjan reappears, saying he needs to talk to one of the prisoners alone. He disappears with whichever prisoner he takes, only to reappear about 15 minutes later, looking for another hostage. This pattern repeats itself, with less time in between, until there are no hostages left. Dorjan, bored, drags the prisoners into one of the back rooms and tortures and murders them one at a time while waiting for Gavril in the basement to finish his own dark work.

Into the Cellars

The next step should be clear to the player characters. Having eliminated or contained the cultists on the upper floor and the main floor, only the cellar remains. Naturally, this is where the cultists make their last stand.

To get to the lower level, the PCs need to make their way through the Hall (**Room 2b**) and head down the stairs into the workroom (**Room 16**). Characters pausing to Listen or look before they head down see that it's dark. Characters that entered the workroom under better circumstances know that Maddock kept two *everburning torches* there, and their absence bodes poorly. Characters that succeed on a DC 15 Listen check hear a faint scraping or a shuffling noise. Those who beat a DC 20 on the same check hear faint chanting coming from below.

Workroom (EL 3)

Descending the steps is easy and leads the characters into the workroom. PCs with darkvision or a light source find the room more or less intact, except for the lack of the torches, but also occupied by horrid undead monsters.

Creatures

To ensure he was not disturbed while he did his foul work in the cellar, Gavril has placed **6 zombies** in this room. These disgusting creatures were all

warriors in life, and are now in advanced states of decay. They shuffle forward on stiff legs, arms outstretched to crush anyone not wearing the symbols of the slaughter god. The zombies are draped in rotting noble's outfits and hanging around their necks are strange metal amulets.

Human Commoner Zombies (6): hp 16 each; see *MM* for statistics.

If Dorjan fled from the common room, he makes his stand here as well.

Tactics

The zombies are mindless creatures and so they employ no tactics. They move directly for the PCs and fight to the death.

Development

Gavril ignores any sounds of fighting coming from the workroom. He protected the door to the cellar by reading a *scroll of glyph of warding* to destroy anyone who doesn't speak the name of the slaughter god before opening the door. (The character must speak the actual name of the deity, as is appropriate to your setting.)

GLYPH OF WARDING (BLAST)	CR 4
Search DC 28; Type Magical (CL 5th); Reset No reset	
Init —	
Trigger Touch	
Targets All creatures within 5 ft.	
Effect 2d8 acid damage, Reflex DC 14 half	
Disarm Disable Device DC 28; Bypass speak name of god of slaughter	

Treasure

Hanging around the necks of each zombie are identical steel amulets that feature a two-headed lion. Characters from Erburg can make a DC 15

- Chapter II: The Siege -

Knowledge (local) or DC 10 Knowledge (nobility) check to identify the symbol as being the crest of the Tylus family—a wealthy family that owns an estate just outside of town. A DC 15 Appraise check reveals these amulets are burial items. The amulets are worth 5 gp each. For more information on the amulets, see **Chapter III**.

The Main Cellar (EL 5)

Gavril has turned this storage room into the site of his profane ritual to transform Maddock into a terrifying undead horror. He instructed his dread skeleton minions to pile up the crates to give the cultist some protection from his enemies should they find him here. When the characters enter this room, read or paraphrase the following text.

This large room contains crates, barrels, extra furniture, and other miscellaneous goods. Most of these items have been pushed around and piled onto of each other to form a makeshift barrier. Along one wall a shelf contains a dozen bottles of wine that passes for the Laughing Badger's wine cellar. The room is lit from beyond the barrier, casting strange flickering shadows throughout.

Moments after the player characters enter the room, **5 dread skeletons** emerge from either side of the boxes. Beyond the crates, Gavril torments the innkeeper, carving up his wife and children while whispering, “kill yourself.” Maddock whimpers and pleads with the cultist to stop. The barrier grants Gavril total cover. It can be easily toppled, though, and characters succeeding on a DC 10 Strength check can collapse a 5-foot wide section.

Creatures (EL 7)

Gavril has cast *desecrate*, filling the room with malevolent energy. The benefits of this spell are reflected in the dread skeleton statistics presented in the **Appendix**. Gavril is a madman adorned in burnished black full plate. He wields a cruel morningstar.

Dread Skeletons (5): hp 18 each; see **Appendix** for statistics.

Gavril: hp 34; see **Appendix** for statistics.



Tactics

If the PCs storm the cellar, Gavril is surprised. Otherwise, Gavril begins casting spells to augment his fighting abilities as soon as he hears their approach (–4 penalty to Listen checks from the screams of his victims). He spends the next several rounds casting. Once he's finished, he joins the dread skeletons. Should the PCs defeat the undead before Gavril can join them, see the following paragraphs for his tactics.

The dread skeletons split into three groups to contain and kill the PCs. Two of them attack from the north, two attack from the south, while the fifth holds the center. If possible, the skeletons move to flank the PCs, but otherwise they employ little in the way of tactics. The skeletons fight until destroyed.

If Gavril joins the fight, he casts *summon monster II* to conjure a fiendish Medium monstrous scorpion. He then wades in where the combat is thickest, swinging his morningstar and crushing his foes. No fool, he does pull back to cast *cure moderate wounds* if reduced to 14 hit points or fewer. If clearly outmatched, he snatches a hostage—Gwen or Kent—and threatens to kill the NPC unless the characters let him escape. He makes certain the player characters stay away, probably telling them to remain in the room so he does not risk getting close to them in tight quarters. Gavril has no intentions of allowing his kidnapped victim to go free. He instead takes him or her all the way to back to the Tylus family crypt (see **Chapter III**).

If at any point Gavril is reduced to 10 hit points or left, he reads his *scroll of word of recall* to transport himself from the cellar back to his family's crypt.

Development

If any of the other worshipers of the god of slaughter have survived, they have most likely fled to this area, where Gavril healed them using his *wand of cure light wounds*. (Outside of combat, you can assume a charge heals 5 hit points.) These remaining cultists follow tactics similar to their earlier behavior, but now, if they must flee, they will grab a hostage and use him or her to ease their escape. If Dorjan brought a hostage with him, he uses the same one here.

Beyond the crates are the much abused and traumatized members of Maddock's family. Those who weren't taken hostage are extremely grateful, but also concerned about anyone who was taken. The area is profane, and evil hangs heavy in the air.

Just beyond the poor family members is an even more frightening scene. Maddock lies in the center of an ornately drawn circle in created with silver dust. A pewter chalice holds dark and suspicious stains left by the unholy water used to cast *desecrate*. Once the family has been attended to, proceed with **Chapter III**.

Treasure

Hanging around the neck of each dread skeleton is a steel amulet bearing a two-headed lion. These are the same kinds of amulets worn by the zombies described on page 15.

The Family

Depending upon how long it took to get to the family in the cellar, the PCs may stumble onto a horrific scene. Gavril takes his time torturing Maddock and his family, using his long knife to cut away their flesh, which he tosses over his shoulder when he's done. Keep track of how much time elapses before the PCs enter the cellar, using the timetable described on page 13. If the characters are too late, not only will Maddock's family be dead, but the man himself is now a dread allip, who turns his hatred and rage against the living. Since the PCs should have plenty of time to stop this dreadful outcome, the repercussions of this are left for you to detail.

- Chapter III: Fighting the Cultists -

At this point, the player characters should have some idea where the rest of the dark cultists are hiding. If they accepted Stasia's surrender, she may have told them exactly where the cultists are; a *charmed* cultist would do the same and also reveal the means to enter the crypt (see the Tylus Family Crypt). Characters with the Track feat can track the fleeing cultists through town with a DC 20 Survival check for the first mile. After that, the trail is easier to follow, requiring only a DC 18 check. (Note that the DC drops by -1 for every three cultists who have fled.) Finally, the PCs might shadow one or more of the cultists, especially ones with hostages. Characters will need to make Hide checks opposed by the cultists' Spot check every ten minutes — three checks, in all. Unless the characters manage to catch one of the cultists as he enters the crypt, the complex is sealed to them, and there are no other entrances. Characters may scout the area; for every 10 minutes they explore, allow them to make DC 10 Spot checks to notice the Tylus estate through the trees.

It's possible, perhaps even likely, that the PCs have slain all of the cultists they could and that any survivors managed to get away. Unfortunately, this leaves the PCs with few clues as to who these nefarious villains are or to the nature of their purpose. The unholy symbols of the slaughter god are of little use, since no one locally admits to being affiliated with the cult. Furthermore, there are no reports of missing people from among the locals, which suggests these villains were from beyond Erburg. There is one lead, though: the amulets that hung about the necks of the zombies infesting the inn's cellar.

If the characters failed to identify these amulets themselves, a few questions around town and a successful DC 10 Gather Information check connects the amulets to the Tylus family. Should the PCs try to sell the amulets in town, the shop owner recognizes the amulets instantly and becomes suspicious. Not wanting trouble, she doesn't confront the party. Instead, when they leave, she reports the incident to the constable, who knows all about the attack, and to Eddrin Tylus. The constable comes to the PCs 1d20 minutes later and explains the significance of the amulets as burial goods, and notes that the two-headed lion is the emblem of the Tylus family.

Characters doing a bit of research can find out a good deal about this family. Characters may make DC 15 bardic knowledge or Knowledge (local or nobility) checks to learn more. Characters native to Erburg gain a +5 circumstance bonus to the check. A character may substitute Gather Information, but the DCs are 5 higher. Consult Table 3-1: Tylus Family Lore for more information.

The Tylus Estate

The Tylus Estate is a large manor house (not pictured) hidden behind a 10-foot high wall and dense woods. Behind the estate are extensive fields where tenant farmers make meager livings. The rarely visited crypt is a few hundred yards north of the living quarters.

If, as a result of their investigation, the characters opt to approach the Tylus estate rather than the family crypt, they find Eddrin Tylus more than accommodating. Upon arrival, they find a gateman waiting to usher them into the courtyard that leads to the front of the main house. The place is fine, but characters that succeed on DC 10 Knowledge (nature) checks can tell that it is a bit overgrown, as if it hasn't been tended in a while. As the characters approach the estate, they should notice the Tylus family crest hanging above the doors. The crest matches the amulets worn by the undead.

At the door, the butler, a pleasant-faced older man, leads them to a comfortable sitting room. The room houses a number of shelves that hold an assortment of books on a range of subjects. The desk has a few papers, and a quick read reveals that the family is struggling to make ends meet. In fact, Tylus had to let half of his staff go last month. A few moments later, Eddrin Tylus appears.

Striding into the chamber is a middle-aged man with a lean frame and hard features. He wears a red robe trimmed in brown. He wears no jewelry except for a signet ring on his right hand. He has an angular face with high cheekbones, short brown hair, and brown eyes.

"I believe we have matters to discuss."

Eddrin Tylus

If the characters have not yet learned that Eddrin Tylus and Gavril are related, PCs who succeed on a DC 15 Spot check note that the noble resembles the dark cultist whom the PCs faced in the basement of the inn. If they have not learned that symbol of the Tylus house is the two-headed lion, a DC 20 Spot check allows the character to notice Eddrin wears a signet ring bearing a two-headed lion atop a stylized E.

If the party has come to return the amulets or the remains that were animated (a lawful and good act), Eddrin is friendly. If they have been summoned because they sold the amulets, his initial attitude is unfriendly. Otherwise, he is indifferent.

Eddrin will begin by asking the party to explain how they came upon the amulets (or why they asked to see him, if he does not know about the amulets yet). He tries to get as complete a story of the encounter as possible, revisiting the same event a couple of times to ensure that he has all the facts and to make sure the PCs aren't lying. He is especially interested when the players tell him about Gavril, asking several questions about him: what did he look like? What was he wearing? How did he act? Did you notice anything special about him? A DC 15 Sense Motive check makes clear Eddrin's interest in this particular aspect of the characters' story.

If they've sold the amulets, allow the player character to make a Diplomacy check to improve the noble's attitude after explaining themselves. If they have

Table 3-1: Tylus Family Lore

DC	Information
15	The Tylus family are minor lords who own a large estate just outside of town. They have held this land for generations. The current patriarch is Eddrin Tylus.
20	The Tylus family had a reputation for heroic deeds, but their names had become sullied in recent years by some scandal. Eddrin's sister, Ido, tried to revive their name, but was slain in a mighty battle.
25	Eddrin is the third child of the current generation. In addition to his fallen sister, he had an elder brother named Gavril. Years ago, Gavril was disowned after he murdered a man.
30	Gavril and Eddrin had never been close, but when their father disowned the errant youth, the two had an exceptionally brutal argument. Gavril left, swearing he would return one day. The same time that Gavril left, one of the keys to the Tylus family crypt mysteriously disappeared.

- Chapter III: Fighting the Cultists -

been honest and open in their narrative and answered all of Eddrin's questions, give them a +5 circumstance bonus to this check.

After they have told their story, Eddrin explains more about the amulets.

"The amulets you found are not pieces of jewelry; they are funerary amulets, given only to the dead of the house of Tylus. Those who achieved great deeds are honored with silver or gold amulets, though most of us wear only iron symbols. We believe the living have more use for treasure than the dead. There are only a few places such amulets could originate, and only the Tylus family crypt nearby. I was told that we could see the crypt from the house generations ago, but the woods now block it from view. People could come and go from it unnoticed... and if they needed corpses, there are plenty to be found. I have the key, of course, but if what you have told me is true, I think you are better suited to investigate than I."

If the players already know that the cultists are hiding in the tomb, Eddrin skips this part, and merely gives them permission to enter and the key. The characters have the opportunity to ask Eddrin questions, assuming his attitude is indifferent or better. If he is unfriendly, he tells the characters they are wasting time and urges them to remove the cultists. If they have somehow managed to make Eddrin hostile, he insists they leave or he will call the guards. The most likely questions and their replies are set out below. Some questions receive will different responses based on Eddrin's attitude to the characters.

Can you tell us the layout of the crypt? There are two main sections to the crypt. The original crypt was filled with bodies decades ago, and I have never seen it. When my ancestors realized they were running out of space, my great-grandfather constructed an addition, which consists of four large rectangular rooms. (He will provide a drawing.)

Is there anything dangerous about the crypt? For one, you will have to bring your own light sources, as it is sealed to the outside. I was told there were several traps in the old section of the crypt. That is why I never entered.

How would the cultists have entered the crypt? (Indifferent) It may be difficult to enter the crypt without a key, but not impossible. (DC 15 Sense Motive reveals that he is hiding something). (Friendly) I am not the only member of the Tylus family who has a key. (Helpful) I believe one the men you fought was a relative of mine. A key disappeared from this house the same time he did.

What are you hiding?/Why are you so interested in that one cleric?/I heard you have a brother. (Indifferent) That is a personal matter. (Friendly) I believe the dark cleric you describe and I may have once shared the same mother and father. (Helpful) Gavril Tylus was once my elder brother. Ever since he was young, he was cruel, and quickly became the black sheep of the family. After he was fined heavily for killing a man, my father disowned him. Gavril left, but swore he would return to seek revenge.

Sorry we killed your brother./We might have to kill your brother. Family is more than an accident of birth. Gavril is no longer my brother. He chose his path, and deserves whatever fate awaits him.

The cultist took hostages with them; do you have any idea where they would be? There are a number of places they could be hidden within the crypt. The old sections especially are rumored to have secret nooks and crannies.

Is there anything you can give us that would help us through the crypt? (Indifferent) I have some torches if you need light. (Friendly) I have some torches and a few (3) vials of holy water. (Helpful) I have some torches, a few (3) vials of holy water, and a couple of (2) potions of cure moderate wounds.

How about a reward? You will be making the world a better place, is not that reward enough?

No, seriously, how about a reward? (Indifferent): I could probably come up with 2,000 gp worth of gems for you. (Friendly/Helpful) I'm sure I have something you will find satisfactory.

Such as? (Friendly) 2,500 gp. (And attitude shifts to indifferent.) (Helpful) 3,000 gp. (And attitude shifts to friendly.)

Eddrin attempts to answer most other questions to the best of his knowledge, though he is secretive about his brother unless his attitude has shifted to helpful. After the characters have asked all their questions, Eddrin gives them the key to the crypt, and excuses himself.

The Tylus Family Crypt

The crypt is a low wide building made of stone and overgrown with vines. Towards the back, a low hill swallows the complex, burying it beneath the earth. To enter the complex, characters must descend a few leaf-choked steps to reach the front door.

If characters examine the outside of the crypt, a DC 10 Search check reveals definite signs of recent activity going in and out of the crypt. A DC 18 Survival check notices that, in addition to the many human-sized tracks, there are tracks made by a humanoid creature significantly larger. Once these larger tracks have been found, a DC 18 Survival check identifies the tracks as being those of bugbears.

The doors to the crypt are locked with a good lock. (DC 30 Open Lock, DC 32 Break, unless the party has obtained the key from Eddrin Tylus.)

The walls and doors of the crypt are stone. Unless otherwise noted, the crypt is unlit.

Development

Since Vidor is the only one with a key to the crypt, the other cultists use a secret knock to signal two others to open the door from the inside. If the player characters witness one returning to the crypt, they may make a Listen check against a DC of 15 +1 per 10 feet of distance that separates them. A successful check allows them to hear the secret knock well enough to repeat it. As well, a *charmed* cultist could have revealed the same pattern.

1. The Main Chamber

Light: A candle burns in the northwestern corner, shedding light in a 5-foot radius. Light shines beneath the stone doors to **Rooms 3 and 4**, though not brightly enough to illuminate this chamber.

Sounds: If the complex has not been alerted, a DC 25 Listen check indicates a character hears conversation coming from the north and east. Character that put their ears to the doors learn the same if they succeed on a DC 10 Listen check. Those who succeed by 10 or more can pick up snippets of conversation on topics ranging from the weather, to the botched job at the inn, to dissatisfaction with someone named Vidor.

Dust hangs heavily in the air of this dim chamber, roughly 30-foot-square. Shelves line the walls; on most, there's little more than piles of pale grit and cobwebs, but a few bones lie scattered here and there. In the center of the chamber is a 15-foot square column fitted with niches to inter bodies. Through the gloom, you can see a skeletal foot or an old moldering shoe from which hangs a fat black spider. A faint light shines from somewhere toward the back.

This is the first and largest room of the outer crypt. To make the best use of the available room, each wall has two shelves upon which bodies are laid. It is possible for a Medium or Small creature to move along these shelves, but doing so requires squeezing. The creature in question moves at half speed, and take a -4 penalty to attack rolls and a -4 penalty to armor class. The lower shelf can be entered with no difficulty, but the higher shelf requires a DC 10 Climb check. Since most of the room is dark, unless the characters have some sort of light source, everyone who's not standing within 5 feet of the candle has total concealment (50% miss chance). Those near the candle have concealment (20% miss chance).

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Creatures (EL 2)

Two dark cultists huddle in the light cast by the candle. It is their task to guard the door and open it if they hear the secret knock. Should the PCs enter by means of their own key, by knocking down the door, or even if the dark cultists open it for them, these villains attack. Accompanying them is a pair of ordinary human warrior skeletons animated for simple guard duty.

Dark Cultist (2): 8 hp each; see **Appendix** for statistics.

Human Warrior Skeleton (2): 6 hp each; see **MM** for statistics.

Tactics

Upon discovering intruders, one of the dark cultists and both skeletons will move forward to engage the player characters, while the remaining dark cultist opens the door to **Room 4**. One cultist from **Room 4** will rush to notify Vidor and any other cultists who managed to escape from the inn.

The skeletons employ no tactics when attacking. They mindlessly move forward to attack the closest creature. The dark cultists work to flank with their skeletal allies, unmindful of the bad lighting since they have the Blind-Fight feat. All of these creatures fight to the death.

Development

If somehow prevented from alerting the creatures in this room, the sounds of battle are bound to do the trick. Each round, allow these creatures to make DC 5 Listen checks. On a success, the creature alerts the rest, sending one of the dark cultists to warn the leaders while the others move to the battle to confront the intruders.

The sleeping guards in **Room 3** also stand a good chance of being awakened by the sound. They also need only a DC 5 Listen check, but they suffer the -10 penalty from being asleep. It takes these guards slightly longer to prepare for battle, and they both enter three rounds after either of them makes the check.

Treasure

The dark cultists have standard possessions as described in the **Appendix**. Aside from the trace elements of human remains, consisting of human hair and bits of rotting flesh, there is nothing of interest in this chamber.

2. The Unmarked Tomb

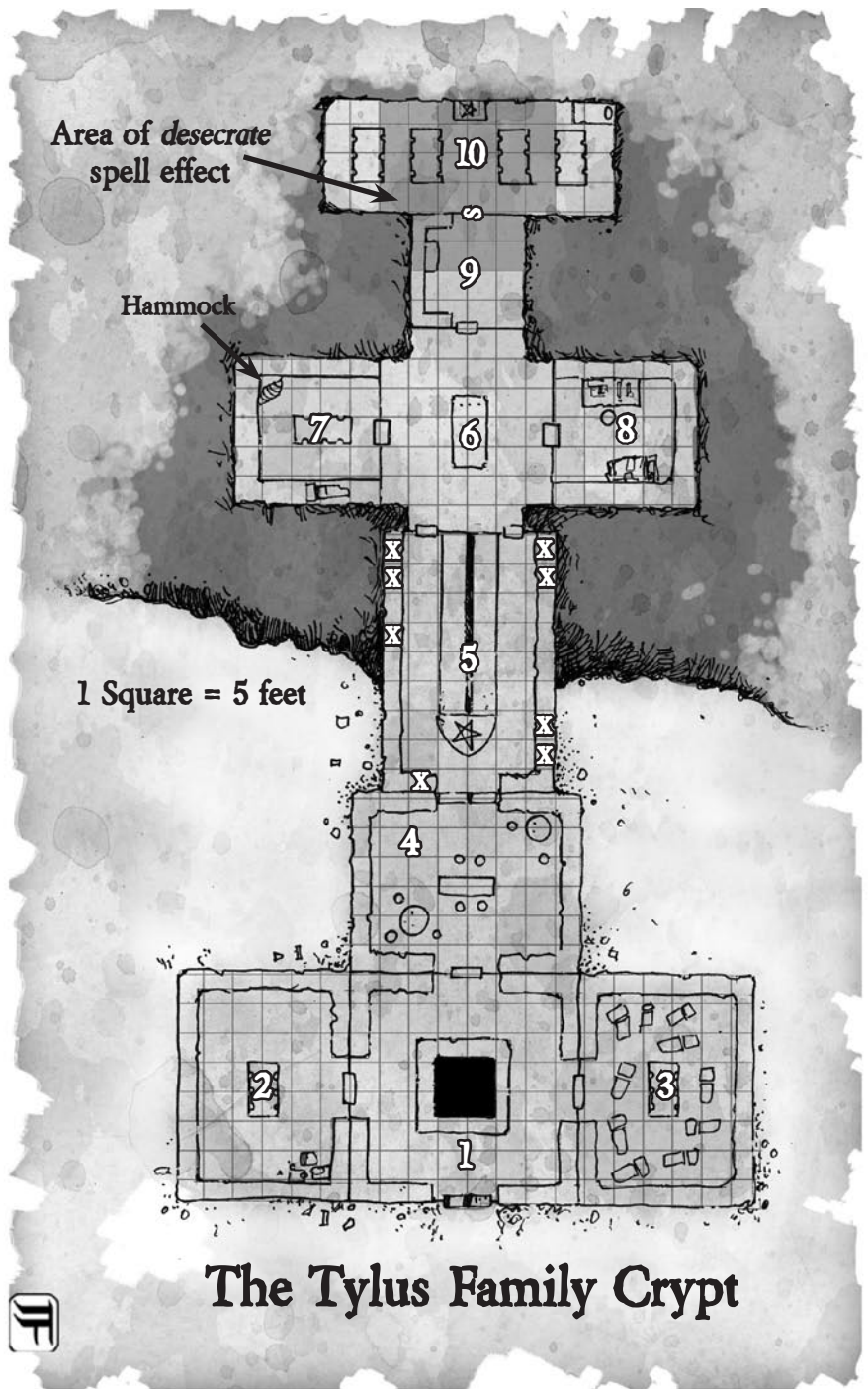
Light: None

Sounds: None

The door to this room is not locked and it opens easily.

The walls of this empty chamber are carved with bas-reliefs depicting a great warrior engaged in battles against a variety of creatures. Oddly, they are incomplete, for the warrior's face is blank in each of them. In the southeast corner, there is a pile of crates and boxes, and a stone sarcophagus lies in the center of this chamber.

This room was built in preparation for a hero of the Tylus family, but none has emerged that is worth of the added respect, and so the coffin lies empty. The cultists use this room to store most of their mundane equipment.



The Tylus Family Crypt

Treasure

Most of these items are basics for everyday living, but a few spare weapons and armor can also be found, including: 3 battle axes, 1 morning star, 40 light crossbow bolts, 3 heavy wooden shields, and 2 chain shirts. A character that examines the battle axes can make a DC 10 Appraise or Craft (weaponsmithing) check to notice that one of the battle axes is badly chipped (-1 penalty to damage).

3. Tomb of Yssona Tylus

Light: Two torches flank both entrances, shedding bright light in a 20-foot radius, enough to chase away the shadows in this room.

Sounds: None.

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Unless the characters took great steps to conceal the sounds of combat in **Room 1**, odds are that they've already faced the creatures here. If not, the characters automatically gain surprise, as the guards are sound asleep.

This room once served as a tomb, but now has clearly been used as a lair for the living. A defaced stone sarcophagus still lies in the center of the chamber and a number of shelves line the walls. However, a number of bedrolls are arrayed all over the floor of the room.

This is the resting place of Yssona Tylus, one of the last great heroes of the Tylus family. Her name is the only inscription on the coffin.

Creatures (EL 1)

Two guards rest here, sleeping on the floor. These guards are not wearing armor or hefting shields, so they have an AC 10. If given a round to prepare, they strap on their shields, increasing their AC to 12.

Dark Cultist (2): 8 hp; see **Appendix** for statistics.

Tactics

PCs facing these guards in this room should have surprise, unless the guards were alerted to the characters' presence. If the PCs have been careful, the guards may be asleep, and the PCs can dispatch them easily. Otherwise, the dark cultists take up their shields and axes, moving to attack the closest characters. These foes are fanatics and fight to the death.

Development

Sounds of fighting in Room 1 are likely to awaken the sleeping cultists here. If they joined the fight, this room is uninhabited.

Treasure

Aside from the personal effects of the dark cultists, there is no treasure in this room.

4. Tomb of Ido Tylus

Light: A lit lantern sitting on the table near the door to **Room 3** fills this chamber with bright light.

Sounds: A DC 15 Listen check at the north door reveals a faint creaking noise from the skeletons in **Room 5**.

Lurking in this room, if they haven't already been encountered in **Room 1**, are a pair of dark cultists and Zelfith, a foul quasit rogue.

When word reached Eddrin Tylus of his sister Ido's death, the noble prepared this tomb to be her final resting place. As her body was never recovered, Eddrin left the casket engraved with her name as a place of honor. Gavril soiled his brother's intentions, smashing the inscription with his axe when he discovered the tomb; the chipped axe can be found in **Room 2**. The cultists have set up the tables and chairs to use this room as a common area when they were not sleeping or on guard duty.

Shelves holding corpses line the walls of this large room. A stone sarcophagus with a badly damaged lid stands in the center of this chamber before an impressive pair of stone doors featuring a beautifully wrought carving of two roaring lions. A couple of tables and a few chairs seem to be a recent addition to this room.

Creatures (EL 4)

There are two dark cultists in this room, playing cards. There is also a quasit named Zelfith. Called to the Material Plane by a powerful thaumaturge in league with the cult, he has been instructed to observe Vidor's activities. Although the demon cares nothing for the individual cultists, he doesn't hesitate to destroy intruders.

Dark Cultists (2): hp 8 each; see **Appendix** for statistics.

Zelfith: hp 21; see **Appendix** for statistics.

Tactics

Although the dark cultists employ few tactics, attacking whomever is closest, Zelfith is a far more clever combatant. On the first round, the fiend uses his spell-like ability to become invisible and quickly assesses which characters are the spellcasters. While the dark cultists gets butchered by the PCs, Zelfith creeps forward and uses Sleight of Hand to snatch the spell component pouches from the characters. If the combat persists after he's snatched these items, he uses sneak attack against the weakest PCs and then, on his next action, turns invisible once more, moving away and picking another PC. If the PCs deal with the dark cultists quickly, he may remain invisible and follow the characters until they meet stiffer opposition, at which point the quasit lends his might to that battle.

Development

Unless the PCs concealed the sounds of their initial foray into Room 1, there's a good chance that the PCs will have already encountered the quasit and these cultists. If so, this room is empty.

Characters examining the sarcophagus may attempt DC 10 Craft (stoneworking) checks to assess that the damage was recent. Furthermore, characters that succeed on DC 15 Craft (stoneworking) or Knowledge (architecture and engineering) checks can deduce that what lies ahead is far older construction, making this particular room and the ones previously explored relatively recent — about twenty years old. Characters with stonemasonry get a +2 bonus to these checks.

Treasure

Among the playing cards, bowls, and other junk, there is a pair of bone dice set with obsidian pips that is worth 85 gp.

5. Chamber of the Dead

Light: None.

Sounds: A DC 15 Listen check at either of the north doors uncovers wet, tearing sounds and grunts of pleasure.

Before the addition of the new chambers, this area served the same purpose as **Room 1** does now.

Directly behind the doors, a bronze statue of a two-headed lion roars. Beyond the statue, the room splits into two parallel hallways. Skeletal remains line both sides of each hallway. There are also several noticeable gaps where bodies seemed to once reside, but have since stirred from their rest.

This chamber houses **8 human warrior skeletons**. They do not attack right away, but wait until an intruder attempts to open either door to **Room 6**.

Identical stone doors stand at the end of the each hallway. Each features the profile of a roaring lion. The heads face in opposite directions. Neither has a handle. The doors have been constructed to prevent anyone from opening them unless both doors are pushed at the same time. They may be battered down (hardness 8, hp 60; Break DC 28), but a character that succeeds on a DC 25 Search check discovers the means for opening them.

Creatures (EL 3)

Any creature not wearing an unholy symbol of the slaughter god attempting to open the far stone doors causes the skeletons to stir and attack. Each skeleton is marked on the map with an "x."

Human Warrior Skeletons (8): hp 6 each; AC 13, touch 11, flat-footed 12; Melee 2 claws +1 (1d4+1); see **MM** for statistics.

Tactics

It takes each skeleton a full-round action to extricate itself from the lower shelf on which it resides. At the end of its action, it occupies the adjacent space. Skeletons, if prevented from leaving, can attack from the shelves, but they are squeezed and take a -4 penalty to attack rolls and AC.

Development

If the PCs left any survivors behind them, they join the combat here in 1d3 rounds. As well, if the PCs manage to break down one or both of the doors, the ghouls from **Room 6** spill into the fight, ravenous for fresh meat.

6. The Tomb of Anderon Tylus

Light: None.

Sounds: None.

This chamber is the vault of Anderon Tylus, the founder of the noble line, and it is here where his family interred his remains. Since the cult's arrival, Vidor has placed undead minions to deter any intruders from venturing deeper inside the tombs.

Standing in the center of this room is a large white stone sarcophagus. The sarcophagus is smooth and engraved with lettering in a strange alphabet. On the floor in front of the coffin, lies a pile of rags partly buried in ash. A door stands in the center of each wall, except to the south, where there are two stone doors featuring the profiles of roaring lions.

This room is now the lair of **3 ghouls**. They currently feast on the carcasses of a few captured villagers. They do not realize it, but they also guard a potent magic item interred within the casket.

Creatures (EL 3)

Unless drawn to the fighting in **Room 5**, the ghouls hide themselves in the darkness (check result 16). They are under orders to attack anyone who is not a worshipper of the slaughter god and to fight to the death. While their instructions are clear, the ghouls despise their master and they are willing to do whatever they can to destroy Vidor.

Ghouls (3): hp 13, see *MM* for statistics.

Tactics

If the PCs enter this room, rather than the ghouls entering **Room 5**, the undead horrors hesitate just long enough to determine if the PCs are in fact servants of the slaughter god. Even if the PCs do not wear symbols, one of the ghouls cunningly hisses from his hiding place, "Do you serve the butcher?" Any response that even remotely suggests that the characters do in fact serve the god is good enough for the ghouls, who allow the PCs to pass unmolested for now. The ghouls will strike later, when the PCs are either leaving the complex or are in the thick of a fight.

Should combat break out, the ghouls fight to the best of their ability. They move to get into flanking positions, where they can best deliver their full attacks. The ghouls are afraid of elves and fight defensively against these opponents.

Development

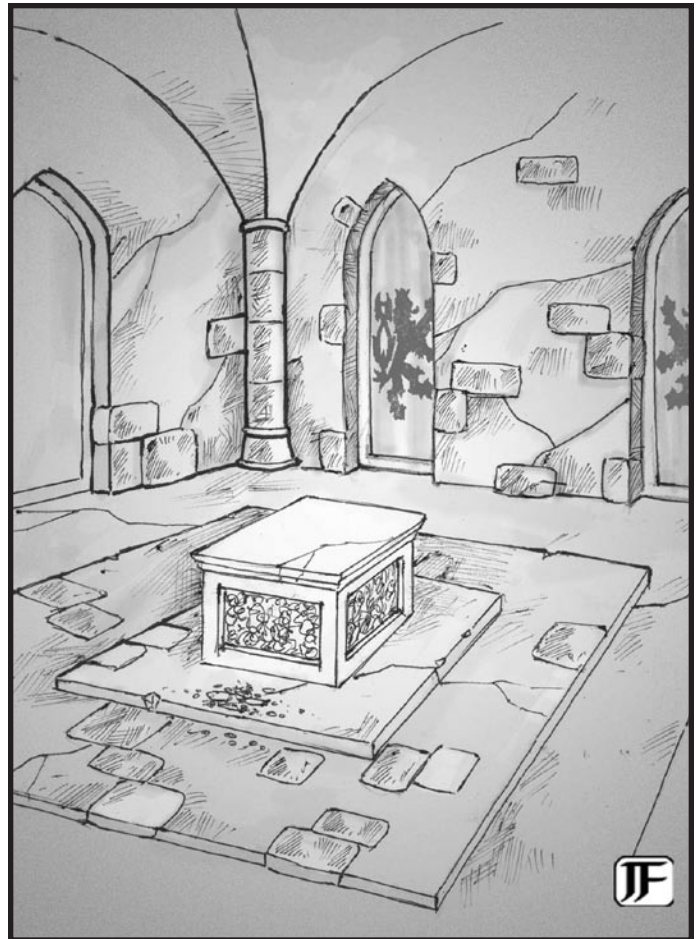
If any of the named cultists are alive and in rooms **Room 7** and **8**, have them make DC 5 Listen checks each round. On a successful check, the pair races out to aid the ghouls on the following round.

Traps

Once the PCs deal with the undead, they are free to explore the room's contents. The coffin itself is by far the most significant element. Inscribed on the lid in Celestial is the following:

Anderon Tylus. To those in need, whose hearts are pure, he still has one gift left to give. For those with evil plans, his wrath can still be felt.

A DC 25 Decipher Script check reveals the full message, while a DC 20 check gives the character the impression that the lid bears some sort of warning. Indeed, this is a warning, for the sarcophagus is trapped, and the pile of rags and ash is a testament to the doom that awaits any who tamper with the dead.



TRAPPED SARCOPHAGUS

CR 3

Search DC 28; **Type** Magical (faint abjuration); **Reset** Automatic
Trigger Visual (evil creature)

Area 5-ft. radius
Effect 5d8 fire

Disarm Disable Device DC 28; **Bypass** good or neutral alignment

The lid can be lifted with a successful DC 20 Strength check. Neutral characters take a -5 circumstance penalty, while evil characters take a -10 circumstance penalty.

Treasure

Inside the sarcophagus are the skeletal remains of long dead Anderon Tylus, still gripping a gleaming sword. This sword is Calagus, Anderon's famous longsword (see sidebar for statistics). This is a potent relic; an intelligent weapon of great power. Loyal to its dead master, Calagus is probably not willing to help the PCs unless it can be convinced of the dire circumstances affecting this ancient vault.

Upon being drawn by a good character, the sword speaks in a clear and powerful voice, "Who are you, and why do you seek my aid?" If the characters tell the sword of the dark cultists using the tomb as a base, it becomes enraged, and vows to help the character rid the tomb of these evildoers. If the characters suggest any other reason, the sword refuses. "I have seen many battles with my master, and now that he is gone, I wish to remain beside him."

Assuming the PCs convince the weapon to aid them, the sword fights valiantly until the last of the cultists have been slain. Once this has been achieved, Calagus requests that the PCs return him to his master's sarcophagus. Should the PC refuse, he must succeed on a DC 19 Will save or be forced to return to the weapon to its rightful place. A success indicates the PC retains control

Calagus

Calagus is an intelligent sword given to Anderon Tylus many years ago by clerics of the valor god. The sword dedicated its life to fighting evil, and formed a powerful bond with its master. It is generally kind and benevolent, but has seen so much battle that it has become war weary and does not wish to be taken up again.

Description: Calagus is a brilliant longsword, unmarred by the passage of time. Its hilt is wrapped in blue leather and its pommel is white crystal. When drawn, the weapon shines with bright white light equivalent to torchlight.

Activation: Drawing the weapon activates the sword's special properties. As a standard action, the wielder can utilize Calagus's *bless* ability.

Effect: Calagus is an intelligent +1 *holy cold iron longsword*. It is lawful good and can speak common and communicate with its wielder telepathically, and see and hear normally up to 120 ft. It has the following ability scores: Intelligence 10, Wisdom 14, Charisma 14, and Ego 9. It has a +12 modifier on Sense Motive checks. Three times per day, its wielder may cast *bless* as the spell cast by a 15th level cleric.

Aura/Caster Level: Strong evocation [good]; CL 15th

Construction: Craft Magical Arms and Armor, *bless*, *holy smite*, good alignment.

Weight: 4 lb.

Price: 30,330 gp; **Cost** 16,330 gp + 1120 XP

and may do as he wishes. Doing so earns the enmity of the weapon, and using it against its will is an evil act. If the sword and the characters part on friendly terms, the sword might drop a hint that the party may be allowed to wield the sword again under the right conditions.

A great deal of Calagus's "war-weariness" is meant to mask the fact that it is far more powerful than most of the treasure possessed by a 5th-level party. A sword like this would be out of balance with the typical campaign. It is entirely possible that, if the characters returned to the tomb later when they were of higher level, they might find the sword more willing to take up the adventuring life again. Alternately, the sword might allow itself to be used on a temporary basis if the PCs are fighting for a cause that is noble, and of world — or at least kingdom — threatening proportions.

7. Tomb of Olivan Tylus

Light: If Dorjan and Gavril are here, there's a hooded lantern lit in the northwest corner. Otherwise, this room is dark.

Sounds: None.

This tomb was the resting place of Olivan Tylus, a disgraced cleric who followed the sun god but was stripped of his mantle after his wife died. Embittered, he spent his remaining days cursing his deity and ruining the death of his cherished wife.

The chamber serves as Dorjan and Gavril's sleeping chamber.

A modest sarcophagus stands in the center of this chamber. On its lid, someone has erected a makeshift altar to the bloody-handed god. Shelves on the walls serve as the resting place of more dead. Stretched across one corner is a hammock, while against the far wall, bones and dust have been moved to provide room for a bedroll.

Dorjan and Gavril claimed this chamber when they took over the tomb.

Creatures (EL 6 or —)

Unless Dorjan and Gavril survived their encounter with the PCs at the Laughing Badger, this room is empty. The two cultists, assuming they escaped, retreat to the tombs and hole up here to tend their injuries.

Dorjan: hp 16; see **Appendix** for statistics.

Gavril: hp 34; see **Appendix** for statistics.

Tactics

A battle in **Room 6** stands a good chance of waking the two, requiring a DC 0 Listen check (note that the cultists take a –10 penalty if asleep). Dorjan sleeps in his armor, but Gavril does not. It takes Gavril 4 minutes to don his

armor. Dorjan normally helps Gavril, but would rather hide if the complex is under attack. If they get the chance, they flee to **Room 10**, but if the way is blocked, Gavril fights to the death. Dorjan pretends to surrender, but flees at the first opportunity.

Development

If the party followed them on the same night as the attack, the cultists will be asleep (or in trance, in Dorjan's case). Before going to sleep, Gavril uses any remaining *cure* spells to heal himself first and Dorjan next. If they are below two-thirds of their hit point total, Gavril uses his *wand of cure light wounds* to bring them to at least two-thirds full.

If the party waited eight hours or more to enter the tomb, the cultists are at full hit points. Gavril regains his spells at midnight.

Treasure

Characters exploring the room find nothing of value. PCs who clear off the profane altar get a good look at a bas-relief carving that decorates the sarcophagus's lid. It depicts a champion of the sun god doing battle with an undead horror. Olivan's greatest victory was destroying the vampire lord Starmble Lefounte. His name is engraved on the lid, and a DC 25 Knowledge (history or nobility and royalty) or bardic knowledge check reveals this bit of history. The cultists animated Olivan's skeleton, and sent it to attack the Laughing Badger.

8. Tomb of Ulidar Tylus

Light: When Kolya and Stasia are present, a hooded lantern lights the room. Otherwise, this room is dark.

Sounds: None

This room held the remains of Ulidar Tylus, a famed military leader who made his name defeating a horde of orcs while outnumbered three to one (DC 25 Knowledge: history or nobility).

Shelves filled with bones line the walls of this square room. The stone sarcophagus that once stood at the center has been shoved to the side and now serves as a writing desk. A pile of blankets and pillows stuffed in the southeast corner serves as bedding.

Creatures (EL 6)

When the cultists seized the tombs, Kolya and Stasia claimed this chamber. If either managed to escape the Laughing Badger, they are here.

Kolya: hp 42 or 34 (not raging); see **Appendix** for statistics.

Stasia: hp 23; see **Appendix** for statistics.

Tactics

A battle in **Room 6** stands a good chance of waking the two. Either awakens on a DC 0 Listen Check. Kolya does not sleep in his armor, and with Stasia's help, it takes him 2 minutes to don the armor. Kolya will fight to the death, but Stasia would rather surrender, even if it means certain execution.

Development

PCs who followed the pair here on the same night of the attack find the cultists little improved, having only had time to bring their hit points up to two-thirds of normal. If the PCs wait to pursue, the pair are fully healed for this encounter.

Treasure

The sarcophagus is empty, as the cultists animated the skeleton and sent it to attack the inn. There is a small pile of books on top of the makeshift desk, including Stasia's spellbook. The rest of the books are treatises and manuals on the practice of necromancy, and are worth about 150 gp to a spellcaster.

9. The Unfinished Tomb

Light: None.

Sounds: Characters who find the secret door and succeed on a DC 20 Listen check hear muttering coming from beyond.

Although the room looks unfinished, it is meant to camouflage the tomb that lies on the other side of a cunningly concealed secret door. The family wanted to protect their most important members from grave robbers.

This small and dusty room is empty. The shelves along the western wall and against half of the northern wall are bare. Grooves on the other walls suggest shelves that may have been removed.

Development

The room may look empty, but characters that succeed on a DC 25 Search check while examining the north wall discover a secret door.

Traps

Vidor placed a *glyph of warding* trap to stall any unwanted visitors. Any Medium or larger creature that crosses the room triggers the glyph, causing it to flash with unholy light and produce 1d4+1 fiendish Small monstrous spiders. The summoned creatures appear in adjacent spaces to the character who triggered the trap. Vidor knows that if an invader got this far, they will probably not be stopped by a handful of spiders. The real purpose of the trap is to buy him time.

GLYPH OF WARDING (SUMMON MONSTER III)	CR 3
Search DC 28; Type Magical (faint conjuration); Reset — Trigger Proximity	
Effect 1d4+1 fiendish Small spiders (see sidebar for stats)	
Disarm Disable Device DC 28	
FIENDISH HUNTING SPIDERS (1d4+1)	CR —
NE Small magical beast (augmented vermin, extraplanar)	
Init +3; Senses darkvision 60 ft., tremorsense 60 ft.; Listen +0, Spot +12	
AC 14, touch 14, flat-footed 11 (+1 size, +3 Dex)	
hp 4 (1 HD)	
Immune vermin immunities	
Resist cold 5 and fire 5; SR 6	
Fort +2, Ref +3, Will +0	
Spd 30 ft. (6 squares), climb 20 ft.	
Melee bite +4 (1d4–2 plus poison)	
Base Atk +0; Grp –6	
Atk Options poison (DC 10, initial and secondary damage 1d3 Str), smite good 1/day	



Abilities Str 7, Dex 17, Con 10, Int 3, Wis 10, Cha 2

Feats Weapon FinesseB

Skills Climb +11, Hide +11, Jump +8, Listen +0, Spot +12

Smite Good (Su) Once per day, a fiendish hunting spider may make a normal melee attack to deal +1 point of damage against a good foe.

10. The Family Tombs

Light: There are torches in sconces placed every 10 feet.

Sounds: None

Four stone sarcophagi stand in the center of this room. Originally constructed to hold the members of Anderon Tylus's family, this tomb only ever contained two bodies: that of Anderon's wife, Julia, and their son, Allvio. The other two coffins were never used. One was set for Tylus's daughter, who vanished in the bowels of some distant dungeon, while his son moved away and chose to be buried in his new homeland. The ones that were used have been defiled, and the remains within animated and used as part of the attack on the Laughing Badger.

Now the room serves as Vidor's abode and laboratory, where he performs his most sinister work. In the middle of the opposite wall, exuding raw malevolence, there is a perverse altar to the slaughter god, decorated in blood-stained skulls and piles of viscera.

Creatures (EL 7)

This room holds Vidor, the cult leader. Vidor is short, even by halfling standards. He has a cherubic face with blond hair and blue eyes, but is dressed in armor bearing the symbols of his dark god. Golden teeth fill his mouth.

In addition to the cultist, there are two undead bodyguards: Fang, a skeletal medusa, and Brute, a headless bugbear zombie. Fang looks like an ordinary

- Chapter III: Fighting the Cultists -

skeleton except for the tangle of bony serpents writhing on its head. Brute, on the other hand, is quite odd.

When Vidor crafted his undead bodyguards, he wanted one who could serve as a mount, but could also fight. When he acquired a freshly decapitated bugbear carcass, his twisted brain came up with the solution to both his problems. He placed a plush chair on top of the bugbear's shoulders where its head had been, and animated it as Brute, both a warrior and Vidor's means of transportation.

Vidor has cast *desecrate* in this room, as marked on the map. Because it is a makeshift altar, and not originally part of the tomb, the altar does not double the effectiveness of the spell, much to Vidor's disappointment. The effects of the spell are reflected in Brute and Fang's statistics found in the **Appendix**. Recall that all turning attempts take a -3 profane penalty. In addition, if Vidor discovers the crypt is under attack, he spends rebuke undead attempts to bolster his undead minions.

Vidor is seated on Brute when the player characters enter. Although Brute is ill-suited for riding, the chair counts as a military saddle, and thus Vidor takes only a -3 penalty to Ride checks.

Vidor: hp 33; see **Appendix** for statistics.

Brute: hp 42; see **Appendix** for statistics.

Fang: hp 39; see **Appendix** for statistics.

Tactics

Sounds of combat from **Room 9** automatically alert Vidor. Over the next three rounds, Vidor casts *shield of faith*, *invisibility* on Fang and then *magic vestment* to bump his AC up to 27, touch 12, and flat-footed 26. If given a fourth round, he spends a use of rebuke undead to bolster his minions against turning attempts.

Once the battle begins, Vidor casts *spiritual weapon*, directing the ghostly morningstar to attack spellcasters, and looses a *hold person* against the most dangerous looking melee fighter. After that, he casts *magic stone* and pelts the PCs until he's knocked from his seat or someone manages to engage him in melee. Should he face an opponent in hand to hand, he defensively casts *contagion*. Vidor uses prepared *cure* spells to heal himself and spontaneously cast *inflict* spells to heal Brute. Brute hammers at adjacent foes with his morningstar. Vidor commands Fang to attack the most vulnerable character, relying on her invisibility to get her into position to attack. Though he heals and defends himself, Vidor is not afraid of death. He would rather die than retreat or surrender. Being mindless, the undead fight until destroyed.

Development

If anybody was taken hostage in the cultists' escape from the Laughing Badger, they are bound, gagged, and placed in these stone coffins. If there is a battle raging in the room around them, the hostages try to make noise, but their bonds and the stone encasing them makes this difficult. A character needs to make a DC 20 Listen check to realize people are trapped within the caskets.

Concluding the Adventure

After the cultists have been defeated and any hostages have been rescued, Maddock closes the tavern for one week to mourn Baeddan and any other innocents who may have been slain in the assault. If Maddock himself is dead, the Laughing Badger closes for a month, at which time the remaining members of his family reopen the tavern and try to keep things going.

When the Tavern does reopen, Maddock throws a party at the Laughing Badger with the player characters as the guests of honor. From that point forward, Maddock makes it clear that the character's gold is not needed for food or lodging, and the attitudes of Maddock and the rest of his family are shifted to helpful.

Eddrin Tylus is pleased to have the bodies of his ancestors returned and the cultists removed from his crypt. If he named a specific reward, he delivers what he promised. If he did not name a specific reward, and his attitude was friendly or helpful when the PCs left him, Eddrin gives the party the *shield of Ido Tylus*. His sister constructed the buckler and wielded it until her sudden death. Eddrin has kept it in memory of her, but decides allowing the adventurers to use it is a better testimony to his sister than leaving the shield on the wall of his estate.

If any of the worshipers of the god of slaughter escape, it is unlikely they forget who thwarted their plans. Gavril especially is the type to seek revenge. He bides his time, but sooner or later, he attempts to destroy the party. If any of the cultists are captured and turned over to the authorities, they are taken to a larger city where they will stand trial, perhaps compelling the player characters to testify. It is unlikely that any of the cultists would be found not to be guilty, but it is possible they could escape, potentially forming the foundation for adventures of your own design.

Shield of Ido Tylus

This enchanted shield can alter the properties of weapons you wield.

Description: The *shield of Ido Tylus* is a small circular shield of shining metal that has an embossed image of a two-headed lion: the Tylus family seal.

Activation: Activating the silvering effect is a command word that takes a standard action.

Effect: The *shield of Ido Tylus* is a +1 mithral buckler. As such, it has no armor check penalty, and no chance of arcane spell failure. It also has the ability to confer the properties of alchemical silver upon its wielder's weapons.

Once per day, the wielder may touch a melee weapon he wields to the shield and speak the command word. The weapon rapidly assumes a silvery cast, gaining the benefits of *silversheen* for 1 minute. The weapon loses the benefits of any other special properties that result from its substance.

Aura/Caster Level: Moderate transmutation. CL 7th

Requirements: Craft Magical Arms and Armor, Craft (alchemy) 10 ranks, 2,865 gp, 148 XP.

Weight: 2.5 lbs.

Price: 4,715 gp.



- Appendix I: Collected Statistics -

This appendix includes statistics for all the characters and creatures included in *Dreadful Dawn*.

AMERIL	CR 1/2
Male human commoner 1 NG Medium humanoid Init +0; Senses Listen +4, Spot +4 Languages Common	
AC 10, touch 10, flat-footed 10 hp 3 (1 HD) Fort +0, Ref +0, Will +0	
Spd 30 ft. (6 squares); Run Melee unarmed +0 (1d3 nonlethal) Base Atk +0; Grp +0	
Abilities Str 11, Dex 10, Con 11, Int 10, Wis 11, Cha 10 Feats Run, Skill Focus (Profession: Farmer) Skills Listen +4, Profession (farmer) +7, Spot +4 Possessions nightshirt	
AVRIL	CR 2
Female halfling cleric 2 LG Small humanoid Init +0; Senses Listen +1, Spot +1 Languages Common, Halfling	
AC 15, touch 11, flat-footed 15 (+1 size, +0 Dex, +3 armor, +1 shield) hp 7 (2 HD) Fort +4, Ref +2, Will +6	
Spd 20 ft. (4 squares) Melee quarterstaff +1 (1d4–1) Melee dagger +1 (1d3–1/19–20) Base Atk +1; Grp –4 Special Actions turn undead 4/day (+3, 2d6+3, 2nd) Cleric Spells Prepared (CL 2nd): 1st— <i>comprehend languages</i> , <i>obscuring mist</i> , <i>remove fear</i> , <i>sanctuary</i> (DC 12)D 0— <i>create water</i> , <i>detect magic</i> , <i>light</i> , <i>mending</i> D: Domain spell. Domains: Good, Protection	
Abilities Str 9, Dex 11, Con 8, Int 10, Wis 13, Cha 12 SQ moderate aura of good and law Feats Self-Sufficient Skills Climb +1, Diplomacy +5, Heal +3, Hide +4, Jump –5, Knowledge (religion) +5, Listen +1, Move Silently +2, Spellcraft +1, Spot +1, Survival +3 Possessions combat gear plus masterwork studded leather, masterwork light wooden shield, <i>cloak of resistance</i> +1	
BAEDDAN	CR 2
Male half-orc warrior 3 NG Medium humanoid (orc) Init +0; Senses darkvision 60 ft.; Listen –1, Spot –1 Languages Common, Orc	
AC 15, touch 10, flat-footed 15 (+0 Dex, +4 armor, +1 shield) hp 16 (3 HD) Fort +4, Ref +1, Will +0	
Spd 30 ft. (6 squares) Melee unarmed strike +5 (1d3+2) Melee mwk battle axe +6 (1d8+2/×3) Melee sap +5 (1d6+2 nonlethal)	

Ranged mwk composite longbow (Str +2) +4 (1d8+2/×3) Base Atk +3; Grp +9 Atk Options Improved Grapple Combat Gear <i>potion of cure moderate wounds</i>	
Abilities Str 15, Dex 11, Con 12, Int 8, Wis 9, Cha 6 Feats Improved Grapple, Improved Unarmed Strike Skills Intimidate +4, Listen –1, Spot –1 Possessions combat gear plus +1 <i>studded leather</i> , light shield, masterwork battleaxe, sap, masterwork composite longbow (Strength +2) with 40 arrows	
BRUTE	CR 2
Zombie male bugbear NE Medium undead Init +0; Senses darkvision 60 ft.; Listen +0, Spot +0	
AC 18, touch 10, flat-footed 18 (+0 Dex, +2 armor, +1 shield, +5 natural) hp 42 (6 HD); DR 5/slashing Immune undead immunities Fort +2, Ref +2, Will +5	
Spd 30 ft. (6 squares), can't run Melee morningstar +6 (1d8+3) or Melee slam +6 (1d6+3) Base Atk +3; Grp +6	
Abilities Str 17, Dex 10, Con —, Int —, Wis 10, Cha 1 SQ single actions only Feats Toughness ^B Skills Listen +4, Spot +4 Possessions leather armor, light wooden shield, morningstar	
DARK CULTIST	CR 1/2
Male or female human warrior 1 CE Medium humanoid Init +0; Senses Listen –1, Spot +0 Languages Common	
AC 16, touch 10, flat-footed 16 (+0 Dex, +4 armor, +2 shield) hp 8 (1 HD) Fort +3, Ref +0, Will –1	
Spd 30 ft. (6 squares) Melee battleaxe +2 (1d8+1/×3) Base Atk +1; Grp +2 Atk Options Blind-Fight	
Abilities Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8 Feats Blind-Fight, Toughness ^B Skills Climb –1, Hide –3, Intimidate +3, Jump –1, Listen –1, Spot +0 Possessions chain shirt, heavy wooden shield, battleaxe, wooden holy symbol of the slaughter god, heavy cloak, 1d10 sp	
DORJAN	CR 3
Male planetouched (evil) elf rogue 3 CE Medium outsider (elf, native) Init +8; Senses darkvision 60 ft., low-light vision; Listen +7, Spot +7 Languages Common, Draconic, Elven	
AC 17, touch 14, flat-footed 17(+4 Dex, +3 armor) hp 16 (3 HD) Immune sleep Resist cold 5, electricity 5, fire 5, evasion Fort +3, Ref +8, Will +1 (+3 against enchantment)	

- Appendices -

Spd 30 ft. (6 squares) Melee mwk dagger +7 (1d4+1/19–20) Ranged throwing dagger +6 (1d4+1/19–20) Base Atk +2; Grp +3 Atk Options sneak attack +2d6 Combat Gear <i>potion of cat's grace</i>, <i>potion of cure light wounds</i>, <i>potion of invisibility</i> Spell-like Abilities (CL 3rd): 1/day—<i>darkness</i>
Abilities Str 13, Dex 19, Con 12, Int 12, Wis 8, Cha 10 SQ trap sense +1, trapfinding Feats Improved Initiative, Weapon Finesse Skills Bluff +4, Craft (trapmaking) +3, Disable Device +9, Escape Artist +6, Hide +12, Intimidate +2, Listen +7, Move Silently +10, Open Lock +12, Search +9, Sleight of Hand +6, Spot +7, Survival –1 (+1 following tracks), Tumble +6 Possessions combat gear plus masterwork studded leather, 2 masterwork daggers, 2 throwing daggers, <i>cloak of resistance</i> +1, grappling hook, masterwork thieves' tools, 50 feet of silk rope, wooden holy symbol of the slaughter god, 15 gp
In combat, Dorjan drinks his <i>potion of cat's grace</i> on the first round (or surprise round). For the next three minutes, he uses the following statistics: Init +10, AC 19 (touch 16, flat-footed 17 (+6 Dex, +3 armor)), Ref +10, Melee mwk dagger +9 (1d4+1/19–20), Ranged throwing dagger +8 (1d4+1/19–20), Abilities Dex 23, Skills Escape Artist +8, Hide +14, Move Silently +12, Open Lock +14, Sleight of Hand +8, Tumble +8
DESECRATED DREAD SKELETONS CR 3
CE Medium undead (augmented humanoid) Init +5; Senses darkvision 60 ft.; Listen –1, Spot +0 Aura Unnatural (30 ft.) Languages Common
AC 19, touch 11, flat-footed 18 (+1 Dex, +4 armor, +2 shield, +2 natural) hp 18 (2 HD); DR 10/bludgeoning Immune cold, undead immunities Fort +4, Ref +2, Will +0
Spd 30 ft. (6 squares) Melee battleaxe +4 (1d8+2/×3) or Melee 2 claws +4 (1d4+2) Base Atk +2; Grp +4 Atk Options Blind-Fight Special Actions command skeletons
Abilities Str 13, Dex 13, Con —, Int 6, Wis 9, Cha 8 SQ turn resistance +3 (–3 to turn checks) Feats Blind-Fight, Improved Initiative^B, Toughness^B Skills Climb –1, Hide –2, Intimidate +4, Jump +1, Listen –1, Spot +0 Possessions chain shirt, heavy wooden shield, battleaxe, wooden holy symbol of the slaughter god, heavy cloak, 1d10 sp Unnatural Aura (Su) Any creature of the animal type that's within 30 feet of a dread skeleton automatically becomes panicked and remains so for as long as it remains within range of the aura. Command Skeletons (Su) A dread skeleton can automatically command all normal skeletons within 30 feet as a free action. Normal skeletons never attack a dread skeleton unless compelled.
FANG CR 3
Female skeletal medusa NE Medium undead Init +7; Senses darkvision 60 ft.; Listen +0, Spot +0

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural) hp 39 (6 HD); DR 5/bludgeoning Immune cold, undead immunities Fort +2, Ref +5, Will +5
Spd 30 ft. (6 squares) Melee 2 claws +6 (1d4) and Melee snakes +1 (1d4) Ranged shortbow +8/+3 (1d6/×3) Base Atk +6; Grp +6
Abilities Str 10, Dex 17, Con —, Int —, Wis 10, Cha 1 Feats Improved Initiative^B Skills Listen +0, Spot +0 Possessions dagger, shortbow with 20 arrows
GAVRIL CR 5
Male human cleric 5 CE Medium humanoid Init +3; Senses Listen +3, Spot +3 Languages Common
AC 20, touch 9, flat-footed 20 (–1 Dex, +8 armor, +3 shield) hp 34 (5 HD) Fort +6, Ref +0, Will +7
Spd 20 ft. in full plate (4 squares), base speed 30 ft. Melee mwk morningstar +5 (1d8+1) Ranged javelin +2 (1d6+1) Base Atk +3; Grp +4 Special Actions rebuke undead 4/day (+3, 2d6+7, 6th) Combat Gear <i>scroll of cure serious wounds</i>, <i>scroll of lesser restoration</i>, <i>scroll of word of recall</i>, <i>wand of cure light wounds</i> (30 charges), <i>wand of light</i> (25 charges) Cleric Spells Prepared (CL 5th): 3rd—<i>animate dead</i>, <i>invisibility purge</i>, <i>magic vestment</i>D 2nd—<i>cure moderate wounds</i>, <i>desecrate</i>†, <i>spiritual weapon</i> (melee attack +6, 1d8+1)D, <i>summon monster</i> II 1st—<i>cure light wounds</i>, <i>divine favor</i>, <i>magic stone</i> (ranged attack +3), <i>magic weapon</i>D, <i>shield of faith</i> 0—<i>cure minor wounds</i>, <i>detect magic</i>, <i>purify food and drink</i>, <i>read magic</i>, <i>resistance</i> D: Domain spell. Domains: Evil, War †Already cast
Abilities Str 13, Dex 8, Con 14, Int 10, Wis 16, Cha 12 SQ strong aura of chaos and evil Feats Combat Casting, Improved Initiative^B, Improved Turning, Weapon Focus (morningstar)^B Skills Concentrate +10, Knowledge (religion) +5, Knowledge (the planes) +3, Listen +3, Spellcraft +8, Spot +3 Possessions combat gear plus full plate, +1 <i>heavy steel shield</i>, masterwork morningstar, 3 javelins, silver unholy symbol of the god of slaughter, gold amulet of the Tylus family (60 gp), 2 silver amulets of the Tylus family (30 gp each), 2 black onyx gems (25 gp each), 20 gp
If alerted to the PCs prior to their attack, Gavril prepares by casting <i>magic vestment</i>, <i>shield of faith</i>, and <i>divine favor</i>. Use the following modified statistics. AC 24 (touch 11, flat-footed 24 (–1 Dex, +10 armor, +3 shield, +2 deflection)), Melee mwk morningstar +6 (1d8+3), Ranged javelin +3 (1d6+2)
JUNEBELLE “DAGGERS” MACGEE CR 1
Female halfling warrior 2 NG Small humanoid Init +2; Senses Listen +3, Spot +1 Languages Common, Halfling

- Appendices -

AC 16, touch 13, flat-footed 14 (+1 size, +2 Dex, +3 armor) hp 9 (2 HD) Fort +4, Ref +3, Will +1 (+3 against fear) Spd 20 ft. (4 squares) Melee longsword +3 (1d6/19–20) Ranged mwk dagger +6 (1d3/19–20) Base Atk +2; Grp –2 Abilities Str 10, Dex 15, Con 11, Int 9, Wis 10, Cha 8 Feats Weapon Focus (dagger) Skills Climb +1, Hide +5, Intimidate +0, Jump +1, Listen +3, Move Silently +3, Spot +1 Possessions studded leather, longsword, 3 masterwork daggers	
KOLYA (RAGING)	CR 4
Male half-orc barbarian 4 CE Medium humanoid (orc) Init +1; Senses darkvision 60 ft.; Listen +8, Spot +1 Languages Common, Orc AC 14, touch 9, flat-footed 14; uncanny dodge (+1 Dex, +5 armor, –2 rage) hp 42 (4 HD) Fort +8, Ref +2, Will +4 Spd 30 ft. in breastplate (6 squares), base speed 40 ft. Melee +1 <i>greataxe</i> +11 (1d12+9/×3) Ranged mwk composite longbow (Str +4) +6 (1d8+4/×3) Base Atk +4; Grp +10 Atk Options Improved Sunder, Power Attack, rage 2/day Combat Gear <i>potion of cure moderate wounds</i> , <i>potion of hide from animals</i> , <i>potion of shield of faith</i> +2, 2 tanglefoot bags Abilities Str 22, Dex 13, Con 18, Int 8, Wis 12, Cha 6 SQ trap sense +1 Feats Improved Sunder, Power Attack Skills Climb +7, Intimidate +5, Jump +6, Listen +8, Spot +1 Possessions combat gear plus masterwork breastplate, +1 <i>greataxe</i> , masterwork composite longbow (Strength +4) with 40 arrows, wooden holy symbol of the slaughter god, 27 gp When not raging, Kolya uses the following statistics: AC 16 (touch 11, flat-footed 16; uncanny dodge (+1 Dex, +5 armor)), hp 34 (4 HD), Fort +6, Ref +2, Will +2, Melee +1 <i>greataxe</i> +9 (1d12+6/×3), Grp +8, Abilities Str 18, Dex 13, Con 14, Int 8, Wis 12, Cha 6, Skills Climb +5, Jump +4	
MADDOCK	CR 3
Male human expert 4 NG Medium humanoid Init –1; Senses Listen +9, Spot +9 Languages Common AC 11, touch 9, flat-footed 11 (–1 Dex, +2 armor) hp 18 (4 HD) Fort +2, Ref +0, Will +6 Spd 30 ft. (6 squares) Melee club +4 (1d6+1) Ranged mwk light crossbow +3 (1d8/19–20) Base Atk +3; Grp +4 Power Points/Day : 2; Powers Known (ML —) Abilities Str 13, Dex 9, Con 12, Int 10, Wis 15, Cha 14 Feats Negotiator ^B , Skill Focus (Profession: Innkeeper), Wild Talent Skills Diplomacy +13, Gather Information +11, Knowledge (local) +7, Listen +9, Profession (innkeeper) +12, Sense Motive +11, Spot +9 Possessions leather armor, club, masterwork light crossbow with 10 bolts, Laughing Badger and all of its contents	

MADDOCK THE DREAD ALLIP	CR 6
Dread allip male human expert 4 NE Medium undead (augmented humanoid) Init +0; Senses Listen +9, Spot +9 Aura babble (60 ft., DC 18) Languages Common AC 12, touch 12, flat-footed 12 (+0 Dex, +2 deflection) hp 26 (4 HD) Fort +1, Ref +1, Will +10 Spd fly 30 ft. (perfect) Melee incorporeal touch +2 (1d6 Wisdom drain) Base Atk +2; Grp — Atk Options dominating trample, Wisdom drain Special Actions command allips, create spawn Power Points/Day : 2; Powers Known (ML —) Abilities Str —, Dex 11, Con —, Int 10, Wis 15, Cha 22 SQ madness, turn resistance +4 Feats Negotiator ^B , Skill Focus (Profession: Innkeeper), Wild Talent Skills Diplomacy +17, Gather Information +15, Knowledge (local) +7, Listen +9, Profession (innkeeper) +12, Sense Motive +11, Spot +9 Babble (Su) Each creature within 60 feet of a dread allip must succeed on a DC 18 Will save or be affected as though they were the target of a <i>hypnotism</i> spell. The effect lasts for 2d4 rounds. A creature that successfully saves cannot be affected by this dread allip's babble for 24 hours. Dominating Trample (Su) Once every 1d4 rounds, the dread allip may dominate creatures by simply passing through them. As a standard action, the dread allip may take a single move in a straight line. Any creature it moves through may take an attack of opportunity or attempt a DC 18 Reflex save. A creature that fails to avoid the allip's trample must immediately attempt a DC 18 Will save or become dominated as though targeted by a <i>dominate monster</i> spell (CL 20th). A character that succeeds on the save gains immunity to this ability for 24 hours. Dominated creatures behave as per the spell, except the dread allip may order the target to kill itself. Doing so grants the target a second Will save with a +15 bonus to the Will save. Failure means the target must attack itself with the most damaging melee weapon available or do something else with fatal consequences. Treat the attack as a coup de grace. Each round thereafter, the target can attempt a new save, but only at a +5 bonus. Wisdom Drain (Su) A dread allip deals 1d6 points of Wisdom drain with its incorporeal touch attack. Command Allips (Su) A dread allip automatically commands normal allips within 30 feet as a free action. Create Spawn (Su) A creature that dies while dominated by this dread allip rises as an allip in 1d6 rounds if it committed suicide or died fulfilling an obviously self-destructive command, or had 0 Wisdom and was within 30 feet of the allip when it died. Madness (Su) Any creature that targets a dread allip with a thought-detecting, mind-control, or telepathic effect takes 1d6 points of Wisdom damage.	
NELPHEN THE MAGNIFICENT	CR 5
Male gnome bard 5 CG Small gnome Init +2; Senses low-light vision; Listen +1, Spot –1 Languages Common, Gnome AC 17, touch 13, flat-footed 15; Dodge, +4 dodge against giants (+1 size, +2 Dex, +3 armor, +1 natural) hp 27 (5 HD) Fort +4, Ref +7, Will +4	

- Appendices -

Spd 20 ft. (4 squares)
Melee mwk longsword +5 (1d6/19–20)
Ranged mwk light crossbow +7 (1d6/19–20)
Base Atk +3; **Grp** –1
Atk Options +1 attacks against goblinoids and kobolds
Special Actions bardic music 5/day (inspire competence, inspire courage +1, fascinate 2 targets, countersong)
Combat Gear *potion of blur*, *wand of charm person* (25 charges)
Bard Spells Known (CL 5th):
 2nd (2/day)—*enthrall* (DC 16), *hypnotic pattern* (DC 16), *mirror image*
 1st (4/day)—*charm person* (DC 15), *silent image* (DC 15), *sleep* (DC 15), *ventriloquism* (DC 15)
 0 (3/day)—*daze* (DC 14), *lullaby* (DC 14), *mage hand*, *message*, *open/close*, *read magic*
Spell-like Abilities (CL 1st):
 1/day—*dancing lights*, *ghost sound* (DC 13), *prestidigitation*, *speak with animals* (burrowing mammals, 1 minute)

Abilities Str 11, Dex 14, Con 14, Int 10, Wis 8, Cha 16
SQ bardic knowledge +5
Feats Dodge, Spell Focus (enchantment)
Skills Balance +4, Concentration +10, Craft (alchemy) +2, Diplomacy +11, Hide +6, Jump –4, Knowledge (arcana) +5, Listen +1, Perform (comedy) +11, Perform (sing) +11, Spellcraft +5, Spot –1, Tumble +10
Possessions combat gear plus masterwork studded leather, masterwork longsword, masterwork light crossbow with 10 bolts, *amulet of natural armor* +1, *cloak of resistance* +1, backpack, waterskin, one day of trail rations, bedroll, sack, spell component pouch.

RATTLEBONES

CR 1

Gnoll skeleton
 NE Medium undead
Init +5; **Senses** darkvision 60 ft.; Listen +2, Spot +3
AC 17, touch 11, flat-footed 16 (+1 Dex, +2 armor, +2 shield, +2 natural)
hp 13 (2 HD); **DR** 5/bludgeoning
Immune cold, undead immunities
Fort +0, **Ref** +1, **Will** +3
Spd 30 ft. (6 squares)
Melee battleaxe +3 (1d8+2/×3) or
Melee 2 claws +3 (1d4+2)
Base Atk +1; **Grp** +3
Abilities Str 15, Dex 12, Con —, Int —, Wis 10, Cha 1
Feats Improved Initiative^B
Skills Listen +2, Spot +3
Possessions leather armor, heavy wooden shield, battleaxe

STASIA

CR 4

Female human necromancer 4
 NE Medium humanoid
Init +2; **Senses** darkvision 60 ft.; Listen +0 (+2 with familiar), Spot +0 (+2 with familiar, +5 in shadows)
Languages Abyssal, Common, Draconic, Orc, empathic link
AC 16, touch 12, flat-footed 14 (+2 Dex, +4 armor)
hp 23 (4 HD)
Fort +2, **Ref** +3, **Will** +4
Spd 30 ft. (6 squares)
Melee dagger +1 (1d4–1/19–20)
Ranged mwk light crossbow +5 (1d8/19–20)
Base Atk +2; **Grp** +1
Atk Options Point Blank Shot
Combat Gear 2 flasks of alchemist fire, *potion of cure light wounds*, *scroll of scorching ray*, *wand of ray of enfeeblement* (ranged touch +4, 46 charges)

Necromancer Spells Prepared (CL 4th):

2nd—*blindness/deafness* (DC 17), *darkvision*†, *false life*†, *scare* (DC 17)
 1st—*burning hands* (DC 14), *cause fear* (DC 16), *mage armor*†, *ray of enfeeblement* (ranged touch +4), *summon monster I*
 0—*detect magic*, *light*, *message*, *touch of fatigue* (melee touch +1, DC 15), *prestidigitation*
 †Already cast (included)

Abilities Str 8, Dex 14, Con 13, Int 16, Wis 10, Cha 12

SQ familiar

Feats Alertness^B (while familiar is within 5 ft.) Greater Spell Focus (necromancy), Point Blank Shot, Scribe Scroll^B, Spell Focus (necromancy)^B

Skills Concentration +8, Decipher Script +9, Hide +4, Knowledge (arcana) +10, Knowledge (religion) +10, Listen +0 (+2 with familiar), Move Silently +4, Spellcraft +12, Spot +0 (+2 with familiar, +5 in shadows)

Possessions combat gear plus dagger, masterwork light crossbow with 20 bolts, *wand of arcane lock* (22 charges), spell component pouch, master key to the Laughing Badger, wooden unholy symbol of the slaughter god, 35 gp

Spellbook all prepared plus all cantrips except enchantment and illusion; 1st—*alarm*, *chill touch*, *comprehend languages*; 2nd—*command undead*. Stasia does not have her spellbook with her while dealing with the guests. It can be found in the Tomb. If she escapes, she retrieves this precious item.

When Stasia's spells expire, she uses the following statistics.

Senses Listen +0 (+2 with familiar), Spot +0 (+2 with familiar)
AC 12 (touch 12, flat-footed 10 (+2 Dex))
hp 14

PALE

CR —

Female owl familiar
 NE Tiny animal
Init +3; **Senses** darkvision 60 ft. (shared spell), low-light vision; Listen +14, Spot +4 (+12 in shadows)
Languages empathic link
AC 19 (23 with *mage armor*), touch 15, flat-footed 16 (20 with *mage armor*) (+2 size, +3 Dex, +4 natural)
hp 7 (16 with *false life*) (4 HD)
Resist improved evasion
Fort +2, **Ref** +5, **Will** +6
Spd 10 ft. (2 squares), fly 40 ft. (perfect)
Melee talons +7 (1d4–3)
Space 2-1/2 ft.; **Reach** 0 ft.
Base Atk +2; **Grp** –9
Atk Options deliver touch spells
Abilities Str 4, Dex 17, Con 10, Int 7, Wis 14, Cha 4
SQ share spells
Feats Alertness, Weapon Finesse^B
Skills Listen +14, Move Silently +19, Spot +4 (+12 shadows)

VEESHLU

CR 4 (5 WHEN SOBER)

Male human fighter 5
 N Medium humanoid
Init +1; **Senses** Listen –3, Spot –3
Languages Common
AC 17, touch 11, flat-footed 16 (+1 Dex, +6 armor)
hp 37 (5 HD)
Fort +5, **Ref** +1, **Will** –1

- Appendices -

Spd 20 ft. in breastplate (4 squares), base speed 30 ft. Melee mwk greatsword +8 (2d6+4/19–20) or Melee dagger +6 (1d4+1/19–20) Ranged mwk composite longbow (Strength +3) +5 (1d8+1/×3) Base Atk +5; Grp +6 Atk Options Cleave, Power Attack Combat Gear <i>potion of bear's endurance, potion of bull's strength, potion of cure moderate wounds, potion of enlarge person</i>
Abilities Str 16, Dex 13, Con 14, Int 10, Wis 8, Cha 12 Feats Cleave^B, Iron Will^B, Power Attack, Quick Draw, Weapon Focus (greatsword)^B, Weapon Specialization (greatsword)^B Skills Handle Animal +7, Intimidate +7, Listen –3, Ride +7, Spot –3 Possessions combat gear plus +1 breastplate, masterwork greatsword, dagger, masterwork composite longbow (Strength +3), 20 arrows, <i>cloak of resistance</i> +1, 48 gp
Sober When not drunk, Veeshlu uses the following statistics. Senses Listen –1, Spot –1, Fort +7, Ref +3, Will +1 Melee mwk greatsword +10 (2d6+6/19–20) or, Melee dagger +8 (1d4+3/19–20). Ranged mwk composite longbow (Strength +3) +7 (1d8+3/×3) Grp +8 Skills Handle Animal +9, Intimidate +9, Listen –1, Ride +9, Spot –1
VIDOR CR 6
Male halfling cleric of the god of slaughter 6 CE Small humanoid Init +2; Senses Listen +5, Spot +3 Languages Abyssal, Common, Halfling
AC 23, touch 12, flat-footed 22 (+1 size, +1 Dex, +9 armor, +2 shield) hp 33 (6 HD) Fort +7, Ref +5, Will +9 (+11 against fear)
Spd 15 ft. (3 squares) Melee mwk morningstar +6 (1d6) Ranged javelin +8 (1d4) Base Atk +4; Grp +0 Atk Options Mounted Combat Special Actions rebuke undead 5/day (+4, 2d6+8, 6th) Combat Gear <i>divine scroll of neutralize poison, divine scroll of remove curse, divine scroll of remove blindness/deafness, divine scroll of remove fear, divine scroll of remove paralysis, wand of cure light wounds</i> (22 charges), 4 vials of unholy water
Cleric Spells Prepared (CL 6th): 3rd—<i>bestow curse</i> (melee touch +5, DC 17), <i>contagion</i> (melee touch +5, DC 17), <i>dispel magic</i>, <i>magic vestment</i> 2nd—<i>cure moderate wounds</i>, <i>desecrate</i>, <i>hold person</i> (DC 15), <i>invisibility</i>^D, <i>spiritual weapon</i> (melee +7, 1d8+2, see PH) 1st—<i>cause fear</i> (DC 15), <i>cure light wounds</i>, <i>disguise self</i>^D, <i>magic stone</i> (ranged attack +9), <i>shield of faith</i> 0—<i>cure minor wounds</i>, <i>detect magic</i> (×2), <i>light</i>, <i>resistance</i> D: Domain spell. Domains: Trickery and War.
Abilities Str 11, Dex 14, Con 13, Int 12, Wis 17, Cha 14 SQ strong aura of chaos and evil Feats Mounted Combat, Scribe Scroll, Spell Focus (necromancy), Weapon Focus (morningstar)^B, Skills Bluff +11, Climb –4, Concentration +4, Diplomacy +4, Disguise +2 (+4 acting), Intimidate +4, Jump –8, Knowledge (religion) +7, Listen +5, Move Silently –2, Ride +5, Spellcraft +4, Spot +3 Possessions combat gear plus +1 full plate, masterwork heavy steel shield, masterwork morningstar, 3 javelins, <i>amulet of nondetection</i>, silver unholy symbol, powdered silver (100 gp), 10 onyx gemstones (25 gp each), 8 gp

ZELFITH CR 3
Male quasit rogue 1 CE Tiny outsider (chaotic, extraplanar, evil) Init +9; Senses darkvision 60 ft.; Listen +6, Spot +6 Languages Abyssal, Common
AC 21, touch 18, flat-footed 16; Dodge (+2 size, +5 Dex, +1 deflection, +3 natural) hp 21 (4 HD); fast healing 2; DR 5/cold iron or good Immune poison Resist fire 10 Fort +4, Ref +10, Will +3
Spd 20 ft. (4 squares), fly 50 ft. (perfect) Melee 2 claws +10 (1d3 plus poison) and Melee bite +5 (1d4) Space 2-1/2 ft.; Reach 0 ft. Base Atk +3; Grp –5 Atk Options poison (DC 15, 1d4 Dex/2d4 Dex), sneak attack +1d6 Special Actions alternate form Combat Gear <i>potion of cat's grace, potion of cure moderate wounds, potion of magic fang</i> Spell-like Abilities (CL 6th): At will—<i>detect good, detect magic, invisibility</i> (self only) 1/day—<i>cause fear</i> (DC 13, 30-ft.-radius) 1/week—<i>commune</i> (6 questions)
Abilities Str 10, Dex 21, Con 13, Int 10, Wis 10, Cha 14 SQ trapfinding Feats Dodge, Improved Initiative, Weapon Finesse Skills Bluff +8, Diplomacy +4, Disguise +2 (+4 acting), Escape Artist +9, Hide +19, Intimidate +4, Knowledge (religion) +6, Listen +6, Move Silently +11, Search +6, Sleight of Hand +9, Spellcraft +6, Spot +6, Survival +0 (+2 follow tracks) Possessions combat gear plus <i>ring of protection</i> +1, bloodstone worth 80 gp Poison (Ex) Injury (claws), Fortitude DC 15, initial damage 1d4 Dex, secondary damage 2d4 Dex. The save DC is Constitution-based and includes a +2 racial bonus. Alternate Form (Su) Zelfith can assume the form of a Medium monstrous centipede or wolf. It uses the following statistics when in these forms.
Zelfith in Medium Monstrous Centipede Form CE Medium outsider (chaotic, extraplanar, evil), Init +6, AC 15, touch 13, flat-footed 13; Dodge (+2 Dex, +1 deflection, +2 natural), Fort +3, Ref +7, Spd 40 ft. (8 squares), climb 40 ft., Melee bite +5 (1d6–1 plus poison), Space 5 ft.; Reach 5 ft., Grp +2, Atk Options poison (DC 14, initial and secondary 1d3 Dex), sneak attack +1d6, Combat Gear none, Abilities Str 9, Dex 15, Con 10, Skills Disguise +2 (+4 acting, +14 portraying a monstrous centipede), Escape Artist +6, Hide +8, Move Silently +8, Sleight of Hand +6, Spot +10, Poison (Ex) Injury (bite), Fortitude DC 14, initial and secondary damage 1d3 Dex. The save DC is Constitution-based and includes a +2 racial bonus.
Zelfith in Wolf Form CE Medium outsider (chaotic, extraplanar, evil), Init +6, AC 15, touch 13, flat-footed 13; Dodge (+2 Dex, +1 deflection, +2 natural), Fort +5, Ref +7, Spd 50 ft. (10 squares), Melee bite +5 (1d6+1), Space 5 ft.; Reach 5 ft., Grp +4, Atk Options sneak attack +1d6, trip, Combat Gear none, Abilities Str 13, Dex 15, Con 15, Skills Disguise +2 (+4 acting, +14 portraying a wolf), Escape Artist +6, Hide +8, Move Silently +8, Sleight of Hand +6 Trip (Ex) While in this form, if Zelfith hits with his bite attack, he can attempt to trip his opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip Zelfith.

- Appendix II: Pre-Generated Characters -

This appendix includes a number of pre-generated characters for use with this adventure. If the players already have characters, you can use these as extra NPCs or as replacement characters for fallen PCs.

ANGRIST THE CLEAVER	CR 4
Male dwarf fighter 4 LG Medium humanoid Init +1; Senses darkvision 60 ft.; Listen +2, Spot +2 Languages Common, Dwarven	
AC 19, touch 11, flat-footed 18; +4 against giants (+1 Dex, +6 armor, +2 shield) hp 38 (4 HD) Resist stability (+4 against bull rush or trip) Fort +8 (+10 against poison), Ref +3, Will +3; +2 against spells and spell-like effects	
Spd 20 ft. in banded mail (4 squares), base speed 20 ft. Melee +1 dwarven waraxe +9 (1d10+6/×3) Ranged mwk composite longbow (Strength +3) +6 (1d8+3/×3) Base Atk +4; Grp +7 Atk Options Cleave, Great Cleave, Power Attack, +1 on attacks against orcs and goblinoids Combat Gear 2 oils of bless weapon, potion of cure light wounds, 2 potions of cure moderate wounds	
Abilities Str 16, Dex 13, Con 16, Int 10, Wis 12, Cha 6 SQ stonemasonry Feats Cleave ^B , Great Cleave, Power Attack, Weapon Focus (dwarven waraxe) ^B , Weapon Specialization (dwarven waraxe) ^B Skills Appraise +0 (+2 metal or stone), Climb -2, Craft +0 (+2 metal or stone), Intimidate +4, Jump -1, Listen +2, Spot +2 Possessions combat gear plus masterwork banded mail, masterwork heavy wooden shield, +1 dwarven waraxe, masterwork composite longbow (Strength +3), cloak of resistance +1, backpack, waterskin, one day's trail rations, bedroll, sack, flint and steel, quiver with 20 arrows, 35 gp	
DIERDRA	CR 4
Female human cleric 4 NG Medium humanoid Init -1; Senses Listen +3, Spot +3 Languages Common	
AC 16, touch 9, flat-footed 16 (-1 Dex, +5 armor, +2 shield) hp 25 (4 HD) Fort +5, Ref +0, Will +7	
Spd 20 ft. in splint mail (4 squares), base speed 30 ft. Melee +1 heavy mace +6 (1d8+3) Ranged mwk light crossbow +3 (1d8/19-20) Base Atk +3; Grp +5 Atk Options Divine Might, Power Attack	

Divine Might

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

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

Special Actions feat of strength +1, greater turning 1/day, turn undead 7/day (+3, 2d6+5, 4th)
Combat Gear holy water, potion of bear's endurance, potion of bull's strength, potion of cure moderate wounds, 2 scrolls of command, 2 scrolls of divine favor, 2 scrolls of sanctuary, wand of cure light wounds (25 charges)
Cleric Spells Prepared (CL 4th):
2nd—aid, align weapon, bull's strength, heat metal (DC 15)D
1st—bless, divine favor, enlarge personD, magic weapon, shield of faith
0—detect magic, guidance, light, resistance, virtue
D: Domain spell. Deity: God of the Sun. Domains: Strength, Sun
Abilities Str 14, Dex 8, Con 12, Int 10, Wis 16, Cha 13
SQ moderate aura of good
Feats Divine Might^B, Extra Turning, Power Attack
Skills Concentration +6, Diplomacy +6, Knowledge (religion) +5, Listen +3, Spellcraft +6, Spot +3
Possessions +1 splint mail, heavy wooden shield, +1 heavy mace, masterwork light crossbow, backpack, waterskin, one day's trail rations, bedroll, sack, flint and steel, case with 10 bolts, wooden holy symbol of the sun god, three torches, 2 gp, 5 sp

ELOTHIN	CR 4
Male elf wizard 4 CG Medium humanoid Init +3; Senses low-light vision; Listen +5, Spot +5 Languages Common, Draconic, Elven, Sylvan, empathic link	
AC 14, touch 13, flat-footed 11 (+3 Dex, +1 natural) hp 12 (3 HD) Immune sleep Fort +1, Ref +4, Will +5 (+7 against enchantments)	
Spd 30 ft. (6 squares) Melee longsword +2 (1d8/19-20) Ranged mwk shortbow +6 (1d6/×3) or Ranged mwk shortbow with +1 arrows +6 (1d6+1/×3) Base Atk +2; Grp +2 Combat Gear potion of cure light wounds, 2 scrolls of acid arrow, scroll of burning hands (DC 12), scroll of expeditious retreat, scroll of obscuring mist, scroll of sleep (DC 12), wand of magic missiles (CL 3rd, 50 charges) Wizard Spells Prepared (CL 4th; 1d20+6 to overcome SR): 2nd—blur, cat's grace, scorching ray (ranged touch +4) 1st—burning hands (DC 13), mage armor, shocking grasp (touch +2), true strike 0—acid splash (ranged touch +4), detect magic, light, ray of frost (ranged touch +4)	
Abilities Str 10, Dex 16, Con 10, Int 16, Wis 13, Cha 8 SQ able to notice secret or concealed doors, familiar, share spells Feats Alertness ^B (if familiar is within 5 ft.), Scribe Scroll ^B , Spell Focus (evocation), Spell Penetration Skills Concentration +7, Decipher Script +10, Knowledge (arcana) +10, Knowledge (the planes) +4, Listen +5, Search +5, Spellcraft +12, Spot +5 (+8 in bright light) Possessions combat gear plus longsword, masterwork shortbow with 20 arrows and 10 +1 arrows, amulet of natural armor +1, backpack, waterskin, one day's trail rations, bedroll, sack, flint and steel, 10 candles, map case, three pages of parchment, ink, inkpen, spell component pouch, spellbook, quiver Spellbook all prepared plus all cantrips, 1st—expeditious retreat, magic missile, obscuring mist, shield, sleep; 2nd—mirror image	

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STRIFE	CR —
Male hawk N Tiny magical beast (augmented animal) Init +3; Senses low-light vision; Listen +4, Spot +16 Languages empathic link	
AC 19, touch 15, flat-footed 16 (+2 size, +3 Dex, +4 natural) hp 4 (3 HD) Resist improved evasion Fort +2, Ref +5, Will +5	
Spd 10 ft. (2 squares), fly 60 ft. (average) Melee talons +5 (1d4–2) Space 2-1/2 ft.; Reach 0 ft. Base Atk +0; Grp –10 Atk Options deliver touch spells	
Abilities Str 6, Dex 17, Con 10, Int 7, Wis 14, Cha 6 Feats Alertness, Weapon Finesse ^B Skills Listen +4, Spot +16	

FERRA	CR 4
Female halfling rogue 4 N Small humanoid Init +4; Senses Listen +7, Spot +6 Languages Common, Elven, Halfling	
AC 20, touch 15, flat-footed 20; Dodge, Mobility, uncanny dodge (+1 size, +4 Dex, +3 armor, +1 shield, +1 natural) hp 21 (4 HD) Resist evasion Fort +3, Ref +9, Will +1 (+3 against fear)	
Spd 20 ft. (4 squares) Melee mwk short sword +6 (1d4+1/19–20) Ranged mwk light crossbow +9 (1d6/19–20) Base Atk +3; Grp +0 Atk Options sneak attack +2d6 Combat Gear <i>elixir of hiding</i> , <i>elixir of sneaking</i> , <i>potion of blur</i> , 3 <i>potions of cure light wounds</i> , 2 tanglefoot bags	
Abilities Str 12, Dex 18, Con 13, Int 12, Wis 8, Cha 10 SQ trap sense +1, trapfinding Feats Dodge, Mobility Skills Balance +8, Bluff +6, Climb +4, Diplomacy +2, Disguise +0 (+2 acting), Disable Device +11, Hide +14, Intimidate +2, Jump +11, Listen +7, Move Silently +12, Open Lock +11, Search +8, Spot +6, Tumble +12 Possessions +1 <i>leather</i> , masterwork buckler, masterwork short sword, masterwork light crossbow, <i>amulet of natural armor</i> +1, backpack, waterskin, one day's trail rations, bedroll, sack, flint and steel, masterwork thieves' tools, hooded lantern, three pints of oil, case with 10 bolts, 10 gp	

GERALD	CR 4
Male gnome bard 4 CG Small humanoid Init +5; Senses low-light vision; Listen +6, Spot +0 Languages Common, Draconic, Dwarven, Gnome	
AC 16, touch 12, flat-footed 15; +4 against giants (+1 size, +1 Dex, +4 armor) hp 25 (4 HD) Fort +3, Ref +5, Will +3; +2 against illusions	
Spd 20 ft. (4 squares) Melee mwk longsword +4 (1d6–1/19–20) Ranged +1 <i>light crossbow</i> +6 (1d6+1/19–20)	

Base Atk +3; Grp –2 Atk Options +1 on attacks against kobolds and goblinoids Special Actions bardic music 4/day (inspire competence, inspire courage +1, fascinate 2 targets, countersong) Combat Gear 2 flasks of acid, 4 flasks of alchemist fire, antitoxin, 2 <i>potions of cure light wounds</i> , <i>potion of eagle's splendor</i> , 2 <i>potions of sanctuary</i> , 3 tanglefoot bags, thunderstone, <i>wand of color spray</i> (13 charges) Bard Spells Known (CL 4th): 2nd (1/day)— <i>blur</i> , <i>daze monster</i> (DC 16) 1st (2/day)— <i>cause fear</i> (DC 14), <i>lesser confusion</i> (DC 15), <i>sleep</i> (DC 15) 0 (3/day)— <i>daze</i> (DC 14), <i>lullaby</i> (DC 14), <i>message</i> , <i>open/close</i> , <i>read magic</i> , <i>resistance</i> Spell-like Abilities (CL 1st): 1/day— <i>dancing lights</i> , <i>ghost sound</i> (DC 13), <i>prestidigitation</i> , <i>speak with animals</i> (burrowing mammal, 1 minute)

Abilities Str 8, Dex 13, Con 14, Int 14, Wis 8, Cha 16 SQ bardic knowledge +6 Feats Improved Initiative, Spell Focus (enchantment) Skills Bluff +9, Craft (alchemy) +7, Diplomacy +13, Disguise +3 (+5 acting), Gather Information +10, Hide +8, Knowledge (local) +7, Listen +6, Perform (wind instruments) +11, Sense Motive +5, Spellcraft +8, Spot +0, Use Magic Device +7 Possessions combat gear plus +1 <i>studded leather</i> , masterwork longsword, +1 <i>light crossbow</i> , <i>feather tokens</i> (bird, fan), backpack, waterskin, one day's trail rations, bedroll, sack, masterwork lute, flint and steel, three torches, case with 10 bolts, flute, spell component pouch, 5 sunrods, 15 tindertwigs
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HELEN	CR 4
Female half-elf ranger 2/rogue 2 NG Medium humanoid (elf) Init +3; Senses low-light vision; Listen +9, Spot +9 Languages Common, Elven	
AC 17, touch 13, flat-footed 14 (+3 Dex, +4 armor) hp 16 (4 HD) Immune sleep Resist evasion Fort +2, Ref +9, Will +2 (+4 against enchantments)	
Spd 30 ft. (6 squares) Melee mwk longsword +5 (1d8+1/19–20) or Melee mwk longsword +3 (1d8+1/19–20) and Melee mwk kukri +3 (1d4/18–20) Ranged +1 <i>composite longbow</i> (Strength+1) +7 (1d8+2/×3) or Ranged +1 <i>composite longbow</i> (Strength+1) +5/+5 (1d8+2/×3) w/ Rapid Shot Base Atk +3; Grp +4 Atk Options Point Blank Shot, Rapid Shot, favored enemy outsiders (evil) +2, sneak attack +1d6 Combat Gear <i>elixir of hiding</i> , <i>elixir of sneaking</i> , <i>oil of bless weapon</i> , <i>potion of cat's grace</i> , 3 <i>potions of cure light wounds</i> , <i>potion of shield of faith</i> +2	

Abilities Str 13, Dex 16, Con 8, Int 10, Wis 14, Cha 12 SQ trapfinding, wild empathy +3 (–1 against magical beasts) Feats Point Blank Shot, Rapid Shot ^B , Track ^B , Two-Weapon Fighting Skills Balance +5, Diplomacy +3, Gather Information +4, Hide +10, Jump +5, Knowledge (nature) +5, Listen +9, Move Silently +10, Search +3, Spot +9, Survival +7 (+9 aboveground natural environments), Tumble +7 Possessions combat gear plus +1 <i>studded leather</i> , masterwork longsword, masterwork kukri, +1 <i>composite longbow</i> (Strength +1), backpack, waterskin, one day's trail rations, bedroll, sack, flint and steel, three torches, quiver with 20 arrows

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JOLINE	CR 4
Female human avatar* 2/paladin 2 *See Green Ronin's <i>Avatar's Handbook</i> for details. LG Medium humanoid Init +5; Senses Listen +0, Spot +0 Languages Celestial, Common, Draconic	
AC 23, touch 11, flat-footed 22 (+1 Dex, +9 armor, +3 armor) hp 29 (4 HD) Fort +11, Ref +4, Will +6	
Spd 30 ft. (6 squares) Melee mwk longspear +5 (1d8+1/×3) Melee mwk morningstar +5 (1d8+1) Ranged mwk light crossbow +5 (1d8/19–20) Base Atk +3; Grp +4 Atk Options Power Attack, smite evil 1/day (+2 attack, +1 damage) Special Actions lay on hands (5) Combat Gear oil of bless weapon, 2 potions of cure moderate wounds Avatar Spells Known (CL 2nd): 1st (4/day)— <i>command</i> (DC 14), <i>cure light wounds</i> , <i>shield of faith</i> , <i>summon monster I</i> 0 (6/day)— <i>cure minor wounds</i> , <i>detect magic</i> , <i>flare</i> (DC 13), <i>guidance</i> , <i>resistance</i> , <i>virtue</i> Spell-Like Abilities (CL 1st): At will— <i>detect evil</i>	
Abilities Str 13, Dex 12, Con 14, Int 8, Wis 10, Cha 16 SQ moderate aura of law and good Feats Augment Summoning, Power Attack, Spell Focus (conjunction) ^B Skills Concentration +5, Diplomacy +4, Heal +3, Knowledge (religion) +4, Knowledge (the planes) +4, Listen +0, Ride +3, Spellcraft +4, Spot +0, Survival +0 (+2 on other planes) Possessions +1 full plate, +1 heavy steel shield, masterwork longspear, masterwork morningstar, masterwork light crossbow, backpack, waterskin, one day's trail rations, bedroll, sack, flint and steel, case with 10 bolts, wooden holy symbol, three torches	
ZED	CR 4
Male human thanemage* 4 *See the <i>Advanced Player's Manual</i> for details. N Medium humanoid	

Init +1; Senses Listen +1, Spot +1 Languages Common, Draconic, Elven
AC 16, touch 11, flat-footed 15 (+1 Dex, +4 armor, +1 shield) hp 30 (4 HD) Resist evasion Fort +3, Ref +5, Will +4
Spd 30 ft. (6 squares) Melee mwk battleaxe +7 (1d8+2/×3) Melee morningstar +6 (1d8+2) Ranged masterwork composite longbow (Strength +2) +6 (1d8+2/×3) Base Atk +4; Grp +6 Atk Options Cleave, Combat Expertise, Power Attack, spirit strike 3/day Combat Gear 2 potions of cure light wounds, potion of cure moderate wounds, potion of jump, potion of shield of faith +2, 2 tanglefoot bags Thanemage Spells Prepared (CL 4th): 1st— <i>true strike</i> 0— <i>daze</i> (DC 12), <i>ray of frost</i> (ranged touch +2)
Abilities Str 14, Dex 12, Con 14, Int 15, Wis 10, Cha 8 Feats Cleave, Combat Casting, Combat Expertise ^B , Power Attack Skills Concentration +9, Jump +8, Knowledge (arcana) +9, Listen +1, Ride +8, Spellcraft +11, Spot +1, Survival +5, Swim +6 Possessions combat gear plus +1 studded leather, masterwork light steel shield, masterwork battleaxe, morningstar, masterwork composite longbow (Strength +2), backpack, waterskin, one day's trail rations, bedroll, sack, flint and steel, quiver with 20 arrows, wooden holy symbol, three torches Spellbook all prepared plus <i>acid splash</i> , <i>dancing lights</i> , <i>detect magic</i> , <i>disrupt undead</i> , <i>flare</i> , <i>ghost sound</i> , <i>read magic</i> , <i>resistance</i> , <i>touch of fatigue</i> ; 1st— <i>magic missile</i> Spiritstrike (Su) As a free action, Zed can charge a weapon or his hand with supernatural energy. As part of an attack or full attack, he may deliver a spiritstrike with a melee touch attack or in conjunction with a melee weapon, though not as part of a touch spell. On a successful touch, the spiritstrike deals 1d6 points of damage. If used with a weapon, the weapon deals 1d6 additional points of damage. If he confirms a critical hit with a weapon augmented by spiritstrike, he does not multiply the spiritstrike damage; instead, he deals 1d10 additional points of damage with his morningstar or 2d10 with his battleaxe.

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