

LGR-18



C A M P A I G N S
FEAST OF THE
MOON

A One-Round Adventure for 9th-Level Characters

by Christopher Lindsay

In the middle of the night, on a snow-swept eve, down a long dark street in the City of Spondors, evil awakens. Survive if you can. The fate of the Green Regent hangs in the balance.

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

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INTRODUCTION

This adventure is optimized for 8th-level characters. This means that it is primarily designed and balanced for a group of four or five 8th-level characters. If your group deviates from this size and strength, each encounter features a section titled *Scaling the Encounter* so that you, the Dungeon Master (DM), can create a more balanced encounter. If there are only four or five PCs in your group, and all are of the same character level, it is pretty easy to use this section: just use the level entry that corresponds with the PCs' levels. For groups of mixed levels and groups with six PCs, first determine the average character level of the group then add a +1 modifier for groups with six players. Treat that value as the level of the group. Use your DM's discretion, though. If the PCs are having too hard or too easy of a time, feel free to increase or decrease the level of challenge. The goal is to challenge the PCs, not overwhelm or even underwhelm them. The most enjoyable D&D games are the ones where failure and death are a possibility, but success and reward are attainable through daring and smart play.

Note: If you are planning on playing this adventure, stop reading now. If you read farther than this paragraph you'll know too much about its challenges, which kills the fun. Also, if you are planning on playing this adventure at an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARATION

As DM you need a copy of the three revised edition (also called version 3.5) core D&D rulebooks to play this adventure. They are the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. It is also recommended that you have the *FORGOTTEN REALMS Campaign Setting* book, but it is not necessary. You'll also need a set of polyhedral dice, and something to use as the battle grid (a vinyl or laminated grid usually works best, so you can use wet-erase markers to draw battle grid features), and enough *DUNGEONS & DRAGONS* miniatures to represent combatants on the battle grids.

Throughout the adventure, shaded boxes provide player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instructions on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on nonplayer characters and monsters will either be given in an appendix of this adventure or can be found in the *Monster Manual* or *FORGOTTEN REALMS Campaign Setting*.

At the end of this adventure you'll also find an RPGA Table Tracking sheet. If you are playing this adventure as part of an RPGA-sanctioned event, you need to complete it and return it to your senior gamemaster (see below for more details).

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA event from the RPGA website (www.wizards.com/rpga), but you may have received a copy of it from other means. In order to play this adventure as part of the *LEGACY OF THE GREEN REGENT* campaign, a worldwide ongoing D&D campaign, you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or a simple as a group of friends meeting at their DM's house.

In order to sanction the event you must be at least an RPGA Herald-level Gamemaster. The person who sanctions it is called the senior gamemaster, and is in charge of making sure the event runs and is reported in a timely manner. The person who runs this game is called the table DM (or usually just DM). Sometimes (and almost all the time in the case of home events) the senior gamemaster is also the table DM. You don't have to be a Herald-level Gamemaster to run this adventure if you are not the Senior GM.

By sanctioning and then reporting this adventure you accomplish a few things. First, it allows the PCs that participate in this adventure accumulate experience points (XP) and gold pieces (gp) to advance their *LEGACY OF THE GREEN REGENT* character. Second, the RPGA bases future adventures on what the majority of PCs do in past ones; the PCs' actions shape the direction of the campaign. And lastly, players and DMs gain rewards for sanctioned play if they have signed up for the *DUNGEONS & DRAGONS PLAYER REWARDS*. This adventure is worth four points for that program.

This adventure retires from RPGA-sanctioned play on January 21, 2004.

If you are looking for more information about *LEGACY OF THE GREEN REGENT* character creation and development, RPGA event sanctioning, and *DUNGEONS & DRAGONS PLAYER REWARDS*, see the RPGA website.

ADVENTURE SUMMARY AND BACKGROUND

In *Silverymoon*, moon elves dance by the clear moonlight while half-elf and human carolers walk from inn to inn bearing bright candles and singing the songs of heroes long departed from Faerûn. All is as it should be, except for the still missing Green Regent, a bad omen to some; good to others.

It is the Feast of the Moon and Waterdeep is awash with revelers as they move through the city singing, eating, drinking, and enjoying each other's company by warm firesides. The entire affair is raucous and welcoming, loud enough to wake the dead.

Unfortunately, it may very well have. In the middle of the night, on a snow-swept eve, down a long dark street in the City of Splendors, evil awakens. A long lost evil beneath a house filled with revelers calls to the drowned, and other such creatures that may hear the keening necromantic wail of its heartbeat. Called the *Coalescence of Scorn*, it is an artifact of old, that not only calls out to the dead and those who serve death, but to the Green Regent, who still slumbers in a magical coma.

Powerful undead, drowned in the deep harbor that gives the City of Splendors its name, have arisen from their watery graves. Swarms of incorporeal specters have begun mustering under the watchful eye of Kal'Darack,

an ogre mage with a taste for blood. Soon they will move to uncover the *Coalescence of Scorn* and everyone in their path shall be destroyed.

Our adventure begins as the PCs enjoy an evening of food, wine, and song in the city of Waterdeep. All is going well—too well it seems, as in the midst of their revelry they come upon a fresh corpse. The not-so-apparent cause of death is drowning. Soon, they find another corpse, and another; all killed the same way. It isn't long before they're following a trail of dead bodies through the city to a rather large and unique home that resides at the end of Dretch Lane.

The door is smashed in, and they must hunt from room to room, following the screams of unwary revelers as they attempt to save their lives. While moving through the house, they may come across the guardians of the garden, a pair of warbound impalers.

Once they have dealt with the drowned, and calmed the house, they may discover a strange light coming from beneath the floor in the kitchen. Assuming they investigate, they may find their way down into a hidden basement, unknown even to the current master of the house. Beneath the house lies the *Coalescence of Scorn*, which the PCs may attempt to retrieve. If they do so, they must first defeat the undead guardians of the stone, and once they do, it isn't long before Kal'Darack comes knocking and the PCs are forced to defend the house from him and his evil swarms.

If the PCs are successful in retrieving the strange stone, they will find that they have stumbled upon the one time that can break Otar's magical coma.

Structural Note

This adventure operates on a timeline, with certain events occurring at specific times, regardless of where the PCs happen to be. It is important that they deal with each threat in the quickest most efficient manner possible, since they'll need time to recoup their strength before moving on to deal with the next evil-doer to cross their path. There is no chance for rest in this adventure, as the entire thing takes place over the course of a single evening. See the sidebar "Timeline of Events."

[[Begin Sidebar]]

Timeline of Events

3 hours before midnight-

The drowned arise from the harbor and begin their rampage through town, killing many who are unlucky enough to cross their path.

2 hours before midnight-

The PCs discover the trail of dead bodies, and begin following them to the house. They quickly begin catching up with the killers.

1 hour before midnight-

The drowned enter the home of Annadell Merrycoat, druid of Mielikki. They are met at the door by Annadell herself.

Note: Depending on how long they take, it is possible for the PCs to encounter the drowned at any point listed below. See the Introduction for further details on keeping time.

55 minutes before midnight-

The drowned enter the master bedroom of the house.

50 minutes before midnight-

The drowned enter the kitchen of the house.

45 minutes before midnight-

The drowned enter the grand ballroom of the house.

40 minutes before midnight-

The drowned ascend the stairs of the ballroom to the garden above, in the house.

35 minutes before midnight-

The drowned must do battle with the warbound impalers.

30 minutes before midnight-

The drowned locate the secret passage that leads down to the hidden basement of the house.

25 minutes before midnight-

The drowned pass through the chamber of the *Coalescence of Scorn* unmolested.

20 minutes before midnight-

The drowned take the *Coalescence of Scorn*.

Midnight-

The drowned return to the front door, and prepare to leave. At the same time, Kal'Darack approaches the house, preceded by ephemeral swarms, and demands the *Coalescence of Scorn* be given to him.

[[End Sidebar]]

Wintering in Waterdeep

This adventure is part of the Wintering in Waterdeep series. In this series of adventures, the heroes of Loudwater are staked out in the City of Splendors looking for Otar the Green Regent,

TROUBLESHOOTING THE ADVENTURE

Reequipping the Characters: If you are playing this adventure as part of the LEGACY OF THE GREEN REGENT campaign, players come to their event with their characters fully equipped based on their current level and gold piece value. They can reequip their character when they are in a town or city by spending their Coin on Hand (CoH). They can even increase their CoH by selling items for half their listed value.

Waterdeep is a metropolis with a 100,000-gp limit. This means that characters can find items worth 100,000 gp or less for sale within the city. LEGACY OF THE GREEN REGENT characters also have a gp limit on which items they can buy based on their level. In Waterdeep, unlike Loudwater, there are more shops available to sell the PCs magic items, as the city is one of the largest trade hubs in all of Faerûn. As the PCs go up in level, their prestige grows and opportunities to purchase more powerful items become available. At 7th-level, the gp limit to purchase items is 9,500 gp, while the 8th-level gp limit is 13,500, and the 9th-level gp limit is 18,000 gp.

In events where you will have a limited session time, you will want to put a limit on at-the-table equipment purchasing. No more than 15 minutes should be spent for this activity during a normal four-hour or five-hour session, and even then some groups may not finish the adventure.

Raising the Dead: At this point the PCs have earned enough renown, and enough gold and experience, to come back to life. Like many things that involve XP and gp cost, raise dead and other spells worth differently in DUNGEONS & DRAGONS CAMPAIGNS. If a PC dies, and his or her companions are able to bring the body back to Waterdeep within 20 days after the time of death, a high-level cleric of one of various good-aligned temples in the city is able to cast raise dead and bring the character back (assuming the soul is willing).

Alternatively, because very powerful divine spellcasters dwell in the City of Splendors, it is possible to procure a resurrection spell here. Only a portion of the body must remain, and the subject can be dead for as much as 130 years.

Raise dead incurs a 1,100-gp debt, and resurrection a 6,000-gp debt per casting. The cost for each casting of either may be divided up between the characters that were played during the session. This debt is forever subtracted from the equipment value of the character, and reported in the "GP Debt" field of the Session Tracking Sheet. Additionally, the character that came back from the dead has its experience points reduced. The amount of experience points reduced is dependant on the current character level (see Table LGR16-1, below) of the PC the raise dead was cast on. Record the proper amount on the "XP Drain" field of the Session Tracking Sheet. These two costs are the only costs for the raise dead (even for 1st-level characters), and override the rules found in the Player's Handbook. When a character is brought back from the dead, it is not recorded as a character death (don't mark yes); just record the gold debt and experience drain.

LGR17—1: Experience Point Drain for Raised or Resurrected Characters

Character Level	XP Drain
7th	3,500 XP
8th	4,000 XP
9th	5,000 XP
10th	5,500 XP

ADVENTURE START: WINTER FESTIVAL

The Feast of the Moon is in full swing, and Waterdeep has become the largest party to be had on the Sword Coast, perhaps in all of Faerûn. Many taverns in the city offer food and drink aplenty at discount prices, and wandering bands of citizens roam the evening streets. Some are traveling from tavern to tavern, looking for

their favorite minstrels and bards, and some have gathered to sing themselves, stopping in front of cottage and mansion alike to entertain those in residence before moving on to the next cheerfully decorated dwelling. It is here that you find yourselves, a group of adventurers in the midst of this joyous festival, slowly walking away from an elderly woman dressed in black. Her words still ring in your ears, "The stone awakens this night, calling the dead, and those who revere them, to an audience in its grand hall. BEWARE!"

She disappeared suddenly, and the continued festivities drover her fell portents away as quickly as the snow on the wind. Resuming your trek, you travel now from the Fiery Flagon in the Sea Ward toward the Jade Jug in the Castle Ward. Not only is the Jade Jug the plushest inn in the entire City of Splendors, offering every possible luxury, but the bard Luvien has returned home, and is due to begin his show momentarily. Known for possessing an exquisite voice, as well as a razor sharp wit, the comely half-elf is not to be missed, especially on a night such as this.

At this point, allow the PCs an opportunity to introduce themselves to one another, and to come up with plausible reasons why they might have chosen to party with this particular group on this grand holiday. Once they have done so, read or paraphrase the following.

Waterdeep is lightly coated in snow on this bright festive evening and a gentle flurry drifts down from above to brighten the mood further. Moving into the Castle Ward, you actually find the one street in the city that doesn't appear to be packed with Waterdhavians. It is brightly lit nonetheless. A bit further down the street, a strange sight greets you. The street is littered with, what appears to be several bodies. They lay in the street, mouths agape, as if gasping for air, with a silvery sheen of ice coating their skin and clothes.

Give the PCs an opportunity to investigate a body or two. They are all covered in a thin layer of ice, and a successful Heal check DC 20 reveals that they died by drowning. This may seem odd to the PCs since there is no body of water near here deeper than a frozen puddle—no body of water except the harbor that is. These fair citizens are dressed for the holiday and were moving to places of celebration when they encountered a pair of the drowned, undead creatures that rose from the harbor itself, and have been unerringly making their way in toward a specific house in the Castle Ward.

If the PCs continue to investigate, they discover a trail of bodies, all died in the same fashion that meanders up one street and down another, leading them deeper into the Castle Ward, and toward Waterdeep Castle itself. If the PCs do not investigate immediately, and move off to other parts of the city, this adventure is essentially over. If the PCs go to alert the city watch, they lose 20 minutes before realizing that a sober watchman on this evening will take all night to find. Feel free to roleplay through a couple of impromptu encounters with

watchmen that are in various states of inebriation, from tripping over themselves, to completely unconscious. Assuming the PCs follow the trail of bodies, read or paraphrase the following.

The trail of bodies winds its way through the ward toward Waterdeep Castle. A grim path of death, you begin to notice that some of the bodies are merely soaked through with water, and not frozen as the earlier corpses you discovered were.

The PCs should feel free and do as much investigating as they like. Each corpse is dead in the same way. Larcenous PCs might stop to shake down each body. If this is the case, each one is carrying 2d6 gold pieces and 2d12 silver pieces in various pockets and pouches.

The street before you, unlike the others you've passed, it is not well lit, but dark and foreboding, except for the house at the end. A large, two-story affair, its lower floor appears to be constructed of living and entwined trees whose sturdy branches give way to the second floor, which appears to be a massive elaborate garden, covered over entirely with glass. The front door of the house, the only part of the house that appears to have been worked by hand, stands ajar, and a body lay between it and the jamb. Music come from within the house, through the portals that serve as windows, celebrants can be seen, enjoying each other's company on this festive eve.

What time it is currently, depends on how long the PCs took to get to this spot. If they rushed ahead, choosing not to investigate more than 3 corpses they arrive at the house 55 minutes before midnight. For every 3 additional corpses they stop to check out (there are 24 in total), they arrive 5 minutes later. So, if they investigate (looting included) 12 corpses in total, they arrive at the house 40 minutes before midnight. When the PCs arrive determines where the drowned are in the house at their time of arrival. It also determines how many have died while the PCs loot the party money from dead Waterdhavians (shame on them). As the PCs approach the house, read or paraphrase the following.

The home is a grand affair, with magic lights of various colors dancing through the boughs of the trees that make up the lower floor of this marvelous, if odd home. The front door is carved with the head of a great unicorn, the holy symbol of Mielikki, encircled with a 3-foot living wreath of holly. The pour soul that lay between door and jamb is an elderly woman dressed all in white with a bright green vestment adorning her shoulders. The vestment is decorated with silver thread, embroidered into the same symbol that is carved on the front door. Her hair is silvery, and her bluish-green eyes stare out in horror. She is soaked through with water.

This is Annadell Merrycoat, druid of Mielikki and mistress of the house. While not one of Mielikki's more powerful devotees, she was definitely one of her more

ardent worshipers. Annadell loved the wilderness, but family duty has kept her in the city. Annadell was caught by surprise, and died quickly under the onslaught of the drowned. As mentioned previously, where the drowned are now depends on how long the PCs took to get here. See the sidebar "Timeline of Events."

- If the drowned are in a room that is occupied with people then tell the PCs they hear gurgling screams coming from whichever direction that happens to be. If this is the ballroom, then the music has stopped.
- If the drowned are not in a room with people and haven't made it to the ballroom, then the PCs can only hear the music and conversations of those in the ballroom.
- If the drowned are upstairs in the garden, or further along, the PCs do not hear music and conversation, and are allowed a DC 10 Listen check to hear the sounds of battle in the garden, or a DC 20 Listen check, to hear the sounds of battle below the house.
- If the drowned have already passed through the chamber of the *Coalescence of Scorn*, then they are on their way back to the ballroom, and the PCs get an opposed Listen check versus the Move Silently check of the drowned.

Wherever the drowned happen to be, all surfaces in any room they have been in previously are coated with moisture. If the PCs are in a room that the drowned have not been in, and the drowned enter that room, give the PCs a DC 10 Spot check to notice moisture forming on the floor, walls, and other surfaces around them, just prior to them getting a moist feeling on their skin as well. Feel free to get somewhat elaborate with this effect, as it should be horrifying.

Creatures (EL 10)

☛ **Drowned (2):** hp 110; see Appendix 1.

If the PCs are quick, and manage to destroy the drowned while they are downstairs, in the aftermath of battle, give them a Listen check DC 20 to hear the pulsing hum of the stone. It is more difficult to hear downstairs because of the music from the minstrels. If the minstrels are dead or stopped playing, reduce the DC to 15. Additionally, should the PCs think to attempt to make a hole in the appropriate tree in order to discern the origin of the sound, make them aware, that a goodly portion of the upstairs rests upon this tree, and to chop into it could weaken its structural integrity greatly.

Scaling the Encounter

8th-Level Characters (EL 9)

☛ **Drowned:** hp 90; see Appendix 1: NPCs.

At this level, there is but a single drowned. However, he is a 2nd-level sorcerer, and begins the encounter with

shield already cast. He uses *ray of enfeeblement* to weaken fighters, before engaging them in melee combat.

10th-Level Characters (EL 11)

☛ **Drowned: (2):** hp 110, 110; see Appendix 1: NPCs.

At this level, there two drowned. However, they are both 2nd-level sorcerers, and begin the encounter with *shield* already cast. They use *ray of enfeeblement* to weaken fighters, before engaging them in melee combat.

11th-Level Characters (EL 12)

☛ **Drowned Sorcerer 2 (1):** hp 180, 180; see Appendix 1: NPCs.

At this level the drowned sorcerers also begin with *shield* already cast. They use *web* to slow the PCs down and give their drowning aura an opportunity to do its job. They also cast *ray of enfeeblement* on fighters stuck in the web spell, or before engaging in melee. Additionally, they use *magic missile* on spellcasters who remain out of reach physically, and from their drowning aura.

The House

What follows is a description of Annadell Merrymoat's home, and its current occupants.

Room 1 – Foyer

Through the front door is a foyer that is enclosed by stone walls on three sides. In the middle of the back wall is a large green curtain with a large encircled unicorn's head embroidered in gold and silver. The curtain is the doorway to the rest of the house.

Inside the foyer are two wrought iron benches to the left and right, with brown velvet cushions, and four coat trees for hanging cloaks and other outer garments. These are currently full of cloaks and coats of various colors and sizes. The earthen floor gives the home the feel of being in an urban druidic grove.

Other than a very dead Annadell Merrymoat, there is nobody in the foyer. Any attempts to raise Annadell from the dead are unsuccessful. She was already elderly and lived a very full life. Regardless of the power that might bring her back, she is unwilling to return.

Room 2 – Master Bedroom

This chamber contains a large wrought iron bed with down-stuffed mattresses and pillows. A tasteful floral comforter covers the bed, which appears freshly made. Next to the bed is a wardrobe carved entirely out of driftwood that has been artfully lashed together. Opposite the bed is a green and white swirled marble desk with three drawers bearing rather sturdy looking locks. A wicker chair with plush green cushions is tucked into the front of the desk.

Currently nobody resides in the master bedroom. The wardrobe contains various robes and gowns; most of them are decorated with the holy symbol of Mielikki. No

papers are on the desk, however an ink well and selection of pens are there.

Anyone attempting to break open a desk drawer may be in for a nasty surprise. Annadell had a cleric friend of some power set a *greater glyph of warding* upon each drawer. Finding the glyphs requires a separate Search check (DC 31) to successfully locate each, as well as a successful Disable Device check (DC 31) to bypass each. If either of these fails and someone attempts to open the locks without saying the password "Fuddy Duddy," then the glyph on a given lock is triggered for 10d8 points of electricity damage. A successful Reflex saving throw (DC 22) is required to take only half damage. Inside the desk drawers are Annadell's business papers, deeds, and will.

Room 3 – Guest Bedrooms

The walls of these chambers are formed from bamboo that has been planted into the floor of the house. The bamboo is unusually tall, having grown from floor to ceiling. The doors leading into each bedroom is a heavy green curtain embroidered with silver and blue.

Each guest bedroom is furnished with a single wrought iron bed, outfitted with a down mattress, pillow, and comforter. Opposite the beds are wrought iron shelves for storing personal belongings, the top shelf holding a colorful clay basin and pitcher with water for washing, various soaps, and pair of towels.

Nobody currently resides in any of the bedrooms, since all of Annadell's guests are enjoying each other's company in her grand ballroom.

Room 4 – Guest Lounge

This room contains a large plush sofa, and two sitting chairs. Opposite them is a wrought iron shelf holding a clay burner and teapot. A dozen clay jars are lined up on one shelf along side a large pitcher of water. A colorfully woven rug is stretched across the length of this room, softening your step from the earthen floors of the rest of the house.

The clay jars hold various herbs and spices for making tea. Annadell's guests use this room as a play to relax and chat in quiet company. Currently however, nobody resides here.

Room 5 – Kitchen

The smell of freshly cooked pasties and herb butter issues from this chamber as you step through the heavy green curtain that serves as a door. A large iron stove covers most of one wall in this chamber. Three of the walls here are constructed of stone, and the fourth is the outer wall of a tree. A large table is laden with foods of all kinds and tastes. Large pitchers of wine fill a wrought iron shelf opposite the wall where the stove resides.

This is the kitchen, which is currently occupied by no less than three master chefs. If the PCs are able to stop the drowned before they get to this room, the chefs are

busy preparing dinner for Annadell's guests. Otherwise, it is likely the chef's are dead, and the food has been soaked through with water. If the PCs get to this room too late, alter the description above appropriately. Smoke is issuing from the stove, which has been doused; the food is soaked with water, making it inedible, and the wine pitchers have been watered to the point of tastelessness.

Room 6 – The Main Hallway

This main hallway connects all rooms in the house to each other. The back wall of the house, which can be seen at the end of the main hallway, is constructed entirely of stone. If magic is detected for, there is a residual trace of magic remaining. A higher level druid friend of Annadell's cast *wall of stone* to form the initial wall, and then Annadell spent several days working the wall using *stone shape*. The two schools of magic involved were conjuration and transmutation, which is all the PCs can tell if they make the appropriate Spellcraft check after casting detect magic. Nobody currently resides in the hallway.

The two doors that lead out into Annadell's backyard are larger versions of the front door with similarly carved unicorns wreathed in living holly.

Room 7 – The Grand Ballroom

This rather large chamber's inner walls are also constructed of stone. The centerpiece of the room is a huge tree that seems to have grown naturally into the form of a large spiral staircase that passes up through the twenty foot vaulted ceiling into the garden above. This room has been festively decorated with wreathes of holly, mistletoe and red silk streamers from which hang numerous silver bells. On one end of the room is a small band of three minstrels, dressed for the occasion and playing songs of the season. Opposite the minstrels is a large table, holding a festively painted clay punch bowl and trays of finger snacks.

This room is currently occupied by the three minstrels as well as eighteen guests. The guests are friends and associates of Annabell, who all enjoy her annual party, which she always throws of the evening of the Feast of the Moon. The crowd consists of expert craftsmen, merchants, and minor nobles, none of which can resist the powers of the drowned.

If the drowned get to this room before the PCs can catch up with them, change the description appropriately. The eighteen guests as well as the minstrels are dead, everything is soaked, the food is ruined, and the punch is watered down beyond repair.

Room 8 - The Garden Upstairs

The entire upstairs seems to be organized into some kind of tropical garden. Despite the inclement weather outside, the air here is warm and humid, and carries the heady scent of tropical flowers in full bloom. The ground here is divided between a paved walkway of red

clay bricks, and large plots of earth that is overflowing with tropical plant life. The entire upstairs is enclosed in glass, which can be seen to give off steam as the snowflakes outside lazily drift onto its warm surface. It is difficult to see across the entire room, as many of the plants that grow here are rather tall and leafy, reaching nearly to the ceiling. Two carved stone benches rest at opposite ends of the main pathway.

This chamber was kept by Annadell as her own personal wilderness. Many of the plants that reside in this room, come from as far south as the jungles of Chult. To protect her garden, Annadell employs a pair of warbound impalers. It is unfortunate that the PCs should come into the garden with Annadell being dead. Since that is the case, the guardians attack them (assuming they haven't been destroyed by the drowned), two rounds after their arrival. The plant creatures are nearly impossible to see in the garden as they hide among the rest of the plants before pouncing on the PCs.

Creatures (EL 9)

➤ **Warbound Impalers (2):** hp 126, 126; see Appendix 1.

When the warbound impalers attack, they attempt to do so from surprise. A successful Spot check DC 29 is required to see them as they hide in the foliage. A warbound impaler attacks the smaller members of the party first, attempting to impale them on their thorny spikes before moving on to larger prey.

Development

If the drowned encounter the warbound impalers, they are successful in destroying the plant creatures before moving on to the secret door, which is hidden under the stone bench on the other side of the garden.

The secret door, which can be located with a successful Search check DC 20, is under a quartet of loose bricks under the stone bench furthest from the stairs. The bricks are loose in that they can be pulled up from the floor. Other than that they give no outward sign of being different from every other brick in the garden. Annadell never thought to look for such an odd thing as a secret door in her home, which was refurbished to her tastes when she moved in. The tree through which the secret passage passes was beside the original house when Annadell brought the other trees here to live, and serve as her foundation. If magic is detected for, an overwhelming aura exists beneath that spot on the floor. All schools of magic are present in the aura, which belongs to the *Coalescence of Scorn*.

If the PCs successfully destroy the warbound impalers, allow them a Listen check DC 10 to hear a strange pulsating hum coming from under the stones that are under the bench on the far side of the garden. If the PCs investigate, it takes a combined Strength of 40 to move the bench, and either a crowbar to pry them loose (done easily), or a large blunt weapon to smash them (Hardness 5, 40 hit points). Once the stones are removed,

a 5-foot wide passage headed straight down through the tree and into the earth (a total distance of 80 feet) can be seen. Read or paraphrase the following.

As you clear the stones from the secret passage, you see that it leads down through the middle of one of the great trees that stands as support for the house. All manner of small insects and arachnids issue forth from the hole in the floor, and the surface of the inside of the tree can best be described as squishy.

There is no danger in passing through the tree down into the chamber below. It looks disgusting, and the PCs may get a few minor insect and spider bites, but nothing that does real damage. Getting through the tree requires a medium creature to squeeze. Nothing larger than a medium creature is small enough to pass through the tree into the chamber below.

Scaling the Encounter

8th-Level Characters (EL 8)

At this EL, the PCs only encounter one warbound impaler. However, in addition to that plant creature, there are also a couple of violet fungi, which attack the PCs as they are ambushed by the warbound impaler.

☛ **Violet Fungi (2):** hp 22, 22; see *Monster Manual* page 112.

10th-Level Characters (EL 10)

For this EL, add one additional warbound impaler to the encounter, for a total of three warbound impalers.

☛ **Impalers (3):** hp 152, 140, 136; see Appendix 1.

11th-Level Characters (EL 11)

For this EL, add two additional warbound impalers to the encounter, for a total of four warbound impalers.

☛ **Warbound Impalers (4):** hp 160, 152, 140, 140; see Appendix 1: NPCs.

Chamber of the *Coalescence of Scorn*

This chamber is a geometric oddity. A sloping floor heads up toward the center of the octagonal room, and two triangle shaped pits bar easy passage to both your left and right. The foul smell of rotting flesh and earth assaults you.

The triangle shaped pits are roughly 30 feet deep, each containing a zombie behir that have been kept in stasis for centuries. Together, these foul undead creatures are the guardians of the *Coalescence of Scorn*, which has sat hear undisturbed for as long as they have been in status. The room is dark, so the PCs need to provide their own light to see.

On the far side of the room is a smaller octagonal pit, fifty feet deep, which contains the *Coalescence of Scorn*. A permanent *dimensional lock* prevents all teleportation magic into, out of, and within this chamber. Once the

PCs start moving across the room by any means, the behirs stir, having caught the sweet smell of living flesh. The two creatures spring from the pits to attack the PCs. As a general note, any time the PCs are moving toward the center of the room, it is considered difficult terrain, forcing them to move at half speed. It is not possible to take a 5-foot step uphill toward the center of the room.

Creatures (EL 9)

☛ **Behir Zombies (2):** hp 120, 120; see Appendix 1: NPCs.

As mindless undead, the behir have no tactics beyond attempting to kill as many of the PCs as possible before hunkering down to consume their flesh.

Development: If the drowned make it into this room, they pass unmolested by the guardians, as they are not living, and so do not provoke them into attacking.

If the PCs defeat the zombie behir, they may collect the *Coalescence of Scorn*, which rests in small octagonal pit, on the far side of the room. While the stone detects as overwhelmingly magical, it does not detect as good, evil, lawful, or chaotic. It is a cantaloupe-size smooth and glassy sphere. It is heavy and cold to the touch. Inside the sphere is a whirling tempest of blue-green mist that seems to swirl and coalesce into the images of a screaming man with severe and noble features, and then to a half-orc that looks like Otar the Green Regent. By the time the PCs get back into the main part of the house, Kal'Darack has arrived. Proceed to *Death Comes Knocking*.

Scaling the Encounter

8th-Level Characters (EL 8)

At this EL, the behir zombies do not have either the fast zombie or hunting zombie enhancements.

☛ **Behir Zombies (2):** hp 120, 120; see Appendix 1.

10th-Level Characters (EL 10)

At this EL, the room is inhabited by two behirs (who are not zombies). Like the undead at other levels, they have been in stasis for hundreds of years waiting for the opportunity to defend the *Coalescence of Scorn*.

☛ **Behir (2):** 120, 120; see *Monster Manual* page 25.

11th-Level Characters (EL 11)

At this EL, the room is inhabited by two behirs (who are not zombies). Like the undead at other levels, they have been in stasis for hundreds of years waiting for the opportunity to defend the *Coalescence of Scorn*. In addition, a mohrg has managed to claw its way into the chamber, in pursuit of the *Coalescence of Scorn*. The mohrg enters the chamber two rounds after the PCs start combat. The behir are far more interested in live prey, so they attack the PCs first and foremost.

☛ **Behir (2):** 120, 120; see *Monster Manual* page 25.

☛ **Mohrg:** 130; see *Monster Manual* page 189.

Death Comes Knocking

Kal'Darack has arrived at the front of the house, preceded only by the ephemeral swarms so attracted to the call of the *Coalescence of Scorn*. He isn't particularly interested in searching the entire house to get what he wants, though he does so if necessary. Once the PCs have defeated the guardians of the stone and made their way back up to the garden, they hear the following.

A booming voice echoes through the house from outside, "GIVE ME THE STONE, AND I, KAL'DARACK, PROMISE ALL LIVING INSIDE THIS HOUSE A QUICK AND MERCIFUL DEATH!"

Once the PCs move to a spot where they can see Kal'Darack, read or paraphrase the following.

What you see can only be described as pure horror. A large troll-like being with horns jutting out the back of its head floats in mid-air, just outside the house. A large voluminous cloak billows around the creature, whose eyes glow an eerie shade of green. A ghostly swarm of rats floats silently and eerily along the ground, circling Kal'Darack. They seem ready to surge forward at a moment's command.

Kal'Darack isn't really interested in negotiating the terms of a deal. If the PCs attempt to do so, the ephemeral swarms surge forward, and he chooses the most frail-looking target (likely a wizard) for his *clutch of Orcas* power.

Creatures (EL 11)

- **Kal'Darack (hooded pupil ogre mage fighter 1):** hp 82; see Appendix 1.
- **Ephemeral Swarms (2):** hp 90, 90; see Appendix 1.

Kal'Darack is currently *polymorphed* into a cave troll, one of his favorite forms, as it provides a much sturdier body (higher Strength and Constitution), and thicker hide (greater natural armor bonus). For more information regarding the cave troll, see *Monster Manual III*. All of the statistics that we require for this adventure however, appear in Kal'Darack's statistics. This in addition to his formidable magical powers is a serious threat to any group of self-righteous heroes. For Kal'Darack's original statistics, as well as his modified statistics, see Appendix 1: NPCs.

As the ephemeral swarms rush forward to engage the PCs, Kal'Darack floats 50 feet above the ground and uses his *clutch of Orcas* ability. If that fails, or if the PCs move into the air to engage him, he releases his concentration, and becomes *invisible*. He then spends a round getting into a position where he might catch as many of the PCs as possible in his *cone of cold*. After this, he might attempt to use *charm person* on the strongest looking fighter, hoping that strong in body means weak in mind. If all else fails, he draws his greatsword, and

using *invisibility* to his advantage whenever possible, sets to killing as many PCs as possible. If he drops to a quarter of his hit points or lower, he assumes *gaseous form* and flees. The ephemeral swarms attack until they are destroyed.

Scaling the Encounter

8th-Level Characters (EL 10)

At this EL, there is only one ephemeral swarm.

- **Kal'Darack (hooded pupil ogre mage fighter 1):** hp 82; see Appendix 1: NPCs.
- **Ephemeral Swarm:** hp 90; see Appendix 1: NPCs.

10th-Level Characters (EL 12)

At this EL, Kal'Darack is 2nd-level fighter, and there are three ephemeral swarms.

- **Kal'Darack (hooded pupil ogre mage fighter 2):** hp 96; see Appendix 1: NPCs.
- **Ephemeral Swarms (3):** hp 90, 90, 90; see Appendix 1: NPCs.

11th-Level Characters (EL 13)

At this EL, Kal'Darack is 3rd-level fighter, and there are four ephemeral swarms.

- **Kal'Darack (hooded pupil ogre mage fighter 3):** hp 110; see Appendix 1: NPCs.
- **Ephemeral Swarms (4):** hp 90, 90, 90, 90; see Appendix 1: NPCs.

CONCLUSION

If the PCs are not successful in any of the aspects of this adventure, it is likely they are dead, unless of course they tarried too long and missed the adventure altogether.

If the PCs are successful in retrieving the *Coalescence of Scorn*, and defeat Kal'Darack and his swarms, then they have earned a resounding pat on the back. This is especially true if they were expedient in finding their way to the house, and saved many of the lives of those who celebrate the holiday within. If those good people are still living, they come out of the house to thank the PCs heartily, inviting them in to the house for a drink, and a toast to their late hostess. However, if they are all dead, there is nobody present to thank the PCs, and it seems a hollow victory indeed.

If the PCs succeeded in rescuing Otar in *XGR-3 Undermountain*, they are staying with Jeryth Phalkon, a favored follower of Mielikki. She is also caring for the comatosed Otar. When they return to here abode with the *Coalescence of Scorn* Otar is miraculously released from his strange coma. Still weakened the Green Regent rises and says:

That stone called to me. I heard it in my dreams while I was trapped in the Green King's slumber. I thought I came here to find the Legacy of the Green Regent. I know now that it is not here. This stone is what I came here for. It is called the Coalescence of Scorn, and it is

the physical incarnation of an archmage's dying words. It fell here in Waterdeep when the archmage fell from the lofty heights of his flying city. The dangerous thing was buried and warded by Halaster himself, or so the bard's stories say.

This ancient stone is also the hope and doom of Loudwater's gravest enemy. With Spring I must travel to the Dire Woods, to a place called Karse. There I must attempt to twist the stone's destiny to the will of Loudwater.

This is not a task I can hope to complete alone. I ask you my friends—my saviors—please give me this stone, and your aid. For if I fail Loudwater and the entire Delimbiyr Crescent may be doomed to the forces of darkness and tyranny.

If the PCs are not staying with Phalkon, she invites them over to discuss the incident at Annadell's house. During that interview she will ask to see the Coalescence of Scorn. When the PCs do Otar Awakes, triggering the above read-aloud text. If the PCs accept Otar's mission, give them the "In the Service of Otar" Story Object.

ADVENTURE QUESTIONS

DUNGEONS & DRAGONS CAMPAIGNS (of which LEGACY OF THE GREEN REGENT is that program's first offering) tracks character progress digitally. At the adventure's end, you report what the characters did, by answering a number of questions. The answers to those questions are tallied, and determine not only what happens in the campaign, but also the experience points (XP) and gold piece (gp) value increase each character gains.

At the end of this adventure, you'll find the RPGA Session Tracking form, tailored for this adventure. On the section titled "Adventure Questions" fill in the bubble that corresponds to the best answer for the questions below.

Many times the questions ask whether or not the PCs defeated an encounter. Defeating doesn't necessarily mean killing all enemies, but many times such an event suffices as defeating an encounter. Sometimes PCs merely bypass an encounter. Through luck or circumstance a group of PCs can avoid encounters unscathed. Does bypassing an encounter earn the XP that defeating it would? No. The reward for getting past an encounter without actually interacting with it is having extra resources to bear in the next encounter. Where is the line? You are going to have to make that decision, because you are the DM.

For traps, PCs get experience points just for encountering them, whether or not they have been disabled.

1. Did the PCs defeat the drowned?

- a. Yes. They squished those soggy corpses.
- b. Almost. They defeated many, but not all of the undead.
- c. No. The drowned dunked the PCs.

2. Did the PCs save the revelers in Annadell's house?

- a. No. All of the revelers died.
- b. Almost. They saved some, but not all.

- c. Yes. They saved all of them.

3. Did the PCs defeat the warbound impalers in the upper level of Annadell's house?

- a. Yes.
- b. Almost. They defeated some but not all.
- c. No.

4. Did the PCs defeat the zombie behirs?

- a. No. The zombies were successful in defending the stone.
- b. Almost. They defeated one but not both.
- c. Yes. They defeated both.

5. Did the PCs defeat Kal'Darack and Ephemeral Swarms.

- a. No. They were defeated by these fierce foes.
- b. Almost. They defeated the swarms, but not the ogre mage.
- c. Almost. They defeated the ogre mage, but not the swarms.
- d. Yes.. They defeated both.

6. Did the PCs recover the *Coalescence of Scorn*?

- a. Yes.
- b. No

7. Did the PCs accept Otar's missive?

- a. Yes.
- b. No

APPENDIX 1: NPCS AND MONSTERS

☛ **Drowned:** CR 8; Medium undead; HD 20d12+20; hp 110; Init +5; Spd 30 ft., swim 30 ft.; AC 19, touch 11, flat-footed 18; Base Atk +10; Grp +17; Atk +12 melee (1d8+12, slam); Full Atk +12 melee (1d8+12, 2 slams); Space/Reach 5 ft./5 ft.; SA drowning aura; SQ darkvision 60 ft., fast healing 5, undead traits, unholy toughness; AL CE; SV Fort +6, Ref +9, Will +12; Str 25, Dex 13, Con –, Int 9, Wis 10, Cha 12.

Skills and Feats: Hide +20, Listen +14, Move Silently +20, Spot +18, Swim +18; Alertness, Cleave, Great Cleave, Improved Initiative, Improved Natural Attack (slam), Lightning Reflexes, Power Attack.

Drowning Aura (Su): A drowned gives off a 30-foot radius emanation of suffocating drowning, imbuing its surroundings with a watery glint and deadly threat for creatures that breathe. All breathing creatures within 30 feet of a drowned are treated as if beneath water in terms of being able to breathe. The drowning aura accelerates the process of drowning.

Normally, a creature can hold its breath for a number of rounds equal to twice its Constitution score before it begins to drown. Within the drowning aura, a creature can only hold its breath if it makes a DC 10 Constitution check every round. Each round, the DC increases by 1. When the character finally fails its Constitution check, it begins to drown. In the first round, it falls unconscious (0 hit points). In the following round, it drops to -1 hit points and is dying. In the third round, if still in the drowning aura, it drowns.

Unholy Toughness (Ex): A drowned gains a bonus to its hit points equal to its Charisma modifier X its Hit Dice.

Skills: A drowned has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Description: This animated corpse is sopping wet, as if it just crawled from the water. The air around it is thick and cloying, exuding the essence of the corpse's watery grave.

The drowned lost their lives in the watery depths. The evidence of their gasping death always saturates their clothing and flesh, and fills the air around them.

Full information on the drowned can be found on page 46 of *Monster Manual III*. The above statistic block gives all the information you need to run this creature.

☛ **Drowned Sorcerer 2 (EL 9 and 11 version):** CR 9; Medium undead; HD 22d12+22; hp 165; Init +5; Spd 30 ft., swim 30 ft.; AC 19, touch 11, flat-footed 18; Base Atk +11; Grp +18; Atk +13 melee (1d8+12, slam); Full Atk +13 melee (1d8+12, 2 slams); Space/Reach 5 ft./5 ft.; SA drowning aura; SQ darkvision 60 ft., fast healing 5, undead traits, unholy toughness; AL CE; SV Fort +8,

Ref +9, Will +15; Str 25, Dex 13, Con –, Int 9, Wis 10, Cha 12.

Skills and Feats: Hide +20, Listen +14, Move Silently +20, Spot +18, Swim +18; Alertness, Cleave, Great Cleave, Great Fortitude, Improved Initiative, Improved Natural Attack (slam), Lightning Reflexes, Power Attack.

Drowning Aura (Su): A drowned gives off a 30-foot radius emanation of suffocating drowning, imbuing its surroundings with a watery glint and deadly threat for creatures that breathe. All breathing creatures within 30 feet of a drowned are treated as if beneath water in terms of being able to breathe. The drowning aura accelerates the process of drowning.

Normally, a creature can hold its breath for a number of rounds equal to twice its Constitution score before it begins to drown. Within the drowning aura, a creature can only hold its breath if it makes a DC 10 Constitution check every round. Each round, the DC increases by 1. When the character finally fails its Constitution check, it begins to drown. In the first round, it falls unconscious (0 hit points). In the following round, it drops to -1 hit points and is dying. In the third round, if still in the drowning aura, it drowns.

Unholy Toughness (Ex): A drowned gains a bonus to its hit points equal to its Charisma modifier X its Hit Dice.

Skills: A drowned has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Sorcerer Spells Known (6/7/3; Caster level 2nd): 0 – *acid splash, dancing lights, ghost sound, mage hand, ray of frost*; 1st – *ray of enfeeblement, shield*.

Description: This animated corpse is sopping wet, as if it just crawled from the water. The air around it is thick and cloying, exuding the essence of the corpse's watery grave.

The drowned lost their lives in the watery depths. The evidence of their gasping death always saturates their clothing and flesh, and fills the air around them.

Full information on the drowned can be found on page 46 of *Monster Manual III*. The above statistic block gives all the information you need to run this creature.

Power-Up Suite

AC 23, touch 11, flat-footed 22

☛ **Drowned Sorcerer 4 (EL 12 version):** CR 10; Medium undead; HD 24d12+24; hp 180; Init +5; Spd 30 ft., swim 30 ft.; AC 19, touch 11, flat-footed 18; Base Atk +12; Grp +19; Atk +15 melee (1d8+12, slam); Full Atk +15 melee (1d8+12, 2 slams); Space/Reach 5 ft./5 ft.; SA drowning aura; SQ darkvision 60 ft., fast healing 5, undead traits, unholy toughness; AL CE; SV Fort +9,

Ref +10, Will +16; Str 25, Dex 13, Con –, Int 9, Wis 10, Cha 13.

Skills and Feats: Hide +20, Listen +15, Move Silently +20, Spot +18, Swim +18; Alertness, Cleave, Great Cleave, Great Fortitude, Improved Initiative, Improved Natural Attack (slam), Lightning Reflexes, Power Attack, Weapon Focus (slam).

Drowning Aura (Su): A drowned gives off a 30-foot radius emanation of suffocating drowning, imbuing its surroundings with a watery glint and deadly threat for creatures that breathe. All breathing creatures within 30 feet of a drowned are treated as if beneath water in terms of being able to breathe. The drowning aura accelerates the process of drowning.

Normally, a creature can hold its breath for a number of rounds equal to twice its Constitution score before it begins to drown. Within the drowning aura, a creature can only hold its breath if it makes a DC 10 Constitution check every round. Each round, the DC increases by 1. When the character finally fails its Constitution check, it begins to drown. In the first round, it falls unconscious (0 hit points). In the following round, it drops to -1 hit points and is dying. In the third round, if still in the drowning aura, it drowns.

Unholy Toughness (Ex): A drowned gains a bonus to its hit points equal to its Charisma modifier X its Hit Dice.

Skills: A drowned has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Sorcerer Spells Known (6/7/3; Caster level 4th): 0 – *acid splash, dancing lights, ghost sound, mage hand, ray of frost, touch of fatigue*; 1st – *ray of enfeeblement, shield, shocking grasp*; 2nd – *web* (DC 13).

Description: This animated corpse is sopping wet, as if it just crawled from the water. The air around it is thick and cloying, exuding the essence of the corpse's watery grave.

The drowned lost their lives in the watery depths. The evidence of their gasping death always saturates their clothing and flesh, and fills the air around them.

Full information on the drowned can be found on page 46 of *Monster Manual III*. The above statistic block gives all the information you need to run this creature.

Power-Up Suite

AC 23, touch 11, flat-footed 22

Room 8 - The Garden Upstairs

➤ **Warbound Impalers:** CR 7; Large plant; HD 12d8+72; hp 126; Init -2; Spd 30 ft.; AC 19, touch 7, flat-footed 19; Base Atk +9; Grp +19; Atk +14 melee (1d8+6/19-20, slam); Full Atk +14 melee (1d8+6/19-20, 2 slams); Space/Reach 10 ft./5 ft.; SA impale, improved grab, thorn volley, trample 1d8+9; SQ darkvision 60 ft., low-light vision, plant traits, resistance to electricity 10

and fire 10, thorn field; AL N; SV Fort +14, Ref +2, Will +4; Str 23, Dex 6, Con 22, Int 5, Wis 10, Cha 7.

Skills and Feats: Hide +11; Cleave, Improved Bull Rush, Improved Critical (slam), Improved Natural Attack (slam), Power Attack.

Impale (Ex): Whenever a warbound impaler successfully starts a grapple with a Medium or smaller creature, there is a chance that the creature will become impaled on one of the thorns. After the grapple has begun, a warbound impaler can attempt another grapple check as a free action to impale the creature on its thorns.

An impaled creature is helpless until it beats the warbound impaler in an opposed grapple check. As long as the only creatures that it is grappling with are impaled, a warbound impaler is not considered grappled (the warbound impaler does not lose its Dexterity bonus to AC, still threatens an area, and can use its remaining attacks against other opponents). When making grapple checks against impaled creatures, a warbound impaler takes a -20 penalty on grapple checks.

Improved Grab (Ex): To use this ability, a warbound impaler must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

Thorn Volley (Ex): A warbound impaler's thorns deal 5d6 points of piercing damage to all creatures within the area (Reflex DC 22 half). The save DC is Strength-based.

Trample (Ex): Reflex DC 22 half. The save DC is Strength-based.

Thorn Field (Ex): The thorns on a warbound impaler's body protrude into the area surrounding the creature, causing several effects on creatures moving through a warbound impaler's threatened area. A warbound impaler can make up to four attacks of opportunity each round. (Unlike the Combat Reflexes feat, this ability does not allow a battlebriar to make attacks of opportunity while flat-footed.) In addition, the DCs for Tumble checks to move through a warbound impaler's threatened area or through the squares that it occupies increases by 10. Creatures three or more size categories smaller than a warbound impaler cannot freely move through the area that a warbound impaler occupies.

Skills: Despite its size, a warbound impaler blends well with its surroundings, and it gains a +8 racial bonus on Hide checks in aboveground, natural environments.

Description: This six-legged lionlike creature has a body made of writhing vines and thorns. Each of its gorillalike pair of limbs is slightly shorter than the pair in front of it. Long thorns protrude from every part of the creature's body, making it seem impossible to approach or move around the creature without risking serious injury.

Full information on the warbound impaler can be found on page 15 of *Monster Manual III*. The above

statistic block gives all the information you need to run this creature.

Chamber of the *Coalescence of Scorn*

➤ **Behir Zombies (2):** CR 7; Huge undead; HD 18d12+3; hp 120; Init +0; Spd 70 ft., climb 15 ft.; AC 25, touch 10, flat-footed 23; Base Atk +9; Grp +26; Atk +16 melee (2d4+13, bite) or +16 melee (2d6+9, slam); Full Atk +16 melee (2d4+13, bite) or +16 melee (2d6+9, slam); Space/Reach 15 ft./10 ft.; SA –; SQ damage reduction 5/slashing, darkvision 60 ft., fast, hunting, scent, undead traits; AL N; SV Fort +6, Ref +6, Will +13; Str 28, Dex 11, Con –, Int –, Wis 14, Cha 1.

Skills and Feats: Listen +6, Spot +6, Survival +2 (for tracking only); Toughness, Track.

Fast (Ex): The fast zombie can run normally, and is not restricted to taking single actions only. However, it still cannot attack more than once per round.

Hunting (Ex): Hunter zombies can follow and find enemies with the power of scent.

➤ **Behir Zombies (2) (EL 8 version):** CR 6; Huge undead; HD 18d12+3; hp 120; Init +0; Spd 40 ft., climb 15 ft.; AC 23, touch 8, flat-footed 23; Base Atk +9; Grp +26; Atk +16 melee (2d4+13, bite) or +16 melee (2d6+9, slam); Full Atk +16 melee (2d4+13, bite) or +16 melee (2d6+9, slam); Space/Reach 15 ft./10 ft.; SA –; SQ single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL N; SV Fort +6, Ref +6, Will +11; Str 28, Dex 11, Con –, Int –, Wis 10, Cha 1.

Feats: Toughness.

Death Comes Knocking

➤ **Kal'Darack (hooded pupil ogre mage fighter 1):** CR 10; Large giant; HD 5d8+15 plus 1d10+3; hp 52; Init +4; Spd 40 ft., fly 40 ft. (good); AC 24, touch 11, flat-footed 24; Base Atk +4; Grp +13; Atk +12 melee (3d6+11 plus 2d6 against good aligned/19-20, greatsword); Full Atk +12 melee (3d6+11 plus 2d6 against good aligned /19-20, greatsword); Space/Reach 10 ft./10 ft.; SA *clutch of Orcus*, drink blood, spell-like abilities; SQ darkvision 90 ft., low-light vision, regeneration 5, resistance to cold 5, spell resistance 19, *spider climb*; AL LE; SV Fort +9, Ref +3, Will +4; Str 23, Dex 10, Con 17, Int 14, Wis 16, Cha 23.

Skills and Feats: Concentration +12, Listen +15, Spellcraft +11, Spot +15; Alertness, Blind-Fight, Combat Expertise, Improved Initiative, Lightning Reflexes, Weapon Focus (greatsword).

Spell-like Abilities: At will – *darkness*, *invisibility*, 1/day *charm person* (DC 17), *cone of cold* (DC 21), *gaseous form*, *polymorph*, *sleep* (DC 17). Caster level 9th. The save DCs are Charisma-based.

Flight (Su): Kal'Darack can cease or resume flight as a free action. While using gaseous form, he can fly at his normal speed and has perfect maneuverability.

Regeneration (Ex): Fire and acid deal normal damage to Kal'Darack.

If Kal'Darack loses a limb or body part, he can reattach it by holding the severed member to the stump. Reattachment takes 1 minute. If the head or some other vital organ is severed, it must be reattached within 10 minutes of the creature dies. Kal'Darack cannot regrow lost body parts.

Clutch of Orcus* (Sp): Once per day, Kal'Darack can use the spell *clutch of Orcus* (DC 19). Caster level 10th. The save DC is Charisma-based.

Drink Blood (Su): Once per day, Kal'Darack can suck blood from a living victim who has damage that is yet unhealed. He does so by making a successful grapple check (he usually prefers to use this ability on foes that are already helpless). Against a pinned or helpless foe, he drinks blood, dealing 2 points of Constitution damage.

Spider Climb (Su): Kal'Darack can climb sheer surfaces as though with a *spider climb* spell.

Possessions: +2 *chain shirt*, +2 *unholy greatsword*, *ring of protection* +2, *cloak of charisma* +4, *potion of cure serious wounds*.

*See Appendix 2: New Spell.

Polymorphed into a Cave Troll

➤ **Kal'Darack (hooded pupil ogre mage fighter 1):** CR 10; Large giant; HD 5d8+40 plus 1d10+8; hp 82; Init +4; Spd 40 ft., fly 40 ft. (good); AC 31, touch 12, flat-footed 30; Base Atk +4; Grp +16; Atk +15 melee (3d6+15 plus 2d6 against good aligned/19-20, greatsword) or +12 melee (2d6+9, claw); Full Atk +15 melee (3d6+15 plus 2d6 against good aligned/19-20, greatsword) and +7 melee (1d8+4, bite) or +12 melee (2d6+9, 2 claws) and +7 melee (1d8+4, bite); Space/Reach 10 ft./10 ft.; SA *clutch of Orcus*, drink blood, spell-like abilities, dazing blow, improved grab, pounce, rake, rend; SQ darkvision 90 ft., low-light vision, regeneration 5, resistance to cold 5, spell resistance 19, *spider climb*; AL LE; SV Fort +14, Ref +4, Will +4; Str 29, Dex 13, Con 27, Int 14, Wis 16, Cha 23.

Skills and Feats: Concentration +17, Listen +15, Spellcraft +11, Spot +15; Alertness, Blind-Fight, Combat Expertise, Improved Initiative, Lightning Reflexes, Weapon Focus (greatsword).

Spell-like Abilities: At will – *darkness*, *invisibility*, 1/day *charm person* (DC 17), *cone of cold* (DC 21), *gaseous form*, *polymorph*, *sleep* (DC 17). Caster level 9th. The save DCs are Charisma-based.

Flight (Su): Kal'Darack can cease or resume flight as a free action. While using gaseous form, he can fly at his normal speed and has perfect maneuverability.

Regeneration (Ex): Fire and acid deal normal damage to Kal'Darack.

If Kal'Darack loses a limb or body part, he can reattach it by holding the severed member to the stump. Reattachment takes 1 minute. If the head or some other vital organ is severed, it must be reattached within 10 minutes of the creature dies. Kal'Darack cannot regrow lost body parts.

Clutch of Orcus* (Sp): Once per day, Kal'Darack can use the spell *clutch of Orcus* (DC 19). Caster level 10th. The save DC is Charisma-based.

Drink Blood (Su): Once per day, Kal'Darack can suck blood from a living victim who has damage that is yet unhealed or that he successfully hits with a bite attack. He does so by making a successful grapple check (he usually prefers to use this ability on foes that are already helpless). Against a pinned or helpless foe, he drinks blood, dealing 2 points of Constitution damage.

Spider Climb (Su): Kal'Darack can climb sheer surfaces as though with a *spider climb* spell.

Dazing Blow (Ex): The force of both of a cave troll's claws hitting can be overwhelming. If a cave troll hits with both claw attacks, the opponent must make a DC 22 Fortitude save or be dazed for 1 round. The save DC is Constitution-based.

Improved Grab (Ex): To use this ability, a cave troll must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

Pounce (Ex): If a cave troll charges a foe, it can make a full attack, including two rakes.

Rake (Ex): Attack bonus +12, damage 2d6 +4. A cave troll that gets a hold can make two rake attacks with its hind legs.

Rend (Ex): If a cave troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 4d6+13 points of damage.

Possessions: +2 chain shirt, +2 unholy greatsword, ring of protection +2, cloak of charisma +4, potion of cure serious wounds.

*See Appendix 2: New Spell.

Ephemeral Swarms: CR 5; Tiny undead (incorporeal, swarm); HD 12d12 plus 12; hp 90; Init +4; Spd fly 30 ft. (good); AC 20, touch 20, flat-footed 16; Base Atk +6; Grp –; Atk swarm (1d6 Str); Full Atk swarm (1d6 Str); Space/Reach 10 ft./0 ft.; SA distraction, Strength damage; SQ darkvision 60 ft., half damage from slashing and piercing, incorporeal traits, swarm traits, undead traits; AL CE; SV Fort +4, Ref +8, Will +8; Str –, Dex 18, Con –, Int 2, Wis 11, Cha 18.

Skills and Feats: Listen +9, Spot +10; Alertness, Toughness (4).

Distraction (Ex): Any living creature vulnerable to an ephemeral swarm's damage that begins its turn with a swarm in its square is nauseated for 1 round; a DC 20 Fortitude save negates the effect. Even after a successful save, spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills requiring patience and concentration requires a DC 20 Concentration check. The save DC is Charisma-based.

Strength Damage (Su): The swarm attack of an ephemeral swarm deals 1d6 points of Strength damage to any living creature whose space it occupies at the

end of its move. A creature reduced to Strength 0 by an ephemeral swarm dies. This is a negative energy effect.

Description: A ghostly swarm of rats floats silently and eerily along the ground, creeping closer.

Ephemeral swarms are the ghostly collection of many little creatures that suffered a common death. The undead swarm is composed of the psychic agony and anguish of the newly departed.

Full information on ephemeral swarm can be found on page 50 of *Monster Manual III*. The above statistic block gives all the information you need to run this creature.

➤ **Kal'Darack (hooded pupil ogre mage fighter 2) (EL 12 version):** CR 11; Large giant; HD 5d8+15 plus 2d10+6; hp 61; Init +4; Spd 40 ft., fly 40 ft. (good); AC 24, touch 11, flat-footed 24; Base Atk +5; Grp +14; Atk +13 melee (3d6+11 plus 2d6 against good aligned/19-20, greatsword); Full Atk +13 melee (3d6+11 plus 2d6 against good aligned/19-20, greatsword); Space/Reach 10 ft./10 ft.; SA *clutch of Orcus*, drink blood, spell-like abilities; SQ darkvision 90 ft., low-light vision, regeneration 5, resistance to cold 5, spell resistance 19, *spider climb*, AL LE; SV Fort +10, Ref +3, Will +4; Str 23, Dex 10, Con 17, Int 14, Wis 16, Cha 23.

Skills and Feats: Concentration +14, Listen +15, Spellcraft +11, Spot +15; Alertness, Blind-Fight, Combat Expertise, Improved Initiative, Lightning Reflexes, Power Attack, Weapon Focus (greatsword).

Spell-like Abilities: At will – *darkness*, *invisibility*, 1/day *charm person* (DC 17), *cone of cold* (DC 21), *gaseous form*, *polymorph*, *sleep* (DC 17). Caster level 9th. The save DCs are Charisma-based.

Flight (Su): Kal'Darack can cease or resume flight as a free action. While using gaseous form, he can fly at his normal speed and has perfect maneuverability.

Regeneration (Ex): Fire and acid deal normal damage to Kal'Darack.

If Kal'Darack loses a limb or body part, he can reattach it by holding the severed member to the stump. Reattachment takes 1 minute. If the head or some other vital organ is severed, it must be reattached within 10 minutes of the creature dies. Kal'Darack cannot regrow lost body parts.

Clutch of Orcus* (Sp): Once per day, Kal'Darack can use the spell *clutch of Orcus* (DC 19). Caster level 10th. The save DC is Charisma-based.

Drink Blood (Su): Once per day, Kal'Darack can suck blood from a living victim who has damage that is yet unhealed. He does so by making a successful grapple check (he usually prefers to use this ability on foes that are already helpless). Against a pinned or helpless foe, he drinks blood, dealing 2 points of Constitution damage.

Spider Climb (Su): Kal'Darack can climb sheer surfaces as though with a *spider climb* spell.

Possessions: +2 chain shirt, +2 unholy greatsword, ring of protection +2, cloak of charisma +4, potion of cure serious wounds.

*See Appendix 2: New Spell.

Polymorphed into a Cave Troll

➤ **Kal'Darack (hooded pupil ogre mage fighter 2) (EL 12 version):** CR 11; Large giant; HD 5d8+40 plus 2d10+16; hp 96; Init +4; Spd 40 ft., fly 40 ft. (good); AC 31, touch 12, flat-footed 30; Base Atk +5; Grp +17; Atk +16 melee (3d6+15 plus 2d6 against good aligned/19-20, greatsword) or +13 melee (2d6+9, claw); Full Atk +16 melee (3d6+15 plus 2d6 against good aligned/19-20, greatsword) and +8 melee (1d8+4, bite) or +13 melee (2d6+9, 2 claws) and +8 melee (1d8+4, bite); Space/Reach 10 ft./10 ft.; SA *clutch of Orcus*, drink blood, spell-like abilities, dazing blow, improved grab, pounce, rake, rend; SQ darkvision 90 ft., low-light vision, regeneration 5, resistance to cold 5, spell resistance 19, *spider climb*, AL LE; SV Fort +15, Ref +4, Will +4; Str 29, Dex 13, Con 27, Int 14, Wis 16, Cha 23.

Skills and Feats: Concentration +19, Listen +15, Spellcraft +11, Spot +15; Alertness, Blind-Fight, Combat Expertise, Improved Initiative, Lightning Reflexes, Power Attack, Weapon Focus (greatsword).

Spell-like Abilities: At will – *darkness*, *invisibility*, 1/day *charm person* (DC 17), *cone of cold* (DC 21), *gaseous form*, *polymorph*, *sleep* (DC 17). Caster level 9th. The save DCs are Charisma-based.

Flight (Su): Kal'Darack can cease or resume flight as a free action. While using gaseous form, he can fly at his normal speed and has perfect maneuverability.

Regeneration (Ex): Fire and acid deal normal damage to Kal'Darack.

If Kal'Darack loses a limb or body part, he can reattach it by holding the severed member to the stump. Reattachment takes 1 minute. If the head or some other vital organ is severed, it must be reattached within 10 minutes of the creature dies. Kal'Darack cannot regrow lost body parts.

Clutch of Orcus* (Sp): Once per day, Kal'Darack can use the spell *clutch of Orcus* (DC 19). Caster level 10th. The save DC is Charisma-based.

Drink Blood (Su): Once per day, Kal'Darack can suck blood from a living victim who has damage that is yet unhealed or that he successfully hits with a bite attack. He does so by making a successful grapple check (he usually prefers to use this ability on foes that are already helpless). Against a pinned or helpless foe, he drinks blood, dealing 2 points of Constitution damage.

Spider Climb (Su): Kal'Darack can climb sheer surfaces as though with a *spider climb* spell.

Dazing Blow (Ex): The force of both of a cave troll's claws hitting can be overwhelming. If a cave troll hits with both claw attacks, the opponent must make a DC 22 Fortitude save or be dazed for 1 round. The save DC is Constitution-based.

Improved Grab (Ex): To use this ability, a cave troll must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

Pounce (Ex): If a cave troll charges a foe, it can make a full attack, including two rakes.

Rake (Ex): Attack bonus +12, damage 2d6 +4. A cave troll that gets a hold can make two rake attacks with its hind legs.

Rend (Ex): If a cave troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 4d6+13 points of damage.

Possessions: +2 *chain shirt*, +2 *unholy greatsword*, *ring of protection +2*, *cloak of charisma +4*, *potion of cure serious wounds*.

*See Appendix 2: New Spell.

➤ **Kal'Darack (hooded pupil ogre mage fighter 3) (EL 13 version):** CR 12; Large giant; HD 5d8+15 plus 3d10+9; hp 70; Init +4; Spd 40 ft., fly 40 ft. (good); AC 24, touch 11, flat-footed 24; Base Atk +6; Grp +15; Atk +14 melee (3d6+11 plus 2d6 against good aligned/19-20, greatsword); Full Atk +14/+9 melee (3d6+11 plus 2d6 against good aligned/19-20, greatsword); Space/Reach 10 ft./10 ft.; SA *clutch of Orcus*, drink blood, spell-like abilities; SQ darkvision 90 ft., low-light vision, regeneration 5, resistance to cold 5, spell resistance 19, *spider climb*, AL LE; SV Fort +10, Ref +4, Will +5; Str 23, Dex 10, Con 17, Int 14, Wis 16, Cha 24.

Skills and Feats: Concentration +14, Listen +16, Spellcraft +11, Spot +16; Alertness, Blind-Fight, Combat Expertise, Improved Initiative, Lightning Reflexes, Power Attack, Weapon Focus (greatsword).

Spell-like Abilities: At will – *darkness*, *invisibility*, 1/day *charm person* (DC 18), *cone of cold* (DC 22), *gaseous form*, *polymorph*, *sleep* (DC 18). Caster level 9th. The save DCs are Charisma-based.

Flight (Su): Kal'Darack can cease or resume flight as a free action. While using gaseous form, he can fly at his normal speed and has perfect maneuverability.

Regeneration (Ex): Fire and acid deal normal damage to Kal'Darack.

If Kal'Darack loses a limb or body part, he can reattach it by holding the severed member to the stump. Reattachment takes 1 minute. If the head or some other vital organ is severed, it must be reattached within 10 minutes of the creature dies. Kal'Darack cannot regrow lost body parts.

Clutch of Orcus* (Sp): Once per day, Kal'Darack can use the spell *clutch of Orcus* (DC 20). Caster level 10th. The save DC is Charisma-based.

Drink Blood (Su): Once per day, Kal'Darack can suck blood from a living victim who has damage that is yet unhealed. He does so by making a successful grapple check (he usually prefers to use this ability on foes that are already helpless). Against a pinned or helpless foe, he drinks blood, dealing 2 points of Constitution damage.

Spider Climb (Su): Kal'Darack can climb sheer surfaces as though with a *spider climb* spell.

Possessions: +2 *chain shirt*, +2 *unholy greatsword*, *ring of protection +2*, *cloak of charisma +4*, *potion of cure serious wounds*.

*See Appendix 2: New Spell.

Polymorphed into a Cave Troll

➤ **Kal'Darack (hooded pupil ogre mage fighter 3) (EL 13 version):** CR 12; Large giant; HD 5d8+40 plus 3d10+24; hp 110; Init +4; Spd 40 ft., fly 40 ft. (good); AC 31, touch 12, flat-footed 30; Base Atk +6; Grp +18; Atk +17 melee (3d6+15 plus 2d6 against good aligned/19-20, greatsword) or +14 melee (2d6+9, claw); Full Atk +17/+12 melee (3d6+15 plus 2d6 against good aligned/19-20, greatsword) and +9 melee (1d8+4, bite) or +14 melee (2d6+9, 2 claws) and +9 melee (1d8+4, bite); Space/Reach 10 ft./10 ft.; SA *clutch of Orcus*, drink blood, spell-like abilities, dazing blow, improved grab, pounce, rake, rend; SQ darkvision 90 ft., low-light vision, regeneration 5, resistance to cold 5, spell resistance 19, *spider climb*, AL LE; SV Fort +15, Ref +5, Will +5; Str 29, Dex 13, Con 27, Int 14, Wis 16, Cha 24.

Skills and Feats: Concentration +19, Listen +16, Spellcraft +11, Spot +16; Alertness, Blind-Fight, Combat Expertise, Improved Initiative, Lightning Reflexes, Power Attack, Weapon Focus (greatsword).

Spell-like Abilities: At will – *darkness*, *invisibility*, 1/day *charm person* (DC 18), *cone of cold* (DC 22), *gaseous form*, *polymorph*, *sleep* (DC 18). Caster level 9th. The save DCs are Charisma-based.

Flight (Su): Kal'Darack can cease or resume flight as a free action. While using gaseous form, he can fly at his normal speed and has perfect maneuverability.

Regeneration (Ex): Fire and acid deal normal damage to Kal'Darack.

If Kal'Darack loses a limb or body part, he can reattach it by holding the severed member to the stump. Reattachment takes 1 minute. If the head or some other vital organ is severed, it must be reattached within 10 minutes of the creature dies. Kal'Darack cannot regrow lost body parts.

Clutch of Orcus* (Sp): Once per day, Kal'Darack can use the spell *clutch of Orcus* (DC 20). Caster level 10th. The save DC is Charisma-based.

Drink Blood (Su): Once per day, Kal'Darack can suck blood from a living victim who has damage that is yet unhealed or that he successfully hits with a bite attack. He does so by making a successful grapple check (he usually prefers to use this ability on foes that are already helpless). Against a pinned or helpless foe, he drinks blood, dealing 2 points of Constitution damage.

Spider Climb (Su): Kal'Darack can climb sheer surfaces as though with a *spider climb* spell.

Dazing Blow (Ex): The force of both of a cave troll's claws hitting can be overwhelming. If a cave troll hits with both claw attacks, the opponent must make a DC 22 Fortitude save or be dazed for 1 round. The save DC is Constitution-based.

Improved Grab (Ex): To use this ability, a cave troll must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

Pounce (Ex): If a cave troll charges a foe, it can make a full attack, including two rakes.

Rake (Ex): Attack bonus +12, damage 2d6 +4. A cave troll that gets a hold can make two rake attacks with its hind legs.

Rend (Ex): If a cave troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 4d6+13 points of damage.

Possessions: +2 *chain shirt*, +2 *unholy greatsword*, *ring of protection +2*, *cloak of charisma +4*, *potion of cure serious wounds*.

*See Appendix 2: New Spell.

APPENDIX 2: NEW SPELL

Clutch of Orcus

Necromancy [Evil]

Level: Cleric 3

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One humanoid

Duration: Concentration

Saving Throw: Fortitude negates

Spell Resistance: Yes

Magical force grips the subject's heart (or similar vital organ) and begins crushing it. The victim reacts as if having a heart attack (it is paralyzed) and takes 1d3 points of damage per round. Concentration is required to maintain the spell each round. A conscious victim gains a new saving throw each round to end the spell. If the victim dies as a result of this spell, its smoking heart appears in the caster's hand.