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Dungeon Crawl Classics #20

Shadows in Freeport

by Robert J. Schwalb
AN ADVENTURE FOR CHARACTER LEVELS 6-8



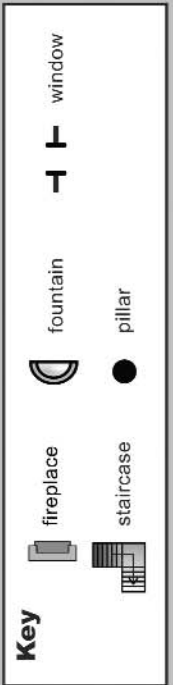
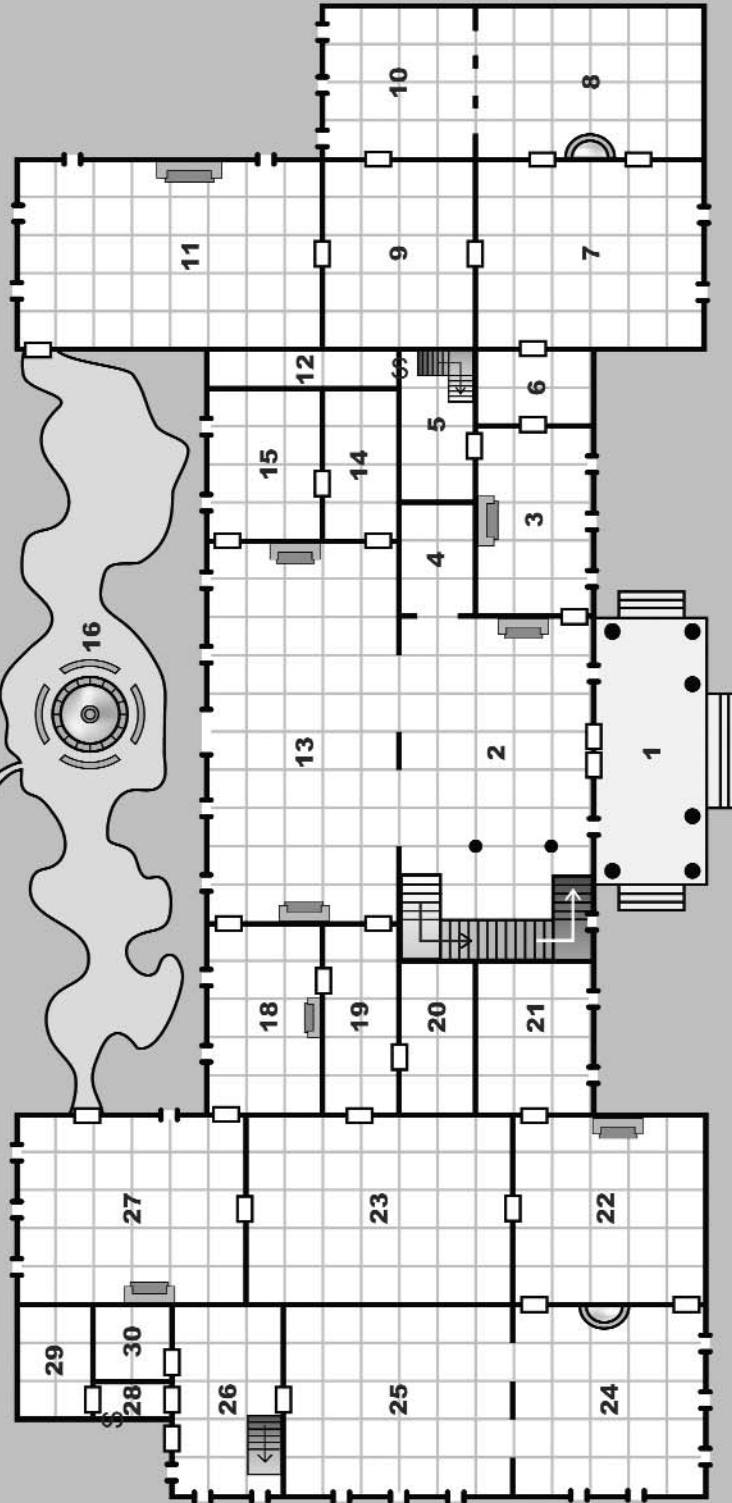
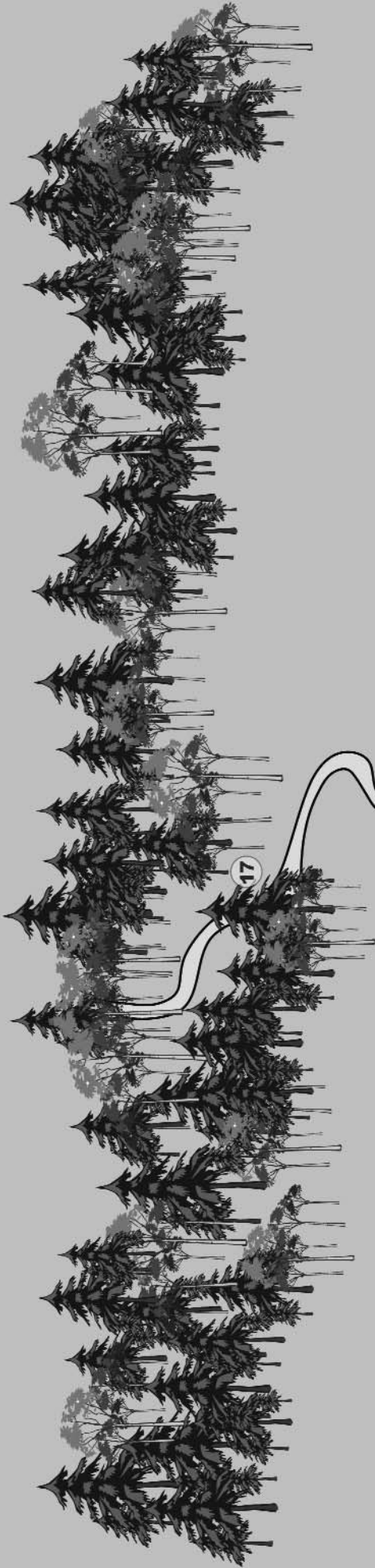
Remember the good old days, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Those days are back. Dungeon Crawl Classics adventures don't waste your time with long-winded speeches, weird campaign settings, or NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you remember, and the secret doors you know are there somewhere.

The legendary city of Freeport is a seedy port town where former pirates settle down to become "businessmen" while street gangs fight over the slave trade. In the deepest warrens of this already dangerous place, mad cultists worship unspeakable gods – and sometimes these sinister deeds bubble to the surface. There's a dark shadow over Freeport today, as yet another innocent child has gone missing. The trail leads to the old Crish Manor, boarded up but not forgotten. The city needs heroes to find these missing children. But are the heroes brave enough to conquer the dark shadows of Freeport?

If you enjoy this adventure, look for the rest of the Dungeon Crawl Classics series!



Level 1: Cresh Manor, Main Floor



 = 5 ft.

Level 1

The floor plan shows a complex layout with the following details:

- Rooms and Areas:** Labeled 1 through 27. Room 10 is a large rectangular room at the top. Rooms 1-9 are in the upper right section. Rooms 11-14 are in the upper left section. Rooms 15-18 are in the middle left section. Rooms 19-27 are in the lower section.
- Corridors:** A central vertical corridor runs through the middle, with several horizontal and diagonal connecting corridors.
- Furniture:**
 - Room 1: Stairs with an arrow pointing up and the text "overlook to area 1".
 - Room 2: A desk and chair.
 - Room 3: A desk and chair.
 - Room 4: A desk and chair.
 - Room 5: A desk and chair.
 - Room 6: Stairs with an arrow pointing down.
 - Room 7: A desk and chair.
 - Room 8: A desk and chair.
 - Room 9: A large open area.
 - Room 10: A large rectangular room.
 - Room 11: A desk and chair.
 - Room 12: A desk and chair.
 - Room 13: A desk and chair.
 - Room 14: A desk and chair.
 - Room 15: A desk and chair.
 - Room 16: A desk and chair.
 - Room 17: A desk and chair.
 - Room 18: A desk and chair.
 - Room 19: A desk and chair.
 - Room 20: A desk and chair.
 - Room 21: A desk and chair.
 - Room 22: A desk and chair.
 - Room 23: A desk and chair.
 - Room 24: A desk and chair.
 - Room 25: A desk and chair.
 - Room 26: A desk and chair.
 - Room 27: A desk and chair.
- Other Features:** Several rooms have a small "A" label, possibly indicating a specific area or feature. There are also various door types, including swinging doors and double doors.

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Special Thanks: Chris Pramas for letting me monkey around in his playground, Joseph Goodman for approaching us at Green Ronin about doing this in the first place, the playtesters who are great friends and great gamers, and as always to Stacey, for being there.

Table of Contents

Introduction	2
Game Master's Section.....	2
Background Story	4
Map Key.....	6
Level 1: Cresh Manor, Main Floor	6
Level 2: Cresh Manor, First Floor	20
Level 2: Cresh Manor, Basement	30
Appendix 1: New Monsters	42
Appendix 2: New Magic	50
Appendix 3: Pregenerated Characters	51
Appendix 4: Player Handouts	55



If you like this adventure, be sure to look for the rest of the Dungeon Crawl Classics series at your local game store.

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Introduction

Remember the golden days of role playing, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 10th level? Well, those days are back. Dungeon Crawl Classics feature bloody combat, intriguing dungeons, and no NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you fear, and the secret doors you know must be there somewhere.

Shadows in Freeport is an adventure designed for four to eight players of 6th through 8th level. We recommend 38-42 total character levels between the party members. While the characters can be of any basic class, a good mix is best. A good-aligned cleric and a wizard with a broad selection of spells are extremely valuable as is a tough warrior type who can soak some hits. See the "Scaling Information" section for ways to tailor this adventure for your group's unique style of play.

Adventure Summary

Hired by a group of concerned citizens, the characters stand before the Old Cresh manor, smack dab in the heart of Freeport, haven of pirates, thieves, and other scum. Compelled by a strong sense of urgency to recover lost family members, the characters must brave whatever horrors wait inside. But after a few encounters they quickly learn there is more at stake than simple kidnappings. Between the ghostly terrors wrought by Fatty Blue, the ghost of a particularly mean and nasty child, and the corrupted and twisted gangs of ghost youths, something terrible is at work here. With each room explored, the characters come closer to discovering that the former owner was no simple merchant, but in fact a despicable cultist! And what he could not achieve in life, he strives for in death. Can the heroes rescue the missing children, put to rest the unruly spirits haunting the place, and stop the revenant lurking beneath the house before it's too late?

Welcome to Freeport

The city of Freeport was born in Green Ronin's *Death in Freeport*, introducing gamers to the infamous pirate city gone legit. In truth, the pirate tradition is alive and well in Freeport, but it's camouflaged by a veneer of respectability. These days the city's pirates are privateers, legalized pirates Freeport loans out to the highest bidder. Amidst the city streets, gangs fight wars over drugs, slavery, and controlling crime, while mad cultists dedicated to foul and unspeakable gods plumb the ruins of ancient civilizations for power, knowledge, and for the secrets of the past. Freeport is a robust and fully detailed city, ripe for plunder. For more information on the city, see Green Ronin Publishing's *Freeport: The City of Adventure* and other Freeport products.

Game Master's Section

Encounter Table

To help the GM prepare, we have included a quick reference table showing all encounters at a glance. **Loc** - the location number keyed to the map for the encounter. **Pg** - the module page number that the encounter can be found on. **Type** - this indicates if the encounter is a trap (T), puzzle (P), or combat (C). **Encounter** - the key monsters, traps, or NPCs that can be found in the encounter. Names in *italics* are classed NPCs. **EL** - the encounter level.

Loc	Pg	Type	Encounter	EL
1-2	7	T	Falling plaster	1
1-3	8	C	Thieves (6)	9
1-7	10	C	Chain devil Mnk2	8
1-8	11	C	Ghost children	8
1-11	12	C	Babau	8
1-13	13	C	Advanced allip	6
1-14	13	T	Slimy doom disease	—
1-15	13	C	<i>Ferimax Ularaboo</i> and daemon	10
1-17	15	C	Devil lizard	8
1-19	16	C	Ghost children	8
1-22	17	C	Pwalgs	8
1-24	17	C	Fiendish tendriculos	8
1-26	18	C	Daeobelinus (12)	8
2-2	21	C	Ghost children (6)	8
2-5	23	T	Fusillade of darts	5
2-7	23	T	<i>Glyph of warding</i> (blast)	6
		C	Bodak	8
2-9	24	C	Mohrg	8
2-11	25	T	<i>Incendiary cloud</i> trap	9
2-13	25	C	<i>Fatty Blue</i>	8
2-14	26	T	Weak spot in the floor	1
2-16	26	C	Wraith (3)	8
2-19	27	C	Ghost children (6)	8
2-25	29	C	Spectre	7
2-27	29	T	Weak spot in the floor	1
3-1	31	C	Radiant boy	9
3-2	32	T	Slimy doom disease	—
3-4	32	C	Advanced gibbering moulder	9
3-5	33	C	Fiendish gricks (5)	8
3-7	35	C	Bebilith	10
3-9	36	T	<i>Flame strike</i> and <i>transport</i> traps	8
3-11	36	C	3 shadows, greater shadow	8
3-12	37	C	Pwalgs (6)	7
3-13	37	T	<i>Blasphemy, destruction, and teleport</i> traps	10
3-14	37	P	Puzzle portal	10
3-15	39	C	<i>Cresh</i>	10

Scaling Information

You can adapt the scenario to different level parties with a few simple modifications.

Weaker parties (3 or fewer characters, or lower than 6th level): Halve the chance for wandering monsters throughout the house. In areas where more than one monster is present, reduce their numbers by half. Consider having the concerned townsfolk give the characters one or more *wands of cure light wounds*, "to be used on my child when you find him."

Stronger parties (9 or more characters, or higher than 8th level): Blanket the entire house with an *unhallow* spell with an attached *darkness* effect.

Getting the Players Involved

This adventure assumes a group of concerned citizens hires the PCs to recover their children from the haunted manor. The exact number of missing children isn't specified, because there aren't any living children to be found inside the manor; regardless of how many children the heroes hunt for, they'll never find them alive. Keep the mystery alive by not pinning down how many children are missing; no matter how many frantic parents the heroes can account for, there are always rumored to be more.

Naturally, the default plot hook does not have to be the only method. If you prefer, try using one of the following plot hooks to get the characters directly involved in the dungeon.

Just Looking for a Place to Hide: The characters are on the run from a press gang who would shanghai them into service on board a privateer ship. Not intending to go out to sea for 9 months or longer, the characters hole up in Cresh Manor, only to discover the place harbors a terrible secret. Worse, the press gangers wait outside, watching for their escape.

The Dare: One of the character's siblings entered the house on a dare and hasn't been seen in days. The characters enter the house to see what happened.

Rumored Treasure Vault: Rumor holds Cresh hoarded gold in his cellars. Prompted by an outstanding debt, or simply greed, the characters venture inside where no one has had the courage to tread.

Derailing the Game

Player characters are unpredictable creatures. While the adventure assumes the PCs will walk through the front door, in all honesty, they might not. They might try to climb up to the second floor, or onto the roof, or explore the grounds, all before they set foot inside the house. Don't panic. It's fine if they do. It's exactly this kind of thinking that will let them defeat the evils of the house and survive to kick down doors in future dungeons. What follows are some suggestions on handling this "out of the box" style of play.

Climbing the House: The Cresh House is old enough, pitted enough, and in bad enough shape that characters can climb the outer walls fairly easily. There are plenty of handholds, but not many reliable ones. Characters who wish to ascend in this way may make DC 15 Climb checks. Depending on the wall and time of day, they may attract some attention from the incorporeal inhabitants. Ask them to pinpoint exactly where they'll be climbing up, then keep an eye on the rooms they pass as they ascend. If these rooms house an incorporeal undead creature, the undead may attack (especially if it's night). Incorporeal undead make attacks from within the wall, gaining total cover against the PCs' attacks. Remember, climbing PCs lose their Dexterity bonus to AC. The windows on the second story are boarded up, just like those on the first floor. For details on breaking through these windows, see page 6.

Rooftop Excursions: The roof is in terrible shape. Shingles are loose and simply walking across them sends them cascading to the grounds below. The roof is also pitched, so unless the characters are particularly careful, they could be in serious trouble. Walking across the roof requires a DC 15 Balance check. A character who fails by 5 or more slips and falls off the roof, taking 2d6 points of falling damage. Worse, there are holes all over the rooftop as described in many of the rooms on the second floor. Where the roof is "intact," there is a 20% chance that any square entered is weak with rot. If so, the PCs must succeed on a DC 15 Reflex or fall through the roof into the appropriately numbered room below, taking 1d6 points of falling damage along the way.

Gardens of Naughtiness: In the front of the house, the terrain is overgrown and difficult to navigate. Characters leaving the path to the front door halve their speed. Around to either side of the house, it's even worse, reducing land speed to one-quarter. The back of the house is the same as the sides, except where indicated on the map.

Smart PCs might think to clear away some of the underbrush. They can do so with swords and axes, but it takes 1d3 rounds per 5-foot square to clear away the underbrush. At your option, you can seed this area with hidden treasures, such as old wands or magic weapons to reward them for smart play.

As for monster threats, the terrain is pretty crowded with overgrowth. Though there is only one keyed encounter, you could stock the garden with all sorts of awful things from babaus to assassin vines. Feel free to use the following wandering monsters or build a table of your own.

While exploring the gardens, there is a 30% chance (1-6 on 1d20) per half hour that the PCs will come across a random encounter. Randomly determine the nature of the encounter by rolling 1d6:

1d6	Encounter
1-2	1d2 babau (see page 12 for statistics)
3-4	1d4 daeobelinus (see page 19 for statistics)
5-6	1 devil lizard (see page 15 for statistics)

Character Sanity

With the many horrors contained within Cresh's manor, game masters may consider employing the optional sanity rules from *Unearthed Arcana* to measure the characters' potential decline into madness. For severe shocks not addressed by the general rules presented there, consult the following table:

Sanity Loss* Shocking Situation

0/1d2	Unnerving setting (areas 1-29, 2-20, 2-22, 3-7, 3-11, 3-12)
0/1d3	Witnessing evidence of violent torture (areas 2-7, 2-8, 2-9, 2-11)
1/1d6+1	Exceptionally nauseating or disturbing setting (areas 1-11, 1-20, 3-8)
2/2d6	Highly disturbing evidence of excessive violence or death (areas 1-7, 1-30, 2-26, 3-15)
2/2d8+1	Highly disturbing unnatural imagery (areas 2-5, 2-12)

*Loss on a successful Sanity check/loss on a failed Sanity check.

Mental Disorders: For characters descending into madness, the following mental disorders from *Unearthed Arcana* may be substituted for any of the standard temporary insanity effects if the game master so chooses:

Anxiety Disorders: Generalized anxiety disorder, panic disorder, post-traumatic stress disorder, real-world phobia (claustrophobia, hematophobia, necrophobia, pediphobia, scotophobia, teratophobia), fantastic phobia (bogyphobia, demonphobia, planarphobia, phantasmaphoria)

Dissociative Disorders: Dissociative amnesia, dissociative fugue

Mood Disorders: Depression

Sleep Disorders: Night terrors

Sanity-Affecting Magic: Under the Sanity rules, the spell *maddening scream* (see page 50) should cause a Sanity loss of no less than half the target's Wisdom, rounded up. Any of the short-term temporary insanity effects from *Unearthed Arcana* may be applied to the target for the duration of this spell.

Rated PG-13

This adventure is more gory than most Dungeon Crawl Classics modules. This isn't just an haunted house; it's Cresh Manor in the haunted city of Freeport! This is a true horror-themed adventure with a variety of gross, gory, and terrifying scenes.

Background Story

Fifty years ago, there lived a man in Freeport named Alexander Cresh. A freakish man, Cresh was short of stature and had twisted features, with a humped back and unseemly gait. Despite his terrible appearance, he was a successful and bloodthirsty merchant, using his ugly visage to intimidate his customers and turn a handsome profit in all his dealings. However, his appearance belied his inner corruption; Cresh was no saint. He trafficked in the occult, the forbidden and evil subjects such as necromancy and demonology. Combined with his monstrous looks and equally terrible reputation, his peers hated him. They mocked him at every occasion, bullying him for sport and to quell their own fears about what actually went on in Cresh's imposing manor.

The little merchant grew to despise the people of Freeport. He severed his business dealings with dealers from the mainland. He spent his fortunes to acquire rare manuscripts and dark volumes of maddening wickedness to further his own dark agenda. All of this effort went to opening wide the mouth of Hell and bring forth swarms of demons and their ilk to lay waste to the city. To complete his dark ritual, he sent his minions into the streets to collect the children of Cresh's rivals. One by one, the squalling brats were brought to the mansion where they were used for some purpose, foul and terrible.

The locals were terrified. Parents searched the streets. Freeport turned upside down in the hopes of locating the lost children. Every lead ended in a dead end. There was no sign of the lost children... at least until a group of searchers caught one of Cresh's demonic cronies in the act, trapped in the bedroom of a merchant prince's child, whom Cresh hated terribly. With the aid of Freeport's clerics and their devices of inquisition, they learned from the tortured fiend that Cresh was behind the abductions and he used the captured children to spin some sinister plot which threatened the entire city.

The wealthy denizens of Freeport rose up and marched against the evil house. The people, buttressed by heroes and others who sought plunder, broke through the barriers, swept through the place, lighting curtains and furniture on fire in their efforts to root out the despicable man. Finally they found him in the basement, where they butchered him with swords. But even with the master dead, the good people of Freeport would never return, for the master's minions overpowered them. In the end, though all who sought Cresh's death died on that fateful night, the abductions stopped and nothing stirred since.

After decades, new people came to the city. They purchased the homes and businesses of the vanished townsfolk. Starting new lives, they knew nothing of the manor and its foreboding history. The locals boarded up the windows, locked the gates, and pretended the old house just didn't exist. People avoid this place, crossing the street to the other side to avoid walking in its shadow. Only the bravest children dared a thrown rock or entered through

the rusted gate to knock on the rotting door. It is a haunted place, a place with weird nocturnal lights, the occasional odd shriek, but nothing more. It is a place best forgotten, best avoided, and never, ever, looked upon... at least until now.

A half century later, people are vanishing once again. The lights in the Cresh place are more common, pulsing out from between the shattered and hanging boards covering all the windows. The grounds of the place reek of corruption, and locals living on the same block swear the walls bleed at night, that crockery flies, and cold spots appear in their homes. A few older citizens, those who dimly remember the horrors of Cresh's reign of terror, combined their resources to hire a group of heroes to put the dead to rest, to put an end to Cresh's evil, and above all, to save the children.

Those who remembered the old days fear Cresh has risen from death and they are right. What they don't know is why. Six months ago, a cultist broke into the house looking for information on notable families of Freeport (Cresh was a notorious busybody). Armed with this information, the cultist hoped to have enough dirt on the members of the current Captains' Council and other notable citizens to insulate his activities in establishing a new temple. What he did not expect was the raw malevolence and mind-shattering horror the house contained. Through his meddling, he awoke Cresh and his minions, putting into motion the dark ritual the madman sought to complete in life. Now, not only do the characters have to find the captured children, but they also have to stop the undead monster's efforts to open the gate to Hell.

Player Beginning

This adventure assumes the characters are already employed by the community to put down the evil. If not, you will need to devise a reason why the characters are involved (see Getting the Players Involved, above). In any event, once you're ready to start, read or paraphrase the following text:

It's an ugly day. The sun hasn't shown its face at all, seemingly content to hide behind the swollen blanket of clouds that cover the city. Worse, the rain is nothing more than a drizzle, enough to awaken old stench and stains, but not enough to wash the filth to the sewers. You stand inside the entrance to a veritable wilderness of overgrowth. The street behind you is just visible through the opening in the wall that now only sports one rusted gate hanging from a single bent hinge. The other half lies on the ground, burying who knows what beneath its heavy bulk.

The locals sent you here to find their children. Better parents, perhaps, and you wouldn't have a job. The mission is

simple. Go inside, look around, and see if there are any kids here. And, if anything moves... that's not a kid, of course... kill it. Easy as pie. 500 gold each.

As you look around, the autumn wind blows through skeletal trees sending their gaunt limbs rattling and clattering. The life inside them has long since flown, as have the birds and squirrels that once nested in their boughs. A narrow path winds through the tall grasses, stained in places by old blood, a few fluttering carcasses of rotting birds, and tatters of old cloth. The house shadows everything. Two stories and huge, its boarded windows stare down on you like some great multifaceted eyes, opened wide and searching for something to eat. A pair of wooden doors stand before you, protected from the elements by the roofed porch held up by bowed and split columns. Broken glass lies everywhere.

And as the wind stirs once more, you think you hear the distant sounds of laughter... children's laughter.



Level 1: Cresh Manor, Main Floor

The main floor of the Cresh House is in a deplorable state. The walls, once covered in paper, are torn and peeling. Water has stained, cupped, and warped the wooden floors, a testimony to the leaks from the floor above. Still, despite outward appearances, this level has sturdy floors and walls. The ceiling, 15 feet up, is another matter, and is prone to dropping chunks of plaster. Unless otherwise noted, all locations are dark, granting total concealment to the inhabitants unless the PCs use light sources or have darkvision. The doors throughout, where not locked, are swollen and stuck. All windows on this level are covered with wooden boards. The house features several fireplaces. Unless otherwise mentioned, the fireplaces are filled with old trash and debris and have stuck flues (DC 30 Strength check to break open). If an enterprising character opts to climb up a chimney, reward his initiative with a wraith who is overjoyed to feast on such a meal (use stats on page 26).

Exterior Superior Masonry Wall: 1-ft. thick; hardness 8; hp 90; Break DC 35; Climb DC 20.

Interior Wood Wall: 6-in. thick; hardness 5; hp 60; Break DC 20; Climb DC 21.

Good Wooden Door: 1-1/2-in. thick; hardness 5; hp 15; Break DC 16 (stuck), 18 (locked).

Boarded Windows: 1-in. thick; hardness; hp 10; Break DC 18.

Wandering Monsters

While exploring the main floor, there is a 30% chance (1-6 on 1d20) per half hour that the PCs will come across a random encounter. Randomly determine the nature of the encounter by rolling 1d6:

1d6	Encounter
1	1d2 babau
2	1d8 daeobelinus
3-4	Falling plaster
5-6	1d6 ghost children

The following statistics are provided for easy reference.

Babau: CR 6; Medium outsider (chaotic, demon, evil, extraplanar); HD 7d8+35; hp 66 each; Init +1; Spd 30 ft.; AC 19, touch 11, flat-footed 18; Base Atk +7; Grp +12; Atk claw +12 melee (1d6+5); Full Atk 2 claws +12 melee (1d6+5) and bite +7 melee (1d6+2); SA sneak attack (+2d6), spell-like abilities, *summon demon*; SQ damage reduction 10/cold iron or good, darkvision 60 ft., immunity to electricity and poison, protective slime, resistant to acid 10, cold 10, and fire 10, spell resistance 14, telepathy 100 ft.; AL CE; SV Fort +10, Ref +6, Will +6; Str 21, Dex 12, Con 20, Int 14, Wis 13, Cha 16.

Skills and Feats: Climb +15, Disable Device +12, Disguise +13, Escape Artist +11, Hide +19, Listen +19, Move Silently +19, Open Lock +11, Search +20, Sleight of Hand

+11, Survival +1 (+3 following tracks), Use Rope +1 (+3 with bindings); Cleave, Multiattack, Power Attack.

Spell-like Abilities: At will – *darkness*, *dispel magic*, see *invisibility*, *greater teleport* (self plus 50 pounds of objects only). Caster Level 7th.

Protective Slime (Su): A slimy red jelly coats the babau's skin. Any weapon that touches it takes 1d8 points of acid damage, and the weapon's hardness does not reduce this damage. A magic weapon may attempt a DC 18 Reflex save to avoid taking this damage. A creature who strikes the babau with an unarmed attack, unarmed strike, touch spell, or natural weapon takes this damage as well but can negate the damage with a DC 18 Reflex save. The save DCs are Constitution-based.

Summon Demon (Sp): Once per day a babau can attempt to summon 1 babau with a 40% chance of success. This ability is the equivalent of a 3rd-level spell.

Languages: Abyssal, Celestial, and Draconic

Daeobelinus: CR 1; Small outsider (chaotic, demon, evil, extraplanar); HD 1d8+1; hp 5 each; Init +4; Spd 30 ft.; AC 17, touch 15, flat-footed 13; Base Atk +1; Grp -3; Atk abyssal razor +7 melee (1d4-1/18-20 and 1 Wis); Full Atk abyssal razor +7 melee (1d4-1/18-20 and 1 Wis); SA abyssal razor, *summon demon*; SQ demon traits, immune to electricity and poison, resistance to acid 10, cold 10, and fire 10, rapid work; AL CE; SV Fort +3, Ref +6, Will +2; Str 8, Dex 18, Con 12, Int 11, Wis 10, Cha 7.

Skills and Feats: Craft (leatherworking) +8, Craft (metalworking) +8, Hide +12, Listen +4, Move Silently +12, Profession (leatherworker) +4, Profession (tailor) +4, Spot +4; Weapon Finesse, Weapon Focus (abyssal razor).

Abyssal Razor (Su): This evil-imbued cold iron razor deals 1 point of Wisdom damage with each successful hit. The razor has a hardness 15 and 5 hit points. If the daeobelinus dies, the razor melts into a pool of blood.

Summon Demon (Sp): Once per day a daeobelinus can attempt to summon 1d6 daeobelinus, 1 dretch, or 1 quasit with a 75% chance of success. This ability is the equivalent of a 3rd-level spell.

Rapid Work (Su): When making a Craft check, a daeobelinus doubles the silver pieces produced per check for the purposes of determining how far along they get per check.

Languages: Abyssal, Celestial, and Draconic

Falling Plaster: CR 1; mechanical; location trigger; no reset; Atk effect (1d6, falling plaster and debris, DC 12 Reflex negates); multiple targets (all targets in two adjacent 5-ft. squares); Search DC 20; Disable Device DC 20.

Ghost Children: CR 3; Small undead (incorporeal); HD 1d12; hp 6 each; Init +2; Spd 20 ft., fly 30 ft. (perfect); AC 13 (manifested 16), touch 13 (16), flat-footed 11 (14); Base Atk +0; Grp – (ethereal -5); Atk incorporeal touch +2 melee (1d6 plus 1d4 Wis drain) or incorporeal touch -1 (1d6 plus 1d4 Wis drain; against ethereal opponents only); Full Atk incorporeal touch +2 melee (1d6 plus 1d4 Wisdom drain)



or incorporeal touch -1 (1d6 plus 1d4 Wisdom drain; against ethereal opponents only); SA corrupting touch, draining touch, manifestation, sneak attack +1d6; SQ rejuvenation, trapfinding, turn resistance +4; AL CE; SV Fort +0, Ref +2, Will +0; Str - (8), Dex 14, Con —, Int 10, Wis 12, Cha 17.

Skills and Feats: Bluff +7, Gather Information +7, Hide +14, Intimidate +7, Knowledge (local) +4, Listen +13, Move Silently +6, Search +8, Sleight of Hand +6, Spot +13; Dodge.

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

Rejuvenation (Su): A ghost child that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + 1) against DC 16. These restless spirits can be put to rest by finding their remains on the second floor (see area 2-26) and returning them to their parents.

Possessions: None.

Languages: Common.

Areas of the Map

Area 1-1 – Entrance: Read or paraphrase the following:

A small porch with three sets of steps, one on each side, offers access to the double doors that stand closed. Pillars support the sagging roof. Filling the many holes are old bits of grass and scraps of cloth left by birds once nesting here. To either side of the doors are boarded windows, the wooden planks firmly nailed in place despite the great age of the structure.

The doors themselves are curious, made from dark wood and carved with strange images of capering demons cavorting with children and maidens. Two demonic faces leer out from each door, a metal ring held firmly in their oversized mouths.

Though the front doors are indeed imposing, they are ordinary strong wooden doors. They are not locked.

Development: Though opening the doors does not create a lot of noise, the thieves in area 1-3 are listening for intruders, believing their pursuers are hot on their heels. So, when the PCs enter, have the thieves' attempt DC 20 Listen checks. If they succeed, they ready actions to attack whenever the door to area 1-2 opens. They maintain readiness for 2d10 rounds before relaxing their guard.

Area 1-2 – Entrance Hall: Read or paraphrase the following:

This large room must have been spectacular once. To the west, a great staircase supported by ornate columns depicts demons hands over their heads supporting the steps winding upward to a balcony and upper level. Beneath the stairway is a single wooden door fitted with a corroded brass handle. To the east is a great fireplace, tall enough for a man to stand inside, flanked by an archway leading to another room and yet another door. Ahead, to the north, are three cased openings leading to an even more impressive room, though time has certainly worn away the luster.

The floor of this room is tiled in checkerboard-patterned travertine, alternating grey and white tiles. The cracked plaster ceiling leaks water that gathers in puddles on the floor, reflecting light in their oily surface. The air is moist and smells of mildew and rot, with something more rotten just beneath.

Show the players handout A. This room is empty.

Development: Whenever a PC moves through this room, there is a 10% chance of triggering the trap, which is itself nothing more than a loose chunk of plaster. A successful DC 20 Survival check identifies a set of tracks moving to area 1-3, as well as another set of tracks leading into area 1-13.

If the PCs did not attract the attention of the thieves in area 1-3, conversation, combat, and any other noise automatically does. The allip in area 1-13 doesn't pay any attention to intruders unless they enter its area.

Falling Plaster: CR 1; mechanical; location trigger; no reset; Atk effect (1d6, falling plaster and debris, DC 12 Reflex negates); multiple targets (all targets in two adjacent 5-ft. squares); Search DC 20; Disable Device DC 20.

Area 1-3 – Reception Room (EL 9): If the thieves are alerted, they attack anyone who comes into their room through the door leading to area 1-2. Once they've been defeated, read or paraphrase the following:

This room is in bad shape with the paper on the walls peeling, revealing a foul yellowish stain behind. A fireplace sits on the north wall with a wooden door a few feet further east on the same wall. Another door is in the east wall. The windows to the south have long since lost their glass and are now boarded up like all the other windows in this place. The floors here are wooden, but water from the dripping ceiling has warped the boards, causing them to cup and separate. A small pile of ashes and burnt wood sits in the fireplace. Soot stains the ceiling.

A band of thieves led by Arden, their chief, made some enemies in Freeport. After robbing a local merchant who dealt in illegal goods, they found they couldn't hide anywhere, to say nothing of finding a buyer for the stolen object. Worse, the merchant hired several unsavory types to eliminate the band, killing them slowly. The merchant's thugs have been successful so far, torturing Arden's sister to death, killing a few of his favorite prostitutes, and eliminating about half of his gang. Desperate, Arden and his remaining cohorts fled to the "haunted" house, believing not even the tenacious killers the merchant hired would be stupid enough to follow them here. Plus, Arden never believed the tales of this place anyway. Now, however, he's noticed this place isn't as empty as some suggest. He's beginning to doubt the wisdom of choosing this hiding place, especially after the demons snatched a few of his men.

Development: After hearing a few terrible noises from upstairs, and losing one of his men to the allip in area

1-13, and losing more to demons, Arden led his band to this room. They are all desperate, hungry, and terrified. Thus, they are especially vigilant in listening for people coming inside the house or approaching their hideout. If they hear the door open in area 1-1 or any other noises, the band readies actions to attack if the door to area 1-2 opens. Breg and Fresk move to one side of the door with weapons at the ready to swing at the first sucker to enter the room, while Korg stands next to Mikal to protect their best asset, their sorcerer. Mikal has his wand at the ready to speak the command word when the door opens, while Loo readies a charge against the first person to enter. Arden has a poisoned bolt loaded in his hand crossbow, with an action readied to fire at the lead character.

Tactics: After the first round of combat, Loo enters a rage, attacking the biggest and toughest looking PC in the party. Mikal casts *shield* and then uses his *wand of magic missiles* unless he seems to be having little effect. If this is the case, he casts *scorching ray* at the enemy spellcasters, preferably against clerics or druids first, before any arcane spellcasters. The half-orc warriors concentrate their attacks against fighter types or anyone they can hit. Arden uses poisoned bolts from his hand crossbow against spellcasters, though if his side seems hard-pressed, he slips out the door to area 1-5 and flees with the Treasure, to be encountered later at the GM's discretion. Knowing what the wronged merchant's thugs are capable of, no one in this room wants to be tortured, so everyone but Arden fights to the death.

Treasure: When Arden robbed the merchant, he accidentally stole a pouch containing *dust of sneezing and choking*, which the merchant had planned to use against his wife and her lover. The merchant paid a premium price for the dust and because of its nature, he believed their deaths couldn't be traced back to him. Naturally, he was already quite angry about his wife's infidelity, and the robbery made him insane with rage. Arden has no idea what the dust does, and wrongly believes the merchant wants the amethyst (150 gp) that Arden also stole instead. If Arden flees, he drops the amethyst on the ground, saying "Okay okay, you can have the stone," before he flees with the pouch of dust around his neck.

New Feat: Energy Substitution

Prerequisites: Any other metamagic feat, Knowledge (arcana) 5 ranks.

Benefit: Choose one type of energy: acid, cold, electricity, fire, or sonic. When employing a spell with the acid, cold, electricity, fire, or sonic designator, you can modify the spell to use your chosen type of energy instead. The altered spell uses a spell slot of the spell's normal level.

The altered spell works normally in all respects except the type of damage dealt.

Special: You can gain this feat multiple times. Each time the feat applies to a different type of energy.

Arden, male human Rog2/Ftr2: CR 4; Medium humanoid; HD 2d6+2 plus 2d10+2; hp 24; Init +7; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk +3; Grp +5; Atk masterwork longsword +6 melee (1d8+2/19-20 and poison) or masterwork hand crossbow +7 ranged (1d4/19-20 and poison); Full Atk masterwork longsword +6 melee (1d8+2/19-20 and poison) or masterwork hand crossbow +7 ranged (1d4/19-20 and poison); SA sneak attack +1d6; SQ evasion, trapfinding; AL NE; SV Fort +5, Ref +7, Will +0; Str 14, Dex 16, Con 13, Int 10, Wis 8, Cha 12.

Skills and Feats: Bluff +8, Climb +5, Diplomacy +8, Disguise +1 (+3 acting), Escape Artist +8, Gather Information +6, Hide +8, Intimidate +8, Listen +4, Move Silently +8, Sleight of Hand +10, Spot +4, Use Rope +3 (+5 bindings); Dodge, Improved Initiative, Mobility, Persuasive, Weapon Focus (longsword).

Poison: Shadow essence; Injury; Fort DC 17, initial damage 1d4 Str drain, secondary damage 2d6 Str.

Possessions: Masterwork studded leather armor, masterwork buckler, masterwork longsword, masterwork hand crossbow, case with 10 bolts, 3 doses of shadow essence, *cloak of resistance* +1, *elixir of hiding*, *elixir of sneaking*, 2 flasks of acid, flawed agate (24 gp).

Languages: Common.

Loo, male human Bbn4: CR 4; Medium humanoid; HD 4d12+8; hp 39; Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15; Base Atk +4; Grp +7; Atk +1 *greatsword* +8 melee (2d6+5/19-20) or masterwork composite (+3) longbow +6 ranged (1d8+3/3); Full Atk +1 *greatsword* +8 melee (2d6+5/19-20) or masterwork composite (+3) longbow +6 ranged (1d8+3/3); SA rage 2/day; SQ fast movement, illiteracy, trap sense +1, uncanny dodge; AL CE; SV Fort +6, Ref +2, Will +2; Str 16, Dex 13, Con 14, Int 8, Wis 12, Cha 10.

Skills and Feats: Climb +7, Intimidate +7, Listen +8, Survival +8; Cleave, Great Cleave, Power Attack.

Rage: When raging, Loo uses the following stats for 7 rounds. HD 4d12+16; hp 47; AC 14, touch 9, flat-footed 13; Grp +9; Atk +1 *greatsword* +10 melee (2d6+8/19-20); Full Atk +1 *greatsword* +10 melee (2d6+8/19-20); Fort +8, Will +4; Str 20, Con 18; Skills: Climb +9.

Possessions: Masterwork breastplate, +1 *greatsword*, masterwork composite (+3) longbow, 20 arrows, 23 gp.

Languages: Common.

Mikal, male half-elf Sor4: CR 4; Medium humanoid; HD 4d4+4; hp 15; Init +2; Spd 30 ft.; AC 13, touch 12, flat-footed 11; Base Atk +2; Grp +2; Atk heavy mace +2 melee (1d8) or masterwork heavy crossbow +4 ranged (1d10/19-20); Full Atk heavy mace +2 melee (1d8) or masterwork heavy crossbow +4 ranged (1d10/19-20); SA spells; SQ half-elf traits, low-light vision; AL CN; SV Fort +2, Ref +3, Will +3; Str 10, Dex 14, Con 13, Int 12, Wis 8, Cha 16.

Skills and Feats: Concentration +8, Diplomacy +5,



Gather Information +5, Knowledge (arcana) +8, Listen +0, Search +2, Spellcraft +8, Spot +0; Energy Substitution (acid) (see sidebar), Spell Focus (evocation).

Familiar: Mikal does not have a familiar.

Spells Known (cast per day 6/7/4; save DC 13 + spell level; evocation spells save DC 14 + spell level): 0 – *detect magic*, *flare**, *open/close*, *ray of frost**, *read magic*, *resistance*; 1st – *magic missile**, *shield*, *shocking grasp**; 2nd – *scorching ray**. *Evocation spell

Possessions: Heavy mace, masterwork heavy crossbow, 10 bolts, arcane scroll (*acid arrow*, *scorching ray*, caster level 3rd), *wand of magic missiles* (40 charges, caster level 1st), *bracers of armor* +1, spell component pouch, 10 gp.

Languages: Common, Elven, Draconic.

Breg, Korg, and Fresk, male half-orc War5: CR 4; Medium humanoids; HD 5d8+5; hp 27; Init +0; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +5; Grp +6; Atk masterwork falchion +9 melee (2d4+3/18-20); Full Atk masterwork falchion +9 melee (2d4+3/18-20); SQ darkvision 60 ft.; AL NE; SV Fort +5, Ref +2, Will +1; Str 15, Dex 12, Con 12, Int 7, Wis 10, Cha 6.

Skills and Feats: Intimidate +6; Power Attack, Weapon Focus (falchion)

Possessions: Masterwork breastplate, masterwork falchion, 1d4x10 gp each.

Languages: Common.

Area 1-4 – Sitting Room: Read or paraphrase the following:

This small room was once a sitting room as the rotting sofas and chairs suggest. A rug, stained with questionable brown blotches, lies rumbled on the floor. This room is otherwise empty.

Indeed, this room is empty. The stains on the rug were left when a wandering babau tore apart one of Arden's half-orc warriors.

Area 1-5 – Hall: Read or paraphrase the following:

This narrow room has warped wooden floors and the wallpaper sags in places, revealing stained yellow walls behind. A splash of fresh blood drips from the north wall, accompanied by a few streaks of bloody handprints. Rickety stairs lead up to a landing before turning north and continuing to the upper floor.

Roll for a random encounter. If one occurs, use the babau encounter.

When the babau killed the half-orc warrior, he dragged the still screaming victim here, tearing deeply into the flesh and splashing gore. The half-orc almost got away, as the handprints tell, but the demon snatched his meal and pulled him under the stairs where he feasted upon him slowly.

If the PCs look under the stairs, they find the grisly remains of the babau's victim. So horrific is the gore, the character must succeed on a DC 10 Fortitude save or become sickened until he leaves the room.

The flight of stairs leads up to area 2-6. A DC 20 Search check uncovers a secret door in the north wall leading to area 1-12. It opens by pushing a well-concealed button on the baseboard.

Area 1-6 – Coatroom: Read or paraphrase the following:

This room features a boarded-up window, but the planks are a bit loose, allowing some outside light to spill inside. It looks like what was once an oversized wardrobe; several shelves, hooks, and cabinets still stand on the north wall. A few tattered scraps of cloth are all that remain of this room's contents. A door on the opposite wall stands closed.

This room is empty, its contents stolen years ago by squatters.

Area 1-7 – Sewing Room (EL 8): If the characters pause to listen at this door, and succeed on a DC 10 Listen check, they hear the sounds of chains rattling. Read or paraphrase the following:

This ghastly room has blood-drenched walls and floor. Hanging like grotesque bead curtains are dozens of hooked chains, each holding some dismembered body part. A hand, an ear, a torso,

even a few heads, but not the right numbers to make a whole person, all slowly spin on the chains. And then the chains start to rattle on their own, sloughing a few pieces of meat to splash in the wet carpet.

Emerging from the center of the room is what you thought was a carcass, but is clearly a man, wrapped in chains. His mad eyes flash with pleasure at the prospect of a fresh kill. As he squelches forward, you hear the weeping of children.

Show the players handout B. This mad devil was one of Cresh's minions while he still lived. Left to wander the house, the chain devil patrols it looking for people to kill. None too few of the missing people now hang here, victims of this outsider's passion for inflicting pain.

Development: The chain devil yearns for a serious opponent, having butchered enough urchins that even their high-pitched shrieks can't fulfill his need to hurt. He's glad to see the characters and tells them so in Infernal, while he commands the chains to lash out and attack.

Tactics: The chain devil keeps back, using his unnerving gaze first on a fighter or barbarian, before controlling the dozens of chains hanging from the ceiling. As he can only control four chains at a time, he directs them to attack spellcasters first, martial characters second. If a combatant comes within 10 feet of him, he uses the chains to protect himself, Tumbling, if necessary, out of harm's way. If reduced to 35 or fewer hit points, he Tumbles away, and uses his *oil of invisibility* to conceal himself, while using the chains in the room to tear his opponents to pieces. The chain devil fights to the death, but does not pursue opponents beyond this room.

Treasure: The chain devil's treasure is extensively, but grotesquely concealed. Tucked into the squishy remains hooked to the chains are coins and goods. They can be located with a disgusting DC 16 Search check: 60 pp, a white opal (1,100 gp), and a *wand of cat's grace* (24 charges, caster level 3rd).

Chain Devil Mnk2: CR 8; Medium outsider (evil, extraplanar, lawful); HD 8d8+24 plus 2d8+6; hp 78; Init +8; Spd 30 ft.; AC 26, touch 18, flat-footed 22; Base Atk +9; Grp +17; Atk chain +13 melee (2d4+4/19-20) or unarmed strike +13 melee (1d6+4); Full Atk 2 chains +13 melee (2d4+4/19-20) or unarmed strike +11/+11 melee (1d6+4); Space/Reach 5 ft./5 ft. (10 ft. with chain); SA dancing chains, flurry of blows, unarmed strike, unnerving gaze; SQ damage reduction 5/silver or good, darkvision 60 ft., evasion, immunity to cold, regeneration 2, spell resistance 18; AL LE; SV Fort +12, Ref +13, Will +13; Str 18, Dex 18, Con 16, Int 6, Wis 18, Cha 10.

Skills and Feats: Appraise -2 (+2 metal items), Climb +15, Craft (blacksmithing) +17, Escape Artist

+15, Intimidate +11, Listen +15, Spot +15, Tumble +8, Use Rope +4 (+6 bindings); Alertness, Combat Reflexes, Improved Critical (chain), Improved Grapple, Improved Initiative, Power Attack.

Dancing Chains (Su): A chain devil's most awesome attack is its ability to control up to four chains within 20 feet as a standard action, making the chains dance or move as it wishes. In addition, a chain devil can increase these chains' length by up to 15 feet and cause them to sprout razor-edged barbs. These chains attack as effectively as the devil itself. If a chain is in another creature's possession, the creature can attempt a DC 15 Will save to break the chain devil's power over that chain. If the save is successful, the kyton cannot attempt to control that particular chain again for 24 hours or until the chain leaves the creature's possession. The save DC is Charisma-based.

A chain devil can climb chains it controls at its normal speed without making Climb checks.

Unnerving Gaze (Su): Range 30 ft., Will DC 15 negates. A chain devil can make its face resemble one of an opponent's departed loved ones or bitter enemies. Those who fail their saves take a -2 penalty on attack rolls for 1d3 rounds. The save DC is Charisma-based.

Regeneration (Ex): Chain devils take normal damage from silvered weapons, good-aligned weapons, and spells or effects with the good descriptor. A chain devil that loses a piece of its body regrows it in 2d6+10 minutes. Holding the severed member against the stump enables it to reattach instantly.

Possessions: oil of invisibility, ring of counterspells (banishment), periapt of Wisdom +2.

Languages: Infernal and Common.

Area 1-8 – Playroom (EL 8): Read or paraphrase the following:

Clearly, this room was once a playroom. Now broken toys litter the floor. Great windows covered with boards likely once looked out onto a garden. A dry fountain stands against the west wall. Three archways lead into an adjoining room.

Seemingly empty, this room is haunted by a group of ghost children.

Development: If the PCs spend more than two rounds in the room, have a random character attempt a DC 10 Listen check. If she succeeds, she hears "Mommy?" Two rounds later, the entire party hears children's laughter. If the characters remain, the children manifest and attack.

Tactics: The ghosts corner female characters first, flying through the floor and attacking from hidden positions to take advantage of sneak attacks. The ghosts fight until they are all destroyed, uncaring because they know they'll just rejuvenate in a couple of days. The ghost children pursue characters into area 1-10 and then to area 1-9, but they refuse to enter area 1-7, still afraid of the devil.

Ghost Children (8): CR 3; Small undead (incorporeal); HD 1d12; hp 6 each; Init +2; Spd 20 ft., fly 30 ft. (perfect); AC 13 (manifested 16), touch 13 (16), flat-footed 11 (14); Base Atk +0; Grp – (ethereal -5); Atk incorporeal touch +2 melee (1d6 plus 1d4 Wis drain) or incorporeal touch -1 (1d6 plus 1d4 Wis drain; against ethereal opponents only); Full Atk incorporeal touch +2 melee (1d6 plus 1d4 Wisdom drain) or incorporeal touch -1 (1d6 plus 1d4 Wisdom drain; against ethereal opponents only); SA corrupting touch, draining touch, manifestation, sneak attack +1d6; SQ rejuvenation, trapfinding, turn resistance +4; AL CE; SV Fort +0, Ref +2, Will +0; Str – (8), Dex 14, Con —, Int 10, Wis 12, Cha 17.

Skills and Feats: Bluff +7, Gather Information +7, Hide +14, Intimidate +7, Knowledge (local) +4, Listen +13, Move Silently +6, Search +8, Sleight of Hand +6, Spot +13; Dodge.

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

Rejuvenation (Su): A ghost child that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + 1) against DC 16. These restless spirits can be put to rest by finding their remains on the first floor (see area 2-12) and destroying them.

Possessions: None.

Languages: Common.

Area 1-9 – East Rotunda: Read or paraphrase the following:

This room is expensively decorated with intricately carved bas-reliefs that, though dusty and obviously old, have withstood time's ravages and retain the intricate detail. The carvings suggest nature scenes. Three doors lead out from this room, one to the north, another to the east, and one to the south.

Examination of the carvings reveals perverse little demons that leer out from the walls. Allow each character a DC 18 Spot check (or a DC 14 Search check). If they succeed, read or paraphrase the following:

The carvings seemed innocuous enough at first, but upon closer inspection, you see demonic visages hiding amidst the flowers and trees looking out at you.

This room is otherwise empty. Any loud noises or loud discussions alert the babaus in area 1-11.

Area 1-10 – Tea Room: Read or paraphrase the following:

All of the windows to this room are shattered, their glass lying on the tiled floor below them. The furniture consists of a few tables and chairs, and lies in a broken heap with torn fabric hanging. The only thing intact here is a chandelier hanging 10 feet overhead. Amazingly, candles still sit in the holders as it gently spins on the hanging chain.

The crystals hanging below it chime and rattle as if some breeze flowed through the place.

This room is empty. The chandelier is merely a distraction. The candles are ordinary, and the small crystals, of which there are 30, are each worth 1 gp.

Area 1-11 – Living Room (EL 8): If the characters pause to Listen at the door, they hear the sounds of a fire burning. The door is warm to the touch. Read or paraphrase the following:

Bones, some human, others animal, fill this great room. The furnishings are aflame in a tall pile, the fire licking the sodden ceiling above. An enormous mural of dancing men and women dominates the west wall. Your attention snaps towards the fire, when you notice three beings dancing in the flames.

Show the players handout C. The creatures in the fire are two babaus having a bit of fun with the corpse of one of the half-orc warriors. Although they are resistant to fire, they can still take damage from it, so they are careful not to stay inside the blaze too long. The fire keeps the room uncomfortably warm. The bones scattered throughout make the footing uncertain, preventing charges and run actions though otherwise not restricting movement.

Development: When the characters open the door, allow the babau to make a Spot check against a DC 10. If they succeed, they notice the door is open and move to attack. Otherwise, the demons enjoy burning the carcass, cackling as the fat pops in the fire. Each round, the babaus get another Spot check with a cumulative +1 bonus for every round the PCs are in the room.

If the PCs take time to Search (DC 15) the west wall, they notice the eyes of the mural are actually small holes. In addition, all the men and women depicted seem frightened.

Tactics: Once the babau notice the characters, they drop the carcass. One steps out of the fire, while the other uses *greater teleport* to position himself behind the weakest party member. On the next round, the babau makes a full attack against the weakened PC, while the other demon uses his summon demon ability to bring in another babau. The demons relish in the opportunity to kill the PCs, though if one of the original two babau falls, the other *teleports* to another section of the house, maybe to encounter the PCs later as a wandering monster.

Treasure: Scattered throughout the room are 180 pp, 462 gp, 350 sp, and 600 cp. It takes 10 minutes of searching to find all the coins. In addition, beneath one pile of bones is the corpse of a wizard. The only items left intact are a *ring of protection* +1 and an arcane scroll (*bull's strength*, *invisibility*, *rope trick*; caster level 3rd).

Babau (2): CR 6; Medium outsider (chaotic, demon, evil, extraplanar); HD 7d8+35; hp 66 each; Init +1; Spd 30 ft.; AC 19, touch 11, flat-footed 18; Base Atk +7; Grp +12; Atk claw +12 melee (1d6+5); Full Atk 2 claws +12 melee (1d6+5) and bite +7 melee (1d6+2); SA sneak attack (+2d6), spell-like abilities, *summon demon*; SQ damage reduction 10/cold iron or good, darkvision 60 ft., immunity to electricity and poison, protective slime, resistant to acid 10, cold 10, and fire 10, spell resistance 14, telepathy 100 ft.; AL CE; SV Fort +10, Ref +6, Will +6; Str 21, Dex 12, Con 20, Int 14, Wis 13, Cha 16.

Skills and Feats: Climb +15, Disable Device +12, Disguise +13, Escape Artist +11, Hide +19, Listen +19, Move Silently +19, Open Lock +11, Search +20, Sleight of Hand +11, Survival +1 (+3 following tracks), Use Rope +1 (+3 with bindings); Cleave, Multiattack, Power Attack.

Spell-like Abilities: At will – *darkness*, *dispel magic*, see *invisibility*, *greater teleport* (self plus 50 pounds of objects only). Caster Level 7th.

Protective Slime (Su): A slimy red jelly coats the babau's skin. Any weapon that touches it takes 1d8 points of acid damage from the corrosive goo, and the weapon's hardness does not reduce this damage. A magic weapon may attempt a DC 18 Reflex save to avoid taking this damage. A creature who strikes the babau with an unarmed attack, unarmed strike, touch spell, or natural weapon takes this damage as well but can negate the damage with a DC 18 Reflex save. The save DCs are Constitution-based.

Summon Demon (Sp): Once per day a babau can attempt to summon 1 babau with a 40% chance of success. This ability is the equivalent of a 3rd-level spell.

Languages: Abyssal, Celestial, and Draconic

Area 1-12 – Hall of Eyes: A secret door, described in area 1-5, leads inside this room. Read or paraphrase the following:

The purpose of this narrow corridor is not immediately clear, until you notice light shining from the east wall through dozens of small holes, looking onto an adjacent room. At the end of this hall is a small cushioned bench.

When Cresh lived, he used this hall to spy on his guests and listen to their conversations. Because access to this hall was from an infrequently used passage, no one ever suspected.

The bench at the end of the hall is just as it seems: an ordinary bench. However, glued to its underside, with *sovereign glue*, is a special key needed to open all the secret doors in area 3-7. In case the PCs do not have *universal solvent*, they can find a container of the substance in area 1-26. Otherwise, this room is in fact empty.

Area 1-13 – Great Room (EL 6): Read or paraphrase the following:

This massive room has a polished marble floor that still shines even with all the grime and debris littering it. Two large fireplaces, each big enough for a grown man to stand inside, stand on either side of the room. Instead of the expected curios and portraits one would expect to be on the mantles, there are rats' nests, chunks of fallen plaster, and filth. Across the room to the north are several windows, though wooden planking conceals whatever lies beyond.

Aside from the encounter, there is nothing of interest in this room.

Development: A powerful undead creature haunts this place. After one round of exploration, the advanced allip coalesces in the east fireplace, babbling in its madness. Formed from the broken souls of people Cresh tortured to death, the allip hungers for the minds of the living. Thankfully, the PCs are not in danger of attracting attention by fighting this monster, as the denizens of this house have learned to fear the horror in this room. Any loud noises such as those of combat, screaming, or *fireball* spells allows the cleric in area 1-15 to make a Listen check against a DC 10. If he succeeds, he instructs his *planar ally* to guard the door, while he hastily ransacks his room.

Tactics: The allip's babble effect covers the entire area, so all characters are subject to its hypnotic effect. It trains its attacks on those who succeed on their Will saves, using the Flyby Attack feat to swoop down on the party. It does not pursue fleeing PCs beyond this room.

Advanced Allip (1): CR 6; Medium undead (incorporeal); HD 12d12; hp 78; Init +6; Spd fly 30 ft. (perfect); AC 15, touch 15, flat-footed 14; Base Atk +6; Grp —; Atk incorporeal touch +9 melee (1d4 Wisdom drain); Full Atk incorporeal touch +9 melee (1d4 Wisdom drain); SA babble, madness, Wisdom drain; SQ dark-vision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL NE; SV Fort +4, Ref +8, Will +8; Str —, Dex 14, Con —, Int 11, Wis 11, Cha 18.

Skills and Feats: Hide +14, Intimidate +16, Listen +12, Search +12, Spot +12, Survival +0 (+2 following tracks); Ability Focus (babble), Flyby Attack, Improved Initiative, Lightning Reflexes, Weapon Focus (incorporeal touch).

Babble (Su): All sane creatures within 60 feet of the allip must succeed on a DC 22 Will save or be affected as though by a *hypnotism* spell for 2d4 rounds. This is a sonic mind-affecting compulsion effect. Creatures that successfully saves cannot be affected by the same allip's babble for 24 hours. The save DC is Charisma-based and includes the +2 bonus from the Ability Focus feat.

Madness (Su): Anyone targeting an allip with a

thought detection, mind control, or telepathic ability makes direct contact with its tortured mind and takes 1d4 points of Wisdom damage.

Wisdom Drain (Su): An allip causes 1d4 points of Wisdom drain each time it hits with its incorporeal touch attack. On each such successful attack, it gains 5 temporary hit points.

Possessions: None.

Languages: None.

Area 1-14 – Storage: Read or paraphrase the following:

This small area once served as a storage room, as the empty shelves suggest. Dust covers everything. In the center of the floor is an unrecognizable mass of rotting tissue and gore. It seems to be a corpse, though exactly who and what it was is not certain.

This heap of rot is the long dead body of a youth who entered the house on a dare. A Search of the body turns up nothing, though the corpse festers with a nasty disease: slimy doom.

Slimy Doom: Contact; Fort DC 14; incubation 1 day; 1d4 Con (subject must succeed on a second save or 1 point of Con is permanent).

There is nothing of value in this room.

Area 1-15 – Library (EL 10): Sounds of combat in area 1-13 alert Ferimax if he succeeds on a DC 10 Listen check. PCs who take the time to Listen outside of this door and succeed on a DC 10 Listen check hear loud noises coming from within, as if the room were being ransacked. On a DC 15 Listen check, the PCs can hear heavy breathing. Read or paraphrase the following:

This room is in disarray, with bookshelves toppled, old papers and books torn apart, and everything scattered everywhere. In the center of this maelstrom is a pink and yellow robed man, who turns and looks at you with wild eyes, and shrieking "Not yet! I've not found it! Too soon." Worse than the madman is his awful servant who springs forward to attack.

This insane cultist foolishly came to this house thinking to find records of familial corruption by the ancestors of the Captain's Council, in the hopes of forcing them to ignore his efforts to reestablish his cult in the city. When he arrived, he discovered the house's master still inhabited the place, but instead of attacking, Cresh offered to provide the information the cultist sought in exchange for a small service. Cresh needed young vibrant souls. The cultist agreed and lured gang members into the house, and so Cresh allowed Ferimax full run of the place, instructing the demons to leave him alone. The cultist tore the house apart, but his explorations have had little luck in finding the lost documents. At wit's end, Ferimax tears through the



library for the third time, hoping he'll find whatever it is he thinks he needs.

Development: Ferimax has little interest in parlaying, and instructs his bound daemon to handle the nuisance of the intruders. The daemon likely has an action readied to charge the lead character when they open the door. Meanwhile Ferimax natters on about the documents, his failure to find them, and angering the Unspeakable One.

Tactics: The daemon charges on the first round, entering its rage and using its pounce ability to tear through the PCs. On the following round, it lets loose a shriek, hoping to drive away all but a few foes so it can take its time killing the characters. Throughout the combat, Ferimax has a 50% chance of taking interest in the fight each round. If he does, he uses his *wand of summon monster II* to summon a fiendish monstrous spider. If the PCs defeat the daemon, Ferimax sighs and casts *unholy blight* followed by a *summon monster IV*. In his madness, he does not recognize defeat and fights to the death. The daemon pursues fleeing characters throughout the house; Ferimax does not.

Ferimax Ularaboo, male human Clr7/ Thaumaturgist1: CR 8; Medium humanoid; HD 7d8 plus 1d4; hp 37; Init +1; Spd 30 ft.; AC 13, touch 11, flat-footed 12; Base Atk +5; Grp +4; Atk masterwork dagger +5 melee (1d4-1/19-20) or dagger +6 ranged (1d4-1/19-20); Full

Atk masterwork dagger +5 melee (1d4-1/19-20) or dagger +6 ranged (1d4-1/19-20); SA improved ally, rebuke undead (5/day; +2 to the check); AL CE; SV Fort +5, Ref +3, Will +9; Str 8, Dex 12, Con 10, Int 14, Wis 18, Cha 14.

Skills and Feats: Concentration +10, Diplomacy +14, Knowledge (the planes) +12, Knowledge (religion) +12, Sense Motive +9, Spellcraft +12, Survival +3 (+5 on other planes); Augment Summoning, Combat Casting, Greater Spell Focus (conjuration), Spell Focus (conjuration).

Improved Ally: When a thaumaturgist casts a *planar ally* spell (including the *lesser* and *greater* versions), he makes a Diplomacy check to convince the creature to aid him for a reduced payment. If the thaumaturgist's Diplomacy check adjusts the creature's attitude to helpful the creature will work for 50% of the standard fee, as long as the task is one that is not against its nature.

Cleric Spells Prepared (6/6+1/4+1/4+1/3+1; save DC 15 + spell level; conjuration save DC 17 + spell level): 0 – *detect magic, guidance, light, read magic, resistance, virtue*; 1st – *bane, cure light wounds, divine favor, doom, entropic shield, lesser confusion*, shield of faith*; 2nd – *bull's strength, bear's endurance, darkness, death knell, touch of madness**; 3rd – *dispel magic, invisibility purge, rage*, summon monster III, wind wall*; 4th – *divine power, poison, summon monster IV, unholy blight**.

***Domain spell. Domains:** Evil (cast evil spells at +1 caster level) and Madness (see page 50).

Possessions: Masterwork dagger, 4 daggers, wand of summon monster II (36 charges; caster level 3rd), *bracers of armor* +2, *brooch of shielding*, *periapt of Wisdom* +2.

Languages: Common, Abyssal, Infernal.

Vespertiliac (6 HD Planar Ally): CR 8; Medium outsider (daemon, evil, extraplanar); HD 6d8+6; hp 33; Init +3; Spd 30 ft., fly 40 ft.; AC 21, touch 13, flat-footed 18; Base Atk +6; Grp +8; Atk claw +8 melee (1d4+2); Full Atk 2 claws +8 melee (1d4+2), bite +6 melee (1d6+1), tail +6 melee (1d6+1); SA pounce, rage (3/day), rake 1d4+1, rend 2d4+3, shriek; SQ blindsight 60 ft., damage reduction 10/good, immune to acid and poison, regeneration 2, resistance to cold 10, electricity 10, fire 10; AL NE; SV Fort +6, Ref +8, Will +5; Str 15, Dex 16, Con 13, Int 8, Wis 10, Cha 13.

Skills and Feats: Bluff +10, Diplomacy +3, Disguise +1 (+3 acting), Hide +12, Intimidate +10, Listen +9, Move Silently +12, Spot +9, Survival +9; Cleave, Multiattack, Power Attack.

Pounce (Ex): When this daemon makes a charge attack, it may make a full attack including two rakes.

Rage (Ex): When this daemon enters a rage, it uses the following statistics. HD 6d8+18; hp 45; AC 19, touch 11, flat-footed 16; Grp +10; Atk +10 melee (1d4+4); Full Atk 2 claws +10 melee (1d4+4), bite +8 melee (1d6+2), tail +8 melee (1d6+2); SA rake 1d4+2, rend 2d4+6; SV Fort +8, Will +7; Str 19, Con 17.

Rake (Ex): Attack bonus +8 melee, additional damage 1d4+1.

Rend (Ex): If this daemon hits with both claw attacks, it latches onto the target's body and tears the flesh. This attack automatically deals 2d4+3 points of damage.

Shriek (Ex): Once per combat, the daemon can let loose a terrible shriek of fury and hatred forcing all opponents within 30 feet to attempt a DC 14 Will save or become panicked for 1d10 rounds. A target can only be affected by a vespertiliac's shriek once per 24-hours. The save DC is Charisma-based.

Regeneration (Ex): Good and silver weapons deal normal damage to a vespertiliac. If the daemon loses a limb or other body part, the lost portion regrows in 3d6 minutes. The daemon may reattach a severed body part instantly by holding it to the stump.

Possessions: None

Languages: Common, Abyssal, and Infernal.

Area 1-16 – Fountain: Read or paraphrase the following:

A great fountain stands in the middle of a weed-choked clearing, its days of spraying water long gone. The centerpiece of the fountain is a nude bat-winged woman of disturbing beauty. Arranged around her are fat demonic children, their stone forms depicted as capering and laughing. Three benches surround the old centerpiece. Beyond the fountain is a stand of trees, their leaves withered and brown.

Show the players handout D. The fountain is the center for what was left of Cresh's gardens. Like much of this house, its sinister appearance says a lot about what kind of man the owner was.

Development: Though there are no encounters, PCs who spend a lot of time here are at risk of attracting the attention of the devil lizard lurking in area 1-17. Allow the creature a Listen or Spot check depending on the PCs' actions. Note that the devil lizard is about 35 feet away, feasting on the carcass of one of Freeport's unlucky citizens, so it takes a -5 penalty for being distracted and a -3 penalty for being over 30 feet away. If it notices the PCs, it abandons its meal and creeps forward, relying on its +26 Hide modifier to avoid notice. When just one or two PCs remain, it attacks.

Area 1-17 – Garden (EL 8): Read or paraphrase the following:

The garden is now an overgrown mess of scrub, weeds, and trees. It's hard to see very far for the density of the growth, though you can make out the far wall that encircles the yard, about 60 feet away. A path, barely visible, winds through the foliage, disappearing beneath a copse of trees.

Cresh's awakening and the foul things occurring inside the house draw creatures to the house, whether ser-

pent man or human cultist or one of the vile devil lizards haunting the remote places of the island on which the city stands. One devil lizard managed to slip into the town, creeping through the city under the cover of darkness to come to the house. This creature has just arrived, but was hungry. It slipped over the wall to grab a shrieking townsperson and bring him back to the house to feast at his leisure. Horrifically, the devil lizard has taken his time, first tearing out his tongue, then removing the feet and hands to ensure the meal doesn't get away. Now the monster's victim twitches in excruciating agony. His awful wounds ooze, and he is on the verge of dying from shock.

Development: The devil lizard is not certain what's going on. All it knows is that its master is at hand and something awful is about to unfold. So it bides its time, waiting for a sign. If the PCs explore the garden, the devil lizard pauses in his meal, then uses his *entangle* ability to keep his prisoner from crawling away, before slipping through the undergrowth to hunt down the characters.

If the PCs defeat this monster, they have 10 rounds to find the townsperson and stabilize him. If they do so, and return him to his family, they reward the party with 150 gp each.

Tactics: The devil lizard has a +26 Hide modifier while in natural surroundings. It moves slowly through the weeds and scrub, stalking its prey with expert skill. It prefers to kill the characters one at a time, so it first eliminates scouts and stragglers, cutting them off from their companions through liberal uses of *wall of thorns* and *control plants*.

When the devil lizard corners a PC, it starts with a bite attack, with the intent of confusing the subject with its venom. Then, the creature quickly rips apart the target and retreats back to the fountain, where he props the corpse up on one of the benches. He repeats this tactic until the entire party has fled or is destroyed.

Should the devil lizard take 10 or more points of damage in a single hit, or be reduced to 20 hit points or less, it gets frustrated and goes into a frenzy, blindly attacking the nearest creature.

Devil Lizard: CR 8; Small fey; HD 9d6+27; hp 58; Init +5; Spd 50 ft., climb 30 ft.; AC 21, touch 16, flat-footed 16; Base Atk +4; Grp +1; Atk bite +9 melee (1d4+1 plus poison); Full Atk bite +9 melee (1d4+1 plus poison) and 2 claws +7 melee (1d6 plus essence disruption); SA essence disruption, frenzy, poison, spell-like abilities; SQ damage reduction 10/cold iron, low-light vision, nature's passage, regeneration 2, scent, spell resistance 20; AL NE; SV Fort +4, Ref +8, Will +8; Str 12, Dex 21, Con 16, Int 11, Wis 14, Cha 8.

Skills and Feats: Climb +12, Escape Artist +10, Handle Animal +10, Hide +16 (+26 in natural surroundings), Knowledge (nature) +10, Listen +10, Move Silently +16, Spot +10, Survival +12; Improved

Natural Weapon (claws), Multiattack, Track, Weapon Finesse.

Essence Disruption (Su): On a successful claw attack, the target must succeed on a DC 13 Will save or take 1d4 points of damage plus 1 point of Dexterity damage.

Frenzy (Ex): Twice per day, a devil lizard can throw itself into a frenzy during its action (as a barbarian's rage). While in a frenzy, the devil lizard cannot use any skills except for Climb, Jump, Listen, and Spot. The frenzy lasts for 10 rounds. While in a frenzy, it uses the following statistics: HD 9d6+45; hp 76; AC 18, touch 13, flat-footed 13; Grp +3; Atk bite +11 melee (1d4+3 plus poison); Full Atk bite +11 melee (1d4+3 plus poison) and 3 claws +9 melee (1d6+1 plus essence disruption); SQ damage reduction 2/—; SV Fort +6, Will +10; Str 16, Con 20.

Poison (Ex): Injury DC 18, initial damage *confusion* (as the spell for 2d4 rounds), secondary damage 1d6 Con.

Spell-like Abilities: At will – *cause fear* (DC 14), *detect animals or plants*, *entangle* (DC 14), *hide from animals*, *speak with plants*; 3/day – *blight* (DC 16), *control plant* (DC 20), *diminish plants*, *dominate animal* (DC 15), *fear* (DC 15), *halt undead* (DC 14), *wall of thorns*; 1/week – *animate plants*, *undeath to death* (DC 18). Caster level 12th. The save DCs are Wisdom based. Whenever the devil lizard casts *undeath to death*, it automatically takes 10 points of damage.

Nature's Passage (Ex): Devil lizards can move through any sort of undergrowth, even magical undergrowth such as *entangle* or *wall of thorns*, without taking damage or being restricted in any way.

Regeneration (Ex): Devil lizards take lethal damage from cold iron weapons.

Possessions: None.

Languages: Common, Sylvan.

Area 1-18 – Parlor: Read or paraphrase the following:

The purpose of this room is no longer certain. Once-fine carpet is now shredded and stained, lying in torn heaps around the room. The boarded windows are broken, offering a glimpse of an overgrown garden beyond. Three doors lead out, and a small fireplace stands against the south wall.

This room is as empty as it looks.

Development: Though there is nothing to find or fight here, characters looking out of the window into the garden beyond may attempt a Spot check at a -5 circumstance penalty (for distance) against a DC 26. If they succeed, they catch a glimpse of a strange reptilian creature, shouldering a struggling burden. If the PCs already dispatched the devil lizard in area 1-17, they see nothing, but have the players make a Spot check anyway to keep them on their toes.

Area 1-19 – Hall (EL 8): If the PCs pause to Listen at this door, have them make a Listen check at a -6 penalty (-5 for the door, -1 for distance) against a DC 10. If they succeed, they hear the sound of children's laughter. If they beat the DC by 15, they hear the children arguing about the rules of a game. Read or paraphrase the following text when they open the door:

This hall is about 10 feet wide and about 25 feet long. Four doors stand closed, each roughly center on every wall. An old leather ball sits on the floor. Otherwise, the hall appears to be empty.

A gang of ghost children haunts this hallway, and they spend their time playing with their sad ball. They would much rather play with the living, draining away their minds.

Development: The ghosts bide their time until the PCs have entered the hall. After 2 rounds of eavesdropping, the ghosts manifest and attack.

Tactics: The children are ruthless and evil, focusing all of their attacks on a single party member, laughing and giggling the entire time. With every attack, they mock their victim, laughing blasphemously about their target's god, the fact that the Old Man will get them, and that they are all going to die. The children, fearless, fight until reduced to 0 hit points, at which time they utter a filthy oath and vanish.

Ghost Children (5): CR 3; Small undead (incorporeal); HD 1d12; hp 6 each; Init +2; Spd 20 ft., fly 30 ft. (perfect); AC 13 (manifested 16), touch 13 (16), flat-footed 11 (14); Base Atk +0; Grp – (ethereal -5); Atk incorporeal touch +2 melee (1d6 plus 1d4 Wis drain) or incorporeal touch -1 (1d6 plus 1d4 Wis drain; against ethereal opponents only); Full Atk incorporeal touch +2 melee (1d6 plus 1d4 Wisdom drain) or incorporeal touch -1 (1d6 plus 1d4 Wisdom drain; against ethereal opponents only); SA corrupting touch, draining touch, manifestation, sneak attack +1d6; SQ rejuvenation, trapfinding, turn resistance +4; AL CE; SV Fort +0, Ref +2, Will +0; Str – (8), Dex 14, Con —, Int 10, Wis 12, Cha 17.

Skills and Feats: Bluff +7, Gather Information +7, Hide +14, Intimidate +7, Knowledge (local) +4, Listen +13, Move Silently +6, Search +8, Sleight of Hand +6, Spot +13; Dodge.

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

Rejuvenation (Su): A ghost child that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + 1) against DC 16. These restless spirits can be put to rest by finding their remains on the second floor (see area 2-26) and returning them to their parents.

Possessions: None.

Languages: Common.

Area 1-20 – Bath: Read or paraphrase the following:

When you open the door to this room, you are nearly overwhelmed by the stench. This was once a bathroom, containing a claw-footed tub, vanity, and mirror. Now, everything is covered in blood and excrement. Even the bathtub is filled to the brim with putrid brown water, with chunks of some foul material floating on the surface.

Standing in the room or in the open doorway forces characters to succeed on a DC 15 Fortitude save or become nauseated for as long as they remain near or in the room and 1d6 rounds thereafter. Even on a successful save, they are sickened.

Treasure: A successful DC 5 Search check and groping through the sludge inside the bathtub uncovers a watertight steel box about two feet by one foot. The box is locked (Open Lock DC 25, Break DC 25, hardness 10, hp 25). Inside is a stack of papers, indicting several prominent people in Freeport for trafficking in drugs, slaves, and worse. Exactly who and what is up to you. In addition, the box holds *pipes of the sewers*, a *sustaining spoon*, and one *elixir of love*.

Area 1-21 – Reception Room: Read or paraphrase the following:

This unremarkable room is in tatters, as if some great beast sharpened his claws on the walls and furniture. Broken glass covers the floor amidst a few stains of questionable origin. A door stands on the opposite wall.

This room is empty.

Area 1-22 – Game Room (EL 8): Read or paraphrase the following:

The first things you notice in this room are four blobs of quivering flesh, each stained with dark streaks. The flesh shudders and releases a spray of disgusting liquid. A couple of billiard tables stand in the room, along with a few empty racks for cues. A fireplace filled with trash and bones stands on the east wall.

Show the players handout E. This is the lair of four creatures called pwalgs. Believed to be sentient tumors torn from the Unspeakable One's flesh, these horrors have a terrifying appearance and an equally awful appetite. For details on this new monster, see page 45.

Development: The pwalgs stay as still as they can, waiting for the PCs to enter the room and look around. When at least two characters come inside, or if one character approaches to within 10 feet of a pwalg, they all unfold and attack.

Tactics: The pwalgs are stupid, lashing out at anything they can. Between their horrible bites and the sprays of acid, these creatures attack randomly and recklessly. If a PC falls from one of the pwalg's attacks, the aberration stops to feast.

Pwalg (4): CR 4; Small aberration (chaotic, extraplanar); HD 5d8+10; hp 32 each; Init +3; Spd 20 ft.; AC 17, touch 13, flat-footed 14; Base Atk +3; Grp +0; Atk bite +6 melee (1d6+1) or squirt +6 ranged (1d10 acid); Full Atk bite +6 melee (1d6+1) and 4 squirts +6 ranged (1d10 acid); SA acidic slime, stench; SQ blindsense 60 ft., damage reduction 5/slashing, immune to acid and poison; AL CE; SV Fort +4, Ref +5, Will +7; Str 13, Dex 16, Con 15, Int 6, Wis 17, Cha 8.

Skills and Feats: Listen +7, Spot +7; Improved Natural Weapon (bite), Weapon Finesse.

Acid Slime (Ex): In combat, the pwalg ejaculates acid from the organs coating its body in a slippery acidic gel (which also gives off an impressive stink; see following). Any creature who touches a pwalg takes 1d6 points of acid damage. Likewise, any weapons used against a pwalg must succeed on a DC 15 Reflex save or the weapon takes 1d6 points of damage, bypassing hardness. The save DC is Dexterity-based.

Stench (Ex): When excited, the pwalg exudes acid from its organs, creating a powerful stench mildly reminiscent of spoiled ham. Living creatures within 30 feet of a pwalg must succeed on a DC 14 Fortitude save or become sickened. A creature that successfully saves cannot be affected by the same pwalg's stench for 24 hours. A *delay poison* or *neutralize poison* removes the effect from a sickened creature. Creatures with immunity to poison are unaffected and creatures resistant to poison receive their normal bonus on their saving throws. The save DC is Constitution-based.

Languages: None.

Area 1-23 – West Rotunda: Read or paraphrase the following:

This room is expensively decorated with intricately carved columns that, though dusty and obviously old, have withstood time's ravages and retain their intricate detail. The carvings suggest nature scenes, but upon closer inspection, you see demonic visages hiding amidst the flowers and trees looking out at you. Three doors lead out from this room, one to the north, another to the east, and one to the south.

This room is empty. Any loud noises or loud discussions alert the daeobelinus in area 1-26, who come to investigate in 1d4 rounds.

Area 1-24 – Conservatory (EL 8): Read or paraphrase the following:

What was once a garden is now nothing more than a collection of dead plants, old pots, and dust. A fountain depicting a face twisted in pain spills brown fluid out of its mouth to dribble into the large basin beneath. Strangely, not all the plants in this room are dead, for a great heap of organic plant matter sits in the room's center.

In life, Cresh never cared for gardening. He hated the quiet moments and the opportunities they gave him to

reflect on his past misdeeds. So, he hired others to do the work for him, sending agents across the island to collect rare specimens with which he could impress his peers. One such specimen was a small scraggly plant that moved about on its own. Fascinated, Cresh raised the creature, feeding it a diet of prisoners, rivals, and servants. He soon learned it had an impressive appetite, and could tear a man apart in moments. He was even more pleased when he learned it was not native to his world, transplanted from the blighted gardens of Gehenna.

Development: Astute characters will probably resist the temptation of exploring this room, seeing a suspicious monstrous plant in the center. However, before they wander too far, have them all make Spot checks against a DC 10. If they succeed, they catch a glimpse of a fine looking mace partially buried beneath the plant. If they decide to investigate, the tendriculos attacks. If the PCs defeat this monster, this room becomes safe. The PCs can stay here without risk of drawing attention or a random encounter.

Tactics: The fiendish tendriculos opens combat by making a smite good attack at the closest character. If it hits, it immediately starts a grapple, hoping to devour the target before turning to kill another character. The fiendish tendriculos fights to the death.

Treasure: What the monster could not digest, it passed in a small pile underneath it. The treasure consists of 40 gp, a red spinel worth 110 gp, a tourmaline worth 100 gp, and a +1 cold iron light mace.

Fiendish Tendriculos (1): CR 8; Huge plant (extraplanar); HD 9d8+54; hp 94; Init -1; Spd 20 ft.; AC 16, touch 7, flat-footed 16; Base Atk +6; Grp +23; Atk bite +13 melee (2d8+9) or tendril +13 melee (1d6+4); Full Atk bite +13 melee (2d8+9) and 2 tendrils (1d6+4); Space/Reach 15 ft./15 ft.; SA improved grab, paralysis, smite good, swallow whole; SQ darkvision 60 ft., damage reduction 5/magic, low-light vision, plant traits, regeneration 10, resistance to cold 10 and fire 10, spell resistance 14; AL NE; SV Fort +12, Ref +2, Will +4; Str 28, Dex 9, Con 22, Int 3, Wis 8, Cha 3.

Skills and Feats: Hide +9, Listen +1, Move Silently +1, Spot +1; Alertness, Iron Will, Power Attack, Stealthy

Improved Grab (Ex): To use this ability, a tendriculos must hit a creature at least one size smaller than itself with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the opponent in the following round. A tendriculos can also use its improved grab ability on a tendril attack. If it wins the grapple check, it establishes a hold, picks up the opponent, and transfers it to the mouth as a free action, automatically dealing bite damage.

Smite Good (Su): Once per day, a fiendish tendriculos can make a normal melee attack to deal +9

points of damage against a good foe.

Swallow Whole/Paralysis (Ex): A tendriculos can try to swallow a grabbed opponent by making a successful grapple check. Once inside the plant's mass, the opponent must succeed on a DC 20 Fortitude save or be paralyzed for 3d6 rounds by the tendriculos's digestive juices, taking 2d6 points of acid damage per round. A new save is required each round inside the plant. The save DC is Constitution-based. A swallowed creature that avoids paralysis can climb out of the mass with a successful grapple check. This returns it to the plant's maw, where another successful grapple check is needed to get free. A swallowed creature can also cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the tendriculos's interior (AC 14). Once the creature exits, the plant's regenerative capacity closes the hole; another swallowed opponent must cut its own way out. A Huge tendriculos's interior can hold 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive or smaller opponents.

Regeneration (Ex): Bludgeoning weapons and acid deal normal damage to a tendriculos. A tendriculos that loses part of its body mass can regrow it in 1d6 minutes. Holding the severed portion against the mass enables it to reattach instantly.

Languages: None.

Area 1-25 – Kitchen: Read or paraphrase the following:

This room was once a kitchen. An old table lies on the floor in pieces. Cupboards and drawers are all opened or pulled out, their contents stolen ages ago. Other than the fact that the room reeks of mildew and rot, there is nothing of interest in this room. A door stands slightly ajar to the north.

This room is empty.

Development: Every 1d4 rounds the characters remain in this room there is a cumulative 10% chance for one of the daeobelinus in area 1-26 to come into the room hunting for a rat to torture. If the PCs are loud, the chance increases to 50% every round. Should combat break out, the demons from the adjoining room spill into the kitchen to attack.

Area 1-26 – Pantry (EL 8): The following text assumes the PCs encounter the demons here. If they fight them elsewhere, modify the text. Read or paraphrase the following:

You see in this room a dozen white dust-covered figures, each no larger than a halfling. They notice you immediately, and draw wicked curved knives from what seem to be tool belts. Beyond the gang of small nasty creatures are three doors. There's a stairwell heading down against the south wall.

Show the players handout F. This room is a pantry, though now it has been converted to the daeobelinus' workshop. The demons plundered the room, looking for materials with which they can build a few devices. In their search, they found several items (see below)

and a large sack of weevil-infested flour. After an argument, the flour went everywhere, covering everything.

The staircase in this room leads to area 3-1.

Development: The demons occupying this room have no interest in conversation, and attack intruders en masse.

Tactics: The daeobelinus break up into smaller groups of three, slashing one foe until she falls. If possible, they gang up and try to start a grapple, but if this doesn't work, the demons rely on their razors to do the job. Once an opponent falls, the survivors in the group turn on the next character. These creatures do not surrender and pursue the characters throughout the house.

Treasure: Piled in the northwest corner of the room are the following items, a sack full of 400 gp, a silver serving tray (100 gp), one *potion of spider climb*, a *ring of protection* +2, and a black leather scroll tube that holds an arcane scroll (*command undead, false life*; caster level 3rd). If the PCs are in need of *universal solvent* (see area 1-12), it may be added to the treasure in this room.

Daeobelinus (12): CR 1; Small outsider (chaotic, demon, evil, extraplanar); HD 1d8+1; hp 5 each; Init +4; Spd 30 ft.; AC 17, touch 15, flat-footed 13; Base Atk +1; Grp -3; Atk abyssal razor +7 melee (1d4-1/18-20 and 1 Wis); Full Atk abyssal razor +7 melee (1d4-1/18-20 and 1 Wis); SA abyssal razor, *summon demon*; SQ demon traits, immune to electricity and poison, resistance to acid 10, cold 10, and fire 10, rapid work; AL CE; SV Fort +3, Ref +6, Will +2; Str 8, Dex 18, Con 12, Int 11, Wis 10, Cha 7.

Skills and Feats: Craft (leatherworking) +8, Craft (metalworking) +8, Hide +12, Listen +4, Move Silently +12, Profession (leatherworker) +4, Profession (tailor) +4, Spot +4; Weapon Finesse, Weapon Focus (abyssal razor).

Abyssal Razor (Su): This evil-imbued cold iron razor deals 1 point of Wisdom damage with each successful hit. The razor has a hardness 15 and 5 hit points. If the daeobelinus dies, the razor melts into a pool of blood.

Summon Demon (Sp): Once per day a daeobelinus can attempt to summon 1d6 daeobelinus, 1 dretch, or 1 quasit with a 75% chance of success. This ability is the equivalent of a 3rd-level spell.

Rapid Work (Su): When making a Craft check, a daeobelinus doubles the silver pieces produced per check for the purposes of determining how far along they get per check.

Languages: Abyssal, Celestial, and Draconic

Area 1-27 – Dining Room: Read or paraphrase the following:

This room is empty. A door on the northeast wall stands open to the outside, revealing an overgrown garden.

This room is indeed empty.

Area 1-28 – Hall: Read or paraphrase the following:

This short, narrow hallway stinks of something rotting.

The stink comes from the corpses piled in area 1-30. While bad, it has no effect. This hall is otherwise empty. A DC 20 Search check finds the secret door leading outside.

Area 1-29 – Servants' Quarters: Read or paraphrase the following:

Beyond the door, you see a small room filled with rotting bunk beds. Old blood and gore stain the walls. Most of the furniture in this room lies in shattered pieces.

This room once held Cresh's slaves. Regardless of their gender or kind, he made eight people share this small space. As Freeport's citizens converged on the house, Cresh entered the servant's quarter with a summoned demon on a leash. He informed them, in a calm voice, they were all about to die. With that, he released the fiend, and everyone in the room died screaming. The only things left in this room are the bunks. Cresh murdered his slaves because he viewed them as property, and if he was to die, he would not let his persecutors steal everything, even his slaves. Furthermore, he was convinced that he would one day return, so he planned to raise them as undead. The bodies now lie in area 1-30.

Development: A character who searches the bunks (DC 20 Search) finds an old scrap of paper. It contains the writings of one of the slaves who served the Master Cresh, represented by players handout G.

Area 1-30 – Vault: The door to this area is locked (Open Lock DC 35; Break DC 35). Once it's opened, read or paraphrase the following text.

Your senses are immediately assaulted by the ghastly sight and smell of this 10-foot by 10-foot room. Nearly a dozen corpses lie stacked about the room. Though they would have to have been dead for years, the level of putrescence seems to suggest that they have been dead for just a few days. Worse, the bloated bodies of the dead are all carved with profane symbols and runes, and every carcass lacks eyes.

When Cresh and his demon killed his slaves, he placed them in this vault to preserve them for when he returned, when he could animate them to serve him even in death. The reason for their slow rot is that this room has an unusual effect of slowing time. Through a carefully worded *wish*, Cresh made certain that anything he placed in the vault would never decompose, as if under the effects of *gentle repose* spell.

Level 2: Cresh Manor, First Floor

The first floor is in just as bad shape as the main floor. The roof has collapsed in places, exposing the entire level to the elements. This has had an interesting effect on many of the undead that haunt this place, for many have a vulnerability to sunlight (some are even powerless in it). Depending on the time of day, the undead may be restricted in pursuing characters into areas lit by the sun. Rooms that lack a roof are noted in their description.

In places, the floor is so far gone that the merest step causes it to collapse, sending the unfortunate character to the level below, and possibly into the waiting arms of some suitably nasty horror. Weak spots in the floor are noted as wandering monsters (see following). Despite the ravages on the house, it is still sturdy, structurally speaking.

Exterior Superior Masonry Wall: 1-ft. thick; hardness 8; hp 90; Break DC 35; Climb DC 20.

Interior Wood Wall: 6-in. thick; hardness 5; hp 60; Break DC 20; Climb DC 21.

Good Wooden Door: 1-1/2-in. thick; hardness 5; hp 15; Break DC 16 (stuck), 18 (locked).

Boarded Windows: 1-in. thick; hardness; hp 10; Break DC 18.

Wandering Monsters

While exploring the first floor, there is a 50% chance (1-10 on 1d20) per half hour that the PCs come across a wandering monster. Randomly determine the nature of the encounter by rolling 1d12:

1d6	Encounter
1-2	Weak spot in the floor
3	Falling plaster
4-5	3d4 ghost children
6-8	Terrifying shriek (no encounter)
9	Fatty Blue
10	1d2 wraiths
11-12	Vile smell

The following statistics are provided for easy reference.

Falling Plaster: CR 1; mechanical; location trigger; no reset; Atk effect (1d6, falling plaster and debris, DC 12 Reflex negates); multiple targets (all targets in two adjacent 5-ft. squares); Search DC 20; Disable Device DC 20.

Fatty Blue: See area 2-13 for statistics. If the PCs destroy Fatty Blue, he reappears in area 2-13 in 1d4 days.

Ghost Children: CR 3; Small undead (incorporeal); HD 1d12; hp 6 each; Init +2; Spd 20 ft., fly 30 ft. (perfect); AC 13 (manifested 16), touch 13 (16), flat-footed 11 (14); Base Atk +0; Grp – (ethereal -5); Atk incorporeal touch +2 melee (1d6 plus 1d4 Wis drain) or incorporeal touch -1 (1d6 plus 1d4 Wis drain; against ethereal opponents only); Full Atk

incorporeal touch +2 melee (1d6 plus 1d4 Wisdom drain) or incorporeal touch -1 (1d6 plus 1d4 Wisdom drain; against ethereal opponents only); SA corrupting touch, draining touch, manifestation, sneak attack +1d6; SQ rejuvenation, trapfinding, turn resistance +4; AL CE; SV Fort +0, Ref +2, Will +0; Str – (8), Dex 14, Con —, Int 10, Wis 12, Cha 17.

Skills and Feats: Bluff +7, Gather Information +7, Hide +14, Intimidate +7, Knowledge (local) +4, Listen +13, Move Silently +6, Search +8, Sleight of Hand +6, Spot +13; Dodge.

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

Rejuvenation (Su): A ghost child that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + 1) against DC 16. These restless spirits can be put to rest by finding their remains in the basement (see area 3-8) and returning them to their parents.

Possessions: None.

Languages: Common.

Vile Smell: The old horrors of the house cause a sudden and terrible odor to surround a random PC. That character and all characters within 10 feet must succeed on a DC 15 Fortitude save or become nauseated for 1d6 rounds. Immediately roll again for another random encounter.

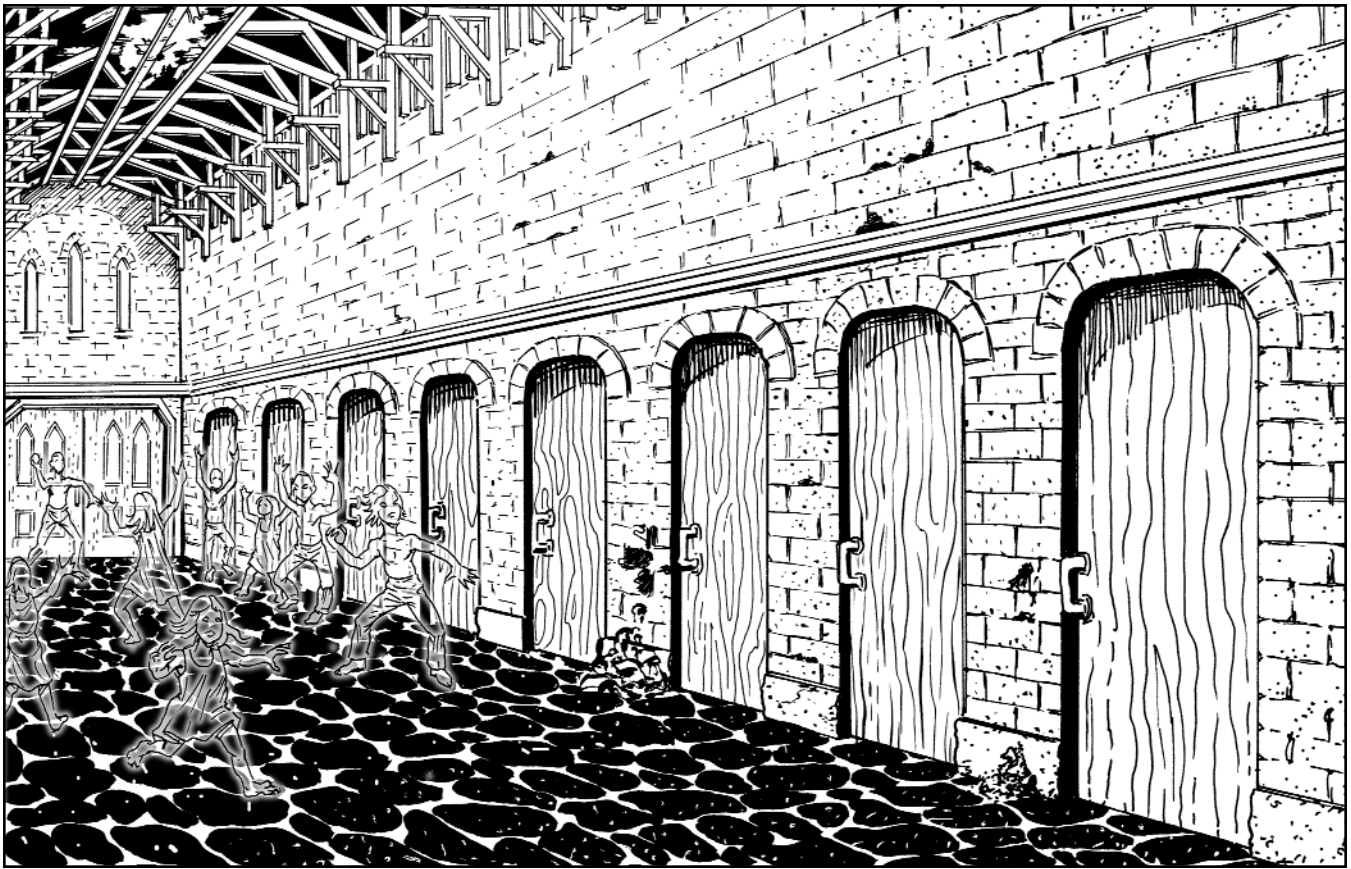
Weak Spot in the Floor: CR 1; mechanical; location trigger; manual reset; DC 15 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 20; Disable Device DC 23.

Wraiths: CR 5; Medium undead (incorporeal); HD 5d12; hp 32; Init +7; Spd fly 60 ft. (good); AC 15, touch 15, flat-footed 12; Base Atk +2; Grp —; Atk incorporeal touch +5 melee (1d4 plus 1d6 Constitution drain); Full Atk incorporeal touch +5 melee (1d4 plus 1d6 Constitution drain); SA Constitution drain, create spawn; SQ darkvision 60 ft., daylight powerlessness, incorporeal traits, +2 turn resistance, undead traits, unnatural aura; AL LE; SV Fort +1, Ref +4, Will +6; Str —, Dex 16, Con —, Int 14, Wis 14, Cha 15.

Skills and Feats: Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +2 (+4 following tracks); Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

Constitution Drain (Su): Living creatures hit by a wraith's incorporeal touch attack must succeed on a DC 14 Fortitude save or take 1d6 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith



that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Daylight Powerlessness (Ex): Wraiths are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Possessions: None.

Languages: Common and Infernal.

Areas of the Map

Area 2-A – Empty Room: This area description refers to several locations on this level. Read or paraphrase the following:

This room was probably once a bedroom, for a moldering mattress sits on an old rusting iron frame amidst piles of rotting timbers and plaster. The roof has clearly caved in, revealing the sky above. There is nothing else of interest in this room.

This area is empty. As long as the characters stay here during daylight hours, they are safe. At night, they run the same risks of random encounters as they do anywhere in this house.

Area 2-1 – Hall: Read or paraphrase the following:

The stairs wind upwards to a short hall that overlooks the room below. On the east wall is a faded, cracked mural of nubile maidens in a decadent chamber filled with pillows, hangings, and men tortured in racks and cages feeding a squat demon creature. The hall connects perpendicularly to another hall to the north. The floor throughout is wood that creaks under your weight.

Examining the mural with a successful DC 20 Search check reveals that the painting shows a chamber connected to the one dominating the foreground. The astute PC sees the connected chamber is actually a prayer room, with an altar at the end and pews before it. This hidden scene depicts area 2-12.

Area 2-2 – Great Hall (EL 8): Read or paraphrase the following:

Extending to the east and west is a great hall, ten feet wide and over 200 feet long. At the eastern end, the hall makes a sharp turn to the south. All along the walls are doors, over a dozen of them. As you look, a ball about the size of a man's head bounces eerily down the hall from the east, silent when it hits the floor until it comes to a stop at your feet. Suddenly it fades into ethereal smoke.

A gang of ghost children haunts the hall, generally staying near the east.

Development: Though as wicked and nasty as the other ghost children in the houses, this batch desperately wants peace. If one of the PCs calls out to the children, a ghostly boy manifests. The boy's starting attitude is Unfriendly. Any hostile actions or rudeness on the PCs' part cause the ghost and his compatriots to attack. If a character gently speaks to the ghost and succeeds on a DC 25 Diplomacy check, the boy's attitude turns to Friendly and he may help the PCs with information if they ask.

The ghost's name is Harold and he has haunted this house for many years. He knows his remains lie in area 3-7, and wants more than anything to escape this place. He tells the characters that through the pantry (area 1-26) lies their only chance to end the evil of the house.

If asked about any other dangers on this level, Harold tells the PCs that Fatty Blue, a bully, haunts the eastern wing in the bad rooms. The bad rooms, he continues, are terrible places, stained with the Master's wickedness. The characters should not go through those rooms. In fact, Harold insists that the characters turn around and go to the basement. If they try to explore the rooms on this level, Harold grows insistent, telling them that they're wasting time. Harold follows them, complaining loudly (and increasing the rate of wandering monster checks to one per minute) for 1d6 minutes, at which point he starts screaming and attacks the party. On the next round, the rest of the gang attacks.

Tactics: The ghost children surround a single opponent at a time, attempting to flank where possible and make sneak attacks. Once combat begins, the ghosts pursue the characters throughout the first floor, but not down to the main floor. Also, they will not pursue them through the secret door to area 2-7 and beyond.

Ghost Children (6): CR 3; Small undead (incorporeal); HD 1d12; hp 6 each; Init +2; Spd 20 ft., fly 30 ft. (perfect); AC 13 (manifested 16), touch 13 (16), flat-footed 11 (14); Base Atk +0; Grp – (ethereal -5); Atk incorporeal touch +2 melee (1d6 plus 1d4 Wis drain) or incorporeal touch -1 (1d6 plus 1d4 Wis drain; against ethereal opponents only); Full Atk incorporeal touch +2 melee (1d6 plus 1d4 Wisdom drain) or incorporeal touch -1 (1d6 plus 1d4 Wisdom drain; against ethereal opponents only); SA corrupting touch, draining touch, manifestation, sneak attack +1d6; SQ rejuvenation, trapfinding, turn resistance +4; AL CE; SV Fort +0, Ref +2, Will +0; Str – (8), Dex 14, Con —, Int 10, Wis 12, Cha 17.

Skills and Feats: Bluff +7, Gather Information +7, Hide +14, Intimidate +7, Knowledge (local) +4, Listen +13, Move Silently +6, Search +8, Sleight of Hand +6, Spot +13; Dodge.

Draining Touch (Su): Whenever a ghost child hits a living target with its incorporeal touch attack, it drains 1d4 points from any one ability score it selects. On

each such successful attack, the ghost child heals 5 points of damage to itself.

Rejuvenation (Su): A ghost child that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + 1) against DC 16. These restless spirits can be put to rest by finding their remains in the basement (see area 3-8) and returning them to their parents.

Possessions: None.

Languages: Common.

Area 2-3 – Guest Suite with Two Closets: Read or paraphrase the following:

This large room has two windows. If it weren't for the boards, they would offer a good view of Freeport. Instead, the room is dark and sodden, and stinks of mildew. An old bed stands against the west wall, its mattress sagging. Two open doors on the north wall lead to dark closets, their contents plundered by the rats for nesting in the corners. Finally, a door on the east wall stands closed.

This room was one of the better guest rooms, though it rarely saw use. The interior of the eastern closet features a second door that leads to another closet. The room and its closets are all empty.

Area 2-4 – Adjoining Room: Read or paraphrase the following:

A large fireplace takes up much of this room's west wall. On the mantle are a few worthless baubles, grime, and trash. On the south wall is another covered window. A filthy rug covers the center of the room, and any designs it once had are now lost to dirt.

If the character examines the junk on the mantle and succeeds on a DC 15 Search check, they find a small tin locket. Inside the locket is a miniature of a pretty woman. Further searching of the locket, and a successful DC 20 Search check, reveals a small hasp that when lifted, loosens the portrait and reveals a tiny folded bit of paper (see players' handout H).

Aside from the locket, there is nothing of interest in this room.

Treasure: The locket is worth 10 gp.

Area 2-5 – Hall Closet (EL 5): If the characters pause before opening this door to make a Listen or Search check, they notice a foul odor coming from inside, too faint to cause any discomfort, but pungent enough to warrant suspicion. When they open the door, they trigger the trap (see following), which fires a fusillade of darts from hidden holes around the frame of the door. Once you've resolved the trap, read or paraphrase the following text:

This small closet is filled from floor to ceiling with rotting severed hands. Horribly, they twitch and wiggle, animated by some unwholesome force.

Show the players handout I. The hall closet once stored linens and towels, but as Cresh slipped deeper into his madness, he cut off the hands of his captives and collected them here. When he died, the powerful evil released opened a narrow conduit to the Negative Energy Plane, causing these hands to twitch with unlife. The hands are not powerful to be anything more than a disturbing sight.

Treasure: Searching this closet requires a strong will and a successful DC 25 Search check to find the treasure. Near the bottom of the pile, where the flesh is the ripest, there is a hand with a gleaming ring of solid platinum, an intelligent item known as Cybel (see sidebar for details).

Fusillade of Darts: CR 5; mechanical; location trigger; manual reset; Atk +18 ranged (1d4+1, dart); multiple targets (1d8 darts per target in a 10-ft.-by-10-ft. area); Search DC 19; Disable Device DC 25.

Area 2-6 – Servants' Access: Read or paraphrase the following:

The stairs end at a small landing. The hall beyond is visible through an arch set in the north wall.

The staircase here leads down to area 1-5. It was used by the servants to reach the guests staying on this level. There is nothing of interest here.

Area 2-7 – Punishment Room (EL 8): This area can be reached by the boarded-up window or through the locked and trapped secret door (Search DC 25, see following for details on the trap). Read or paraphrase the following:

This macabre room has black walls painted with blasphemous sigils and runes. In the center of the room sits a humanoid figure in a wooden chair,

hooded by a leather sack. The body bristles with sharp implements piercing its flesh in dozens of places. Old blood stands in dry pools beneath the chair. An arch leads to another room, lit by a flickering red glow.

When Cresh lived, one citizen of Freeport realized the merchant's connection to the missing youths. Planning to confront Cresh and rescue the captives, he boldly went to the door. Cresh welcomed the man inside, but when he stepped in, Cresh's minions set upon him, dragging him upstairs to this room. Cresh tortured him for 10 days before he finally succumbed. So terrible was the man's death, he rose as a bodak. Before Cresh could deal with this new nuisance, the rest of Freeport came to the house to destroy the mad merchant. For nearly half a century, the bodak has remained in this room, unmoving, waiting for Cresh to return.

Development: When the PCs open the secret door, the bodak thinks they are Cresh. It waits perfectly still for one of the PCs to remove the leather hood. If the PCs wisely resist the temptation to look at the man's features, the bodak waits 1d4 rounds before standing and removing the hood itself.

Tactics: Once the hood is removed, the bodak lashes out with its death gaze attack against the closest opponent. Thereafter it madly attacks the closest PC. The bodak fights to the death, but does not pursue PCs beyond this room, hoping Cresh himself will return.

Door Trap *Glyph of Warding (Blast)*: CR 6; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast], 16th-level cleric, 8d8 sonic, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft. of the door); Search DC 28; Disable Device DC 28.

Cybel

Cybel is an intelligent *ring of chameleon power*. In addition to the normal features of this ring, Cybel has the following characteristics: AL CN; Int 15, Wis 10, Cha 15; Speech (Common, Orc, Abyssal), 60 ft. darkvision and hearing; Ego score 8.

Lesser Powers: *daze monster* (3/day), *locate object* (3/day), and 10 ranks in Intimidate (total modifier +12).

Personality: Cybel is mad. Once a personable entity, it was a force for good, helping its mortal ally overcome evil. However, when its last master, an elf, entered the house 50 years ago to uncover Cresh's evil, the Master was waiting for him. Cybel remained on his master's hand while Cresh performed blasphemy after blasphemy on the elf's body, until finally the suffering was too great, and Cybel's companion expired. Cresh overlooked the ring, chopped off the hand, and dropped it here, where it has remained, driven mad by what it has seen.

If worn, Cybel seems rational at first, offering advice and helping his new companion to the best of his abilities. Unfortunately, Cybel is also paranoid, and holds all the other PCs in suspicion. Once per day, Cybel tries to assert control over its wearer. If it gains control, Cybel forces its wearer to use *daze monster* on one of the wearer's allies. Assuming the PC fails the save, Cybel then forces its wearer to bind and torture the subject until he admits he's been plotting against him. At the end of the torture session or after a day has passed, Cybel relinquishes control to the character wearing it.

Faint illusion; CL 15th; Forge Ring, *disguise self*, *invisibility*; Price 35,700 gp.

Bodak: CR 8; Medium undead (extraplanar); HD 9d12; hp 58; Init +6; Spd 20 ft.; AC 20, touch 12, flat-footed 18; Base Atk +4; Grp +5; Atk slam +6 melee (1d8+1); Full Atk slam +6 melee (1d8+1); SA death gaze; SQ damage reduction 10/cold iron, darkvision 60 ft., immunity to electricity, resistance to acid 10 and fire 10, undead traits, vulnerability to sunlight; AL CE; SV Fort +3, Ref +5, Will +7; Str 13, Dex 15, Con —, Int 6, Wis 12, Cha 12.

Skills and Feats: Listen +11, Move Silently +10, Spot +11; Alertness, Dodge, Improved Initiative, Weapon Focus (slam).

Death Gaze (Su): Death, range 30 feet, Fortitude DC 15 negates. Humanoids who die from this attack are transformed into bodaks 24 hours later. The save DC is Charisma-based.

Vulnerability to Sunlight (Ex): Bodaks loathe sunlight, for its merest touch burns their impure flesh. Each round of exposure to the direct rays of the sun deals 1 point of damage to the creature.

Possessions: None.

Languages: Common.

Area 2-8 – Observatory: Read or paraphrase the following:

This long room has eight old wooden tables, fitted with leather straps and stained with old blood. Angled slightly, the tables each have a trough hanging from the lower edge, perhaps to catch gore as it slid down. Three windows break up the dark walls, though boards prevent anything more than a few stray beams of light from shining through. This room seems empty.

The “observatory” was where Cresh tortured his victims. The tables are angled to drain the blood into troughs which Cresh collected to make pudding. A secret door stands at roughly the center of the north wall (DC 25 Search check to find). The door is not locked. There is nothing of value in this room.

Area 2-9 – Chamber of Carnal Knowledge (EL 8): Another one of Cresh’s foul rooms, the Chamber of Carnal Knowledge was for his most perverse experiments. Now, a dreadful mohrg occupies the place, waiting for a victim to kill. Sounds of combat or screams from a triggered trap in any nearby room automatically alert the mohrg. Read or paraphrase the following:

Instruments of torture fill this ghastly room. Iron maidens, racks, wheels, thumbscrews, and worse decorate the place. Dark stains left from long-rotted flesh mar the floor, and there is an unsettling buzz of bloated flies still swarming on a few cast-off bits of matter. In the center of the room is a tall robed figure, its face concealed by a cowl. Impossibly thin, it seems the being must be skin and bones for the way the robe hangs. As it steps forward, you see something shifting beneath the tattered cloth, something large and snakelike.

The creature is the mohrg. When the PCs enter the room, it attacks.

Tactics: The mohrg charges into combat (using the Dodge feat against archers) to paralyze a target with its tongue. Once a PC is paralyzed, the mohrg grabs the victim and stuffs him inside an iron maiden which deals 6d6 points of damage when the door is closed. There are two iron maidens in the room, and each can hold 2 Medium-sized creatures. Once filled, the mohrg simply kills the other PCs. The mohrg knows what awaits it in area 2-11, so it does not pursue characters there, though it follows PCs to any other area in the house.

Mohrg: CR 8; Medium undead; HD 14d12; hp 91; Init +9; Spd 30 ft.; AC 23, touch 14, flat-footed 14; Base Atk +7; Grp +12; Atk slam +12 melee (1d6+7) or tongue +12 melee touch (paralysis); Full Atk slam +12 melee (1d6+7) and tongue +12 melee touch (paralysis); SA create spawn, improved grab, paralyzing touch; SQ darkvision 60 ft., undead touch; AL CE; SV Fort +4, Ref +10, Will +9; Str 21, Dex 19, Con —, Int 11, Wis 10, Cha 10.

Skills and Feats: Climb +13, Hide +21, Listen +11, Move Silently +21, Spot +15, Swim +9; Alertness, Dodge, Improved Initiative, Lightning Reflexes, Mobility.

Create Spawn (Su): Creatures killed by a mohrg rise after 1d4 days as zombies under the mohrg’s control. They do not possess any of the abilities they had in life.

Improved Grab (Ex): To use this ability, a mohrg must hit a creature of its size or smaller with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Paralyzing Touch (Su): A mohrg lashes out with its tongue in combat. An opponent the tongue touches must succeed on a DC 17 Fortitude save or become paralyzed for 1d4 minutes. The save DC is Charisma-based.

Possessions: None.

Languages: None.

Area 2-10 – Roof Garden: Read or paraphrase the following:

Double doors lead out to what was once a rooftop garden. Now, nothing remains here except for a few dead and twisted plants.

Cresh liked to come here between “sessions” to relax and renew himself before returning to the torture rooms. Since his demise, the roof garden is empty. No creatures come here. This area is safe; PCs can rest and replenish spells here.

Area 2-11 – Short Hall (EL 9): Read or paraphrase the following:

This short hall features three doors, one to the north, another to the south, and one to the west. Each door has grim facades of terrible demons with leering faces, feasting on organs. The floor shows signs of a messy death with crumpled and burned skeletons, stains of questionable origin, and worse.

This hall is trapped. Whenever any door is opened from inside the hall, the trap triggers, filling the room with flaming gas. There is nothing of value in this room.

Incendiary Cloud Trap: CR 9; magic device; mechanical trigger; automatic reset; spell effect (incendiary cloud, 15th-level wizard, 4d6/round for 15 rounds, DC 22 Reflex save half damage); Search DC 33; Disable Device DC 33.

Area 2-12 – Altar: Read or paraphrase the following:

Nothing could prepare you for what this room holds. At the far end of the room, flanked by two doors, is a hideous altar holding an idol crafted from stitched-together flesh. A collection of body parts, this horrific thing seems alive. Its dozen or so nostrils flare, milky eyes roll in sockets, and tongues loll about. Its perversity is dwarfed only by the two basins of blood before it, with a coagulated skin containing whatever horror lay beneath.

This room was where Cresh worshiped one of his many patron lords, the foul demon prince called the Lord of Many Forms. The idol of flesh is magically preserved not to rot, kept in its form by the demon prince's will alone. Furthermore, the idol consists of the remains of the ghosts haunting many locations in this house. Destroying it earns PCs XP for defeating a CR 6 monster. If stats are needed, treat the idol as AC 10 with 50 hit points.

Area 2-13 – Study (EL 8): Read or paraphrase the following:

This room is well preserved, intact despite years of neglect. A thick plush carpet covers the floor. Great bookcases line the walls, filled with tomes covering all manner of subjects. A fireplace stands against the south wall, clean as if it had never held any ashes. Several comfortable couches are arrayed throughout, with several side tables. A credenza rests against the west wall, holding five bottles of spirits. In the center of the room is a locked chest, bound with silver and sealed with a sturdy lock.

This room is haunted by Fatty Blue, Cresh's son and assistant in cruelty. Born mean, Fatty lured other youths to the house for his father. When the people of the city entered the house, they imprisoned the lad inside the chest. Soon, Fatty's ghost rose from the



chest to haunt the room. Now, the ghost prowls this floor, hunting for intruders to torment and kill. The PCs can send his spirit to Hell by opening the chest and subjecting the contents to a *consecrate* spell.

Development: There is a 75% chance for Fatty Blue to be in this room. If he's here, he observes the PCs from the Ethereal Plane, watching their actions with a careful eye for detail. If the PCs linger for long, or examine the chest, Fatty grows frustrated, manifests and attacks.

Tactics: Fatty blasts the PCs with his horrific appearance ability, his face exploding into a writhing mass of overlarge maggots. He then enters a rage and attacks the nearest character, protecting his chest to the best of his ability. Fatty keeps fighting in this room until the PCs flee or until he himself is destroyed. If they flee, he follows, shrieking all the while, increasing the chance for wandering monsters to 30% per round.

Treasure: Inside the chest are Fatty Blue's long rotten remains. A crusty ring of old fat stains the edges, and scratch marks are evident on the inside of the lid. Searching through the remains uncovers a +1 *Small human bane dagger* and a pair of *boots of speed*.

Fatty Blue, ghost human Rog3/Bbn3: CR 8; Small undead (incorporeal); HD 6d12; hp 39; Init +3; Spd 40 ft., fly 30 ft. (perfect); AC 13 (17 manifested), touch 13 (17 manifested), flat-footed 13 (17 manifested); Base Atk +5; Grp – (+3 ethereal); Atk incorporeal touch +7

melee (1d6 (+2 in the ethereal)); Full Atk incorporeal touch +7 melee (1d6 (+2 in the ethereal)); SA corrupting gaze, corrupting touch, horrific appearance, manifestation, rage 1/day, sneak attack +2d6; SQ evasion, rejuvenation, trapfinding, trap sense +2, turn resistance +4, uncanny dodge; AL CE; SV Fort +4, Ref +7, Will +1; Str 14, Dex 16, Con —, Int 12, Wis 8, Cha 18.

Skills and Feats: Bluff +11, Disguise +10 (+12 acting), Gather Information +12, Hide +18, Intimidate +15, Jump +5, Knowledge (local) +7, Listen +16, Move Silently +10, Search +9, Sleight of Hand +11, Spot +13, Survival +2; Dodge, Mobility, Spring Attack.

Corrupting Gaze (Su): Fatty Blue can blast living beings with a glance, at a range of up to 30 feet. Creatures meeting his gaze must succeed on a DC 17 Fortitude save or take 2d10 points of damage and 1d4 points of Charisma damage.

Corrupting Touch (Su): If Fatty Blue hits a living target with his incorporeal touch attack, he deals 1d6 points of damage. Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Horrific Appearance (Su): Any living creature within 60 feet that views Fatty Blue must succeed on a DC 17 Fortitude save or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for 24 hours.

Rejuvenation (Su): If Fatty Blue is destroyed, he returns to his old haunts with a successful level check (1d20 + 6) against DC 16.

Possessions: None.

Languages: Common, Undercommon.

Area 2-14 – Overlook: Read or paraphrase the following:

Surprisingly, none of the windows into this room are boarded, offering a full view of the grounds. However, all of the glass in the windows is shattered, allowing rain to spill inside and ruin the contents of this room. The floor noticeably sags in places, and in others has rotted away completely.

This room is empty.

Development: The floor is not safe. Consider every 5-foot square to have a 50% chance of being trapped with a weak spot in the floor trap. If a PC triggers the trap, that square and every adjacent square collapses, sending the PC and any other nearby characters failing their Reflex saves fall to area 1-11, dealing 2d6 points of damage upon impact.

Weak Spot in the Floor: CR 1; mechanical; location trigger; manual reset; DC 15 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 20; Disable Device DC —.

Area 2-15 – Empty Room: Read or paraphrase the following:

This room was probably once a bedroom, for a moldering mattress sits on an old rusting iron frame amidst piles of rotting timbers and plaster. The roof has clearly caved in, revealing the sky above. There is nothing else of interest in this room.

Upon casual inspection, this room looks like many other empty areas on this level. However, this room holds a hidden treasure. There is a *portable hole* hidden beneath the rotting mattress (DC 25 Search check to find) where Cresh stored items particularly distasteful to him.

Treasure: The *portable hole* holds the following items: a suit of *flame tongue* +2 *silent moves studded leather armor*, a *ring of protection* +3, a *divine scroll* (*dispel evil*, *raise dead*, *hallow*; caster level 12th), and 6 *potions of cure moderate wounds*.

Area 2-16 – Guest Room with Two Closets (EL 8): Read or paraphrase the following:

This large bedroom features an old iron bed frame and a few ruined pieces of furniture. A pile of rubble lies in the center of the room, spilled down from the collapsed section of roof. Two small doors lead to closets.

The ceiling collapsed years ago. If there was ever anything of value here, the rain has long since ruined it. The closets contain ruined clothing. This room is otherwise empty.

Development: Three wraiths hide in the northern closet throughout the daylight hours. At night, they lie in wait for the foolish who would hole up in one of these safe rooms. If a PC opens the door during the day, the wraiths flee through the south wall of the closet to area 2-17.

Tactics: The wraiths are vicious combatants, slipping through the floor to attack clerics when possible. Unless faced with daylight, they fight until they are turned or destroyed. The wraiths pursue PCs into any dark area, though they avoid the light. During the day, they do not leave the closet, though at night, any loud noises from any of the adjacent rooms attracts their attention.

Wraiths (3): CR 5; Medium undead (incorporeal); HD 5d12; hp 32; Init +7; Spd fly 60 ft. (good); AC 15, touch 15, flat-footed 12; Base Atk +2; Grp —; Atk incorporeal touch +5 melee (1d4 plus 1d6 Constitution drain); Full Atk incorporeal touch +5 melee (1d4 plus 1d6 Constitution drain); SA Constitution drain, create spawn; SQ darkvision 60 ft., daylight powerlessness, incorporeal traits, +2 turn resistance, undead traits, unnatural aura; AL LE; SV Fort +1, Ref +4, Will +6; Str —, Dex 16, Con —, Int 14, Wis 14, Cha 15.

Skills and Feats: Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +2 (+4 following tracks); Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

Constitution Drain (Su): Living creatures hit by a wraith's incorporeal touch attack must succeed on a DC 14 Fortitude save or take 1d6 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Daylight Powerlessness (Ex): Wraiths are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Possessions: None.

Languages: Common and Infernal.

Area 2-17 – Guest Room with Two Closets: Read or paraphrase the following:

This room was once a bedroom, as the ruined bed and bedroom furniture suggest. A large rug lies on the floor and a small door on the east wall probably leads to a closet.

The door on the east wall leads to a closet, though it makes a loud screeching noise when opened. If the wraiths are still in area 2-16, they come through the walls and attack the characters. Otherwise, roll for wandering monsters.

In addition, there is a secret door in the west wall (DC 30 Search to locate it). Cresh used this door to slip into his guests' rooms to murder them in their sleep. Despite the age of this door, it is well oiled and it makes no sound when opened.

This room is otherwise empty.

Area 2-18 – Guest Room with Two Closets: Read or paraphrase the following:

This room is empty. Strange black stains mar the floor. A pair of closet doors, both open, stand on the east wall.

In the second closet, there is a secret door on the far wall (DC 25 Search to locate it) leading to area 2-17. Rats and moths devoured the contents of both closets.

Area 2-19 – Cresh's Bedroom (EL 8): This door is locked (DC 30 Open Lock to open). Read or paraphrase the following:

This room stands in tatters. The wallpaper hangs from the walls, torn and stained. The furniture is shredded, torn to pieces. Even the rug on the floor is torn into strips. Nothing remains intact, but the most disturbing thing about this room are the six green glowing children standing in the center, looking at you with hate-filled stares.

Show the players handout J (which represents entry from the north door). This was once Cresh's bedroom. The ghosts of his victims destroyed the room in their rage. With the appearance of living victims, the ghosts let loose a terrible cry and fly at the PCs.

Tactics: The ghosts are mad with hate. They care nothing for themselves, only for the experience of killing. They make extensive use of the Flyby Attack feat, swooping down on their enemies to land an ability draining attack. They fight until destroyed, chasing the characters any place not lit, even down to the basement.

Treasure: Though the room is in shambles, the ghosts never found the hidden cache in the fireplace. A successful DC 30 Search check reveals a loose brick in the hearth. Inside is a *wand of ghoul touch* (23 charges, caster level 7th).

Ghost Children (6): CR 3; Small undead (incorporeal); HD 1d12; hp 6 each; Init; Spd 20 ft., fly 30 ft. (perfect); AC 13 (manifested 16), touch 13 (16), flat-footed 11 (14); Base Atk +0; Grp – (ethereal -5); Atk incorporeal touch +2 melee (1d6 plus 1d4 Wis drain) or incorporeal touch -1 (1d6 plus 1d4 Wis drain; against ethereal opponents only); Full Atk incorporeal touch +2 melee (1d6 plus 1d4 Wis drain) or incorporeal touch -1 (1d6 plus 1d4 Wis drain; against ethereal opponents only); SA corrupting touch, draining touch, manifestation, sneak attack +1d6; SQ rejuvenation, trapfinding, turn resistance +4; AL CE; SV Fort +0, Ref +2, Will +0; Str – (8), Dex 14, Con —, Int 10, Wis 12, Cha 17.

Skills and Feats: Bluff +7, Gather Information +7, Hide +14, Intimidate +7, Knowledge (local) +4, Listen +13, Move Silently +6, Search +8, Sleight of Hand +6, Spot +13; Flyby Attack.

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

Rejuvenation (Su): A ghost child that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + 1) against DC 16. These restless spirits can be put to rest by finding their remains in the basement (see area 3-8) and returning them to their parents.

Possessions: None.

Languages: Common.



Area 2-20 – Gallery: Read or paraphrase the following:

This long hall features several doors, one to the north, two to the west, and another to the south. Between them hang a series of portraits, each depicting the same man – an elderly gentleman with big jowls, a moist wormy mouth, and porcine eyes—but you notice that each painting is more sinister than the last. In some obviously early portraits, he seems skittish, paranoid, and frightened. In later portraits, one hand pulls on his curly silver hair, and his eyes are insane. This is a disturbing place, made worse by the small dolls arranged beneath most of the portraits. The early ones have only one or two, but the later ones have large piles before them.

Show the players handout K. The dolls represent how many people Cresh murdered, placed here by the ghosts haunting the house. Indeed, as Cresh descended into madness, he claimed more lives. He was obsessed with his image, so he hired painters to do portraits. A DC 15 Wisdom check reveals different artists painted the last five or six paintings. Cresh murdered the artist at the end of every sitting until he finally died.

Area 2-21 – Guest Suite: Read or paraphrase the following:

This room was once a bedroom. A bed, dresser, nightstand and a vanity fill the room. All of the fabrics are yellowed with age and there is a strange smell of rot.

This room is empty. The unmarked door on the north wall is a closet. It too is empty.

Area 2-22 – Closet: Read or paraphrase the following:

This large closet has a door on the opposite wall. Shelves and rods fill the space. Hanging from the ceiling are wooden doll heads, each painted grotesquely, their faces twisted in pain. There must be a dozen of them here.

The closet is empty.

Area 2-23 – Breakfast Room: Read or paraphrase the following:

The floor here is tiled with green slate. Boarded windows stand on the west and east walls. Several small tables fill the room, their chairs lying haphazardly about.

Cresh sometimes took his meals in this pleasant room.

Area 2-24 – Sun Room: Read or paraphrase the following:

The walls here feature many windows, though wooden boards seal all of them tightly. The largest window stands on the north wall, a great disk of glass. In its heyday, this room must have been beautiful. Now, however, the white tile stinks of old blood and fear, with brown splashes scattered throughout the room.

Several of the townspeople died here. Though disturbing, there is nothing of value in this room. If the PCs remove the boards on the windows, they can make this room safe.

Area 2-25 – Butler's Quarters (EL 7): Read or paraphrase the following:

Unlike much of this house, this room is strangely intact, though the stench of death is overpowering. A simple bed and nightstand stand on the west wall. A small writing desk stands on the north wall, replete with a stack of papers, inkwell, and a lamp. Doors to north and south lead out of this room.

This was once the butler's room. Not sharing his master's macabre predilections, the butler tried to help Cresh's victims escape (though Fatty Blue always caught them), or at least provide them with a quick death. Sadly, though, the butler couldn't tell anybody about of his master's wickedness because Cresh took his tongue and never let him leave the house. In time, the butler went insane himself, sneaking the corpses into his room to protect them from the Master. He placed them in a secret closet, area 2-26. Cresh knew all about this, but let his manservant have a little leeway in his activities when "off the clock."

Development: The butler still dwells here, hiding inside the bed as a spectre. He will not molest the PCs in any way unless they disturb the bones in the hidden closet (DC 25 Search check). If they do so, he emerges from the bed with a shriek, screaming "I must save the children!"

Tactics: The spectre emerges from the bed. Allow any characters not looking at the bed a Spot check against a DC 18 (the spectre's Hide check). Any who fail are surprised. The spectre attacks the character searching for the door, taking attacks of opportunity if necessary. It fights until destroyed.

Spectre: CR 7; Medium undead (incorporeal); HD 7d12; hp 45; Init +7; Spd 40 ft., fly 80 ft. (perfect); AC 15, touch 15, flat-footed 13; Base Atk +3; Grp —; Atk incorporeal touch +6 melee (1d8 plus energy drain); Full Atk incorporeal touch +6 melee (1d8 plus energy drain); SA create spawn, energy drain; SQ darkvision 60 ft., incorporeal traits, sunlight powerlessness, +2 turn resistance, undead traits, unnatural aura; AL LE; SV Fort +2, Ref +5, Will +7; Str —, Dex 16, Con —, Int 14, Wis 14, Cha 15.

Skills and Feats: Hide +13, Intimidate +12, Knowledge (religion) +12, Listen +14, Search +12, Spot +14, Survival +2 (+4 following tracks); Alertness, Blind-Fight, Improved Initiative.

Energy Drain (Su): Living creatures hit by a spectre's incorporeal touch attack gain two negative levels. The DC is 15 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the spectre gains 5

temporary hit points.

Create Spawn (Su): Any humanoid slain by a spectre becomes a spectre in 1d4 rounds. Spawn are under the command of the spectre that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Sunlight Powerlessness (Ex): Spectres are powerless in natural sunlight (not merely a *daylight* spell) and flee from it. A spectre caught in sunlight cannot attack and can take only a single move or attack action in a round.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a spectre at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Possessions: None.

Languages: None.

Area 2-26 – Closet of Bones: This area can be reached only by finding the secret door. A DC 25 Search check reveals a hidden catch, which when depressed causes the wall to fold, revealing the contents and source of the stench. Read or paraphrase the following:

When the door opens, a pile of bones comes spilling out at your feet. A horrific odor follows. There must be 50 or more bodies crammed inside!

The stench is awful. All characters within 5 feet of the door must succeed on a DC 15 Fortitude save or become sickened for as long as they remain in this room and for 1d4 rounds after. Poison save bonuses apply to this save.

Development: These are the bones of Cresh's victims. Casting a *consecrate* spell in this area puts half of the ghost children in the house (except for those whose remains lie in area 2-12) to rest (ignore 50% of all future ghost children encounters). If the PCs put the bones to rest, award them XP for defeating a CR 6 monster.

Area 2-27 – Reading Room: Read or paraphrase the following:

This room lies in ruin, consisting of nothing more than an acrid soup of charcoal and water. The only thing intact is the fireplace on the north wall. Otherwise, this room is empty.

The floor here is weak. Every 5-foot square has a 75% chance of containing a weak spot in the floor trap. Characters who fall through the floor land in area 1-24. Furthermore, if the PCs have not yet dispatched the monster lairing there, they also have to contend with it.

Weak Spot in the Floor: CR 1; mechanical; location trigger; manual reset; DC 15 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 20; Disable Device DC 23.

Level 3: Crash Manor, Basement

The basement is the true dungeon of this adventure. It starts with the cellar, where the cooks stored foodstuffs and other perishables. It continues on through a small complex of expertly carved corridors. Cresh's foul altars culminate at the site of his wickedness incarnate, where his revenant weaves abyssal magic to destroy his enemies. Strangely, most of this level is intact, surviving much as it did 50 years ago. Unless otherwise noted, the walls are superior masonry built on top of raw unworked stone. The floors are similar, being raw stone, tiled with black marble with odd red veins. The vaulted ceilings rise to a sharp point 20 feet above, as if made for giants. Doors are likewise oversized, being 15 feet tall, made from iron and decorated with profane symbols, too terrible to behold let alone read aloud. In places, the walls bear paintings, depicting mortals in the carnal embrace of animals, monsters, and demons. Overall, this place is extremely disturbing. This entire level slants down to the east, creating a slope so that the rooms further to the east are deeper than are those to the west.

Superior Masonry Wall: 1-ft. thick; hardness 8; hp 90; Break DC 35; Climb DC 20. Note this is layered on top of hewn stone, which has a hardness 8; Break DC 50; Climb DC 22.

Iron Doors: 2-in. thick; hardness 10; hp 60; Break DC 28.

Wandering Monsters

Areas 3-13, 3-14, and 3-15 do not have wandering monsters. In the rest of the basement (areas 3-1 through 3-12), there is a 20% chance (1-4 on 1d20) per hour that the PCs come across a wandering monster. Randomly determine the nature of the encounter by rolling 1d4:

1d4	Encounter
1	1d4+1 dretches
2	1d2 feastings
3	2d4 pwalgs
4	1d4+1 shadows

The following statistics are provided for easy reference.

Dretch: CR 2; Small outsider (chaotic, demon, extraplanar, evil); HD 2d8+4; hp 13; Init +0; Spd 20 ft.; AC 16, touch 11, flat-footed 16; Base Atk +2; Grp -1; Atk claw +4 melee (1d6+1); Full Atk 2 claws +4 melee (1d6+1) and bite +2 melee (1d4); SA spell-like abilities, *summon demon*; SQ damage reduction 5/cold iron or good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, telepathy 100 ft.; SV Fort +5, Ref +3, Will +3; Str 12, Dex 10, Con 14, Int 5, Wis 11, Cha 11.

Skills and Feats: Hide +9, Listen +5, Move Silently +5, Spot +5, Search +2, Survival +0 (+2 following tracks); Multiattack.

Spell-Like Abilities: 1/day—*scare* (DC 12), *stinking cloud* (DC 13). Caster level 2nd. The save DCs are Charisma-based.

Summon Demon (Sp): Once per day a dretch can attempt to summon another dretch with a 35% chance of success. This ability is the equivalent of a 1st-level spell.

Telepathy (Su): Dretches can communicate telepathically with creatures within 100 feet that speak Abyssal.

Possessions: None.

Languages: None.

Feasting: CR 4; Tiny outsider (evil, extraplanar, swarm); HD 8d8+8; hp 44; Init +3; Spd 15 ft., climb 15 ft.; AC 19, touch 15, flat-footed 16; Base Atk +8; Grp —; Atk swarm (2d6 plus wounding); Full Atk swarm (2d6 plus wounding); Space/Reach 10 ft./0 ft.; SA distraction, wounding; SQ collective, damage reduction 5/good, darkvision 60 ft., half damage from slashing and piercing weapons, swarm traits; AL NE; SV Fort +7, Ref +9, Will +6; Str 3, Dex 17, Con 12, Int 5, Wis 10, Cha 1.

Skills: Climb +22, Hide +18, Listen +11, Move Silently +18, Spot +15.

Distraction (Ex): Any living creature that begins his turn in a square also occupied by a feast must succeed on a DC 15 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Wounding (Ex): Every round the feasting deals damage, it also deals 1 point of Constitution damage.

Collective (Ex): As long as the swarm has one hit point per Hit Die (8 hit points) remaining, it forms a collective, having the listed Intelligence score. If reduced below 8 hit points, it gains the mindless quality, granting it immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

Possessions: None.

Languages: None, though these creatures understand Abyssal and Infernal.

Pwalg: CR 4; Small aberration (chaotic, extraplanar); HD 5d8+10; hp 32 each; Init +3; Spd 20 ft.; AC 17, touch 13, flat-footed 14; Base Atk +3; Grp +0; Atk bite +6 melee (1d6+1) or squirt +6 ranged (1d10 acid); Full Atk bite +6 melee (1d6+1) and 4 squirts +6 ranged (1d10 acid); SA acidic slime, stench; SQ blindsense 60 ft., damage reduction 5/slashing, immune to acid and poison; AL CE; SV Fort +4, Ref +5, Will +7; Str 13, Dex 16, Con 15, Int 6, Wis 17, Cha 8.

Skills and Feats: Listen +7, Spot +7; Improved Natural Weapon (bite), Weapon Finesse.

Acid Slime (Ex): In combat, the pwalg ejaculates acid from the organs coating its body in a slippery acidic gel (which also gives off an impressive stink; see following). Any creature who touches a pwalg takes 1d6 points of acid damage. Likewise, any weapons used against a pwalg must succeed on a DC 15 Reflex save or the weapon takes 1d6 points of damage, bypassing hardness. The save DC is Dexterity-based.

Stench (Ex): When excited, the pwalg exudes acid from its organs, creating a powerful stench mildly reminiscent of spoiled ham. Living creatures within 30 feet of a

pwalg must succeed on a DC 14 Fortitude save or become sickened. A creature that successfully saves cannot be affected by the same pwalg's stench for 24 hours. A delay poison or neutralize poison removes the effect from a sickened creature. Creatures with immunity to poison are unaffected and creatures resistant to poison receive their normal bonus on their saving throws. The save DC is Constitution-based.

Possessions: None.

Languages: None.

Shadow: CR 3; Medium undead (incorporeal); HD 3d12; hp 19; Init +2; Spd fly 40 ft. (good); AC 13, touch 13, flat-footed 11; Base Atk +1; Grp —; Atk incorporeal touch +3 melee (1d6 Str); Full Atk incorporeal touch +3 melee (1d6 Str); SA create spawn, Strength damage; SQ darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL CE; SV Fort +1, Ref +3, Will +4; Str —, Dex 14, Con —, Int 6, Wis 12, Cha 13.

Skills and Feats: Hide +8 (+12 in areas of shadowy illumination), Listen +7, Search +4, Spot +7; Alertness, Dodge.

Strength Damage (Su): The touch of a shadow deals 1d6 points of Strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies. This is a negative energy effect.

Create Spawn (Su): Any humanoid reduced to Strength 0 by a shadow becomes a shadow under the control of its killer within 1d4 rounds.

Possessions: None.

Languages: None.

Areas of the Map

Area 3-1 – Storeroom (EL 9): Read or paraphrase the following:

The steps descend into a small cellar. Racks, shelves, old crates, boxes, and barrels fill the room. A puddle of water glistens briefly with blue light and then fades. Emerging from the shadows is a young man, naked, fear painting his features.

The young man is a radiant boy, a foul demon that preys on mothers and fathers grieving over the loss of their children. Drawn by the great evil of this place, the radiant boy thinks he can escape the house and find a mother to destroy. The arrival of the PCs is both unexpected and interesting to him.

Development: Secretly make a DC 21 Will save for the first female character to descend the steps. If there isn't one, choose a good-aligned character instead. The demon looks for thoughts, using its *detect thoughts* ability, to capture strong emotions felt by a character regarding a youth, such as a lost sibling, child, friend, role-model and so on. The demon subtly uses *alter self* and the Disguise skill to create an appearance reminiscent of a male character once important to the character who failed the save. He does this gradually, each day enhancing his appear-

ance more and more until the character will accept an embrace, at which point the demon feeds.

If questioned, the demon lies (Bluff +21), telling the PCs he was captured by a very bad man, but luckily he escaped and hid here, away from the dead. He's very frightened and wants to escape, but doesn't know how to leave; the monsters are too many. If the PCs buy this, the demon accompanies them, worming his way into the heart of the most empathic character, using *charm person* if necessary. Otherwise, if the PCs attack or use *detect evil* or some other means to uncover his true nature, the demon grows angry, activating his frightful presence ability.

In any event, in the northeast corner of this area, there is a secret door (Search DC 25). It opens easily, requiring a slight push, causing it to spin on a central axis.

Tactics: On the first round of combat, the radiant boy summons his "mother," a succubus. As he has the Augment Summoning feat, the succubus gains a +4 bonus to Strength and Constitution. Allowing the summoned demon to withstand the worst of the PCs' attacks, the radiant boy uses *blur*, then his light rays and finally *blasphemy*. If the summoned succubus is destroyed, he uses *invisibility* and flees.

Radiant Boy: CR 7; Medium outsider (chaotic, demon, extraplanar, evil); HD 9d8+18; hp 58; Init +7; Spd 30 ft.; AC 13, touch 13, flat-footed 10; Base Atk +7; Grp +8; Atk light ray +11 ranged touch (1d10 and paralysis) or bite +8 melee (1d6+1); Full Atk light ray +11/+6 ranged touch (1d10 and paralysis) or bite +8 melee (1d6+1); SA energy drain, light rays, spell-like abilities, *summon*; SQ damage reduction 10/cold iron, frightful presence, immune to electricity, fire, and poison, resistance to acid 10 and cold 10, spell resistance 18; AL CE; SV Fort +7, Ref +8, Will +10; Str 13, Dex 17, Con 15, Int 18, Wis 20, Cha 28.

Skills and Feats: Bluff +21, Concentration +14, Diplomacy +27, Disguise +21 (+23 acting), Intimidate +23, Knowledge (arcana) +16, Knowledge (the planes) +16, Listen +17, Search +16, Sense Motive +19, Spellcraft +18, Spot +17, Survival +5 (+7 on other planes or when following tracks); Augment Summoning, Combat Casting, Improved Initiative, Negotiator, Weapon Focus (light ray).

Energy Drain (Su): A radiant boy drains the energy from his victims by embracing them. If the target refuses the demon's embrace, the demon must start a grapple, provoking an attack of opportunity. If he succeeds, he bestows one negative level. Like the succubus, every embrace functions as a *suggestion* spell, asking the victim to accept another hug. To avoid the *suggestion*, the victim must succeed on a DC 22 Will save. To remove the negative level, the target must succeed on a DC 22 Fortitude save. The save DCs are Charisma-based.

Light Rays (Su): A radiant boy may fire a ray of

profane energy from his hands, making a ranged touch attack. If the attack hits, the target takes the indicated damage and must succeed on a DC 22 Will save or be held immobile as per the *hold monster* spell. The save DC is Charisma-based.

Spell-like Abilities: At will – *alter self*, *charm person* (DC 20), *invisibility*; 1/day – *blasphemy* (DC 26). The following spells are always active – *blur* and *detect thoughts* (DC 21). Though the always-active spells can be dispelled, the radiant boy can reactivate as a free action.

Summon (Sp): Once per day, the radiant boy can summon a succubus with a 35% chance of success. This ability is the equivalent of a 6th-level spell. Note, the succubus summoned gains the benefit from the radiant boy's Augment Summoning feat.

Frightful Presence (Ex): Whenever a radiant boy gets angry, his features contort awfully. All those within 30-feet who can see the radiant boy must succeed on a DC 23 Will save or become shaken for 5d6 rounds. The save DC is Charisma-based.

Possessions: None.

Languages: Common, Abyssal.

Area 3-2 – Crossroads: Read or paraphrase the following:

A bloody streak on the floor stops at a heap of flesh in the center of this intersection. Eerily, it twitches as if alive, but the only things living here are the maggots that cover the mess. Flies buzz around it in a cloud, undeterred by your presence.

One of the thieves who accompanied Arden was separated from the rest, getting lost in the maze of rooms filling this house. Soon after, a babau caught his scent and hunted him. Sensing his death, the thief stumbled into the pantry, where the daeobelinus held him down while the babau slowly disemboweled him. When the fiend tired of the sport, he let the smaller demons have the dying half-orc, who took him beneath the house and snuffed his life. The radiant boy hiding there had no use for the body, so he dragged it off into the tunnels, a fair distance from his hiding place. Now, it sits here, rotting, a feast for maggots.

Development: The corpse is far gone, but infected with slimy doom, a foul disease that rots a victim from the inside out. Most PCs will resist searching the morass, but the glint of treasure may be enough to convince them to touch it. If so, the subject must succeed on a DC 14 Fortitude save or contract the disease (contact, incubation 1 day, 1d4 Con, must succeed on a second save or 1 point of the damage becomes permanent instead).

Treasure: Buried beneath hundreds of maggots and ropy lengths of flesh is a +1 *flaming shortsword*.

Area 3-3 – Collapse: Read or paraphrase the following:

The corridor ends abruptly in a wall of debris. Rocks, old timbers, and dirt clot the passage.

After a mild tremor several years back, much of Cresh's subterranean tunnels collapsed. Excavating the tunnel is beyond the scope of this adventure, though at your option, you could expand it much further, perhaps linking it to a serpent person enclave, a warren of caves filled with demons, or legions of undead.

Area 3-4 – Warped Grotto (EL 9): Read or paraphrase the following:

The corridor of carefully fitted stone and supporting timbers gives way to a natural cave reeking of sulfur. The floor here is loose, consisting of sand and pebbles. A pool of water laps against the shore, about halfway across the room. Its waters glisten, casting strange reflections onto the ceiling as if lit from below.

Lurking in the pool is an old and powerful gibbering moulder that crept up from the cyclopean depths beneath Freeport to claim this cave for itself. Since the radiant boy dumped the body at area 3-2, the aberration stirred out of its hibernation, awakened by the smell of food. So, when the PCs enter this room, it is immediately aware of them.

Development: The gibbering moulder hides inside the pool (Spot DC 14 from the entrance or DC 12 from the shore). When the PCs enter the room, the moulder readies an action to use ground manipulation on the two squares adjacent to the waters to turn it into quicksand. Thereafter it attacks.

The pool is 1 foot deep at the edge, then deepens to 15 feet deep at the far end. If the PCs manage to defeat the gibbering moulder and search the waters, they discover, with a successful DC 30 Search check, a plug beneath the waters and against the far wall of the pool. The plug is stuck (Strength DC 28 to open). Beyond it is a water-filled tunnel leading to area 3-5.

Tactics: When the gibbering moulder takes its readied action, it immediately gobbles. On the following round, it emerges from the waters, making a spittle attack at the closest creature. It then uses ground manipulation and attacks creatures mired in the ground and affected by its gibber first, engulfing them before turning on the next opponent. If reduced to 50 hit points or less, it retreats into the waters and hides near the submerged secret door.

Advanced Gibbering Moulder: CR 9; Large aberration; HD 12d8+96; hp 150; Init +1; Spd 10 ft., swim 20 ft.; AC 20, touch 10, flat-footed 19; Base Atk +7; Grp +15; Atk bite +10 melee (1d3+4) or spittle +8 ranged touch (1d6 acid plus blindness); Full Atk 6 bites +10 melee (1d3+4) or spittle +8 ranged touch (1d6 acid

plus blindness); SA blood drain, engulf, gibbering, ground manipulation, improved grab, spittle; SQ amorphous, damage reduction 5/bludgeoning, darkvision 60 ft.; AL NE; SV Fort +12, Ref +7, Will +9; Str 18, Dex 12, Con 26, Int 4, Wis 13, Cha 14.

Skills and Feats: Listen +8, Spot +11, Swim +14; Ability Focus (gibbering) (2), Improved Natural Attack (bite), Lightning Reflexes, Power Attack.

Blood Drain (Ex): On a successful grapple check after grabbing, that mouth attaches to the opponent. It automatically deals bite damage and drains blood, dealing 1 point of Constitution damage each round. A mouth can be ripped off (dealing 1 point of damage) with a DC 16 Strength check or severed by a successful sunder attempt (the mouth has 2 hit points). A severed mouth continues to bite and drain blood for 1d4 rounds after such an attack. A creature whose Constitution is reduced to 0 is killed.

Engulf (Ex): A gibbering moulder can try to engulf a Medium or smaller opponent grabbed by three or more mouths. The opponent must succeed on a DC 22 Reflex save or fall and be engulfed. In the next round, the moulder makes twelve bite attacks instead of six (each with a +10 attack bonus). An engulfed creature cannot attack the moulder from within. The previously attached mouths are now free to attack others. The save DC is Strength-based and includes a +2 racial bonus.

Gibbering (Su): As soon as a moulder spots something edible, it begins a constant gibbering as a free action. All creatures (other than moulders) within a 60-foot spread must succeed on a DC 22 Will save or be affected as though by a *confusion* spell for 1d2 rounds. This is a sonic mind-affecting compulsion effect. A creature that successfully saves cannot be affected by the same gibbering moulder's gibbering for 24 hours. The save DC is Charisma-based and includes the +4 bonus from Ability Focus.

Ground Manipulation (Su): At will, as a standard action, a gibbering moulder can cause stone and earth in all adjacent squares to become a morass akin to quicksand. Softening earth, sand, or the like takes 1 round, while stone takes 2 rounds. Anyone other than the moulder in that area must take a move-equivalent action to avoid becoming mired (treat as being pinned).

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

Spittle (Ex): As a free action every round, a gibbering moulder fires a stream of spittle at one opponent within 30 feet. The moulder makes a ranged touch attack; if it hits, it deals 1d6 points of acid damage, and the target must succeed on a DC 24 Fortitude save or be blinded for 1d4 rounds. Eyeless creatures are immune to the blinding effect, but are still subject to the acid damage. The save DC is Constitution-based.

Amorphous (Ex): A gibbering moulder is not sub-



ject to critical hits. It cannot be flanked.

Possessions: None.

Languages: Common.

Area 3-5 – Stygian Depths (EL 8): Read or paraphrase the following:

Once past the old stone plug, the water-filled tunnel continues for a few feet, curving and twisting until it opens into a cyst.

Cresh accidentally called a few creatures that he didn't know what to do with. They were out of control and thoroughly destructive (they killed close to a dozen test subjects). He ordered his minions to put them here (his old treasure vault) and seal off the place until he came up with a better idea of what to do with them. Before he could come up with a solution, the townsfolk killed him, thus changing his priorities. Since he's risen as a revenant, he's done nothing with this place for nearly half a century.

Should the PCs decide to remove the plug and go for a swim, they find the tunnel dark, very deadly, and full of water. Unless the PCs have some form of water breathing, this encounter could spell their end.

This area could also be an excellent means to expand this adventure. For the last 50 years, the imprisoned gricks have slowly burrowed south. Their tunnels eventually connected with a larger water-filled subterranean world, some 4,000 feet to the south, perhaps



even an enormous city filled with undead serpent people...

Development: The water here is 15 feet from floor to ceiling. It is murky but the room is small enough that when the gricks emerge from their hiding places, the PCs see them. It's best to review the rules for fighting underwater as described in the *DMG*, Chapter Three: Adventures. The gricks and any creature not affected by *freedom of movement* take a -2 penalty to slashing and bludgeoning attacks. PCs deal only half damage with these weapons, unless under the effects of the aforementioned spell. Thrown weapons are ineffective and other ranged weapons take a cumulative -2 penalty on attack rolls for every 5 feet of water they pass through. Movement for creatures without a swim speed or benefit of a spell depends on Swim checks. A failed Swim check means the character is flailing about, losing his Dexterity bonus to AC and granting a +2 bonus to attack rolls made by opponents against him. The floor of this area is uneven and does not allow firm footing.

Tactics: Sensing a meal, the gricks emerge from the nooks and crannies of the floor, swimming up to attack from underneath. Their first attack is always a smite good attack. Thereafter, they fight to the death.

Treasure: Scattered about the floor of this area are 100 gp, a black pearl (worth 1,100 gp), a sardonyx (worth 50 gp), an adamantite longsword, and a +1

Small cold iron shortsword. Finding these goods requires 1 minute of searching and a successful DC 20 Search check.

Fiendish Aquatic Gricks (5): CR 3; Medium aberration (aquatic); HD 2d8+2; hp 11 each; Init +1; Spd 20 ft., climb 10 ft., swim 30 ft.; AC 13, touch 11, flat-footed 12; Base Atk +1; Grp +3; Atk tentacle +3 melee (1d4+2); Full Atk 4 tentacles +3 melee (1d4+2), bite -2 melee (1d3+1); SA smite good; SQ amphibious, damage reduction 10/magic, darkvision 60 ft., low-light vision, resistance to cold 5 and fire 5, scent, spell resistance 7; AL NE; SV Fort +1, Ref +1, Will +5; Str 14, Dex 12, Con 13, Int 3, Wis 14, Cha 5.

Skills and Feats: Climb +10, Hide +2 (+10 in rocky areas), Listen +6, Spot +6; Alertness, Track.

Smite Good (Su): Once per day, a fiendish grick can make a normal melee attack to deal +2 points of damage to a good creature.

Possessions: None.

Languages: None.

Aquatic: These gricks are aquatic, with the following changes: -10 ft. all land speeds, +30 ft. swim speed, -2 natural AC, amphibious, low-light vision, -2 Dex, +2 Con, no CR change; otherwise, as presented in the MM.

Area 3-6 – Cells: Read or paraphrase the following:

The corridor passes several cell doors, all ajar, before ending at another door. The myriad scratches on the doors and broken fingernails on the floors testify to the horrors suffered by the former inhabitants. In a few cells are piles of broken, gnawed bones. In others, mysterious stains and heaping midden buckets are the only occupants now.

Cresh held his prisoners here before taking them to area 3-7 for sacrifice. With his death, and the deaths of the townsfolk who thought to end his reign of terror, the remaining inhabitants of the cells were left to starve to death, alone in the dark.

Development: Years after the prisoners succumbed to madness and starvation, Cresh stole the jawbones from the skulls, preventing them from divulging his dark secrets.

Area 3-7 – Summoning Room (EL 10): Read or paraphrase the following:

Four braziers that flicker with blue flames light this profane room. On each wall, except for the one through which you enter, is a large tapestry. One depicts a foul infant clawing its way out of the belly of some grotesque and obese demoness. Another shows naked but masked cultists tearing out the throats of their bound male prisoners. The last tapestry depicts a flaming ring surrounded by strange glyphs and sigils. The most startling thing in this room is a huge pentagram chiseled into the stone itself. The channel created is stained brown from old blood. In the center, there is a symbol of a wicked goat head. Near the carving lies a pile of old bones, perhaps those of a small creature.

Show the players handout L. Once the bebilith attacks, show them handout M. Cresh used this room to call all manner of horrible demons, devils, and daemons. The ceiling is thirty feet high in this room and clinging to it is a bebilith. Cresh called this demon in response to the raid by the locals, intending to call forth something so terrible, so awful it would destroy his enemies. The terms of the binding were that the demon would remain until all of Cresh's enemies were destroyed. Unfortunately for Cresh and the demon, the thaumaturge miscalculated the size of the creature, and the demon could not get out of the room, the door being too small. Lacking the means to fulfill its task and the ability to go back to its home plane as the townspeople killed Cresh, the demon remained here, waiting for the opportunity to kill Cresh's enemies so it can return to the Abyss.

The bones are those of the ghost child Harold (see area 2-2). The PCs can put his spirit to rest by taking the bones out of the house and burying them. If they do so, grant them XP as if they defeated a CR 6 monster.

The tapestries conceal three secret doors. A successful DC 22 Search check locates each keyhole, though success on any of the previous doors confers a +2 cumulative circumstance bonus. Otherwise the walls seem to be blank stone. The key to open these doors is in area 1-12. Otherwise, breaking down the door requires a DC 28 Strength check.

Development: When the PCs enter the room, the bebilith hides (Hide check result 26) on the ceiling, awaiting for the PCs to all enter the area. PCs take a -2 penalty to Spot checks to see the demon because of distance. Once inside, or when one of them pulls back a tapestry, the demon attacks.

Tactics: The bebilith starts the combat with its web attack (-4 penalty for range) against an obvious cleric or spellcaster. Then it scuttles down the west wall to block the character's escape. On the following rounds, it engages in melee, rending armor and using its poisoned bite to destroy the party.

Treasure: The braziers are lit with *continual flames* and weigh 35 pounds each. The tapestries are only valuable to the most unsavory characters and are valued at 200 gp each. However, they weigh 100 pounds each.

Bebilith: CR 10; Huge outsider (chaotic, demon, extraplanar, evil); HD 12d8+96; hp 150; Init +5; Spd 40 ft., climb 20 ft.; AC 22, touch 9, flat-footed 21; Base Atk +12; Grp +29; Atk bite +19 melee (2d6+9 plus poison) or web +11 ranged; Full Atk bite +19 melee (2d6+9 plus poison) and 2 claws +14 melee (2d4+4) or web +11 ranged; Space/Reach 15 ft./10 ft.; SA poison, rend armor, web; SQ damage reduction 10/good, darkvision 60 ft., plane shift, scent, telepathy 100 ft.; AL CE; SV Fort +16, Ref +9, Will +9; Str 28, Dex 12, Con 26, Int 11, Wis 13, Cha 13.

Skills and Feats: Climb +24, Diplomacy +3, Hide +16, Jump +28, Listen +16, Move Silently +16, Search +15, Sense Motive +16, Spot +16, Survival +1 (+3 following tracks); Cleave, Improved Initiative, Improved Grapple, Power Attack, Track.

Poison (Ex): Injury, Fortitude DC 24, initial damage 1d6 Con, secondary damage 2d6 Con. The save DC is Constitution-based.

Rend Armor (Ex): If a bebilith hits with both claw attacks, it pulls apart any armor worn by its foe. This attack deals 4d6+18 points of damage to the opponent's armor. Creatures not wearing armor are unaffected by this special attack. Armor reduced to 0 hit points is destroyed. Damaged armor may be repaired with a successful Craft (armorsmithing) check.

Web (Ex): A bebilith can throw a web up to four times per day. This is similar to an attack with a net but has a maximum range of 30 feet, with a range increment of 10 feet. This attack is effective against targets of up to Gargantuan size. The web anchors the target in place, allowing no movement.

An entangled creature can escape with a DC 24 Escape Artist check or burst the web with a DC 24

Strength check. The check DCs are Constitution-based. The web has 14 hit points and hardness 0. There is a 75% chance that the webbing will not burn if any sort of fire is applied to it (check each round).

Plane Shift (Su): This ability affects only the bebilith. It is otherwise similar to the spell (caster level 12th).

Possessions: None.

Languages: None, but understands Abyssal.

Area 3-8 – Them Bones: Read or paraphrase the following:

The door opened, you see this small closet is full of bones. There's no telling how many bodies are packed inside.

These are the remains of Cresh's past sacrificial victims. In his madness, he stuffed them inside this closet, much as he did elsewhere in the house. Because they were not properly buried, their spirits haunt the house, especially on level 2.

Development: PCs can put the unruly spirits to rest by casting *consecrate* on the bones or by taking them out of the house and giving them a proper burial. If they do either, grant them XP as if they defeated a CR 6 monster. Reduce all future ghost encounters by 50%, unless the PCs put to rest the remains held in the butler's room on level 2 (area 2-25), in which case remove all ghost encounters.

Area 3-9 – Trapped Teleport Alcove (EL 8): Read or paraphrase the following:

What at first seems to be dirty walls is soon revealed to be small intricate writing covering the walls, floor, and ceiling that rises to twenty feet above you.

A two-stage trap protects this alcove. Anyone stepping into the alcove that is not Cresh or Fatty Blue triggers it.

Development: The writing on the walls of this room is so small, it requires a character to step into the room to read or rely on magical means, such as *clairvoyance/clairaudience*. If the PCs devise a way to read the script without triggering the trap, have them make a DC 25 Decipher Script. If they succeed, give them players' handout N.

Tactics: This trap is deadly. Even if the characters successfully save against the *flame strike* effect, the trap transports them (or their remains) out of the house to area 1-1.

Flame Strike Trap: CR 6; magic device; location trigger (alarm); automatic reset; spell effect (*flame strike*, 9th-level cleric, 9d6 fire, DC 17 Reflex save half damage); Search DC 30; Disable Device DC 30.

Transport Trap: CR 6; magic device; proximity trigger (*flame strike*); automatic reset; effect (relocates creature and equipment to area 1-1, no save); Search DC 30, Disable Device DC 30.

Area 3-10 – Second Intersection: Read or paraphrase the following:

You come to a four-way intersection. The floor is bone, a jumble of skulls, ribs, and more fused together in an unholy pattern. Strangely, despite its uneven appearance, it is level.

The floor is concealed by a permanent *illusion* (Will DC 22 disbelief), cast by one of Cresh's former Abyssal lovers. The illusion starts at the intersection and continues up to the door before area 3-11, the temple in area 3-12, and to the teleportation nexus at area 3-13.

Area 3-11 – Beds (EL 8): Read or paraphrase the following:

This square room holds six bunk beds. The straw mattresses are piled in the center, all stained with urine, blood, and sickness.

Cresh, curious about diseases, kept all the sick prisoners here to see how the various contagions interacted with one another. If someone became healthy, he'd cast *contagion* to infect the individual with another disease. Once placed here, no one ever escaped alive.

Development: Haunting this room are three regular shadows and their leader, a greater shadow. These undead horrors haunt the pile of mattresses in the center. When the PCs enter this room, the shadows emerge and attack.

Tactics: The lesser shadows use the floor for cover, flying through it to attack the PCs feet. Meanwhile the greater shadow emerges from the center of the pile and floats arrogantly toward the lead character. The shadows have lost all memory of their past and fight to the death.

Shadows (3): CR 3; Medium undead (incorporeal); HD 3d12; hp 19 each; Init +2; Spd fly 40 ft. (good); AC 13, touch 13, flat-footed 11; Base Atk +1; Grp —; Atk incorporeal touch +3 melee (1d6 Str); Full Atk incorporeal touch +3 melee (1d6 Str); SA create spawn, Strength damage; SQ darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL CE; SV Fort +1, Ref +3, Will +4; Str —, Dex 14, Con —, Int 6, Wis 12, Cha 13.

Skills and Feats: Hide +8 (+12 in areas of shadowy illumination), Listen +7, Search +4, Spot +7; Alertness, Dodge.

Strength Damage (Su): The touch of a shadow deals 1d6 points of Strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies. This is a negative energy effect.

Create Spawn (Su): Any humanoid reduced to Strength 0 by a shadow becomes a shadow under the control of its killer within 1d4 rounds.

Possessions: None.

Languages: None.

Greater Shadow (1): CR 8; Medium undead (incorporeal); HD 9d12; hp 58; Init +2; Spd fly 40 ft. (good); AC 14, touch 14, flat-footed 12; Base Atk +2; Grp —; Atk incorporeal touch +6 melee (1d8 Str); Full Atk incorporeal touch +6 melee (1d8 Str); SA create spawn, Strength damage; SQ darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL CE; SV Fort +3, Ref +5, Will +7; Str —, Dex 15, Con —, Int 6, Wis 12, Cha 14.

Skills and Feats: Hide +14 (+18 in areas of shadowy illumination), Listen +9, Search +6, Spot +9; Alertness, Dodge, Mobility, Spring Attack.

Strength Damage (Su): The touch of a greater shadow deals 1d8 points of Strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies. This is a negative energy effect.

Create Spawn (Su): Any humanoid reduced to Strength 0 by a greater shadow becomes a shadow under the control of its killer within 1d4 rounds.

Possessions: None.

Languages: None.

Area 3-12 – Temple of the Damned (EL 9): Read or paraphrase the following:

The corridor slowly widens into this large temple. Two rows of pews face a dais flanked by two caryatid columns depicting nude demon-women in throes of passion. Up the steps of the dais is a rectangular block of bloodstained sandstone. Channels cut on its surface allow the blood to drain from the altar down the walk between the pews, where it ends in a large basin in the floor. Despite the age of this room, the blood seems fresh. Suddenly you hear burbling noises and expulsions of flatulence coming from scattered locations among the pews.

Once a month, Cresh would sacrifice one of his kidnapped victims to a different fiend lord, spilling the blood to feed his pets. Now, six pwalgs dwell here. PCs entering the temple instantly attract these aberrations, sending them in a flurry of squirting fluid as they amble forth to feast.

Tactics: Two pwalgs move to block the PCs' escape, while the other four close from the front.

Pwalgs (6): CR 4; Small aberration (chaotic, extraplanar); HD 5d8+10; hp 32 each; Init +3; Spd 20 ft.; AC 17, touch 13, flat-footed 14; Base Atk +3; Grp +0; Atk bite +6 melee (1d6+1) or squirt +6 ranged (1d10 acid); Full Atk bite +6 melee (1d6+1) and 4 squirts +6 ranged (1d10 acid); SA acidic slime, stench; SQ blindsense 60 ft., damage reduction 5/slashing, immune to acid and poison; AL CE; SV Fort +4, Ref +5, Will +7; Str 13, Dex 16, Con 15, Int 6, Wis 17, Cha 8.

Skills and Feats: Listen +7, Spot +7; Improved Natural Weapon (bite), Weapon Finesse.

Acid Slime (Ex): In combat, the pwalg ejaculates acid from the organs coating its body in a slippery acidic gel (which also gives off an impressive stink;

see following). Any creature who touches a pwalg takes 1d6 points of acid damage. Likewise, any weapons used against a pwalg must succeed on a DC 15 Reflex save or the weapon takes 1d6 points of damage, bypassing hardness. The save DC is Dexterity-based.

Stench (Ex): When excited, the pwalg exudes acid from its organs, creating a powerful stench mildly reminiscent of spoiled ham. Living creatures within 30 feet of a pwalg must succeed on a DC 14 Fortitude save or become sickened. A creature that successfully saves cannot be affected by the same pwalg's stench for 24 hours. A delay poison or neutralize poison removes the effect from a sickened creature. Creatures with immunity to poison are unaffected and creatures resistant to poison receive their normal bonus on their saving throws. The save DC is Constitution-based.

Possessions: None.

Languages: None.

Area 3-13 – Teleportation Nexus (EL 8): Read or paraphrase the following:

The corridor ends at another intersection. Leading in each direction is a short passage that ends at a dead end where a grinning demon mask hangs in the center of each wall.

This area is the teleportation nexus. Cresh ensured each short passage was identical to confound his enemies.

Development: Two halls (A and B) are trapped, while the third (C) is a transport to Cresh's inner sanctuary. Whenever a PC enters the hall, the eyes of the demon mask flare bright red. A character can alter the teleport hall's destination if they succeed on a DC 30 Search check and a DC 30 Spellcraft check. In this case, they can alter the teleport hall so that instead of transporting them to area 3-14, they instead go to area 3-15.

Trap A – Blasphemy Trap: CR 8; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*blasphemy*, 13th-level cleric); Search DC 32; Disable Device DC 32.

Trap B – Destruction Trap: CR 8; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*destruction*, 13th-level cleric); Search DC 32; Disable Device DC 32.

Teleport: CR —; magic device; location trigger; automatic reset; effect (*teleports* willing creature and equipment to area 3-14, no save); Search DC 30, Disable Device DC 30.

Area 3-14 – Puzzle Portal (EL 10): This area can be reached only by area 3-13. Read or paraphrase the following:

You appear in a pentagonal room. The walls, ceiling, and floor are uniform black stone. In the center of each wall is a red door, although they have

no handles, keyholes, or any obvious means of opening them. In the middle of the room stands a pedestal, capped with a metal plate bearing five studs.

This room is the final barrier to reaching the Cresh. To get through this room and to the villain at the end, the PCs must solve the riddle, allowing them to transport to his hidden lair in area 3-15.

Each door is sealed shut with no handle, keyhole or any other means of opening it. A character who succeeds on a DC 20 Search check determines that the doors cannot be opened unless triggered through some other mechanism.

Sealed Iron Doors: 6-in. thick; hardness 10; hp 180; Break DC 35.

On top of the pedestal, there are five dials arranged so each corresponds to a particular door. Around each dial are 26 numbers. On each dial, there is a letter, starting with A on the northwest dial and ascending clockwise to E on the southwest dial. The dials are currently set, in order from dial A to E: 18, 5, 20, 14, and 5.

Show the players handout O to represent the dials.

The numbers around the dials correspond to a letter in the alphabet, with 1 being A and 26 being Z. To reach area 3-15, the dials must be set in this order starting with dial A and ending with dial E: 5, 14, 20, 5, and 18 (spelling E-N-T-E-R). When the room activates, it sends all inhabitants to area 3-15 and the dials automatically turn to 18, 5, 20, 14, and 5 (spelling R-E-T-N-E), so that a person in area 3-15 can return to this place. Turning the dials to 12-5-1-21-5 (spelling L-E-A-V-E) transports the inhabitants back to area 3-13, which causes the dial to scramble to a random set of numbers.

The danger in this room is that each dial accepts only three numbers and if an improper number is set, it causes one of the five doors to open releasing a summoned monster from inside. Worse, once the monster is released, the red door reseals and the *summon monster* effect resets.

If the PCs can't solve the puzzle, let them struggle with it for a while, but if they grow frustrated, make sure you drop a few hints. If this doesn't help matters, Cresh returns after 10 minutes, having successfully opened the gate to Gehenna. Buttressed by countless daemons, he and his minions boil out of the gate, washing over the PCs to attack Freeport from beneath the city. The characters have just one last chance to stop the madman, killing him as he enters this room on his way into the city above.

Development: Each dial has a range of acceptable numbers. If an improper number results, the associated door opens, summoning some monster that the

PCs must fight. For easy reference, the acceptable numbers are listed here. Statistics for the monsters follow. Note that all monsters are augmented by the Augment Summoning feat.

Dial	To 3-15	Back to 3-14	To 3-13	Summoned Monster
A	5	18	12	Achaiera
B	14	5	5	Bearded devil
C	20	20	1	Fiendish dire boar
D	5	14	21	Fiendish dire wolverine
E	18	5	5	Fiendish giant stag beetle

Achaierai: CR 5; Large outsider (evil, extraplanar, lawful); HD 6d8+24; hp 51; Init +1; Spd 50 ft.; AC 20, touch 10, flat-footed 19; Base Atk +6; Grp +16; Atk claw +11 melee (2d6+6); Full Atk 2 claws +11 melee (2d6+6) and bite +6 melee (4d6+3); Space/Reach 10 ft./ 10 ft.; SA black cloud; SQ darkvision 60 ft., spell resistance 19; AL LE; SV Fort +9, Ref +6, Will +7; Str 23, Dex 13, Con 18, Int 11, Wis 14, Cha 16.

Skills and Feats: Balance +10, Climb +15, Diplomacy +5, Hide +6, Jump +23, Listen +11, Move Silently +10, Sense Motive +11, Spot +11; Dodge, Mobility, Spring Attack.

Black Cloud (Ex): Up to three times per day an achaierai can release a choking, toxic black cloud. Those other than achaierai within 10 feet instantly take 2d6 points of damage. They must also succeed on a DC 17 Fortitude save or be affected for 3 hours as though by an *insanity* spell (caster level 16th).

Possessions: None.

Languages: Infernal.

Bearded Devil: CR 5; Medium outsider (devil, evil, extraplanar, lawful); HD 6d8+30; hp 57; Init +6; Spd 40 ft.; AC 19, touch 12, flat-footed 17; Base Atk +6; Grp +10; Atk glaive +11 melee (1d10+6/3 plus infernal wound) or claw +10 melee (1d6+4); Full Atk glaive +11/+6 melee (1d10+6/3 plus infernal wound) or 2 claws +10 melee (1d6+4); Space/Reach 5 ft./5 ft. (10 ft. with glaive); SA infernal wound, beard, battle frenzy; SQ damage reduction 5/silver or good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 17, telepathy 100 ft.; AL LE; SV Fort +10, Ref +7, Will +5; Str 19, Dex 15, Con 21, Int 6, Wis 10, Cha 10.

Skills and Feats: Climb +13, Diplomacy +2, Hide +11, Listen +9, Move Silently +9, Sense Motive +9, Spot +9; Improved Initiative, Power Attack, Weapon Focus (glaive).

Battle Frenzy (Ex): Twice per day, a bearded devil can work itself into a battle frenzy similar to the barbarian's rage. The frenzy lasts for 6 rounds, and the bearded devil suffers no ill effects afterward. When

raging, use the following stats: HD 6d8+42; hp 69; AC 17, touch 10, flat-footed 15; Grp +12; Atk glaive +13 melee (1d10+9/3 plus infernal wound) or claw +12 melee (1d6+6); Full Atk glaive +13/+8 melee (1d10+9/3 plus infernal wound) or 2 claws +12 melee (1d6+6); SV Fort +12, Will +7; Str 23, Con 25; Climb +15.

Beard (Ex): If a bearded devil hits a single opponent with both claw attacks, it automatically hits with its beard. The affected creature takes 1d8+4 points of damage and must succeed on a DC 18 Fortitude save or be infected with a vile disease known as devil chills (incubation period 1d4 days, damage 1d4 Str). Damage is dealt each day until the afflicted creature succeeds on three consecutive Fortitude saves, the disease is cured magically, or the creature dies.

Infernal Wound (Su): The damage a bearded devil deals with its glaive causes a persistent wound. An injured creature loses 2 additional hit points each round. The wound does not heal naturally and resists *healing* spells. The continuing hit point loss can be stopped by a DC 18 Heal check, a *cure* spell, or a *heal* spell. However, a character attempting to cast a *cure* spell or a *heal* spell on a creature damaged by a bearded devil's glaive must succeed on a DC 18 caster level check, or the spell has no effect on the injured character.

A successful Heal check automatically stops the continuing hit point loss as well as restoring hit points. The infernal wound is a supernatural ability of the bearded devil, not of the weapon.

Spell-Like Abilities: At will— *greater teleport* (self plus 50 pounds of objects only). Caster level 12th.

Possessions: Glaive.

Languages: Infernal, Celestial, Draconic.

Fiendish Dire Boar: CR 5; Large magical beast; HD 7d8+35; hp 66; Init +0; Spd 40 ft.; AC 15, touch 9, flat-footed 15; Base Atk +5; Grp +19; Atk gore +14 melee (1d8+15); Full Atk gore +14 melee (1d8+15); Space/Reach 10 ft./5 ft.; SA ferocity, smite good; SQ damage reduction 5/magic, darkvision 60 ft., low-light vision, resistance to cold 5 and fire 5, scent, spell resistance 12; AL NE; SV Fort +10, Ref +5, Will +8; Str 31, Dex 10, Con 21, Int 3, Wis 13, Cha 8.

Skills and Feats: Listen +8, Spot +8; Alertness, Endurance, Iron Will.

Ferocity (Ex): A dire boar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

Smite Good (Su): Once per day, the fiendish dire boar can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

Possessions: None.

Languages: None.

Fiendish Dire Wolverine: CR 5; Large magical beast; HD 5d8+30; hp 52; Init +3; Spd 30 ft., climb 10 ft.; AC 16, touch 12, flat-footed 13; Base Atk +3; Grp +15; Atk

claw +10 melee (1d6+8); Full Atk 2 claws +10 melee (1d6+8) and bite +5 melee (1d8+4); Space/Reach 10 ft./5 ft.; SA rage, smite good; SQ damage reduction 5/magic, darkvision 60 ft., low-light vision, resistance to cold 5 and fire 5, scent, spell resistance 10; AL NE; SV Fort +10, Ref +7, Will +5; Str 26, Dex 17, Con 23, Int 3, Wis 12, Cha 10.

Skills and Feats: Climb +14, Listen +7, Spot +7.

Rage (Ex): When this fiendish dire wolverine takes damage in combat, it uses the following stats: HD 5d8+40; hp 62; AC 14, touch 10, flat-footed 11; Grp +17; Atk claw +12 melee (1d6+10); Full Atk 2 claws +12 melee (1d6+10) and bite +7 melee (1d8+5); SV Fort +12; Str 30, Con 27; Climb +16.

Smite Good (Su): Once per day the fiendish dire wolverine can make a normal melee attack to deal +5 points of extra damage against a good foe.

Possessions: None.

Languages: None.

Fiendish Giant Stag Beetle: CR 5; Large magical beast; HD 7d8+35; hp 66; Init +0; Spd 20 ft.; AC 19, touch 9, flat-footed 19; Base Atk +5; Grp +17; Atk bite +12 melee (4d6+12); Full Atk bite +12 melee (4d6+12); Space/Reach 10 ft./5 ft. SA smite good, trample 2d8+4; SQ damage reduction 5/magic, darkvision 60 ft., resistance to cold 5 and fire 5, spell resistance 12, vermin traits; AL N; SV Fort +10, Ref +2, Will +2; Str 27, Dex 10, Con 21, Int 3, Wis 10, Cha 9.

Skills and Feats: —.

Smite Good (Su): Once per day the fiendish giant stag beetle can make a normal melee attack to deal +7 points of extra damage against a good foe.

Trample (Ex): Reflex half DC 21.

Possessions: None.

Languages: None.

Summon Monster V Trap: CR 7; magic device; touch trigger (special, see above); automatic reset; spell effect (*summon monster V*; caster level 9th); Search DC 30; Disable Device DC 30. Note: A successful Disable Device check disables one number on one dial, creating an additional safe number. Award XP for this trap if the PCs correctly solve the puzzle or if they disable every trapped number. Do not award XP for defeating the summoned monsters as they are spell effects.

Area 3-15 – The Vile Gate (EL 10): This area can be reached in one of two ways. One, through the puzzle portal at area 3-14 or by adjusting the teleport alcove as described in area 3-13. Read or paraphrase the following text when the PCs appear:

You appear within a hermetic circle inside a large cave polluted by the stench of brimstone and death. Ahead, you see a dark figure clad in whipping black robes, outlined by the light of a violet disk of pulsing energy projected by a small metal box on the floor. Inside the field you catch glimpses of writhing demons, all fighting to break

through. Dozens of bodies lie all around, blood still pumping from their slashed throats. They are grievously wounded but a few groans sound from them, suggesting not all are dead.

When the townsfolk came to Cresh's house, they hacked him apart with their swords. However, Cresh's minions butchered every one of them, to the man. Shortly after his death, Cresh rose as a revenant (see page 47) and vowed revenge. He had the *vile gate*, but no souls to sacrifice. When Ferimax Ularaboo (see area 1-15) came, he struck a deal with the madman. In exchange for luring the scum of the city into the house, Cresh allowed the cultist free reign to explore the house and safety while in it. Ferimax came through, bringing dozens of young men to the revenant. Cresh took each captive to this cave where he kept them alive on meager fare until he had 66 victims. And so, moments before the PCs arrive, Cresh began the ritual, sacrificing his prisoners before the box, thus opening the *gate*.

A DC 19 Spellcraft check allows a PC to recognize that a *gate* spell-like effect is underway. A DC 20 bardic knowledge or Knowledge (arcana) check allows a PC to recognize the *vile gate*. A character who understands the nature of the *vile gate* knows that each dead soul contributes to its duration, and that reviving some of the dead can stop the *gate* from reaching permanency.

Development: Assume the victims are all dying (all expiring in 10 rounds), giving the PCs a chance to stabi-

lize them and stop the *gate* from permanently opening. Cresh's familiar Natas watches invisibly for intruders. Once the PCs appear, the demon warns his master.

Tactics: Once warned, Cresh laughs, screaming that it is too late for Freeport and too late for the PCs. He uses his *wand of summon monster IV* to conjure fiendish large monstrous spiders, while interspersing them with defensive spells like *protection from energy*, *magic circle against good*, and *eagle's splendor*. Meanwhile, the familiar attacks any PCs who try to help the dying commoners. All fight to the death.

Track the number of dead. There are 66 dying 1st-level commoners, of whom 2 have already died. The rest are at -1 hit points. Once the number of dead reaches 66 or more, the *gate* is permanently opened, and demons clamber to escape into the Material Plane (one demon per round, selecting whatever demons you like). The only way to close the *gate* now is to destroy the box (hardness 10, 66 hit points, Break DC 28). If the PCs save enough NPCs from dying, the *gate* eventually winks out on its own. If the characters destroy the box, Cresh screams with rage lashing out with his rapier. Finally, if the characters destroy Cresh before the *gate* closes, the demons on the other side steal his corpse before the *gate* mysteriously closes of its own accord.

Cresh, male revenant Thaumaturge 8: CR 10; Medium undead (augmented humanoid); HD 10d12; hp 65; Init +9; Spd 40 ft.; AC 25, touch 17, flat-footed 20; Base Atk +4; Grp +7; Atk masterwork rapier +8

Vile Gate

An inert *vile gate* is a small cube of brass edged with adamantine. Weird glyphs and runes decorate every surface. Each *gate* is keyed to particular lower plane (Abyss, Hell, Gehenna, et al). A DC 20 Knowledge (the planes) successfully identifies to which plane the *vile gate* keys. To activate it, you must sacrifice at least one living creature within 10 feet of the box. The item then projects a wavering violet disk of energy, opening a window to its associated plane. You can see through the *gate*, but you cannot pass through it. The more Hit Dice you sacrifice, the stronger the *gate* becomes, as follows.

Sacrificed Victims' HD	Effect
1-10	Window to plane
11-20	Gate opens, as the <i>gate</i> spell, for 1 round
21-30	Gate opens, as the <i>gate</i> spell, for 1 minute
31-50	Gate opens, as the <i>gate</i> spell, for 1 hour
51-65	Gate opens, as the <i>gate</i> spell, for 1 day
66+	Gate opens, permanently

Once the gate is open, creatures from either side may pass through, as per the *gate* spell.

Strong conjuration; CL 20th; Craft Wondrous Item, *gate*, evil alignment; Price 180,000 gp; Cost to Create 90,000 gp + 8,200 XP.

The Thaumaturge

Green Ronin Publishing first presented the thaumaturge, a new base class, in *Armies of the Abyss* and later revised it in *The Book of Fiends*. All pertinent information is presented here; however, if you lack either of these excellent resources and need to advance Cresh, use the thaumaturgist prestige class described in the *DMG*.

melee (1d6+3/18-20); Full Atk masterwork rapier +8 melee (1d6+3/18-20); SA instant summons (2/day); SQ familiar, 3 lesser corruptions, revenant regeneration, soulbound, special vulnerability (slashing weapons), +3 turn resistance (+5 against object of revenge, +1 against foes using fire), vulnerability fear (slashing weapons); AL CE; SV Fort +2, Ref +9, Will +7; Str 16, Dex 20, Con —, Int 14, Wis 8, Cha 22.

Skills and Feats: Balance +13, Bluff +17 (+19 against evil creatures), Climb +11, Concentration +11, Diplomacy +17 (+15 against good creatures, +19 against evil creatures), Disguise +6 (+8 acting or against evil creatures), Escape Artist +13, Gather Information +4, Hide +13, Intimidate +27 (+29 against evil creatures), Jump +11, Knowledge (arcana) +13, Knowledge (the planes) +13, Listen +7 (+9 when familiar is within 5 ft.), Move Silently +13, Sense Motive +7, Spellcraft +15, Spot +7 (+9 when familiar is within 5 ft.), Survival -1 (+1 on other planes), Swim +7; Augment Summoning, Combat Reflexes, Improved Familiar, Improved Initiative, Iron Will, Lightning Reflexes, Quick Draw, Run, Spell Focus (conjunction)

Thaumaturge Spells Prepared (6/6+1/5+1/4+1/3+1; save DC 16 + spell level): 0 — *detect magic, guidance, inflict minor wounds* (2), *read magic, resistance*; 1st — *bane, cause fear, inflict light wounds, divine favor, doom, entropic shield, protection from good**; 2nd — *deathknell, desecrate, eagle's splendor, inflict moderate wounds, shatter**, *sound burst*; 3rd — *blindness/deafness, dispel magic, magic circle against good**, *protection from energy, wind wall*; 4th — *divine power, freedom of movement, poison, unholy blight**. *Domain spell. Chaos (+1 caster level), Evil (+1 caster level).

Instant Summons (Su): Cresh can cast a prepared *summon monster* spell as a free action, twice per day.

Lesser Corruptions (Ex): Trafficking with the forces of chaos and evil has unusual side-effects made manifest in the thaumaturge's form. Cresh has the following corruptions: unpleasant odor (-2 penalty to Diplomacy, Gather Information, and Handle Animal checks, opponents with Scent take a -1 penalty to attack), vestigial horns (-2 penalty to Diplomacy checks made against good creatures, +2 all Charisma and Charisma-based checks against evil creatures), webbed fingers (no rings, but +4 bonus to Swim checks).

Soulbound: Can only be restored to life by *resurrection, true resurrection, wish* or *miracle*.

Possessions: masterwork rapier, *ring of protection* +2, *wand of summon monster IV* (32 charges), *bracers of armor* +4, *cloak of Charisma* +2.

Languages: Common, Abyssal, Infernal.

Natas, Quasit Familiar: CR —; Tiny outsider (chaotic, evil, extraplanar); HD 10; hp 17; Init +7; Spd 20 ft., fly 50 ft. (perfect); AC 22, touch 15, flat-footed 19; Base Atk +3; Grp -6; Atk claw +8 melee (1d3-1 plus poison); Full Atk 2 claws +8 melee (1d3-1 plus poison), bite +3 melee (1d4-1); Space/Reach 2-1/2 ft./0 ft.; SA

poison, spell-like abilities; SQ alternate form, damage reduction 5/cold iron or good, darkvision 60 ft., deliver touch spells, fast healing 2, immunity to poison, improved evasion, resistance to fire 10, speak with master; AL CE; SV Fort +3, Ref +6, Will +4; Str 8, Dex 17, Con 10, Int 10, Wis 12, Cha 10.

Skills and Feats: Bluff +6, Diplomacy +2, Disguise +0 (+2 acting), Hide +17, Intimidate +2, Knowledge (the planes) +6, Listen +7, Move Silently +9, Search +6, Spellcraft +6, Spot +6 (or the master's, whichever are higher); Improved Initiative, Weapon Finesse.

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex.

Spell-Like Abilities: At will—*detect good, detect magic*, and *invisibility* (self only); 1/day—*cause fear* (as the spell, except that its area is a 30-foot radius from the quasit, save DC 11). Caster level 6th. Once per week a quasit can use *commune* to ask six questions. The ability otherwise works as the spell (caster level 12th).

Alternate Form (Su): A quasit can assume other forms at will as a standard action. This ability functions as a *polymorph* spell cast on itself (caster level 12th), except a quasit does not regain hit points for changing form, and any individual quasit can assume the form of a medium monstrous centipede or wolf. A quasit in alternate form loses its poison attack.

Possessions: None.

Languages: Common, Abyssal.

Wrapping Up

With a loud pop that makes your ears ring, the violet disk bends and folds, collapsing into itself. A terrible silence settles over the cavern and you realize you have put an end to Cresh and his wickedness for the last time. After a few tentative tries, you figure out how to manipulate the hermetic circle on the floor, allowing you and the surviving casualties to escape the house and return to Freeport itself. In the following weeks, when the wounds fully heal and the sharp horrors of Cresh's house fade to dull memory, word reaches you that the House has vanished, simply disappearing, and all that remains in its place is an empty lot. Though Freeport has a short memory, accolades here are quickly given and quickly forgotten. For now at least, you are heroes.

The threat to Freeport from Cresh and his mad machinations is at an end. But, for how long? The fiends don't ignore the PCs' meddling. Perhaps cultists of a demon prince or archdevil want revenge, hunting down the characters at some later and unexpected time. Though the house is gone, some of the ghosts could remain. Then again, maybe Cresh served an even greater evil, one dwarfing that of the fiend lords. Whatever you decide, Freeport holds adventure aplenty, making this adventure a great starting point for future expeditions of your own design. Adventure awaits!

THUS VANISHES THE SHADOW OVER CRESH MANOR

Appendix 1: New Monsters

This appendix includes all the monsters featured in this adventure not found in the MM.

DAEOBELINUS

Small Outsider (Chaotic, Demon, Evil, Extraplanar)

Hit Dice:	1d8+1 (5 hp)
Initiative:	+4
Speed:	30 ft. (6 squares)
Armor Class:	17 (+1 size, +4 Dex, +2 natural), touch 15, flatfooted 13
BAB/Grapple:	+1/-3
Attack:	abyssal razor +7 melee (1d4-1/18-20 and 1 Wis)
Full Attack:	abyssal razor +7 melee (1d4-1/18-20 and 1 Wis)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Abyssal razor, summon demon
Special Qualities:	Immune to electricity and poison, demon traits, rapid work, resistance to acid 10, cold 10, and fire 10, telepathy 60 ft.
Saves:	Fort +3, Ref +6, Will +2
Abilities:	Str 8, Dex 18, Con 12, Int 11, Wis 10, Cha 7
Skills:	Craft (leatherworking) +8, Craft (metalworking) +8, Hide +12, Listen +4, Move Silently +12, Profession (leatherworker) +4, Profession (tailor) +4, Spot +4
Feats:	Weapon Finesse, Weapon Focus (abyssal razor)
Environment:	The Abyss
Organization:	Solitary, pair, crew (3-30), factory (100-1000)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	By character class
Level Adjustment:	+3 (cohort)

A cluster of small foul men stands before you. Their faces split into wicked grins as they draw slender knives from their tool belts.

These wicked creatures are little more than vermin in the Abyss, lurking in the dim places, beneath the streets of the great soul markets in Abyssal cities, or prowling in the wilds in gangs to hunt escapees for sport. Their true nature is not revealed until they are called forth into the Material Plane. Valued for their skills with craftsmanship, daeobelinus are akin to the brownies of fairy tales, helping a craftsman succeed in his trade. However, their service always carries a great price, one most are not willing to pay.

Daeobelinus look like twisted gnomes, with large pointed ears and prominent bone structure in their faces. Instead



of eyes, they have black skeletal sockets inside which burn small white flames. They all have long manes of hair falling to the middle of their backs. Most of these demons wear tool belts, but their most prized possession is their razor, a long sharp blade of fiendish manufacture.

Daeobelinus speak Common and Abyssal.

COMBAT

Crafty and wily, these demons are spiteful little things, ganging up with their fellows to rip apart a larger foe. Unlike other demons, daeobelinus are quick to call for aid, summoning more of their numbers to overwhelm their foes.

Abyssal Razor (Su): This evil-imbued cold iron razor deals 1 point of Wisdom damage with each successful hit. The razor has hardness 15 and 5 hit points. If a daeobelinus dies, its razor melts into a pool of blood.

Summon Demon (Sp): Once per day a daeobelinus can attempt to summon 1d6 daeobelinus, 1 dretch, or 1 quasit with a 75% chance of success. This ability is the equivalent of a 3rd-level spell.

Rapid Work (Su): When making a Craft check, a daeobelinus doubles the silver pieces produced per check for the purposes of determining how far along they get per check.

DEVIL LIZARD

	Small Fey
Hit Dice:	9d6+27 (58 hp)
Initiative:	+5
Speed:	50 ft. (10 squares), climb 30 ft.
Armor Class:	21 (+1 size, +5 Dex, +5 natural), touch 16, flat-footed 16
BAB/Grapple:	+4/+1
Attack:	Bite +9 melee (1d4+1 plus poison)
Full Attack:	Bite +9 melee (1d4+1 plus poison) and 2 claws +7 melee (1d6 plus essence disruption)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Essence disruption, frenzy, poison, spell-like abilities
Special Qualities:	Damage reduction 10/cold iron, low-light vision, nature's passage, regeneration 2, scent, spell resistance 20
Saves:	Fort +4, Ref +8, Will +8
Abilities:	Str 12, Dex 21, Con 16, Int 11, Wis 14, Cha 8
Skills:	Climb +12, Escape Artist +10, Handle Animal +10, Hide +16 (+26 in natural surroundings), Knowledge (nature) +10, Listen +10, Move Silently +16, Spot +10, Survival +12
Feats:	Improved Natural Weapon (claws), Multiattack, Track, Weapon Finesse
Environment:	Warm forest
Organization:	Solitary
Challenge Rating:	8
Treasure:	Standard
Alignment:	Always neutral
Advancement:	By character class
Level Adjustment:	—

A small lizard stands upright, no more than two feet tall. Its hinged mouth opens impossibly wide, releasing a frightening hiss.

The devil lizard is a solitary creature dwelling on the islands around Freeport. Creatures of the Unspeakable One, a dark god of infinite madness, they search the islands for flesh on which to feed. Worse, some devil lizards retain their psychic connection to the god, which draws them to areas where his will is strong. Some speculate these creatures are universally insane, perhaps tied to some tragic event dating back to the ancient serpent person empire. In any event, these creatures are now, thankfully, quite rare.

A devil lizard is a bipedal lizard, about two feet tall. It has scaly green skin and a row of spines along its back. It has a wide maw, filled with inwardly curving teeth. Black eyes goggle on either side of its head, watchful for enemies.

A devil lizard speaks Common, Draconic, Sylvan, and the language of the serpent people.



COMBAT

Above all, devil lizards hate humanoids, so they hunt them whenever encountered. Devil lizards rarely engage in a straightforward fight, preferring to use their spell-like abilities to separate and isolate their quarry. Smarter than they look, they eliminate spellcasters first, dragging them back to their lairs before hunting down tougher opponents.

Essence Disruption (Su): On a successful claw attack, the target must succeed on a DC 13 Will save or take 1d4 points of damage plus 1 point of Dexterity damage.

Frenzy (Ex): Twice per day, a devil lizard can throw itself into a frenzy during its action (as a barbarian's rage). While in a frenzy, the devil lizard cannot use any skills except for Climb, Jump, Listen, and Spot. The frenzy lasts for 10 rounds. While in a frenzy, it uses the following statistics: HD 9d6+45; hp 76; AC 18, touch 13, flat-footed 13; Grp +3; Atk bite +11 melee (1d4+3 plus poison); Full Atk bite +11 melee (1d4+3 plus poison) and 3 claws +9 melee (1d6+1 plus essence disruption); SQ damage reduction 2/—; SV Fort +6, Will +10; Str 16, Con 20

Poison (Ex): Injury DC 18, initial damage *confusion* (as the spell for 2d4 rounds), secondary damage 1d6 Con.

Spell-like Abilities: At will — *cause fear* (DC 14), *detect animals or plants*, *entangle* (DC 14), *hide from animals*, *speak with plants*; 3/day — *blight* (DC 16), *control plant* (DC 20), *diminish plants*, *dominate animal* (DC 15), *fear* (DC 15), *halt undead* (DC 14), *wall of thorns*; 1/week — *animate*

plants, undeath to death (DC 18). Caster level 12th. The save DCs are Wisdom based. Whenever the devil lizard casts *undeath to death*, it automatically takes 10 points of damage.

Nature's Passage (Ex): Devil lizards can move through any sort of undergrowth, even magical undergrowth such as *entangle* or *wall of thorns*, with out taking damage or being restricted in any way.

Regeneration (Ex): Devil lizards take lethal damage from cold iron weapons.

FEASTING

Tiny Outsider (Evil, Extraplanar, Swarm)

Hit Dice:	8d8+8 (44 hp)
Initiative:	+3
Speed:	15 ft. (3 squares), climb 15 ft.
Armor Class:	19 (+2 size, +3 Dex, +4 natural), touch 15, flat-footed 16
BAB/Grapple:	+8/—
Attack:	Swarm (2d6 plus wounding)
Full Attack:	Swarm (2d6 plus wounding)
Space/Reach:	10 ft./0 ft.
Special Attack:	Distraction, wounding
Special Qualities:	Collective, damage reduction 5/good, darkvision 60 ft., half damage from slashing and piercing weapons, swarm traits
Saves:	Fort +7, Ref +9, Will +6
Abilities:	Str 3, Dex 17, Con 12, Int 5, Wis 10, Cha 1
Skills:	Climb +22, Hide +18, Listen +11, Move Silently +18, Spot +15
Environment:	Gehenna
Organization:	Solitary (1 swarm), Pair (2 swarms), Doom (3-12 swarms)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral evil
Advancement:	None
Level Adjustment:	—

A swarm of vermin surges forward, comprised of small segmented creatures with spiked hides and ravenous snapping maws on their underbellies.

The feasting are creatures collecting in swarms on the plane of Gehenna. Knowing nothing other than hunger, they devour, vomit, and consume their meals again. These creatures are also parasites, infesting the gullets of many larger daemons, churning in their stomachs only to be released when their host dies or disgorges them.

An individual feasting is a little over six inches long, with eight legs protruding out from a spiky carapace. On its underside is a dripping maw filled with sharp fangs allowing it to tear flesh and bone with equal ease. Their unusual nature forces them to collect in swarms, and so they are never found in numbers less than 20.



Feastings do not speak, but understand Abyssal and Infernal.

COMBAT

Like other swarms, a feasting washes over its opponents, dealing 2d6 points of damage to any creature in a space occupied by the swarm. Hunger consumes these monsters, so they feast until nothing remains before turning on their next foe. A feasting's swarm attack is considered both magical and evil for the purposes of overcoming damage reduction.

Distraction (Ex): Any living creature that begins his turn in a square also occupied by a feasting must succeed on a DC 15 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Wounding (Ex): Every round the feasting deals damage, it also deals 1 point of Constitution damage.

Collective (Ex): As long as the swarm has one hit point per Hit Die (8 hit points) remaining, it forms a collective, having the listed Intelligence score. If reduced below 8 hit points, it gains the mindless quality, granting it immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

Skills: The feasting gains a +8 racial bonus to Climb checks, and a +4 racial bonus to Hide, Move Silently, and Spot checks.

PWALG

Small Aberration (Chaotic, Extraplanar)

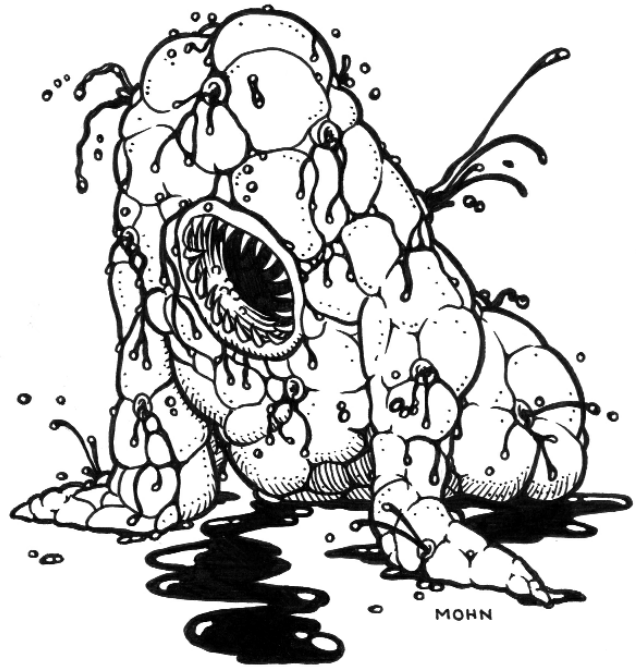
Hit Dice:	5d8+10 (32 hp)
Initiative:	+3
Speed:	20 ft. (4 squares)
Armor Class:	17 (+3 Dex, +4 natural), touch 13, flat-footed 14
BAB/Grapple:	+3/+0
Attack:	Bite +6 melee (1d6+1) or squirt +6 ranged (1d10 acid)
Full Attack:	Bite +6 melee (1d6+1) and 4 squirts +6 ranged (1d10 acid)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Acidic slime, stench
Special Qualities:	Blindsense 60 feet, damage reduction 5/slashing, immune to acid and poison
Saves:	Fort +4, Ref +5, Will +7
Abilities:	Str 13, Dex 16, Con 15, Int 6, Wis 17, Cha 8
Skills:	Listen +7, Spot +7
Feats:	Improved Natural Weapon (bite), Weapon Finesse
Environment:	Any chaotic-aligned plane
Organization:	Solitary, Infestation (2-8), Colony (10-100)
Challenge Rating:	4
Treasure:	None
Alignment:	Usually chaotic evil
Advancement:	6-10 HD (Small), 11+ HD (Medium)
Level Adjustment:	—

This fat blob of flesh quivers and squirts streams of foul brown milk from the many sphincters dimpling its body. Suddenly, two vaguely arm-shaped appendages tear free from the mass and lift the sagging form from the floor. It scuttles forward, shifting its bulk to reveal a horrific lamprey's mouth ringed with sharp teeth.

Legend holds pwalg are nothing more than tumors growing on the Unspeakable One's skin. When of sufficient size, the god pinches them from his hide and flicks them into the Material Plane. Real or not, their form and attitude suggests there may be some truth to these myths.

Vile little things, they look like bags of flesh three feet in diameter. They weigh about 45 pounds. Uncomplicated, they exist only to eat the living flesh of sentient creatures, disdaining lesser fare in favor of the morsels they steal when ripping through the skin of a screaming man or woman. What makes these bizarre creatures so nasty is their disgusting habit of expelling digestive fluids through wrinkled organs all over their spheroid body.

Pwalg do not speak, but communicate with each other through the patterns of their expulsions.



COMBAT

A pwalg will wait indefinitely for a sentient meal. They have no fear for their lives, as the need to consume outweighs any other consideration. Once a creature they find appealing comes within range of their blindsight, they squirt acid, dribbling the fluid from their many pores and creating a putrid stink when it interacts with their flesh. Then, they charge forward leading with their teeth, squirting anything that moves in their excitement to gobble up their prey.

Acid Slime (Ex): In combat, the pwalg ejaculates acid from the organs coating its body in a slippery gel (which also gives off an impressive stink; see below). Any creature who touches a pwalg takes 1d6 points of acid damage. Likewise, any weapons used against a pwalg must succeed on a DC 15 Reflex save or the weapon takes 1d6 points of damage, bypassing hardness. The save DC is Dexterity-based.

Stench (Ex): When excited, a pwalg exudes acid from its organs, creating a powerful stench mildly reminiscent of spoiled ham. Living creatures within 30 feet of a pwalg must succeed on a DC 14 Fortitude save or become sickened. A creature successfully saving cannot be affected by the same pwalg's stench for 24 hours. A *delay poison* or *neutralize poison* removes the effect from a sickened creature. Creatures with immunity to poison are unaffected and creatures resistant to poison receive their normal bonus on their saving throws. The save DC is Constitution-based.

RADIANT BOY

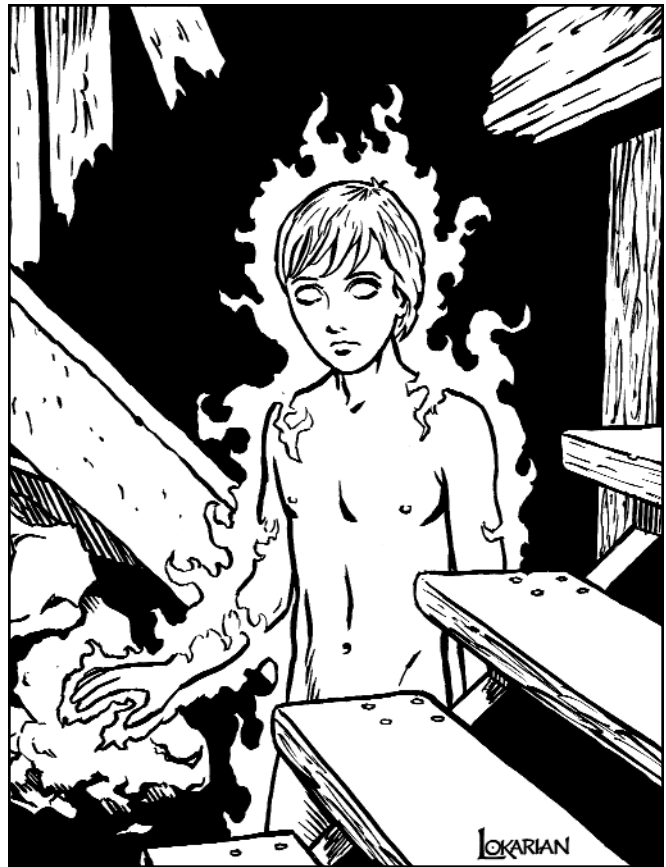
Medium Outsider (Chaotic, Demon, Extraplanar, Evil)

Hit Dice:	9d8+18 (58 hp)
Initiative:	+7
Speed:	30 ft. (6 squares)
Armor Class:	13 (+3 Dex), touch 13, flat-footed 10
BAB/Grapple:	+7/+8
Attack:	Light ray +11 ranged touch (1d10 and paralysis) or bite +8 melee (1d6+1)
Full Attack:	Light ray +11/+6 ranged touch (1d10 and paralysis) or bite +8 melee (1d6+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Energy drain, light rays, spell-like abilities, <i>summon</i>
Special Qualities:	Damage reduction 10/cold iron, frightful presence, immune to electricity, fire, and poison, resistance to acid 10 and cold 10, spell resistance 18
Saves:	Fort +7, Ref +8, Will +10
Abilities:	Str 13, Dex 17, Con 15, Int 18, Wis 20, Cha 28
Skills:	Bluff +21, Concentration +14, Diplomacy +27, Disguise +21 (+23 acting), Intimidate +23, Knowledge (arcana) +16, Knowledge (the planes) +16, Listen +17, Search +16, Sense Motive +19, Spellcraft +18, Spot +17, Survival +5 (+7 on other planes or when following tracks)
Feats:	Augment Summoning, Combat Casting, Improved Initiative, Negotiator, Weapon Focus (light ray)
Environment:	The Abyss
Organization:	Solitary
Challenge Rating:	7
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	—
Level Adjustment:	—

A naked young man approaches. His eyes are empty, but he presents a warm and pleasing smile.

Radiant boys are cruel demons who prey upon parents who have lost a child. Rumored to be the children of incubi and succubi, radiant boys are pure malevolence. They present a kind, pleasant demeanor to the grieving parent, but are cruel and violent towards those around her. In fact, radiant boys are notorious for killing rival children to eliminate any competition for affection.

When they first appear, radiant boys are naked and surrounded with a soft blue nimbus. Once welcomed into the home, they read the thoughts of the parent, searching for information about the appearance, mannerisms, and personality of the lost offspring. They gradually change their appearance to match, altering their bodies slightly at first to



resemble and then mimic the mental picture until the parent fully believes the demon is her own child, returned from the grave. In time, the radiant boy destroys everyone his "protector" loves, ruining her completely. Once her life is in shambles, the demon turns against the mother, eating her extremities first, all the while telling her how much he loves her as she bleeds to death.

Radiant boys speak Common and Abyssal.

COMBAT

Though armed with many supernatural abilities, radiant boys prefer to avoid direct confrontations. Rather, their inclination is to destroy everything around their victims first, ruining them before killing them and sending their souls to the Abyss. If pressed, though, radiant boys use their *summon* ability to bring in reinforcements and then use spell-like abilities and light rays to drive off their attackers. Radiant boys' attacks are considered both chaotic and evil for the purpose of overcoming damage reduction.

Energy Drain (Su): A radiant boy drains the energy from his victims by embracing them. If the target refuses the demon's embrace, the demon must start a grapple, provoking an attack of opportunity. If he succeeds, he bestows one negative level. Like the succubus, every embrace functions as a *suggestion* spell, asking the victim to accept another hug. To avoid the *suggestion*, the victim must succeed on a DC 22 Will save. To remove the negative level, the target must succeed on a DC 22 Fortitude save. The save DCs are Charisma-based.

Light Rays (Su): A radiant boy fires a ray of profane energy from his hands, making a ranged touch attack. If the attack hits, the target takes the indicated damage and must succeed on a DC 22 Will save or be held immobile as per the *hold monster* spell. The save DC is Charisma-based.

Spell-like Abilities: At will – *alter self*, *charm person* (DC 20), *invisibility*, 1/day – *blasphemy* (DC 26). The following spells are always active – *blur* and *detect thoughts*. Though the always-active spells can be dispelled, the radiant boy can reactivate them as a free action.

Summon (Sp): Once per day, the radiant boy can summon a succubus with a 35% chance of success. This ability is the equivalent of a 6th-level spells. The succubus summoned gains the benefit of the radiant boy's Augment Summoning feat.

Frightful Presence (Ex): Whenever a radiant boy gets angry, his features contort awfully. All those within 30-feet who can see the radiant boy must succeed on a DC 23 Will save or become shaken for 5d6 rounds. The save DC is Charisma-based.

REVENANT (TEMPLATE)

A revenant appears much as it did in life. Although the decay and stench of a dead body are lacking, its skin has a deathly pallor. Its body typically shows subtle or obvious signs of its manner of death. A revenant understands it is dead and seeks to hide this fact from anyone who might see it, so it rarely moves about in the daylight and avoids brightly illuminated areas. Those who knew the revenant in life usually recognize it. The revenant retains its memories and habits, but it seems colder and more emotionally distant than it once was. Astute observers might also note that the revenant is nimbler than it once was.

SAMPLE REVENANT

A warrior dressed in a gleaming shirt of chain turns to look at you, but instead of the expected human features, you instead see a lacerated face, stitched together with leather straps.

This example revenant uses a 5th-level human fighter as the base creature.

	Revenant Human Ftr5 Medium Undead (Augmented Humanoid)
Hit Dice:	5d12 (32 hp)
Initiative:	+8
Speed:	40 ft. (6 squares)
Armor Class:	26 (+4 Dex, +5 armor, +3 shield, +4 natural), touch 14, flat-footed 22
BAB/Grapple:	+5/+10
Attack:	Masterwork heavy pick +11 melee (1d8/4) or masterwork light cross-bow +10 ranged (1d8/19-20)
Full Attack:	Masterwork heavy pick +11 melee (1d8/4) or masterwork light cross-

Space/Reach:	bow +10 ranged (1d8/19-20) 5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Revenant regeneration, slashing vulnerability, +3 turn resistance (+5 against object of revenge, +1 against foes using slashing weapons), vulnerability fear (slashing)
Saves:	Fort +5, Ref +8, Will +3
Abilities:	Str 20, Dex 18, Con —, Int 8, Wis 13, Cha 14
Skills:	Balance +10, Climb +11, Escape Artist +10, Hide +10, Intimidate +18, Jump +11, Listen +9, Move Silently +10, Ride +12, Sense Motive +9, Spot +9
Feats:	Cleave, Combat Reflexes, Great Cleave, Improved Initiative, Lightning Reflexes, Power Attack, Quick Draw, Rapid Reload (light cross-bow), Run, Weapon Focus (heavy pick), Weapon Specialization (heavy pick)
Environment:	Any
Organization:	Solitary
Challenge Rating:	7
Treasure:	Standard
Alignment:	Any
Advancement:	By character class
Level Adjustment:	+4

This revenant fighter is bent on revenge, seeking out those who butchered him with their swords for a crime he did not commit.

COMBAT

The revenant fighter is driven, a relentless killer, hunting for those who wronged him. He does not waste time on people not involved, but he is ruthless if confronted, hammering at his enemies with his heavy pick and using Power Attack as often as he can.

Revenant Regeneration (Ex): This revenant takes lethal damage from slashing weapons. Other damage still has an effect. If the revenant takes damage from other sources aside from slashing weapons, and this damage equals or exceeds its actual current hit point total, it falls prone, immobile and helpless for 2d6 rounds. During this time, any further damage dealt to it heals instantly. When this time elapses, the revenant arises to fight again, and its nonvulnerability damage tally is wiped clean. Note that damage matching the revenant's special vulnerability reduces its revenant regeneration damage threshold by reducing its actual hit points.

Slashing Vulnerability (Ex): Slashing damage deals damage normally. Should the revenant reach 0 hit points from such damage, it is destroyed.

Vulnerability Fear (Ex): This revenant is terrified of slashing weapons. Only something directly associated with the

revenant's death can cause this fear; the creature cannot be deceived by illusions or duplicates. When the revenant sees a slashing weapon, it must succeed at a DC 15 Will save or become shaken for 24 hours. Success leaves it shaken for only 1d4 rounds. If that item is used to deal damage to the revenant that matches its special vulnerability, the revenant must succeed at a DC 20 Will save or be panicked for 1 minute and shaken for 24 hours thereafter. Success indicates that the revenant is shaken for 1 minute. The time that a revenant is shaken or panicked from this effect does not stack.

Possessions: +1 *chain shirt*, +1 *heavy steel shield*, masterwork heavy pick, masterwork light crossbow, *cloak of resistance* +1.

CREATING A REVENANT

"Revenant" is an acquired template that can be added to any corporeal living creature that has both an Intelligence score and a Charisma score greater than 6 (referred to hereafter as the "base creature"). The creature's type changes to undead. It uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead. Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

Hit Dice: All current and future Hit Dice become d12s.

Speed: The base creature's speeds increase by +10 feet each.

Armor Class: The base creature's natural armor bonus increases by +4.

Special Qualities: The revenant has all the special qualities of the base creature as well as those described below.

Revenant Regeneration (Ex): The base creature loses the regeneration and fast healing special qualities if it had them and gains revenant regeneration instead. Only damage that matches the revenant's special vulnerability (see below) actually reduces its hit points. However, damage of other sorts does have an effect. Track the creature's non-vulnerability damage separately from its hit points. When that damage equals or exceeds its actual current hit point total, it falls prone and is immobile and helpless for 2d6 rounds.

During this time, any further damage dealt to it heals instantly. When this time elapses, the revenant arises to fight again, and its nonvulnerability damage tally is wiped clean. Note that damage matching the revenant's special vulnerability reduces its revenant regeneration damage threshold by reducing its actual hit points.

Special Vulnerability (Ex): Each revenant has a special vulnerability related to the way it died. Any attack that deals the kind of damage that caused the revenant's original death deals damage to the creature normally. Should the revenant reach 0 hit points from such damage, it is destroyed. Possible damage types include acid, electricity,

fire, cold, sonic, slashing, piercing, and bludgeoning.

A revenant that died from poison, starvation, suffocation, or some other cause that does not cause hit point damage is instead vulnerable to some danger that frightened it in life or some means of death that it meted out to others. Choose one of the damage types above for its special vulnerability on that basis.

If the revenant was killed by an attack that dealt multiple types of damage, only one of those damage types counts as its special vulnerability. If the revenant is subjected to another such mixed-damage attack, it takes hit point damage only from the type to which it is vulnerable.

Turn Resistance (Ex): A revenant has +3 turn resistance. When faced with a foe upon which it wishes to take revenge, the turn resistance increases to +5. If faced with a vulnerability fear (see below), its turn resistance decreases by -2. These modifiers stack.

Vulnerability Fear (Ex): A revenant is terrified of any specific items directly associated with its cause of death. Only something directly associated with the revenant's death can cause this fear; the creature cannot be deceived by illusions or duplicates. When the revenant sees the item it fears, it must succeed at a DC 15 Will save or become shaken for 24 hours. Success leaves it shaken for only 1d4 rounds. If that item is used to deal damage to the revenant that matches its special vulnerability, the revenant must succeed at a DC 20 Will save or be panicked for 1 minute and shaken for 24 hours thereafter. Success indicates that the revenant is shaken for 1 minute. The time that a revenant is shaken or panicked from this effect does not stack.

Abilities: Same as the base creature, except that the revenant has no Constitution score. In addition, increase from the base creature as follows: Str +4, Dex +6, Cha +4.

Skills: Revenants have a +8 racial bonus to Balance, Climb, Escape Artist, Hide, Intimidate, Jump, Listen, Move Silently, Sense Motive, Spot and Tumble checks. Otherwise, same as base creature.

Feats: Revenants gain the following feats as bonus feats: Combat Reflexes, Improved Initiative, Lightning Reflexes, Quick Draw, and Run.

Environment: Any, same as base creature.

Organization: Solitary,

Challenge Rating: Same as the base creature +2.

Treasure: Same as the base creature.

Alignment: Same as the base creature.

Level Adjustment: Same as the base creature +4.

VESPERTILIAC

Medium Outsider (Demon, Evil, Extraplanar)

Hit Dice:	6d8+6 (33 hp)
Initiative:	+3
Speed:	30 ft. (6 squares), fly 40 ft. (average)
Armor Class:	21 (+3 Dex, +8 natural), touch 13, flat-footed 18
BAB/Grapple:	+6/+8
Attack:	Claw +8 melee (1d4+2)
Full Attack:	2 claws +8 melee (1d4+2), bite +6 melee (1d6+1), tail +6 melee (1d6+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Pounce, rage, rake 1d4+1, rend 2d4+4, shriek
Special Qualities:	Blindsight 60 ft., damage reduction 10/good, immune to acid and poison, regeneration 2, resistance to cold 10, electricity 10, fire 10
Saves:	Fort +6, Ref +8, Will +5
Abilities:	Str 15, Dex 16, Con 13, Int 8, Wis 10, Cha 13
Skills:	Bluff +10, Diplomacy +3, Disguise +1 (+3 acting), Hide +12, Intimidate +10, Listen +9, Move Silently +12, Spot +9, Survival +9
Feats:	Cleave, Multiattack, Power Attack
Environment:	Gehenna
Organization:	Solitary, pair, host (3-12)
Challenge Rating:	8
Treasure:	None
Alignment:	Always neutral evil
Advancement:	7-12 HD (Medium), 13-18 HD (Large)
Level Adjustment:	—

Leaping from concealment is a vaguely humanoid creature, with a long whipping tail, terrible claws, and a muzzled face split wide and drooling with anticipation of blood.

The vespertiliac is a daemon from Gehenna whose nominal responsibility is to watch over mortals who commit acts of wrath, and record these acts in a great catalog of sins. Sometimes, however, these daemons are brought forth from their dismal plane to unleash terrible acts of destruction on the Material Plane. Called forth by only the most unscrupulous villains, the vespertiliac is rage given form.

Standing just over six feet tall, they have striped flesh and long prehensile tails. Their fingers end in long wicked claws they can retract at will. Flesh extends from their arms to their torso, giving them a batlike appearance. Their face is humanlike with two smoldering eyes set on top of a bearded muzzle filled with sharp teeth.

Vespertiliacs speak Common, Abyssal and Infernal.

COMBAT

These daemons are ruthless in combat, directing all of their attacks against one foe until nothing but torn strips of



flesh remain. They open combat by entering a rage and pouncing on the closest opponent. The daemon reserves its shriek until it has been reduced to half hit points or less. For the purposes of overcoming damage reduction, the vespertiliac's natural attacks and any attacks made with weapons count as evil.

Pounce (Ex): When this daemon makes a charge attack, it may make a full attack including two rakes.

Rage (Ex): When this daemon enters a rage, it uses the following statistics. HD 6d8+18; hp 45; AC 19, touch 11, flat-footed 16; Grp +10; Atk +10 melee (1d4+4); Full Atk 2 claws +10 melee (1d4+4), bite +8 melee (1d6+2), tail +8 melee (1d6+2); SA rake 1d4+2, rend 2d4+6; SV Fort +8, Will +7; Str 19, Con 17.

Rake (Ex): Attack bonus +8 melee, additional damage 1d4+1.

Rend (Ex): If this daemon hits with both claw attacks, it latches onto the target's body and tears the flesh. This attack automatically deals 2d4+3 points of damage.

Shriek (Ex): Once per combat, the daemon can let loose a terrible shriek of fury and hatred, forcing all opponents within 30 feet to attempt a DC 14 Will save or become panicked for 1d10 rounds. A target can only be affected by a vespertiliac's shriek once per 24-hour period. The save DC is Charisma-based.

Regeneration (Ex): Good and silver weapons deal normal damage to a vespertiliac. If the daemon loses a limb or other body part, the lost portion regrows in 3d6 minutes. The daemon may reattach a severed body part instantly by holding it to the stump.

Appendix 2: New Magic

Madness Domain

Granted Power: The character gains an Insanity score equal to half his or her class level. For spellcasting (determining bonus spells and DCs), the character uses his or her Wisdom score plus his or her Insanity score in place of Wisdom alone.

For all other purposes, such as skills and saves, use Wisdom minus Insanity in place of Wisdom.

Once per day, the character can see and act with the clarity of true madness. Use the character's Insanity score as a positive rather than a negative modifier on a single roll involving Wisdom. Choose to use this power before the roll is made.

MADNESS DOMAIN SPELLS

- 1 *Lesser confusion:* One creature is confused for 1 round.
- 2 *Touch of madness:* As *daze*, but 1 round/level.
- 3 *Rage:* Subject gains +2 to Str and Con, +1 on Will saves, -2 to AC.
- 4 *Confusion:* Subjects behave oddly for 1 round/level.
- 5 *Bolts of bedevilment:* Ray clouds targets mind and prevents it from taking actions for 1d3 rounds.
- 6 *Phantasmal killer:* Fearsome illusion kills subject or deals 3d6 damage.
- 7 *Insanity:* Subject suffers continuous *confusion*.
- 8 *Maddening scream:* Touched subject takes a -4 penalty to AC, automatically fails Reflex saves, and can't use shields.
- 9 *Weird:* As *phantasmal killer*, but affects all within 30 ft.



New Spells

BOLTS OF BEDEVILMENT

Enchantment [Mind-Affecting]

Level: Madness 5

Components: V, S

Casting Time: 1 standard action

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

Effect: Ray

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

Make one ray attack per round. The ray dazes one living creature, clouding its mind so that it takes no action for 1d3 rounds. The creature is not stunned (so attackers get no special advantage against it), but it can't move, cast spells, use mental abilities, and so on.

MADDENING SCREAM

Enchantment (Compulsion) [Mind-Affecting]

Level: Madness 8, sorcerer/wizard 8

Components: V

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1d4+1 rounds

Saving Throw: None

Spell Resistance: Yes

The subject cannot keep herself from behaving as though completely mad. This spell makes it impossible for the target to do anything other than race about caterwauling. The subject of this spell takes a -4 penalty to Armor Class, automatically fails all Reflex saves except on a natural 20, and the subject cannot use a shield.

TOUCH OF MADNESS

Enchantment [Mind-Affecting]

Level: Madness 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You may daze one living creature by making a successful touch attack. If the target creature fails the save, its mind is clouded and it takes no action for 1 round per caster level, such that it can take no actions while affected. The dazed subject is not stunned, so attackers get no special advantage against it.

Appendix 3: Pregenerated Characters

Basic Stats

Character	Jorge	Niera	Saul	Tamara
Sex	Male	Female	Male	Female
Race	Human	Elf	Human	Halfling
Class/Level	Fighter 6	Wizard 6	Cleric 6	Rogue 6
CR	6	6	6	6
Size	Medium	Medium	Medium	Small
Age	21	145	23	28
Height	5'11"	4'9"	6'4"	3'
Weight	185 lb.	95 lb.	192 lb.	31 lb.
Alignment	NG	CG	LG	CG
AC	19	16	22	22
Touch	13	14	10	16
Flat-footed	16	13	22	22
Hit Points	52	29	34	30
Speed	20 ft.	30 ft.	20 ft.	20 ft.
Initiative	+3	+7	-1	+5
Strength	16	9	16	12
Dexterity	16	16	8	18 (20)
Constitution	16	12	12	13
Intelligence	11	18	11	12
Wisdom	13	14	18	10
Charisma	12	12	12	16
Fort Save	+9	+3	+6	+5
Ref Save	+6	+5	+1	+12
Will Save	+4	+7	+9	+4
Languages	Common	Common, Elven, Draconic, Gnome, Orc	Common	Common, Halfling, Goblin
Armor	+1 <i>breastplate</i>	None	+1 <i>full plate</i> , +1 <i>heavy steel shield</i>	+1 <i>studded leather</i> , +1 <i>buckler</i>
Spells per Day	None	4/4/4/3	5/4+1/4+1/3+1	None
Base Atk	+6/+1	+3	+4	+4
Base Melee Bonus	+9/+4	+2	+7	+6
Base Rng Bonus	+9/+4	+6	+3	+10
Grapple Bonus	+9	+2	+7	+1
Damage Adj	+3	-1	+3	+1

Character	Giles	Balan	Arissa	Fedwick
Sex	Male	Male	Female	Male
Race	Gnome	Dwarf	Human	Half-Elf
Class/Level	Bard 6	Ranger 6	Sorcerer 6	Fighter 2/Wizard 2/Rogue 2
CR	6	6	6	6
Size	Small	Medium	Medium	Medium
Age	55	63	20	24
Height	3'5"	4'5"	5'2"	5'1"
Weight	45 lb.	202 lb.	120 lb.	120 lb.
Alignment	CG	N	CN	NG
AC	18	17	15	20
Touch	14	12	13	15
Flat-footed	16	15	13	15
Hit Points	40	50	32	31
Speed	20 ft.	20 ft.	30 ft.	30 ft.
Initiative	+2	+2	+2	+4
Strength	9	18	15	16
Dexterity	14	14	14	18 (20)
Constitution	14	16	14	15
Intelligence	15	11	15	14
Wisdom	12	13	11	9
Charisma	18 (20)	9	15	13
Fort Save	+4	+8	+5	+5
Ref Save	+7	+7	+5	+8
Will Save	+8	+3	+6	+2
Languages	Common, Gnome, Draconic, Elven	Common, Dwarven	Common, Draconic, Elven	Common, Elven, Draconic, Orc
Armor	Masterwork studded leather	+1 mithral shirt	None	+1 mithral shirt
Spells per Day	3/4/3	2	6/7/6/3	4/3
Base Atk	+4	+6/+1	+3	+4
Base Melee Bonus	+4 (+7)	+10/+5	+5	+7
Base Ranged Bonus	+7	+8/+3	+5	+9
Grapple Bonus	-1	+10	+5	+7
Melee Damage Adj	-1	+4	+2	+3

Domains, Spellbooks, and Spells Known

Niera	0 – <i>acid splash, arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, ray of frost, read magic, resistance, touch of fatigue</i> ; 1st-level – <i>burning hands, enlarge person, expeditious retreat, hold portal, jump, magic missile, magic weapon, ray of enfeeblement</i> ; 2nd-level – <i>acid arrow, command undead, invisibility, scorching ray, spider climb</i> ; 3rd-level – <i>dispel magic, heroism, lightning bolt</i> .
Saul	Good and War
Giles	0 – <i>detect magic, know direction, lullaby, mage hand, open/close, read magic</i> ; 1st-level – <i>cure light wounds, remove fear, silent image, summon monster I</i> ; 2nd-level – <i>blur, invisibility, sound burst</i> .
Arissa	0 – <i>acid splash, daze, detect magic, disrupt undead, ray of frost, read magic, resistance</i> ; 1st-level – <i>burning hands, magic missile, shield, shocking grasp</i> ; 2nd-level – <i>bull's strength, scorching ray</i> ; 3rd-level – <i>fireball</i> .
Fedwick	0 – <i>acid splash, arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, ray of frost, read magic, resistance, touch of fatigue</i> ; 1st-level – <i>expeditious retreat, feather fall, jump, magic missile</i> .

Skills & Feats

Jorge	Climb +4, Intimidate +8, Jump +4, Listen +3, Spot +3, Swim +1; Cleave, Great Cleave, Point Blank Shot, Power Attack, Precise Shot, Rapid Shot, Weapon Focus (greatsword), Weapon Specialization (greatsword).
Niera	Concentration +10, Decipher Script +12, Gather Information +3, Knowledge (arcana) +13, Knowledge (local) +13, Listen +3 (+5 with familiar), Search +5, Spellcraft +15, Spot +3 (+5 with familiar, +6 shadows); Combat Casting, Enlarge Spell, Improved Initiative, Martial Weapon Proficiency (longsword, rapier, longbow, composite longbow, shortbow, composite shortbow), Scribe Scroll, Weapon Focus (ray).
Saul	Concentration +9, Diplomacy +3, Heal +7, Knowledge (religion) +5, Spellcraft +9; Combat Casting, Extra Turning, Martial Weapon Proficiency (longsword), Power Attack, Spell Penetration, Weapon Focus (longsword).
Tamara	Balance +7, Climb +5, Disable Device +10, Hide +18, Jump +14, Listen +11, Move Silently +16, Open Lock +14, Search +10, Spot +7, Survival +0 (+2 following tracks), Tumble +16; Dodge, Mobility, Spring Attack.
Giles	Appraise +2 (+4 alchemical items), Bluff +14, Craft (alchemy) +13, Diplomacy +16, Disguise +5 (+7 acting), Hide +17, Intimidate +7, Listen +12, Move Silently +13, Perform (sing) +14, Spot +10; Lightning Reflexes, Stealthy, Weapon Finesse.
Balan	Appraise +0 (+2 metal or stone), Craft +0 (+2 stone or metal), Handle Animal +4, Hide +11, Knowledge (dungeoneering) +4, Listen +10, Move Silently +11, Ride +4, Spot +10, Survival +10; Diehard, Endurance, Improved Two-Weapon Fighting, Track, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (dwarven waraxe).
Arissa	Bluff +11, Concentration +11, Diplomacy +4, Disguise +2 (+4 acting), Intimidate +4, Knowledge (arcana) +11, Listen +0 (+2 with familiar), Spellcraft +13, Spot +0 (+2 with familiar); Combat Casting, Eschew Components, Greater Spell Focus (evocation), Spell Focus (evocation).
Fedwick	Balance +7, Bluff +6, Climb +5, Concentration +4, Diplomacy +5, Disguise +1 (+3 acting), Gather Information +8, Hide +10, Intimidate +5, Jump +11, Knowledge (arcana) +4, Knowledge (local) +4, Listen +5 (+7 with familiar), Move Silently +13, Search +8, Spellcraft +4 (+6 decipher spells on scrolls), Spot +5 (+7 with familiar), Survival -1 (+1 follow tracks), Swim +5, Tumble +11, Use Magic Device +6; Combat Expertise, Dodge, Mobility, Spring Attack, Scribe Scroll, Whirlwind Attack.

Weapons & Equipment

Jorge	+1 <i>breastplate</i> , +1 <i>ghost touch greatsword</i> , +1 <i>composite</i> (+3) <i>longbow</i> , two <i>potions of cure moderate wounds</i> , one <i>potion of bull's strength</i> , <i>cloak of resistance</i> +1, backpack, waterskin, one day's trail rations, bedroll, sack, flint and steel, quiver with 20 arrows, mirror.
Niera	masterwork longsword, masterwork light crossbow, three <i>potions of cure light wounds</i> , two <i>potions of mage armor</i> , four <i>potions of hide from undead</i> , <i>ring of protection</i> +1, <i>arcane scroll</i> (<i>blink</i> , <i>dispel magic</i> , <i>ray of exhaustion</i> , <i>haste</i> , <i>rage</i> , <i>clairvoyance/clairaudience</i> ; Caster level 5th), <i>arcane scroll</i> (<i>rope trick</i> , <i>see invisibility</i> , <i>invisibility</i> , <i>knock</i> ('3); caster level 3rd), <i>wand of magic missiles</i> (50 charges; caster level 5th), <i>bracers of armor</i> +2, <i>elixir of fire breath</i> , backpack, waterskin, one day's trail rations, bedroll, sack, flint and steel, ten candles, map case, 10 pages of parchment, ink, inkpen, spell component pouch, spellbook, case with 10 bolts, mirror.
Saul	+1 <i>full plate</i> , +1 <i>heavy steel shield</i> , +1 <i>longsword</i> , heavy crossbow, <i>oil of bless weapon</i> , <i>potion of aid</i> , <i>ring of protection</i> +1, <i>wand of cure moderate wounds</i> (50 charges), <i>pearl of power</i> (1st), backpack, waterskin, one day's trail rations, bedroll, sack, flint and steel, case with 10 bolts, silver holy symbol, three torches, four flasks of holy water.
Tamara	+1 <i>studded leather armor</i> , +1 <i>buckler</i> , +1 <i>Small short sword</i> , +1 <i>Small hand crossbow</i> , <i>potion of cat's grace</i> , four <i>potions of cure light wounds</i> , <i>potion of invisibility</i> , <i>cloak of resistance</i> +1, <i>elixir of hiding</i> , <i>elixir of sneaking</i> , <i>gloves of Dexterity</i> +2, backpack, waterskin, one day's trail

rations, sack, two flasks of acid, flint and steel, masterwork thieves' tools, hooded lantern, two pints of oil, two sunrods, six tindertwig, case with 10 bolts, 50 ft. of silk rope.

Giles	Masterwork studded leather armor, masterwork Small longsword, masterwork Small shortbow, <i>potion of blur</i> , <i>ring of protection</i> +1, <i>arcane scroll</i> (<i>invisibility</i> , <i>misdirection</i> , <i>whispering wind</i> , caster level 3rd), <i>wand of cure light wounds</i> , <i>amulet of natural armor</i> +1, <i>cloak of Charisma</i> +2, backpack, waterskin, one day's trail rations, bedroll, sack, flint and steel, three torches, quiver with 20 bolts, spell component pouch.
Balan	+1 <i>mithral shirt</i> , +1 <i>cold iron dwarven waraxe</i> , +1 <i>short sword</i> , +1 <i>composite</i> (+4) <i>longbow</i> , <i>brooch of shielding</i> , backpack, waterskin, one day's trail rations, bedroll, sack, flint and steel, quiver with 20 arrows.
Arisa	Heavy mace, masterwork light crossbow, <i>ring of protection</i> +1, <i>arcane scroll</i> (<i>hold portal</i> , <i>remove fear</i> , <i>shield</i> ; caster level 1st), <i>wand of detect magic</i> (50 charges, caster level 3rd), <i>wand of magic missiles</i> (50 charges, caster level 7th), <i>bracers of armor</i> +2, <i>cloak of resistance</i> +1, backpack, waterskin, one day's trail rations, bedroll, sack, flint and steel, hooded lantern, five pints of oil, case with 10 bolts.
Fedwick	+1 <i>mithral shirt</i> , +1 <i>longsword</i> , +1 <i>composite</i> (+3) <i>longbow</i> , <i>cloak of resistance</i> +1, <i>gloves of Dexterity</i> +2, <i>potion of sanctuary</i> , <i>wand of cure light wounds</i> (50 charges, caster level 1st), <i>wand of magic missiles</i> (50 charges, caster level 1st), silversheen, backpack, waterskin, one day's trail rations, bedroll, sack, flint and steel, quiver with 20 arrows, 2 sunrods, 1 tindertwig, flask of alchemist's fire, mirror.

Race and Class Features

Niera	Immune to magic sleep effects; +2 bonus to saves against enchantment spells and effects; low-light vision; detect secret doors; summon familiar
Saul	Turn undead (7/day; +2 to turn checks)
Tamara	+2 morale bonus to saves against fear; +1 racial bonus to attack rolls with thrown weapons and slings; trap sense +2; sneak attack +3d6; uncanny dodge; evasion; trapfinding
Giles	Low-light vision; +2 racial bonus to saves against illusions; +1 racial bonus to attack rolls against kobolds and goblinoids; +4 dodge bonus to AC against giants; +1 DC to illusion spells cast; 1/day—speak with animals (burrowing only), dancing lights, ghost sound, prestidigitation; bardic music, bardic knowledge +8, countersong, fascinate, inspire courage +1, inspire competence, suggestion
Balan	Darkvision 60 ft.; Stonecunning; Weapon Familiarity; Stability; +2 racial bonus to saves against poison, +2 racial bonus to saves against spells and spell-like effects; +1 racial bonus to attacks against orcs; +4 dodge bonus to AC against giants; favored enemy (undead) +4, favored enemy (humans) +2; wild empathy +5; combat style (two-weapons); animal companion
Arisa	Summon familiar
Fedwick	Immune to sleep spells and similar magical effects; low-light vision; evasion, sneak attack +1d6, summon familiar, trapfinding

Animal Companions and Familiars

Niera	"Fury," Owl: CR —; Tiny animal; HD 6d8; hp 14; Init +3; Spd 10 ft., fly 40 ft. (average); AC 20, touch 15, flat-footed 17; Base Atk +3; Grp -8; Atk +8 melee (1d4-3, talons); Full Atk +8 melee (1d4-3, talons); SA deliver touch spells; SQ alertness, empathic link, improved evasion, low-light vision, share spells, speak with master; AL N; SV Fort +2, Ref +5, Will +7; Str 4, Dex 17, Con 10, Int 8, Wis 14, Cha 4. <i>Skills and Feats:</i> Listen +14, Move Silently +17, Spot +6 (+14 in shadows); Weapon Finesse.
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Balan

“Maximilian,” Badger: CR —; Small animal; HD 3d8+6; hp 19; Init +4; Spd 30 ft., burrow 10 ft.; AC 17, touch 14, flat-footed 14; Base Atk +2; Grp -3; Atk +7 melee (1d2-1, claw); Full Atk +7 melee (1d2-1, 2 claws), +2 melee (1d3-1, bite); SA rage; SQ attack, evasion, guard, link, share spells; AL N; SV Fort +5, Ref +7, Will +2; Str 9, Dex 18, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Escape Artist +8, Listen +3, Spot +3; Track, Weapon Finesse.

Raging: Hp 25; AC 15, touch 12, flat-footed 12; Grp -1; Atk +9 melee (1d2+1, claw); Full Atk +9 melee (1d2+1, 2 claws), +4 melee (1d3+1, bite); Fort +7; Str 13, Con 19. Rage lasts 6 rounds.

Arisa

“Horog,” Toad: CR —; Diminutive animal; HD 1/4d8; hp 16; Init +1; Spd 5 ft.; AC 18, touch 15, flat-footed 17; Base Atk +0; Grp -17; Atk —; Full Atk —; SA deliver touch spells; SQ alertness, amphibious, empathic link, improved evasion, low-light vision, share spells, speak with master; AL N; SV Fort +2, Ref +3, Will +7; Str 1, Dex 12, Con 11, Int 8, Wis 14, Cha 4.

Skills and Feats: Hide +21, Listen +4, Spot +4; Alertness.

Fedwick

“Baathazar,” Cat: CR —; Tiny animal; HD 1/2d8; hp 15; Init +2; Spd 30 ft.; AC 15, touch 14, flat-footed 13; Base Atk +4; Grp -8; Atk +8 melee (1d2-4, claw); Full Atk +8 melee (1d2-4, claw), +3 melee (1d3-4, bite); SQ alertness, empathic link, improved evasion, share spells; AL N; SV Fort +3, Ref +5, Will +3; Str 3, Dex 15, Con 10, Int 6, Wis 12, Cha 7.

Skills and Feats: Balance +10, Climb +6, Hide +14, Jump +13, Listen +6, Move Silently +11, Spot +6; Weapon Finesse.

Appendix 4: Player Handouts



Players' Handout A

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Players' Handout B



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Players' Handout C



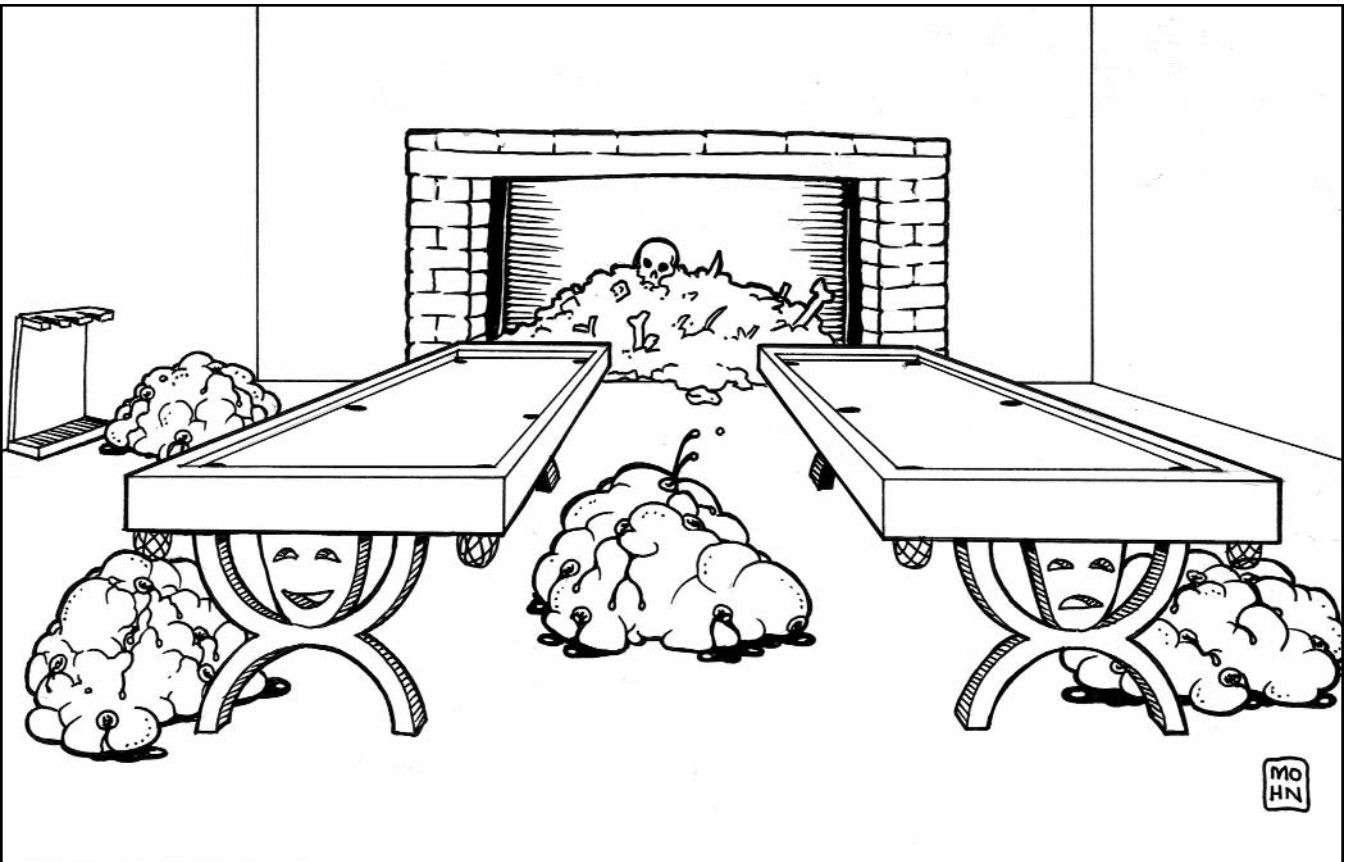
Players' Handout D



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Players' Handout E





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The master was giddy today. He came back to the house after being gone all day. When he returned he was speaking to himself. He said, "I have it. The gate shall be opened, you see? They can't laugh when they choke on their blood!" When he saw me eavesdropping, he beat me with a pipe and broke all the fingers on my left hand. I'm tired. I hurt. But my suffering is nothing compared to those whom the master steals. Sometimes, I hear their screams below the floor boards.

Enter now to embrace revenge

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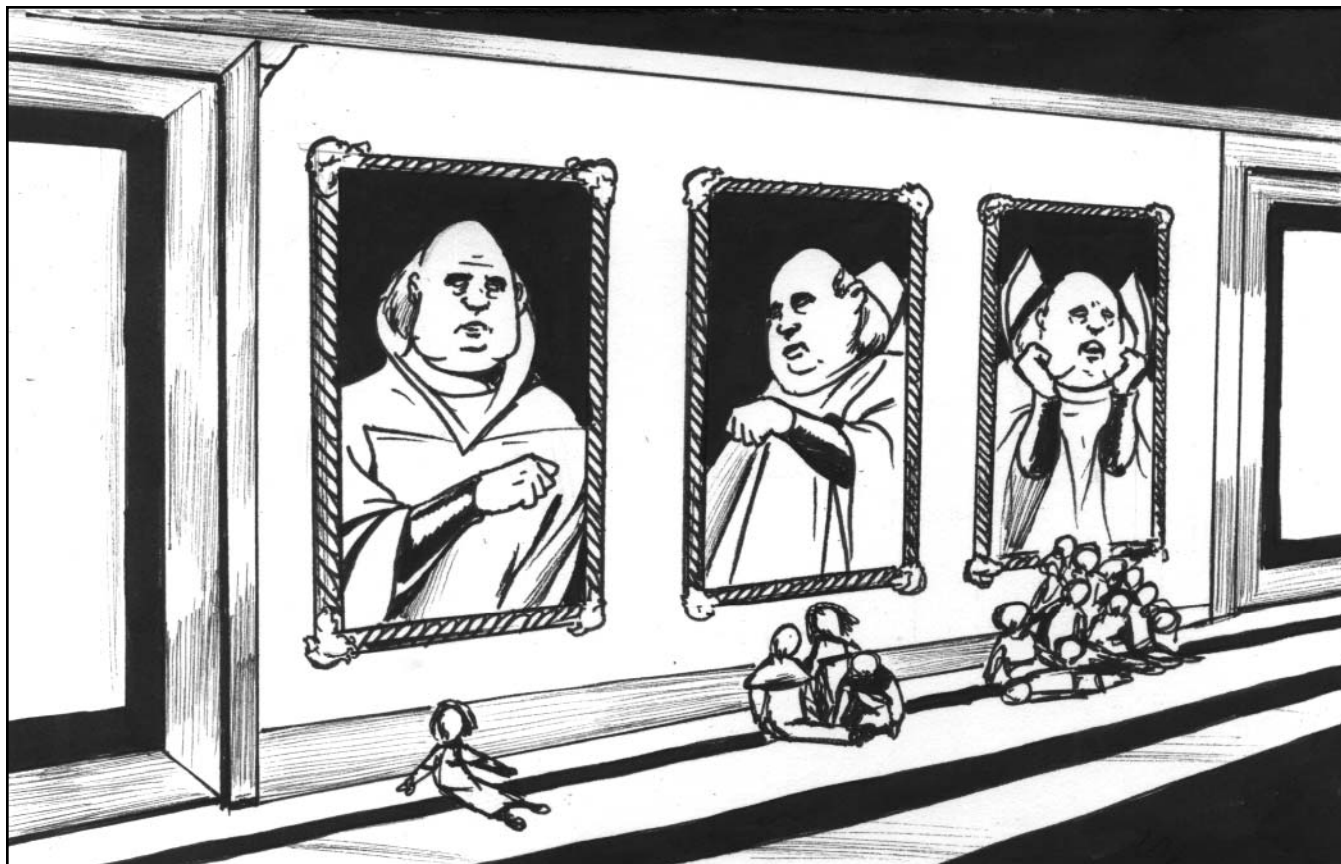
Players' Handout J



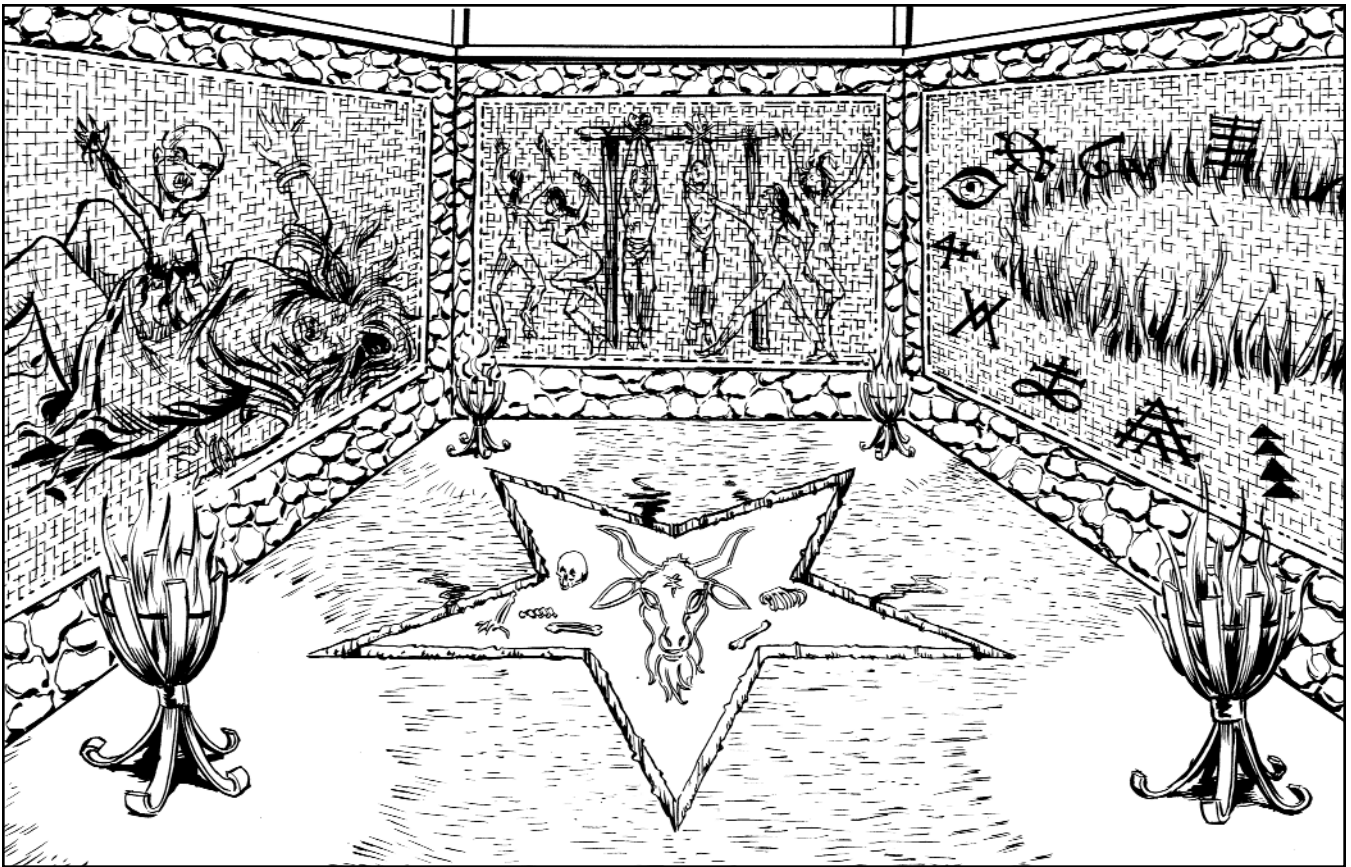
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Players' Handout K



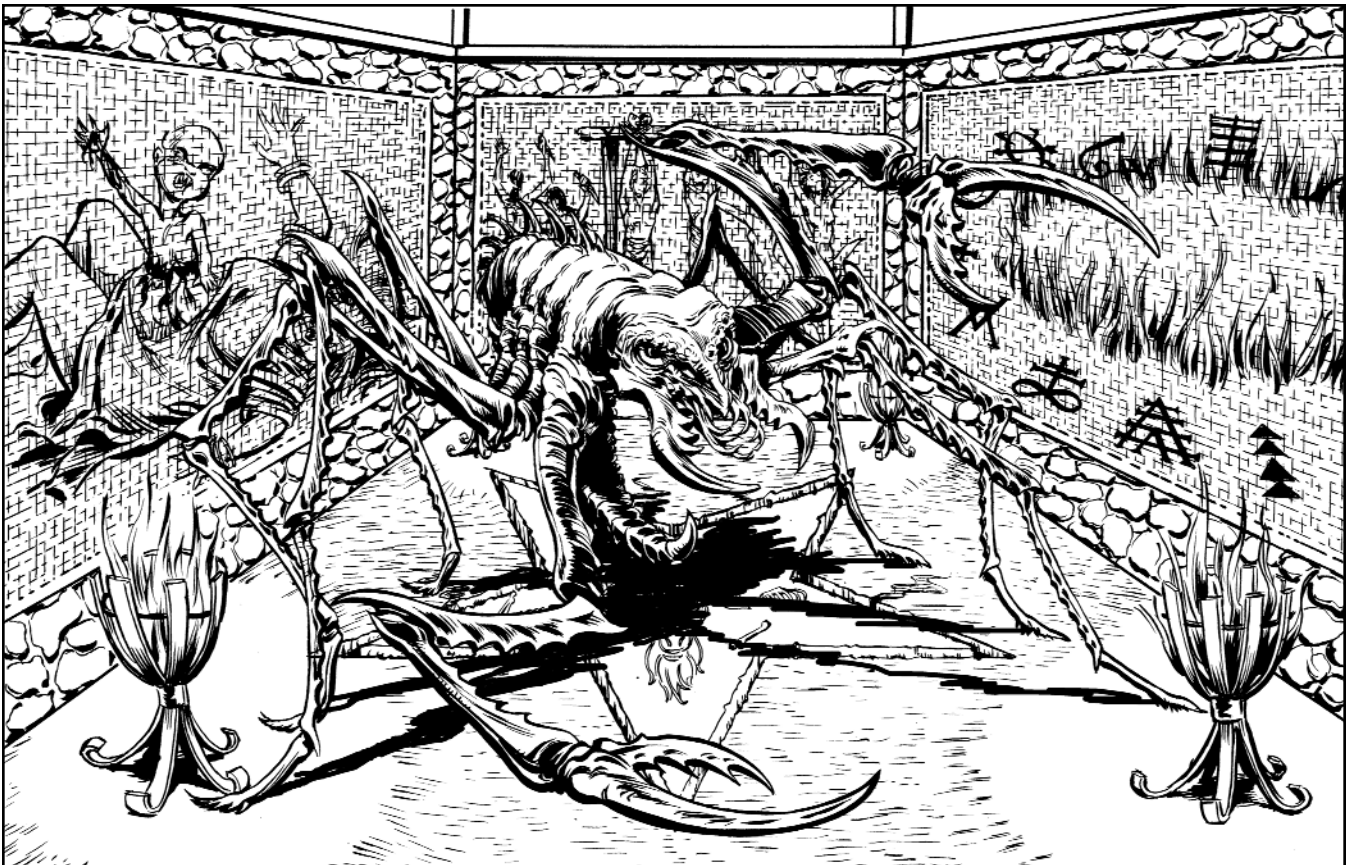
Players' Handout L



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Players' Handout M



Players' Handout O

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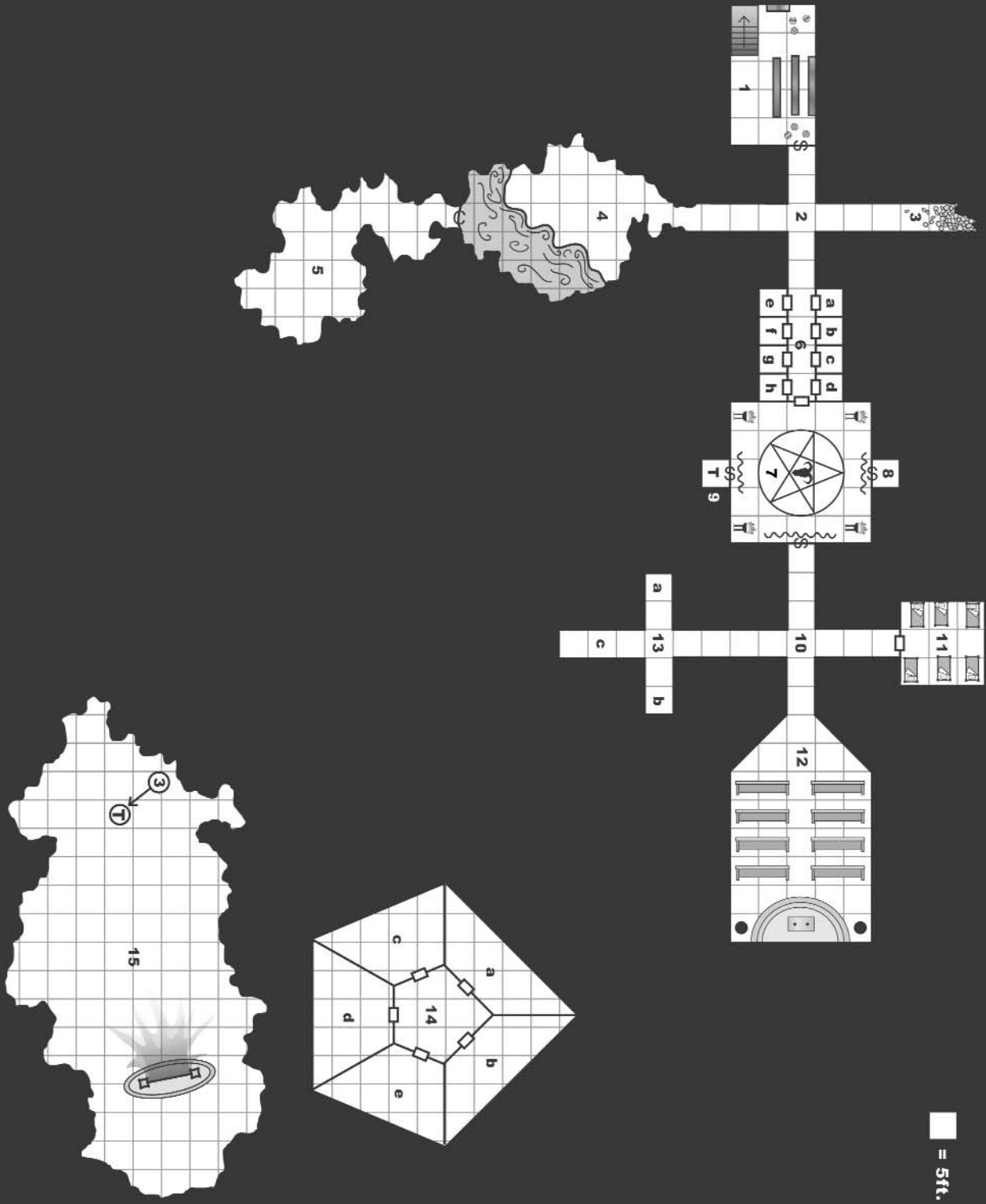
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