

Ancestral Voices (Level 2)

Designed for four level 2 characters. *Five level 2/Four level 3:* Add one standard monster to each encounter.

In the steppe village of Teardrop, on the edge of the Empire, a young magistrate is haunted by dreams of horse sweat, bone-tipped arrows and war whoops. Su Ran is the great-great-granddaughter of a chieftain who died at 17, before his ambitions were realized. Magistrate Ran hires the heroes to escort her to her ancestor's tomb, so she can tell him in no uncertain terms that her destiny is the courtroom, not the battlefield.

Su Ran can offer the party 300 gp in the ring currency of the region, and their choice of level 6 magic item. The item has to be ordered through the bureaucracy, and will take time to arrive.

Forest path (500 XP). Deep snow clumps around the trees. Soon, the howls of hungry wolves can be heard. They will attack unless the party can find their way to the tomb before nightfall.

Progress: □□□□□□. Push on (Athletics DC 9), Push through snowdrifts (Endure DC 9, failure marks off one Minute box); Identify wolf tracks (Nature DC 13, first success also adds one box to Minutes track); Spot shortcut (Perception DC 19, all other heroes get +2 power bonus to next check).

Minutes: □□□. After all have had a turn, mark one minute. If three minutes elapse, 1 alpha wolf and 2 beta wolves attack.

A. Cave (500 XP). 1 alpha wolf and 2 beta wolves have their den in the half-collapsed front chamber.

Secret door (History DC 19): Secret door can be used to bypass the middle chamber.

B. Middle Chamber (500 XP). A sloping passage leads to the middle chamber, filled with sarcophaguses. The disturbed bodies of the warriors buried with the prince have been awoken by the howls of a distressed wolf, which slipped down the passage and is now trapped.

1 alpha wolf, 3 common barrow wights.
Roll one treasure trove for grave goods.

C. Ice Palace (1,000 XP). The central chamber of the tomb is carved out of ice. The floor is slippery: if attempting to stand up from prone, make a save. On a failure, the attempt fails.

Roll three treasure troves for grave goods.
There are three stages to this battle.

Stage 1: Prince Ran. Prince Ran (a princely barrow wight) briefly and unsuccessfully attempts to convince his great-great-granddaughter of the virtues of war, before concluding he must kill her protectors if he is going to convince her. He is accompanied by a faithful manservant (common barrow wight).

If the princely barrow wight is defeated, his body and that of his manservant turn to dust - to reveal spectral blue forms. Now incorporeal, Prince Ran collapses the ceiling of the Ice Palace and flies away with Magistrate Ran.

Stage 2: Pursuit.

Escape: □. All heroes must get out of the cave. Climb (Athletics DC 9; if fail, spend a recovery to succeed), Assemble a ladder (Athletics or Sleight of Hand DC 19, all heroes succeed), Find secret exit (History DC 14, all heroes succeed).

Pursuit: □□□. Once any hero out of the cave, they can begin pursuit. Conjure back (Religion DC 19, mark two successes), Consult trees (Nature DC 13), Push on (Athletics or Endure DC 13)

Minutes: □□□. After all have had a turn, mark off one minute. If three minutes elapse, another common nomad ghost is present in the coming fight (plus the original manservant).

Stage 3: Also Ran. When they are finally caught, Prince Ran (a princely nomad ghost) and 1 or 2 common nomad ghosts face the party in a forest. Magistrate Ran is safely off to the side.

NEW RULES

WOLF (Level 2). AC 16, Fort 13, Ref 15, Will 14. Spd 8.

Bite (standard): Basic M +7 vs AC. 1d12+3 damage, +3 if target prone. If target is flanked, they fall prone.

Beta 34 HP.

Alpha 68 HP.

Howl (triggered when first Staggered; encounter): N burst 4; you and allies make a basic melee attack.

BARROW WIGHT (Level 2). AC 18, Fort 15, Ref 14, Will 14.

Spd 6, climb 4. Resist necrotic 5, Vuln radiant 5.

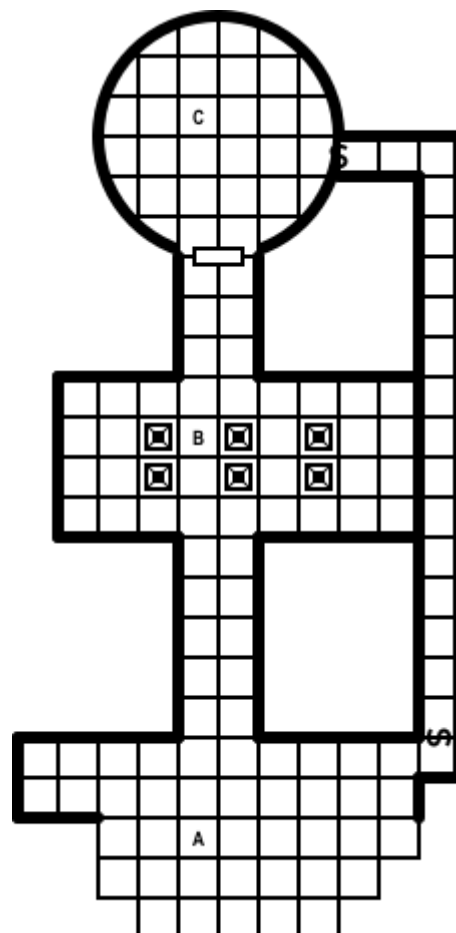
Rusty Blade (standard): Basic M +7 vs AC. 1d12+3 damage.

Common 34 HP.

Princely 68 HP.

Rotten Bite (triggered when missed by melee attack; at-will): M +5 vs AC. 1d12+3 damage and immobilized (save ends).

The Rot Sets In (swift; at-will): R 10 against immobilized target; +5 vs Will. Stunned (save ends).



NOMAD GHOST (Level 2). AC 16, Fort 14, Ref 15, Will 13. Spd fly 6 (hover).

Chill Touch (standard): M +7 vs Ref. 1d12+3 cold damage and slide 2.

Fade Away (standard): Invisible until you attack. While invisible, you have phasing.

Common 15 HP (incorporeal).

Princely 30 HP (incorporeal).

Serve Me (standard; refresh 6): R 10; +7 vs Will. 2d10+2 necrotic damage and dominated (save ends).

Arctic Blast (standard; refresh 5, 6): N arc 2; +7 vs Fort. 2d10+2 cold damage and immobilized (save ends).

Regalia (triggered when Staggered; encounter): N burst 2; +7 vs Will. Dazed (save ends).

SARCOPHAGUS. If moved into sarcophagus by unwilling movement, +5 vs Reflex attack. **Hit:** Fall prone. Prone creatures in the sarcophagus take 5 necrotic damage at the beginning of their turn.