

THE LAST DEFENDER

by A. A. Acevedo & J. Darby Douglas

The spring thaw is in full force. The sun shines brightly over the Brathmoor Mountains, shooting streaks of color across the snowy clouds. The streams and rivers run fast, swollen with melting ice and snow. The local rangers have declared the trails clear for travel, through Genmarr Pass to the coast on the opposite side.

Your party has traveled several days to reach Genmarr Pass. Aside from a few trappers and woodsmen you haven't seen many other travelers. The pass is generally quiet this time of year, but these last few days have seemed unusually still. It's as if the entire area is waiting for something to happen...

The merchants said this would be an easy undertaking. Just trek up to the dizzying heights of Genmarr Pass, retrieve their ill-fated caravan, and take it to the port city of Desburg on the other side of the Mountains. Yet each step up the mountain feels... wrong.

Your lungs burn as the altitude take its toll. As you round a bend in the trail, you spot the remains of the caravan you were sent to find. Behind it, looming in the lengthening shadows of dusk lurks the hulking towers and battlements of The Cursed Gateway... a long, unmanned battlement from a bygone era. Are the legends about the Gateway true? Is the pass truly haunted?

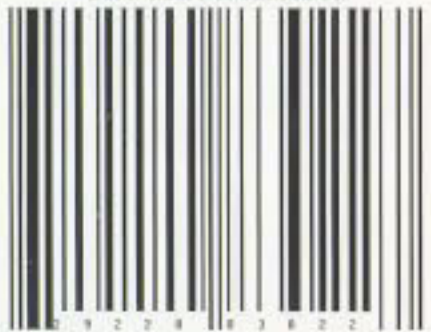
THE LAST DEFENDER

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Requires the use of the Dungeons and Dragons® Player's Handbook, Third Edition, published by Wizards of the Coast®

The Last Defender





HOW TO USE THIS PRODUCT

This adventure is designed to be easily dropped into your existing *Third-Edition D&D* campaign. It can be run in a just a single session and makes for an excellent evening's gaming. To prepare yourself to run the adventure, you should read it completely at least once to familiarize yourself with the material. You may wish to photocopy the map in the center of the book for ease of use as well. The text on the back of the book can be read to your players to introduce them to the adventure. After that, you're ready to begin. Good luck!

DUNGEONS AND DRAGONS

This module requires the use of the *Dungeons and Dragons® Player's Handbook, Third Edition*, published by Wizards of the Coast.® You won't be able to run this adventure without it.

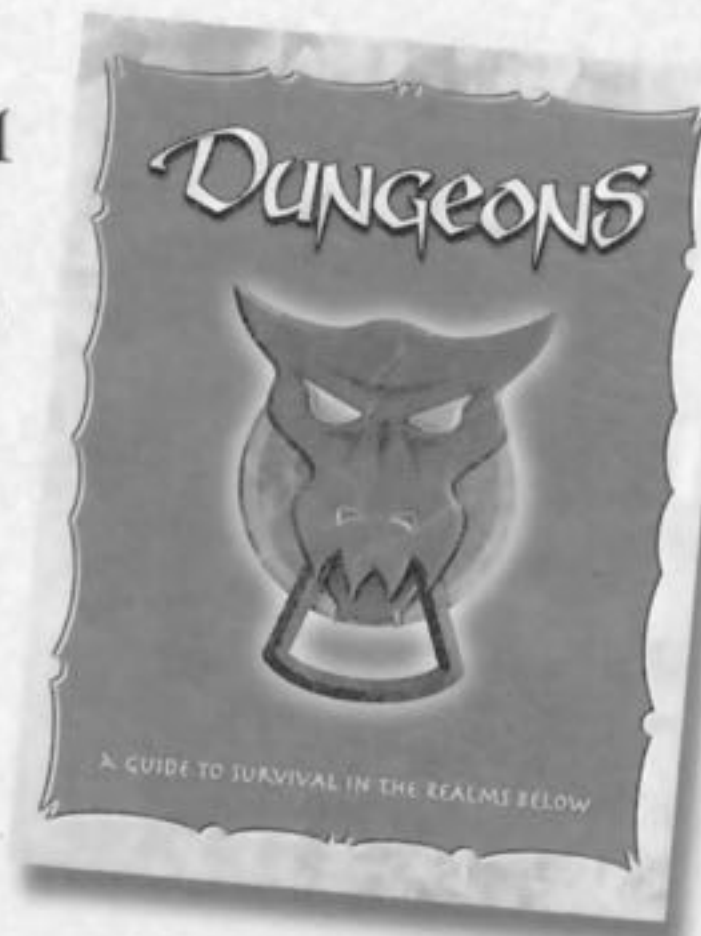
EXPLORE THE DEEPS!

THE DEFINITIVE GUIDE TO DUNGEONS AND CATACOMBS for players and GM's alike. Dungeons are an integral part of fantasy gaming, but there's far more to them than just stone corridors and random monsters. They live, they breathe, and they have a past and purpose that fills them with excitement.

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The *Dungeons* sourcebook contains a plethora of tips, tricks and rules to help make your adventures the stuff of legend. It includes essays on design and construction, overviews of different dungeon types, player advice for surviving underground perils, and a host of new rules, spells, monsters, and magic items.



GAME MASTER BACKGROUND

The Last Defender of Genmarr Pass is an adventure designed for a group of four to six characters of fifth to seventh level. After reading the Player Background (found on the back of the outside cover), read the module at least once to familiarize yourself with the various encounters before proceeding to play. The player characters can be of nearly any race or class.

The PCs are not initially privy to the background information, but may learn it during the course of the adventure.

The adventure begins as the party is making its way through a recently reopened pass in an ancient mountain range. There are a variety of reasons the PCs could have for making the trip, here are a couple of examples:

- A merchant guild from a nearby city may hire the party to find their lost caravan of goods.
- A minor noble, interested in gaining control of the Cursed Gateway, may hire the player characters to enforce his family's claim for ownership of the pass and the stronghold.

Whatever the reason, the player characters should have a good reason to travel through the Cursed Gateway.

Once you've established the reason for the heroes' journey, you should ask if the PCs would like to make any special preparations before beginning the quest. Buying equipment and supplies should be easily accomplished in one of many local establishments, especially if the heroes have been hired by the merchant guild. It is important for the heroes to take the necessary steps to retrieve the caravan. If they don't think of it themselves, the DM may wish to suggest that the group bring extra horses and supplies.

As our story begins, the player characters have arrived at the point in Genmarr Pass where a wide crevasse cuts a jagged, impassable path across the trail. More than three hundred years ago, a local Baron commissioned a guild of dwarven engineers to construct fortified gates on either side of this wide abyss. These gates allowed him to forcibly control the pass, the most accessible way through the treacherous mountains for hundreds of miles. The fortifications faced outward, to guard a bridge tower built on a column of rock, in the center of the crevasse. The Baron paid handsomely for the dwarven guild to build the monolithic structure and the proud clansmen crafted an engineering marvel that would stand against the most fearsome assaults.

For over fifty years the Baron's men held Genmarr Pass, filling their lord's coffers with a hoard of merchants gold. The Baron became a very wealthy man. Various factions warred against the Baron, but his men repelled every attempt to capture the stronghold, solidifying the Baron's position as the most powerful man in the region. No one was willing to challenge his stranglehold of the local economy.

Angry merchants from nearby cities petitioned the King. They claimed that the Baron was claiming an unfair toll, draining them of their monies, and thereby causing an increase in the market price of goods in the region. The King responded to their pleas, issuing a command for the crossing fees to be reduced. The Baron, drunk with his newfound wealth, stubbornly resisted the King's decree. He refused to lower the crossing fees for the Pass. In an effort to keep the merchant guild appeased, the King sent a force to capture the stronghold at Genmarr Pass.

Defying his King to the very last, the Baron sent a large reinforcement contingent to the Pass to bolster the stronghold garrison. Word was sent to the garrison commander, Captain Renik Ghent that help was on its way. Ghent's orders were to hold the pass, at any cost. The Captain, ever the loyal myrmidon, vowed to do as ordered.

The King's army arrived to find a small but determined garrison. Ghent's men were seasoned veterans, ready to viciously defend their lord's domain. The fighting was bloody and gruesome. Casualties were high on both sides. Captain Ghent and his soldiers held the Pass with a tenacious grip, but they were eventually forced back, as the opposing force began to overwhelm the fortification with sheer numbers.

Unknown to the loyal Captain, terror seized the Baron in the final hour of his rebellion. Fearing that his lands and newfound wealth would be seized, the Baron changed his orders. He recalled the garrisons' reinforcements, leaving the brave men to their fate, sure death.

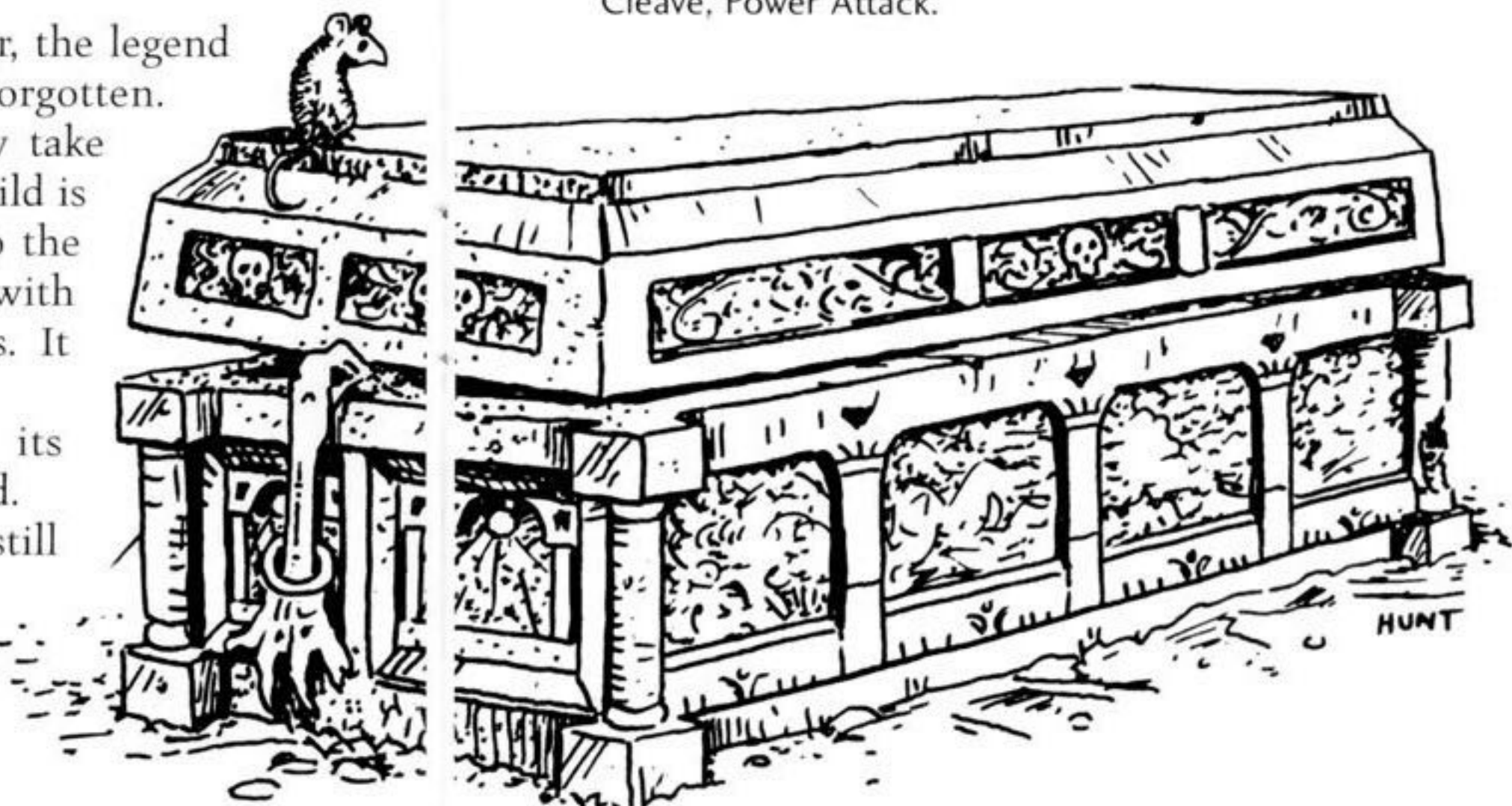
In a final foray, the attackers overran the undermanned garrison, breaking their ranks and seizing control of the Pass. The brave Captain Ghent and his surviving men were put to the sword. With his dying breath Ghent vowed to return to his lord's pass. He would reclaim his post with all the power death could afford him. His pledge would not go unfulfilled.

A few years later, accidents occurred at the Cursed Gateway to those that manned the Keep. as it had become known. As deaths began to occur more frequently, an alternate trail to the coast was blazed. Genmarr Pass was abandoned, left to rust and rot.

Now, nearly three hundred years later, the legend of the Cursed Gateway is all but forgotten. Rumors persist among the old, but few take them seriously. Now, a new merchant guild is determined to find more direct route to the coast. A month ago a caravan laden with goods was sent through Genmarr Pass. It never reached its final destination.

The Cursed Gateway awakened; its powerful thirst for veneration unfulfilled.

Captain Ghent's indomitable spirit still stalks the towers and walls of the Cursed Gateway... he remains, the last defender of Genmarr Pass.



BEGINNING THE ADVENTURE

The PCs round a bend in the trail that leads up to the Cursed Gateway. The merchant caravan lies between them and the fortification. Refer to the map for more specific details. When you are ready to begin the adventure, after you've read or paraphrased the player background, do the same with the following:

The warm weather melts the snow and announces an early spring. You notice the trickling sound of running water as your party gazes upon the broken remains of the caravan wagons strewn about. Just beyond that lies the Keep, presumed to be haunted, but still and quiet now as the wind whistles through the canyon. A large pile of snow and rock to the right of the trail (perhaps a landslide caused by the warm weather) covers one of the five wagons. An eerie crunching sound emanates from behind one of the wagons. As you approach, a huge serpentine creature scuttles from behind the rockslide.

1. THE CARAVAN

Encounter: The creature is a **Behir (hp 105)**, which has been scavenging among the wagons for corpses. The Behir will greedily leave the carrion for a fresh meal. The monster is ravenous; having just awoke from its winter hibernation. The party has interrupted its feeding. With a successful Listen check (DC 10), party members will not be caught flat-footed when the creature attacks.

Behir: CR8; SZ H (electricity); HD 9d10+45; hp 105; Init+1 (+1 Dex); Spd 40 ft, climb 15 ft; AC 16 (-2 size, +1 Dex, +7 Natural); Atks Bite +15 melee (2d4+8), 6 claws +10 melee (1d4+4); Face/Reach 10ft. by 30ft. / 10ft.; SA Breath weapon - line of lightning 5 ft. wide, 5 ft. high and 20 ft. long once per min, damage 7d6, Ref save for half (DC 19), improved grab, swallow whole, constrict 2d8+8; SQ Electricity immunity, scent, can't be tripped; SV Fort +11, Ref +7, Will +5; Abilities: Str 26, Dex 13, Con 21, Int 7, Wis 14, Cha 12; AL N; Skills: Climb +18, Hide +5, Spot +7. Feats: Cleave, Power Attack.

Tactics: The Behir blasts the party with its lightning breath in the surprise or first round of combat. The Behir is an accomplished fighter, lining up as many PCs as possible for greatest effect. In the following rounds, the creature tries to grab and constrict one opponent at a time until all are motionless. It then feeds at its leisure.

The creature is hungry but not suicidal. If brought down to 35 hp or less, the Behir flees, scuttling into a hole that it has burrowed in the side of the mountain.

Encounter: If the PCs defeat the Behir, they can then search the caravan more thoroughly. They easily discover **Horrusk (hp 29)** and **Hodge (hp 10)**, two bandits in hiding, having been there since they spotted the Behir — nearly two hours — waiting for the creature to leave.

Horrusk: Male Half Orc Ftr 3: CR ; SZ M (humanoid); HD 3d10+3; hp 29; Init +2 (+2 Dex); Spd 30 ft; AC 16 (+1 Dex, +5 Chainmail Armor); Atks Battleaxe +3 (1d8+3); SV Fort +4, Ref +2, Will +2; Str 16, Dex 14, Con 13, Int 12, Wis 10, Cha 12; AL LE; Skills: Handle Animal +5, Climb +3, Profession (mercenary) +3, Spot +3. Feats: Cleave, Dodge, Power Attack.

Hodge: Male Human Rog 2: CR 2; SZ M (humanoid); HD 2d6; hp 10; Init +0; Spd 30 ft; AC 16 (+4 Dex, +2 Leather Armor); Atks 2 Daggers melee +1 (1d4); SV Fort +0, Ref +7, Will +0; Str 10, Dex 18, Con 10, Int 11, Wis 10, Cha 11; AL NE; Skills: (32) Balance +7, Bluff +6, Climb +4, Disable Device +2, Escape Artist +7, Disguise +6, Open Locks +8, Spot +4. Feats: Ambidexterity, Two-weapon fighting.

If the party is inclined to allow them to do so, the two bandits depart empty handed. They can see that the heroes are too strong for them to assault. However, they may try to rob them in the future, while they sleep.

Four out of the five wagons may be salvaged. It is assumed that the party brought enough horses with them (two per wagon) to move the caravan. If not, you are free to make the return trip as long as you like, as they race to return with horses before bandits raid the remains of the caravan.

Treasure: With a successful Search check (DC 10), the player characters find and inventory all of the undamaged cargo.

The wagons contain the following unspoiled goods: Twenty bolts of fine silk, thirty-five sacks of grain, ten casks of brown ale, ten crates of miscellaneous spices, twelve containers of scented oils, twenty bottles of fine wine, and two chests. The first chest is equipped with a master crafted lock (DC 30) and contains 10,000 gp. The heroes may notice that one of the bandits tried to pick the lock and failed (Spot check DC 18). There are scratch marks on and around the keyhole.

Encounter: The second chest is smaller and equipped with a high quality lock (DC 25). It is trapped with giant scorpion venom and contains various non-magical gems valuing a total of 25,000 gp.

Trap: Poison needle, Injury DC 18, initial damage 1d6 Str, secondary damage 1d6 Str; Search DC 22; Disable Device DC 20.

2. THE EASTERN GATE

The Eastern Gate is housed within a barbican riddled with murder holes and arrow slits. This is where the last battle occurred, over two hundred years ago. The betrayed garrison remains here to this day; ready to defend the Cursed Gateway forever.

As you approach the gate, you notice a massive iron portcullis blocks the way 15 feet high by 20 feet wide. The stone barbican that houses the portcullis stands as a solid testament to its dwarven builders. As if in a dream, you notice subtle, ghostly movements on the wall and gate towers. The sound of crossbow bolts hissing through the air breaks the unreality of the situation. The gate has defenders!

Encounter: The wall and barbican hold a contingent of **20 Vigilant Haunts (hp 12 each)** (*refer to New Monster entry at the end of this adventure for further details*). They will defend the gate to the best of their ability and to the last man. The vigilant haunts are armed with ghost touch versions of heavy crossbows, pole arms and short swords. The defenders on the wall have 1/2 cover and the ones firing through the arrow slits have 9/10 cover. These creatures don't know they are ghosts, so they will only use their weapons and will react as they did in life.

Encounter: The gate's mechanism has been sabotaged. A successful Strength check (DC 35) is required to lift the massive iron portcullis.

Iron Portcullis: Hardness 15; hp 80; break DC 35.

Tactics: If the vigilant haunts take massive casualties (12 or more), the survivors retreat. They disappear from the Eastern Gate (area #2) and reappear again to help man the Drawbridge Tower (area #4).

Vigilant Haunts (20): CR4; SZ M (incorporeal); HD 2d12; hp 12; Init+1 (+1 Dex); Spd 20 ft; AC 15 (+1 Dex, +4 Scale Mail); Atks Halberd +4 (1d10+), short sword +4 (1d6+1), halberd +4, heavy crossbow +3 (1d10); SA Manifestation; SQ Undead, incorporeal; SV Fort +4, Ref +1, Will +1; Abilities: Str 13, Dex 13, Con -, Int 9, Wis 12, Cha 8; AL: LE; Skills: Climb +4, Hide +4, Listen +5, Ride +4, Search +5, Spot +5. Feats: Alertness, Cleave, Point Blank Shot, Power Attack.

3. EASTERN DRAWBRIDGE

The drawbridge is targeted by **15 Vigilant Haunts** (from area #4) armed with heavy crossbows.

With the eastern gate behind you, your party turns its attention toward the hulking drawbridge tower in the middle of the crevasse. You can see that more of the ghostly defenders have manned the tower. They await your advance in grim, determined silence. The twenty feet of wooden bridge between your group and the tower seems to stretch impossibly far, as the apparitions begin firing their crossbows at the PCs. It is a 50' drop to the canyon below the drawbridge.

4. THE DRAWBRIDGE TOWER

Encounter: The tower itself is forty feet tall, topped with crenellations. There are four levels. The bottom two levels house the gate and drawbridge mechanisms. The upper two are the barracks and the roof battlements respectively. An additional **15 Vigilant Haunts (12 hp each)** man the roof (area #4d). If any haunts retreated, the survivors from the Eastern Gate (area #2) join them. If this group of vigilant haunts is reduced to ten or fewer, the remaining defenders relocate, standing beside their commander at the Western Drawbridge (area #5).

4A. THE CENTRAL GATE

A pair of iron portcullises, as immense as those you first passed, loom in the gateway before you. You can make out in the gloom, a solid looking stone door, just beyond the first barrier.

Encounter: Two iron portcullises block the gate, ten feet apart. In between the two barriers on the south wall is a barred, stone door. This portal leads to a stairway to area #4b.

Iron Portcullises: Hardness 15; hp 80, 78; break DC 35 stuck, 35 locked.

Stone Door: 4 in. thick; hardness 8; hp 60; AC 5; break DC 28 stuck, 28 locked.

4B. WINCH ROOM

This level is one massive room filled with machinery. It is obvious with a cursory glance that the mechanisms have been damaged and are beyond hope of quick repair. The stairway that brought you here continues upward.

The stairs continue up to area #4c. This level, which is 45 ft. by 45 ft., is where the winches for both drawbridges and both portcullises are. The machinery is completely destroyed, preventing the PCs from easily raising the barriers.

4C. BARRACKS

This large room is easily recognizable as the barracks. The remains of bedding and furniture litter the floor. In the Southeastern corner there appears to be a kitchen and mess hall area.

This 45 ft. by 45 ft. open room is where the living inhabitants stayed while stationed at Genmarr Pass. A 15 ft. by 15 ft. enclosed area in the Southeastern portion houses the kitchen and mess hall. The room is strewn with broken cots, chests, and rubbish. Nothing of value remains here.

4D. ROOF

The top of the Drawbridge Tower is edged with crenellated battlements. On both the eastern and western sides, ballistae are mounted with a clear view of the surrounding canyon. They are rusted and useless now, but imposing nonetheless.

The trapdoor you just passed through leads to the tower roof. Implements of war lie about in disuse. None of the equipment appears to be salvageable. The ballista on the east side of the battlements, has a twin on the west side.

5. WESTERN DRAWBRIDGE

The final encounter occurs at the opposite end of the western drawbridge. The long dead Captain Renik Ghent stands watching the battles progress. He remains incorporeal until the heroes approach; the final sentinel, awaiting his last battle.

Encounter: Captain Ghent is a powerful undead entity called a **Guardian Spectre (hp 76)** (see *New Monster* entry at the end of this adventure for further details).

Tactics: Ghent continues to rant about his task as long as he remains materialized. Vigilant haunts continue to join him as he engages the player characters in battle.

As you reach the middle of the Western Drawbridge, a swirling mist coalesces into the armored form of a hulking human. The man is clutching a blackened longsword that pulses with an eerie red glow. The last defender of Genmarr Pass has arrived.

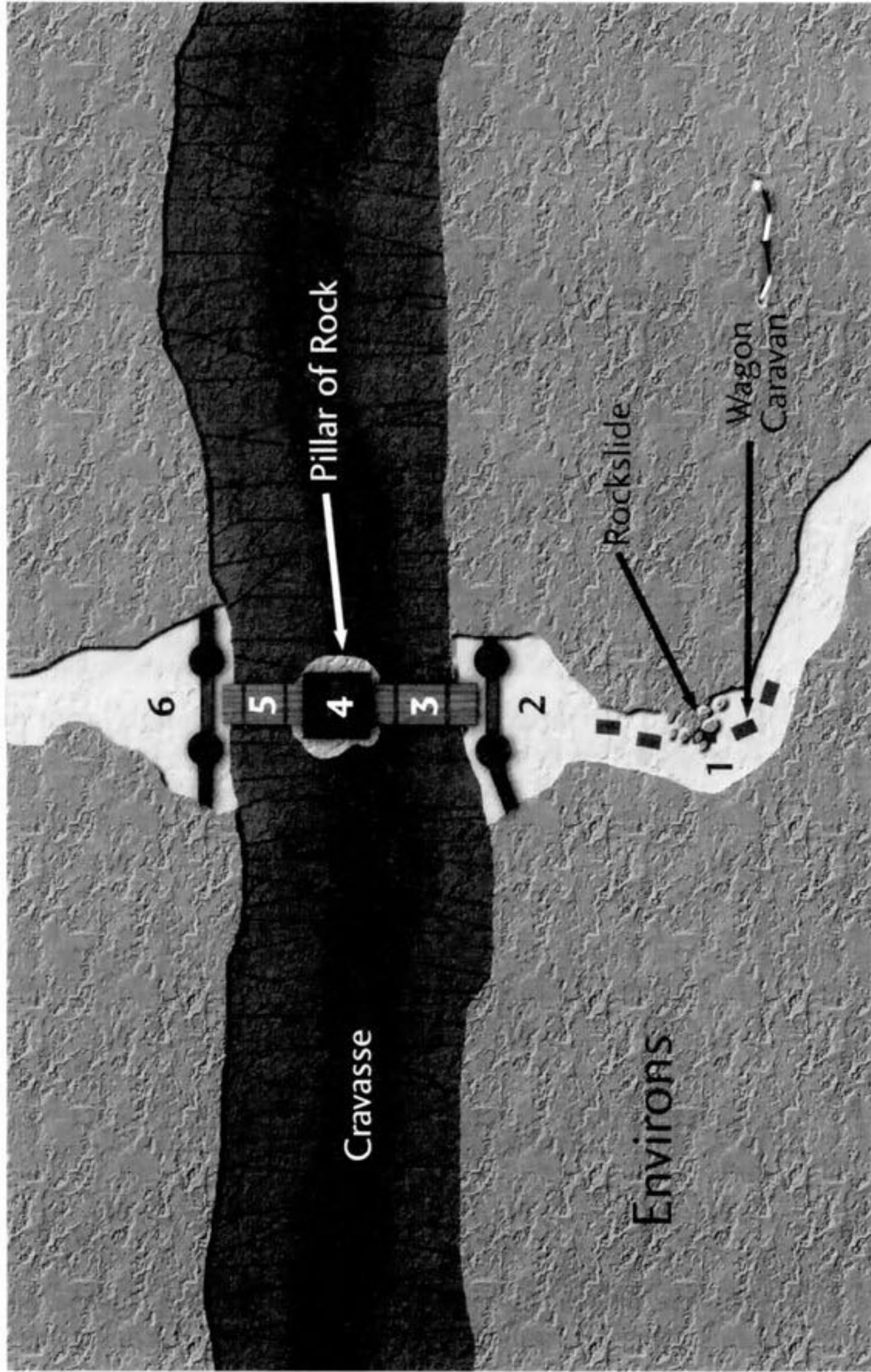
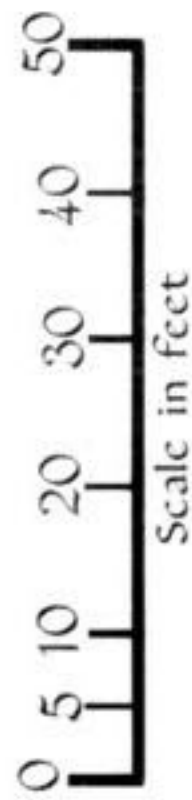
"You shall pay for your trespass! Be gone! We shall defend the pass to the last! Look now, as our fallen rise for battle! You are doomed!"



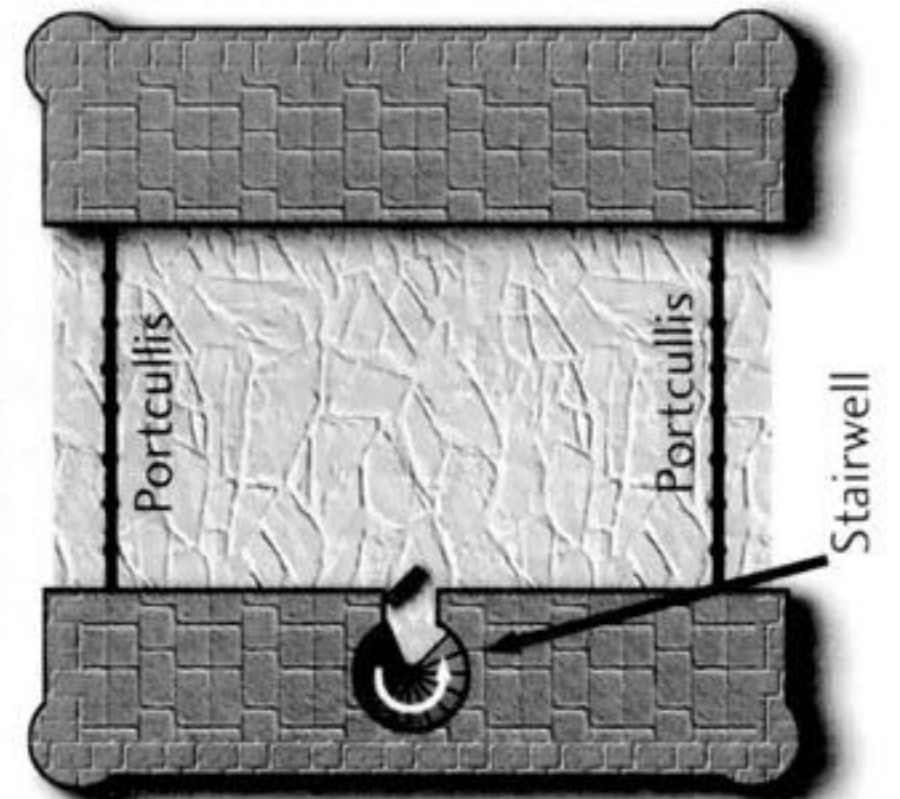
THE CURSED GATEWAY



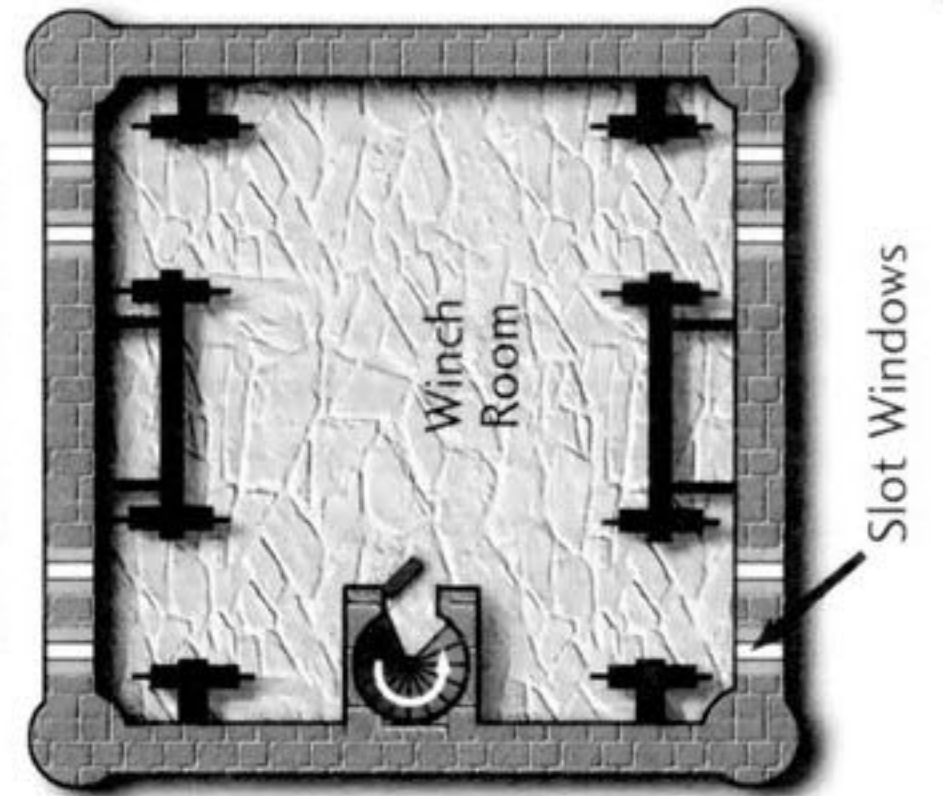
THE DRAWBRIDGE TOWER (below)



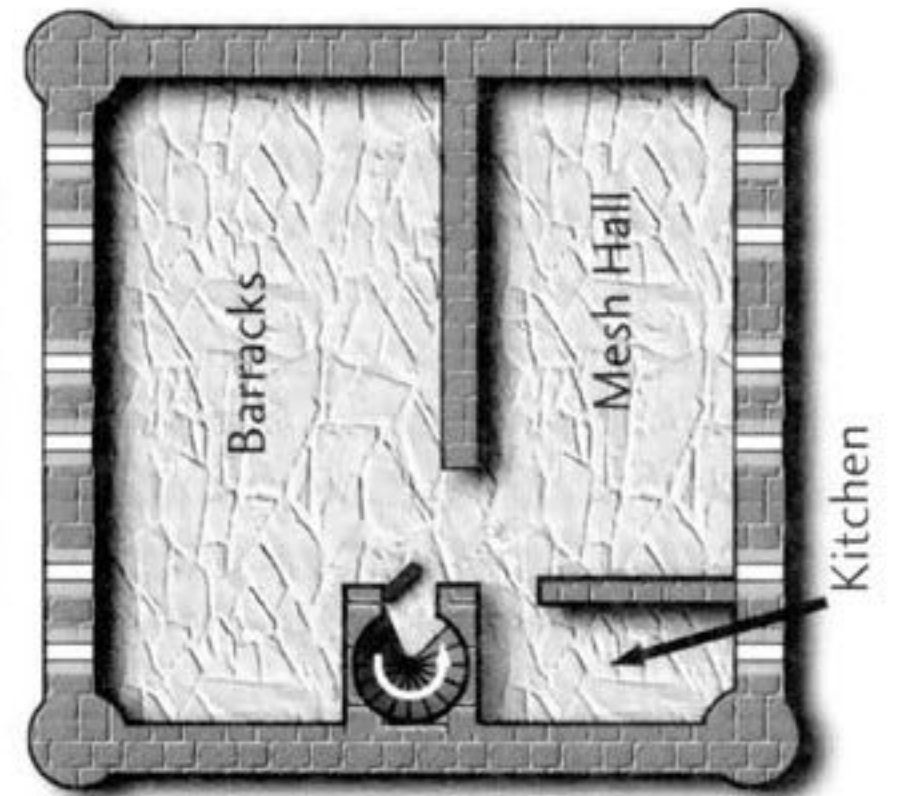
4a: Ground Floor



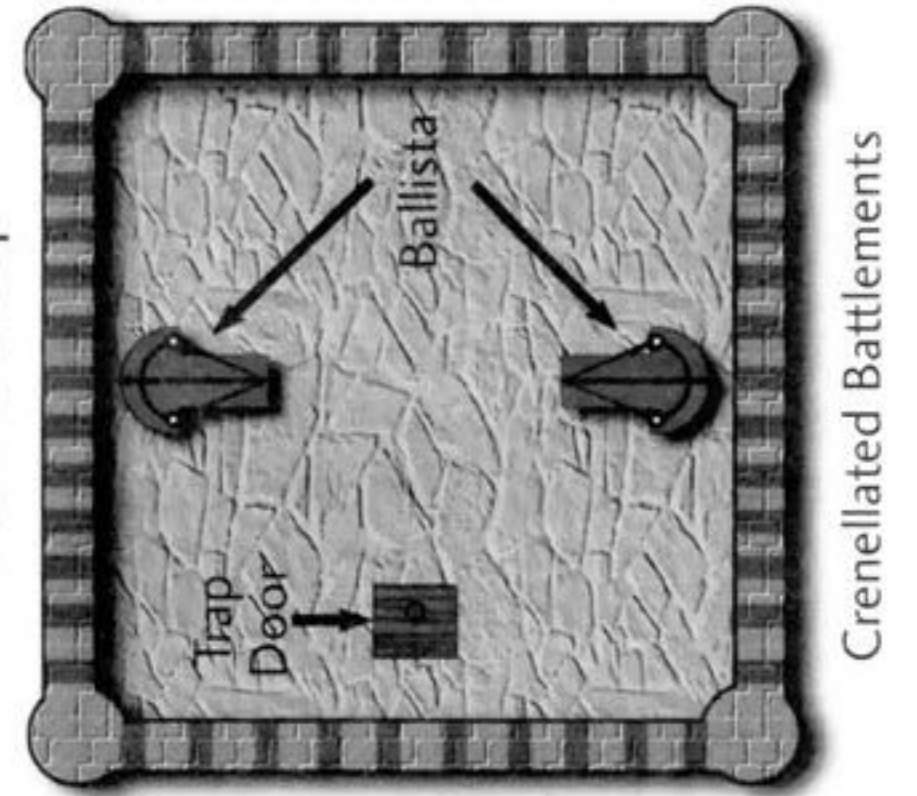
4b: Second Floor



4c: Third Floor



4d: Rooftop



There are three ways to destroy the spirit of Captain Ghent and end the haunting of the Cursed Gateway. A successful Knowledge check (History or Arcana, DC 20) will identify the creature and the means to destroy it. The first requires the player characters to physically destroy the guardian spectre, then cast *hallow* on the drawbridge tower.

If the PCs do not have this spell and the spectre returns, they may realize that they need additional help to complete the adventure. It is quite alright to have them return to civilization and retrieve a powerful cleric or scroll (for a small retainer — the 25,000 gp in gems they found should do nicely, unless they returned it to the merchant guild). If this adventure becomes an important campaign plot point, it is recommended that Ghent be harder to kill than merely beating him in combat.

The second requires ridding Ghent of his unholy weapon by casting *remove curse* on it and then throwing it into the chasm, effectively destroying the item. To do this effectively, you may want to require that the caster of the spell has to actually touch the blade.

The final alternative requires little or no research at all. The PCs must obtain written orders from the original baron's decedents, relieving the Captain of his command. Thereby absolving the spirit of his duty to defend Genmarr Pass.

If the PCs succeed in destroying Ghent, the Vigilant Haunts rest as well, never to return.

Captain Renik Ghent, Guardian Spectre: CR 10; SZ M (undead, incorporeal); HD 8d12+24, hp 76; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft fly; AC 22 (+2 Dex, +2 *full plate armor*); Atks Battle Axe +15/+10 (1d12+8); SA manifestation (can affect things on material plane), frightful moan (all within 30' spread make Will save at a DC 15 or panic for 2d4 rounds; if save is successful, target is immune for one day), horrific appearance (any within 60' who view guardian spectre must make Fort save or permanently lose 1d4 Strength, 1d4 Dexterity, and 1d4 Constitution; if save is successful, target is immune for one day), corrupting gaze (anyone within 30' who meets the guardian spectre's gaze must make a Fort save at DC 15 or take 2d10 damage and permanently lose 1d4 Charisma), telekinesis (use telekinesis once per round, at will, as if cast by a 12th-level sorcerer); undead, incorporeal, rejuvenation (destroyed spirit that makes a level check (DC 12) restores self in 2d4 days unless *Hallow* is cast upon guarded area before the reformation), +4 turn resistance; SV Fort +10, Ref +4, Will +5; Str 18, Dex 15, Con —, Int 14, Wis 16, Cha 18; AL LE. Skills: Hide +10, Listen +10, Search +10, Spot +10. Feats: Alertness, Cleave, Combat Reflexes, Improved Bull Rush, Improved Critical, Improved Initiative, Power Attack, Sunder, Weapon Focus, Weapon Specialization.

Tactics: Renik understands tactics. He retains the memories of a seasoned veteran who commanded over one hundred successful battles. He remembers how to defend the pass and stops at nothing to do so.

- He forms the remaining vigilant haunts into a wedge and charge them down into the center of the player characters.
- Ghent keeps a minimum of two vigilant haunts in the rear, armed with crossbows. They fire at spell casters, trying to disrupt their ability to use spells.
- Captain Ghent employs his Improved Bull Rush to try to knock an obvious fighter over the edge of the bridge. It is a fifty feet fall to the canyon below.
- In the rounds that follow, he and the remaining vigilant haunts fall back to the western edge of the crevasse and form a defensive line. GM's Note: This is where Ghent fell in combat the first time. He and his men will not retreat from this point, fighting to the death as they did 200 years ago.
- If Ghent is defeated in combat, he and all of the Vigilant haunts disappear. They and Ghent return in 2d4 days, unless he is banished.

6. WESTERN GATE

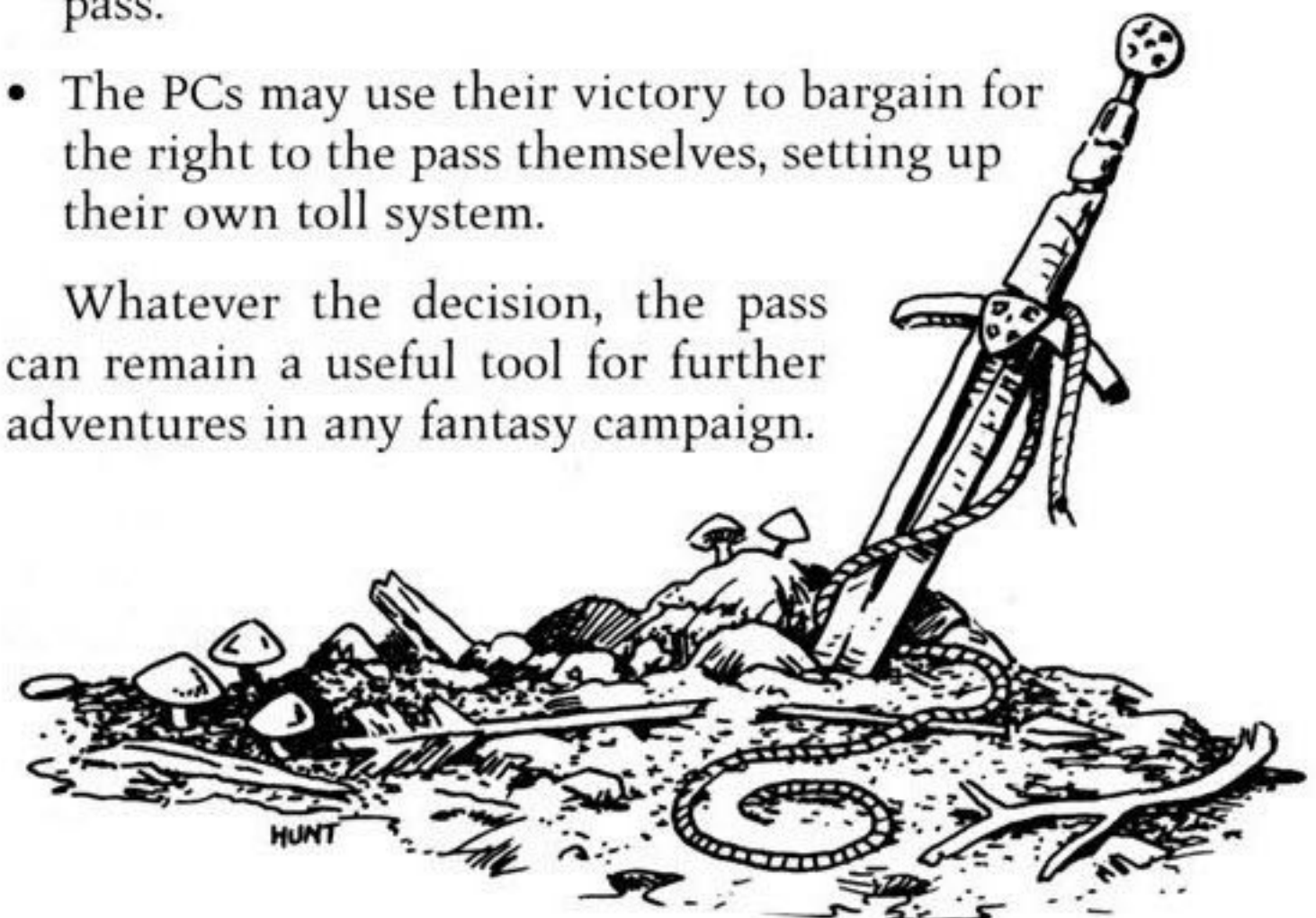
The Western Gate is housed within a barbican riddled with murder holes and arrow slits, just like its twin. But this gate has no defenders.

The last portcullis stands open in silent testimony of your mighty victory. You have lifted the curse and earned the right to pass through the final gate. The trail to the coast stands before you, winding its way down the mountain pass and out of The Cursed Gateway.

If the DM wishes to use Genmarr Pass as part of a larger campaign, here are a few adventure hooks that might stem from this experience:

- The merchant guild may hire the PCs to train a new militia for the pass.
- The merchant guild may hire the PCs as permanent escorts for all caravans traveling through the pass.
- The PCs may use their victory to bargain for the right to the pass themselves, setting up their own toll system.

Whatever the decision, the pass can remain a useful tool for further adventures in any fantasy campaign.



NEW MONSTER

GUARDIAN SPECTRE

Medium Undead

Guardian spectres are related to the vigilant haunt, but are far more powerful. The forces surrounding the creation of a guardian spectre are fearsome in aspect. As with a vigilant haunt, the guardian spectre is someone assigned the task of keeping watch over an area, person or item and that being perishes in the defense. That is where the similarity ends. The spirit that will eventually become a guardian spectre must:

- Be of a Lawful alignment.
- Have an extremely forceful personality (Cha 16+).
- Be a leader of some kind.
- Have pledged a dying oath to return.

The dark powers that be are drawn to the utter anger and despair these souls emanate in their journey to the afterlife. The Dark Lords reward the guardian spectres for their dedication. Such is the power to do in death what they failed to do in life.

COMBAT

In melee, a guardian spectre is terrifying to behold. It wields whatever weapon it did in life, but that weapon is enhanced beyond the abilities it had before the transformation. The favored weapon of the guardian spectre is enhanced with a +1 attack and damage bonus, the ghost touch ability, the unholy ability and the wounding ability. The guardian spectre's armor is also given the ghost touch ability. In addition, the guardian spectre possess the following abilities:

Manifestation (Su): Can affect things on the material plane

Frightful moan (Su): The guardian spectre can moan as a standard action. All living creatures within a 30-foot spread must succeed at a Will save (DC 10 + Cha bonus) or become panicked for 2d4 rounds. This is a sonic, necromantic, mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same guardian spectre's moan for one day.

Horrific Appearance (Su): Any living creature within 60 feet that views the guardian spectre must succeed at a Fortitude save (DC 10 + Cha bonus) or immediately suffer 1d4 points of permanent Strength, 1d4 points of permanent Constitution and 1d4 points of permanent Dexterity drain. A creature that successfully saves against this effect cannot be affected by the same guardian spectre's horrific appearance for one day.

Corrupting Gaze (Su): The guardian spectre can blast living beings with a glance, at a range of up to 30 feet. Creatures that meet the guardian spectre's gaze must succeed at a Fortitude save (DC 10 + Cha bonus) or suffer

2d10 points of damage and 1d4 points of permanent Charisma drain.

Telekinesis (Su): The guardian spectre can use telekinesis once per round as a free action, as cast by a sorcerer whose level equals the guardian spectre's HD or 12, whichever is higher.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Rejuvenation (Su): The guardian spectre will restore itself in 2d4 days with a successful level check (1d20+ guardian spectre's level or HD) against DC 16. The only ways to permanently destroy a guardian spectre are:

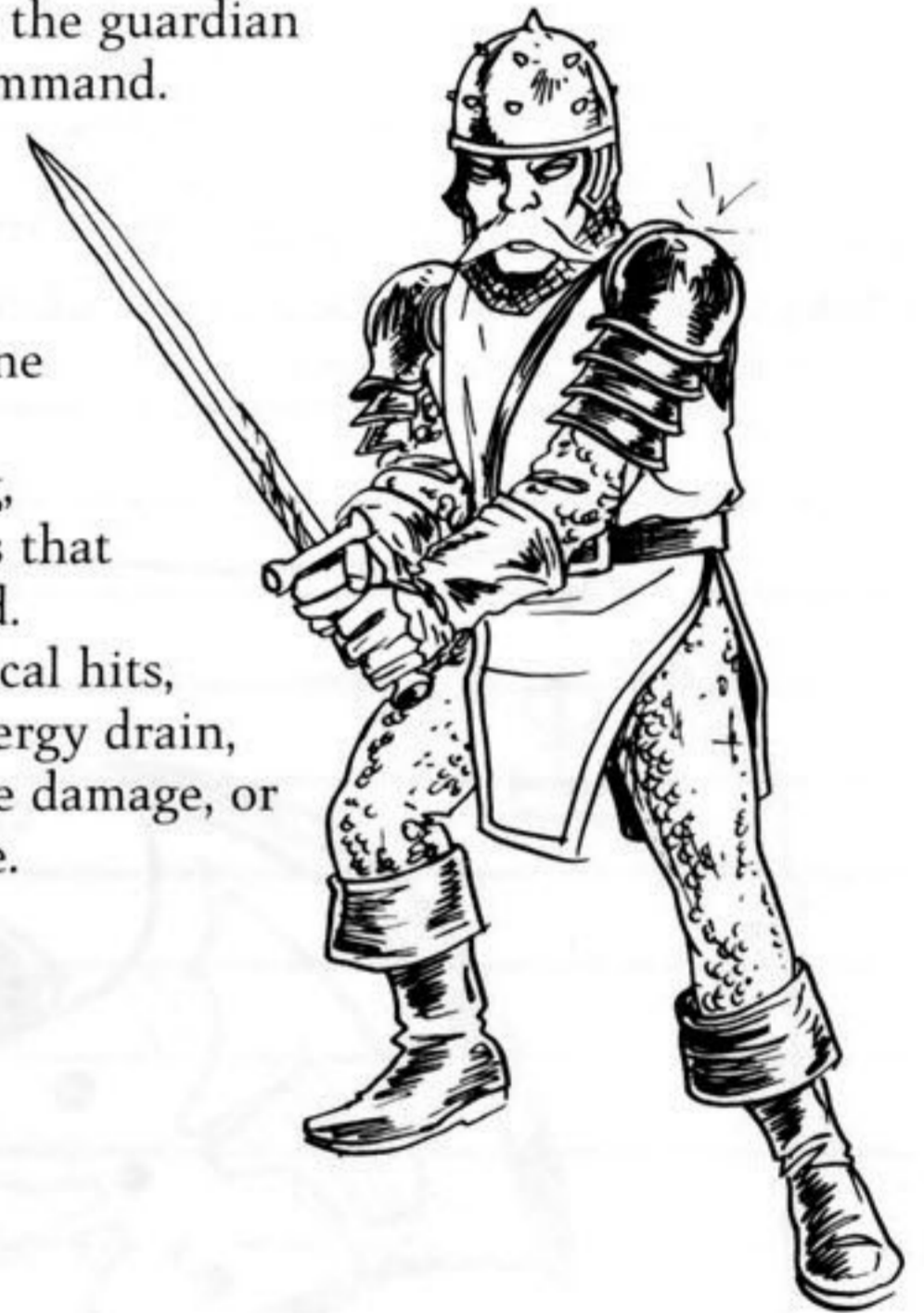
- To cast *hallow* on the focus of its attention after it is physically destroyed, but before it rejuvenates.
- To relieve the creature of its weapon, cast a remove curse, and then destroy it.
- Lawfully relieve the guardian spectre of its command.

Turn

Resistance (Ex):

+4 turn resistance.

Undead: Immune to poison, sleep, paralysis, stunning, disease, and effects that influence the mind. Unaffected by critical hits, ability damage, energy drain, death from massive damage, or attempts to subdue.



Hit Dice: Same as in life, but as d12

Initiative: Same as in life

Speed: 30 ft. fly

AC: Same as in life and including armor

Attacks: Chosen weapon/as in life

Damage: As weapon type

Face/Reach: As in life

Special Attacks: Manifestation, frightful moan, horrific appearance and corrupting gaze

Special Qualities: Undead, incorporeal, +4 turn resistance and rejuvenation

Saves: As in life

Abilities: As in life

Skills: As in life

Feats: As in life, bonus: Alertness

Climate/Terrain: Any

Organization: Solitary

Challenge Rating: As in life +2

Treasure: The weapon it wields

Alignment: Always lawful evil

Advancement Range: none

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THE LAST DEFENDER

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