

BDK6-02

Of Gambits, Gauntlets, and Graves

A One-Round D&D LIVING GREYHAWK[®] Bandit Kingdoms Regional Adventure

Version 1.0

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A holy weapon of enormous power is hidden in the Grey Stone Cemetery of Rookroost. The forces of good must move fast lest the forces of evil find it first. But such politics makes strange bedfellows, and successfully retrieving the weapon may require help from less-than-savory sorts. A Bandit Kingdoms Regional Adventure for APLs 8-12 and Part Two of the Fate of the Avenger series.

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

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If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read further than this section, you will know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

Preparing For Play

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instructions on

running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix One.

Along with this adventure you will find an RPGA Table Tracking sheet. If you are playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You will also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK Levels of Play

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars, and paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. Animals with different CRs are determined separately using the chart; then, take the highest CR animal (or animals) and add 2 (drop fractions). This result is the effective character level for mixed-CR group of animals. A single PC may only bring four or fewer animals of this type.
3. Sum the results of step 1 and 2 and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC may gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points for the adventure. Further, if the PC is three character levels or more lower than the APL at

which this adventure is being played, that PC receives one-half gold for the adventure as well. This simulates the fact that either the PC was not challenged as much as normal or relied on help from higher-level characters to reach the objectives.

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

5. Enlist a sixth player.
6. Advise characters to buy riding dogs to help protect and fight for them.

Time Units and Upkeep

This is a standard one-round Regional adventure set in the Bandit Kingdoms. Characters native to the Bandit Kingdoms pay one Time Unit per round; all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

Adventure Background

With the Flight of Fiends in 586 CY, the fiendish consorts of General Pernevi, ruler of Rookroost, were decimated. In the aftermath, Pernevi was assassinated by Lord Marshal Arus Mortoth who succeeded him as ruler

and purged Pernevi's old advisors. One of the advisors escaped the purge, a Dimre native and priest of Pholtus named Gresson Klavius. However, before leaving, he hid a powerful artifact sword called the *knight's herald* in his grandfather's grave, for it would have been easily detected as he escaped. In addition, he had written his cousin Dagrydd in Stoink to inform him of this plan.

Gresson magically warded the hiding spot, but he did not get away so easily. Lord Mortoth had actually considered hiring Gresson in his own court (Mortoth favored humans over Pernevi's fiends), but upon discovering that the priest had fled, he flew into a rage and contracted a yugoloth to hunt him down. The yugoloth caught up with Gresson just outside the borders of Dimre, where the two fought a vicious battle. When the fight began to turn against Gresson, he beat a retreat and barely made it to the safety of a Pholtan cathedral. The yugoloth was unable to pursue his quarry farther, but during the fight Gresson had been grievously wounded.

The Dimrites tried to revive the injured and delirious Gresson for four days to no avail. His wounds were strangely incurable, even with magic, and they festered, becoming gangrenous. In a state of delirium, Gresson seemed able to say only one thing: "Dac Berradin," the key words to disabling the magical wards on the artifact, but this made no sense to the priests. The priests tried their best, but Gresson passed away.

Having received Gresson's letter, Dagrydd went to Dimre to discuss recovering the item, but once made aware of the sword, the Dimrites insisted it was rightfully theirs. Storming off in disgust, Dagrydd resolved to go after it himself in 594 CY, but he was betrayed by the thieves he hired to help him who were in turn slain by his golems. Almost coincidentally, an aasimar named Arryn, also a distant relative of Gresson and Dagrydd, arrived on the Material Plane to reclaim the *knight's herald*, which he had long ago loaned to another mortal. However, Arryn did not know where to find it. He first looked for it in Dimre, where he learned little, then went to find Dagrydd, whom he found dead.

In *BDK4-07 Of Friends, Friars, and Foes*, heroes helped Arryn recover Dagrydd's journal and the letter from Gresson. Arryn has spent the last year preparing to recover the artifact. Since he believes his presence in the Bandit Kingdoms has been discovered by those who would love to capture an aasimar, he made a truce with Dimre for sanctuary and aid. Now he needs the heroes once again to help him recover the *knight's herald*.

Unfortunately, High Lord Tadorinal, the current despot of Rookroost, co-ruler of the Northern Alliance and a vassal of Iuz, has already found the sword. For the time being he is keeping it safely hidden in Marsakeer. Tadorinal's co-ruler, the High Lady Xavendra, has learned of Arryn and wishes to set a trap for him.

The *knight's herald* was crafted by Barachiel, the Herald of Celestia. Its presence is a great disturbance to the minions of Iuz, and its perversion to darkness would ingratiate any of them to the Lord of Pain in a manner only dreamed about by those not a Boneheart or Boneshadow. Hence, Iuzians are willing to fight each other for the honor of delivering the sword to Dorakaa. Lord Bloodhand of Stoink's Temple Grimacing has learned of the sword and will do anything to deprive the Northern Alliance of it. Luckily, for Xavendra, this plays right into her plan.

Adventure Summary

The action in this adventure is PC-dependent. After the initial hook, they get to do what they want. However, although it may seem as if there are many options, in reality there are only a few good choices. While a few bad choices and their consequences will be detailed in the adventure, this summary presumes the best options. These events are plot-sensitive as opposed to time-sensitive so feel free to grant the PCs as much time as is reasonable in game to accomplish what they feel is necessary.

Encounter One: The PCs meet with Arryn, who explains the situation and asks them to retrieve the *knight's herald* from Rookroost.

Encounter Two: The PCs venture into Rookroost. The cemetery is guarded by fiends.

Encounter Three: If the PCs are smart, they contact the Rookroost Thieves Guild (RTG) for a way into the cemetery. They meet with Rhaedrick Avenfear, who agrees to allow them to use the RTG's secret tunnels to access the cemetery.

Encounter Four: In the tunnels beneath the city, the PCs stumble into a trap Rhaedrick does not know about because of his recent return from hiding.

Encounter Five: The PCs enter the Klavius Mausoleum where they must face the charms of a trio of crypt chanters.

Encounter Six: The PCs discover the sword is inexplicably missing. They may also trigger a silent *alarm* spell placed on the mausoleum to tip off the Northern Alliance's forces.

Encounter Seven: As the PCs exit the tomb, they are approached by assassins, disguised as Rhaedrick and Gayle Markhalla, who claim that Tadorinal has minions coming for them. They offer to transport the PCs to safety but it is an ambush.

Encounter Eight: The PCs return to Arryn. The situation seems hopeless, but Lord Bloodhand shows up unexpectedly. He knows where to find what they are after and seems to want nothing in return.

Conclusion: The scenario ends on a sour note. Xavendra and Tadorinal have apparently found the *knight's herald* and triumphed. However, Lord Bloodhand's information segues into the companion interactive to this adventure, *BDKI6-03 Of Weapons, War, and Woe*.

Preparation for Play

BDK6-03 Of Gambits, Gauntlets, and Graves is the second installment of the "Fate of the Avenger" series. The first part was *BDK4-07 Of Friends, Friars, and Foes*. It is not necessary to have played that adventure to enjoy this one, although characters that have may have acquired additional information or useful favors. In any event, it will aid the PCs at your table if you deliver a brief recap of the events of the previous adventure.

In the first part, the PCs were introduced to a mysterious Suel man named Arryn in the city of Stoink (actually an aasimar in disguise, though the PCs may not know this). He said a relative of his named Dagrydd had not been heard from in weeks and that this relative may have had some notes concerning a powerful family heirloom.

Arryn hired the PCs to explore the tower of Dagrydd the wizard. Shortly thereafter, a group of friars from Dimre told the PCs not to trust Arryn, and that they would be more than willing to recompense the PCs if they fetched the notes for them instead. It was discovered in the tower that Dagrydd had been murdered by a pair of thieves from the Stoink Thieves Guild. The thieves themselves were slain by Dagrydd's golems as they attempted to take Dagrydd's notes. When the PCs exited the tower with Dagrydd's notes in hand, they were accosted by the friars who either accepted the notes as part of a bargain with the PCs or attempted to take them by force. For the purposes of this adventure, it is presumed that the notes were delivered to Arryn and the friars were slain as they attempted to seize the notes.

As you begin, find out if any PCs have the following favors:

- *Gratitude of Arryn Alcor*
- *Enmity of Arryn Alcor*
- Any influence/enmity with Dimre or related persons
- *Exalted Knave of Stoink*
- *Enmity of Boss Renfus*
- Any influence/enmity with the Rookroost Thieves Guild or related persons
- Any influence/enmity with the Northern Alliance or related persons

Also, find out if anyone is Wanted by the Church of Iuz and what their Disguise check is (they may NOT take 20

on this). While a hero's Wanted! score might not come into play during this event, it is best to make our player base as paranoid as possible. If anyone has a Wanted! score of Malcontent or higher, be sure to make an ominous "hmmmmm" noise, and roll a few d20s behind a screen. Cackle evilly for effect.

It is recommended that this adventure be played with a balanced party that includes at least one melee combatant, an arcane caster, a divine caster, and a skilled scout capable of dealing with traps. "Playing up" is not recommended, but of course you should allow the foolish players to do so if they insist.

Please be advised that many of the guidelines set forth in this adventure are merely that: guidelines. Do not feel forced to read boxed text word-for-word if you feel paraphrasing would be better. In addition, do not consider the NPCs hopelessly bound to their tactics; if the given tactics or actions would be unreasonable or ineffective, choose a more reasonable response based on what you know about that NPC's motives.

A Brief Note on Canon

Players and judges who have played *BDK1-08 X Marks the Spot* will notice some discrepancies with the presentation of Edge in that adventure versus its presentation in this one. Edge as depicted in *BDK1-08 X Marks the Spot* was laden with errors and contained a number of outright contradictions to established Greyhawk canon. It is best to presume that the events taking place in Edge in that module actually took place in Rookroost. However, a few proper nouns have been retained (such as the Stone Flower inn) with the aim of at least maintaining a semblance of continuity.

Regional Warning

It is important to realize at all times that the Bandit Kingdoms are under the control of Iuz, the Old One, a chaotic, evil deity who revels in torture, depravity and trickery. Government officials tend to imitate many of the attributes of their dread lord. Things that you might take for granted in other lands, such as freedom of worship and the rule of law, are not valued by the rulers of the Combination of Free Lords. You may be able to strike at Iuz, but seldom can you strike at him overtly without paying the final price. Be warned, life is short for those who openly defy Old Wicked.

Introduction

It is recommended that you simply paraphrase the *Introduction* if you have a limited amount of time to run this adventure (such as during a con slot). Otherwise,

have fun role-playing it out. Use the PCs' favors as a guideline for how each of them gets involved in the story to reinforce regional continuity. If some of the PCs are in a group, find out what part of the Bandit Kingdoms they are traveling through or living in to determine which bit of information arrives first. For instance, PCs with *Exalted Knave* traveling in Stoink will likely hear from Lowdrend first, while PCs in Dimre will probably hear from Lord Inquisitor Osilin first. At the outset of this adventure, Arryn is in Salfrayfields making an arrangement with the mage Larn.

For PCs who have the *Gratitude of Arryn Alcor* and are nearest to Salfrayfields, read the following:

As you head down the road, you find that you are being followed by a cloud of dust. It does not take long for you to realize the cloud of dust is created by a single rider traveling towards you at full gallop.

The rider is a half-elf apprentice of Arryn's named Astra. She has been looking for the PCs for quite some time and she hurriedly relays her news. She imparts the following:

- Her master, Arryn Alcor, needs to speak with them urgently.
- Arryn wishes to meet with them in the Stone Flower Inn near Edge Tower three days from now, on the 27th of Coldeven.
- The matter concerns the "item" the PCs helped him with over a year ago.

Astra does not know much, unfortunately. She used to be a bard traveling the land but, under the tutelage of Arryn, she recently became a paladin of Heironeous. Arryn has thus far told her that he has come to this plane in search of a lost item of great power, but nothing more. For the time being, she is fine with knowing so little, but she understands that this matter is important.

Astra: Female half-elf Brd3/Pal1 (Gather Information +13).

For PCs who have influence with Dimre or a related individual and are nearest to Dimre, read the following:

You are departing from an inn one fine morning when a portly, tonsured man approaches you. He asks if you would be willing to walk and talk with him about an invitation.

The tonsured man is Father Hodge, a fat friar from Dimre. He explains that the PCs are invited to an audience with Lord Inquisitor Osilin Danris at the Masak. He knows little more, except that haste is

preferred. If the PCs travel to the Masak, they are led to a grand audience chamber (PCs who played *BDK5-05 Art of Deception* will recognize Osilin and this room as the audience chamber of the previous Lord Inquisitor, Varys Harlaw). Lord Inquisitor Osilin Danris receives them there and imparts the following:

- A paladin by the name of Arryn Alcor has recently made peace with the theocracy and forged a pact with them.
- He shares a common cause with them and wishes a holy relic to be returned to him from a festering cesspool of chaos.
- Arryn wishes to meet with them in the Stone Flower Bar and Saloon near Edge Tower three days from now, on the 27th of Coldeven.
- If the PCs have the *Favor of Osilin*, he tells them a powerful artifact is hidden in Rookroost and Arryn needs their help retrieving it. He will give details at the meeting.
- If any PCs call Osilin a Palish spy, Osilin chuckles and says such charges were long ago dismissed due to “lack of evidence.” If the PCs persist, he has them arrested, fined 100 gp, and imprisoned for 2 TUs. Accomplish this however you deem necessary, Osilin has vast resources at his command within Dimre. This prevents the PC from completing the adventure.

Osilin is a fair and just man, honorable and reasonable. Under his relatively new guidance, Internal Affairs has adopted less draconian policies. He is an important ally of Arryn’s in Dimre. When Arryn came to Dimre seeking aid in the recovery of the sword last year, Osilin was merely a rector at the time but still one of the few individuals who spoke on his behalf to the Szek. Osilin’s motives for doing so are private.

Father Hodge: Male human Adp3.

Osilin Danris: Male human (Oeridian/Flan) Clr10 of Pholtus (Sense Motive +11).

For PCs who have the *Exalted Knave of Stoink* and are nearest to Stoink, read the following:

You were merely minding your own business at your room in the inn one day when you heard a knock on your door. You answered and soon found yourself facing a cold-hearted man with piercing blue eyes and platinum blonde hair girded in turquoise and yellow robes.

The following introduction occurs only for PCs who have no such favors described above, no matter where they are

in the Bandit Kingdoms, with a slight variation. Read the following for them:

You were merely minding your own business at your room in the inn one day when suddenly, your door blew into splinters. As you reached for a means of defense, you found yourself facing a cold-hearted man with piercing blue eyes and platinum blonde hair girded in turquoise and yellow robes.

This is Lowdrend, one of Boss Renfus’ court wizards, although he was born in the Empire of Iuz. He is an irascible fellow and likes nothing more than a good scrap. Blasting doors open with *shatter* spells just helps him blow off steam and much as he might like to, he’s not looking for a fight. Towards PCs with *Exalted Knave of Stoink* he is Indifferent. Towards others he is Unfriendly. He imparts the following:

- His “gracious allies” to the north (Dimre) have requested that the PCs meet with an emissary of theirs on the 27th of Coldeven, three days from now.
- The location is to be Stone Flower Inn near Edge Tower. He does not know anything else and resents being used as a messenger boy.
- No, he is not interested in anger management courses and no, the PCs most certainly may *not* look at his spellbook.

Lowdrend is a loose cannon. He’s managed to stay alive in the harsh environment of his birth by exploding (literally) at the smallest things, which tends to keep people away from him. He is thoroughly evil and has no compunctions about it. However, for the time being he considers fighting the PCs a waste of his talents.

Lowdrend: Male human (Suloise) Wiz7/Lor2 (mostly evocation spells prepared).

Development: Each location is roughly three days from Edge if the PCs leave immediately. This may give them the opportunity to cast *divination* to get an idea of what events will unfold in the next week. Remember that *divination* must concern a specific event, goal, or activity to occur within one week. Below is a sample answer for the question, “Can we hope to be successful in Arryn’s mission for us?”

An eye on your back shall spy the means to your survival.

Do not tell the PCs this, but this answer alludes to the future ambush by assassins. The PCs may phrase their question(s) differently, so feel free to vary the answer however you deem appropriate, or come up with your

own entirely. Once the PCs have decided to make their way to Edge, proceed to *Encounter One*.

Encounter One: Edge

Consult *Appendix Four* for information on Edge. When the PCs arrive in Edge, read or paraphrase the following:

At the top of a small hillock in the north-eastern barrens stands a cruel grey tower covered in razor-sharp edges of stone. The broad iron doors at the entrance are massive enough to be seen from hundreds of yards away as can the vicious spikes protruding from it that dissuade would-be besiegers. On the side of the hillock are a number of small huts and ramshackle homesteads as well as a fine and cozy-looking inn of solid stone construction. The thatch roof looks well maintained and an inviting pillar of smoke emits from the chimney hinting at the warm hearth maintained within.

There is very little to do in Edge unless one has official business with Gennen. However, it is a relatively safe haven for more than a few criminals wanted by the Church of Iuz. Cranzer turns a blind eye to Edge as long as Gennen continues to supply him with magic weapons. Chances are the PCs make their way to the Stone Flower, where Arryn is waiting for them. Noroin will greet the PCs as they enter, asking if he can get them anything to drink or eat. Then, with a wink, he will point them to a corner where a Flan in an old beat-up breastplate is sitting. This is Arryn, disguised as a Flan mercenary; a safe disguise for this part of the Bandit Kingdoms.

Arryn Alcor: Male Aasimar Pal15/Emissary of Barachiel 2; hp 94; see *Appendix Six*.

Arryn is warm towards the characters, as long as none of them have his enmity, in which case he is a bit stoic. However, he is willing to speak frankly in any case as long as the group can demonstrate that they are enemies of Iuz (Wanted scores come in handy for this). Once they have convinced him of such, he will explain the mission he has for them.

- In 594, he hired a group of heroes (possibly including the PCs) to recover a journal for him. The journal included a letter that indicated the location of a powerful sword.
- The sword is a holy artifact sacred to Barachiel, patron of heralds and trumpet archons, and it could prove useful to the champions of law and good who carry the fight to Iuz.
- The forces of Iuz have learned of his arrival in the Bandit Kingdoms and have been keeping an eye out

for him. Therefore, if he were to risk recovering the sword, it would draw too much attention to the endeavor. He needs the PCs to recover it for him.

- The sword is interred within the mausoleum of Loromar Klavius in Rookroost's Grey Cemetery. The PCs must speak the words "Dac Berradin" over an unmarked sarcophagus in the tomb before opening it in order to disarm the wards protecting it.
- Assuming the PCs take the mission, he urges them to act in haste, but to take all necessary precautions. As a native of Celestia, he knows nothing of Rookroost. The PCs will have to come up with their own plan to reach the mausoleum.
- After the PCs agree to the mission, he hands them two small talismans shaped like a moon being eclipsed. These are *refuge moons*, detailed in the *Special* section at the end of the adventure. He says the *refuge moons* may be used to evacuate to the Masak in an emergency or once the sword is recovered and rapid departure seems wise.
- He recently made a truce with Dimre and they are now aiding him in order to prevent Old Wicked from coming into possession of this sword.
- He will make sure the PCs are compensated for their expenditures, time, and efforts.
- When the mission is complete, the PCs should meet with Lord Inquisitor Osilin Danris in Dimre to report their findings. If any PCs possess the *Banned from Dimre* or *Enmity of Dimre* plot points, then these PCs should go to the Stone Flower Inn and wait for their companions to return from Dimre.

Development: Some PCs may have the *Enmity of Arryn Alcor*. This does not prevent them from playing the adventure but Arryn speaks plainly of his distrust. He is considered Unfriendly towards any character with his *Enmity*. He refuses to impart any information to the party as a whole unless those with his *Enmity* submit themselves to a *mark of justice* to be activated should the PC betray him in any way, though he agrees to remove the *mark of justice* once the mission is over. If that PC can improve his attitude to Helpful with Diplomacy and good role-playing (another PC may vouch for the character using the aid another action), then Arryn agrees to forgo this precaution this time. The character still retains the *Enmity* regardless of whether he accepts the *mark of justice* or not.

If Arryn needs to cast a *mark of justice*, he unabashedly performs the casting inside the inn. This stirs up a bit of trouble. Sheriff Brilman and a couple of his thugs approach the group and "politely" inform them that the Lord of Pain has forbidden unregistered spellcasting. This is complete bull but a common

misconception among residents of the Bandit Kingdoms so Brilman feels safe in the lie. They are just looking for a bribe anyway and likely pose no threat to the party. However, unless the PCs do something to head off the mess, Brilman eventually manages to disrupt Arryn's concentration and the spell fizzles. Arryn becomes irate at the PCs for not doing anything to stop Brilman while he was in the middle of spellcasting and states they apparently were not worth trusting anyway. Thereafter he departs and unless magically compelled he refuses to tell the PCs anything, effectively ending the adventure for such unheroic PCs.

Encounter Two: Rookroost

Consult *Appendix Five* for information on Rookroost. Use this as a general guide for how to run encounters in Rookroost. Allow the PCs entrance to the city without much hassle; a vigilant watch for spies or those who are Wanted by the Church of Iuz has become lax of late due to a certain large purple armored figure who decimated the gate guards in broad daylight a few months ago. New Wanted posters depict this oddly armored giant as a "Seditionist", but his name is missing from the poster.

The main point of interest for this adventure is the Grey Cemetery. At some point, the PCs will likely wish to journey there to scope it out. When they do, read the following:

The cemetery of Rookroost, which sits at the top of the triangle shaped city, is surrounded by a high wall of dark grey stone lined with razor wire. A pair of massive iron gates seals off the entrance, which is locked. A notice is posted at the entrance that reads, "Terms of interment and funeral rites must be negotiated at your local temple. Trespassers will be slain and animated to serve as guards."

In addition to the formidable mundane defenses, the cemetery also seems to be regularly patrolled by a slew of monstrously hideous demons. One of the vile creatures is a grotesque blending of an ape and a corpulent boar. It stands on its hind legs, rising to more than three times the height of a human. It has a pair of feathered wings that seem ridiculously small compared to the rest of its body. Patrolling the ground near this beast is a massive, roughly humanoid toad with arms in place of forelegs. Its wide mouth has rows of blunt, powerful teeth, and long spines run down the length of its back.

Flying above the cemetery, you see a handful of large creatures. These flying demons look like a cross between a large human and a huge vulture. They have strong, sinewy limbs covered with small grey

feathers, a long neck topped with a vulture head, and vast feathered wings.

All APLs (EL 16)

Nalfeshnee: hp 175; see *Monster Manual* page 43.

Hezrou: hp 138; see *Monster Manual* page 44.

Vrock (4): hp 115 each; see *Monster Manual* page 48.

As should be apparent, the cemetery is well guarded. Grave robbing has become a serious problem in Rookroost, and the temples to Iuz have become quite frustrated that such a ready supply of corpses is being disturbed so often by thieves and brigands. Hence, the barriers have been erected to dissuade all forms of thievery. These measures have been quite effective. Demons capable of flying or seeing invisible foes make excellent guards.

PCs attempting to enter the cemetery the old-fashioned way will have to first deal with the demon guards. Aside from the fact that this would be foolish in the first place, it also has the potential of alerting the whole city, which is inadvisable on a mission of subterfuge. Luckily, for the PCs, there is another option (see *Encounter Three*).

Development: It is certainly possible that the PCs could overcome the demons and force entrance into the cemetery. Doing so is not wise, but it's still a valid (if dangerous) option. If they defeat the demons, then they may enter the cemetery without being molested further. However, such actions alert Tadorinal to their presence in an unambiguous way. This gives Tadorinal more time to assemble the ambush forces, so he sends an extra pair of assassins in *Encounter Seven* if the PCs take 30 minutes or longer in the cemetery. Among other things, this means you will need to keep track of how long the PCs spend in the cemetery after defeating the demons. Skip *Encounter Three* and *Encounter Four* if the PCs choose this route.

Encounter Three: Return of Rhaedrick Avenfear

It should be obvious to any PCs that have survived in the Bandit Kingdoms this long that if you need access to something in Rookroost, the best place to acquire it is through the Guild. Making a DC 20 Gather Information check followed by a 200 gp bribe, or simply expending one influence point with the RTG, will get the PCs in touch with a Guild operative who makes an appointment at the Drunken Dragon Tavern that night with an agent who can help them. A Gather Information check of 30 or

higher gets the PCs access to the operative without having to pay the 200 gp bribe (this is designed to reward players with ranks in Gather Information, so don't allow them to forgo the bribe if the only way to make a DC 30 is if every PC uses the aid another action).

If none of the PCs are familiar with Rookroost (new players recently moved to the region or out-of-region players), then feel free to drop some hints to help them along. Play up the angle of thievery in the city to see if they get the hint about how powerful the RTG is. If they don't get it, you can allow them a DC 15 Knowledge (local - Iuz 's Border States) check to realize this. Alternately, they can just ask around; a successful Gather Information check, DC 15, will tell them as much. Be as lenient as you can with such PCs without spoiling regional flavor. Remember the whole point is for everyone to have fun, and it's not much fun if you're playing in a region where you can't move ahead in an adventure because you don't know everything about the lay of the land. But try to let them figure it out for themselves.

Read or paraphrase the following when the PCs go to the appointment:

Entering the tavern is a man with black hair, a trimmed goatee, and cold blue eyes. He is garbed in black studded leather and has a short sword at his side. He glances subtly around the room before making eye contact and heading your direction. Following closely behind him is a huge ogre who bears a goofy grin on his face. However, it is unclear whether this is meant to indicate good humor or mental instability.

Rhaedrick: Male human Ftr4/Rog7 (Bluff +13, Sense Motive +11).

Grod: Male ogre Bbn3 (Bluff -2, Sense Motive -1).

- The black-haired man introduces himself as Rhaedrick Avenfear and the ogre as his associate, Grod.
- He is here to talk strictly business, although some PCs are likely to have numerous questions for him, like why he is able to be out in public again. Rhaedrick waves his hand at any such inroads, saying that's a tale for another day. He's very busy and would like to conclude this matter with the PCs as soon as possible.
- If any PCs have the *Enmity of Rhaedrick Avenfear*, he refuses to deal with them until two influence points with the RTG or himself are spent or a 500 gp bribe for each PC with *Enmity* is paid (spending influence removes the *Enmity*, but a bribe does not).

- Once he hears their predicament, he tells them he can help. He explains there is a system of tunnels under the city that are used by the RTG that he can allow them to use to access the cemetery from the inside.
- He doesn't expect any form of payment for using the tunnels. If asked about it, he winks and says he has a feeling whatever they intend to accomplish in the cemetery will serve his purposes as well as theirs. He does not elaborate. He has a *mind blank* spell (CL 15th) up so magically compelling him to say anything further fails.
- He can show the PCs a butcher's shop owned by a warty old man named Hickam that also deals in illicit goods (behind the counter) if they are interested. PCs who visit this shop find the following items and gain Regional access to them: masterwork barbed dagger, blend cream, focusing candle, freeglide, lockslip grease, and softfoot (all from the *Complete Adventurer*).
- Some PCs may recognize Grod from his "berday" celebration a few years ago (see *BDK3-01 Pawn*). Grod is very excited about the prospect of another birthday party if asked, and points out he has been waiting more than three years to get a year older (because obviously, you don't get older if you don't have a birthday party). Rhaedrick just grins at that.

When the PCs accept Rhaedrick's offer, move to *Encounter Four*.

Encounter Four: Under the City

Rhaedrick gives the PCs an address on the Serpentine, a street on the north side of the city, where they can find a Guild safehouse. He says he will leave instructions for entering the tunnel there behind a secret entrance in the back, which he tells them how to find. The instructions will be ready in two hours and will self-destruct two hours after that (special alchemically-treated paper), so he suggests they get ready quickly.

When the PCs reach the safehouse, they find a small unlocked chest with two rolls of parchment inside the secret entrance. Hand the PCs *Player Handout One*.

Unfortunately, Rhaedrick's recent absence from the Guild has left him a bit out of the loop. Some of the traps below the city have been changed, disarmed, or moved. In one area a new trap has been added. See *Judge Aid One* which gives a layout of the tunnels indicating the trap Rhaedrick doesn't know about. Role-play the crawl through the tunnels with the PCs, making sure to check them on details like their marching order and their

method of locating the bypass switches Rhaedrick told them about. You may even want to sketch the tunnels out on the battle map to make them think that there will be an encounter. Spring the new trap on them based on their marching order.

If the party includes a PC member of the Rookroost Thieves Guild who is a master trainer, then that PC has a 75% chance of being aware of the new trap. If the PC is aware of the trap, give them the bypass information. The PCs still earn full experience for this trap if it is bypassed in this way.

Trap(s): The trap is a classic Guild example of ingenuity. It combines two lesser traps that have a powerful gestalt quality that is superior to the sum of the two parts. All traps involve a wide-mouth pit trap. The second part of the trap is triggered once a target falls to the bottom of the trap, likely putting the target at a disadvantage from being prone (i.e. suffering a -4 penalty to AC). The wide-mouth pit trap is set to go off when 200 lbs. or more is impressed upon it; meaning more than one character is likely to be affected and small characters can likely move across alone without incident. The walls of the pit trap are slick and greased (DC 25 to climb).

APL 8 (EL 8)

Spiked Blocks from Ceiling: CR 6; mechanical; location trigger; repair reset; Atk +20 melee (6d6, spikes); multiple targets (all targets in a 10-ft.-by-10-ft. area); Search DC 24; Disable Device DC 20; Market value 21,600 gp.

Wide-Mouth Pit Trap: CR 6; mechanical; location trigger; manual reset; Reflex DC 25 avoids; 40 ft. deep (4d6 fall); multiple targets (all targets in a 10-ft.-by-10-ft. area); Search DC 26; Disable Device DC 25; Market value 28,200 gp.

APL 10 (EL 10)

Deathblade Wall Scythe (2): CR 8; mechanical; touch trigger; manual reset; Atk +16 melee (2d4+8 plus poison, scythe); poison (deathblade, DC 20 Fortitude save resists, 1d6 Con/2d6 Con); Search DC 24; Disable Device DC 19; Market value 31,400 gp.

Wide-Mouth Pit Trap: CR 6; mechanical; location trigger; manual reset; Reflex DC 25 avoids; 40 ft. deep (4d6 fall); multiple targets (all targets in a 10-ft.-by-10-ft. area); Search DC 26; Disable Device DC 25; Market value 28,200 gp.

APL 12 (EL 12)

Crushing Room: CR 10; mechanical; location trigger; automatic reset; walls move together (16d6, crush); multiple targets (all targets in a 10-ft.-by-10-ft.

area); never miss; onset delay (2 rounds); Search DC 22; Disable Device DC 20; Market value 29,000 gp.

Crushing Wall Trap: CR 10; mechanical; location trigger; automatic reset; no attack roll required (18d6, crush); Search DC 20; Disable Device DC 25; Market value 25,000 gp.

Wide-Mouth Pit Trap: CR 6; mechanical; location trigger; manual reset; Reflex DC 25 avoids; 40 ft. deep (4d6 fall); multiple targets (all targets in a 10-ft.-by-10-ft. area); Search DC 26; Disable Device DC 25; Market value 28,200 gp.

At APL 12 the trap works slightly differently. The Crushing Room is at the bottom of the pit trap and begins closing in as soon as anything hits the bottom. The Crushing Wall Trap is on the opposite side of the pit trap meaning PCs simply jumping to the other side, or climbing out of the pit onto the other side get a nasty surprise.

Encounter Five: The Klavius Mausoleum

The PCs emerge from the tunnels inside what appears to be a tomb in the cemetery (it is just a faux tomb that the RTG had built years ago). Other than being a bit creepy, there are no dangers in the cemetery for the PCs to worry about until later (the demonic guardians are currently patrolling the cemetery's outer walls, and will not notice the PCs unless they insist on being loud or foolish). A Search or Spot check, DC 10, of the cemetery easily reveals the Klavius Mausoleum where Loromar Klavius and the *knights herald* are (presumably) buried. Read the following description once the PCs locate the mausoleum:

The mausoleum of Loromar Klavius is an elaborate affair. It is made of basalt and granite and images of the moon and the sun are etched in various motifs along the outside. Some of these images have been defaced but these notwithstanding; the mausoleum is still a stunning piece of architecture. The entrance is a single stone door engraved with the form of a young man holding a staff and a book standing in front of a sunburst.

Stone Door: 4 in. thick; hardness 8; hp 60; AC 5; Break DC 28; Open Lock DC 28.

A DC 20 Knowledge (religion) check recognizes the varied symbols as vague representations of Pholtus, in particular, that of the cult doctrine of the Ebongleam. The door can be breached by forcing it open, hacking it down, or picking the lock (Gresson had the key and it

was long ago lost). The mausoleum is ensorcelled to prevent teleportation into and out of it by a *dimensional anchor* tied to a *hallow* spell centered on the altar in the middle of the mausoleum (this spell effect is broken if the *earthquake* trap is later set off; see *Encounter Six*). This grants the PCs all benefits of being within the area of a *hallow* spell while within the mausoleum, including a +4 bonus to any turn undead attempts and a *magic circle against evil*. Resting on the altar is a holy text of the Ebongleam.

More importantly, the tomb is a *necropolis of dread*, as the crypt chanters' evil has pervaded the very fabric of the tomb. The obelisk at the center of the tomb sends a magical spear of fear through each creature that approaches within 50 feet (have each PC roll a Will saving throw just before they enter the open tomb door). This effect is identical to that of a fear spell (CL 7th, Will DC 18). This does not impact the EL of the following encounter as a balanced table of resourceful PCs should be able to deal with the fear effect before entering the tomb.

Creatures: A chorale of crypt chanters guards this mausoleum singing "Iuz, Iuz, From Sea to Shining Sea." Originally, they were commanded to sing "O' Blinding Light," a popular Pholtan hymn, but when Xavendra commanded them (see below) she had them change their tune. They make their beautiful melodies together constantly but alas, their music cannot be heard outside the mausoleum due to a magical enhancement. The entrance to the mausoleum has been permanently *silenced*, as the spell, which prevents anyone in the cemetery from hearing their enchanting songs. Anyone passing through the entrance gets a Wisdom check, DC 10, to notice the area of *silence* (which may clue them in to the danger). This silence spell will also prevent sounds of the combat from drifting out into the cemetery or city, thus saving the PCs from the demon's attentions. As soon as the PC steps through the entrance, they must save against the draining melody ability of each crypt chanter.

Gresson bound the spirits here long ago to defend his grandfather's resting place. They have since then evolved and become even more powerful.

When Xavendra entered this chamber, she commanded the crypt chanters and ordered them to kill anyone else who came into this chamber. Tadorinal had a wizard place a permanent *alarm* spell in the center of the chamber and mask its aura with *Nystul's magic aura* to warn him whenever someone attempted to retrieve the sword. Xavendra has commanded the crypt chanters to not trigger the *alarm*.

APL 8 (EL 10)

Crypt Chanters (3): hp 45 each; see *Appendix One*.

APL 10 (EL 12)

Crypt Chanter Maestro: hp 90; see *Appendix Two*.

Crypt Chanters (2): hp 45 each; see *Appendix Two*.

APL 12 (EL 14)

Crypt Chanter Maestro: hp 90; see *Appendix Three*.

Advanced Crypt Chanters (2): hp 90 each; see *Appendix Three*.

Tactics: The crypt chanters follow simple tactics. They use their Hide skill and sing every round to drain levels from intruders (however pinpointing their location by sound is a simple DC 0 Listen check which the PCs must beat by 20). They only use their incorporeal touch attack if all of the intruders appear to be immune to their sonic attacks. At APLs 10 and 12 the crypt chanter maestro will stop singing if necessary to attempt to dispel *silence* spells and anything that protects against negative levels, like *death ward*. They do not pursue intruders out of the mausoleum.

Encounter Six: It's Not There!

There are only two sarcophagi, the one belonging to Loromar (south side), and the empty one (north side) that once held the *knight's herald*. The empty sarcophagus is lined with lead on the inside. It is easy to distinguish the two as Loromar's is decorated and engraved, while the other is simply a non-descript stone sarcophagus.

Assuming that the PCs speak the pass phrase over the non-descript sarcophagus before removing the lid, a faint shimmer falls over it and then quickly fades away, indicating that the abjurations have been temporarily dispelled (Spellcraft DC 30). The lid can thereafter be removed safely.

Should the PCs foolishly attempt to remove the lid without speaking the pass phrase, they trigger the ward over the sarcophagus. When Tadorinal and Xavendra recovered the sword, they had powerful magic at their command that allowed them to retrieve the sword without setting off the trap.

Trap: Attempting to open the unmarked sarcophagus without first uttering the phrase "Dac Berradin" causes the trap to go off.

ALL APLs (EL 8)

Earthquake Trap: CR 8; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*earthquake*, 13th-level cleric, 80-ft. radius, 8d6 bludgeoning plus pinned, DC 15 Reflex halves); Search DC 32; Disable Device DC 32; Market value 45,500 gp.

The *earthquake* spell is enough to collapse the mausoleum, even though it is made mostly of stone because it has a wooden support structure. Gresson hoped that anyone attempting to recover the sword without the password would be trapped in the ensuing rubble and suffocated. Then at least the sword would be buried and lost to time. Consult the *Dungeon Master's Guide*, page 66, for rules on cave-ins and collapses.

Development: At this point the PCs discover that the sword is gone. They are likely to be confused. There is little for them to do at this point but return and report the bad news. They may suspect foul play, but without knowledge of who exactly is behind it, they have little to go on. Spells like *commune* and *contact other plane*, if cast while still inside the mausoleum, may reveal some indication of what happened, but even these options are likely to provide only scant details.

It is very reasonable for the PCs to check Loromar's sarcophagus to look for the missing sword. Loromar's sarcophagus contains his bones, some moldy clothing, and a holy text of Pholtus (Ebongleam). Loromar was once the bearer of the *knight's herald* and a very faithful, devoted servant of Pholtus; if the PCs mess with Loromar's bones or holy text, the god of inflexibility becomes quite angry, dispatching a planetar to punish them for the slight. *Augury* or *Omen of Peril* regarding the disturbance of Loromar's bones reveals only woe or a dire threat.

All APLs (EL 16)

Planetar: hp 133; AL LG; see *Monster Manual* page 11.

Tactics: The planetar arrives within one round of a PC disturbing Loromar's bones or his holy text and demands to know why they have done so. The planetar is hostile and unless the PCs can convince it they meant no harm with a fast Diplomacy check (-10 penalty) that raises its attitude to Friendly or better, it insists upon placing a *mark of justice* upon the offending PC (see *Special* at the end of the adventure). If the PCs refuse to accept judgment, it first moves to block their exit, and then it subdues them with nonlethal damage, destroying the melee weapons of any who engage it in melee with sunder attacks first. Due to its high spell resistance it does not fear spellcasters. If it detects an evil aura on any PC, it uses lethal attacks against that PC. When the battle is over, it makes a coup de grace against any PC with an evil aura and places a *mark of justice* on the offending PC (if still alive) and leaves. Such is the harsh judgment of Pholtus.

Nothing happens to the unconscious PCs who fall to the planetar after it leaves so they may rest and recover in the mausoleum normally.

Treasure: If the PCs defeat the planetar, they may loot its +3 *greatsword* and Loromar's holy text. They may also take the holy text from the altar (this carries no ramifications).

All APLs: Loot: 1 gp; Coin: 0 gp; Magic: 1,529 gp – +3 *greatsword* (1,529 gp).

Development: Killing a planetar is an evil act and should be noted on the AR of PCs who participated in its murder (either by aiding in the fight or dealing the death blow).

Encounter Seven: Betrayal!?

When the *alarm* in the mausoleum goes off, Tadorinal sends a pair of Abarra assassins and a pair of Xavendra's mercenaries. The mercenaries Hide behind tombstones at the points indicated on *Judge Aid Three* while Tadorinal's assassins Hide behind the mausoleum (total cover) and take a few rounds to cast spells. At APLs 8 and 10, the assassins have a single *metamagic rod of silence* between them which they each use to cast *disguise self* to augment their disguises. At APL 12, each assassin has a rod, and they each cast *cat's grace*, *disguise self*, and *false life*. When they are done, they approach furtively, as if they have had to sneak inside the cemetery, disguised as Rhaedrick Avenfear and Gaiyle Markhalla. As they approach, read the descriptions of Tadorinal's assassins when disguised. The PCs should recognize them as Rhaedrick Avenfear and Gaiyle Markhalla (if they've met her before). The assassins are not aware of the RTG tunnel and therefore approach from a different direction (don't tell the PCs this unless they think to ask).

Give the PCs a Spot check opposed by the assassins' Disguise check and the mercenaries' Hide check. The largest Circumstance bonus they should commonly be capable of against the Disguise check is a +4 for recognizing them on sight. PCs who are members of the RTG get a +6 on this check since Rhaedrick would be an associate of theirs. None of the PCs may claim bonuses for being a close friend or being intimate unless they have Triad-approved documentation. If the PCs choose to observe them closely looking for signs of deception, allow them a Sense Motive check opposed by the assassins' Bluff check ("Rhaedrick" does the talking while "Gaiyle" aids him, giving him +2 on his Bluff check). Failure on both these checks means the PCs will be unaware that they are foes. Give PCs a +2 Circumstance bonus on all opposed checks if they realize that the assassins are approaching from the wrong direction (Rhaedrick and Gaiyle would have approached from the

RTG tunnels if they were really trying to contact the PCs).

APL 8 (EL 10)

Xavendra's Mercenaries (2): male human Scout6; hp 45 each; see *Appendix One*.

Tadurinal's Assassins (2): male and female human Rog5/Asn1; hp 32 each; see *Appendix One*.

APL 10 (EL 12)

Xavendra's Mercenaries (2): male human Scout7/Order of the Bow Initiate1; hp 59 each; see *Appendix Two*.

Tadurinal's Assassins (2): male and female human Rog5/Asn3; hp 42 each; see *Appendix Two*.

APL 12 (EL 14)

Xavendra's Mercenaries (2): male human Scout7/Order of the Bow Initiate3; hp 73 each; see *Appendix Three*.

Tadurinal's Assassins (2): male and female human Rog5/Asn5; hp 52 (62 with *false life*) each; see *Appendix Three*.

Tactics: "Rhaedrick" and "Gaiyle" rush up to the PCs as if there is an urgent matter at hand, making sure to take at least three rounds to study them. As they do so, they explain that Tadurinal has been warned of their incursion, and they offer to *teleport* the PCs to safety. They move adjacent to unarmored characters that look like arcane spellcasters, their preferred targets. In the absence of such, they choose lightly-armored characters. As soon as they are within range, Xavendra's mercenaries take a surprise action (if they have not been detected) to fire off a bow shot at the PCs. They then attempt to Hide again using sniping rules (see the *Player's Handbook*, page 76). If the PCs ask the assassins what is going on, they feign surprise at the attack (a Bluff check opposed by the PCs' Sense Motive checks).

During the first normal round of combat, the assassins attempt to kill their marks. They begin with one dose of poison on their short swords and they activate the quickspark in their weapon capsule retainers (a swift action) to deal an extra 1d6 points of electricity damage with their attacks for that round. On their first action, they use Quick Draw and make their death attacks. At APL 8, if their first mark goes down they move into flanking position to deal with other characters, otherwise, they take the rest of their attacks on the same target. At APL 10+, they draw their *scrolls of greater invisibility* and attempt to use them the following round (remember they must make a successful caster level check).

Bear in mind that the death attacks only work if the PCs do not recognize the assassins as threats. Any PC who earlier made a successful Sense Motive check will recognize their hostile intent and be immune to the death attack (but not sneak attack of course).

During the first normal round, Xavendra's mercenaries enter the fray, making sure to move at least 10 feet each round to benefit from their skirmish ability (and ranged precision at APLs 10 and 12). They focus their attacks on spellcasters (particularly healers) first and deal with others afterwards. They are much more effective if they keep moving so make sure they do so each round and use Tumble if necessary. They use up their *flaming* and *frost* arrows first, switching to normal arrows thereafter. If the enhancements on their bows are dispelled and they are out of magical arrows, they use their masterwork arrows.

If the PCs approached the cemetery by fighting the glabrezu and took 30 minutes or longer in the mausoleum, then there are two extra assassins who approach invisibly and attack on the first normal round. These assassins have drunk *potions of invisibility* instead of *potions of fox's cunning*, so make sure to lower their Intelligence by 4 and the DC for their death attacks by 2. In addition, double the treasure acquired from the assassins. This increases the EL of the encounter by 1. These assassins Move Silently up with the other two assassins and attack on the surprise round with the mercenaries. They otherwise follow the tactics of the other assassins.

Treasure: The PCs may loot the bodies of their assailants when they are defeated.

APL 8: Loot: 168 gp; Coin: 2 gp; Magic: 510 gp – *flaming arrow*, (10 @ 13 gp each), *frost arrow* (10 @ 13 gp each), *silent metamagic rod* (250 gp).

APL 10: Loot: 168 gp; Coin: 6 gp; Magic: 750 gp – *flaming arrow*, (10 @ 13 gp each), *frost arrow* (10 @ 13 gp each), *potion of cure light wounds* (6 @ 4 gp each), *potion of cure moderate wounds* (4 @ 25 gp each), *scroll of greater invisibility* (2 @ 58 gp each), *silent metamagic rod* (250 gp).

APL 12: Loot: 168 gp; Coin: 6 gp; Magic: 2,664 gp – *cloak of resistance +1* (2 @ 83 gp each), *flaming arrow*, (10 @ 13 gp each), *frost arrow* (10 @ 13 gp each), *lesser bracers of archery* (2 @ 416 gp each) *potion of cure light wounds* (6 @ 4 gp each), *potion of cure moderate wounds* (4 @ 25 gp each), *ring of counterspells* (2 @ 333 gp each), *scroll of greater invisibility* (2 @ 58 gp each), *silent metamagic rod* (2 @ 250 gp each).

Development: At this point the PCs probably have a much better idea of what is going on. Abarra assassins

never speak about their employer and are impossible to coerce without magical means. The mercenaries have no such compunctions however and spill their guts if taken prisoner.

The PCs should take the hint to hot foot it out of the city. For every four hours they stay in Rookroost, they are attacked by another group of mercenaries and assassins (the assassins use *potions of invisibility* as above) until they leave. If they attempt to contact Rhaedrick he also suggests they leave town and he's not willing to draw attention to himself by harboring them. The city gates are placed in lock-down and heavily guarded with trolls, ogres, orcs, and other monsters. At this point the PCs should get the idea to use the *refuge moons* to escape.

Encounter Eight: Aid from an Enemy

If the PCs use the *refuge moon*, then they find themselves in Osilin's chamber in the Masak. Otherwise, they will have to travel to Dimre unless it was the end point for a *teleport* spell. If any PCs with the *Banned from Dimre* or *Enmity of Dimre* plot points find themselves in Dimre as a result of the *refuge moon* or a *teleport* spell, they are removed from the chamber, deprived of all their magic items and weapons, and escorted to the border where their items are returned. These PCs should journey to the Stone Flower Inn and await the return of their comrades. In the unfortunate event that ALL of the PCs have either one or the other plot point, the Dimrites allow the PCs to choose one representative from their group to be chosen to remain behind and deliver a report to Arryn and Osilin, albeit without any magical items or weaponry (which are returned later as above). Alternately, each of these plot points may be removed with the expenditure of two IPs with Dimre.

Osilin is in the middle of a business discussion when the PCs arrive, but he quickly postpones it. He immediately summons Arryn (who is waiting nearby) and the group discusses the turnout of events. The NPCs come to the conclusion that the Northern Alliance knew about their mission all along. They have no idea where the minions of the Lord of Pain have taken the sword. However, as the conference winds down an unexpected visitor arrives. Read or paraphrase the following:

A pair of the Holy Guard suddenly stumbles into the room, apparently quite shaken. "Milord Inquisitor... he... it... I don't... um... you have a visitor," one of them says. Before he even finishes speaking, a towering man in spiked plate mail, wearing a blood red cape and bearing a solid gold unholy symbol of

Iuz about his neck, enters the room. He removes his cruel, horned, black helm revealing a tanned face riddled with scars and bearing a disdainful sneer.

"Bloodhand!" Osilin exclaims while gesturing for the guards to leave the room, "What is the meaning of this?"

Allow the PCs a Knowledge (local – Iuz's Border States) check, DC 20, to realize that Lord Bloodhand is head of Temple Grimacing and its assassins' guild. If any of the PCs are *Wanted by Temple Grimacing*, Bloodhand smiles at them evilly unless their Disguise check is at least DC 40.

"My dear Lord Inquisitor," the black-plated man begins in a deep, raspy voice, "I have heard of your predicament and merely wish to offer my help."

"We need no help from you!" spits out Arryn. "As a paladin I refuse to associate myself with such evil as you represent. Be gone!"

The scarred man chuckles a deep and chilling chuckle before continuing, "Well, brave paladin, you needn't fear losing your divine sanctity for me. I offer my help without asking anything in return. You may use my information against our mutual enemy, the Pale Lady, as you see fit."

Both Arryn and Osilin stare coldly at the follower of Iuz for a moment, before nodding at each other, as if some silent agreement has been reached. "Very well, we shall hear you out, though I am loathe to do so," Osilin says.

"Of course you are," the man with the golden skull replies mockingly. "I know that you seek a holy blade. I also know that Xavendra has taken it to Marsakeer where she soon intends to begin an unholy ritual. I'm sure that she is desperate for anything which could help her fend off the monster that recently attacked Groucester." With a chuckle he adds, "Clearly she no longer considers her domain safe. I heard that the creature was enormous! It is a pity that she survived."

Bloodhand is referring to the events in *BDK6-01 That Which Slept*.

"Anyhow, who knows what foul wickedness may be wrought when such purity is perverted to her desires? I speak this, because I know that you will be inclined to do something about it, but you need to move fast. Tadorinal and Xavendra even now are marshalling their armies for war. Now that they have secured their borders in the Fellreev and the Midlands, they'll be turning their gaze towards Tenh once the beast to the north is dealt with. If they succeed, there would

be nothing to stop them from crushing that land of dust, not even the Palish forces. Turning to conquer Dimre would be child's play once they have a true weapon of darkness in their hands. Use my information however you wish. I now wash my hands of it."

Arryn looks very thoughtful, as if trying to search for any flaws or trickery in Bloodhand's information while Osilin looks troubled. With a penetrating look, the paladin asks Lord Bloodhand, "And what do you gain by giving me this information?"

With a broad grin, Bloodhand answers, "Having motivated the enemy of my enemy is reward enough for me, that and I'm sure my dread lord will find the coming conflict . . . amusing, shall we say."

"Oh, and one more thing," Bloodhand adds as he departs the room, "may your enemy's souls be fed to Iuz!" Osilin and Arryn both look angry enough to choke on their own tongues as Bloodhand's laughter follows him out of the room.

Conclusion

Read the following once Bloodhand leaves:

Lord Bloodhand's news is chilling indeed. The Pale Lady's ambitions know no bounds, and now it seems that she has a weapon in her hands which, if Bloodhand is to be believed, will be corrupted to darkness, spelling the end of every resistance group that has harassed her during the past few years.

In light of these harrowing events, Lord Osilin and Arryn have arranged a meeting with Lord Aegon Santagar, General of the armies of Dimre. It appears that war is on the horizon.

PCs who survive the mission and return with information of the sword's capture by the Northern Alliance receive an influence point (IP) with the Grand Theocracy of Dimre (even PCs who are *Banned in Dimre* or have the *Enmity of Dimre*). PCs who inform Rhaedrick of the results of the mission receive an IP with the Rookroost Thieves Guild (if the PC uses this IP to join the RTG, Rhaedrick becomes their training master). PCs who sought to inform Boss Renfus or the Stoink Thieves Guild about the results of the mission receive an IP with the Stoink Thieves Guild. PCs who visit Hickam's shop gain Regional access to the following items: masterwork barbed dagger, blend cream, focusing candle, freeglide, lockslip grease, and softfoot (all from the *Complete Adventure*).

Even though the PCs may not have succeeded in their mission, Arryn agrees to uphold his promise to recompense the PCs for their time and awards them the

coin listed in the treasure section for the *Conclusion* as long as they returned to tell him of everything they learned. If he catches a PC in a lie (for instance if a PC uses Bluff opposed by Arryn's Sense Motive check to deliberately hide information from him or fabricate false information), this coin is forfeited for that PC, and there is no convincing him otherwise.

Osilin expects any unused *refuge moons* to be returned. However, he agrees to make a few available to the PCs for a short period of time. PCs who return to Dimre at the conclusion to deliver information of the sword's capture receive Adventure access to a *refuge moon*.

Any PC who was recognized by the forces of Iuz (i.e. not in Disguise or failed Disguise check opposed by the Spot check of an Iuzian official) and is observed participating in seditious behavior (such as breaking into the cemetery, attacking town guards or demon guards, etc.) earns an Insurgent point in the Wanted by the Church of Iuz (WCI) meta-organization.

Any PCs who submitted to the planetar's *mark of justice* in *Encounter Six* receive the *Mark of Justice*.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter Two

Slay the demons (optional)

All APLs 480 xp

Encounter Four

Survive, disarm, or bypass the traps

APL8 240 xp

APL10 300 xp

APL12 360 xp

Encounter Five

Destroy the crypt chanters

APL8 300 xp

APL10 360 xp

APL12 420 xp

Encounter Six

Disarm or survive the *earthquake* (optional)

All APLs 240 xp

Defeat the planetar (optional)

All APLs 480 xp

Encounter Five

Defeat the assassins/mercenaries (plus extra 2 assassins if the demons were attacked)

APL8 300 xp (330 xp)

APL10 360 xp (390 xp)

APL12 420 xp (450 xp)

Story Award

Escape Rookroost

APL8 45 xp

APL10 54 xp

APL12 63 xp

Discretionary roleplaying award

APL8 180 xp

APL10 216 xp

APL12 252 xp

Total possible experience:

APL8 1,125 xp

APL10 1,300 xp

APL12 1,575 xp

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a “treasure” section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter’s treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic items are the hardest to adjudicate, because they are varied and because

characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

Loot = Looted gear from enemy; Coin = Coin, Gems, Jewelry, and other valuables; Magic = Magic Items.

Encounter Six: It’s Not There!

All APLs: Loot: 1 gp; Coin: 0 gp; Magic: 1,529 gp – *+3 greatsword* (1,529 gp).

Encounter Seven: Betrayal!?

APL 8: Loot: 168 gp; Coin: 2 gp; Magic: 510 gp – *flaming arrow*, (10 @ 13 gp each), *frost arrow* (10 @ 13 gp each), *silent metamagic rod* (250 gp).

APL 10: Loot: 168 gp; Coin: 6 gp; Magic: 750 gp – *flaming arrow*, (10 @ 13 gp each), *frost arrow* (10 @ 13 gp each), *potion of cure light wounds* (6 @ 4 gp each), *potion of cure moderate wounds* (4 @ 25 gp each), *scroll of greater invisibility* (2 @ 58 gp each), *silent metamagic rod* (250 gp).

APL 12: Loot: 168 gp; Coin: 6 gp; Magic: 2,664 gp – *cloak of resistance +1* (2 @ 83 gp each), *flaming arrow*, (10 @ 13 gp each), *frost arrow* (10 @ 13 gp each), *lesser bracers of archery* (2 @ 416 gp each) *potion of cure light wounds* (6 @ 4 gp each), *potion of cure moderate wounds* (4 @ 25 gp each), *ring of counterspells* (2 @ 333 gp each), *scroll of greater invisibility* (2 @ 58 gp each), *silent metamagic rod* (2 @ 250 gp each).

Conclusion:

APL 8: Loot: 0 gp; Coin: 700 gp; Magic: 0 gp.

APL 10: Loot: 0 gp; Coin: 1,400 gp; Magic: 0 gp.

APL 12: Loot: 0 gp; Coin: 2,100 gp; Magic: 0 gp.

Total Possible Treasure

APL 8: Loot: 169 gp; Coin: 702 gp; Magic: 2,039 gp; Total 1,300 gp (2,910 gp).

APL 10: Loot: 169 gp; Coin: 1,406 gp; Magic: 2,279 gp; Total: 2,300 gp (3,854 gp).

APL 12: Loot: 169 gp; Coin: 2,106 gp; Magic: 4,193 gp; Total: 3,300 gp (6,468 gp).

Special

In addition to standard uses, an IP may be spent to gain Regional access to one item from the respective list (this use must be immediate; circle the item chosen).

IP with the Grand Theocracy of Dimre []

Citizens of Dimre automatically receive Regional access to all of these items: *elixir of truth*, *minor circlet of blasting*, *potion of shield of faith +4*.

IP with the Rookroost Thieves Guild []

Members of the Rookroost Thieves Guild automatically receive Regional access to all of these items: *lens of detection*, *salve of slipperiness*, *sleep arrow*.

IP with the Stoink Thieves Guild []

Members of the Stoink Thieves Guild automatically receive Regional access to all of these items: *elixir of vision*, *ring of feather falling*, *shadow armor enhancement*.

Refuge Moon: When this small clay moon is broken (a standard action), it transports you instantaneously to the Masak temple in Dimre. It also brings any equipment you are carrying up to your maximum load plus up to three medium sized or smaller creatures or one large creature and one medium sized or smaller creature.

Moderate conjuration; CL 11th; Craft Wondrous Item, *word of recall*; 3,300 gp.

Lament of the Dead: Having heard the haunting melodies of the undead, you gain access to: Requiem^{LM}

Mark of Justice: If you disturb any gravesite, you suffer a –6 penalty to Constitution as *bestow curse*. This may only be removed by a *miracle*, *wish*, or *remove curse* from a 17th-level caster.

Necropolis of Dread (Su): Only one character with five or more character levels can access the power of the *necropolis*, gaining a +4 profane bonus on saving throws against fear effects. In addition, whenever he casts a spell with the fear descriptor, or uses a spell-like or supernatural ability that induces fear, the DC of the required saving throw increases by 1. When a spellcaster uses this power to enhance a fear-inducing spell, his body is wrapped in a shadowy cloud that seems to pulse and writhe with power. This ability lasts for one year from the date played.

WCI +1: Insurgent

Items for the Adventure Record

APL 8:

- Masterwork barbed dagger (Regional; CV)
- Blend cream (Regional; CV)
- Drow poison (Adventure; DMG)
- *+1 flaming arrow* (Adventure; DMG)
- Focusing candle (Regional; CV)
- Freeglide (Regional; CV)
- *+1 frost arrow* (Adventure; DMG)
- *+3 greatsword* (Adventure; DMG)
- Holy Text—Ebongleam (Adventure; A&E)
- Lockslip grease (Regional; CV)
- Masterwork quickblade rapier (Adventure; CV)
- Quickspark (Adventure; CV)
- *Refuge moon* (Adventure; see above)
- *Silent metamagic rod* (Adventure; DMG)
- Softfoot (Regional; CV)
- Weapon capsule retainer (Adventure; CV)

APLs 10 -12 (all of APLs 8 plus the following):

- *Lesser bracers of archery* (Adventure; DMG)
- *Ring of counterspells* (Adventure; DMG)

Appendix One – APL 8

Encounter Five

Crypt Chanter: CR 7; Medium undead (Incorporeal); HD 7d12; hp 45; Init +8; Spd 30 ft., fly 30 ft. (perfect); AC 19, touch 19, flat-footed 15 (+4 Dex, +5 deflection); BAB/Grp +3/—; Atk +7 melee (1d8, incorporeal touch); SA create spawn, draining melody (DC 18); SQ darkvision 60 ft., daylight powerlessness, incorporeal traits, +2 turn resistance, undead traits; AL CE; SV Fort +2, Ref +6, Will +7; Str —, Dex 18, Con —, Int 14, Wis 14, Cha 20.

Skills and Feats: Hide +14, Intimidate +15, Listen +14, Perform (sing) +15, Search +12, Spot +14; Alertness, Blind-Fight, Improved Initiative.

Create Spawn (Su): Any humanoid slain by a crypt chanter through its draining melody (see below) becomes a crypt chanter 1d4 rounds later. Spawn are under the command of the crypt chanter 1d4 rounds later. Spawn are under the command of the crypt chanter that created them and remain enslaved until its destruction. They do not possess any of the abilities they had in life.

Draining Melody (Su): A crypt chanter constantly sings, creating a magically charged allure. All creatures within 60 ft. of a crypt chanter must make a DC 18 Will save or stand dazed as long as the music continues. This is a sonic, mind-affecting, compulsion effect.

Beginning on the round after becoming dazed, creatures that failed the first saving throw must make a second saving throw (same DC) to avoid being affected as if by the *enthrall* spell (see page 227 of the *Player's Handbook*). Enthralled victims also begin to gain 1d2 negative levels per round while the song continues, as long as they remain within range. If a creature gains a number of negative levels at least equal to its Hit Dice, it dies and becomes a spawn.

When a crypt chanter bestows negative levels on a victim, it gains 5 temporary hit points for each negative level bestowed. These temporary hit points last for up to 1 hour.

Creatures that successfully save upon hearing a crypt chanter's music cannot be affected by that crypt chanter's music again unless the chanter ceases signing for 1 full round (releasing all those it previously held in thrall) and begins a new song. The save DC is Charisma-based.

The DC is 18 for the Fortitude save to remove a negative level.

Daylight Powerlessness (Ex): A crypt chanter is utterly powerless in natural sunlight (not merely a *daylight* spell) and flees from it.

Encounter Seven

Xavendra's Mercenary Scouts: Male human Scout6; CR 6; Medium humanoid (human); HD 6d8+12; hp 45; Init +9; Spd 40 ft.; AC 25, touch 19, flat-footed 25 [+5 Dex, +6 armor, +4 deflection]; BAB/Grp +4/+6; Atk +6 melee (1d6+2/x3, handaxe) or +12 ranged (1d8+4/x3, composite longbow [Str +2]); SA skirmish (+2d6, +1 AC); SQ battle fortitude +1, evasion, fast movement +10 ft., flawless stride, trackless step, trapfinding, uncanny dodge; AL LN; SV Fort +5, Ref +10, Will +3; Str 14, Dex 20, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Balance +6, Craft (bowmaking) +5, Hide +13, Jump +12, Knowledge (dungeoneering) +4, Knowledge (geography) +4, Knowledge (nature) +4, Knowledge (religion) +2, Listen +10, Move Silently +13, Spot +10, Tumble +15; Improved Initiative^B, Point Blank Shot, Precise Shot^B, Rapid Shot, Weapon Focus (longbow).

Languages: Common, Ordai.

Skirmish (Ex): A scout relies on mobility to deal extra damage and improve her defense. She deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn. This extra damage increases by 1d6 for every four levels gained above 1st (2d6 at 5th, 3d6 at 9th, 4d6 at 13th, and 5d6 at 17th level).

The extra damage only applies against living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

At 3rd level, a scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and lasts until the start of her next turn. This bonus improves by 1 for every four levels gained above 3rd (+2 at 7th, +3 at 11th, +4 at 15th, and +5 at 19th level).

A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load. If she gains the skirmish ability from another class, the bonuses stack.

Trapfinding (Ex): A scout can use the Search skill to locate traps with a DC higher than 20, and she can use Disable Device to bypass a trap or disarm magic

traps. See the rogue class feature, page 50 of the *Player's Handbook*.

Battle Fortitude (Ex): At 2nd level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks. This bonus increases to +2 at 11th level and +3 at 20th level. A scout loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Uncanny Dodge (Ex): At 2nd level, a scout cannot be caught flat-footed and reacts to danger before her senses would normally allow her to do so. See the barbarian class feature, page 26 of the *Player's Handbook*.

Fast Movement (Ex): Starting at 3rd level, a scout gains a +10 foot enhancement bonus to her base land speed. At 11th level, this bonus increases to +20 feet. See the monk class feature, page 41 of the *Player's Handbook*.

A scout loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Trackless Step (Ex): Beginning at 3rd level, a scout cannot be tracked in natural surroundings. See the druid class feature, page 36 of the *Player's Handbook*.

Evasion (Ex): Beginning at 5th level, a scout can avoid damage from certain attacks with a successful Reflex save. See the monk class feature, page 41 of the *Player's Handbook*.

Flawless Stride (Ex): Starting at 6th level, a scout can move through any sort of terrain that slows movement (such as undergrowth, rubble, and similar terrain) at her normal speed and without taking damage or suffering any other impairment.

This ability does not let her move more quickly through terrain that requires a Climb or Swim check to navigate, nor can she move more quickly through terrain or undergrowth that has been magically manipulated to impede motion.

A scout loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Possessions: mw chain shirt, handaxe, composite longbow [Str +2], 20 arrows, 10 mw arrows, 5 *flaming arrows*, 5 *frost arrows*, ~~oil of greater magic weapon +2~~, ~~oil of magic vestment +2~~, ~~potion of cat's grace~~, ~~potion of shield of faith +4~~, 3 gp.

Physical Description: This Flan man has camouflage paint on his arms and face while the rest of his body is covered in clothes that blend in with the surroundings. His vision is obviously keen and you can feel his glare penetrate you.

Active Spells: *cat's grace* (CL 3), *greater magic weapon* on bow (CL 8), *magic vestment* on armor (CL 8), *shield of faith* (CL 12)

Xavendra's Mercenary Scouts (powered down): Init +7; AC 16, touch 12, flat-footed 16 [+2 Dex, +4 armor]; Atk +8 ranged (1d8+2/x3, composite longbow [Str +2]); SV Ref +8; Dex 16.

Skills and Feats: Balance +4, Hide +11, Move Silently +11, Tumble +13.

Tadurinal's Assassins: Male and female human Rog5/Asn1; CR 6; Medium humanoid (human); HD 6d6+6; hp 32; Init +7; Spd 30 ft.; AC 23, touch 18, flat-footed 23 [+3 Dex, +5 armor, +5 deflection]; BAB/Grp +3/+3; Atk +8 melee (1d6+2/19-20, short sword) or +6 ranged (1d4, dart); SA death attack (DC 15), poison use, sneak attack +4d6; SQ evasion, trapfinding, trap sense +1, uncanny dodge; AL CE; SV Fort +2, Ref +8, Will +0; Str 10, Dex 16, Con 12, Int 18, Wis 8, Cha 13.

Skills and Feats: Balance +2, Bluff +13, Climb +8, Diplomacy +3, Disable Device +12, Disguise +12 (+14 acting in character), Gather Information +12, Hide +12, Jump +11, Knowledge (local) +12, Move Silently +12, Search +12, Tumble +14; Improved Initiative, Quick Draw, Skill Focus (Bluff)^b, Weapon Finesse.

Languages: Common, Orc, Rhopan.

Assassin Spells Known (1): 1st—*disguise self*, *true strike*.

Possessions: mw studded leather, short sword with weapon capsule retainer, 3 quickspark capsules, 10 darts, 1 dose of drow poison, disguise kit, ~~oil of greater magic weapon +2~~, ~~oil of magic vestment +2~~, ~~potion of fox's cunning~~, ~~potion of shield of faith +5~~, ~~silent metamagic rod~~, 10 gp.

Physical Description: (Descriptions while disguised as Rhaedrick and Gaiyle) This man has black hair, a trimmed goatee, and cold blue eyes, he is garbed in black studded leather and has a short sword at his side. This woman has brown hair and eyes and wears a darkly shaded tunic covered in a long deep blue cloak. At her side is a spell component pouch.

(Descriptions without disguises) This man and woman are both dressed in dark black studded leather, carry a short sword, and have fairly common features. In fact, the most distinguishing part of their appearance is that there is nothing distinguishing about them.

Active Spells: *disguise self* (CL 1), *fox's cunning* (CL 3), *greater magic weapon* on short sword (CL 8), *magic vestment* on armor (CL 8), *shield of faith* +5 (CL 18)

Tadurinal's Assassins (powered down): AC 16, touch 13, flat-footed 16 [+3 Dex, +3 armor]; Atk +6 melee (1d6/19-20, short sword); SA death attack (DC 15); Int 14.

Skills and Feats: Disable Device +10, Knowledge
(local) +10, Search +10.

Appendix Two – APL 10

Encounter Five

Crypt Chanter Maestro (Evolved): CR 11; Medium undead (Incorporeal); HD 15d12; hp 90; Init +10; Spd 30 ft., fly 30 ft. (perfect); AC 24, touch 24, flat-footed 20 (+4 Dex, +10 deflection); BAB/Grp +7/—; Atk +13 melee (1d8, incorporeal touch); SA create spawn, draining melody (DC 28); SQ darkvision 60 ft., daylight powerlessness, fast healing 3, incorporeal traits, spell-like ability, +2 turn resistance, undead traits; AL CE; SV Fort +5, Ref +13, Will +13; Str —, Dex 22, Con —, Int 16, Wis 18, Cha 28.

Skills and Feats: Hide +24, Intimidate +26, Listen +24, Perform (dance) +26, Perform (sing) +29, Search +21, Spot +24; Ability Focus (draining melody), Alertness, Blind-Fight, Improved Initiative, Lightning Reflexes, Skill Focus (Perform [sing]).

Create Spawn (Su): Any humanoid slain by a crypt chanter through its draining melody (see below) becomes a crypt chanter 1d4 rounds later. Spawn are under the command of the crypt chanter 1d4 rounds later. Spawn are under the command of the crypt chanter that created them and remain enslaved until its destruction. They do not possess any of the abilities they had in life.

Draining Melody (Su): A crypt chanter constantly sings, creating a magically charged allure. All creatures within 60 ft. of a crypt chanter must make a DC 28 Will save or stand dazed as long as the music continues. This is a sonic, mind-affecting, compulsion effect.

Beginning on the round after becoming dazed, creatures that failed the first saving throw must make a second saving throw (same DC) to avoid being affected as if by the *enthrall* spell (see page 227 of the *Player's Handbook*). Enthralled victims also begin to gain 1d2 negative levels per round while the song continues, as long as they remain within range. If a creature gains a number of negative levels at least equal to its Hit Dice, it dies and becomes a spawn.

When a crypt chanter bestows negative levels on a victim, it gains 5 temporary hit points for each negative level bestowed. These temporary hit points last for up to 1 hour.

Creatures that successfully save upon hearing a crypt chanter's music cannot be affected by that crypt chanter's music again unless the chanter ceases signing for 1 full round (releasing all those it previously held in thrall) and begins a new song. The save DC is Charisma-based.

The DC is 28 for the Fortitude save to remove a negative level.

Daylight Powerlessness (Ex): A crypt chanter is utterly powerless in natural sunlight (not merely a *daylight* spell) and flees from it.

Spell-Like Ability: 1/day—*greater dispel magic*. Caster level 15th.

Crypt Chanter: CR 7; Medium undead (Incorporeal); HD 7d12; hp 45; Init +8; Spd 30 ft., fly 30 ft. (perfect); AC 19, touch 19, flat-footed 15 (+4 Dex, +5 deflection); BAB/Grp +3/—; Atk +7 melee (1d8, incorporeal touch); SA create spawn, draining melody (DC 18); SQ darkvision 60 ft., daylight powerlessness, incorporeal traits, +2 turn resistance, undead traits; AL CE; SV Fort +2, Ref +6, Will +7; Str —, Dex 18, Con —, Int 14, Wis 14, Cha 20.

Skills and Feats: Hide +14, Intimidate +15, Listen +14, Perform (sing) +15, Search +12, Spot +14; Alertness, Blind-Fight, Improved Initiative.

Create Spawn (Su): Any humanoid slain by a crypt chanter through its draining melody (see below) becomes a crypt chanter 1d4 rounds later. Spawn are under the command of the crypt chanter 1d4 rounds later. Spawn are under the command of the crypt chanter that created them and remain enslaved until its destruction. They do not possess any of the abilities they had in life.

Draining Melody (Su): A crypt chanter constantly sings, creating a magically charged allure. All creatures within 60 ft. of a crypt chanter must make a DC 18 Will save or stand dazed as long as the music continues. This is a sonic, mind-affecting, compulsion effect.

Beginning on the round after becoming dazed, creatures that failed the first saving throw must make a second saving throw (same DC) to avoid being affected as if by the *enthrall* spell (see page 227 of the *Player's Handbook*). Enthralled victims also begin to gain 1d2 negative levels per round while the song continues, as long as they remain within range. If a creature gains a number of negative levels at least equal to its Hit Dice, it dies and becomes a spawn.

When a crypt chanter bestows negative levels on a victim, it gains 5 temporary hit points for each negative level bestowed. These temporary hit points last for up to 1 hour.

Creatures that successfully save upon hearing a crypt chanter's music cannot be affected by that crypt chanter's music again unless the chanter ceases signing for 1 full round (releasing all those it previously held in thrall) and begins a new song. The save DC is Charisma-based.

The DC is 18 for the Fortitude save to remove a negative level.

Daylight Powerlessness (Ex): A crypt chanter is utterly powerless in natural sunlight (not merely a *daylight* spell) and flees from it.

Encounter Seven

Xavendra's Mercenary Scouts: Male human Scout7/Order of the Bow Initiate1; CR 8; Medium humanoid (human); HD 8d8+16; hp 59; Init +10; Spd 40 ft.; AC 28, touch 20, flat-footed 28 [+5 Dex, +8 armor, +5 deflection]; BAB/Grp +6/+8; Atk +8 melee (1d6+2/x3, handaxe) or +16 ranged (1d8+6/x3, composite longbow [Str +2]); Full Atk +8/+3 melee (1d6+2/x3, handaxe) or +16/+11 ranged (1d8+6/x3, composite longbow [Str +2]); SA ranged precision +1d8, skirmish (+2d6, +2 AC); SQ battle fortitude +1, evasion, fast movement +10 ft., flawless stride, trackless step, trapfinding, uncanny dodge; AL LN; SV Fort +5, Ref +12, Will +5; Str 14, Dex 21, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Balance +6, Craft (bowmaking) +5, Hide +25, Jump +14, Knowledge (dungeoneering) +5, Knowledge (geography) +5, Knowledge (nature) +5, Knowledge (religion) +2, Listen +11, Move Silently +24, Spot +11, Tumble +16; Improved Initiative^B, Point Blank Shot, Precise Shot^B, Rapid Shot, Weapon Focus (longbow).

Languages: Common, Ordai.

Skirmish (Ex): A scout relies on mobility to deal extra damage and improve her defense. She deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn. This extra damage increases by 1d6 for every four levels gained above 1st (2d6 at 5th, 3d6 at 9th, 4d6 at 13th, and 5d6 at 17th level).

The extra damage only applies against living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

At 3rd level, a scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and lasts until the start of her next turn. This bonus improves by 1 for every four levels gained above 3rd (+2 at 7th, +3 at 11th, +4 at 15th, and +5 at 19th level).

A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load. If she gains the skirmish ability from another class, the bonuses stack.

Trapfinding (Ex): A scout can use the Search skill to locate traps with a DC higher than 20, and she can use Disable Device to bypass a trap or disarm magic traps. See the rogue class feature, page 50 of the *Player's Handbook*.

Battle Fortitude (Ex): At 2nd level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks. This bonus increases to +2 at 11th level and +3 at 20th level. A scout loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Uncanny Dodge (Ex): At 2nd level, a scout cannot be caught flat-footed and reacts to danger before her senses would normally allow her to do so. See the barbarian class feature, page 26 of the *Player's Handbook*.

Fast Movement (Ex): Starting at 3rd level, a scout gains a +10 foot enhancement bonus to her base land speed. At 11th level, this bonus increases to +20 feet. See the monk class feature, page 41 of the *Player's Handbook*.

A scout loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Trackless Step (Ex): Beginning at 3rd level, a scout cannot be tracked in natural surroundings. See the druid class feature, page 36 of the *Player's Handbook*.

Evasion (Ex): Beginning at 5th level, a scout can avoid damage from certain attacks with a successful Reflex save. See the monk class feature, page 41 of the *Player's Handbook*.

Flawless Stride (Ex): Starting at 6th level, a scout can move through any sort of terrain that slows movement (such as undergrowth, rubble, and similar terrain) at her normal speed and without taking damage or suffering any other impairment.

This ability does not let her move more quickly through terrain that requires a Climb or Swim check to navigate, nor can she move more quickly through terrain or undergrowth that has been magically manipulated to impede motion.

A scout loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Ranged Precision (Ex): As a standard action, an initiate may make a single precisely aimed attack with a ranged weapon, dealing an extra 1d8 points of damage if the attack hits. When making a ranged precision attack, an initiate must be within 30 feet of his target. An initiate's ranged precision attack only works against living creatures with discernable

anatomies. Any creature that is immune to critical hits (including undead, constructs, oozes, plants, and incorporeal creatures) is not vulnerable to a ranged precision attack, and any item or ability that protects a creature from critical hits (such as armor with the fortification special ability) also protects a creature from the extra damage.

Unlike with a rogue's sneak attack, the initiate's target does not have to be flat-footed or denied its Dexterity bonus, but if it is, the initiate's extra precision damage stacks with sneak attack damage. Treat the initiate's ranged precision attack as a sneak attack in all other ways.

The initiate's bonus to damage on ranged precision attacks increases by +1d8 every two levels.

An initiate can only use this ability with a ranged weapon for which he has taken the Weapon Focus feat.

Possessions: mw chain shirt, handaxe, composite longbow [Str +2], 20 arrows, 10 mw arrows, 5 *flaming arrows*, 5 *frost arrows*, ~~*elixir of hiding*~~, ~~*elixir of sneaking*~~, ~~*oil of greater magic weapon +4*~~, ~~*oil of magic vestment +4*~~, ~~*potion of cat's grace*~~, 2 *potions of cure moderate wounds*, ~~*potion of shield of faith +5*~~, 3 gp.

Physical Description: This Flan man has camouflage paint on his arms and face while the rest of his body is covered in clothes that blend in with the surroundings. His vision is obviously keen and you can feel his glare penetrate you.

Active Spells: *cat's grace* (CL 3), *greater magic weapon* on bow (CL 16), *magic vestment* on armor (CL 16), *shield of faith* (CL 18)

Xavendra's Mercenary Scouts (powered down): Init +8; AC 18, touch 13, flat-footed 18 [+3 Dex, +4 armor, +1 natural armor]; Atk +10 ranged (1d8+2/x3, composite longbow [Str +2]); SV Ref +10; Dex 16.

Skills and Feats: Balance +4, Hide +13, Move Silently +12, Tumble +14.

Tadurinal's Assassins: Male and female human Rog5/Asn3; CR 8; Medium humanoid (human); HD 8d6+8; hp 42; Init +7; Spd 30 ft.; AC 24, touch 18, flat-footed 24 [+3 Dex, +6 armor, +5 deflection]; BAB/Grp +5/+5; Atk +11 melee (1d6+3/19-20, short sword) or +8 ranged (1d4, dart); SA death attack (DC 17), poison use, sneak attack +5d6; SQ +1 save against poison, evasion, improved uncanny dodge, trapfinding, trap sense +1, uncanny dodge; AL CE; SV Fort +3, Ref +9, Will +1; Str 10, Dex 16, Con 12, Int 18, Wis 8, Cha 14.

Skills and Feats: Balance +2, Bluff +16, Climb +8, Diplomacy +4, Disable Device +12, Disguise +15 (+17 acting in character), Gather Information +15, Hide +14, Jump +13, Knowledge (local) +12, Move Silently +14,

Search +12, Tumble +16; Improved Initiative, Quick Draw, Skill Focus (Bluff)^B, Weapon Finesse.

Languages: Common, Orc, Rhopan.

Assassin Spells Known (3/0*): 1st—*disguise self*, *obscuring mist*, *true strike*, 2nd—*cat's grace*, *undetectable alignment*.

*normally 3/1, but *undetectable alignment* already cast

Possessions: mw studded leather, short sword with weapon capsule retainer, 3 quickspark capsules, 10 darts, 1 dose of deathblade, disguise kit, ~~*oil of greater magic weapon +3*~~, ~~*oil of magic vestment +3*~~, 3 *potions of cure light wounds*, ~~*potion of fox's cunning*~~, ~~*potion of shield of faith +5*~~, *scroll of greater invisibility*, *silent metamagic rod*, 35 gp.

Physical Description: (Descriptions while disguised as Rhaedrick and Gaiyle) This man has black hair, a trimmed goatee, and cold blue eyes, he is garbed in black studded leather and has a short sword at his side. This woman has brown hair and eyes and wears a darkly shaded tunic covered in a long deep blue cloak. At her side is a spell component pouch.

(Descriptions without disguises) This man and woman are both dressed in dark black studded leather, carry a short sword, and have fairly common features. In fact, the most distinguishing part of their appearance is that there is nothing distinguishing about them.

Active Spells: *disguise self* (CL 3), *fox's cunning* (CL 3), *greater magic weapon* on short sword (CL 12), *magic vestment* on armor (CL 12), *shield of faith* (CL 18), *undetectable alignment* (CL 3)

Tadurinal's Assassins (powered down): AC 16, touch 13, flat-footed 16 [+3 Dex, +3 armor]; Atk +8 melee (1d6/19-20, short sword); SA death attack (DC 17); Int 14.

Skills and Feats: Disable Device +10, Knowledge (local) +10, Search +10.

Appendix Three – APL 12

Encounter Five

Crypt Chanter Maestro (Evolved): CR 13; Medium undead (Incorporeal); HD 15d12; hp 90; Init +10; Spd 30 ft., fly 30 ft. (perfect); AC 28, touch 28, flat-footed 24 (+4 Dex, +14 deflection); BAB/Grp +7/—; Atk +13 melee (1d8, incorporeal touch); SA create spawn, draining melody (DC 30); SQ darkvision 60 ft., daylight powerlessness, fast healing 9, incorporeal traits, spell-like ability, +2 turn resistance, undead traits; AL CE; SV Fort +5, Ref +13, Will +13; Str —, Dex 22, Con —, Int 16, Wis 18, Cha 32.

Skills and Feats: Hide +24, Intimidate +26, Listen +24, Perform (dance) +26, Perform (sing) +29, Search +21, Spot +24; Ability Focus (draining melody), Alertness, Blind-Fight, Improved Initiative, Lightning Reflexes, Skill Focus (Perform [sing]).

Create Spawn (Su): Any humanoid slain by a crypt chanter through its draining melody (see below) becomes a crypt chanter 1d4 rounds later. Spawn are under the command of the crypt chanter 1d4 rounds later. Spawn are under the command of the crypt chanter that created them and remain enslaved until its destruction. They do not possess any of the abilities they had in life.

Draining Melody (Su): A crypt chanter constantly sings, creating a magically charged allure. All creatures within 60 ft. of a crypt chanter must make a DC 30 Will save or stand dazed as long as the music continues. This is a sonic, mind-affecting, compulsion effect.

Beginning on the round after becoming dazed, creatures that failed the first saving throw must make a second saving throw (same DC) to avoid being affected as if by the *enthrall* spell (see page 227 of the *Player's Handbook*). Enthralled victims also begin to gain 1d2 negative levels per round while the song continues, as long as they remain within range. If a creature gains a number of negative levels at least equal to its Hit Dice, it dies and becomes a spawn.

When a crypt chanter bestows negative levels on a victim, it gains 5 temporary hit points for each negative level bestowed. These temporary hit points last for up to 1 hour.

Creatures that successfully save upon hearing a crypt chanter's music cannot be affected by that crypt chanter's music again unless the chanter ceases signing for 1 full round (releasing all those it previously held in thrall) and begins a new song. The save DC is Charisma-based.

The DC is 30 for the Fortitude save to remove a negative level.

Daylight Powerlessness (Ex): A crypt chanter is utterly powerless in natural sunlight (not merely a *daylight* spell) and flees from it.

Spell-Like Ability: 3/day—*greater dispel magic*. Caster level 15th.

Advanced Crypt Chanter: CR 9; Medium undead (Incorporeal); HD 15d12; hp 90; Init +8; Spd 30 ft., fly 30 ft. (perfect); AC 20, touch 20, flat-footed 16 (+4 Dex, +6 deflection); BAB/Grp +7/—; Atk +11 melee (1d8, incorporeal touch); SA create spawn, draining melody (DC 25); SQ darkvision 60 ft., daylight powerlessness, incorporeal traits, +2 turn resistance, undead traits; AL CE; SV Fort +5, Ref +11, Will +11; Str —, Dex 18, Con —, Int 14, Wis 14, Cha 22.

Skills and Feats: Hide +22, Intimidate +24, Listen +22, Perform (sing) +27, Search +20, Spot +22; Ability Focus (draining melody), Alertness, Blind-Fight, Improved Initiative, Lightning Reflexes, Skill Focus (Perform [sing]).

Create Spawn (Su): Any humanoid slain by a crypt chanter through its draining melody (see below) becomes a crypt chanter 1d4 rounds later. Spawn are under the command of the crypt chanter 1d4 rounds later. Spawn are under the command of the crypt chanter that created them and remain enslaved until its destruction. They do not possess any of the abilities they had in life.

Draining Melody (Su): A crypt chanter constantly sings, creating a magically charged allure. All creatures within 60 ft. of a crypt chanter must make a DC 25 Will save or stand dazed as long as the music continues. This is a sonic, mind-affecting, compulsion effect.

Beginning on the round after becoming dazed, creatures that failed the first saving throw must make a second saving throw (same DC) to avoid being affected as if by the *enthrall* spell (see page 227 of the *Player's Handbook*). Enthralled victims also begin to gain 1d2 negative levels per round while the song continues, as long as they remain within range. If a creature gains a number of negative levels at least equal to its Hit Dice, it dies and becomes a spawn.

When a crypt chanter bestows negative levels on a victim, it gains 5 temporary hit points for each negative level bestowed. These temporary hit points last for up to 1 hour.

Creatures that successfully save upon hearing a crypt chanter's music cannot be affected by that crypt chanter's music again unless the chanter ceases signing for 1 full round (releasing all those it previously held in

thrall) and begins a new song. The save DC is Charisma-based.

The DC is 25 for the Fortitude save to remove a negative level.

Daylight Powerlessness (Ex): A crypt chanter is utterly powerless in natural sunlight (not merely a *daylight* spell) and flees from it.

Encounter Two

Xavendra's Mercenary Scouts: Male human Scout7/Order of the Bow Initiate3; CR 10; Medium humanoid (human); HD 10d8+20; hp 73; Init +10; Spd 40 ft.; AC 29, touch 20, flat-footed 29 [+5 Dex, +9 armor, +5 deflection]; BAB/Grp +8/+10; Atk +10 melee (1d6+2/x3, handaxe) or +19 ranged (1d8+6/x3, composite longbow [Str +2]); Full Atk +10/+5 melee (1d6+2/x3, handaxe) or +19/+14 ranged (1d8+6/x3, composite longbow [Str +2]); SA ranged precision +2d8, skirmish (+2d6, +2 AC); SQ battle fortitude +1, evasion, fast movement +10 ft., flawless stride, trackless step, trapfinding, uncanny dodge; AL LN; SV Fort +7, Ref +14, Will +7; Str 14, Dex 21, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Balance +6, Craft (bowmaking) +5, Hide +27, Jump +14, Knowledge (dungeoneering) +5, Knowledge (geography) +5, Knowledge (nature) +5, Knowledge (religion) +2, Listen +11, Move Silently +24, Spot +11, Tumble +16; Improved Initiative^B, Point Blank Shot, Precise Shot^B, Manyshot, Rapid Shot, Weapon Focus (longbow).

Languages: Common, Ordai.

Skirmish (Ex): A scout relies on mobility to deal extra damage and improve her defense. She deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn. This extra damage increases by 1d6 for every four levels gained above 1st (2d6 at 5th, 3d6 at 9th, 4d6 at 13th, and 5d6 at 17th level).

The extra damage only applies against living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

At 3rd level, a scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and lasts until the start of her next turn. This bonus improves by 1 for every four levels

gained above 3rd (+2 at 7th, +3 at 11th, +4 at 15th, and +5 at 19th level).

A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load. If she gains the skirmish ability from another class, the bonuses stack.

Trapfinding (Ex): A scout can use the Search skill to locate traps with a DC higher than 20, and she can use Disable Device to bypass a trap or disarm magic traps. See the rogue class feature, page 50 of the *Player's Handbook*.

Battle Fortitude (Ex): At 2nd level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks. This bonus increases to +2 at 11th level and +3 at 20th level. A scout loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Uncanny Dodge (Ex): At 2nd level, a scout cannot be caught flat-footed and reacts to danger before her senses would normally allow her to do so. See the barbarian class feature, page 26 of the *Player's Handbook*.

Fast Movement (Ex): Starting at 3rd level, a scout gains a +10 foot enhancement bonus to her base land speed. At 11th level, this bonus increases to +20 feet. See the monk class feature, page 41 of the *Player's Handbook*.

A scout loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Trackless Step (Ex): Beginning at 3rd level, a scout cannot be tracked in natural surroundings. See the druid class feature, page 36 of the *Player's Handbook*.

Evasion (Ex): Beginning at 5th level, a scout can avoid damage from certain attacks with a successful Reflex save. See the monk class feature, page 41 of the *Player's Handbook*.

Flawless Stride (Ex): Starting at 6th level, a scout can move through any sort of terrain that slows movement (such as undergrowth, rubble, and similar terrain) at her normal speed and without taking damage or suffering any other impairment.

This ability does not let her move more quickly through terrain that requires a Climb or Swim check to navigate, nor can she move more quickly through terrain or undergrowth that has been magically manipulated to impede motion.

A scout loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Ranged Precision (Ex): As a standard action, an initiate may make a single precisely aimed attack with a ranged weapon, dealing an extra 1d8 points of damage if the attack hits. When making a ranged precision attack, an initiate must be within 30 feet of

his target. An initiate's ranged precision attack only works against living creatures with discernable anatomies. Any creature that is immune to critical hits (including undead, constructs, oozes, plants, and incorporeal creatures) is not vulnerable to a ranged precision attack, and any item or ability that protects a creature from critical hits (such as armor with the fortification special ability) also protects a creature from the extra damage.

Unlike with a rogue's sneak attack, the initiate's target does not have to be flat-footed or denied its Dexterity bonus, but if it is, the initiate's extra precision damage stacks with sneak attack damage. Treat the initiate's ranged precision attack as a sneak attack in all other ways.

The initiate's bonus to damage on ranged precision attacks increases by +1d8 every two levels.

An initiate can only use this ability with a ranged weapon for which he has taken the Weapon Focus feat.

Close Combat Shot (Ex): At 2nd level, an initiate can attack with a ranged weapon while in a threatened square and not provoke an attack of opportunity.

Possessions: mw chain shirt, handaxe, composite longbow [Str +2], 20 arrows, 10 mw arrows, 5 *flaming arrows*, 5 *frost arrows*, *cloak of resistance +1*, *lesser bracers of archery*, ~~*elixir of hiding*~~, ~~*elixir of sneaking*~~, ~~*oil of greater magic weapon +4*~~, ~~*oil of magic vestment +5*~~, ~~*potion of cat's grace*~~, 2 *potions of cure moderate wounds*, ~~*potion of shield of faith +5*~~, 3 gp.

Physical Description: This Flan man has camouflage paint on his arms and face while the rest of his body is covered in clothes that blend in with the surroundings. His vision is obviously keen and you can feel his glare penetrate you.

Active Spells: *cat's grace* (CL 3), *greater magic weapon* on bow (CL 16), *magic vestment* on armor (CL 20), *shield of faith* (CL 18)

Xavendra's Mercenary Scouts (powered down): Init +8; AC 18, touch 13, flat-footed 18 [+3 Dex, +4 armor, +1 natural armor]; Atk +13 ranged (1d8+2/x3, composite longbow [Str +2]); SV Ref +12; Dex 17.

Skills and Feats: Balance +4, Hide +15, Move Silently +12, Tumble +14.

Tadurinal's Assassins: Male and female human Rog5/Asn5; CR 10; Medium humanoid (human); HD 10d6+10; hp 52 (62 with *false life*); Init +9; Spd 30 ft.; AC 27, touch 20, flat-footed 27 [+5 Dex, +7 armor, +5 deflection]; BAB/Grp +6/+6; Atk +15 melee (1d6+4/19-20, short sword) or +11 ranged (1d4, dart); Atk +15/+10 melee (1d6+4/19-20, short sword) or +11/+6 ranged (1d4, dart); SA death attack (DC 21), poison use, sneak attack +6d6; SQ +2 save against poison, evasion,

improved uncanny dodge, trapfinding, trap sense +1, uncanny dodge; AL CE; SV Fort +3, Ref +12, Will +1; Str 10, Dex 20, Con 12, Int 18, Wis 8, Cha 14.

Skills and Feats: Balance +7, Bluff +18, Climb +8, Diplomacy +4, Disable Device +12, Disguise +17 (+19 acting in character), Gather Information +17, Hide +18, Jump +15, Knowledge (local) +12, Move Silently +18, Search +12, Tumble +20; Ability Focus (death attack), Improved Initiative, Quick Draw, Skill Focus (Bluff)^B, Weapon Finesse.

Languages: Common, Orc, Rhopan.

Assassin Spells Known (3/1/0*): 1st—*disguise self*, *jump*, *obscuring mist*, *true strike*, 2nd—*cat's grace*, *invisibility*, *undetected alignment*, 3rd—*false life*, *misdirection*.

*normally 4/3/1, but *cat's grace*, *disguise self*, *false life*, and *undetected alignment* already cast

Possessions: mw studded leather, short sword with weapon capsule retainer, 3 quickspark capsules, 10 darts, 1 dose of deathblade, disguise kit, *ring of counterspells (glitterdust)*, ~~*oil of greater magic weapon +4*~~, ~~*oil of magic vestment +4*~~, *potion of cure light wounds*, ~~*potion of fox's cunning*~~, ~~*potion of shield of faith +5*~~, *scroll of greater invisibility*, *silent metamagic rod*, 35 gp.

Physical Description: (Descriptions while disguised as Rhaedrick and Gaiyle) This man has black hair, a trimmed goatee, and cold blue eyes, he is garbed in black studded leather and has a short sword at his side. This woman has brown hair and eyes and wears a darkly shaded tunic covered in a long deep blue cloak. At her side is a spell component pouch.

(Descriptions without disguises) This man and woman are both dressed in dark black studded leather, carry a short sword, and have fairly common features. In fact, the most distinguishing part of their appearance is that there is nothing distinguishing about them.

Active Spells: *cat's grace* (CL 5), *disguise self* (CL 5), *false life* (CL 5), *fox's cunning* (CL 3), *greater magic weapon* on short sword (CL 16), *magic vestment* on armor (CL 16), *shield of faith* (CL 18), *undetected alignment* (CL 5)

Tadurinal's Assassins (powered down): Init +7; AC 16, touch 13, flat-footed 16 [+3 Dex, +3 armor]; Atk +9 melee (1d6/19-20, short sword), +9 ranged (1d4, dart); SA death attack (DC 19); Dex 16, Int 14.

Skills and Feats: Balance +5, Disable Device +10, Hide +16, Knowledge (local) +10, Move Silently +16, Search +10, Tumble +18.

Assassin Spells Known (3/1*): 1st—*disguise self*, *jump*, *obscuring mist*, *true strike*, 2nd—*cat's grace*, *invisibility*, *undetected alignment*.

*normally 4/3, but *cat's grace*, *disguise self*, and *undetectable alignment* already cast.

Appendix Four – Edge

The square tower known as Edge is so-named because of the razor-sharp stone edges of the construction and the weapon enchantments crafted by its resident mage, Gennen. Still smarting from the events at Hellstone, Cranzer wisely negotiated with Gennen instead. He settled for a deal which provided enchanted weapons for his officers. Just miles from the borders of both Dimre and Johrase, a number of people have rallied around Edge, building a small community on the hillside. Gennen is not so much their lord as a convenient reason a number of monsters and less-desirables stay away.

Edge (Hamlet): Magical; AL CN; 100 gp limit; Assets 3,175 gp; Population 127; Mixed (human 100, halfling 11, elf 6, dwarf 4, gnome 3, other 3).

Authority Figures: Gennen (N male human (Flan) Wiz11), Sheriff Brilman (CE male human Ftr2).

Important Characters: Maharis Greyeyes (CN male human Rgr11), Norbor Fasketel (N male gnome Wiz5, Gennen's craftsman/apprentice), Noroin (LN male dwarf Exp3, proprietor of the Stone Flower).

Others: Ari1, Bbn1, Brd2, Brd1 (2), Com7, Com3 (2), Com1 (75), Drd1, Ftr5, Ftr2, Ftr1 (4), Exp7, Exp3, Exp1 (2), Mnk1, Pal1, Rgr5 (2), Rgr2 (4), Rgr1 (8), Rog3, Rog1 (2), War3, War1 (4), Wiz2, Wiz1 (2).

Gennen: Gennen is a highly unusual man in that he appears as a pureblood Flan, but he only communicates with Iuz's forces through his gnome craftsman/apprentice and is very rarely seen.

Brilman: The roughshod "sheriff" of Edge claims to rule in Iuz's name but really has no such authority. He's often gone on long furloughs during which he claims he is hobnobbing with Cranzer in Riftcrag. He and his "Rough Riders" bully people around but ultimately they are a group of cowards who back down from any serious confrontation.

Maharis Greyeyes: The mad Maharis Greyeyes is a ranger who used to dwell in Rift Canyon. When things got difficult, he and his men picked up and moved to Edge where they could avoid Cranzer's frequent patrols. Many think he is old and senile, but his men highly respect him for bringing them out of the Rift in safety.

Norbor Fasketel: Norbor claims to have moved away from his home community in the Abbor Alz after becoming disillusioned with their obsession with the gem industry. Norbor prefers the study of magic and magical crafting to all other pursuits, though he is also talented in the arts of alchemy, and like his family, gem-cutting.

Noroin: A friendly natured dwarf with an antiquated sense of decorum, Noroin fled Balmund some years ago when the armies of Iuz arrived. He acquired the Stone Flower fairly recently in a lucrative pot of three-dragon ante. He has no family in Edge, but at least he has his pride, and his beard.

Appendix Five – Rookroost

It would be an exercise in futility to attempt to detail the entire city of Rookroost in a simple Appendix. This miniature stat block should be used to give an idea of the general atmosphere for the city and generate ideas for encounters should they become necessary.

Rookroost (Large City): Conventional; AL CN (CE); 40,000 gp limit; Assets 36,600,000 gp; Population 18,300; Mixed (human 14,457, orc 1,647, half-orc 915, halfling 549, goblin 367, other 365).

Authority Figures: High Lord Demmel Tadorinal (CE male human Cleric of Iuz), Sheriff Org'la (CE male hill giant fighter — deceased), The Eye (unknown, ruler of the Rookroost Thieves Guild).

Important Characters: Cazamir, (LN male human Clr9 of Zilchus, high priest of the bankrupt church of Zilchus), Elara Mornstar (CN female human Rog14, important member of the RTG), Rhaedrick Avenfear (CN male human Ftr4/Rog7, Training Master of RTG), Evelyn Zylar (NG female human Clr5 of Atroa, head priestess of the sundered, underground church of Atroa), Mysta Gonagin (member of the RTG, owner of the Gonagin house).

High Lord Tadorinal: Tadorinal came to power by killing the previous Lord Marshal, one Arus Mortoth at a ball in 594. He is a co-ruler of the Northern Alliance with Xavendra, and Graf of the Midlands (though he prefers the title High Lord now). Relatively little is known of Tadorinal and, since coming to power, he has kept a fairly low profile. If he disagrees with any of Xavendra's actions, he does not show it.

Org'la: The hill giant sheriff of Rookroost was known for brutal enforcement of a skewed sense of law. He was recently slain by a giant in purple armor who attacked Rookroost and then fled.

The Eye: The mysterious figure known as "The Eye" has been in charge of the Rookroost Thieves Guild at least since the end of the Greyhawk Wars. Very little is known about this entity, save for the fact that arousing The Eye's wrath can result in ruin for almost any individual.

Cazamir: This aging priest of the Moneylender is a man of mixed descent with strong Oeridian overtones. He is the former high priest of Rookroost's Church of Zilchus, however the church went bankrupt shortly after the arrival of Iuz's minions (who taxed it literally to death). Most of the lesser clergy has already been arrested for failure to repay debts or tax evasion and he has had to ally himself with the RTG to remain in hiding. He has a close friendship with Rhaedrick Avenfear, whom he trusts with his life.

Elara Mornstar: It is known that Elara holds an influential position within the Rookroost Thieves Guild. The exact nature of that position is less well known. It was widely believed that she had strong ties to Mortoth, as well as Rookroost's former ruler, Pernevi. She has not been heard from in several years and her relation to the new ruler, Tadorinal, is unknown.

Rhaedrick Avenfear: This former merchant/thief was forced underground for a couple of years following a falling out after a power struggle within the Rookroost Thieves Guild. He has since returned and any hint of past transgressions is all but gone. However, he no longer runs his old store, Avenfear's Specialties. He has been known to associate with the shady underground opponent of Iuz, Gaiyle Markhalla. The ogre Grod is always by his side, and is utterly loyal to "da bossman".

Evelyn Zylar: Although it is widely believed that all temples in Rookroost not dedicated to Iuz have been eradicated, the temple to the Sad Maiden overseen by Evelyn is an exception. The priestesses of Atroa managed to make a deal with the Rookroost Thieves Guild for safe harbor. The priestesses currently live among the populace doing what small good deeds they can and caring for the sick and elderly as their numbers allow. However, theirs is a difficult life full of fear of being discovered by priests of Iuz.

Mysta Gonagin: With Grandpa's ailing health, the task of leading the Rookroost Gonagins has fallen on Mysta's small shoulders, a task she never really asked for. The Gonagin clan has practically taken over Cheap Street, and Org'la's death brought about a week of rejoicing which left many of the hobniz with doublin sized hangovers.

Appendix Six – Arryn Alcor

Arryn Alcor: Male aasimar Pal15/Emissary of Barachiel2; CR 17; Medium Outsider (native); HD 15d10+2d6; hp 94; Init -1; Spd 30 ft., fly 60 ft. (good); AC 23, touch 11, flat-footed 22 [+7 armor, +1 deflection, +5 shield]; BA/G +16/+17; Atk +19 melee (1d10+3 [19-20/x2], +2 *bastard sword*); Full Atk +19/+14/+9 melee (1d10+3, +2 *bastard sword*); SA smite evil 4/day (+5 att, +15 dmg), turn undead (12th, 1d20+7); SQ aura of good, aura of courage, calling, darkvision 60 ft., *daylight*, *detect evil*, divine grace, divine health, heavy warhorse mount, lay on hands (75), empathic link with mount, *remove disease* 4/week, resistance to acid 5, cold 5, and electricity 5, share spells with mount; AL LG; SV Fort +14, Ref +10, Will +15; Str 13, Dex 10, Con 10, Int 15, Wis 14, Cha 21.

Skills and Feats: Diplomacy +31, Disguise +5 (+15 with *hat of disguise*), Gather Information +11, Knowledge (nobility and royalty) +10, Knowledge (the planes) +9, Knowledge (religion) +14, Listen +4, Ride +7, Sense Motive +22, Spot +4; Craft Magic Arms and Armor, Craft Wondrous Item, Exotic Weapon Proficiency (bastard sword), Negotiator, Servant of the Heavens†, Words of Creation†.

Languages: Common, Celestial, Draconic, Elven.

Daylight (Sp): Arryn can use *daylight* once per day as a 17th-level sorcerer.

Heavy Warhorse Mount: Whenever he desires, Arryn can call upon the services of a special heavy warhorse mount. The creature's abilities and characteristics are summarized below.

Heavy Warhorse: Large magical beast; HD 12d8+36; hp 90; Init +1; Spd 60 ft.; AC 24, touch 10, flat-footed 23 [+1 Dex, -1 size, +14 natural]; BA/G +9/+19; Atk +15 melee (1d8+6, hoof); Full Atk +15/+15 melee (1d8+6, 2 hooves) and +12 melee (1d4+3, bite); 10 ft./5 ft.; SQ *command*, improved evasion, low-light vision, scent, spell resistance 20; SV Fort +12, Ref +9, Will +9; Str 22, Dex 13, Con 17, Int 9, Wis 13, Cha 6.

Skills and Feats: Jump +18, Listen +9, Spot +8; Endurance, Improved Natural Attack (hoof), Multiattack, Run, Weapon Focus (hoof).

Command (Sp): Usable 7/day against other equines (Will DC 22 negates).

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, this mount takes no damage if it makes a successful saving throw and half damage if the saving throw fails.

Low-Light Vision (Ex): Can see twice as far as a human in dim light.

Scent (Ex): Can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Calling (Su): An emissary of Barachiel's most fundamental ability is the power to issue a celestial call, stirring the conscience of those who hear it. An emissary can use this ability once per day per class level, spending a full-round action to issue the call. Humanoid creatures within 30 feet of the emissary are potentially affected. The emissary makes a Diplomacy check, and the result is the DC for affected creatures' Will saving throws. Creatures that fail their saves suffer effects that depend on their alignment, as follows:

Alignment	Effect
Lawful good	Inspired
Neutral good or chaotic good	Blessed
Lawful neutral	Enthralled
Neutral or chaotic neutral	Enthralled, disheartened
Any evil	Stunned, demoralized

Inspired: Affected creatures receive a +2 morale bonus on attack rolls, saving throws, skill and ability checks, and weapon damage rolls for 10 minutes.

Blessed: Affected creatures receive a +1 morale bonus on attack rolls and on saving throws against fear effects for 10 minutes.

Enthralled: Affected creatures act as if subject to an *enthrall* spell for as long as you continue to speak and for 1d3 rounds thereafter. For the duration of the effect and for 1 day afterward, affected creatures take a -1 penalty on Will saves related to redemption.

Disheartened: Affected creatures take a -1 penalty on attack rolls, saving throws, skill checks, and ability checks for 10 minutes.

Stunned: Affected creatures are stunned for 1 round.

Demoralized: Affected creatures take a -2 penalty on attack rolls, saving throws, skill checks, ability checks, and weapon damage rolls for 10 minutes (including the 1 round during which they are stunned).

Using any manifestation of the calling class ability requires the use of the Words of Creation and deals 3d4 points of nonlethal damage to the emissary. Calling is an Enchantment (Compulsion) [Language-Dependent, Mind-Affecting] effect.

Paladin Spells Prepared (3/2/1/1); 1st—*bless weapon*, *cure light wounds*, *lesser restoration*; 2nd—

bull's strength, undetectable alignment, 3rd—discern lies (DC 15); 4th—mark of justice.

Emissary of Barachiel Spells Known (3); 1st—comprehend languages, protection from evil, sanctuary.

Possessions: +2 mithral breastplate, +3 heavy steel shield, +2 bastard sword, ring of mind shielding, ring of protection +1, cloak of charisma +2, necklace of fireballs type V, pearl of power (1st), hat of disguise, winged boots.

Description: This Flan warrior has a battered and beaten breastplate on. His hair is a simple dirty brown and his eyes have a tint of hazel to them. His face is scruffy and he has a very rustic look to him. Apparently he has weathered a fair share of winters, for he has several bags under his eyes. Next to him on the table sits a finely wrought, if a little weathered, bastard sword, sheathed.

(Source: *Book of Exalted Deeds*, p. 59)

New Rules Appendix

CRYPT CHANTER

Medium Undead (Incorporeal)

Hit Dice: 7d12 (hp 45)

Initiative: +8

Speed: 30 ft., fly 30 ft. (perfect)

AC: 19, touch 19, flat-footed 15 (+4 Dex, +5 deflection)

Base Attack/Grapple: +3/—

Attack: +7 melee (1d8, incorporeal touch)

Space/Reach: 5 ft./5 ft.

Special Attacks: create spawn, draining melody (DC 18)

Special Qualities: darkvision 60 ft., daylight powerlessness, incorporeal traits, +2 turn resistance, undead traits

Saves: Fort +2, Ref +6, Will +7

Abilities: Str —, Dex 18, Con —, Int 14, Wis 14, Cha 20

Skills: Hide +14, Intimidate +15, Listen +14, Perform (sing) +15, Search +12, Spot +14

Feats: Alertness, Blind-Fight, Improved Initiative

Environment: Any land and underground

Organization: Solitary, chorale (2—4), or choir (6—11)

Challenge Rating: 7

Treasure: None

Alignment: Always chaotic evil

Advancement: 8—17 HD (Medium)

Level Adjustment: —

A lone, wavering figure begins a song. The haunting melody echoes through the air, calling for you to dance. The music makes your soul shrivel, but it also makes you smile. How can something be so awful and so wonderful at the same time?

A crypt chanter's voice is the perfect horror, at once compelling and dreadful. These undead creatures sometimes appear to be playing spectral viols, flutes, drums, or any other instruments they choose, varying from chanter to chanter.

As incorporeal creatures, crypt chanters are weightless.

A crypt chanter never speaks directly, though it may give instructions or provide answers within the lyrics of its music (usually in Common, sometimes Abyssal).

Combat

A crypt chanter's strength and shield is its music. A crypt chanter seeks to snare its victims with its music, and then drain them of life with the same

melody. If threatened, a crypt chanter retreats into a nearby wall or other handy physical barrier.

Create Spawn (Su): Any humanoid slain by a crypt chanter through its draining melody (see below) becomes a crypt chanter 1d4 rounds later. Spawn are under the command of the crypt chanter 1d4 rounds later. Spawn are under the command of the crypt chanter that created them and remain enslaved until its destruction. They do not possess any of the abilities they had in life.

Draining Melody (Su): A crypt chanter constantly sings, creating a magically charged allure. All creatures within 60 ft. of a crypt chanter must make a DC 18 Will save or stand dazed as long as the music continues. This is a sonic, mind-affecting, compulsion effect.

Beginning on the round after becoming dazed, creatures that failed the first saving throw must make a second saving throw (same DC) to avoid being affected as if by the *enthrall* spell (see page 227 of the *Player's Handbook*). Enthralled victims also begin to gain 1d2 negative levels per round while the song continues, as long as they remain within range. If a creature gains a number of negative levels at least equal to its Hit Dice, it dies and becomes a spawn.

When a crypt chanter bestows negative levels on a victim, it gains 5 temporary hit points for each negative level bestowed. These temporary hit points last for up to 1 hour.

Creatures that successfully save upon hearing a crypt chanter's music cannot be affected by that crypt chanter's music again unless the chanter ceases signing for 1 full round (releasing all those it previously held in thrall) and begins a new song. The save DC is Charisma-based.

The DC is 18 for the Fortitude save to remove a negative level.

Daylight Powerlessness (Ex): A crypt chanter is utterly powerless in natural sunlight (not merely a *daylight* spell) and flees from it.

(Source: *Libris Mortis*, p. 93)

EVOLVED UNDEAD

An evolved undead is an undead whose body is flushed with more negative energy than normal due to an exceptionally long lifetime. Any undead may gain this template, and in doing so, it retains all its previous abilities, but becomes more powerful than before.

When an intelligent undead creature survives for 100 years or more (or when the DM decides to create an undead monster with a twist), there is a 1%

chance that its connection to the Negative Energy Plane grows more mature. When this “evolution” occurs, the undead gains this template. Each additional 100 years of existence affords an additional 1% chance of a more mature connection, plus an additional 1% chance for each previous evolution. For example, if an undead creature’s connection to the Negative Energy Plane evolved three times previously, it has a 4% chance to gain one more step of maturation the next time its age requires an evolution check. Every step of evolution means that the evolved undead template can be applied again to the undead creature (setting this template apart from most other templates, which can be applied only once).

CREATING AN EVOLVED UNDEAD

“Evolved undead” is an acquired template that can be added to any undead with an Intelligence score (referred to hereafter as the based creature). An evolved undead uses all the base creature’s statistics and special abilities except as noted here. This template does not alter the creature’s type.

Note: Unlike most templates, an evolved undead can potentially acquire this template more than once, evolving more with each application.

Armor Class: The base creature’s natural armor bonus improves by 1. If the creature is incorporeal, its deflection bonus to AC improves by 1.

Special Attacks: An evolved undead retains all the special attacks of the base creature and gains one spell-like ability from the following list. You can choose this ability from the list below, or roll randomly. The spell-like ability gained herein can be used once per day. If the undead already has the indicated ability, it gains another use; if it already has the ability as an at-will ability, choose another ability. The spell-like ability has a caster level equal to the evolved undead’s HD (if the caster level is too low to cast the spell in question, choose another). The save DCs are Charisma-based:

d12	Spell-Like Ability
1	<i>circle of death</i>
2	<i>cloudkill</i>
3	<i>cone of cold</i>
4	<i>confusion</i>
5	<i>contagion</i>
6	<i>creeping doom</i>
7	<i>greater dispel magic</i>
8	<i>greater invisibility</i>
9	<i>haste</i>
10	<i>hold monster</i>

11	<i>see invisibility</i>
12	<i>unholy blight</i>

Special Qualities: An evolved undead retains all the special qualities of the base creature and gains the one described below.

Fast Healing (Ex): An evolved undead heals 3 points of damage each round so long as it has at least 1 hit point.

Abilities: An evolved undead gains +2 Strength and +2 Charisma. An evolved incorporeal creature gains only +2 Charisma.

Organization: An evolved undead usually becomes a leader among those of its base kind.

Challenge Rating: Same as base creature +1.

Level Adjustment: Same as base creature +1.

(Source: *Libris Mortis*, p. 99)

SCOUT

(Source: Complete Adventurer, p. 10)

Game Rule Information

Alignment: Any. Scouts in military service are usually lawful.

Hit Die: d8.

Class Skills

A scout’s class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Disable Device (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Search (Int), Speak Language (n/a), Spot (Wis), Survival (Wis), Swim. (Str), Tumble (Dex), and Use Rope (Dex).

Skill Points at 1st Level: (8 + Int modifier) × 4.

Skill Points at Each Additional Level: 8 + Int modifier.

Class Features

All of the following are class features of the scout.

Weapon and Armor Proficiency: Scouts are proficient with all simple weapons, plus the handaxe, throwing axe, short sword, and shortbow. Scouts are proficient with light armor, but not with shields.

Lvl	BAB	Fort	Ref	Will	Special
1st	+0	+0	+2	+0	Skirmish (+1d6), trapfinding

2nd	+1	+0	+3	+0	Fast movement +10 ft., skirmish (÷1d6, +1 AC), trackless step
3rd	+2	+1	+3	+1	Battle fortitude +1, uncanny dodge
4th	+3	+1	+4	+1	Bonus feat
5th	+3	+1	+4	+1	Evasion, skirmish (+2d6, +1 AC)
6th	+4	+2	+5	+2	Flawless stride
7th	+5	+2	+5	+2	Skirmish (+2d6, +2 AC)
8th	+6	+2	+6	+2	Camouflage, bonus feat
9th	+6	+3	+6	+3	Skirmish (+3d6, +2 AC)
10th	+7	+3	+7	+3	Blindsense 30 ft.
11th	+8	+3	+7	+3	Battle fortitude +2, fast movement +20 ft., skirmish (+3d6, +3 AC)
12th	+9	+4	+8	+4	Bonus feat
13th	+9	+4	+8	+4	Skirmish (+4d6, +3 AC)
14th	+10	+4	+9	+4	Hide in plain sight
15th	+11	+5	+9	+5	Skirmish (+4d6, +4 AC)
16th	+12	+5	+10	+5	Bonus feat
17th	+12	+5	+10	+5	Skirmish (+5d6, +4 AC)
18th	+13	+6	+11	+6	Free movement
19th	+14	+6	+11	+6	Skirmish (+5d6, +5 AC)
20th	+15	+6	+12	+6	Battle fortitude +3, blindsight 30 ft., bonus feat

Skirmish (Ex): A scout relies on mobility to deal extra damage and improve her defense. She deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet away from where she was at the start of her turn. The extra damage applies only to attacks made after the scout has moved at least 10 feet. The skirmish ability cannot be used while mounted. The extra damage applies only to attacks taken during the scout's turn. This extra damage increases by 1d6 for every four levels gained above 1st (2d6 at 5th, 3d6 at 9th, 4d6 at 13th, and 5d6 at 17th level).

The extra damage only applies against living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

At 3rd level, a scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and lasts until the start of her next turn. This bonus improves by 1 for every

four levels gained above 3rd (+2 at 7th, +3 at 11th, +4 at 15th, and +5 at 19th level).

A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load. If she gains the skirmish ability from another class, the bonuses stack.

Trapfinding (Ex): A scout can use the Search skill to locate traps with a DC higher than 20, and she can use Disable Device to bypass a trap or disarm magic traps. See the rogue class feature, page 50 of the *Player's Handbook*.

Battle Fortitude (Ex): At 2nd level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks. This bonus increases to +2 at 11th level and +3 at 20th level. A scout loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Uncanny Dodge (Ex): Starting at 2nd level, a scout cannot be caught flat-footed and reacts to danger before her senses would normally allow her to do so. See the barbarian class feature, page 26 of the *Player's Handbook*.

Fast Movement (Ex): Starting at 3rd level, a scout's gains a +10 foot enhancement bonus to her base land speed. At 11th level, this bonus increases to +20 feet. See the monk class feature, page 41 of the *Player's Handbook*.

A scout loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

Trackless Step (Ex): Beginning at 3rd level, a scout cannot be tracked in natural surroundings. See the druid class feature, page 36 of the *Player's Handbook*.

Bonus Feats: At 4th level and every four levels thereafter (8th, 12th, 16th, and 20th level), a scout gains a bonus feat, which must be selected from the following list: Acrobatic, Agile, Alertness, Athletic, Blind-Fight, Brachiation[†], Combat Expertise, Danger Sense[†], Dodge, Endurance, Far Shot, Great Fortitude, Hear the Unseen[†], Improved Initiative, Improved Swimming[†], Iron Will, Lightning Reflexes, Mobility, Point Blank Shot, Precise Shot, Quick Draw, Quick Reconnoiter[†], Rapid Reload, Shot on the Run, Skill Focus, Spring Attack, Track. She must meet all the prerequisites for the feat.

[†]New feat described in Chapter 3 of *Complete Adventurer*.

Evasion (Ex): Beginning at 5th level, a scout can avoid damage from certain attacks with a successful Reflex save. See the monk class feature, page 41 of the *Player's Handbook*.

Flawless Stride (Ex): Starting at 6th level, a scout can move through any sort of terrain that slows

movement such as undergrowth, rubble, and similar terrain) at her normal speed and without taking damage or suffering any other impairment.

This ability does not let her move more quickly rough terrain that requires a Climb or Swim check to navigate, nor can she move more quickly through terrain or undergrowth that has been magically manipulated to impede motion.

A scout loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

Camouflage (Ex): Beginning at 8th level, a scout can use the Hide skill in any sort of natural terrain. See the ranger class feature, page 48 of the *Player's Handbook*. She loses this benefit when wearing medium or heavy armor when carrying a medium or heavy load.

Blindsight (Ex): At 10th level, a scout gains the Blindsight ability out to 30 feet. This ability functions as described on page 306 of the *Monster Manual*.

Hide in Plain Sight (Ex): Beginning at 14th level, a scout can use the Hide skill in natural terrain even while being observed. See the ranger class feature, page 48 of the *Player's Handbook*. A scout loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

Free Movement (Ex): At 18th level and higher, a scout can slip out of bonds, grapples, and even the effects of confining spells easily. This ability duplicates the effect of a *freedom of movement* spell, except that it is always active. A scout loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

Blindsight (Ex): A 20th-level scout gains the blind-sight ability out to 30 feet. Her senses become so acute that she can maneuver and fight flawlessly even in total darkness. Invisibility, darkness, and most kinds of concealment are irrelevant, though the scout must have line of effect to a creature or object to discern it.

ORDER OF THE BOW INITIATE

(Source: *Complete Warrior*, p. 68)

Hit Die: d8.

Requirements

To qualify to become an Order of the Bow initiate, a character must fulfill all the following criteria.

Base Attack Bonus: +5.

Skills: Craft (bowmaking) 5 ranks, Knowledge (religion) 2 ranks.

Feats: Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow, shortbow, or the composite version of either).

Class Skills

The Order of the Bow initiate's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Knowledge (religion) (Int), Ride (Dex), Spot (Wis), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

Lvl	BAB	Fort	Ref	Will	Special
1st	+1	+0	+2	+2	Ranged precision +1d8
2nd	+2	+0	+3	+3	Close combat shot
3rd	+3	+1	+3	+3	Ranged precision +2d8
4th	+4	+1	+4	+4	Greater Weapon Focus
5th	+5	+1	+4	+4	Ranged precision +3d8
6th	+6	+2	+5	+5	Sharp-Shooting
7th	+7	+2	+5	+5	Ranged precision +4d8
8th	+8	+2	+6	+6	—
9th	+9	+3	+6	+6	Ranged precision +5d8
10th	+10	+3	+7	+7	Extended precision

Class Features

All of the following are class features of the Order of the Bow initiate prestige class.

Weapon and Armor Proficiency: Order of the Bow initiates gain no proficiency with any weapon or armor.

Ranged Precision (Ex): As a standard action, an initiate may make a single precisely aimed attack with a ranged weapon, dealing an extra 1d8 points of damage if the attack hits. When making a ranged precision attack, an initiate must be within 30 feet of his target. An initiate's ranged precision attack only works against living creatures with discernable anatomies. Any creature that is immune to critical hits (including undead, constructs, oozes, plants, and incorporeal creatures) is not vulnerable to a ranged precision attack, and any item or ability that protects a creature from critical hits (such as armor with the fortification special ability) also protects a creature from the extra damage.

Unlike with a rogue's sneak attack, the initiate's target does not have to be flat-footed or denied its Dexterity bonus, but if it is, the initiate's extra precision damage stacks with sneak attack damage. Treat the initiate's ranged precision attack as a sneak attack in all other ways.

The initiate's bonus to damage on ranged precision attacks increases by +1d8 every two levels.

An initiate can only use this ability with a ranged weapon for which he has taken the Weapon Focus feat.

Close Combat Shot (Ex): At 2nd level, an initiate can attack with a ranged weapon while in a threatened square and not provoke an attack of opportunity.

Greater Weapon Focus (Ex): At 4th level, an Order of the Bow initiate gains the Greater Weapon Focus feat with a single ranged weapon for which he has taken the Weapon Focus feat even if he has not attained 8th level as a fighter.

Sharp-Shooting: At 6th level, an initiate gains the Sharp-Shooting feat (see below) even if he does not meet the prerequisites.

Extended Precision (Su): A 10th-level Order of the Bow initiate's senses and feel for "the shot" become so attuned that he may make ranged precision attacks (and sneak attacks, if he has the ability) at a range of up to 60 feet.

Barachiel

Barachiel (bah-RAY-kee-ehl) rules Lunia, the bottom layer of the great heavenly mountain, also known as the Silver Heaven. He commands Celestia's defenses against incursion, though he rarely has much to do in that capacity. In addition, he is the herald and messenger of the archon paragons, even visiting the Material Plane on occasion to deliver messages of the utmost importance. He leads the trumpet archons and is a patron of mortal heralds as well.

The Citadel of Stars is Barachiel's home on the shore of the Silver Sea. A towering fortress with gleaming white marble walls, the Citadel entertains an almost constant stream of trumpet archons coming in and going out on their missions across the planes.

(Source: *Book of Exalted Deeds*, p. 126)

Servant of the Heavens

You swear allegiance to one of the Tome Archons who rule the Seven Heavens, and in exchange gain power to act on their behalf.

Benefit: Once per day, while performing an act of good, you may call upon your archon patron to gain a +1 luck bonus on any one roll or check.

Special: Once you take this feat, you may not take it again, nor can you take either the Knight of Stars feat or the Favored of the Companions feat. Your allegiance is only yours to give once.

(Source: *Book of Exalted Deeds*, p. 46)

Words of Creation

You have learned a few of the words that were spoken to create the world.

Prerequisites: Int 15, Cha 15, base Will save bonus +5.

Benefit: You can use the Words of Creation to enhance bardic music, to help cast good spells and create good magic items, and to enhance the process of creation.

Normal: A nonevil creature that tries to utter the Words of Creation without learning them properly is affected as by a *feeblemind* spell, while an evil creature is struck dead. Fortunately, it is impossible to make someone speak the Words of Creation against his will, because their pronunciation is so exacting.

(Source: *Book of Exalted Deeds*, p. 48)

Necropolis of Dread

A *necropolis of dread* is a dark and twisted grave site that seems to draw all light into itself. Its lusterless black walls and pale bones create a gloom-filled impression of death and hopelessness. These rare sites usually result from strong necromantic magic, the creation of powerful undead, or massive slaughter in the name of some evil power. Whatever its location, the landscape within a necropolis of dread is forever changed, and never again does the area feel clean or wholesome to living creatures.

Lore: Characters can gain the following pieces of information about a *necropolis of dread* by making Knowledge (religion) checks at the appropriate DCs, as given below.

DC 15: A *necropolis of dread* is a magical gravesite full of unknowable terrors.

DC 20: A *necropolis of dread* grants some of its fearsome power to any skilled necromancer who manages to brave its horrors.

DC 25: A necromancer who masters the power of a *necropolis of dread* casts fear-inducing magic with greater facility. In addition, creatures that brave the necropolis are more resistant to other fear-inducing effects, even if they have no ability with necromancy or fear-inducing magic.

Description: A *necropolis of dread* is as dark and fearsome as its name implies. Its black walls seem to absorb light, and even the brightest days take on a dim and cheerless aspect within its confines. An unearthly stillness pervades its grounds, and even the slightest sound seems jarring amid the silence of the dead.

When a spellcaster who has withstood the horrors of the necropolis uses its power to enhance a fear-

inducing spell, his body is wrapped in a shadowy cloud that seems to pulse and writhe with power.

Prerequisite: Only a character with five or more character levels can access the power contained within a *necropolis of dread*.

Location Activation: The obelisk at the center of a *necropolis of dread* sends a magical spear of fear through each creature that approaches within 50 feet. The effect is identical to that of a *fear* spell (CL 7th, Will DC 18). Only a creature that spends a full-round action while within 50 feet of the obelisk benefits from the site's power. Activating the site in this manner provokes attacks of opportunity.

Recharge: Once a *necropolis of dread* has conferred its ability on a single spellcaster, it cannot do so again for one year.

Special Ability (Su): Any qualified spellcaster who draws forth the power of a *necropolis of dread* gains a +4 bonus on saving throws against fear effects. In addition, whenever he casts a spell with the fear descriptor, or uses a spell-like or supernatural ability that induces fear, the DC of the required saving throw increases by 1.

Duration: The conferred ability lasts for one year.

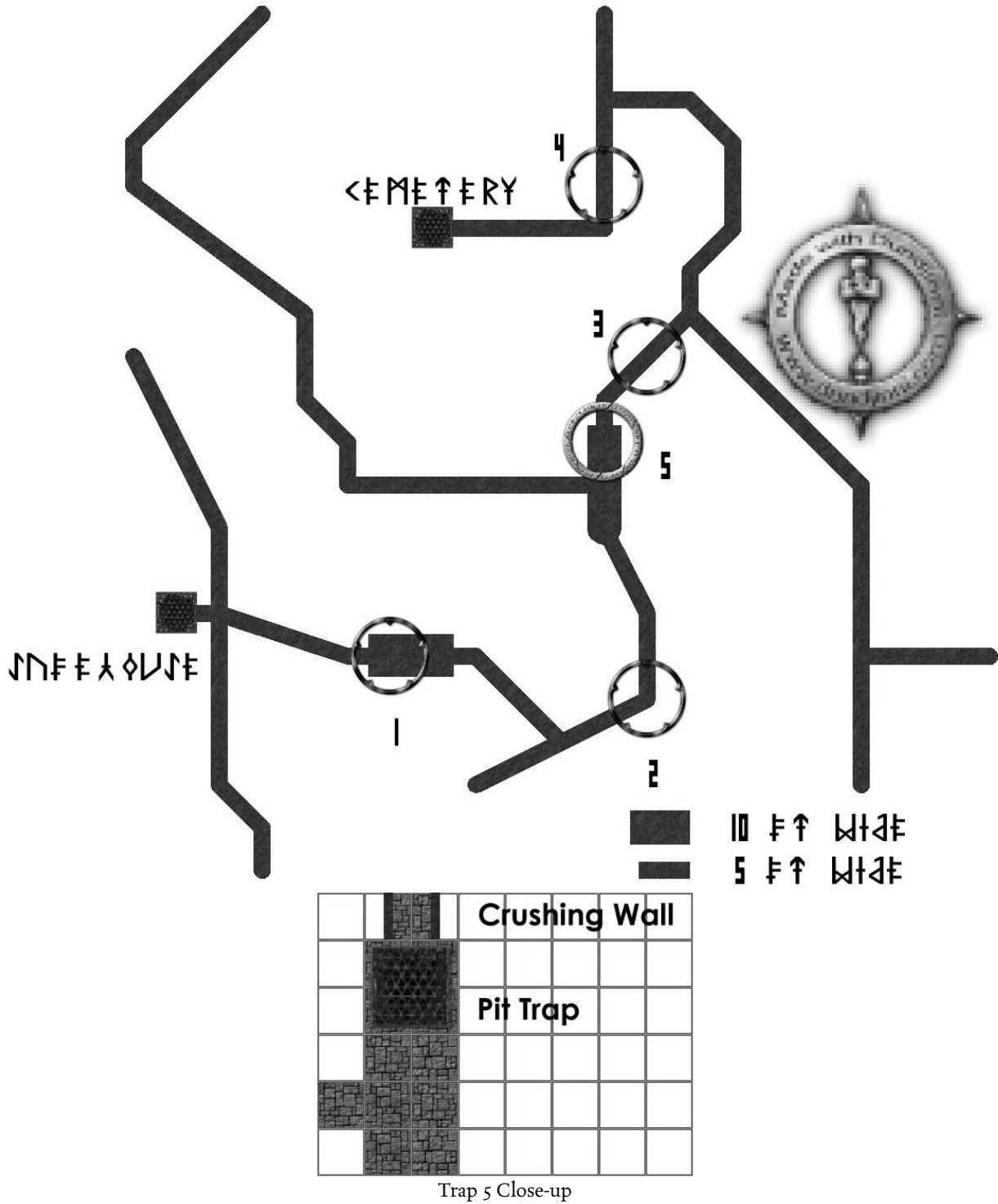
Aura: Strong necromancy.

Ability Value: 3,000 gp.

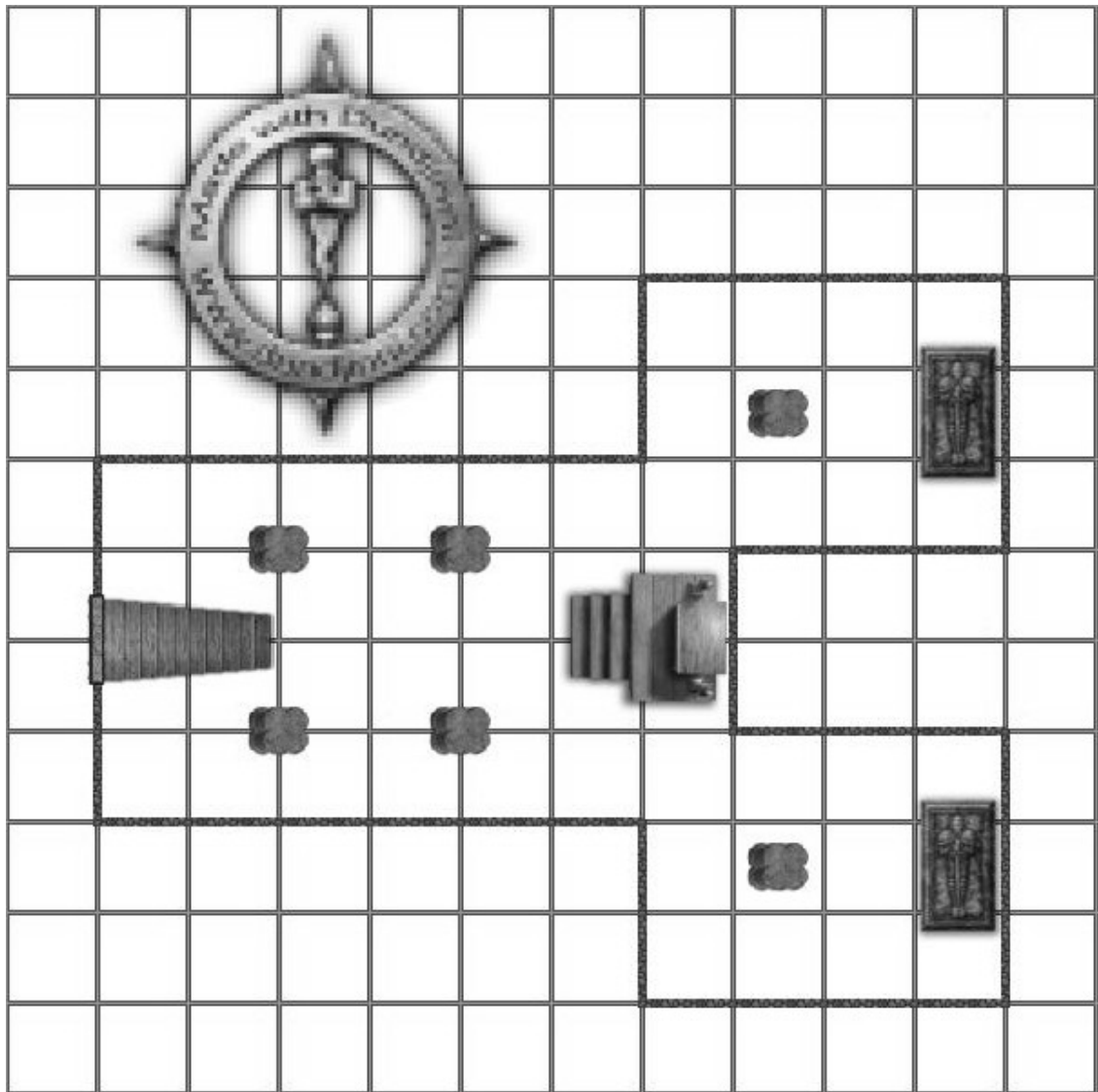
(Source: *Dungeon Master's Guide II*, p. 245)

Judge Aid One – Tunnel Map

Trap 5 is the additional trap that Rhaedrick is unaware of. The PCs do not have this trap listed on their handout. At APL 12 the crushing wall trap is in the 5-foot square that just narrows.

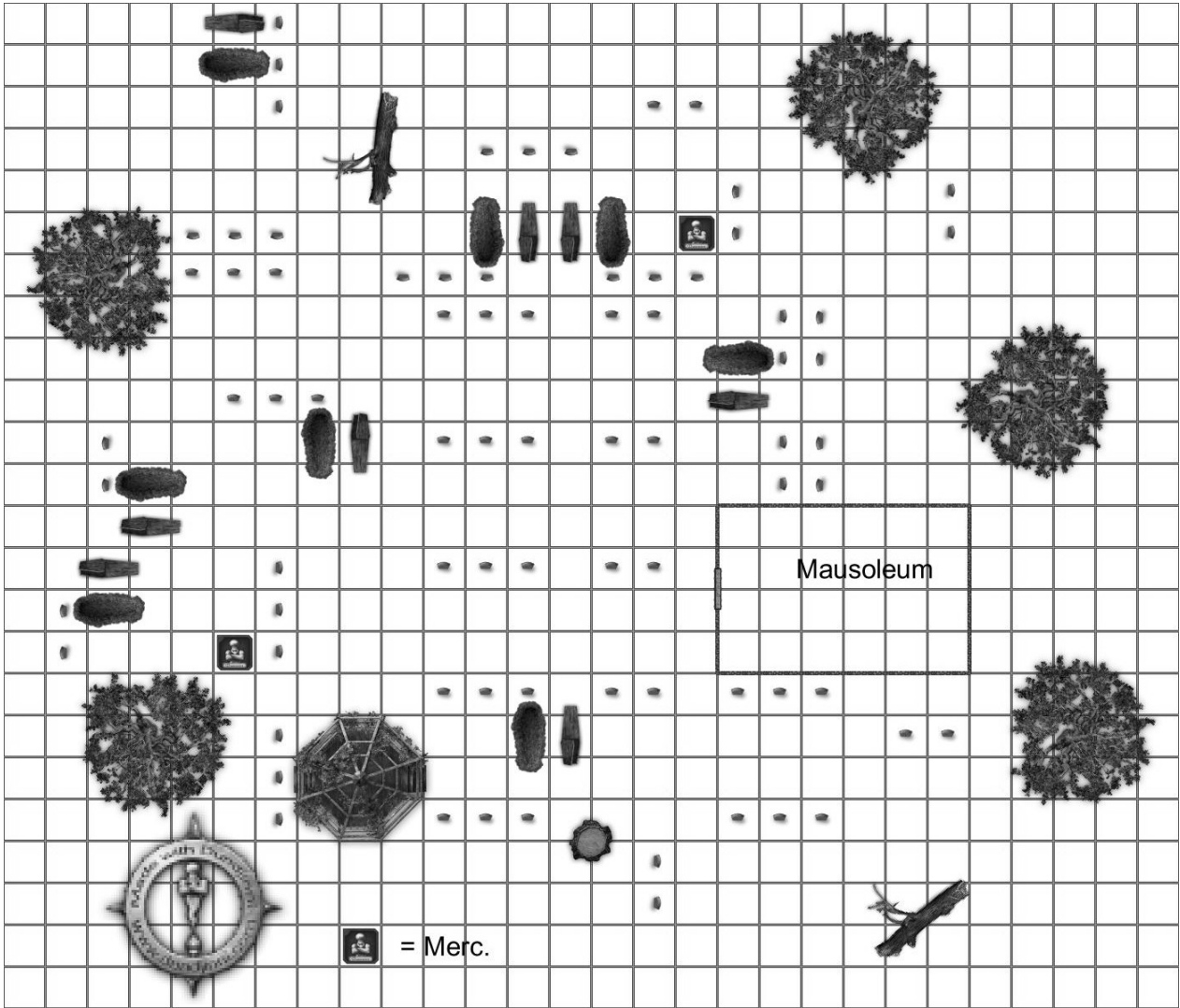


Judge Aid Two – Mausoleum



Ceiling height 10 ft above the floor. Staircases are solid stone.

Judge Aid Three – Cemetery



Player Handout One

Brave Heroes,

I've scripted up this map to bounty for you and in hopes that you will find treasure where X marks the proverbial spot. I've taken the liberty of striking out those foot-stoppers we made spat about. At the first point you need pat your toes five knocks to the left and jump the catch on the wall. Near the next stop, you'll see a fish hook hanging from the ceiling. Snag a good wick of candle on it and proceed to three. There you find a shallow step upon which you should jump. Tarry not long, for a jump only gives a short space in which to pass. Finally, make your way to four where you find a torch-holder in need of a light. Swap a fresh torch to the sconce and give it a flare. Good luck in your chase. I hope the Laughing Rogue casts his die in your favor.

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