Shadows in the Woods

A One-Round D&D LIVING GREYHAWK®
Bissel Regional Adventure

Version 1.0

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from an outline by Jed Harrington and Alex Lombardi

The Whispering Woods of Khartizanum are the source of numerous stories of hauntings and ghosts in the mists. When a nearby village is beset by a strange occurrence, some brave Knights of the Watch enter the woods to investigate. When they don't return, who will brave the haunted mists? A Bissel regional adventure for APLs 2-12 and Part One of The March of Shadows.

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.

Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the Dungeon Master's Guide when confronted with a trap or hazard, or the Monster Manual when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.

3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, ant then have any players without a character create on. Once all players have a LIVING GREYHAWK character, play can begin.

Mundane Animals Effect on APL	# of Animals			
	1	2	3	4
1/4 & 1/6	0	0	0	1
1/3 & 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	6	7	8
5	5	7	8	9
6	6	8	9	10
7	7	9	10	11

(left column label, rotated: CR of Animal)

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK *Gazetteer*.

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 being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.

4. If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will 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 you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the face that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a one-round Regional adventure, set in Bissel. Characters native to Bissel 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.

Is It a Full Moon?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

Adventure Background

This scenario is the first part of The March of Shadows series. In the Whispering Woods, a misty and dangerous forest in the center of the barony of Khartizanum, lies a powerful gate to the Plane of Shadow. The gate not only allows passage to and from the Plane of Shadow; it is also a mechanism by which a powerful spellcaster can imbue creatures with the power of shadows (grant them the Shadow Creature template from *Manual of the Planes*). Operation of the gate requires a number of keys that were scattered around the March of Bissel ages before the nation was founded.

Two immensely powerful and evil forces have discovered the existence of the gate and the location of some of the keys. One of these forces is Evard the Necromancer and his minions. He hopes to use the gate to create an army of undead with the power of shadows that he can than use to conquer Bissel. Evard is not unaware, at this time, of the second party seeking the keys to the gate nor has he located the gate yet.

Oveliur, a powerful servant of Hextor, leads the second force. Oveliur has led a small cult of Hextorites in the Dim Forest until they recently relocated to the Whispering Woods after one of their power plays was uncovered (see the Bissel regional **A Walk in the Woods**). Despite the setback the cult received during their failed attempt to steal tax moneys from Dimhaven, Oveliur has continued to plot against the Margrave and his Heironean regime. Very recently, Oveliur received word from a figure high in the government of Bissel who provided him with information on the shadow gate. Oveliur does not know who this mysterious individual is, but he has sworn to return the favor at a future date. The only thing Oveliur does know about the stranger is that he hates the Heironeans as much as Oveliur does (The identity of the stranger will be revealed in future Bissel regional scenarios).

Oveliur has found the gate and the shadowy powers residing near it. He has made an alliance with them and thus vastly increased the power of the Hextorites in Bissel. Oveliur hopes to use the gate as a trap to corrupt a force of loyal Heironeans and turn them into shadow creatures loyal to Hextor. Oveliur is aware of Evard's pursuit of the keys and hopes to trick Evard's minions into assisting his own search for the keys and to use them as bait to lure the Heironeans to the gate (once he has all the keys to activate it).

Both forces have made deals with creatures tied to the Plane of Shadow in their pursuit for control of the gate and its keys. Evard's forces have made contact with a group of Nightshades (see the *MM*) who wish to share the gate with Evard and assist him in establishing a necromantic kingdom here in Bissel. Oveliur's forces have forged an alliance with a community of Shadar-Kai, or shadow fey (see the *Fiend Folio*), which have resided at the gate since its creation, and with a force of Darkweavers (see the *Fiend Folio*) that have resided near the gate since it last opened. Oveliur has extended his limited resources as far as they can go, using money donated by the mysterious traitor high in the Bissel government to hire more Hextorite mercenaries to aid the Shadar-Kai in their forays against nearby humanoids. He also leads his own cultists on hunting expeditions to secure "pets" for the Darkweavers. For now, the alliances are stable, but that could change at any time.

This scenario takes place in Khartizanum, a predominantly Baklunish and Suloise barony. The Knights of the Watch have a strong presence here, but, remarkably, they do not have the same day-to-day conflicts with the Baklunish here as they do in other baronies. Khartizanum's citizens dislike conflict and like to be left quietly to their work.

Recently, a number of citizens have gone missing. The disappearances have all occurred near an area called the Whispering Woods. Most recently, a ghoul appeared out of the woods and attacked the nearby village of Aarge. Four Knights of the Watch went into the woods to track the ghoul to its source. They have yet to return as the party arrives at the village. PCs in the military have been sent to investigate the disappearances on behalf of the army (this scenario counts towards the military requirement). Other PCs might be at the village to assist the Knights of the Watch with their investigation of the disappearances or simply looking for adventure.

Juliak Zalinox, a necromancer aligned with Evard, has been slowly building a force of undead in the woods, centered on his tower. He is hidden in the woods, waiting for word from Evard to release his forces on the unsuspecting citizens living near the woods. He is also guarding for Evard one of the magical keys to the gate.

Juliak recently made contact with another resident of the woods, a mysterious individual (Oveliur) who has provided Juliak with some useful knowledge from time to time as well as lending Juliak an imp to act as Juliak's assistant. Oveliur is fully aware of the key in Juliak's possession and sent the imp to Juliak to pretend to assist Juliak until it can locate and steal the piece of the key in Juliak's keeping. The imp caused the ghoul to be accidentally released into the village to draw attention to Juliak. He hopes adventurers will come to battle Juliak, and, in the ensuing chaos, he can find and steal the piece of the key.

Some of Oveliur's minions have been the other source for recent disappearances near the woods. They are trying to keep anyone else from discovering the gate. The PCs will not encounter Oveliur at this time, but they do get into a battle with one or more of his minions.

Adventure Summary

The PCs are summoned to meet with a member of the Knights of the Watch. It seems an undead creature was spotted on the edge of a local village, Aarge (ahr-jay), and a group of Knights sent in pursuit never returned. The PCs are asked to help find the knights and sent off into the woods.

Once in the woods, the PCs have a chance to meet the sole surviving knight and get some info about Juliak's tower. They encounter some minions of Oveliur. Following a trail, the PCs will find the tower and confront some undead and their necromancer master within. Successful PCs will come away with a key to the gate deep in the Whispering Woods. PCs may earn influence and accolades depending on how well they achieve their mission.

Introduction

Recent days have seen numerous conflicts between the Suloise and Baklunish citizens of Bissel. Both have had hard times since the wars and for the most part, each blames the other. The Knights of the Watch, a primarily Suloise organization, have seen unrest and dissidence spread among the Baklunish of Bissel. Most of it stems from the Margrave's tax policy regarding Baklunish citizens.

A group calling themselves the Baklunish Brotherhood has stood in opposition to the Knights and some of the decisions of the Margrave. Open debates and arguments about the influence of the Keoish King and the Knights have flared up as a result of recent talks between Bissel and Keoland

meant to improve their trade relationship, a move the Baklunish Brotherhood sees as step towards bringing the March back into the empire and an excuse to once again attack Lopolla to the north.

But no matter where in Bissel you go, you are sure to find surprises. The Barony of Khartizanum is no exception. Here the disputes of the Suloise and Baklunish are scarcely noted despite the fact that the two are the most predominant cultures in the Barony. It seems the Knights of the Watch here are mindful of the Baklunish suspicions and go out of their way to make them feel at ease.

The Knight Commander of Khartizanum, Jerius Greenblade, has a touch of Baklunish blood, his grandmother being a descendant of one of the original tribes to settle Bissel. It is probably his influence over his men rather than any other factor that keeps the Knights mindful of the Baklunish sensitivities.

It also doesn't hurt that the general attitude of the citizenry in this barony is one of "leave us alone so we can get some real work done".

Military PCs are on their way to the village of Aarge to meet with Sir Greenblade. He has requested assistance from the military and the PCs have been provided in response to that request. For non-military PCs, Sir Greenblade sent out a general call for assistance of any able-bodied adventurer in the area. In either case, the PCs have been called upon to come to the town of Aarge in Khartizanum to meet Sir Greenblade on a matter he referred to as "of the utmost urgency and discretion".

Encounter One:
Welcome to Aarge

The PCs have arrived in the barony and are meeting Sir Jerius Greenblade in the village of Aarge, away from the capital. A small patrol of men-at-arms and a single knight (Sir Aldren) spot the PCs on the road and challenge them. Once they are identified, the Knight points them to the Rusty Roost, the local tavern and tells them he shall inform Sir Greenblade of their arrival.

The Rusty Roost looks far rustier than you had imagined. A two-story wooden structure, the fairly new attached stables look to be the sturdiest structure in view. The sign hangs crooked as the links of chain holding that side have worn out and broken. Even the once proud looking rooster on the sign is faded and weather worn. The door looks as if a slight breeze will blow it open and perhaps the establishment with it. Why a Knight of the Watch

would want to conduct business here is highly in question.

Opening the door, the inside looks much more hospitable with a number of sturdy tables and a warm hearth burning in on the far wall. An oaken bar at least 30 feet across is adorned with hand carved patterns of exquisite craftsmanship. The lacquering looks to be well maintained and reflects the flickering firelight. A rotund older woman slaps a rag over some dusty chairs at the bar and greets you with a loud but raspy cheer of "Well 'ello and welcome!"

The owner and proprietor is a Suloise woman named Helgarn. She inherited the place when her husband passed some years ago. She is a friendly woman who takes great pride in her hospitality. Unfortunately she doesn't make much money on the place and can't afford to hire a hand to keep up the building.

Helgarn knows about the ghoul that attacked the village and that there are missing knights but does not know them personally. She recalls her husband telling her that the woods to the north were haunted and that he never hunted in there because of it. If asked if anyone knows about the woods, she can point to a couple of trappers that frequent the Roost but are not in at the moment. They are Mete and Sheppard, a couple of locals that make their way trading pelts.

The roost is scarcely a booming establishment and only passersby and the occasional local stop by during the day. At night, the Rusty Roost is a popular watering hole and a number of locals drop in for a drink.

The PCs may wish to make small talk and ask about local events, particularly the Whispering Woods or the missing Knights. Either role-play the information exchange or have the PCs make Gather Information checks (DC = 10 + the APL; give the PCs one rumor if they make a successful check and one additional rumor for every point by which they beat the DC). Not all of the rumors given are true.

Rumors:

- The Whispering Woods are home to a large population of giant spiders. (True – to the far north, but not near the village)

- An old woman can be seen in the mists at night weeping for some unknown reason. (False)

- The victims of evil necromancers haunt the Woods. (True)

- The Knights of the Watch are in Aarge because of their belief that Evard has some presence in the Woods. (Partially true – the Knights suspect something is amiss in the woods but don't believe Evard is involved)

- The hobgoblin hordes that have plagued Pellak and eastern Bissel have been responsible for the disappearances. (False)

- The bodies of the dead walk the woods at night. (True)

After the PC's have had a chance to settle into the tavern, Sir Greenblade arrives:

The door to the Rusty Roost creaks open with an ironic creaking of the rusty hinges. As you attention is drawn to the sound, you witness the grand entrance of a man wearing full plate armor and bearing the standard of the Knights of the Watch in Bissel. He is followed by two others, one quite obviously a squire and the other a young boy that appears to be his page, carrying some waterskins and other items. He recognizes your group as the ones he seeks and makes his way over.

"Greetings friends and welcome to Khartizanum! I am Sir Jerius Greenblade of the Knights of the Watch of Bissel. I am truly glad you could come."

If the PCs have influence with the Knights of the Watch in Bissel or have otherwise distinguished themselves in the Grand Army of Bissel, Sir Greenblade acknowledges such and thanks them for their service.

Sir Greenblade continues, "I have asked you here because, of late, no less than four Knights have gone missing in the area in and around the Whispering Woods. I fear that something foul may be behind it but I cannot spare additional men to investigate with all the talk of hobgoblins about. Do you think you are up to such a task?"

Sir Greenblade can provide the PCs with some details regarding the Knights and the Woods.

The Knights were going into the Woods to investigate the mysterious slaughtering of three goats. A local farmer claims to have seen a foul smelling creature that looked like a man, hunched over with wicked claws and teeth, attack the goats (it was a ghoul). He ran in panic at the sight and didn't get a better look. The Knights left three days ago and there have been no signs of them since.

Encounter Two:
Beggars in the Street

This encounter occurs as the PCs leave the Rusty Roost. If the PCs do not leave (for some reason) until the middle of the night, ignore this encounter.

As you head out of the Roost, you see several young Baklunish children begging for coin from the locals beside the tavern. A young girl approaches you "Please spare some coin for our family? We couldn't afford the Margrave's tax and lost our right of land."

If the PCs inquire about the tax, Medina, the young girl, explains that the Margrave's high taxes on the Baklunish were too much for the family to afford. They were living on a farm, giving the Baron his share of the crop and keeping enough to live on, but, after a dreadful season, there was little enough to bring to market to pay the tax. The family owes 150 gp in back taxes and can regain their right to the farm if the taxes are paid. PCs giving Medina the gold to buy the farm back receive an Influence Point with the Baklunish of Bissel at the end of the scenario.

Encounter Three:
Saving the Knight

The PCs are given the location where the Knights entered the woods. There is an obvious, but rough trail into the Woods to follow and it is fairly obvious that the Knights followed this trail into the Woods (Search or Wilderness Lore DC 8 to notice the Knights footprints). It is less obvious, but still detectable (by those with the Track feat), that they were following the ghoul's footprints into the Woods (Wilderness Lore DC 10 + the APL). About a mile into the woods, the Knights left the main trail (as the ghoul had). PCs who have been following the footprints, rather than the trail, will notice where the Knights left the trail. Otherwise the PCs travel for another two miles and find themselves outside the woods a number of miles from the village and will have to backtrack and search for the point where the Knights left the trail.

After following the Knight's trail for another three miles, the PCs will reach a point where there are signs of recent passage. The four Knights (and the ghoul) all appeared to have traveled to the east (deeper into the woods) three days ago, but only one of them has returned this way. That Knight appears to have headed west (rather than south, the direction the PCs are coming from). The PCs can determine this information on a successful Wilderness Lore check (DC 12 + the APL) if they have the Track feat. Otherwise, they simply see signs of lots of travel to the east and one set of footprints heading to the west.

If the PCs head east, they do not find Sir Ashlon, but do encounter the creatures chasing him later in this encounter. If the PCs head west, the tracks proceed for another half mile. The tracks lead to the location where the sole surviving knight, Sir Ashlon, has taken shelter from the forces of Juliak and the creatures that most recently attacked him (minion of Oveliur). Sir Ashlon has pulled some bushes and brush atop himself to hide until he can recover sufficiently from his wounds to finish his trip back to the village (Spot DC 10 to notice him). If the PCs approach in a non-hostile manner, Sir Ashlon will reveal himself and ask for assistance. Otherwise, he won't reveal himself until spotted.

♟ **Sir Ashlon, Male Human (Oeridian) Pal4 of Heironeous:** hp 1.

Sir Ashlon is in serious need of healing and will be most pleased if the PCs offer to help. His armor and weapons have been ruined and he's used all of his paladin abilities up for the day. Worse, his right arm was lost during the battle he fought at the tower. He'd like the PCs to heal him and lend him a weapon so he can finish the trip to the village and warn them of what is happening in the Woods.

Sir Ashlon's party found Juliak's tower, but Sir Ashlon was the only one in his party to survive the battle that ensued. He attempted to retreat to the village as he was faced with overwhelming numbers of undead at the tower (unbeknownst to Sir Ashlon, most of the undead are no longer at the tower as they have been sent away deeper into the Woods by Juliak), and he seemed to be successful in evading the undead that pursued him. However, he ran into a pack of evil creatures (see below) that seemed to be patrolling the woods looking for something. They attacked him on sight, but he managed to lose them in the woods as well.

"Oh, 'tis the blessings of Heironeous that you have found me. I fear for this Barony and all of Bissel. Some servant of evil has taken up in these woods and unleashed a plague upon the countryside. We were ambushed by undead and then I was attacked by strange creatures the likes of which I have only seen in my nightmares before. I beg of you to save my fellow Knights from the pain of becoming a part of this undead scourge."

Sir Ashlon saw a small tower made of deep black stone (obsidian). It was surrounded by a moat and guarded by numerous undead creatures. The tower is about a mile and a half from to the east from where the PCs currently stand and Sir Ashlon was smart enough to mark the trees

with his broken sword as he stumbled back so there is a clear trail to follow to the tower.

The PCs can escort Sir Ashlon safely back to the village if they desire. If they do so, they encounter the following creature(s) on their return to the Woods. Otherwise, the PCs encounter the following creature(s) right after Sir Ashlon leaves by himself for the village (he does make it back safely in this case as well). This creature(s) is the same one that attacked Sir Ashlon on his flight from the tower. It is a minion(s) of Oveliur that is patrolling the Woods to keep nosy adventurers away from Oveliur's operations (and to push them in the direction of the tower).

APL 2 (EL 3)

✦ **Yeth Hound (1):** hp 23; see *Monster Manual.*

APL 4 (EL 5)

✦ **Shadow Mastiff (1):** hp 33; see *Monster Manual.*

APL 6 (EL 7)

✦ **Shadow Mastiffs (2):** hp 33 each; see *Monster Manual.*

APL 8 (EL 9)

✦ **Shadow Mastiffs (2):** hp 33 each; see *Monster Manual.*

✦ **Hellcat (1):** hp 58; see *Monster Manual.*

APL 10 (EL 11)

✦ **Shadow Mastiffs (4):** hp 33 each; see *Monster Manual.*

✦ **Hellcats (2):** hp 58 each; see *Monster Manual.*

APL 12 (EL 13)

✦ **Shadow Mastiffs (5):** hp 33 each; see *Monster Manual.*

✦ **Hellcats (3):** hp 58 each; see *Monster Manual.*

✦ **Darkweaver (1):** hp 61; see Appendix I.

Tactics: The creature(s) is following Sir Ashlon's trail (in most cases by Scent), moving as quietly and stealthily as possible. The PCs are upwind of the creature. Check normally for surprise once the creature(s) and the PCs are within range of one another. The battle takes place in a heavily wooded area so there are plenty of trees for the combatants to hide behind or climb. The tree cover results in the battlefield being very dark and shadowy

(unless the PCs provide significant light of their own) as very little light gets through the trees. This will be of advantage to any shadow mastiffs the PCs fight, but will cause any hellcats they encounter to be easily visible. If the PCs provide any significant illumination (below the level of a *daylight* spell), any hellcats will be invisible and the shadow mastiffs will still be able to shadow blend. Under the light of a *daylight* spell, any hellcats will be invisible but the shadow mastiffs will no longer be able to use their shadow blend ability.

After defeating the creatures, it is a simple matter of following the trail markings (no check necessary) to find the tower.

Encounter Four:
Tower Guards

Following the markings left by Sir Ashlon, you make your way deeper into the Whispering Woods. Through the trees ahead you can see a 100-foot wide clearing with a large black structure in the center. Nearing the clearing's edge you can see the structure is a narrow black tower that appears to be made of shiny black obsidian. The tower appears to stand some 50 feet high and only 30 feet in diameter with a smooth top and no crenellations.

Around of the tower, about 20 feet from the base is a shallow, 10-foot wide moat. The moat appears to be filled with stagnated black water. Spanning the moat is a small series of planks, about 5 feet wide in total. Across from the planks is what appears to be the tower entrance: A door, appearing as if carved into the stone itself, with a large iron door pull.

The PCs will note no activity or signs of movement in the area around the tower. Most of the necromancer's forces are away on a mission deep in the Woods. Hidden in the moat, are some minions of the necromancer. They have been instructed to attack if anyone attempts to cross the moat without the necromancer's personal escort. Any skeletons in this guard force are in pieces at the bottom of the moat; they assemble in one full round (or in a surprise round) and attack in the next round. Unless the PCs take special steps to search the black waters of the moat, they will be surprised by the attack of the undead within it.

If the PCs use the planks, the creatures will first attack anyone on the plank and attempt to drag them into the moat. Anyone fighting in the moat (which is four feet deep) has their movement reduced by ¼ if they attempt to walk/run through the moat or they can swim at their normal swim movement rate (Creatures smaller than

Medium must swim through the moat). Anyone standing in the moat cannot Tumble. Those fighting in the moat suffer a −2 penalty to attack and damage rolls and loses their Dex bonus to AC due to the slippery muck of the moat. A successful Balance check (DC 15 + the APL) can negate these penalties, but the check must be made every round of fighting in the moat. Any creature with a natural Swim speed can also ignore these penalties.

If the PCs cross by other means (teleportation, flying, etc.), the guards will attack when the door is opened. If the PCs discover the undead first and attack them, the undead will attack back in response.

APL 2 (EL 4)

🗡 **Skeletons, Medium (3):** hp 9 each; see *Monster Manual.*

🗡 **Lacedons [ghouls] (3):** hp 18 each; see *Monster Manual.*

APL 4 (EL 6)

🗡 **Skeletons, Large (3):** hp 18 each; see *Monster Manual.*

🗡 **Lacedons [ghasts] (2):** hp 36 each; see *Monster Manual.*

APL 6 (EL 8)

🗡 **Lacedons [ghasts] (3):** hp 36 each; see *Monster Manual.*

🗡 **Lacedons [spellstitched ghasts] (2):** hp 36 each; see Appendix I.

APL 8 (EL 10)

🗡 **Lacedons [ghasts] (3):** hp 36 each; see *Monster Manual.*

🗡 **Lacedons [spellstitched ghasts] (2):** hp 36 each; see Appendix I.

🗡 **Mohrg (1):** hp 126; see *Monster Manual.*

APL 10 (EL 12)

🗡 **Lacedons [spellstitched ghasts] (4):** hp 36 each; see Appendix I.

🗡 **Mohrg (1):** hp 126; see *Monster Manual.*

🗡 **Lacedon [abyssal ghoul] (1):** hp 144; see Appendix I.

APL 12 (EL 14)

🗡 **Mohrgs (4):** hp 126 each; see *Monster Manual.*

🗡 **Lacedons [abyssal ghouls] (2):** hp 144 each; see Appendix I.

Once the minions are defeated, the PCs are free to approach the entrance. Unless the PCs were unbelievably loud during the combat, the inhabitants of the tower will not be aware of their presence yet.

Encounter Five:
Entering the Tower

The door is made of hard stone and is opened by tugging on a large iron door pull.

🗡 **Locked Stone Door:** 4 in. thick; hardness 8; hp 60; Break DC 28; lock (hardness 15; hp 30; Open Locks DC 18 + the APL).

It is locked, trapped, and subject to an *alarm* spell (mental alarm, password is "Juliak Zalinox", caster level same as Juliak's [see Appendix I]). At APL 6 and higher, the door is *arcane locked* as well (caster level same as Juliak's [see Appendix I], +10 to the Break DC below).

APL 2 (EL 1)

🏹 **Arrow Trap:** CR 1; mechanical; proximity trigger; manual reset; Atk +10 ranged (1d6/x3, arrow); Search DC 20; Disable Device DC 20.

APL 4 (EL 3)

🏹 **Poisoned Arrow Trap:** CR 3; mechanical; touch trigger; manual reset; Atk +12 ranged (1d8/x3 plus poison, arrow); poison (large scorpion venom, DC 18 Fort save resists, 1d6 Str/1d6 Str); Search DC 19; Disable Device DC 15.

APL 6 (EL 5)

🏹 **Fusillade of Darts Trap:** CR 5; mechanical; location trigger; manual reset; Atk +18 ranged (1d4+1, dart); multiple targets (1d8 darts per target within 10 feet of door); Search DC 19; Disable Device DC 25.

APL 8 (EL 7)

🏹 **Fusillade of Greenblood Oil Darts Trap:** CR 7; mechanical; location trigger; manual reset; Atk +18 ranged (1d4+1 plus poison, dart); poison (greenblood oil, DC 13 Fort save resists, 1 Con/1d2 Con); multiple targets (1d8 darts per target within 10 feet of door); Search DC 25; Disable Device DC 25.

APL 10 (EL 9)

↗ **Fusillade of Greenblood Oil Darts Trap:** CR 7; mechanical; location trigger; manual reset; Atk +18 ranged (1d4+1 plus poison, dart); poison (greenblood oil, DC 13 Fort save resists, 1 Con/1d2 Con); multiple targets (1d8 darts per target within 10 feet of door); Search DC 25; Disable Device DC 25.

↗ *Evard's Black Tentacles* **Trap:** CR 7; magic device; touch trigger (*alarm*); no reset; spell effect (*Evard's black tentacles*, 7th level wizard, 1d4+7 tentacles, Atk +7 melee [1d6+4, tentacle]); multiple targets (up to 6 tentacles per target within 5 feet of door); Search DC 29; Disable Device DC 29.

APL 12 (EL 11)

↗ **Fusillade of Greenblood Oil Darts Trap:** CR 7; mechanical; location trigger; manual reset; Atk +18 ranged (1d4+1 plus poison, dart); poison (greenblood oil, DC 13 Fort save resists, 1 Con/1d2 Con); multiple targets (1d8 darts per target within 10 feet of door); Search DC 25; Disable Device DC 25.

↗ *Evard's Black Tentacles* **Trap:** CR 7; magic device; touch trigger (*alarm*); no reset; spell effect (*Evard's black tentacles*, 7th level wizard, 1d4+7 tentacles, Atk +7 melee [1d6+4, tentacle]); multiple targets (up to 6 tentacles per target within 5 feet of door); Search DC 29; Disable Device DC 29.

↗ **Door Handle Smeared with Contact Poison Trap:** CR 9; mechanical; touch trigger; manual reset; poison (black lotus extract, DC 20 Fort save resists, 3d6 Con/3d6 Con); Search DC 18; Disable Device DC 26.

Encounter Six: Searching the Tower

On the other side of the door is a small sitting room, only about 10 feet across with a lavish chair and coffee table with a sterling silver tea set atop it. The far side of the room has a single door in it.

The room has little of interest aside from the plush furniture. The furnishings in this room are magically creations that disintegrate if removed from the tower. On the other side of the door is a spiral staircase leading up into the tower and down into a large chamber beneath the tower.

If the PCs manage to enter the tower without alerting the inhabitants of the tower, they have the opportunity to search the upper floors of the tower before engaging the necromancer and his forces (in the large chamber beneath the tower). If they did alert the inhabitants of the tower, Juliak and his minions (see Encounter Seven) will make preparations and ambush the PCs at the most optimal time and location.

The rooms of the tower, upstairs from the sitting room, are a study, a small kitchen with an eating table, and a bedroom. There is access to the roof of the tower via a trap door at the end of the staircase.

If the PCs search the study, they can find Juliak's spellbook(s) (see Treasure Summary) hidden amongst some insignificant books on a shelf (Search DC 16 + the APL). If they search the bedroom, they can find a letter (**Player Handout #1**) from Evard to Juliak (Search DC 18 + the APL) in a secret drawer in the bedside table. If they search the kitchen, they can find the key (see Treasure Summary) to the gate that Juliak is guarding for Evard in a secret compartment under the table (Search DC 20 + the APL).

Treasure: The DM is free to provide interesting and unusual details but again, other than the spellbook(s), key, and letter listed above, the items are part of the tower's magic and cannot be removed.

APL 2: L: 33 gp; C: 0 gp; M: 0 gp.
APL 4: L: 33 gp; C: 0 gp; M: 0 gp.
APL 6: L: 77 gp; C: 0 gp; M: 0 gp.
APL 8: L: 77 gp; C: 0 gp; M: 0 gp.
APL 10: L: 115 gp; C: 0 gp; M: 0 gp.
APL 12: L: 115 gp; C: 0 gp; M: 0 gp.

Encounter Seven: The Necromancer

Modify this encounter if the PCs have already fought Juliak and his minions elsewhere in the tower.

At the bottom of the spiral staircase stands a stone door; it is not locked:

🛡 **Stone Door:** 4 in. thick; hardness 8; hp 60; Break DC 28.

Stepping through the door you find yourself standing in a large 60-foot square chamber with a 30-foot high ceiling. It looks as if it is some form of workshop, but some of the equipment is completely alien to you. There are lab tables and bookshelves throughout the room. On two of the tables is what remains of two of the three missing Knights. They are missing large pieces of their bodies and are obviously no longer living. In a pile in one corner of the room is the other missing Knight, or at least an assortment of his body parts.

If the PCs have not met Juliak and he was not aware of their presence before they opened the door:

Your gaze is suddenly drawn to a cackling, babbling creature that stands no higher than your knees. It resembles a small man but has bat like wings and a great nose. Sitting atop a stack of books it points at you and laughs "Master…. we have guests." A man in black robes quickly peers around a bookcase and his brow furls with irritation.

If the PCs have not met Juliak and he was aware of their presence before they opened the door:

You have little time to take in the room, however, as you are suddenly attacked by the inhabitants of the room.

If caught unaware of the PCs, Juliak was actually busy preparing the corpses of the Knights to be brought back in undeath. The necromancer is most irritated by the intrusion and will not surrender or flee under any circumstances, fearing his master more than death.

Not all of the necromancer's forces are in the tower at the moment, so the PCs do stand a chance of defeating Juliak. The imp will defend Juliak (but not to his death), unless he sees an opportunity to steal the key and flee with it (assuming the PCs already have it with them). If Juliak is close to defeat, the imp will head invisibly upstairs and try to find the key before the PCs.

If Juliak is defeated before the imp can get away or is slain, it will try and work a deal with the PCs basically telling them whatever it thinks they want to hear. It will offer them some information about Evard if they bring up his name in questioning. (Mostly things that everyone knows: he's very active and got quite a grudge with Bissel… and that he never goes anywhere without his new little bodyguards: a pack of albino dwarves with big, saucer eyes…). It will do anything it can to get the key and return to Oveliur with it.

This chamber is under the effects of a permanent *desecrate* spell (as a 9th level caster). All Charisma checks to turn undead suffer a –3 profane penalty. Undead in the chamber gain a +1 profane bonus to attack rolls, damage rolls, and saving throws, and they gain +1 hit points per HD (this is not reflected in their current stat blocks).

APL 2 (EL 5)

🦇 **Juliak Zalinox, male human (Baklunish) Nec3:** hp 15; see Appendix I.

🦇 **Imp (1):** hp 18; see *Monster Manual.*

🦇 **Shadow Asp (1):** hp 9; see Appendix I.

APL 4 (EL 7)

🦇 **Juliak Zalinox, male human (Baklunish) Nec5:** hp 25; see Appendix I.

🦇 **Imp (1):** hp 18; see *Monster Manual.*

🦇 **Shadow Asps (2):** hp 9 each; see Appendix I.

🦇 **Shadow (1):** hp 27; see *Monster Manual.*

APL 6 (EL 9)

🦇 **Juliak Zalinox, male human (Baklunish) Nec7:** hp 35; see Appendix I.

🦇 **Imp (1):** hp 18; see *Monster Manual.*

🦇 **Shadows (2):** hp 27 each; see *Monster Manual.*

🦇 **Wraith (1):** hp 45; see *Monster Manual.*

APL 8 (EL 11)

🦇 **Juliak Zalinox, male human (Baklunish) Nec9:** hp 45; see Appendix I.

🦇 **Imp (1):** hp 18; see *Monster Manual.*

🦇 **Wraiths (2):** hp 45 each; see *Monster Manual.*

🦇 **Spectre (1):** hp 63; see *Monster Manual.*

APL 10 (EL 13)

🦇 **Juliak Zalinox, male human (Baklunish) Nec11:** hp 55; see Appendix I.

🦇 **Imp (1):** hp 18; see *Monster Manual.*

🦇 **Wraiths (4):** hp 45 each; see *Monster Manual.*

🦇 **Spectres (2):** hp 63 each; see *Monster Manual.*

APL 12 (EL 15)

🦇 **Juliak Zalinox, male human (Baklunish) Nec13:** hp 65; see Appendix I.

🦇 **Imp (1):** hp 18; see *Monster Manual.*

🦇 **Wraiths (4):** hp 45 each; see *Monster Manual.*

🦇 **Spectres (2):** hp 63 each; see *Monster Manual.*

🦇 **Devourer (1):** hp 108; see *Monster Manual.*

Treasure: Juliak's possessions and some gold in a pouch on one of the bookshelves is the only treasure here.

APL 2: L: 3 gp; C: 50 gp; M: *cloak of resistance +1* (83 gp), *ring of protection +1* (167 gp), *wand of magic missile*

1st level caster (63 gp), *scroll of shield* (2 gp), *scroll of mage armor* (2 gp), *scroll of protection from arrows* (13 gp), *scroll of cat's grace* (13 gp), *scroll of invisibility* (13 gp).

APL 4: L: 3 gp; C: 100 gp; M: *cloak of resistance +1* (83 gp), *ring of protection +1* (167 gp), *amulet of natural armor +1* (167 gp), *wand of magic missile 3rd level caster* (188 gp), *scroll of shield* (2 gp), *scroll of mage armor* (2 gp), *scroll of protection from arrows* (13 gp), *scroll of cat's grace* (13 gp), *scroll of invisibility* (13 gp), *scroll of displacement* (31 gp), *scroll of haste* (31 gp).

APL 6: L: 3 gp; C: 150 gp; M: *cloak of resistance +1* (83 gp), *ring of protection +1* (167 gp), *amulet of natural armor +1* (167 gp), *wand of magic missile 3rd level caster* (188 gp), *scroll of shield* (2 gp), *scroll of mage armor* (2 gp), *scroll of protection from arrows* (13 gp), *scroll of cat's grace* (13 gp), *scroll of improved invisibility* (58 gp), *scroll of displacement* (31 gp), *scroll of haste* (31 gp), *scroll of Evard's black tentacles* (58 gp), *scroll of stoneskin* (79 gp).

APL 8: L: 3 gp; C: 200 gp; M: *cloak of resistance +1* (83 gp), *ring of protection +1* (167 gp), *amulet of natural armor +1* (167 gp), *headband of intellect +2* (333 gp), *wand of magic missile 5th level caster* (313 gp), *scroll of shield* (2 gp), *scroll of mage armor* (2 gp), *scroll of protection from arrows* (13 gp), *scroll of cat's grace* (13 gp), *scroll of improved invisibility* (58 gp), *scroll of displacement* (31 gp), *scroll of haste* (31 gp), *scroll of Evard's black tentacles* (58 gp), *scroll of stoneskin* (79 gp), *scroll of mind fog* (94 gp).

APL 10: L: 3 gp; C: 250 gp; M: *cloak of resistance +2* (333 gp), *ring of protection +1* (167 gp), *amulet of natural armor +1* (167 gp), *headband of intellect +2* (333 gp), *ring of counterspells* (333 gp), *wand of magic missile 7th level caster* (438 gp), *scroll of shield* (2 gp), *scroll of mage armor* (2 gp), *scroll of protection from arrows* (13 gp), *scroll of cat's grace* (13 gp), *scroll of improved invisibility* (58 gp), *scroll of displacement* (31 gp), *scroll of haste* (31 gp), *scroll of Evard's black tentacles* (58 gp), *scroll of stoneskin* (79 gp), *scroll of mind fog* (94 gp), *scroll of true seeing* (158 gp).

APL 12: L: 3 gp; C: 300 gp; M: *cloak of resistance +2* (333 gp), *ring of protection +2* (667 gp), *amulet of natural armor +2* (667 gp), *headband of intellect +4* (1,333 gp), *ring of counterspells* (333 gp), *wand of magic missile 7th level caster* (438 gp), *scroll of shield* (2 gp), *scroll of mage armor* (2 gp), *scroll of protection from arrows* (13 gp), *scroll of cat's grace* (13 gp), *scroll of improved invisibility* (58 gp), *scroll of displacement* (31 gp), *scroll of haste* (31 gp), *scroll of Evard's black tentacles* (58 gp), *scroll of stoneskin* (79 gp), *scroll of mind fog* (94 gp), *scroll of true seeing* (158 gp), *scroll of spell turning* (190 gp), *scroll of forcecage* (315 gp), *planar fork (shadow)* (17 gp).

Conclusion

If the PCs rescued the bodies of the slain Knights of the Watch members, they gain an Influence Point with the Knights of the Watch of Bissel and Sir Ashlon will be happy to sponsor any of them into the Knights of the Watch. A group of Nightwatch members have arrived in town just before the PCs return. They will grill the PCs on their findings, if given the opportunity. If they are told about the magical piece of key, they will attempt to convince the PCs to turn it over to them. The Knights of the Watch will do the same. But the PCs may also choose to keep it for themselves. The Nightwatch will ask the PCs to turn over Juliak's spellbook(s) to them. Those who do so will receive an Influence Point with the Nightwatch (the judge should cross the spellbook(s) out on the Adventure Record).

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 Three
Defeat the minion of Oveliur
    APL 2 – 90 xp;
    APL 4 – 150 xp;
    APL 6 – 210 xp;
    APL 8 – 270 xp;
    APL 10 – 330 xp;
    APL 12 – 390 xp.

Encounter Four
Defeat the tower guards
    APL 2 – 120 xp;
    APL 4 – 180 xp;
    APL 6 – 240 xp;
    APL 8 – 300 xp;
    APL 10 – 360 xp;
    APL 12 – 420 xp.

Encounter Seven
Defeat Juliak and his minions
    APL 2 – 150 xp;
    APL 4 – 210 xp;
    APL 6 – 270 xp;

APL 8 – 330 xp;
APL 10 – 390 xp;
APL 12 – 450 xp.

Discretionary Role-playing Award

Judge may allocate up to the following for good role-playing

APL 2 – 90 xp;
APL 4 – 135 xp;
APL 6 – 180 xp;
APL 8 – 225 xp;
APL 10 – 270 xp;
APL 12 – 315 xp.

Total Possible Experience

APL 2 – 450 xp;
APL 4 – 675 xp;
APL 6 – 900 xp;
APL 8 – 1,125 xp;
APL 10 – 1,350 xp;
APL 12 – 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 item treasure is 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.

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Six:

APL 2: L: 33 gp; C: 0 gp; M: 0 gp.

APL 4: L: 33 gp; C: 0 gp; M: 0 gp.

APL 6: L: 77 gp; C: 0 gp; M: 0 gp.

APL 8: L: 77 gp; C: 0 gp; M: 0 gp.

APL 10: L: 115 gp; C: 0 gp; M: 0 gp.

APL 12: L: 115 gp; C: 0 gp; M: 0 gp.

Encounter Seven:

APL 2: L: 3 gp; C: 50 gp; M: 356 gp.

APL 4: L: 3 gp; C: 100 gp; M: 710 gp.

APL 6: L: 3 gp; C: 150 gp; M: 892 gp.

APL 8: L: 3 gp; C: 200 gp; M: 1,444 gp.

APL 10: L: 3 gp; C: 250 gp; M: 2,310 gp.

APL 12: L: 3 gp; C: 300 gp; M: 4,832 gp.

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 36 gp; C: 50 gp; M: 356 gp - Total: 442 gp (400 gp).

APL 4: L: 36 gp; C: 100 gp; M: 710 gp - Total: 846 gp (600 gp).

APL 6: L: 80 gp; C: 150 gp; M: 892 gp - Total: 1,122 gp (800 gp).

APL 8: L: 80 gp; C: 200 gp; M: 1,444 gp - Total: 1,724 gp (1,250 gp).

APL 10: L: 118 gp; C: 250 gp; M: 2,310 gp - Total: 2,678 gp (2,100 gp).

APL 12: L: 118 gp; C: 300 gp; M: 4,832 gp - Total: 5,250 gp (3,000 gp).

Special

☞ *Influence Point with the Knights of the Watch*

This PC possesses an influence point with the Knights of the Watch in Bissel. Please contact the Bissel triad for additional information.

☞ *Influence Point with the Baklunish of Bissel*

This PC possesses an influence point with the Baklunish citizens of Bissel. It may be used to influence any NPC or NPC organization of Baklunish descent. Please contact the Bissel triad for additional information.

☞ *Influence Point with the Nightwatch*

This PC possesses an influence point with the Nightwatch of Bissel. Please contact the Bissel triad for additional information.

☞ *Strange Key of Obsidian*

This PC has acquired a strange object that appears to be some sort of magical key. It is made from obsidian and resists all attempts to damage it. It radiates strong transmutation magic. It has no gp value and weighs ½ lb.

🗡 *Juliak's Spellbook I*

1st—[*alarm, burning hands, cause fear, chill touch, mage armor, magic missile, negative energy ray (Tome & Blood), protection from good, ray of enfeeblement, shield*]; 2nd—[*arcane lock, blindness/deafness, ghoul touch, mirror image, scare, spectral hand*]; 3rd—[*dispel magic, haste, hold person, lightning bolt, slow, vampiric touch*].

Market Price: 400 gp; *Weight*: 3 lbs.

🗡 *Juliak's Spellbook II*

4th—[*bestow curse, contagion, enervation, fear, mass resist elements (Tome & Blood), Otiluke's dispelling screen (Tome & Blood), phantasmal killer*]; 5th—[*animate dead, feeblemind, magic jar, spiritwall (Tome & Blood), teleport*].

Market Price: 530 gp; *Weight*: 3 lbs.

🗡 *Juliak's Spellbook III*

6th—[*acid fog, circle of death, disintegrate, flesh to stone*]; 7th—[*finger of death, plane shift, prismatic spray*].

Market Price: 450 gp; *Weight*: 3 lbs.

🗡 *Planar Fork (Shadow)*

This small piece of metal has shadows upon its surface that are constantly moving. This item can be used

as the necessary focus for the spell *plane shift*. This particular fork only allows travel to the Plane of Shadow.

Market Price: 200 gp; *Weight*: - lbs.

Items for the Adventure Record

Item Access

APL 2:

❖ *Juliak's Spellbook I (Adventure, see above)*

❖ *Wand of Magic Missile (Adventure, 1st level caster, DMG)*

APL 4 (APL 2 Items plus):

❖ *Wand of Magic Missile (Adventure, 3rd level caster, DMG)*

APL 6 (APL 2 & 4 Items plus):

❖ *Juliak's Spellbook II (Adventure, see above)*

❖ *Scroll of Improved Invisibility (Adventure, 7th level caster, DMG)*

❖ *Scroll of Evard's Black Tentacles (Adventure, 7th level caster, DMG)*

❖ *Scroll of Stoneskin (Adventure, 7th level caster, DMG)*

APL 8 (APL 2 & 4 & 6 Items plus):

❖ *Headband of Intellect +2 (Adventure, DMG)*

❖ *Wand of Magic Missile (Adventure, 5th level caster, DMG)*

❖ *Scroll of Mind Fog (Adventure, 9th level caster, DMG)*

APL 10 (APL 2 & 4 & 6 & 8 Items plus):

❖ *Juliak's Spellbook III (Adventure, see above)*

❖ *Cloak of Resistance +2 (Adventure, DMG)*

❖ *Wand of Magic Missile (Adventure, 7th level caster, DMG)*

❖ *Ring of Counterspells (Adventure, DMG)*

❖ *Scroll of True Seeing (Adventure, 11th level caster, DMG)*

APL 12 (APL 2 & 4 & 6 & 8 & 10 Items plus):

❖ *Headband of Intellect +4 (Adventure, DMG)*

❖ *Ring of Protection +2 (Adventure, DMG)*

❖ *Amulet of Natural Armor +2 (Adventure, DMG)*

- ❖ *Scroll of Spell Turning (Adventure, 13th level caster, DMG)*
- ❖ *Scroll of Forcecage (Adventure, 13th level caster, DMG)*
- ❖ *Planar Fork (Shadow) (Adventure, see above)*

Appendix I: NPCS

Encounter Three:

Darkweaver: CR 10; Medium Aberration (Extraplanar); HD 9d8+9; hp 61; Init +4 (Dex); Spd 20 ft., Climb 20 ft.; AC 26 (touch 18, flat-footed 22) [+4 Dex, +8 natural, +4 deflection]; Atk +10 melee (1d4+3, 4 tentacle rakes) and +5 melee (1d6+3 plus Str damage, bite); Face/Reach 5 ft. by 5 ft./5 ft. (10 ft. with tentacles); SA improved grab, shadow strands, spell-like abilities, Strength damage; SQ all-around vision, cold resistance 10. darkvision 60 ft., damage reduction 5/+1, fast healing 3, shadow jump, shadowstuff armor, sunlight vulnerability, tentacle regeneration; SR 16; AL NE; SV Fort +4, Ref +7, Will +9; Str 17, Dex 18, Con 12, Int 15, Wis 16, Cha 17.

Skills and Feats: Climb +18, Concentration +7, Hide +21, Listen +10, Move Silently +11, Search +9, Spot +10; Alertness, Combat Reflexes, Power Attack, Weapon Finesse.

Description: Darkweavers are sinister and alien beings from the Plane of Shadow. Every darkweaver resides in a thicket of writhing, supernatural shadows, and a creature must delve into the benighted depths of this darkness to find the darkweaver. At the center of this area, a curious explorer might catch a glimpse of a spiderlike form that is wreathed in protective shifting darkness. Darkweavers speak Abyssal, Common, and Infernal. A darkweaver relies heavily on its ability to shroud the battlefield in a web of shadow. Capable of seeing through the shadows it creates, a darkweaver prefers to hide in the effect and lure prey in with *suggestion.* If prey refuses to enter the shadow strands, a darkweaver relies on *darkness* and *confusion* to make the creature hesitate while it moves the area of shadow strands over it. When a creature is close to the center of the effect, the darkweaver rears up and lashes out with its front four tentacles, hoping to ensnare the foe and sap its strength.

Improved Grab (Ex): If a darkweaver hits an opponent that is at least one size category smaller than itself with a tentacle rake attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +9). If it gets a hold, it automatically hits with its bite, dealing 1d6+3 points of damage and 2d4 points of Strength damage. Thereafter, the darkweaver has the option to conduct the grapple normally or simply use its tentacle to grapple the opponent (-20 penalty on grapple check, but the darkweaver is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals bite damage.

Shadow Strands (Su): At will, a darkweaver can create an aura of weblike, supernatural, semisolid shadow that emanates outward from it in a 60-foot spread. A darkweaver can see normally through the shadow strands, but other creatures have great difficulty doing so. Each full 5 feet of shadow strands grants one-quarter concealment. Thus a creature in the shadow strands 10 feet away from another creature would have one-half concealment, and a creature in the shadow strands 20 feet away would have total concealment. A creature in the shadow strands has no concealment from creatures with 5 feet. Creatures with darkvision suffer these effects, and the shadow strands even baffle blindsight, but *true seeing* allows a creature to see normally through them.

Any creature that enters this area can freely move towards the darkweaver, but any attempt to move in any other direction is resisted by the semisolid strands. A creature attempting to move in such a fashion must make a Str check or an Escape Artist check; the creature can move away from the darkweaver 5 feet for each full 5 points by which the check result exceeds 10. If a creature is adjacent to the darkweaver (within 5 feet), it can move freely so long as it remains adjacent to the darkweaver. A creature protected by a *freedom of movement* spell is immune to the constraining effects of the shadow strands. The darkweaver can move about as it wishes and bring the area of the shadow strands with it. Creatures are not affected by the darkweaver's moving the strands, but the direction towards the darkweaver will likely change. Creatures within the strands do not need to guess in which direction the darkweaver lies; it becomes immediately obvious when they try to move. When a creature without *freedom of movement* attempts to move against the strands, the darkweaver is immediately aware of its location even if it cannot see the creature due to *invisibility.* Darkweavers are immune to other darkweaver's strands and can see through them.

Spell-like Abilities (Sp): 3/day – *confusion, darkness, suggestion, tongues, web,* 1/day – *shadow walk.* Caster level 13th; save DC 13 + spell level.

Strength Damage (Su): Any creature bitten by a darkweaver takes 2d4 points of Str damage (or 4d4 on a critical hit). Darkweavers eat by sapping a victim's Strength.

Fast Healing (Ex): As long as it has at least 1 hit point, a darkweaver regains lost hit points at the rate of 3 per round. Fast healing does not restore hit points lost from thirst or suffocation, and it does not allow a darkweaver to regrow or reattach lost body parts.

Shadow Jump (Su): A darkweaver can travel between shadows as if by means of a *dimension door.*

The limitation is that the magical transport must begin and end in an area of at least some shadow. The darkweaver can shadow jump up to a total of 320 feet per day; this amount can be split up among many jumps in 10-foot increments. Thus, a darkweaver that shadow jumps 35 feet would use up 40 feet of its shadow jump limit for the day. A darkweaver in its shadow strands always has enough shadow to jump from unless a light source as bright as a *daylight* spell is brought within 5 feet of it.

Shadowstuff Armor (Su): A darkweaver is shrouded in semisolid armor of shadowstuff that grants it a +4 deflection bonus to AC and a +10 circumstance bonus to Hide checks (included in the statistics above). The shadowstuff armor does not provide concealment, nor does it provide sufficient shadow for the shadow jump ability. The armor disappears in an *antimagic field*, but it returns as soon as the darkweaver is out of the field.

Sunlight Vulnerability (Ex): When exposed to sunlight or to a light equivalent to a *daylight* spell, a darkweaver takes a −2 morale penalty on all attacks, saves, checks, and damage rolls. In addition, it does not regain hit points from its fast healing ability. A darkweaver's shadow strands provide the creature total concealment from light that is outside the shadow strands' area. Any magical light source within the shadow strands must be within 5 feet of the darkweaver to affect it because of the concealment the shadow strands provide.

Tentacle Regeneration (Ex): Foes can attack a darkweaver's tentacles, but only when those appendages are actually holding an opponent. A tentacle has an AC of 27 (touch 19) and can withstand 20 points of damage. The loss of a tentacle does not harm the creature (that is, the damage does not apply against its hit point total), and it regrows the limb within a day.

All-Around Vision (Ex): A darkweaver can see in all directions at once. Because of this, it has a +4 racial bonus on Search and Spot checks, and it cannot be flanked.

Skills: A darkweaver has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even when rushed or threatened.

Encounter Four:

Lacedon (Spellstitched Ghast): CR 4; Medium Undead; HD 4d12; hp 36; Init +2 (Dex); Spd 30 ft., Swim 30 ft.; AC 16 (touch 12, flat-footed 14) [+2 Dex, +4 natural]; Atk +4 melee (1d8+1 and paralysis, bite) and +1 melee (1d4 and paralysis, 2 claws); SA stench, paralysis, create spawn, spell-like abilities; SQ undead, turn resistance +4, damage reduction 5/+1; SR 18; AL CE; SV Fort +3, Ref +5, Will +8; Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 16.

Skills and Feats: Climb +6, Escape Artist +8, Hide +8, Intuit Direction +3, Jump +6, Listen +8, Move Silently +7, Search +6, Spot +8; Multiattack, Weapon Finesse (bite).

Stench (Ex): The stink of death and corruption surrounding these creatures is sickening. Those within 10 feet must succeed at a Fort save (DC 15) or be wracked with nausea, suffering a −2 circumstance penalty to all attacks, saves, and skill checks for 1d6+4 minutes.

Paralysis (Ex): Those hit by a ghast's bite or claw attack must succeed at a Fort save (DC 15) or be paralyzed for 1d6+4 minutes. Even elves are vulnerable to this paralysis.

Create Spawn (Su): Humanoid victims of a spellstitched ghast that are not devoured by the creature rise as ghasts in 1d4 days.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. The creature has darkvision 60'.

Spell-like Abilities: 2/day – *glitterdust, magic missile, Melf's acid arrow, negative energy ray (Tome & Blood)*; 1/day – *fireball, lightning bolt*, as 4th level sorcerer; save DC 13 + spell level.

Lacedon (Abyssal Ghoul): CR 10; Medium Undead (Extraplanar); HD 16d12; hp 144; Init +7 (Dex, Improved Initiative); Spd 40 ft., Swim 30 ft.; AC 27 (touch 13, flat-footed 27) [+3 Dex, +14 natural]; Atk +15 melee (1d4+7 plus disease, 2 front claws) and +13 melee (2d4+3 plus disease, rear claws); SA disease, improved grab, sneak attack +5d6, Wisdom drain 1d6; SQ acid resistance 20, blindsight 90 ft., cold resistance 20, *deathwatch*, electricity immunity, fire resistance 20, uncanny dodge, undead traits; SR 20; AL CE; SV Fort +5, Ref +10, Will +12; Str 25, Dex 16, Con -, Int 14, Wis 15, Cha 18.

Skills and Feats: Balance +20, Climb +20, Hide +20, Jump +23, Move Silently +20, Tumble +20; Dodge, Improved Initiative, Lightning Reflexes, Mobility, Multiattack, Spring Attack.

Description: An abyssal ghoul looks similar to a common ghoul in that it is a warped humanoid figure with bestial features. A foot long tongue dangles from the creature's mouth, trailing into smoky incorporeality at its tip. Though an abyssal ghoul is blind, its other senses allow it to perceive prey around it. Abyssal ghouls speak Abyssal.

Disease (Ex): Any creature hit by an abyssal ghoul's front claw or rear claws attack must succeed on a Fort save (DC 18) or contract demon fever. After an incubation period of 1 day, the disease deals 1d6 Con damage. Each day after contracting demon fever, the creature must succeed on another Fort save (DC 18) or take the same damage. Each time it is damaged by the

disease, the creature must immediately succeed on another Fort save (DC 18) or one point of the Con damage taken becomes Con drain instead. After making a successful Fort save against the Con damage on each of two consecutive days, the creature recovers.

Improved Grab (Ex): If an abyssal ghoul hits an opponent its size or smaller with both front claws, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +15). If it gets a hold, it can attempt to pin and use its Wisdom drain ability on its next grapple check. Alternatively, the abyssal ghoul has the option to conduct the grapple normally or simply use its front claws to grapple the opponent (-20 penalty on grapple check, but the abyssal ghoul is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals from both front claws.

Sneak Attack (Ex): Anytime an abyssal ghoul's target is denied a Dex bonus, or when a target is flanked by an abyssal ghoul, the ghoul deals an additional 5d6 points of damage on a successful melee attack.

Wisdom Drain (Su): If an abyssal ghoul successfully pins a living opponent, it can drain 1d6 points of Wisdom with its smoky tongue on the same action. Each round thereafter that the pin is maintained, the ghoul automatically drains an additional 1d6 Wisdom. A creature reduced to 0 Wisdom by an abyssal ghoul becomes unconscious until at least 1 point of Wisdom is restored.

Blindsight (Ex): An abyssal ghoul is blind, but it maneuvers and fights as well as a sighted creature by using scent and vibration to ascertain its surroundings. This ability enables it to discern objects and creatures within 90 feet. An abyssal ghoul usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight.

Deathwatch **(Sp):** This ability functions like the spell, except that it is always active and an abyssal ghoul always knows how near death all creatures within 90 feet of it are. Because of this knowledge, it often pauses to kill creatures near death (those with 3 or fewer hit points remaining) before moving on to attack healthier foes.

Uncanny Dodge (Ex): An abyssal ghoul retains its Dex bonus to AC even when flat-footed or struck by an invisible attacker. In addition, it cannot be flanked except by a rogue of 20th level or higher.

Undead: Immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects (unless they specifically affect undead), and any effect that requires a Fort save unless it also works on objects. Not subject to critical hits, subdual damage, ability damage, ability drain, or death from massive damage. An abyssal ghoul cannot be raised, and resurrection works only if it is willing.

Encounter Seven:

Shadow Asp: CR 1; Tiny Magical Beast; HD 1d10+2; hp 9; Init +5 (Dex); Spd 30 ft., Climb 10 ft.; AC 19 (touch 17, flat-footed 14) [+2 size, +5 Dex, +2 natural]; Atk +8 melee (1d3-2 plus poison, bite); SA create spawn, poison; SQ darkvision 60 ft., incorporeal form, low-light vision; AL N; SV Fort +4, Ref +7, Will +1; Str 7, Dex 21, Con 15, Int 4, Wis 12, Cha 10.

Skills and Feats: Climb +6, Hide +16, Listen +7, Move Silently +6, Spot +7; Weapon Finesse.

Description: Shadow asps are darker versions of their more common reptilian cousins. They measure 4 feet long and seem nearly translucent. They originated on the Plane of Shadow. They prefer to bite and run, striking from walls, floors, and ceilings.

Create Spawn (Su): A creature slain by a shadow asp's poison rises as a shadow in 1d2 days. Such a shadow is considered uncontrolled, but it is bound to the area, usually a tomb or crypt, as a guardian, unable to stray more than 100 feet from the spot where it was spawned.

Poison (Ex): A shadow asp delivers its poison (Fort DC 12 negates) with each successful bite attack. Initial and secondary damage are the same (1d6 Str).

Incorporeal Form (Su): A shadow asp can become incorporeal for up to 1 hour per day. It can activate this ability at will (a free action) and the time of use need not be continuous. While incorporeal, the asp's AC is 17 (+2 size, +5 Dex). The shadow asp cannot deal damage to corporeal opponents while incorporeal. See the *MM* for details on the effects of being incorporeal.

Skills: A shadow asp has a +10 racial bonus on Hide checks due to its natural camouflage, and a +5 racial bonus due to its natural vigilance. A shadow asp has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even when rushed or threatened.

APL 2

Juliak Zalinox, Male Human (Baklunish) Nec3: CR 3; Medium Humanoid; HD 3d4+6; hp 15; Init +2 (Dex); Spd 30 ft.; AC 14 (touch 14, flat-footed 11) [+3 Dex, +1 ring]; Atk +0 melee (1d6-1, club) or +3 ranged (1d8/19-20, lt. crossbow); SA spells; AL LE; SV Fort +4, Ref +4, Will +7; Str 8, Dex 14, Con 14, Int 16, Wis 14, Cha 8.

Skills and Feats: Concentration +8, Knowledge (arcana) +9, Knowledge (Bissel history) +9, Knowledge (the Planes) +9, Knowledge (undead) +9, Spellcraft +9; Combat Casting, Scribe Scroll, Spell Focus (necromancy, transmutation).

Possessions: cane (club), light crossbow, 20 bolts, spell component pouch, *cloak of resistance +1, ring of protection +1, wand of magic missile 1st level caster, scroll of shield, scroll of mage armor, scroll of protection from arrows, scroll of cat's grace, scroll of invisibility.*

Spells Prepared (4/3+1/2+1; base DC = 13 + spell level, 15 + spell level for necromancy and transmutation spells): 0- [*detect magic, mage hand, prestidigitation, read magic*]; 1st-[*magic missile, negative energy ray (Tome & Blood) x2, ray of enfeeblement**]; 2nd-[*blindness/deafness, mirror image, scare**]. * bonus necromancy spell.

APL 4

Juliak Zalinox, Male Human (Baklunish) Nec5: CR 5; Medium Humanoid; HD 5d4+10; hp 25; Init +2 (Dex); Spd 30 ft.; AC 15 (touch 14, flat-footed 12) [+3 Dex, +1 ring, +1 amulet]; Atk +1 melee (1d6-1, club) or +4 ranged (1d8/19-20, lt. crossbow); SA spells; AL LE; SV Fort +4, Ref +4, Will +8; Str 8, Dex 14, Con 14, Int 17, Wis 14, Cha 8.

Skills and Feats: Concentration +10, Knowledge (arcana) +11, Knowledge (Bissel history) +11, Knowledge (the Planes) +11, Knowledge (undead) +11, Spellcraft +11; Combat Casting, Craft Wand, Scribe Scroll, Spell Focus (necromancy, transmutation).

Possessions: cane (club), light crossbow, 20 bolts, spell component pouch, *cloak of resistance +1, ring of protection +1, amulet of natural armor +1, wand of magic missile 3rd level caster, scroll of shield, scroll of mage armor, scroll of protection from arrows, scroll of cat's grace, scroll of invisibility, scroll of displacement, scroll of haste.*

Spells Prepared (4/4+1/3+1/2+1; base DC = 13 + spell level, 15 + spell level for necromancy and transmutation spells): 0- [*detect magic, mage hand, prestidigitation, read magic*]; 1st-[*cause fear, magic missile, negative energy ray (Tome & Blood) x2, ray of enfeeblement**]; 2nd-[*blindness/deafness, mirror image, scare**, *spectral hand*]; 3rd-[*dispel magic, hold person, vampiric touch**]. * bonus necromancy spell.

APL 6

Juliak Zalinox, Male Human (Baklunish) Nec7: CR 7; Medium Humanoid; HD 7d4+14; hp 35; Init +2 (Dex); Spd 30 ft.; AC 15 (touch 14, flat-footed 12) [+3 Dex, +1 ring, +1 amulet]; Atk +2 melee (1d6-1, club) or +5 ranged (1d8/19-20, lt. crossbow); SA spells; AL LE; SV Fort +5, Ref +5, Will +9; Str 8, Dex 14, Con 14, Int 17, Wis 14, Cha 8.

Skills and Feats: Concentration +12, Knowledge (arcana) +13, Knowledge (Bissel history) +13, Knowledge (the Planes) +13, Knowledge (undead) +13, Spellcraft +13; Combat Casting, Craft Wand, Greater Spell Focus

(necromancy), Scribe Scroll, Spell Focus (necromancy, transmutation).

Greater Spell Focus (from Tome & Blood): Choose a school of magic to which you have already applied the Spell Focus feat. Your magic spells of that school are now even more potent than before. Add +4 to the DC of saving throws against spells from the school of magic you select to focus on. This supersedes (does not stack with) the bonus from Spell Focus.

Possessions: cane (club), light crossbow, 20 bolts, spell component pouch, *cloak of resistance +1, ring of protection +1, amulet of natural armor +1, wand of magic missile 3rd level caster, scroll of shield, scroll of mage armor, scroll of protection from arrows, scroll of cat's grace, scroll of improved invisibility, scroll of displacement, scroll of haste, scroll of Evard's black tentacles, scroll of stoneskin.*

Spells Prepared (4/5+1/4+1/3+1/1+1; base DC = 13 + spell level, 15 + spell level for transmutation spells, 17 + spell level for necromancy spells): 0- [*detect magic, mage hand, prestidigitation, read magic*]; 1st-[*cause fear, magic missile x2, negative energy ray (Tome & Blood) x2, ray of enfeeblement**]; 2nd-[*blindness/deafness, ghoul touch, mirror image, scare**, *spectral hand*]; 3rd-[*dispel magic, hold person, lightning bolt, vampiric touch**]; 4th-[*enervation**, *Otiluke's dispelling screen (Tome & Blood)*]. * bonus necromancy spell.

APL 8

Juliak Zalinox, Male Human (Baklunish) Nec9: CR 9; Medium Humanoid; HD 9d4+18; hp 45; Init +2 (Dex); Spd 30 ft.; AC 15 (touch 14, flat-footed 12) [+3 Dex, +1 ring, +1 amulet]; Atk +3 melee (1d6-1, club) or +6 ranged (1d8/19-20, lt. crossbow); SA spells; AL LE; SV Fort +6, Ref +6, Will +10; Str 8, Dex 14, Con 14, Int 18 (20), Wis 14, Cha 8.

Skills and Feats: Concentration +14, Knowledge (arcana) +17, Knowledge (Bissel geography) +7, Knowledge (Bissel history) +17, Knowledge (the Planes) +17, Knowledge (undead) +17, Spellcraft +17; Combat Casting, Craft Wand, Greater Spell Focus (necromancy, transmutation), Scribe Scroll, Spell Focus (necromancy, transmutation).

Greater Spell Focus (from Tome & Blood): Choose a school of magic to which you have already applied the Spell Focus feat. Your magic spells of that school are now even more potent than before. Add +4 to the DC of saving throws against spells from the school of magic you select to focus on. This supersedes (does not stack with) the bonus from Spell Focus.

Possessions: cane (club), light crossbow, 20 bolts, spell component pouch, *cloak of resistance +1, ring of protection +1, amulet of natural armor +1, headband of intellect +2, wand of magic missile 5th level caster, scroll*

of shield, scroll of mage armor, scroll of protection from arrows, scroll of cat's grace, scroll of improved invisibility, scroll of displacement, scroll of haste, scroll of Evard's black tentacles, scroll of stoneskin, scroll of mind fog.

Spells Prepared (4/6+1/5+1/4+1/3+1/2+1; base DC = 15+ spell level, 19 + spell level for necromancy and transmutation spells): 0- [*detect magic, mage hand, prestidigitation, read m*agic]; 1ˢᵗ-[*magic missile x3, negative energy ray (Tome & Blood) x2, protection from good, ray of enfeeblement**]; 2ⁿᵈ-[*blindness/deafness x2, ghoul touch*, mirror image, spectral hand x2*]; 3ʳᵈ-[*dispel magic, hold person, lightning bolt, slow, vampiric touch**]; 4ᵗʰ-[*contagion*, enervation x2, Otiluke's dispelling screen (Tome & Blood)*]; 5ᵗʰ-[*feeblemind, magic jar*, spiritwall (Tome & Blood)*]. * bonus necromancy spell.

APL 10

Juliak Zalinox, Male Human (Baklunish) Nec11: CR 11; Medium Humanoid; HD 11d4+22; hp 55; Init +2 (Dex); Spd 30 ft.; AC 15 (touch 14, flat-footed 12) [+3 Dex, +1 ring, +1 amulet]; Atk +4 melee (1d6-1, club) or +7 ranged (1d8/19-20, lt. crossbow); SA spells; AL LE; SV Fort +7, Ref +7, Will +12; Str 8, Dex 14, Con 14, Int 18 (20), Wis 14, Cha 8.

Skills and Feats: Concentration +16, Knowledge (arcana) +19, Knowledge (Bissel geography) +9, Knowledge (Bissel history) +19, Knowledge (the Planes) +19, Knowledge (undead) +19, Spellcraft +19; Combat Casting, Craft Wand, Greater Spell Focus (necromancy, transmutation), Scribe Scroll, Spell Focus (necromancy, transmutation), Spell Penetration.

Greater Spell Focus (from Tome & Blood): Choose a school of magic to which you have already applied the Spell Focus feat. Your magic spells of that school are now even more potent than before. Add +4 to the DC of saving throws against spells from the school of magic you select to focus on. This supersedes (does not stack with) the bonus from Spell Focus.

Possessions: cane (club), light crossbow, 20 bolts, spell component pouch, *cloak of resistance +2, ring of protection +1, amulet of natural armor +1, headband of intellect +2, ring of counterspells (dispel magic in the ring), wand of magic missile 7ᵗʰ level caster, scroll of shield, scroll of mage armor, scroll of protection from arrows, scroll of cat's grace, scroll of improved invisibility, scroll of displacement, scroll of haste, scroll of Evard's black tentacles, scroll of stoneskin, scroll of mind fog, scroll of true seeing.*

Spells Prepared (4/6+1/5+1/5+1/4+1/3+1/1+1; base DC = 15 + spell level, 19 + spell level for necromancy and transmutation spells): 0- [*detect magic, mage hand, prestidigitation, read m*agic]; 1ˢᵗ-[*magic missile x3,*

negative energy ray (Tome & Blood) x2, protection from good, ray of enfeeblement**]; 2ⁿᵈ-[*blindness/deafness x2, ghoul touch*, mirror image, spectral hand x2*]; 3ʳᵈ-[*dispel magic x2, hold person, lightning bolt, slow, vampiric touch**]; 4ᵗʰ-[*enervation x2*, mass resist elements (Tome & Blood) x2, Otiluke's dispelling screen (Tome & Blood)*]; 5ᵗʰ-[*feeblemind, magic jar* x2, spiritwall (Tome & Blood)*]; 6ᵗʰ-[*acid fog, circle of death**]. * bonus necromancy spell.

APL 12

Juliak Zalinox, Male Human (Baklunish) Nec13: CR 13; Medium Humanoid; HD 13d4+26; hp 65; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 17 (touch 15, flat-footed 14) [+3 Dex, +2 ring, +2 amulet]; Atk +5/+0 melee (1d6-1, club) or +8 ranged (1d8/19-20, lt. crossbow); SA spells; AL LE; SV Fort +8, Ref +8, Will +13; Str 8, Dex 14, Con 14, Int 19 (23), Wis 14, Cha 8.

Skills and Feats: Concentration +19, Knowledge (arcana) +22, Knowledge (Bissel geography) +14, Knowledge (Bissel history) +22, Knowledge (the Planes) +22, Knowledge (undead) +22, Spellcraft +22; Combat Casting, Craft Wand, Greater Spell Focus (necromancy, transmutation), Improved Initiative, Scribe Scroll, Spell Focus (necromancy, transmutation), Spell Penetration.

Greater Spell Focus (from Tome & Blood): Choose a school of magic to which you have already applied the Spell Focus feat. Your magic spells of that school are now even more potent than before. Add +4 to the DC of saving throws against spells from the school of magic you select to focus on. This supersedes (does not stack with) the bonus from Spell Focus.

Possessions: cane (club), light crossbow, 20 bolts, spell component pouch, *cloak of resistance +2, ring of protection +2, amulet of natural armor +2, headband of intellect +4, ring of counterspells (dispel magic in the ring), wand of magic missile 7ᵗʰ level caster, scroll of shield, scroll of mage armor, scroll of protection from arrows, scroll of cat's grace, scroll of improved invisibility, scroll of displacement, scroll of haste, scroll of Evard's black tentacles, scroll of stoneskin, scroll of mind fog, scroll of true seeing, scroll of spell turning, scroll of forcecage, planar fork (Shadow).*

Spells Prepared (4/6+1/6+1/5+1/5+1/4+1/3+1/1+1; base DC = 16 + spell level, 20 + spell level for necromancy and transmutation spells): 0- [*detect magic, mage hand, prestidigitation, read m*agic]; 1ˢᵗ-[*magic missile x3, negative energy ray (Tome & Blood) x2, protection from good, ray of enfeeblement**]; 2ⁿᵈ-[*blindness/deafness x3, ghoul touch*, mirror image, spectral hand x2*]; 3ʳᵈ-[*dispel magic x2, hold person, lightning bolt, slow, vampiric touch**]; 4ᵗʰ-[*bestow curse, enervation x2*, mass resist elements (Tome & Blood) x2, Otiluke's dispelling screen (Tome & Blood)*]; 5ᵗʰ-[*feeblemind x2, magic jar* x2,*

spiritwall (Tome & Blood)]; 6th-[*acid fog, circle of death*, disintegrate, flesh to stone*]; 7th-[*finger of death*, plane shift*]. * bonus necromancy spell.

Appendix II: Spells from Tome & Blood

Negative Energy Ray (from Tome & Blood)

Necromancy
Level: Sor/Wiz 1
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Ray
Duration: Instantaneous
Saving Throw: Will half (see text)
Spell Resistance: Yes

A ray of negative energy projects from your pointing finger. You must succeed at a ranged touch attack with the ray to deal damage to a target. The ray deals 1d6 points of damage to a living creature.

For every two extra levels of experience past 1st, you deal an extra 1d6 points of damage. You deal 2d6 at 3rd level, 3d6 at 5th level, 4d6 at 7th level, and a maximum of 5d6 points of damage at 9th level or higher.

Since undead are powered by negative energy, this spell cures them of a like amount of damage, rather than harming them.

Material Component. A mirror, which you break.

Mass Resist Elements (from Tome & Blood)

Abjuration
Level: Clr 3, Drd 3, Sor/Wiz 4
Targets: Once creature/level, no two of which can be more than 30 ft. apart

As *resist elements*, except that it affects multiple creatures.

Otiluke's Dispelling Shield (from Tome & Blood)

Abjuration
Level: Sor/Wiz 4
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Wall whose area is up to one 10-ft. square/level or sphere or hemisphere with a radius of up to 1 ft./level
Duration: 1 minute/level (D)
Saving Throw: None
Spell Resistance: No

You create an opaque, immobile, shimmering screen of violet energy. Any creature or unattended object passing through the screen is affected by a targeted *dispel magic* cast at your caster level.

You make a dispel check against the spell or against each ongoing spell currently in effect on the object or creature. A dispel check is 1d20+1 per caster level (maximum +10) against a DC of 11 + the spell's caster level. The screen has no effect on any items a creature carries. If an unattended magic item passes through the screen, you make a dispel check against the item's caster level. If you succeed, all the item's magical properties are suppressed for 1d4 rounds.

Spell effects that are not operating on objects or creatures cannot pass through the screen. A *disintegrate* or successful *dispel magic* spell removes *Otiluke's dispelling screen*, while an *antimagic field* suppresses it.

Material Component. A sheet of fine lead crystal.

Spiritwall (from Tome & Blood)

Necromancy
Level: Sor/Wiz 5
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Wall whose area is up to one 10-ft. square/level or sphere or hemisphere with a radius of up to 1 ft./level
Duration: 1 minute/level (D)
Saving Throw: None
Spell Resistance: No

This spell creates an immobile, swirling mass of greenish-white forms that looks like tortured spirits. One side of the wall, selected by you, emits a low groaning that causes creatures within a 60-foot spread to make a Will save or flee in panic for 1d4 rounds (this is a sonic fear effect).

The barrier is semimaterial and opaque, providing total concealment. It block magical effects and provides nine-tenths cover against physical attacks. Creatures can easily move through a *spiritwall*, but at a cost. A living creature that merely touches the wall takes 1d10 point of damage as its life force is disrupted. A living creature that actually passes through the wall takes 1d10 points of damage, as above, and must make a successful Fort save or receive one negative level.

Material Component. A clear, faceted gemstone.

Player Handout #1

Juliak,

Your faithful service will be remembered, but any failure at your tasks and you will rue the day you met me. Continue to amass your army and await my signal. Continue to search the Woods for other keys or further leads to the location of the Gate. Once I have all of the keys and control the Gate, I shall unleash a force upon this March like none have seen. A shadowy doom will befall all of my enemies.

Other plans go well. I've struck a fatal blow to the heart of Bissel and the fools don't know it yet. Who would have thought those accursed derro would hold the key to my revenge upon this pathetic land. But, if not for the recipe in their tome, I would never have been able to weave such a powerful curse. Such a vile irony, such a glorious and treacherous betrayal awaits those fool Barons.

Your Dark Master,

E

Shadows in the Woods
Critical Events Summary
For Tables Running in May, June, or July of 2003

1. Did the PCs rescue Sir Ashlon?

2. Did the PCs recover the bodies of the Knights from the tower?

3. Did the PCs recover the key to the gate?

4. Did the PCs recover the letter from Evard?

5. Did the PCs defeat Oveliur's minion(s)?

6. Did the PCs defeat Juliak?

If you run this event in May, June, or July of 2003, please e-mail the results from this sheet to Matt Pennington, Bissel Triad POC, bisselpoc@adelphia.net, by Aug 15, 2003.