

BIS4-05

Darkest Depths

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

Version 1.2

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The March is still in shock from an unforeseen attack. Now, as it rebuilds, it appears that the worst is yet to come. How can that which you have already lost be used against you? Part two of the Cataclysm Arc. PCs must have played BIS4-04 prior to playing this module. A Bissel regional adventure for APLs 4-12.

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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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.

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 four 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 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.

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, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

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.

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.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	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	

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

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 fact 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. 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 two 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.

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 standard 1-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.

Adventure Background

It is now early fall CY 594 in the March. At the end of the summer, the Ur-Flan and Evard the Necromancer pulled off a daring attack against the March. Using a diversionary attack, Evard drew the Army of Bissel into the fields around Clunther. After allowing the Army of Bissel to easily defeat the army [OGC Interactive: Muster in Clunther], the Ur-Flan released a massive flood down the Shaala River that reached the Army encampment in Clunther before anyone could react [BIS4-04, Such a Great Weight of Water]. The flood, now called the Deluge, resulted in the loss of almost 4500 souls, and the creation of Lake Hasra over the ruins of the city of Clunther.

In the chaos following the attack, the Margrave of Bissel has activated the entire Army of Bissel, and is amassing his troops with the intent of marching into the Dim Forest to attack Evard the Necromancer, who he believes is the sole force behind the Deluge.

PCs who successfully played BIS4-04 will know that General Cainlan Rashedra believes that Evard was not acting alone, based on evidence that the PCs recovered. General Rashedra has been placed in charge of the cleanup and protecting the Clunther area, where the Army will muster one more time for the attack on Dim Forest.

The presence of the Army troops has delayed the execution of the second phase of the Ur-Flan / Evard plan. The original plan was to position a set of relics in the city of Clunther which would amplify the necromantic spells of the Ur-Flan and Evard, allowing them to create undead more quickly than normally. However, due to Evard's mistrust of the Ur-Flan, he failed to move all of the relics into Clunther prior to the Deluge. The heightened Army patrols around Lake Hasra have further complicated the movement of the relics into the ruins of Clunther.

Now, three months after the Deluge, the last of the relics is en route to Clunther. Evard and the Ur-Flan have spent the time creating the more powerful variants of undead from the heroes of Bissel that lost their lives in the Deluge. Khemtar, the leader of the Ur-Flan in Bissel and Evard have a simple plan. Once the relics are in place, they will raise the dead of Clunther at the bottom of Lake Hasra. Evard will launch an attack with his remaining forces from the Dim Forest, and while the Bissel Army is engaging that force, the undead

army of Clunther will simply march out of Lake Hasra and surprise the Army's rear.

DM's Notes

A pre-requisite for all PCs wishing to play this module is that the PCs have played BIS4-04 "Such a Great Weight of Water". DMs may also want to check with PCs to see if they have played any of the following modules prior to starting the game:

BIS3-04 "First Comes Marriage"

BIS4-02 "Two Halves of a Whole"

Also, DMs should make notes of the Spot skills of PCs, as there are a few locations where the DM should make these checks without the PCs being alerted.

Finally, as the majority of combat in this module takes place underwater, the DM should be aware of the rules for underwater combat (presented in an abbreviated form in Appendix 2, and on pages 92-93 of the DMG)

Adventure Summary

Introduction: The introduction sets the timeframe and recent events for the PCs

Encounter One: While on routine patrol, the PCs encounter a group of Ur-Flan who are up to no good. With help from Lady Jasmine Besselar and General Cainlan Rashedra, they uncover the plot.

Encounter Two: A non-combat encounter, the PCs will need to determine how to get to the underwater ruins of Clunther

Encounter Three: The PCs will need to visit two out of the three locations where the other Relics of Night have been placed, defeat the guards and solve the riddles of the chests

Encounter Four: The PCs square off against Khemtar and an old friend.

Conclusion: The PCs return to the camp and are rewarded by General Rashedra

Introduction

Twelve weeks have passed since the Deluge destroyed Clunther, and with it, took the lives of forty five hundred souls. Lake Hasra's placid surface does no justice to the violent death of those who lie at its bottom.

The banks of the lake teem with activity. The four battles of the Army of Bissel that are located here have a divided duty. One battle is aiding the survivors of the Deluge in the construction of a new town. One battle has taken a forward position, some ten miles away, watching the exits from the Dim Forest, for the forces of the Necromancer that are rumored to be gathering there. The other two battles are preparing the encampment for the Army of Bissel, which is expected to muster here and launch a strike into the Dim Forest to deal the death blow to the Necromancer.

The Margrave has activated the entire Army of Bissel. He has made his plan well known – before the first snows of the winter, he will lead the Army into the Dim Forest, hunt down the Necromancer and return to Pellak with the Necromancer's head. The people of Bissel have rallied to his call, which has even drawn citizens of other nations, and are readying wage war once more upon the darkness that threatens Bissel.

There are, however, those that do not believe that everything is as it seems. Rumors float about the encampment that the Margrave does not have the full support of two of his key generals – General Cainlan Rashedra, leader of the Bissel Free Companies, and Sir Jerius Greenblade, the field commander of the Knights of the Watch in Bissel. As the commanders of the military forces in the area of Clunther, they have ordered numerous patrols of the shores on Lake Hasra. Publicly, they have stated that these patrols are to ensure that no looters have a chance to defile the graves of the dead on the shores of the lake. However, there are those that speculate that the generals are preparing for something else – some other unseen threat.

Encounter One: Clash on the Beach

Allow the PCs to introduce themselves if they have not already. They have all been serving in the same platoon, after reporting for duty, or volunteering at the encampment at Lake Hasra.

Encounter One opens with the PCs on a routine patrol on the western shores of Lake Hasra. Read the following when the PCs are ready:

It is a bright, crisp fall day in the March. Normally, you would use the word 'peaceful' to describe this day, but the sound of the small waves lapping on the shores of Lake Hasra remind you that the March has known no peace as of late. Two days have passed since you left the Army encampment on the southern shore of the lake, circling the lake from east to west. After running off a small group of looters yesterday, you have reached the western most point of the lake, and are looking for a good place to camp for the last night of your patrol. As you turn towards the lake shore, you notice a set of wagon tracks in the soft earth. The ruts are recent, and it would seem that another set of looters is trying to make a dash towards Clunther.

PCs with the Track feat can make a Survival skill check to examine the wagon tracks, and based on the result, learn some interesting information.

Survival check results:

Greater than (10 + APL): The wagon trail leads towards the lake shore

Greater than (15 + APL): The wagon appears to be heavily loaded. There are no other tracks or footprints around the wagon

Greater than (20 + APL): The tracks were made no more than twenty minutes ago

The PCs should have a few minutes to prepare if they wish. Once they decide to follow the wagon tracks, proceed with the following text:

Following the wagon tracks towards the shore, you enter a small copse of trees at the edge of the lake. Taking caution to be quiet, you crouch behind some bushes and survey the scene on the shore, about 30 feet away

A group of five figures, all clad in black, have partially unloaded the wagon you have been following. Two of the figures are apparently acting as lookouts Two others are moving items from the wagon to a small boat, while a final figure appears to be overseeing the whole operation.

As you watch, one of the figures unloading cargo from the wagon drops a small chest onto the ground, apparently by mistake. Swiftly, the overseer backhands the worker.

"You fool. If any one of those potions broke, I'll make sure you're the one that short – we'll see how long you can hold your breath

underwater without one! Now hurry up, Khemtar and the Necromancer are waiting for our final shipment!"

Players who successfully completed BIS4-04 "Such a Great Weight of Water" will recognize the name Khemtar as the leader of the Ur-Flan, who were behind the Deluge. The Necromancer, of course, refers to Evard the Necromancer. The exchange above should make it evident to the PCs that the group on the beach is up to no good. It is now up to the PCs to act before being spotted.

The PCs have two rounds to act before the sentries on the beach spot them. They are thirty feet away from the wagon and the six figures. Should they decide to charge the wagon before being spotted, they will surprise their opponents. If they gain surprise, only the sentries will have weapons in their hands at the beginning of combat.

If the PCs spend more than two rounds before attacking, the sentries will be alerted to the PCs presence and will alert the others on the beach. The PC s will not be able to gain surprise, and will be subject to ranged attacks by the enemy part on the beach.

If the PCs do not engage the party on the beach, then General Rashedra will arrive on the scene and he will not hesitate in engaging the enemy. If the PCs do not engage the enemy party, he will arrive five rounds after the PCs. If the PCs do engage the enemy, General Rashedra will arrive after the PCs finish the battle.

The battle on the beach should be fairly easy for the PCs at all APLs. The patrols that the Bissel Army has protecting the lake have taken their toll in terms of underlings available to Khemtar, and Trollan and his men were Khemtar's last available choice for this mission.

APL 4 (EL 5)

Guards (4): male humans; War 1; hp 8 (each); See Appendix 1

Trollan: male human; Clr 1; hp 6; See Appendix 1

APL 6 (EL 5)

Guards (4): male humans; War 1; hp 8 (each); See Appendix 1

Trollan: male human; Clr 2; hp 12; See Appendix 1

APL 8 (EL 5)

Guards (4): male humans; Ftr 1; hp 9 (each); See Appendix 1

Trollan: male human; Clr 2; hp 12; See Appendix 1

APL 10 (EL 6)

Guards (4): male humans; Ftr 1; hp 9 (each); See Appendix 1

Trollan: male human; Clr 3; hp 18; See Appendix 1

APL 12 (EL 7)

Guards (4): male humans; Ftr 2; hp 18 (each); See Appendix 1

Trollan: male human; Clr 3; hp 18; See Appendix 1

When the PCs dispatch the last of the enemies, read the following (adjust as necessary if General Rashedra is already on the beach):

As the last of your opponents falls in front of you, you hear the sound of horses galloping through the forest towards the shore. You wheel around, preparing for an ambush, but are relieved to see two familiar figures approaching on horseback – General Cainlan Rashedra, and his fiancée, Lady Jasmine Besselar. When they see that you have been victorious, they slow to a walk, and raise their hands in greeting.

"We saw the fighting and came as quickly as possible. Is anyone hurt? What happened?" asks Lady Jasmine, dismounting and approaching.

ALL APLS:

Lady Jasmine Besselar: Bard 12

General Cainlan Rashedra: Ranger 13

Lady Jasmine will provide any injured party member with healing, if needed. General Rashedra will work with the PCs to search the bodies and question any prisoners if there are any.

As Lady Jasmine will sing during her casting, PCs should become aware that she is a bard.

Once the aftermath of the battle has started, the PCs have three tasks to accomplish:

- 1.) Find the note on Trollan with Khemtar's instructions

- 2.) Determine, with Lady Jasmine's help, that one of the crates contains a number of *potions of water breathing*
- 3.) Open the last crate in the wagon and allow Lady Jasmine to identify the Relic of Night and explain its history

1.) The note - Anyone who searches Trollan's body will discover a note in his pouch belt. The note is detailed in Player's Handout #1, which should be given to the PCs when they find it. The note details Khemtar's instructions to Trollan, and the fact that the PCs will need to head to the bottom of the lake to deal with the situation.

2.) The potions - Prior to the skirmish, Trollan's party had transferred the majority of the cargo from the wagon to the skiff. Most of the boxes in the skiff, if opened, contain mundane items such as food, wine, water, clothing and camping gear. The one item of interest is a small box that contains a number of potions (this is the box that was dropped in the box text above). The potions are *potions of water breathing*, but the party will need to rely on Lady Jasmine to help them realize what they are. There are 3 potions in the box per PC at the table (so 12 potions if there are 4 PCs, 15 if there are 5 PCs and 18 if there are 6 PCs). Each potion will last for 10 hours. The box also contains a wand of light, that is clearly labeled as such by a piece of paper wrapped around it.

If Lady Jasmine is done healing the injured from the fight and is not actively engaged in examining the Relic of Night, she will use her bardic abilities to attempt to determine the purpose of the potions by examining the marks on the potions' labels. She will relate the following to the PCs

The marks on the label are symbols in the style of the Old Baklunish. My father has some of their books in his library, and I have seen a few items pass through Bissel with similar markings. I do not know what all of the symbols mean, but I know two of them – the first stands for “water” and the second stands for “breath”. Given where we are, I think we can all figure out what these potions might be.

A PC with the Bardic Knowledge skill can make a DC (17+APL) check to verify that Lady Jasmine is correct. A PC may also use the Decipher Script skill at a DC of (20+APL) to gather the same information. A *comprehend languages* spell, or someone who can read Old Baklunish will reveal the full text “These liquids allow the drinker to

breathe like fish under water but for only ten hours.”

3.) The Relic of Night - Trollan's party had not managed to unload one large crate from the wagon prior to being interrupted. When a PC begins to examine the contents of the wagon, read the following:

The sole crate left in the wagon is about 3 feet in width, 6 feet in length and about 2 feet deep. It is covered with a heavy black blanket. When you get into the wagon, you feel a cold shiver race down your spine. The crate is emanating a cold, menacing feeling towards you. You know you are in the presence of evil.

Looking up from what she is doing, Lady Jasmine yells, “Get away from that! I don't know what it is, but it's not good!” She swiftly moves towards the wagon, singing gently under her breath. After a moment, she continues “And it's highly magical. Stand back. I'm going to take the blanket covering it off so we can get a better look at it.”

If no one interferes, Lady Jasmine will cast *mage hand* and pull the blanket off the crate and drop it on the ground.

After the blanket is removed, it is clear that what you thought to be a crate under the blanket is actually a highly polished chest, with intricate runes carved over all of its surface. Lady Jasmine climbs into the wagon before General Rashedra can say anything.

“These appear to be magical inscriptions, which intend to keep the power of whatever is contained in the chest under control.... Yes, here is the sign of Pelor and here is the sign of Heironeous both used as wards... Gods protect us! This is one of the Relics of Night!”

Lady Jasmine quickly hops out of the wagon, seemingly stunned.

“The Relic of Night’? What’s that?” asks General Rashedra.

“There are actually more than one. They are a set of relics created through the joint power of the evil gods. Rumor said that Evard had spent many years tracking them down prior to the uprising, and that he had managed to find four of them and brought them to Bissel to aid with his rebellion. The ones Evard had found were supposed to be in Castle Calignosus during his last stand there. It's said that Evard

did not manage to master their powers, but that they could help evil priests to raise more powerful undead than they normally would normally be able to.”

“Right. Well, there’s one now. How do we destroy it?”

“You can’t. You shouldn’t even try – not a relic. The stories say that each of the Relics of Night were bound in a chest that was designed to isolate their power and prevent undead from migrating towards it. The best you can do is to seal it in its chest and keep it out of the reach of evil. And since that one is in its chest now, I suggest that it stays that way.”

Once the PCs have the note, the potions and have discovered the crate, proceed to Encounter Two.

Encounter Two: Going for a Swim.

General Rashedra looks at you with a furrowed brow.

“Well, I hate to say this, but I’m going to need you to extend your patrol duty and well, take a detour. It’s pretty obvious that Trollan here was attempting to deliver this relic to the ruins of Clunther. And it seems like Khemtar and Evard are fairly close to launching their next attack. I’d like you to go down there and see what you can do to stop them. Stop the ritual by sealing two of the chests and then stopping Khemtar, then the March will be in your debt. Take the potions if you need them. Jasmine and I will return to the camp with this relic and make sure that the troops are ready for battle if you don’t succeed. We will be back here with reinforcements in a few hours, if we can.”

The PCs will now have a chance to prepare for their journey to the bottom of Lake Hasra. If there is any equipment they wish to leave behind due to weight, General Rashedra will tell them to put it in the cart, which he and Jasmine will drive back to the Army’s encampment. Consult Appendix 2 for more information about movement and combat underwater.

The PCs basically have two options to get to the ruins of Clunther. The first is to simply walk down the beach, into the water and walk or swim over the submerged ground to Clunther. From the spot that they are standing to the closest relic location

(Encounter 3a – The Warehouse) is approximately 5 miles. Use the rules for water movement in Appendix 2 along with the overland movement rules on pp. 162 of the *Player’s Handbook* to determine how long it will take a player to cover the distance. The waters of Lake Hasra are calm and non-flowing water, requiring only a DC 10 Swim check to move in. Remember that each potion that a PC consumes last for 10 hours.

Another option that PCs have is to follow Trollan’s original plan and row across the lake to a position roughly over Clunther and then swim (or sink) to the right location in town. The waters of Lake Hasra are calm, non flowing water, requiring only a DC 10 Swim check to move in. Characters with the Survival skill who played BIS4-04 can roll a DC (15+APL) check to attempt to figure out the optimal location to which to row. Once in the water, it is fairly trivial to get to any of the key locations in Clunther.

Higher level PCs may be able to use spells to reach the encounter locations quicker, as well as to aid in underwater travel and dealing with underwater conditions. Use your discretion as the DM to rule on how long travel will take and how it benefits / hinders the PCs.

Encounter Three: Clunther

Encounter three is divided into four sections:

- 1.) General conditions in Clunther
- 2.) Encounter 3a – The Warehouse
- 3.) Encounter 3b – The Temple of Heironeous
- 4.) Encounter 3c – The Market

General Conditions

The city of Clunther is under a hundred feet of water at this point in time. As light does not penetrate to that level, the PCs will need appropriate light sources (a wand of light was provided to the PCs in Encounter 1, if needed). Sounds are also muffled underwater, making discussions difficult. Point out to PCs that having detailed verbal conversations is tough.

In order to prevent Khemtar from successfully completing the ritual, the PCs will need to visit two of the three sites where the Relics of Night have been positioned. PCs who visit all three will not receive an XP bonus, but will receive a special reward. At each location, they will have to beat

the guards protecting the Relic of Night and then solve a riddle to close the chest.

For the DM's reference, a closed chest can safely be moved by a PC. Each chest and Relic of Night weights twenty five pounds.

Once the PCs arrive in Clunther, read the following text to them, modifying it as appropriate:

As you swim through the dark, cold waters of Lake Hasra, your eyes begin to adjust and you can make out details of the city, now in ruins. The water here is extremely still and clear, with no current to speak of. Although there are plenty of fish and other aquatic wildlife in the lake, here at the edge of the city there is no movement, and no visible life. The water muffles sounds, making communication difficult – you now mostly rely on hand signals to communicate with your peers.

As you enter the ruins of the city, the force of the flood waters is evident. Only the strongest of the buildings remain upright – everything else is simply a devastated ruin.

PC who make a DC (20+APL) Spot check will notice something odd – there are no bodies amongst the rubble.

Using your memory of the city of Clunther, you believe you remember the locations of the three sites that were mentioned in the notes. Picking one, you begin traversing the ruins of Clunther in that direction.

Proceed to the appropriate sub-encounter based on the location that the PCs have chosen to visit.

Encounter 3a – The Warehouse

Approaching the area where Clunther's docks once used to be, you make your way towards the one building left relatively intact – the long, low warehouse of the old Guardam family. The structure is two stories high, but is about 200 feet on each side. The doors, which face the road you are following, have been wrenched from their hinges, allowing you easy access inside.

From the doorway, the PCs will not be able to see the Relic of Night, which is located in the center of the empty warehouse. The Relic is, again, stored within a chest that is 6 feet long by 3 feet wide, covered with runes. As they make their way across the warehouse, the Ur-Flan's guards will try to stay out of their vision, by either retreating to

the corners of the warehouse, or by using the beams of the warehouse's roof for cover (giving them a +5 to their Hide checks). Roll a DC (22+APL) Spot check for the PCs when they enter the warehouse, and another DC (22+APL) Spot check when the PCs reach the Relic of Night. If a PC succeeds at either, alert them to the fact that something is moving in the warehouse.

If the PCs spread out with enough light sources, they will be able to discover the guards. At that point, the guards attack, selecting the nearest PC to start with.

If the PCs do not detect the guards, the guards attack when the PCs close to within five feet of the Relic.

Warehouse guards

APL 4 (EL 3)

Shark, Medium: hp 16; See Monster Manual p. 279

Shark, Large: hp 38; See Monster Manual p. 279

APL 6 (EL 5)

Shark, Medium (2): hp 16 (each); See Monster Manual p. 279

Shark, Large (2): hp 38 (each); See Monster Manual p. 279

APL 8 (EL 7)

Shark, Large (3): hp 38 (each); See Monster Manual p. 279

Shark, Huge: hp 65; See Monster Manual p. 279

APL 10 (EL 9)

Shark, Dire: hp 147; See Monster Manual p. 64

APL 12 (EL 10)

Shark, Huge (3): hp 65 (each); See Monster Manual p. 279

Shark, Dire: hp 147; See Monster Manual p. 64

Once the PCs have finished off the guards, read the following description

With the attackers dispatched, you turn your attention back to the Relic. The crate containing the relic is similar to the one you saw in the wagon on the beach – however this

time it is open, and the feeling of evil is oppressive. Peering into the chest, you see a polished black skull laying on a plush black cushion

If the PCs attempt to close the chest by shutting the lid, the lid will not budge – some force seems to be holding the hinges open. A detect magic will reveal the presence of a strong abjuration spell, as well as the presence of enchanted writing on the outside lid. A Spot Check (DC 10+APL) will also allow a PC to notice the message carved into the lid. When a PC reads the message, hand them Players' Handout #2. The only way to close the lid is to solve the riddle and say the answer ("Glove"), at which point the lid smoothly closes. Saying the answer again will cause the chest to reopen.

The Relic of Night is a highly evil object, which is infused with energies from the Negative Plane. A PC who touches the skull is immediately affected by one of the following spells

APL 4 – *Inflct Moderate Wounds*

APL 6 – *Inflct Serious Wounds*

APL 8 – *Inflct Critical Wounds*

APL 10 – *Slay Living*

APL 12 - *Harm*

There is no way to destroy the skull.

Once the PCs have closed the lid of the chest, there is nothing more for them to do at this location. Proceed to Encounter 3b, 3c or Encounter 4 as appropriate.

Encounter 3b – The Temple of Heironeous

The temple of Heironeous was the biggest and tallest building in the city of Clunther. The main chamber of the temple was well over a hundred feet long, fifty feet wide, capped by a dome five stories over the floor. The massive empty space once resonated with the prayers of the followers of the god, and the temple was considered to be one of the greatest buildings in the March.

Now, it lies under a hundred feet of water. As you approach, the doors lie open, and the inside is dark and appears lifeless.

In the temple, the chest containing the Relic of Night lies on the altar of the temple, at the far end

of the temple. As with the other locations, the Relic is guarded by the Ur-Flan, and the guards are in their native habitat. The elementals will wait until the PCs are about 60 feet from the Relic (which should put the Relic at the edge of the PCs light source) before attacking them from above. PCs have a chance to Spot the elementals, with a DC (30+APL) Spot check (the DC includes the fact that the elementals are well hidden and in their natural habitat).

APL 4 (EL 3)

Water Elemental, Small (3): hp 11 (each); See Monster Manual p. 100

APL 6 (EL 5)

Water Elemental, Medium (2): hp 30 (each); See Monster Manual p. 100

APL 8 (EL 7)

Water Elemental, Large (2): hp 68 (each); See Monster Manual p. 100

APL 10 (EL 9)

Water Elemental, Huge (2): hp 152 (each); See Monster Manual p. 100

APL 12 (EL 10)

Water Elemental, Greater: hp 199; See Monster Manual p. 100

Water Elemental, Huge: hp 152; See Monster Manual p. 100

Once the PCs have deal with the guards, they can examine the chest holding the Relic of Night.

Profaning the altar of Heironeous is another chest similar to the one you saw on the beach. This one has its lid open, and you can feel the malignant touch of evil emanating from its contents. Sitting on a red cushion, at the bottom of the chest is a ruby the size of a man's head, glowing a baleful, dark crimson.

If the PCs attempt to close the chest by shutting the lid, the lid will not budge – some force seems to be holding the hinges open. A detect magic will reveal the presence of a strong abjuration spell, as well as the presence of enchanted writing on the outside lid. A Spot Check (DC 10+APL) will also allow a PC to notice the message carved into the lid. When a PC reads the message, hand

them Players' Handout #3. The only way to close the lid is to solve the riddle and say the answer ("Stable"), at which point the lid smoothly closes. Saying the answer again will cause the chest to reopen.

The Relic of Night is a highly evil object, which is infused with energies from the Negative Plane. A PC who touches the ruby is immediately affected by one of the following spells

APL 4 – *Inflct Moderate Wounds*

APL 6 – *Inflct Serious Wounds*

APL 8 – *Inflct Critical Wounds*

APL 10 – *Slay Living*

APL 12 - *Harm*

There is no way to destroy the ruby.

Once the PCs have closed the lid of the chest, there is nothing more for them to do at this location. Proceed to Encounter 3a, 3c or Encounter 4 as appropriate.

Encounter 3c – The Market

The Market of Clunther is not really a building – it was once a large, open plaza surrounded by the shops and offices of the merchants of Clunther. Now, after the deluge, the buildings have been obliterated, but the circular plaza remains as a large, relatively rubble free. It is about 100 feet in diameter, and the chest containing this Relic of Night has been placed on a large stone in the center of the plaza.

PCs can approach the plaza from any direction they wish. With an appropriate light source, they should be able to see the chest in the center of the plaza.

When the PCs are ready for the Encounter, read the following, modifying as appropriate

Before the Deluge, the central market of Clunther was a spot one could go to and find almost anything one desired. The large, circular plaza was filled with traders, buying and selling their wares, and the plaza was ringed by buildings, containing stores and offices of the most prosperous merchants in the March. Now the buildings lie in ruin, collapsed by the great weight of water. However, the plaza is clear of rubble, and now it holds something of interest to you.

Approaching one of the entrances to the plaza, your light reveals that you are not alone. Slow moving shapes are clustered near the center of the plaza, apparently guarding the Relic of Night here.

A number of zombies have been placed here as guards of the Relic of Night. Treat the zombies as having "firm footing" when it comes to applying the underwater combat rules

APL 4 (EL 3)

Zombie, Human Commoner (6): hp 16 (each); See Monster Manual p. 266

APL 6 (EL 5)

Zombie, Trogdolyte (6): hp 29 (each); See Monster Manual p. 266

APL 8 (EL 7)

Zombie, Ogre (4): hp 55 (each); See Monster Manual p. 267

APL 10 (EL 8)

Zombie, Minotaur (4): hp 81 (each); See Monster Manual p. 267

APL 12 (EL 10)

Zombie, UMBER Hulk (6): hp 107 (each); See Monster Manual p. 267

Water Elemental, Huge: hp 152; See Monster Manual p. 100

Once the PCs have deal with the guards, they can examine the chest holding the Relic of Night.

Sitting atop a large stone that looks to have been dragged to the center of the plaza is a chest similar to the one you saw on the beach. This one has its lid open, and you can feel the malignant touch of evil emanating from its contents. Sitting on a pristine white cushion at the bottom is a dagger, that appears to be encrusted with blood.

If the PCs attempt to close the chest by shutting the lid, the lid will not budge – some force seems to be holding the hinges open. A detect magic will reveal the presence of a strong abjuration spell, as well as the presence of enchanted writing on the outside lid. A Spot Check (DC 10+APL) will also allow a PC to notice the message carved into the lid. When a PC reads the message, hand them Players' Handout #4. The only way to

close the lid is to solve the riddle and say the answer (“Coffin”), at which point the lid smoothly closes. Saying the answer again will cause the chest to reopen.

The Relic of Night is a highly evil object, which is infused with energies from the Negative Plane. A PC who touches the ruby is immediately affected by one of the following spells

APL 4 – Inflict Moderate Wounds

APL 6 – Inflict Serious Wounds

APL 8 – Inflict Critical Wounds

APL 10 – Slay Living

APL 12 - Harm

There is no way to destroy the dagger.

Once the PCs have closed the lid of the chest, there is nothing more for them to do at this location. Proceed to Encounter 3a, 3b or Encounter 4 as appropriate.

Encounter Four: Stopping the ritual

Once the PCs have closed at least two of the chests containing the Relics of Night, they can proceed to where Khemtar is readying to finish the ritual.

Khemtar is on a hill in the center of town, where the mayor’s hall used to stand. That area is now clear of rubble, and has been smoothed down in preparation for his ritual. Over the past week, he has also modified the properties of the water so that spoken words can be heard clearly.

The area on top of the hill is a square clear of rubble and any cover, measuring one hundred feet on a side. Khemtar and his allies are at the center of the square, and the PCs will approach from the southern side of the square.

If the PCs bypassed closing the act of closing two of the chests, then Encounter 4 will be significantly more difficult for them, as described below

If the PCs closed two of the chests:

- ❖ The area is under the effect of a *bane* spell
- ❖ Only Khemtar is under the effects of a *protection from good* spell (cast at his caster level, see Appendix 1)

- ❖ None of the Khemtar’s optional allies are present

If the PCs failed to close two of the chests prior to Encounter 4:

- ❖ The area is under the effect of a *desecrate* spell
- ❖ Khemtar and Galen are under the effects of a *protection from good* spell (cast at Khemtar’s caster level, see Appendix 1)
- ❖ Khemtar’s optional allies are present. The PCs will get no XP for defeating the optional guards, as they were supposed to follow orders and deal with at least two of the Relics of Night first.

The PCs should have time to prep for the encounter prior to the start of Encounter 4. When they are ready, read the following, modifying as needed (especially for the number of shapes in the clearing):

Following the instructions of the note, you make your way to the center of town, where the mayor of Clunther’s residence once stood on a small hill overlooking the city. From the base of the hill, you can see that no building stands there now. Approaching the hill, you are surprised to hear that you can hear voices – the water here apparently carries sound.

Sneaking forward, you make your way to the last cover available – a low wall which barely covers your crouching forms. In front of you, a large square measuring approximately a hundred feet to a side has been cleared of rubble. Stones shedding a low red light have been placed along the perimeter, allowing you to see across the clearing.

In the center of the clearing stand a pair of figures. The one facing you is familiar – Khemtar, leader of the Ur-Flan, who you last saw on a ledge in the Barrier Peaks. The other’s back is facing you, dressed in a black cloak of some sort.

“Why isn’t your master here?” Khemtar barks at the other figure.

“That is not for you to ask. He has sent me – that is all you need to know,” responds the other figure in a calm low voice.

“I have risked everything! Everything! All of my followers are dead! I have used all of my powers! I have every right to ask! Now,

moments away from our crowning moment, Evard is off dealing with some Hextorites! They are an annoyance – something we can swat away like flies with our new power.” Khemtar says accusingly.

“My master has drawn on all his resources as well. Even now, a diversionary force is attacking the Army, softening them up so that we may deliver the final blow” says the black cloaked figure. “If you do not raise the dead of Clunther, we will not have another undead army to destroy them from behind. So I suggest you start.”

“I take no orders from you,” retorts Khemtar.

“Then consider it a suggestion. I am growing impatient Khemtar. I have business to attend to on the surface, and I need that army.”

“Yes, your so-called wife – will you make her...”

“Wait!” interrupts the black cloaked figure. His head turns, scanning the square. As his glance sweeps over the southern portion of the square, his red glowing eyes stop, and you know he has detected your presence. “We have visitors. I may even know some of them. Well, let us see if they wish to join our army.” Shrugging back his cloak, he reveals his heavy plate armor and draws his longsword.

“Permit me to introduce myself – or re-introduce myself – my name was Galen Luchelyn. I will be the last thing you see when you were alive, and the first thing you see when I make you my servants.”

Behind him, Khemtar raises his hands, and begins to recite the words to a ritual.

Tactics:

APL 4: Galen and Khemtar are not foolish enough to close with the PCs party. Khemtar will use this summon spell to cause the party to move closer. Once the party is dealing with the additional attackers, Galen will wade into the melee. If the DM feels that the battle is too lopsided, have Khemtar cast his *dispel magic* at the party, which has the possibility of dispelling the water breathing effects that should be present on the PCs.

Also, at APL 4 Galen will not use his dominate or energy drain special attacks

APL 6: Again, Galen and Khemtar will not immediately engage with the PCs. If the PCs hold

back, Galen will begin using his elemental gems to summon water elemental to engage the party. Once the elementals are engaged, Galen will enter into melee with the PCs.

Also at APL 6, Galen will not use his energy drain special attacks

APLs 8 – 12: At APLs 8+, Galen and Khemtar are wearing rings of freedom of movement, and will use their mobility to their advantage. Again, Khemtar will use his elemental gems to summon allies to aid in the melee. At these APLs, Galen and Khemtar will use all of their abilities.

APL 4 (EL 7)

Khemtar: male human; Clr 6; hp 36; See Appendix 1

Galen Luchelyn: male vampire spawn; hp 29; See Appendix 1

Optional Allies: Medium water elementals (2); hp 30 (each); See Monster Manual p. 100

APL 6 (EL 9)

Khemtar: male human; Clr 7; hp 42; See Appendix 1

Galen Luchelyn: male vampire; Ftr 5; hp 49; See Appendix 1

Optional Allies: Large water elementals (2); hp 68 (each); See Monster Manual p. 100

APL 8 (EL 11)

Khemtar: male human; Clr 9; hp 54; See Appendix 1

Galen Luchelyn: male vampire; Ftr 7; hp 68; See Appendix 1

Optional Allies: Large water elementals (4); hp 68 (each); See Monster Manual p. 100

APL 10 (EL 13)

Khemtar: male human; Clr 11; hp 66; See Appendix 1

Galen Luchelyn: male vampire; Ftr 9; hp 88; See Appendix 1

Optional Allies: Huge water elementals (2); hp 152 (each); See Monster Manual p. 100

APL 12 (EL 15)

Khemtar: male human; Clr 13; hp 78; See Appendix 1

Galen Luchelyn: male vampire; Ftr 11; hp 107; See Appendix 1

Optional Allies: Greater water elementals (2); hp 199 (each); See Monster Manual p. 100

Immediately after the characters have defeated Galen and Khemtar read the following:

As the last of your foes fall, the water becomes murky, almost as if a fog were settling in. You hear the voice of Galen from somewhere beside you.

“Well, well, well. Enjoy your little victory for now. My master and I shall return soon enough. And when we will, it will not just be with the undead he has given to me to command. Until then...”

As the fog lifts, you scan the area – Khemtar is where you left him, but Galen’s body is no where to be found. It appears you have made another enemy.

With the ritual interrupted, the PCs task here is done. If they wish, and if time permits, they may head to the location of any of the Relics of Night that they did not previously visit and deal with the guards there. If they have the means, they may be able to transport the chests to the surface. There is no reward or penalty for doing so.

Conclusion: Aftermath

The PCs may swim or walk back to the shore, return to the boat, or use other means of returning to the shore. Read the following when they return to dry land.

Wet and exhausted after your underwater adventure, you return to shore. Galen’s discussion with Khemtar are fresh in your mind, and over the southern shore of Lake Hasra, you see columns of smoke rising from the location of the Army encampment. With no time to rest, you gather your belongings and head for the camp.

By the time you get there, the worst is over. Evard’s forces are in retreat, although certainly not routed. A patrol intercepts you on your way into camp, and tells you that General

Rashedra has left orders that you are to report to him as soon as you arrive at the camp.

Once again, you report to the tent of General Rashedra, and once again, it is a study of the chaos of leading a battle. Generals Rashedra and Greenblade are ordering units from the four battles that they command into position to attempt to cut off Evard’s retreat, but after an hour it is clear that Evard was conservative enough in his planning to not lose the bulk of his force.

Finally, General Rashedra motions to you to approach.

“So, what did you find?”

At this point, allow the PCs to give a report on what they found. General Rashedra will ask enough probing questions to put together what Galen and Khemtar were doing, even if the PCs have not fully realized what has happened. Once the PCs are done, read the following:

After listening to your report and asking his questions, General Rashedra looks both relieved and concerned.

“Well done. Once again, the March is in your debt for your actions. If Khemtar had managed to raise an undead army and march them out of the lake, we would surely have been caught off guard. Now I understand why Evard retreated – without the surprise attack from the force in the lake, he would not have been able to win this battle.

I will speak to the Margrave and the Margrave’s Council - and I am sure that they will see you well rewarded for your efforts today.

I do however, ask for your discretion in one matter. I do not think that it would be wise to let the populace in general know that Galen Luchelyn has risen as a vampire. He was a great hero, and, well, the effect of hearing something like this would be a shock to the people. I am not asking you to swear silence in this matter – just do not go announcing it in the taprooms you may find yourselves in.

Now, thank you once again. Go and rest. Your work here is done, and the battle has been won. You will be needed again, but until then, be safe.”

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 One

Did the PCs defeat Trollan and his henchmen on the beach?

APL 4 – 150 xp.

APL 6 – 150 xp.

APL 8 – 150 xp.

APL 10 – 180 xp.

APL 12 – 210 xp.

Encounter Three – The Warehouse *

Did the PCs defeat the guards and close the chest containing the Relic of Night?

APL 4 – 90 xp.

APL 6 – 150 xp.

APL 8 – 210 xp.

APL 10 – 270 xp.

APL 12 – 300 xp.

Encounter Three – The Temple of Heironeous *

Did the PCs defeat the guards and close the chest containing the Relic of Night?

APL 4 – 90 xp.

APL 6 – 150 xp.

APL 8 – 210 xp.

APL 10 – 270 xp.

APL 12 – 300 xp.

Encounter Three – The Marketplace *

Did the PCs defeat the guards and close the chest containing the Relic of Night?

APL 4 – 90 xp.

APL 6 – 150 xp.

APL 8 – 210 xp.

APL 10 – 240 xp.

APL 12 – 300 xp.

Encounter Four

Did the PCs defeat Khemtar and Galen?

APL 4 – 210 xp

APL 6 – 270 xp.

APL 8 – 330 xp.

APL 10 – 390 xp.

APL 12 – 450 xp.

Discretionary Roleplaying Award

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

APL 4 – 135 xp.

APL 6 – 180 xp.

APL 8 – 225 xp.

APL 10 – 270 xp.

APL 12 – 315 xp.

Total Possible Experience

APL 4 – 675 xp.

APL 6 – 900 xp.

APL 8 – 1125 xp.

APL 10 – 1350 xp.

APL 12 – 1575 xp.

* - PCs can only receive XP for two out of the three portions of Encounter 3.

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 One:

APL 4: L: 20 gp; C: 40 gp; M: *potion of cure light wounds* (4 gp)

APL 6: L: 20 gp; C: 40 gp; M: *potion of cure light wounds* (4 gp)

APL 8: L: 20 gp; C: 40 gp; M: *potion of cure light wounds* (4 gp)

APL 10: L: 20 gp; C: 40 gp; M: *potion of cure light wounds* (4 gp)

APL 12: L: 20 gp; C: 40 gp; M: *potion of cure light wounds* (4 gp)

Encounter Four:

APL 4: L: 0 gp; C: 200 gp; M: +1 *full plate armor* (221 gp), 2 *potions of cure serious wounds* (125 gp), 2 *potions of water breathing* (125 gp)

APL 6: L: 0 gp; C: 350 gp; M: +1 *full plate armor* (221 gp), 2 *potions of cure serious wounds* (125 gp), 2 *potions of water breathing* (125 gp), 2 *elemental gems – water* (375 gp)

APL 8: L: 0 gp; C: 500 gp; M: 2 +1 *full plate armors* (442 gp), +1 *heavy steel shield* (181 gp), +1 *greatsword* (196 gp), 3 *potions of cure serious wounds* (188 gp), 2 *potions of water breathing* (126 gp), 4 *elemental gems – water* (750 gp), *potion of haste* (63 gp), *ring of protection +1* (167 gp), 2 *rings of freedom of movement* (6667 gp), *cloak of resistance +1* (83 gp)

APL 10: L: 0 gp; C: 1000 gp; M: +2 *full plate armor* (471 gp), +1 *full plate armor* (221 gp), +1 *heavy steel shield* (181 gp), +1 *greatsword* (196 gp), 4 *potions of cure serious wounds* (250 gp), 2 *potions of water breathing* (126 gp), 5 *elemental gems – water* (938 gp), *potion of haste* (63 gp), *ring of protection +1* (167 gp), 2 *rings of freedom of movement* (6667 gp), *cloak of resistance +1* (83 gp), *periapt of wisdom +2* (333 gp)

APL 12: L: 0 gp; C: 2000 gp; M: +2 *full plate armor* (471 gp), +1 *full plate armor* (221 gp), +1 *heavy steel shield* (181 gp), +1 *greatsword* (196 gp), 4 *potions of cure serious wounds* (250 gp), 2 *potions of water breathing* (126 gp), 5 *elemental gems – water* (938 gp), *potion of haste* (67 gp), 2 *rings of protection +1* (333 gp), 2 *rings of freedom of movement* (6667 gp), *cloak of resistance +1* (83 gp), *periapt of wisdom +2* (333 gp), *gauntlets of ogre power* (333 gp)

Total Possible Treasure (Maximum Reward Allowed)

APL 4: L: 20 gp; C: 240 gp; M: 475 gp – Total: 650 gp (650 gp).

APL 6: L: 20 gp; C: 390 gp; M: 850 gp – Total: 900 gp (900 gp).

APL 8: L: 20 gp; C: 540 gp; M: 8863 gp – Total: 1300 gp (1300 gp).

APL 10: L: 20 gp; C: 1040 gp; M: 9696 gp – Total: 2300 gp (2300 gp).

APL 12: L: 20 gp; C: 3040 gp; M: 10195 gp – Total: 3300 gp (3300 gp).

Items for the Adventure Record

Item Access

APL 4:

- ❖ *None*

APL 6 (all items from APL 4 plus):

- ❖ *Water Elemental Gem (DMG, Adventure)*

APL 8 (all items from APL 4, 6 plus):

- ❖ *Ring of Freedom of Movement (DMG, Adventure)*

APL 10 (all items from APL 4, 6, 8 plus):

- ❖ *None*

APL 12 (all items from APL 4, 6, 8, 10 plus):

- ❖ *None*

Items for the Adventure Record (Specials)

Influence with the Bissel Free Companies (ALL APLs)

For completing this mission, if the PC is, or in the future becomes a member of the Bissel Free Companies, he or she may spend this Influence Point (mark it as used) during any adventure to gain access (Freq: Adventure) to purchase any single magic item in the DMG (other than a Bag of Tricks) valued at 1500 gp or less. Access is only granted to items that are legal in the Living Greyhawk campaign. A PC may spend multiple Influence Points with the Bissel Free Companies simultaneously to receive access to an item of value less than or equal to the sum of the value limits on the individual Influence Points. Influence Points with no explicit gp value associated with them cannot be combined with this Influence

Point. These Influence Points are non-transferable and can only be spent by the individual who received them.

Special Reward of the Army of Bissel (ALL APLs)

If the PCs managed to close all three of the chests containing the Relics of Night in Encounter 3, General Rashedra will reward them with a special boon.

The Army will arrange for special training for the PC, which will grant access to any Feat or Spell in the Living Greyhawk Sourcebook that has been marked "Restricted". When a PC uses this boon, the Feat or Spell should be noted below, and this reward should be crossed off the AR. Access: Any

Feat / Spell Taken: _____

The Margrave's Honor

For defense of the March against the threat posed by the Ur-Flan and the Necromancer, the Margrave has bestowed upon you the reward of access to one of the following items:

The item is available for purchase after any Bissel regional or Sheldomar Valley regional adventure and the PC must still purchase the item at the market price listed. Once the PC has used this access reward, it should be crossed off the AR permanently

- ❖ Figure of Wondrous Power, Onyx Dog (DMG)
- ❖ Ring of Force Shield (DMG)
- ❖ Slippers of Spider Climbing (DMG)
- ❖ Rod of Metamagic, Silent, Lesser (DMG)
- ❖ Nolzur's Marvelous Pigments (DMG)

Appendix 1 - NPCs

Encounter 1

APL 4

Human Warriors : Male Human War1(x4); CR1; Medium Humanoid; HD 1d8+2 hp 8 (each); Init +5; Spd Walk 20 ft.; AC 18, touch 11, flat-footed 17; Base Atk+1; Atk +4 melee (1d8+2/19-20, longsword) or +1 ranged (1d8/19-20, crossbow); Full Atk +4 melee (1d8+2/19-20, longsword) or +1 ranged (1d8/19-20, crossbow); SA --; SQ --; AL LE; SV Fort +4, Ref +1, Will +1; Str 15, Dex 12, Con 14, Int 11, Wis 12, Cha 11

Skills and Feats: Handle Animal +5, Intimidate +1, Ride +5; Improved Initiative, Weapon Focus (longsword)

Possessions: chainmail, large wooden shield, longsword; crossbow; 20 bolts

Trollan: Male human Cleric 1 CR 1; Medium Humanoid; HD 1d8 hp: 6; Init +0; Spd 20 ft.; AC: 19 (touch: 10; flatfooted 19); Base Atk: +0; Grp +2; Atk +4 melee (1d8+2/19-20, masterwork flail); Full Atk +4 melee (1d8+2/19-20, masterwork flail); SA: smite (1x/day +4 to hit, +1 to damage for 1 attack); SQ Spells; AL: LE; SV: Fort: +3, Ref: +0, Will: +5; Str 14, Dex 10, Con 13, Int 11, Wis 16, Cha 10

Skills and Feats: Concentration +3, Diplomacy +2, Heal +5, Spellcraft +5, Spot +5; Combat Casting, Power Attack, Martial Weapon Proficiency (Flail), Weapon Focus (Flail)

Possessions: Half-Plate Mail, Heavy Steel Shield, masterwork flail, *potion of cure light wounds*

Cleric Spells Memorized: (domains: Destruction, War; Spells per day 4/2+1 save DC 13+Spell Level): 0 – *Inflict Minor Wounds (x2)*, *Cure Minor Wounds (x2)*; 1st- *Cure Light Wounds*, *Obscuring Mist*, domain: *Inflict Light Wounds*

APL 6

Human Warriors : Male Human War1(x4); CR1; Medium Humanoid; HD 1d8+2 hp 8 (each); Init +5; Spd Walk 20 ft.; AC 18, touch 11, flat-footed 17; Base Atk+1; Atk +4 melee (1d8+2/19-20, longsword) or +1 ranged (1d8/19-20, crossbow); Full Atk +4 melee

(1d8+2/19-20, longsword) or +1 ranged (1d8/19-20, crossbow); SA --; SQ --; AL LE; SV Fort +4, Ref +1, Will +1; Str 15, Dex 12, Con 14, Int 11, Wis 12, Cha 11

Skills and Feats: Handle Animal +5, Intimidate +1, Ride +5; Improved Initiative, Weapon Focus (longsword)

Possessions: chainmail, large wooden shield, longsword; crossbow; 20 bolts

Trollan: Male human Cleric 2 CR 2; Medium Humanoid; HD 2d8 hp: 12; Init +0; Spd 20 ft.; AC: 19 (touch: 10; flatfooted 19); Base Atk: +1; Grp +3; Atk +5 melee (1d8+2/19-20, masterwork flail); Full Atk +5 melee (1d8+2/19-20, masterwork flail); SA: smite (1x/day +4 to hit, +2 to damage for 1 attack); SQ Spells; AL: LE; SV: Fort: +4, Ref: +0, Will: +6; Str 14, Dex 10, Con 13, Int 11, Wis 16, Cha 10

Skills and Feats: Concentration +4, Diplomacy +3, Heal +6, Spellcraft +4, Spot +4; Combat Casting, Power Attack, Martial Weapon Proficiency (Flail), Weapon Focus (Flail)

Possessions: Half-Plate Mail, Heavy Steel Shield, masterwork flail, *potion of cure light wounds*

Cleric Spells Memorized: (domains: Destruction, War; Spells per day 4/3+1 save DC 13+Spell Level): 0 – *Inflict Minor Wounds (x2)*, *Cure Minor Wounds (x2)*; 1st-*Command*, *Cure Light Wounds*, *Obscuring Mist*, domain: *Inflict Light Wounds*

APL 8

Human Fighters: Male Human Ftr1(x4); CR1; Medium Humanoid; HD 1d10+2 hp 9 (each); Init +5; Spd Walk 20 ft.; AC 18, touch 11, flat-footed 17; Base Atk+1; Atk +4 melee (1d8+2/19-20, longsword) or +1 ranged (1d8/19-20, crossbow); Full Atk +4 melee (1d8+2/19-20, longsword) or +1 ranged (1d8/19-20, crossbow); SA --; SQ --; AL LE; SV Fort +4, Ref +1, Will +1; Str 15, Dex 12, Con 14, Int 11, Wis 12, Cha 11

Skills and Feats: Handle Animal +5, Intimidate +1, Ride +5; Improved Initiative, Weapon Focus (longsword)

Possessions: chainmail, large wooden shield, longsword; crossbow; 20 bolts

Trollan: Male human Cleric 2 CR 2; Medium Humanoid; HD 2d8 hp: 12; Init +0; Spd 20 ft.; AC: 19 (touch: 10; flatfooted 19); Base Atk: +1; Grp +3; Atk +5 melee (1d8+2/19-20, masterwork flail); Full Atk +5 melee (1d8+2/19-20, masterwork flail); SA: smite (1x/day +4 to hit, +2 to damage for 1 attack); SQ Spells; AL: LE; SV: Fort: +4, Ref: +0, Will: +6; Str 14, Dex 10, Con 13, Int 11, Wis 16, Cha 10

Skills and Feats: Concentration +4, Diplomacy +3, Heal +6, Spellcraft +4, Spot +4; Combat Casting, Power Attack, Martial Weapon Proficiency (Flail), Weapon Focus (Flail)

Possessions: Half-Plate Mail, Heavy Steel Shield, masterwork flail, *potion of cure light wounds*

Cleric Spells Memorized: (domains: Destruction, War; Spells per day 4/3+1 save DC 13+Spell Level): 0 – *Inflict Minor Wounds (x2)*, *Cure Minor Wounds (x2)*; 1st-*Command*, *Cure Light Wounds*, *Obscuring Mist*, domain: *Inflict Light Wounds*

APL 10

Human Fighters: Male Human Ftr1(x4); CR1; Medium Humanoid; HD 1d10+2 hp 9 (each); Init +5; Spd Walk 20 ft.; AC 18, touch 11, flat-footed 17; Base Atk+1; Atk +4 melee (1d8+2/19-20, longsword) or +1 ranged (1d8/19-20, crossbow); Full Atk +4 melee (1d8+2/19-20, longsword) or +1 ranged (1d8/19-20, crossbow); SA --; SQ --; AL LE; SV Fort +4, Ref +1, Will +1; Str 15, Dex 12, Con 14, Int 11, Wis 12, Cha 11

Skills and Feats: Handle Animal +5, Intimidate +1, Ride +5; Improved Initiative, Weapon Focus (longsword)

Possessions: chainmail, large wooden shield, longsword; crossbow; 20 bolts

Trollan: Male human Cleric 3 CR 3; Medium Humanoid; HD 3d8 hp: 18; Init +0; Spd 20 ft.; AC: 19 (touch: 10; flatfooted 19); Base Atk: +2; Grp +4; Atk +6 melee (1d8+2/19-20, masterwork flail); Full Atk +6 melee (1d8+2/19-20, masterwork flail); SA: smite (1x/day +4 to hit, +3 to damage for 1 attack); SQ Spells; AL: LE; SV: Fort: +4, Ref: +0, Will: +6; Str 14, Dex 10, Con 13, Int 11, Wis 16, Cha 10

Skills and Feats: Concentration +5, Diplomacy +5, Heal +7, Spellcraft +5, Spot +5; Combat Casting, Power Attack, Martial Weapon Proficiency (Flail), Weapon Focus (Flail)

Possessions: Half-Plate Mail, Heavy Steel Shield, masterwork flail, *potion of cure light wounds*

Cleric Spells Memorized: (domains: Destruction, War; Spells per day 4/3+1/3+1 save DC 13+Spell Level): 0 – *Inflict Minor Wounds (x2)*, *Cure Minor Wounds (x2)*; 1st-*Command*, *Cure Light Wounds*, *Obscuring Mist*, domain: *Inflict Light Wounds*; 2nd – *Cure Moderate Wounds*, *Hold person*, domain: *Spiritual Weapon*

APL 12

Human Fighters: Male Human Ftr2(x4); CR2; Medium Humanoid; HD 2d10+4 hp 18 (each); Init +5; Spd Walk 20 ft.; AC 18, touch 11, flat-footed 17; Base Atk+2; Atk +5 melee (1d8+2/19-20, longsword) or +2 ranged (1d8/19-20, crossbow); Full Atk +5 melee (1d8+2/19-20, longsword) or +2 ranged (1d8/19-20, crossbow); SA --; SQ --; AL LE; SV Fort +5, Ref +1, Will +1; Str 15, Dex 12, Con 14, Int 11, Wis 12, Cha 11

Skills and Feats: Handle Animal +6, Intimidate +2, Ride +6; Improved Initiative, Weapon Focus (longsword)

Possessions: chainmail, large wooden shield, longsword; crossbow; 20 bolts

Trollan: Male human Cleric 3 CR 3; Medium Humanoid; HD 3d8 hp: 18; Init +0; Spd 20 ft.; AC: 19 (touch: 10; flatfooted 19); Base Atk: +2; Grp +4; Atk +6 melee (1d8+2/19-20, masterwork flail); Full Atk +6 melee (1d8+2/19-20, masterwork flail); SA: smite (1x/day +4 to hit, +3 to damage for 1 attack); SQ Spells; AL: LE; SV: Fort: +4, Ref: +0, Will: +6; Str 14, Dex 10, Con 13, Int 11, Wis 16, Cha 10

Skills and Feats: Concentration +5, Diplomacy +5, Heal +7, Spellcraft +5, Spot +5; Combat Casting, Power Attack, Martial Weapon Proficiency (Flail), Weapon Focus (Flail)

Possessions: Half-Plate Mail, Heavy Steel Shield, masterwork flail, *potion of cure light wounds*

Cleric Spells Memorized: (domains: Destruction, War; Spells per day 4/3+1/3+1 save DC 13+Spell Level): 0 – *Inflict Minor Wounds (x2)*, *Cure Minor Wounds (x2)*; 1st-*Command*, *Cure Light Wounds*, *Obscuring Mist*, domain: *Inflict Light Wounds*; 2nd – *Cure Moderate Wounds*, *Hold person*, domain: *Spiritual Weapon*

Encounter 4

APL 4

Khemtar: Male Human Cleric 6; CR 6; Medium Humanoid; HD 6d8; hp 36; Init +0; Spd 20 ft.; AC 21, touch 10, flat-footed 21; Base Atk +4; Grp +3; Atk -1 Melee (1d4-1/20/x2, Shield, Heavy); Atk +3 Melee (1d6-1/20/x2, Masterwork Light Mace); Full Atk -1 Melee (1d4-1/20/x2, Shield, Heavy); Atk +3 Melee (1d6-1/20/x2, Masterwork Light Mace); SA Rebuke Undead (Su) 9/day (turn level 6) (turn damage 2d6+8), Spontaneous casting; AL NE; SV Fort +5, Ref +2, Will +9; Str 9, Dex 10, Con 11, Int 14, Wis 18, Cha 14

Skills and Feats: Concentration +9, Heal +9, Knowledge (Arcana) +10, Knowledge (Nature) +5, Knowledge (Religion) +9, Spellcraft +13, Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Combat Casting, Extra Turning, Divine Spell Power, Shield Proficiency, Simple Weapon Proficiency, Weapon Finesse.

Possessions: +1 full plate armor, masterwork light mace, heavy steel shield, 2 potions of cure serious wounds, 2 potions of water breathing

Cleric Domains: Death (You may use a death touch once per day. Your death touch is a supernatural ability that produces a death effect. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per cleric level you possess. If the total at least equals the creature's current hit points, it dies (no save)); Evil (You cast evil spells at +1 caster level.)

Cleric Spells Prepared (5/4+1/4+1/3+1; base DC = 14 + spell level): 0 – *Detect Magic, Guidance, Inflict Minor Wounds* (x2), *Resistance*; 1st – *Cause Fear, Protection from Good, Inflict Light Wounds, Cure Light Wounds*, domain: *Protection from Good*; 2nd – *cure moderate wounds, hold person, spiritual weapon, summon monster II*, domain: *desecrate*; 3rd – *blindness, dispel magic, inflict serious wounds*, domain: *magic circle against good*

Galen Luchelyn – Vampire Spawn; CR 4; Medium Undead; HD: 4d12+3; hp 35; Init: +6; Spd 30 ft.; AC 22 (+1 Dex, +3 natural, +8 armor), touch 11, flat-footed 22; Base Atk +2; Grp: +5; Atk: +6 Melee (2d6+3/19-20/x2, Masterwork Greatsword); Full Attack: +6 Melee

(2d6+3/19-20/x2, Masterwork Greatsword); SA: Blood drain, domination, energy drain; SQ: +2 turn resistance, damage reduction 5/silver, darkvision 60 ft., fast healing 2, gaseous form, resistance to cold 10 and electricity 10, spider climb, undead traits; AL LE; SV Fort +1, Ref +5, Will +5; Str 16, Dex 14, Con —, Int 13, Wis 13, Cha 14

Skills and Feats :Bluff +6, Climb +8, Craft or Profession (soldier) +4, Diplomacy +4, Hide +10, Jump +8, Listen +11, Move Silently +10, Search +8, Sense Motive +11, Spot +11; Alertness, Combat Reflexes, Improved Initiative, Lightning Reflexes

Possessions: Full Plate, Masterwork Greatsword

Blood Drain (Ex): A vampire spawn can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round. On each such successful drain attack, the vampire spawn gains 5 temporary hit points.

Domination (Su): A vampire spawn can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must take a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a DC 14 Will save or fall instantly under the vampire's influence as though by a dominate person spell from a 5thlevel caster. The ability has a range of 30 feet. The save DC is Charisma-based. (*Galen will not use this attack at APL 4*)

Energy Drain (Su): Living creatures hit by a vampire spawn's slam attack gain one negative level. The DC is 14 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the vampire spawn gains 5 temporary hit points. (*Galen will not use his slam attack at APL 4*)

Fast Healing (Ex): A vampire spawn heals 2 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Once at rest in its coffin, it is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and

resumes healing at the rate of 2 hit points per round.

Gaseous Form (Su): As a standard action, a vampire spawn can assume gaseous form at will as the spell (caster level 6th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability. (*Galen cannot turn gaseous under water*)

Spider Climb (Ex): A vampire spawn can climb sheer surfaces as though with a spider climb spell.

Skills: Vampire spawn have a +4 racial bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks.

VAMPIRE SPAWN WEAKNESSES

Vampire spawn are vulnerable to all attacks and effects that repel or slay vampires. For details, see the Vampire entry in the Monster Manual (pp. 250)

APL 6

Khemtar: Male Human Cleric 7; CR 7; Medium Humanoid; HD 7d8; hp 42; Init +0; Spd 20 ft.; AC 21, touch 10, flat-footed 21; Base Atk +5; Grp +4; Atk +0 Melee (1d4-1/20/x2, Shield, Heavy); Atk +4 Melee (1d6-1/20/x2, Masterwork Light Mace); Full Atk +0 Melee (1d4-1/20/x2, Shield, Heavy); Atk +4 Melee (1d6-1/20/x2, Masterwork Light Mace); SA Rebuke Undead (Su) 9/day (turn level 7) (turn damage 2d6+9), Spontaneous casting; AL NE; SV Fort +5, Ref +2, Will +9; Str 9, Dex 10, Con 11, Int 14, Wis 18, Cha 14

Skills and Feats: Concentration +10, Heal +9, Knowledge (Arcana) +10, Knowledge (Nature) +6, Knowledge (Religion) +10, Spellcraft +14, Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Combat Casting, Extra Turning, Divine Spell Power, Shield Proficiency, Simple Weapon Proficiency, Weapon Finesse.

Possessions: +1 full plate armor, masterwork light mace, heavy steel shield, 2 potions of cure serious wounds, 2 water elemental gems; 2 potions of water breathing

Cleric Domains: Death (You may use a death touch once per day. Your death touch is a supernatural ability that produces a death effect. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per

cleric level you possess. If the total at least equals the creature's current hit points, it dies (no save)); Evil (You cast evil spells at +1 caster level.)

Cleric Spells Prepared (6/5+1/4+1/3+1/2+1; base DC = 14 + spell level): 0 – *Detect Magic, Guidance, Inflict Minor Wounds (x3), Resistance*; 1st – *Obscuring Mist, Protection from Good, Inflict Light Wounds (x2), Cure Light Wounds*, domain: *Protection from Good*; 2nd – *cure moderate wounds, hold person, spiritual weapon, summon monster II*, domain: *desecrate*; 3rd – *blindness, dispel magic, inflict serious wounds*, domain: *magic circle against good*; 4th – *cure critical wounds, poison*, domain: *unholy blight*

Galen Luchelyn, Male vampire Ftr 5; CR 7; Medium Undead (augmented humanoid); HD 5d12+5 hp 49; Init +7; Spd Walk 20'; AC 29 (touch 13, flatfooted 26); Base Atk: +5; Grp: +11; Atk +13 melee (2d6+6/19-20, masterwork greatsword); Full Atk: +13 melee (2d6+6/19-20 masterwork greatsword) SA blood drain, children of the night, create spawn, dominate, energy drain; SQ alternate form, damage reduction 10 / silver and magic, darkvision 60 ft., gaseous form, resistance to cold 10 and electricity 10, spider climb; undead traits, vampire weaknesses AL LE; SV: Fort +4, Ref +6, Will +1; Str 23, Dex 17, Con –, Int 12, Wis 12, Cha 16

Skills and Feats: Bluff +11, Climb +9, Handle Animal +9, Hide +11, Intimidate +7, Jump +9, Listen +11, Move Silently +11, Ride +9, Search +8, Sense Motive +9, Spot +9, Swim +10; Alertness, Cleave, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Mounted Combat, Power Attack, Weapon Focus (Greatsword)

Possessions: Full Plate, masterwork greatsword

Special Abilities:

The saving throw for Galen's abilities (where noted) is DC 16

Blood Drain (Ex): A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampire gains 5 temporary hit points.

Children of the Night (Su): Vampires command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Dominate (Su): A vampire can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save or fall instantly under the vampire's influence as though by a dominate person spell (caster level 12th). The ability has a range of 30 feet.

Create Spawn (Su): A humanoid or monstrous humanoid slain by a vampire's energy drain rises as a vampire spawn (see the Vampire Spawn entry) 1d4 days after burial.

If the vampire instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the vampire that created it and remains enslaved until its master's destruction. At any given time a vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires or vampire spawn. A vampire that is enslaved may create and enslave spawn of its own, so a master vampire can control a number of lesser vampires in this fashion. A vampire may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

Energy Drain (Su): Living creatures hit by a vampire's slam attack (or any other natural weapon the vampire might possess) gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain ability once per round. (*Galen will not use this ability / attack at APL 6*)

Special Qualities: A vampire retains all the special qualities of the base creature and gains those described below.

Alternate Form (Su): A vampire can assume the shape of a bat, dire bat, wolf, or dire wolf as a

standard action. This ability is similar to a polymorph spell cast by a 12th-level character, except that the vampire does not regain hit points for changing form and must choose from among the forms mentioned here. While in its alternate form, the vampire loses its natural slam attack and dominate ability, but it gains the natural weapons and extraordinary special attacks of its new form. It can remain in that form until it assumes another or until the next sunrise. (If the base creature is not terrestrial, this power might allow other forms.)

Damage Reduction (Su): A vampire has damage reduction 10/silver and magic. A vampire's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Fast Healing (Ex): A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Any additional damage dealt to a vampire forced into gaseous form has no effect. Once at rest in its coffin, a vampire is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

Gaseous Form (Su): As a standard action, a vampire can assume gaseous form at will as the spell (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability. (*Galen is unable to become gaseous underwater*)

Resistances (Ex): A vampire has resistance to cold 10 and electricity 10.

Spider Climb (Ex): A vampire can climb sheer surfaces as though with a spider climb spell.

Turn Resistance (Ex): A vampire has +4 turn resistance.

APL 8

Khemtar: Male Human Cleric 9; CR 9; Medium Humanoid; HD 9d8; hp 54; Init +0; Spd 20 ft.; AC 23, touch 11, flat-footed 23; Base Atk +6/+1; Grp +5/+0; Atk +1 Melee (1d4-1/20/x2, Shield, Heavy); Atk +6 Melee (1d6-1/20/x2, Masterwork Light Mace); Full Atk +1/-4 Melee (1d4-1/20/x2, Shield, Heavy); Atk +6/+1 Melee (1d6-1/20/x2, Masterwork Light Mace); SA Rebuke Undead

(Su) 9/day (turn level 9) (turn damage 2d6+11), Spontaneous casting; AL NE; SV Fort +6, Ref +3, Will +10; Str 9, Dex 10, Con 11, Int 14, Wis 19, Cha 14

Skills and Feats: Concentration +12, Heal +13, Knowledge (Arcana) +10, Knowledge (Nature) +7, Knowledge (Religion) +11, Spellcraft +16, Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Combat Casting, Extra Turning, Divine Spell Power, Shield Proficiency, Simple Weapon Proficiency, Weapon Finesse.

Possessions: +1 full plate armor, +1 heavy steel shield, masterwork light mace, *potion of haste*, 3 *potions of cure serious wounds*, *ring of protection +1*, *ring of freedom of movement*, 4 *water elemental gems*; 2 *potions of water breathing*

Cleric Domains: Death (You may use a death touch once per day. Your death touch is a supernatural ability that produces a death effect. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per cleric level you possess. If the total at least equals the creature's current hit points, it dies (no save)); Evil (You cast evil spells at +1 caster level.)

Cleric Spells Prepared (6/5+1/5+1/4+1/3+1/1+1; base DC = 14 + spell level): 0 – *Detect Magic*, *Guidance*, *Inflict Minor Wounds* (x3), *Resistance*; 1st – *Obscuring Mist*, ~~*Protection from Good*~~, *Inflict Light Wounds* (x2), *Cure Light Wounds*, domain: *Protection from Good*; 2nd – *cure moderate wounds* (x2), *hold person*, *spiritual weapon*, *summon monster II*, domain: *desecrate*; 3rd – *blindness*, *cure serious wounds*, *dispel magic*, *inflict serious wounds*, domain: *magic circle against good*; 4th – *cure critical wounds*, *poison*, *summon monster IV*, domain: *unholy blight*; 5th – *flame strike*, domain: *slay living*

Galen Luchelyn, Male vampire Ftr 7; CR 9; Medium Undead (augmented humanoid); HD 7d12+7 hp 68; Init +7; Spd Walk 20'; AC 30 (touch 13, flatfooted 27); Base Atk: +7/+2; Grp: +13; Atk +15 melee (2d6+9/19-20, *greatsword* +1); Full Atk: +15/+10 melee (2d6+9/19-20 *greatsword* +1) SA blood drain, children of the night, create spawn, dominate, energy drain; SQ alternate form, damage reduction 10 / silver and magic, darkvision 60 ft., gaseous form, resistance to cold 10 and electricity 10, spider

climb; undead traits, vampire weaknesses AL LE; SV: Fort +6, Ref +8, Will +2; Str 23, Dex 17, Con --, Int 12, Wis 12, Cha 16

Skills and Feats: Bluff +11, Climb +10, Handle Animal +11, Hide +11, Intimidate +8, Jump +9, Listen +11, Move Silently +11, Ride +11, Search +8, Sense Motive +9, Spot +9, Swim +10; Alertness, Cleave, Combat Reflexes, Dodge, Improved Initiative, Leadership, Lightning Reflexes, Mounted Combat, Power Attack, Weapon Focus (Greatsword), Weapon Specialization (Greatsword)

Possessions: +1 Full Plate, +1 greatsword, *cloak of resistance +1*, *ring of freedom of movement*

Special Abilities:

The saving throw for Galen's abilities (where noted) is DC 17

Blood Drain (Ex): A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampire gains 5 temporary hit points.

Children of the Night (Su): Vampires command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Dominate (Su): A vampire can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save or fall instantly under the vampire's influence as though by a dominate person spell (caster level 12th). The ability has a range of 30 feet.

Create Spawn (Su): A humanoid or monstrous humanoid slain by a vampire's energy drain rises as a vampire spawn (see the Vampire Spawn entry) 1d4 days after burial.

If the vampire instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new

vampire or spawn is under the command of the vampire that created it and remains enslaved until its master's destruction. At any given time a vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires or vampire spawn. A vampire that is enslaved may create and enslave spawn of its own, so a master vampire can control a number of lesser vampires in this fashion. A vampire may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

Energy Drain (Su): Living creatures hit by a vampire's slam attack (or any other natural weapon the vampire might possess) gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain ability once per round. (*Galen will not use this ability / attack at APL 6*)

Special Qualities: A vampire retains all the special qualities of the base creature and gains those described below.

Alternate Form (Su): A vampire can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a polymorph spell cast by a 12th-level character, except that the vampire does not regain hit points for changing form and must choose from among the forms mentioned here. While in its alternate form, the vampire loses its natural slam attack and dominate ability, but it gains the natural weapons and extraordinary special attacks of its new form. It can remain in that form until it assumes another or until the next sunrise. (If the base creature is not terrestrial, this power might allow other forms.)

Damage Reduction (Su): A vampire has damage reduction 10/silver and magic. A vampire's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Fast Healing (Ex): A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Any additional damage dealt to a vampire forced into gaseous form has no effect. Once at rest in

its coffin, a vampire is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

Gaseous Form (Su): As a standard action, a vampire can assume gaseous form at will as the spell (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability. (*Galen is unable to become gaseous underwater*)

Resistances (Ex): A vampire has resistance to cold 10 and electricity 10.

Spider Climb (Ex): A vampire can climb sheer surfaces as though with a spider climb spell.

Turn Resistance (Ex): A vampire has +4 turn resistance.

APL 10

Khemtar: Male Human Cleric 11; CR 11; Medium Humanoid; HD 11d8; hp 66; Init +4; Spd 20 ft.; AC 23, touch 11, flat-footed 23; Base Atk +8/+3; Grp +7/+2; Atk +3 Melee (1d4-1/20/x2, Shield, Heavy); Atk +8 Melee (1d6-1/20/x2, Masterwork Light Mace); Full Atk +3/-2 Melee (1d4-1/20/x2, Shield, Heavy); Atk +8/+3 Melee (1d6-1/20/x2, Masterwork Light Mace); SA Rebuke Undead (Su) 9/day (turn level 11) (turn damage 2d6+13), Spontaneous casting; AL NE; SV Fort +7, Ref +3, Will +12; Str 9, Dex 10, Con 11, Int 14, Wis 21(19), Cha 14

Skills and Feats: Concentration +14, Heal +17, Knowledge (Arcana) +10, Knowledge (Nature) +7, Knowledge (Religion) +14, Spellcraft +18, Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Combat Casting, Extra Turning, Divine Spell Power, Improved Initiative, Shield Proficiency, Simple Weapon Proficiency, Weapon Finesse.

Possessions: +1 full plate armor, +1 heavy steel shield, masterwork light mace, *potion of haste*, 4 *potions of cure serious wounds*, *ring of protection +1*, *ring of freedom of movement*, *periapt of wisdom +2*, 5 *water elemental gems*, 2 *potions of water breathing*, *periapt of wisdom +2*

Cleric Domains: Death (You may use a death touch once per day. Your death touch is a supernatural ability that produces a death effect. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per

cleric level you possess. If the total at least equals the creature's current hit points, it dies (no save)); Evil (You cast evil spells at +1 caster level.)

Cleric **Spells** **Prepared**
(6/7+1/5+1/5+1/4+1/3+1/1+1; base DC = 15 + spell level): 0 – *Detect Magic, Guidance, Inflict Minor Wounds (x3), Resistance*; 1st – *Obscuring Mist, Protection from Good, Inflict Light Wounds (x3), Cure Light Wounds, Sanctuary* domain: *Protection from Good*; 2nd – *cure moderate wounds (x2), hold person, spiritual weapon, summon monster II*, domain: *desecrate*; 3rd – *blindness, bestow curse, cure serious wounds, dispel magic, inflict serious wounds*, domain: *magic circle against good*; 4th – *cure critical wounds (x2), poison, summon monster IV*, domain: *unholy blight*; 5th – *command (greater), flame strike (x2)*, domain: *slay living*; 6th – *harm*, domain: *create undead*

Galen Luchelyn, Male vampire Ftr 9; CR 11; Medium Undead (augmented humanoid); HD 9d12+9 hp 88; Init +7; Spd Walk 20'; AC 31 (touch 13, flatfooted 28); Base Atk: +9/+4; Grp: +16; Atk +19 melee (2d6+10/19-20, *greatsword* +1); or +16 melee (1d6+7 + energy drain, slam) Full Atk: +19/+14 melee (2d6+9/19-20 *greatsword* +1) or +16/+11 melee (1d6+7 + energy drain, slam); SA blood drain, children of the night, create spawn, dominate, energy drain; SQ alternate form, damage reduction 10 / silver and magic, darkvision 60 ft., gaseous form, resistance to cold 10 and electricity 10, spider climb; undead traits, vampire weaknesses AL LE; SV: Fort +7, Ref +9, Will +3; Str 24, Dex 17, Con --, Int 12, Wis 12, Cha 16

Skills and Feats: Bluff +11, Climb +12, Handle Animal +12, Hide +11, Intimidate +8, Jump +11, Listen +11, Move Silently +11, Ride +13, Search +8, Sense Motive +9, Spot +9, Swim +11; Alertness, Cleave, Combat Reflexes, Dodge, Greater Weapon Focus (Greatsword), Improved Initiative, Leadership, Lightning Reflexes, Mounted Combat, Power Attack, Ride By Attack, Weapon Focus (Greatsword), Weapon Specialization (Greatsword)

Possessions: +2 *Full Plate*, +1 *greatsword*, *cloak of resistance +1*, *ring of freedom of movement*

Special Abilities:

The saving throw for Galen's abilities (where noted) is DC 17

Blood Drain (Ex): A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampire gains 5 temporary hit points.

Children of the Night (Su): Vampires command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Dominate (Su): A vampire can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save or fall instantly under the vampire's influence as though by a dominate person spell (caster level 12th). The ability has a range of 30 feet.

Create Spawn (Su): A humanoid or monstrous humanoid slain by a vampire's energy drain rises as a vampire spawn (see the Vampire Spawn entry) 1d4 days after burial.

If the vampire instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the vampire that created it and remains enslaved until its master's destruction. At any given time a vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires or vampire spawn. A vampire that is enslaved may create and enslave spawn of its own, so a master vampire can control a number of lesser vampires in this fashion. A vampire may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

Energy Drain (Su): Living creatures hit by a vampire's slam attack (or any other natural weapon the vampire might possess) gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit

points. A vampire can use its energy drain ability once per round.

Special Qualities: A vampire retains all the special qualities of the base creature and gains those described below.

Alternate Form (Su): A vampire can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a polymorph spell cast by a 12th-level character, except that the vampire does not regain hit points for changing form and must choose from among the forms mentioned here. While in its alternate form, the vampire loses its natural slam attack and dominate ability, but it gains the natural weapons and extraordinary special attacks of its new form. It can remain in that form until it assumes another or until the next sunrise. (If the base creature is not terrestrial, this power might allow other forms.)

Damage Reduction (Su): A vampire has damage reduction 10/silver and magic. A vampire's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Fast Healing (Ex): A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Any additional damage dealt to a vampire forced into gaseous form has no effect. Once at rest in its coffin, a vampire is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

Gaseous Form (Su): As a standard action, a vampire can assume gaseous form at will as the spell (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability. (*Galen is unable to become gaseous underwater*)

Resistances (Ex): A vampire has resistance to cold 10 and electricity 10.

Spider Climb (Ex): A vampire can climb sheer surfaces as though with a spider climb spell.

Turn Resistance (Ex): A vampire has +4 turn resistance.

APL 12

Khemtar: Male Human Cleric 13; CR 13; Medium Humanoid; HD 13d8; hp 78; Init +4; Spd 20 ft.; AC 23, touch 11, flat-footed 23; Base Atk +9/+4; Grp +9/+4; Atk +5 Melee (1d4/20/x2, Shield, Heavy); Atk +10 Melee (1d6+2/20/x2, *Light Mace* +1); Full Atk +5/+0 Melee (1d4/20/x2, Shield, Heavy); Atk +10/+5 Melee (1d6+2/20/x2, *Light Mace* +1); SA Rebuke Undead (Su) 13/day (turn level 13) (turn damage 2d6+15), Spontaneous casting; AL NE; SV Fort +8, Ref +4, Will +14; Str 11(9), Dex 10, Con 11, Int 14, Wis 22(20), Cha 14

Skills and Feats: Concentration +16, Heal +19, Knowledge (Arcana) +13, Knowledge (Nature) +7, Knowledge (Religion) +16, Spellcraft +20, Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Combat Casting, Extra Turning (x2), Divine Spell Power, Improved Initiative, Shield Proficiency, Simple Weapon Proficiency, Weapon Finesse.

Possessions: +1 full plate armor, +1 heavy steel shield, +1 light mace, *potion of haste*, 4 *potions of cure serious wounds*, *ring of protection* +1, *ring of freedom of movement*, *periapt of wisdom* +2, *gauntlets of ogre power*, 5 *water elemental gems*, 2 *potions of water breathing*

Cleric Domains: Death (You may use a death touch once per day. Your death touch is a supernatural ability that produces a death effect. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per cleric level you possess. If the total at least equals the creature's current hit points, it dies (no save)); Evil (You cast evil spells at +1 caster level.)

Cleric	Spells	Prepared
(6/7+1/7+1/5+1/5+1/4+1/3+1;	base DC = 16 +	spell level): 0 – <i>Detect Magic</i> , <i>Guidance</i> , <i>Inflict Minor Wounds</i> (x3), <i>Resistance</i> ; 1 st – <i>Obscuring Mist</i> , <i>Protection from Good</i> , <i>Inflict Light Wounds</i> (x3), <i>Cure Light Wounds</i> , <i>Sanctuary</i> domain: <i>Protection from Good</i> ; 2 nd – <i>cure moderate wounds</i> (x3), <i>hold person</i> (x2), <i>spiritual weapon</i> , <i>summon monster II</i> , domain: <i>desecrate</i> ; 3 rd – <i>blindness</i> , <i>bestow curse</i> , <i>cure serious wounds</i> , <i>dispel magic</i> , <i>inflict serious wounds</i> , domain: <i>magic circle against good</i> ; 4 th – <i>cure critical wounds</i> (x2), <i>poison</i> (x2), <i>summon monster IV</i> , domain: <i>unholy blight</i> ; 5 th – <i>command (greater)</i> , <i>flame strike</i> (x3), domain:

slay living; 6th – *antilife shell*, *dispel magic (greater)*, *harm*, domain: *create undead*; 7th – *summon monster VII* domain: *blasphemy*

Galen Luchelyn, Male vampire Ftr 11; CR 13; Medium Undead (augmented humanoid); HD 11d12+11 hp 107; Init +7; Spd Walk 20'; AC 32 (touch 14, flatfooted 29); Base Atk: +11/+6/+1; Grp: +18; Atk +21 melee (2d6+10/17-20, *greatsword* +1); or +18 melee (1d6+7 + energy drain, slam) Full Atk: +21/+16/+11 melee (2d6+9/17-20 *greatsword* +1) or +18/+13 melee (1d6+7 + energy drain, slam); SA blood drain, children of the night, create spawn, dominate, energy drain; SQ alternate form, damage reduction 10 / silver and magic, darkvision 60 ft., gaseous form, resistance to cold 10 and electricity 10, spider climb; undead traits, vampire weaknesses AL LE; SV: Fort +8, Ref +9, Will +3; Str 24, Dex 17, Con –, Int 12, Wis 12, Cha 16

Skills and Feats: Bluff +11, Climb +12, Handle Animal +13, Hide +11, Intimidate +9, Jump +13, Listen +11, Move Silently +11, Ride +15, Search +8, Sense Motive +9, Spot +9, Swim +11; Alertness, Cleave, Combat Reflexes, Dodge, Greater Weapon Focus (Greatsword), Improved Critical (Greatsword), Improved Initiative, Leadership, Lightning Reflexes, Mounted Combat, Power Attack, Ride By Attack, Weapon Focus (Greatsword), Weapon Specialization (Greatsword)

Possessions: +2 *Full Plate*, +1 *greatsword*, *cloak of resistance +1*, *ring of freedom of movement*, *ring of protection +1*

Special Abilities:

The saving throw for Galen's abilities (where noted) is DC 17

Blood Drain (Ex): A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampire gains 5 temporary hit points.

Children of the Night (Su): Vampires command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Dominate (Su): A vampire can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save or fall instantly under the vampire's influence as though by a dominate person spell (caster level 12th). The ability has a range of 30 feet.

Create Spawn (Su): A humanoid or monstrous humanoid slain by a vampire's energy drain rises as a vampire spawn (see the Vampire Spawn entry) 1d4 days after burial.

If the vampire instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the vampire that created it and remains enslaved until its master's destruction. At any given time a vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires or vampire spawn. A vampire that is enslaved may create and enslave spawn of its own, so a master vampire can control a number of lesser vampires in this fashion. A vampire may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

Energy Drain (Su): Living creatures hit by a vampire's slam attack (or any other natural weapon the vampire might possess) gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain ability once per round.

Special Qualities: A vampire retains all the special qualities of the base creature and gains those described below.

Alternate Form (Su): A vampire can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a polymorph spell cast by a 12th-level character, except that the vampire does not regain hit points for changing form and must choose from among the forms mentioned here. While in its alternate form, the vampire loses its natural slam attack and dominate ability, but it gains the natural weapons and extraordinary special attacks of its new form. It can remain in that

form until it assumes another or until the next sunrise. (If the base creature is not terrestrial, this power might allow other forms.)

Damage Reduction (Su): A vampire has damage reduction 10/silver and magic. A vampire's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Fast Healing (Ex): A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Any additional damage dealt to a vampire forced into gaseous form has no effect. Once at rest in its coffin, a vampire is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

Gaseous Form (Su): As a standard action, a vampire can assume gaseous form at will as the spell (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability. (*Galen is unable to become gaseous underwater*)

Resistances (Ex): A vampire has resistance to cold 10 and electricity 10.

Spider Climb (Ex): A vampire can climb sheer surfaces as though with a spider climb spell.

Turn Resistance (Ex): A vampire has +4 turn resistance.

Appendix 2– Underwater Combat Rules

Combat Adjustments Underwater

Condition	Slashing or Bludgeoning Atk/Dmg	Claw, Bite or Tail Atk/Dmg	Movement	Off Balance? ⁴
<i>Freedom of Movement</i>	Normal / Normal	Normal / Normal	Normal	No
Has a swim speed	-2 / Half	Normal	Normal	No
Successful Swim Check	-2 / Half ¹	-2 / Half	Quarter or Half ²	No
Firm footing ³	-2 / Half	-2 / Half	Half	No
None of the above	-2 / Half	-2 / Half	Normal	Yes

¹ A creature without a *freedom of movement* effects or a swim speed makes grapple checks underwater at a –2 penalty, but deals damage normally when grappling.

² A successful Swim check lets a creature move one-quarter its speed as a move action or one-half its speed as a full-round action

³ Creatures have firm footing when walking along the bottom, braced against a ship's hull or the like. A creature can only walk along the bottom if it wares or carries enough gear to weigh itself down – at least 16 pounds for Medium creatures, twice that for each size category larger than Medium, half that for each size category smaller than Medium

⁴ Creatures flailing about in the water (usually because they failed their Swim checks) have a hard time fighting effectively. An off-balance creature loses its Dexterity bonus to Armor Class, and opponents gains a +2 bonus on attacks against it

For the purposes of this module, the water in Encounters Three, Four and Five should be considered to be rough, nonflowing water, requiring a Swim Check of DC 15.

Drowning

Any character can hold her breath for a number of rounds equal to twice her Constitution score. After this period of time, the character must make a DC 10 Constitution check every round in order to continue holding her breath. Each round, the DC increases by 1.

When the character finally fails her Constitution check, she begins to drown. In the first round, she falls unconscious (0 hp). In the following round, she drops to –1 hit points and is dying. In the third round, she drowns.

Appendix 3 – New Feats

Divine Spell Power [Divine]

Source: Complete Divine, p.80

You can channel positive or negative energy to enhance your divine spellcasting ability

Prerequisites: Ability to turn or rebuke undead, able to cast 1st level divine spells

Benefit: You can spend a turn or rebuke attempt as a free action and roll a turning check (with a special +3 bonus, plus any modifiers you'd normally apply to your turning check). Treat the result of the turning check as a modifier to your caster level on the next divine spell you cast in that round.

For example, if a cleric used this feat and rolled a 16 on his turning check, he would add a +2 bonus to his caster level for the next divine spell he casts in the round. Had he rolled an 8, he would instead apply a -1 penalty to his caster level for the next divine spell he cast in the round.

If you don't cast a divine spell before your next turn, you lose the effect of the check result. This feat has no effect on your arcane spellcasting ability.

Player Handout 1

Trollan

Much as I am loathe to put my trust in you, newest of the followers of the Ur-Flan, I have no choice. Think of this as an opportunity to prove your worth in my eyes. The time to complete our strike at the heart of Bissel is nigh. The Army of Bissel is still camped on the shores of our new lake, and the Necromancer has once again made his forces ready in the Dim Forest. When we are ready, he will mount another attack with his forces on the camp. Although that force will not be able to defeat the Army, his newest force, supplied by us, will deliver the surprise crushing blow. Although I already have three of the Relics of Night in position, and only two are needed to raise the dead of Clunther, with four in place, I will be able to extend the ritual over the Army camp itself, meaning those that our undead army kill will rise again as undead under our control, and the undead that fall on the field will simply rise over and over again.

The hour of Bissel's fall is at hand. You must deliver the final Relic to its destination – the barracks of the Army in Clunther. Use the potions in the crate that I left behind to get it there. When you have it in place, come and find me on the hill in the center of the ruin.

Fail me and your fate will be worse than your previous master's. Impress me, and your reward will be beyond your simple mind's capabilities.

Khemtar

Player Handout 2

Inscribed on the lid of the heavy oaken chest are the following words:

Only those that can divine the meaning of the gods may open or close the chest. Speak the answer, and if you are true, I will do your bidding:

When I am filled

I can point the way,

When I am empty

Nothing moves me,

I have two skins

One without and one within.

Player Handout 3

Inscribed on the lid of the heavy oaken chest are the following words:

Only those that can divine the meaning of the gods may open or close the chest. Speak the answer, and if you are true, I will do your bidding:

As a whole, I am both safe and secure.

Behead me, and I become a place of meeting.

Behead me again, and I am the partner of ready.

Restore me, and I become the domain of beasts.

What am I?

Player Handout 4

Inscribed on the lid of the heavy oaken chest are the following words:

Only those that can divine the meaning of the gods may open or close the chest. Speak the answer, and if you are true, I will do your bidding:

Who makes it, has no need of it.

Who buys it, has no use for it.

Who uses it can neither see nor feel it.