

BIS5-02

Occupation

A 1-Round D&D[®] LIVING GREYHAWK[™] Bissel Regional Adventure

Version 1.1

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Evard has established control over Thornward, but now a fledgling resistance movement has reached out, seeking aid. Can you make contact with them and retrieve intelligence valuable to the March in time? A Bissel regional adventure for APLs 2-12.

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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For rules questions specific to this document and the LIVING GREYHAWK campaign email rpgahq@wizards.com.

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 record-keeping 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.

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

Playing the Game

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

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 judge) 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 judge 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 bold italics. 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.

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and judge fill out the RPGA Tracking Sheet. The judge should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

LIVING GREYHAWK

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 discussed in the Preparation section above that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the *LIVING GREYHAWK Gazetteer*.

LIVING GREYHAWK Levels of Play

Because players bring their own characters to LIVING GREYHAWK games, this adventure's

challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars paladin's mounts, etc.) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.
3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

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

as well. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

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	

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

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If a group is APL 1 there are two things that the group can do

to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a move action (spoken command) that may be attempted each round. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases to 12.

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

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

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

Adventure Background

It is now early spring of 595, and with the winter's snow melting, the armies of Bissel and Evard the Necromancer are beginning to lay plans for the coming war.

Prior to invading Thornward, Evard has ordered one of his key lieutenants, Nikal the Black, to organize a spy network capable of committing sabotage and wreaking havoc with Bissel's supply lines and general populace. Nikal the Black has spent the winter preparing his spies and his plans.

Meanwhile, a resistance movement has sprung up in Thornward. Its leader is a gnomish sorcerer named Xur, who has been responsible for a number of hit and run act of sabotage. Recently, Xur was tipped off that Nikal the Black is the head of Evard's spy network, and with the aid of a few well placed bribes amongst Nikal's competitors, determined that Nikal has the master list of Evard's spy network somewhere within his home.

Through the Temple of Zilchus, Xur has made contact with Bissel's leaders, and asked that they send a group of skilled adventurers north to try to infiltrate Nikal's home when it should be most susceptible to entry – during Nikal's weekly meetings with Evard.

Unknown to Xur, Nikal's spy network also has a spy within the Temple of Zilchus in Pellak. That spy intercepted Xur's message and has informed Nikal of Xur's plans. Nikal plans to deal with the PC intruders to his home quickly and efficiently, and then devise some manner to uncover Xur's identity.

Adventure Summary

Encounter 1

The PCs begin in Pellak, having been summoned to a meeting with General Cainlan Rashedra, commander of the Bissel Free Companies. Also at the meeting are the head of the Bissel Knights of the Watch, and the high priests of Heironeous and Zilchus. The PCs are introduced to the mission and given a chance to ask any relevant questions.

Encounter 2

The PCs arrive in the occupied city of Thornward and are given a chance to explore the city for the afternoon

Encounter 3

The PCs make contact with Xur, who gives them the details of their mission

Encounter 4

The PCs make a detour to a cache of supplies left by Xur, which will aid them in completing their mission

Encounter 5

The PCs infiltrate the home of Nikal the Black, fighting his guards and eventually Nikal the Black to retrieve the list they have been sent after.

Preparation for Play

This module makes heavy use of new spells, feats and monsters from the Complete series of books as well as *Libris Mortis*. DMs should make sure to read Appendix Seven, which presents new these new rules.

Introduction

It is now early spring of 595, and Bissel has begun to shake off its winter fetters. Over the winter, the March has been focused on its enemy, Evard, who now occupies the city of Thornward with his undead and shadow minions. Small skirmishes have been fought, along Bissel's northern defenses, but no major action has been taken. The snow in northern Bissel, measured in yards, not feet, has made logistics a nightmare, and a storming of the city impossible.

Evard, in the meanwhile, has been cunning in his management of the situation. Weeks after

taking the city by surprise, he opened the gates of the city, and allowed anyone who wanted to leave to leave, with whatever they could carry. Thornward's gates have remained open, and commerce crucial to the March and the Sheldomar has started again. Politics is one thing. Money is different.

Refugees from the city describe not the mass slaughter that was expected, but instead a city that has had order imposed upon it, with a heavy hand. There is a strict curfew, and the authorities of the city deal heavy-handed justice according to a set of draconian rules. Clerics of Hextor and Nerull lead patrols of undead through the street, looking for those foolish enough to violate the laws of Thornward. It is a city occupied by force.

Encounter One: We Need a Few, Brave Souls

The PCs begin the adventure in the current capitol of Bissel, Pellak. Originally, plans were for the majority of the government of Bissel to move back to Thornward this spring. However, the capture of that city has left Pellak as the undisputed capitol for now. Use Encounter 1a if any PCs in the party have played any module from BIS4-02 through BIS4-08 (inclusive). If no PCs in the party have played any of those modules, use Encounter 1b

Encounter 1a – Time to Report

There is no doubting the fact that Pellak has become a military city. Almost all of the available housing in the city has been converted to barracks, and every open space in the city is either covered with tents, or soldiers drilling to fight the forces of Evard the Necromancer. Three battles of the Bissel Army are preparing to head north to relieve the front line forces that are keeping the foul forces of the Necromancer from heading further south.

Normally, you would steer clear of Pellak, given how crowded it is and the fact that it would be impossible to get anything done here – unless you were on military business, which it so happens you are.

Trudging through the mud, you head to the headquarters of the Bissel Free Companies. In your hand you have the sealed packet from General Cainlan Rashedra “requesting” your presence. Even though a warm bed and an

otherwise uneventful week would have suited you better, you decided it wouldn't be wise to ignore his “invitation.”

Proceed to the “Meeting with General Rashedra” section of Encounter 1.

Encounter 1b – We Need New Blood

As the March of Bissel prepares for war, many have recognized it as an opportunity for themselves. Some have recognized it as a way to aid the forces of good against an undeniable evil, and a way to fulfill their duties. Others have realized that war means a chance at profit and power.

No matter your motives, you have now found yourselves caught in the flow. This morning, out of nowhere, a page presented himself at your inn, with a written summons from General Cainlan Rashedra. The summons requested your presence, in an hour's time at the headquarters of the Bissel Free Companies, where General Rashedra would like to speak with you “about an urgent matter”. The note also indicated something about compensation for time spent. So an hour later, you find yourselves informing a polite butler as to your business with General Rashedra.

Proceed to the “Meeting with General Rashedra” section of Encounter 1

Encounter 1 – Meeting with General Rashedra

The PCs will find themselves in a small waiting room adjoining the offices of General Rashedra, just off the main hallway of the building. Give them some time to introduce themselves, if they haven't already.

As the PCs wait, at two carriages will make their way up to the house. Give the PCs a Listen check (DC 10) to hear the horses pull up. Inquisitive PCs can watch through the curtained window. From the first carriage a lady in her forties exits and strides up the steps and into the building. A Knowledge (local – Sheldomar) check of DC 10, of a Knowledge (nobility) check of DC 15 will identify the woman as Baroness Elina Luchelyn, a member of the Margrave's Council, and the ranking Knight of the Watch in Bissel. Knights of the Watch, or PCs making a Knowledge (nobility) check will know that Baroness Luchelyn's full title is “The Honorable, Just, Dutiful Beholder, Watcher Baroness Elina Luchelyn of the Burning Stalks.” Along with being a member of the Margrave's

Council, Baroness Luchelyn is also Bissel's Foreign Ambassador.

The second carriage is marked with the lightning wielding fist, which is the mark of Heironeous. An elderly man in his sixties in helped out of the carriage and up the steps by a woman in her early thirties. A Knowledge (local – Sheldomar) check, DC 10, or a Knowledge (religion) check, DC 15, will identify the man as High Priest Malto Aneur, head of the church of Heironeous in Bissel, and the woman as Jorollane of the Coins, High Priestess of Zilchus in Bissel.

Once the NPCs have arrived, a butler will open the doors to the waiting room and tell the PCs that General Rashedra and his guests are ready to receive the PCs. Feel free to describe the three other guests in the room.

You follow the butler down the hallway into the offices of General Rashedra. Almost every surface is covered with paper – reports, orders, and maps are strewn about the office in controlled chaos. Only one clear space remains – a small circle of chairs in one corner near the fire. General Rashedra waves you over to them. As you approach, the three other people in the room stand to greet you.

“Please come in. If you have not met my guests before, let me introduce them, though I will not stand on ceremony and give you their full titles. “The Baroness Elina Luchelyn, head of the Knights of the Watch in Bissel. High Priest Malto Aneur, head of the church of Heironeous in Bissel, and High Priestess Jorollane, head of the church of Zilchus in Bissel. Please have a seat.”

After the introductions have been made, General Rashedra quickly turns to the business at hand.

“As everyone knows by now, Evard the Necromancer has taken the city of Thornward by force. While we have been laying our plans for an assault to retake the city, Evard has, well, been shrewd. He has opened the city gates and allowed refugees to leave the city. He has allowed trade to restart, and has put out an open call for mercenaries to come to his side. While his laws are draconian, and his undead and shadow allies roam the street, Thornward has not turned into the scene of mass slaughter we would have expected.

“Because of the relatively open policy Evard has adopted, we have been able to make

contact with what appears to be an underground resistance in Thornward. We're not sure if we can trust them right now, but they have smuggled out some important intelligence over the past months.

“The leader of the resistance, a gnome named Xur, has now made an offer to us. He knows the location of the headquarters of one of Evard's key lieutenants. If we're willing to send in a force to infiltrate the headquarters, Xur is willing to get that force there and help get that force out of Thornward.”

If the PCs used Encounter 1a, and are familiar with General Rashedra continue with the following:

“That's where you come in. I need a group that I can trust to handle a tough assignment to do this.”

If the PCs used Encounter 1b and are new to Bissel or have not worked with General Rashedra extensively read the following:

“That's where you come in. Evard is familiar with many of the people to whom we would normally send into a situation like this. I need a set of new faces who are willing to handle this.”

Continue with the following

“So what do you say? I'll reward you as well as I can after your return, and the March will be in your debt.”

The PCs will probably have questions at this point. Common questions and answers are outlined below:

How do we get into Thornward? How do we make contact with Xur?

A priest of Zilchus, Koren, will take you into Thornward as part of his caravan. Jorollane has agreed to work out of the temple of Zilchus in Thornward, so long as it does not place any of her followers or the temple in danger. Xur usually makes contact with Bissel's agents via the temple of Zilchus, so the temple in Thornward will arrange for you to meet with him.

What is the intelligence we're supposed to retrieve?

Xur has indicated that this particular lieutenant of Evard's is responsible for his spies in Bissel. If we can find his records, then we may be able to identify all of his agents. We

can them either eliminate them, or feed them misinformation.

Do we know we can trust Xur?

No. But the intelligence he has fed us has been reliable to date. There's no reason to trust him, but no reason not to. Use your own judgment.

Once the PCs have finished asking their questions, High Priestess Jorollane will address the PCs

“As my people will be responsible for getting you into Thornward and safely to our temple, I need a pledge from each of you that you will keep a low profile while in the city. There are undead walking the street unmolested, and from what I have heard, Evard’s followers brook no insubordination. If you feel that you will be unable to control your activities, or will need to attack the first evil-doer you see, you should leave now.”

High Priest Aneur clears his throat. “I understand that some of you will not stand by idly if you see an act of evil committed. As Heironeous knows, all evil must be punished. But he also teaches us that foolhardy attempts at justice that are doomed from the start are useless in his eyes. Do you concur, Baroness Luchelyn?”

“I do. The Knights of the Watch have agents in Thornward as well, and I have given them orders to keep a low profile and to not engage, unless in self-defense or unless it is needed to complete their mission. I would expect that each of you would use the same caution while in Thornward.”

Lady Jorollane speaks again, “When you depart from here tomorrow morning, I would expect that each of you is ready to follow those rules of engagement. If you do not think that you can abide by that, let us know, and we will excuse you from this mission.”

If the PCs wish, they can argue semantics with Lady Jorollane, but she will not budge from her requirements for the PCs. If the PCs need to consult with their local priests, or military commanders, they can do so after the audience. PCs that do so should receive confirmation that keeping a low profile in Thornward is the best idea for now, and that justice will be had in the long term.

Once the PCs are done asking questions, General Rashedra will end the interview

Standing, General Rashedra moves towards the door. “Koren will meet you at the temple of Zilchus tomorrow morning. For tonight, get some rest and some food. A soldier never knows the next time he will have a good meal and a good bed.”

The PCs have the rest of the afternoon to themselves. If they choose, they can shop for anything that they need. PCs who wish to do research, or find any rumors can roll a Gather Information check. Use the table below to determine what they find out.

DC 12 or higher

- Rumors state that the recent assassination attempt on Regent Markavan (BIS5-01) was part of a larger assassination plot intended to wipe out the leadership structure of Bissel
- Baroness Luchelyn has recently concluded a tour of the realms of the Sheldomar Valley, convincing those realms that Evard’s occupation of Thornward was a matter internal to Bissel and that foreign “assistance” was not needed to remove him.

DC 20 or higher

- *[For members of the Mist Chameleons only]* Lady Imycina, head of the Mist Chameleons, has issued a general order that the removal of Evard is the first priority for her organization, and the capture/return of the Margrave, while still high priority should not be the focus of the organization
- *[For members of the Bissel Free Companies]* General Rashedra and Baron Besselar have begun to make inquiries about any information pertaining to “The Sword of the Markavan family”

DC 25 or higher

- Prior to the Regent’s election, Lady Markavan and General Rashedra met with the Baklunish Brotherhood. During that meeting, they offered an olive branch that included a permanent seat for the Baklunish on the Margrave’s Council. The Baklunish Brotherhood refused the offer.

Once the PCs are ready, proceed to Encounter 2

Encounter Two: Caravan Duty

The PCs will now proceed to the occupied city of Thornward. In taking the city of Thornward, Evard the Necromancer realized that he needed an effective way to deal with the citizenry, as well as some way to take advantage of the strategic trade on which Thornward sits. Therefore, rather than closing the city off for an extended siege, Evard has opened the gates of the city for the time being, allowing refugees to flow south to Bissel, and trade to continue moving through the city. By decreasing the taxes on trade, Evard has managed to keep the volume at a normal level, and has even managed to fill some of his coffers.

Evard has, however, imposed a rather draconian set of laws on the remaining Thornward citizens, as well as introducing his undead and shadow minions as guards in the city. DMs should consider the city to have a lawful evil nature at this point in time.

Laws of Thornward

- The patrol leaders in Thornward are judge, jury and executioner. While some can be bribed (at the DM's discretion), most will be efficient at dispensing justice according to the laws of the land.
- Drawing a weapon, or casting a spell with intent to harm another is a capital offense.
- The destruction of any "undead citizen" of Thornward is a capital offense.
- Aiding or abetting any organization that seeks to overthrow Evard is a capital offense. Really cruel patrol leaders will apply this law liberally, taking any backtalk or lack of co-operation from suspects as a sign of sedition. Among the organizations considered "anti-Evard" are the Bissel military, the Bissel Free Companies, the Nightwatch and the Knights of the Watch.
- Interfering with, or refusing to obey an order given by a recognized authority is an offense punishable by arrest. PCs who are arrested during the module should have the "Arrested in Thornward" effect noted on their AR. PCs will need to spend 3 TUs and a hundred gold pieces to bribe their way out of jail.
- Most of the normal laws of Bissel are still applicable as well (see the Bissel gazetteer for more information). Evard has waived the laws

about the worship of evil deities as well as the practice of necromancy. Conversely, he has *not* put in any laws banning organized worship of good deities, so all of the temples in Thornward are still open, though under heavy surveillance

Keeping a Low Profile

PCs who are in Thornward need to keep a low profile, and the people remaining in the city will tend to shun anyone who does not do so. Apply the following penalties as needed during the module:

- Any character who is visibly a follower of any good god (through display of a holy symbol, or spoken words) suffers a -2 circumstance penalty to all Charisma based checks. PCs can make a DC 12 Disguise check (made once for the entire module) to avoid this penalty.
- Any character that visibly shows membership in the church of Heironeous, the Knights of the Watch, the Bissel military, or the Bissel Free Companies suffers a -6 circumstance penalty to all Charisma based checks. This penalty is not applicable if the PC shows membership to another member of one of those organizations.

The PC's guide to Thornward, Koren, will inform them of the above. Once the PCs have prepared themselves for entry into Thornward, read the following:

Koren, as it turns out, is a true follower of Zilchus. In return for getting you into the city of Thornward, he has used you, not only as caravan guards, but as caravan workers. You are tired to bone and smell of horses and worse when you collapse in a small room in the temple of Zilchus in Thornward. But you have entered the city without incident.

The Thornward you saw as you made your way to the temple seems almost surreal. The population of the city is probably around half of what it normally is, but the people of the city are trying to lead as normal lives as possible. Normal against a backdrop of priests of Nerull, the Whispered One, and even Hextor leading patrols of skeletons, zombies and other undead through the streets. Evard's banner of the upside down rook hangs on many buildings, and posters claiming that he is doing this "for the future of his people" are on every street corner. Authorities have taken to

wearing armbands with Evard's mark so that they can be easily identified, and apparently some sympathizers have begun to as well.

Koren may have prepared you so that you could keep a low profile, but nothing he said really prepared you for the fact that Thornward seems broken – almost willing to accept Evard's occupation.

Koren will tell the PCs that they will have the afternoon of the day of their arrival to walk around Thornward if they so desire. There are three patrols that are guarding the temple of Zilchus. The patrols are not stopping people from entering or exiting the temple, but simply keeping track of activity at the temple. If the PCs desire, they can attempt to sneak out (roll some dice, but unless the PCs are catastrophically stupid, they will succeed).

Generic Patrol Lead: Male human, cleric (of Nerull) 3

Generic Patrol: 10 human warrior skeletons. See Monster Manual p. 226.

If the PCs attack any of the patrols, at the temple, or elsewhere, during this afternoon, more patrols with higher level undead will arrive until the PCs are taken by overwhelming force. Remove these PCs from play and contact the Bissel Triad for more instruction.

PCs will find most of the sights of Thornward closed to them. If they desire to shop, they will find that shops selling anything other than normal goods (Table 7-8 in the *Player's Handbook*, excluding the Special Substances and Items, Tools and Skill Kits and Spellcasting and Services subtables) are closed per order of Evard.

PCs who wish to Gather Information will find most of the inns open, though most of the patrons will be quiet and not quick to open up to discussion. Use the table below to determine what information the PCs can glean.

DC 12 or higher

- Most of the major shops have been closed by order of Evard. Any store, smith or merchant that dealt in weapons, armor, spells, or magical items had their inventory confiscated by Evard's minions
- Although the occupation has put a lot of pressure on the people of Thornward, Evard has not been as tyrannical as many believed he would be. If people do not break the laws,

then there is relatively no difference in their lives. Many people call the situation "livable"

DC 20 or higher

- *[For members of the Mist Chameleons or Nightwatch only]* Sympathizers within Thornward are keeping an eye out for revolutionaries or resistance members. Because of their close scrutiny, the Mist Chameleons and the Nightwatch have been very wary of making formal contact with the resistance movement here. Instead they have begun setting up parallel operations, scouting potential targets and gathering their own intelligence

When the PCs return to the temple of Zilchus, Koren will meet with them.

"Xur has made contact with us again. He wants to meet with you tonight at the Pale Dragon Inn. Said that you should ask the bartender for some of the 591 Barrier Brew and then wait. The Pale Dragon is here in the old Bissel quarter – only a couple of blocks away."

Allow the PCs to prepare their tactics prior to heading to Encounter 3.

Encounter Three: Contact

Following Koren's directions, you arrive in front of the Pale Dragon Inn, which is about a five minute walk from the temple of Zilchus. The inn appears to actually have a regular clientele, and is almost full tonight – something you haven't seen yet in Thornward.

PCs outside the inn can roll a Spot check to determine a few things

- Spot DC 5: There are two bouncers outside the inn. A second spot of DC 15 will tell a PC that both bouncers are carrying concealed weapons – a short sword and at least two daggers each
- Spot DC 10: There are two patrols at either end of the block. Both appear to be watching the Pale Dragon Inn.
- Spot DC 20: There are at least two figures on the roof of the Pale Dragon. They are not easily visible unless one is standing in front of the inn.

When the PCs approach the inn, the bouncers will give them a once over before nodding them through the door. The inside of the Inn is well lit,

and most of the tables are full. A bard in the corner is strumming a tune, and most people are talking at their tables. While not raucous, this inn is the most lively one the PCs have seen during their stay so far.

If the PCs follow protocol, they will approach the barkeep, Willem, and order the 591 Barrier Brew, as they have been told. Willem will tell the PCs that he'll need to go down to the cellar to get a bottle, and he'll have it delivered to their table. He will then leave, going into the back and down to the cellar.

Assuming the PC(s) who ordered is/are seated at a table, after about five minutes, a gnome waiter will make his way towards the table.

Cutting through the patrons in the crowded inn, a short figure balancing a tray with a large beer bottle and a number of steins approaches your table.

“Coming through! Watch it folks, I have one of the reserve stock of Barrier Brew here, for table seven! Watch your feet!”

The bald gnome with an outrageous twirled mustache and sharp goatee pulls up to your table. He uncorks the bottle, catching the first spray of the brew in a stein. The gnome pours for you, handing steins around as needed. After pouring, he shakes the bottle. “Lucky me! Just a little left.” He pulls a small, gnome sized tin cup from his belt and pours himself a drink. Hopping up on an unused chair, he raises his cup and says “Cheers!” And in sotto voce, he says calmly “You’re being watched by at least five spies in the room. Drink your beer, take the bottle, and do the mission.”

Draining his cup loudly, the gnome smacks his lips. “Ah, just like Mama Foodle used to serve! Enjoy!” And with that he hops off, grabs the tray and heads back to the kitchen.

ALL APLs

Xur: male gnome; Sor 8; hp 32; Bluff +8, Sense Motive +9

PCs who make a Spot Check of DC (15+APL) or a Knowledge (local – Sheldomar) check of DC (20+APL), or those who have Profession (brewing) will note that label on the bottle of beer has been applied inappropriately – it is crooked. If the PCs remove the label, they will find a note written on the back of the label (Players’ Handout 1). While

removing the label in the inn is a fairly obvious act, there is no downside to doing so.

Once the PCs have the bottle label / note, they are done in the inn. The gnome waiter (Xur) will come round to settle the bill, but will not attempt to direct the PCs in any further manner. The PCs can return to the temple of Zilchus, or proceed to Encounter 4.

Encounter Four: The Supply Cache

Per the instructions in Xur’s note, the PCs need to enter Nikal the Black’s home in Thornward, at the address indicated, and locate the folio in his study, which contains his roster of spies. Prior to doing so, the PCs can head to the abandoned building where Xur has left some additional supplies which will aid the PCs, and which could affect the outcome of the module.

PCs who venture to the location noted in Xur’s note will find an abandoned shopfront. PCs can either make a DC (10+APL) Open Lock check to get past the padlock on the front door, or break through the wooden back door.

Wooden Door: 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18.

The supply cache can be found hidden in an unlocked chest with a Search check (DC 10). Within the chest, the PCs will find:

- One medium sized patrol leader’s uniform. The uniform has no rank, and is not a perfect replica. NPCs who make a Spot check of DC 22 will become suspicious.
- Six armbands. The armbands depict the upside down rook of Bissel. Worn on the right arm, they are the mark of Evard’s sympathizers or authorities
- Parchment, pen and ink. This is so that the PCs can copy the list from Nikal’s study instead of stealing it outright.

Encounter Five: The Wasp Nest

Nikal the Black’s chosen lodgings in the city of Thornward are at the end of a cul de sac in the old Bissel quarter. PCs with Knowledge (local – Sheldomar) can make a DC 25 check to realize that his was once the home of the adjutant to the Bissel ambassador.

From the outside, the house is a two story stone construction, sharing walls with the neighboring houses to the left and right. The roof is gabled, and still covered with snow. Behind the house is a small yard, and the property is backed with the sheer stone wall of a three story warehouse. There are two entrances on the ground floor – the front door, and a back door leading into the kitchen.

The Fake Second Floor

The upper floor of Nikal's home appears to be dark, with heavy drapes drawn behind shuttered windows. This is a ruse, originally designed to trap thieves who are looking for an easy mark. The second floor of this building is entirely empty, and does not actually connect to the ground floor in anyway. The actual second floor of the house is the second floor of another building in the Bissel quarter, about seven blocks away.

PCs who attempt to enter the building via the roof or the second floor will find themselves in an empty space that takes up the entire second floor.

If any visible creature enters the second floor, the defenders of the house will attack the intruders. PCs who do fight the second floor defenders should not be awarded additional XP for doing so.

APL 2 (EL 2)

Homunculi (2): hp 11 (each); See *Monster Manual* p. 154

APL 4 (EL 4)

Shadow: hp 19; See *Monster Manual* p. 221

Zombie, Troglodyte (2): hp 29 (each); See *Monster Manual* p. 266

APL 6 (EL 6)

Shadows (3): hp 19 (each); See *Monster Manual* p. 221

APL 8 (EL 8)

Greater Shadow: hp 58; See *Monster Manual* p. 221

APL 10 (EL 10)

Clay Golem: hp 90; See *Monster Manual* p. 134

APL 12 (EL 12)

Stone Golem: hp 107; See *Monster Manual* p. 136

Flesh Golem: hp 79; See *Monster Manual* p. 135

Room A – The Front Door

The front door of Nikal the Black's home is guarded by Ignor, a longtime lackey of Nikal. Ignor's responsibility is to welcome guests of Nikal, and see to it that his master is informed of their arrival. Tonight, Ignor believes that his master is away on business (not true, see below), and therefore is not expecting any visitors.

The PCs can either attempt to enter the house stealthily or by bluffing their way past Ignor. If the PCs attempt to tackle the front door, it is locked. Its statistics are presented below

Strong Wooden Front Door: 2 in. thick; hardness 5; hp 20; AC 5; Break DC 25; Open Lock DC (15+APL).

If the PCs attempt to chop through the front door without attempting to muffle the sound, this will have two effects. First Ignor will alert the shadar-kai from Room F to the PCs presence (but not Nikal, as Ignor does not know of his presence). Second, for every round that the PCs spend breaking the door down, there is a 75% chance that a generic patrol will arrive on the scene. Once the first patrol arrives, there is a 50% chance every other round that another patrol will arrive.

If the PCs attempt to bluff their way past Ignor, the best way is to walk up to the door and knock. Ignor will open a small sliding hatch in the door to get a view of his visitors. At this point, have the lead PC roll a Bluff check against Ignor's Sense Motive check. If the lead PC is in uniform give the PC a +5 circumstance bonus. For any PCs wearing an armband, add an additional +1 to the bonus. Finally, if the lead PC uses the pass phrase "Oval", add an additional +10 to the score. (Note, this gives a PC an overwhelming maximum bonus of +21 to her Bluff check). If Ignor fails his Sense Motive check he will open the door and usher the PCs into the Waiting Room (Room B). Read the PCs the following:

After a minute of bolts being thrown and locks being turned, the door finally opens, and you see the source of the voice. An elderly butler – you guess his age must be around eighty – greets you. "Master Nikal is not in right now, but if you wish, please come into the waiting room." The butler waves you into the house, closing the door behind you.

"Now what did you say your business here was?"

At this point, the PCs will either need to come up with a good reason to be in the house or Ignor will ask them to leave. PCs can attempt another Bluff check, but this time they will be without the previous circumstance bonus. If Ignor believes the PCs, he will state that he believes his master will be home within the hour, and that if the PCs wait here, he will meet with them when he returns. Ignor will then shuffle off to his own room and go back to bed.

If Ignor does not believe the PCs, he will ask again. PCs can again attempt the Bluff check. If they fail again, Ignor will state that since his master is not home currently, the PCs should call again tomorrow morning, and show them the door. At this point, Ignor is suspicious of the PCs, and will have his hand on his *alarm* stone. If the PCs attempt to attack him, he will activate the *alarm*, which will alert Nikal the Black to the PCs' presence via a mental alarm, and he should be given an appropriate amount of time to prepare for the PCs.

If the PCs manage to subdue or kill Ignor (he is unarmed) before the second Bluff check, then the rest of the house will remain unaware of their presence (for the time being). Once the PCs threaten to use force, Ignor will not be cooperative.

ALL APLs

Ignor: male human Com 1; hp 3; Bluff +8; Sense Motive +13

Room B – Waiting Room

This room contains the trophies of Nikal the Black. The walls are covered with fine tapestries and bookcases overflowing with tomes and scrolls line the walls. A rich Kettite rug dominates the center of the floor, with two couches for seating. As you draw closer to the couches, you realize that they are not finished in leather, but actually in human skin.

PCs who take the time to study the books in the rooms will realize the Nikal the Black's tastes are fairly eccentric. He has a fair number of books dealing with necromancy, medicine and anatomy, but also has books on botany, gardening, and herbalism. His collection is rounded out with a few histories of the Sheldomar Valley. None of the tomes are really rare, and none are worth a few silvers.

Aside from the books, there is nothing else of interest in the room. Players who attempt to loot

this room should be given a warning that carrying this large a load of books with them would be conspicuous at best.

Room C – Ignor's Room

Ignor has his own room off the main hallway of the first floor. Aside from his bed, clothes, and personal effects, he has a chest with some mementos from his service to Nikal the Black. At the bottom of the chest is a vial of silversheen

Simple Locked Wooden Chest: 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18; Open Locks (DC 10+APL)

ALL APLs: L: 0 gp, C: 0 gp, M: *silversheen* (17 gp).

e PCs entered via the back door and managed to not cause a commotion fighting the kitchen objects, then Ignor can be found sleeping in his bed. If the PCs rouse Ignor from slumber, he will attempt to use his *alarm* stone, which is in his pocket. (see Room A for more detail)

Room D – The Kitchen

At the back of the house is a large kitchen and dining area. PCs who wish to enter from the back yard may do so via the back door.

Strong Wooden Back Door: 2 in. thick; hardness 5; hp 20; AC 5; Break DC 25; Open Lock DC (20+APL).

You open the door and find yourself in a kitchen. In one corner is an oven, an icebox, and a small table with pots and pans. In the other is the eating area – a long wooden table with a number of chairs and stools pushed up against the wall. Apparently Nikal the Black also stores some of his trophies in here – grotesque statues are lined up against the back wall.

Nikal the Black has recently animated many of the objects in the kitchen in order to aid Ignor with the cooking chores. If the PCs spend more than two rounds in the kitchen, the objects will attack the PCs, as only Ignor and Nikal should ever need to be in the kitchen. At higher levels, Nikal has created golems to help with some of the work in the kitchen.

APL 2 (EL 2)

Cast Iron Pot (2): Small Animated Object; hp 15 (each); See *Monster Manual* p. 13

APL 4 (EL 4)

Cast Iron Pot (2): Small Animated Object; hp 15 (each); See *Monster Manual* p. 13

Steel Stool: Medium Animated Object; hp 31; See *Monster Manual* p. 13

APL 6 (EL 6)

Steel Stools (3): Medium Animated Object; hp 31 (each); See *Monster Manual* p. 13

Cast Iron Oven: Large Animated Object; hp 53; See *Monster Manual* p. 14

APL 8 (EL 8)

Steel Stools (3): Medium Animated Object; hp 31 (each); See *Monster Manual* p. 13

Cast Iron Oven: Large Animated Object; hp 53; See *Monster Manual* p. 14

Wooden Table: Large Animated Object; hp 53; See *Monster Manual* p. 14

Steel Icebox on Wheels: Huge Animated Object; hp 84; See *Monster Manual* p.14

APL 10 (EL 10)

Cast Iron Oven: Large Animated Object; hp 53; See *Monster Manual* p. 14

Flesh Golems (3): hp 79 (each); See *Monster Manual* p. 135

APL 12 (EL 12)

Clay Golems (2): hp 90 (each); See *Monster Manual* p. 134

Flesh Golem: hp 79 (each); See *Monster Manual* p. 135

Note: Please be sure to apply the hardness rules for each type of material for the animated objects. See the PHB, p. 166, Table 9-9.

There is nothing else of interest in the kitchen

Room E – Teleporter Pad

In a small closet at the end of the main hallway is a teleport pad, which takes the occupant of the closet to the second floor of Nikal the Black's domicile.

The room is empty, and has no markings on the floor or walls. In order to operate the room, an individual (or individuals) steps into the room and close the door. Upon closing the door, the occupants of the room are teleported to the other pad, where the occupant can open the door,

stepping out of a similar room on the “second” floor.

Ignor is aware of the teleporter pad and its function, but has been told by Nikal the Black to never use it. If the PCs *charm* Ignor, then can get the information that stepping into the closet will take them to Nikal, but Ignor is unaware of how to get the pad to work.

Also, please note that the closet is only 5 feet to a side, meaning that for more than one medium sized PC to occupy it will require PCs to squeeze.

Room F – Second Floor Landing

At the other end of the teleporter pad is a landing with two doors. Unlike the rest of the house, the landing is dimly lit, affording Nikal's personal bodyguards shadows to hide within.

If undetected, the shadar-kai will wait for two PCs to arrive on the landing before attacking.

APL 2 (EL 5)

Trippy: male shadar-kai; hp 14; see *Appendix One*.

Stabby: male shadar-kai Rog2; hp 23; see *Appendix One*.

Boomer: male shadar-kai Sor3; hp 26; see *Appendix One*.

APL 4 (EL 7)

Trippy: male shadar-kai Ftr2; hp 32; see *Appendix Two*.

Stabby: male shadar-kai Rog3; hp 27; see *Appendix Two*.

Boomer: male shadar-kai Sor5; hp 29; see *Appendix Two*.

APL 6 (EL 9)

Trippy: male shadar-kai Ftr4; hp 50; see *Appendix Three*.

Stabby: male shadar-kai Rog5; hp 36; see *Appendix Three*.

Boomer: male shadar-kai Sor8; hp 37; see *Appendix Three*.

APL 8 (EL 11)

Trippy: male shadar-kai Ftr6; hp 65; see *Appendix Four*.

Stabby: male shadar-kai Rog5/Asn2; hp 45; see *Appendix Four*.

Boomer: male shadar-kai Sor10; hp 45; see *Appendix Four*.

APL 10 (EL 13)

Trippy: male shadar-kai Ftr8; hp 82; see *Appendix Five*.

Stabby: male shadar-kai Rog5/Asn4; hp 66; see *Appendix Five*.

Boomer: male shadar-kai Sor12; hp 50; see *Appendix Five*.

APL 12 (EL 15)

Trippy: male shadar-kai Ftr8/Exotic Wpn Master2; hp 105; see *Appendix Six*.

Stabby: male shadar-kai Rog5/Asn6; hp 80; see *Appendix Six*.

Boomer: male shadar-kai Sor14; hp 54; see *Appendix Six*.

Treasure

APL 2 L: 47 gp C: 0 gp M: *potion of barkskin* +2 x3(75 gp each), +1 *studded leather* (98 gp), +1 *gal-ralan* x3 (70 gp each), *ring of protection* +1 (167 gp)

APL 4 L: 64 gp C: 0 gp M: +1 *chain shirt* (140 gp), +1 *studded leather* (98 gp), +1 *gal-ralan* x2 (75 gp each), +2 *gal-ralan* (209 gp), *potion of barkskin* +3 x3 (50 gp each), *gloves of dexterity* +2 (333 gp)

APL 6 L: 7 gp C: 0 gp M: +1 *chain shirt* (140 gp), +1 *studded leather* (98 gp), +1 *spiked chain* (194 gp), +1 *gal-ralan* (70 gp) +2 *gal-ralan* (209 gp), +3 *gal-ralan* (467 gp), *potion of barkskin* +3 x3 (50 gp each), *gloves of dexterity* +2 (333 gp), *cloak of charisma* +2 (333 gp)

APL 8 L: 10 gp C: 0 gp M: +2 *chain shirt* (354 gp), +1 *studded leather* (98 gp), +1 *spiked chain* (194 gp), +1 *human-bane spiked chain* (694 gp), +2 *gal-ralan* x2 (209 gp each), +3 *gal-ralan* (467 gp), *potion of barkskin* +3 x3 (50 gp each), *gloves of dexterity* +2 (333 gp), *cloak of charisma* +2 (333 gp), *ring of protection* +2 (333 gp)

APL 10 L: 10 gp C: 0 gp M: +2 *chain shirt* (354 gp), +2 *studded leather* (348 gp), +1 *spiked chain of shock* (694 gp), +1 *human-bane spiked chain* (694 gp), +2 *gal-ralan* x2 (209 gp each), +4 *gal-ralan* (833 gp), *ring of protection* +1 x2 (333 gp), *potion of barkskin* +4 x3 (75 gp), *gloves of dexterity* +4 (1333 gp), *cloak of charisma* +4 (1333 gp)

APL 12 L: 10 gp C: 0 gp M: +2 *chain shirt* (354 gp), +2 *studded leather of shadow* (660 gp), +1 *human-bane spiked chain* x2 (694 gp), *ring of protection* +2 x3 (333 gp each), +2 *gal-ralan* x2 (209 gp), +5 *gal-ralan* (1300 gp), *gauntlets of ogre power* (333 gp), *gloves of dexterity* +4 (1333 gp), *cloak of charisma* +4 (1333 gp), *amulet of health* +2 (333 gp), *potion of barkskin* +5 x3 (400 gp each)

Room G – Nikal the Black’s Bedroom

Although Nikal the Black does not spend much time sleeping, he has a sumptuously appointed bedroom.

Nikal the Black’s personal bedroom is no different than any of the other rooms you have seen. A large bed dominates the room, with wardrobes overflowing with clothes, along one wall. More bookshelves crammed with books line the other. Looking south, you can see into his personal bath.

PCs who search the room will find a chest with some of Nikal’s less important items. Otherwise there is nothing else of importance in the room.

Room H – Nikal the Black

Opening the door, you find yourselves looking down the length of a study. Again, trophies and mementos line the wall. At the far end of room, a man is seated behind a desk, watching the door.

“Come in, come in. I’ve been expecting you for a while. After all, what use is an intelligence network that can’t even tell you about who is in your own city?”

“Actually, I would love to stay and chat, but Evard is expecting me for a late night dinner, and who am I to disappoint? I guess we should get this unpleasantness out of the way.”

With that, he makes a sharp hand motion...

APL 2 (EL 5)

Nikal the Black: male human Clr3; hp 20; see *Appendix One*.

Embalming Fired Human Commoner Zombies (2): hp 16 (each); See *Monster Manual* p. 266

Brittleboned Human Warrior Skeletons (3): hp 6 (each); See *Monster Manual* p. 226

APL 4 (EL 7)

Nikal the Black: male human Clr5; hp 34; see *Appendix Two*.

Murk (2): hp 19 (each); See *Appendix Ten*.

Embalming Fired Human Commoner Zombies (2): hp 16 (each); See *Monster Manual* p. 266

Brittleboned Human Warrior Skeletons (3): hp 6 (each); See *Monster Manual* p. 226

APL 6 (EL 9)

Nikal the Black: male human Clr5/Divine Oracle4; hp 55; see *Appendix Three*.

Murk (2): hp 19 (each); See *Appendix Ten*.

Embalming Fired Human Commoner Zombies (2): hp 16 (each); See *Monster Manual* p. 266

Brittleboned Human Warrior Skeletons (3): hp 6 (each); See *Monster Manual* p. 226

APL 8 (EL 11)

Nikal the Black: male human Clr5/Divine Oracle6; hp 65; see *Appendix Four*.

Murk (3): hp 19 (each); *Appendix Ten*.

APL 10 (EL 13)

Nikal the Black: male human Clr5/Divine Oracle 8; hp 66; see *Appendix Five*.

Bleakborne: hp 52; See *Appendix Ten*.

Murk (2): hp 19 (each); See *Appendix Ten*.

APL 12 (EL 15)

Nikal the Black: male human Clr5/Divine Oracle 10; hp 75; see *Appendix Six*.

Blaspheme: hp 147; See *Appendix Ten*.

Bleakborne: hp 52; See *Appendix Ten*.

DM's Note: At APLs 2 and 4, the zombies and skeletons with Nikal the Black have been prepared with embalming fire and brittlebone. Please refer to *Appendix Seven* for more information

Preparation: If Ignor had managed to set of his *alarm* stone and alert Nikal, the Nikal will start the combat with all of the spells below already cast upon himself. If the PCs were exceptionally loud fighting the shadar-kai in Room F, then Nikal will have cast only the first spell on himself

APL 2: *Bull's Strength, Protection from Good, Shield of Faith*

APL 4: *Magic Vestment, Bull's Strength, Protection from Good, Shield of Faith*

APL 6: *Magic Vestment, Freedom of Movement, Bull's Strength, Shield of Faith*

APL 8: *Magic Vestment, Freedom of Movement, Bull's Strength, Shield of Faith*

APL 10: *Magic Vestment, Freedom of Movement, Blade Barrier, Shield of Faith*

APL 12: *Veil of Undeath, Magic Vestment, Freedom of Movement, Blade Barrier*

Tactics: At APLs 2 and 4, Nikal will begin by bolstering the undead in the room (*Player's Handbook*, p. 159) and then use profane lifeleech or spells against the PCs. At APLs 6 through 10, Nikal will begin by bolstering undead in the room, then use his Divine Metamagic to Quicken a casting of *sound burst (fell drain)*, followed by a casting of *righteous might*. He will then use profane lifeleech or spells against the PCs. At APL 12, Nikal will begin by bolstering undead in the room, then use his Divine Metamagic to Quicken a casting of *unholy aura*, followed by a casting of *sound burst (fell drain)*. He will then use profane lifeleech or spells against the PCs.

Once the PCs have defeated Nikal, there is no further threat to them. A Search (DC 15+APL) of his study will turn up a folio with a list of names and cities in Bissel. Nikal's study is full of various trophies and books (DM's can feel free to use poetic license to describe its contents). Listed below is the treasure found on Nikal and in his study

Treasure

APL 2: L: 0 gp, C: 0 gp, M: *cloak of resistance* +1 (83 gp).

APL 4: L: 0 gp, C: 0 gp, M: *periapt of wisdom* +2 (333 gp).

APL 6: L: 0 gp, C: 0 gp, M: +2 *full plate* (471 gp), +1 *scythe* (193 gp), *vest of resistance* +1 (83 gp), *periapt of wisdom* +2 (333 gp), *cloak of charisma* +2 (333 gp).

APL 8: L: 0 gp, C: 0 gp, M: +3 *full plate* (888 gp), +1 *scythe* (193 gp), *vest of resistance* +1 (83 gp), *periapt of wisdom* +2 (333 gp), *cloak of charisma* +2 (333 gp).

APL 10: L: 0 gp, C: 0 gp, M: *adamantine plate* +2 (1721 gp), +1 *scythe* (193 gp), *vest of resistance* +2 (333 gp), *periapt of wisdom* +2 (333 gp), *cloak of charisma* +2 (333 gp).

APL 12: L: 0 gp, C: 0 gp, M: *adamantine full plate* +4 (2721 gp), +1 *scythe* (193 gp), *vest of resistance* +2 (333 gp), *periapt of wisdom* +4 (1333 gp), *cloak of charisma* +2 (333 gp)

If the PCs take the original list from Nikal's home, use Conclusion A. If the PCs copy the list, and leave the original list, use Conclusion B.

Conclusion A – Compromised Intelligence

Use this conclusion if the PCs stole the original list from Nikal's house. Also, make sure to cross off the "Intelligence Coup" section and rewards on the AR.

With the list in hand, your exit from Thornward was tense, but ultimately uneventful. Once again using the cover of caravan guards, you returned to Pellak and turned over the list to General Rashedra.

Within a couple of days though, it became clear that your mission was not a total success. Once the master spy list had been discovered missing, the spies themselves went to ground. The Mist Chameleons were able to capture a few, but it was not the strategic victory that was hoped for.

Still, General Rashedra has been gracious with his payment and his rewards. Hopefully the few spies that were captured will uncover enough leads to help the fight against Evard.

The End

Conclusion B – Intelligence Coup

Use this conclusion if the PCs made a copy of Nikal's spy list and left the original in Nikal's home. Also, make sure to cross off the "Compromised Intelligence" section and rewards on the AR.

With the list in hand, your exit from Thornward was tense, but ultimately uneventful. Once again using the cover of caravan guards, you returned to Pellak and turned over the list to General Rashedra. As you departed Thornward, you heard rumors that a high ranking official in Evard's hierarchy had been assassinated, and that the prime suspects were other officials who wanted his spot

Within a couple of days it became clear that your mission was a smashing success.

Moving quickly, the Mist Chameleons and the Nightwatch arrested almost a hundred of Evard's spies, and the interrogations have led to the uncovering of numerous plots – some of which were stopped with minutes left to spare.

General Rashedra has been more than gracious with his rewards in return for your success. Now, with Bissel at least temporarily secure internally, the fight will soon be brought directly to Evard.

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 Four – Room D

Defeat the kitchen help

APL 2: 60 xp.

APL 4: 120 xp.

APL 6: 180 xp.

APL 8: 240 xp.

APL 10: 300 xp.

APL 12: 360 xp.

Encounter Four – Room F

Defeat the shadar-kai guards

APL 2: 150 xp.

APL 4: 180 xp.

APL 6: 240 xp.

APL 8: 330 xp.

APL 10: 390 xp.

APL 12: 450 xp.

Encounter Four – Room H

Defeat Nikal the Black and his minions

APL 2: 150 xp.

APL 4: 180 xp.

APL 6: 240 xp.

- APL 8: 330 xp.
- APL 10: 390 xp.
- APL 12: 450 xp.

Story Award

Retrieved a copy of the spy list and left the original

- APL 2: 45 xp.
- APL 4: 63 xp.
- APL 6: 90 xp.
- APL 8: 113 xp.
- APL 10: 135 xp.
- APL 12: 158 xp.

Discretionary roleplaying award

- APL 2: 45 xp.
- APL 4: 62 xp.
- APL 6: 90 xp.
- APL 8: 112 xp.
- APL 10: 135 xp.
- APL 12: 157 xp.

Total possible experience

- APL 2: 450 xp.
- APL 4: 675 xp.
- APL 6: 900 xp.
- APL 8: 1125 xp.
- APL 10: 1350 xp.
- APL 12: 1575 xp.

Treasure Summary

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted

off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

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

Encounter Four – Room C:

ALL APLs: L: 0 gp, C: 0 gp, M: *silversheen* (17 gp).

Encounter Four – Room F:

APL 2 L: 47 gp C: 0 gp M: *potion of barkskin* +2 x3(75 gp each), +1 *studded leather* (98 gp), +1 *gal-ralan* x3 (70 gp each), *ring of protection* +1 (167 gp)

APL 4 L: 64 gp C: 0 gp M: +1 *chain shirt* (140 gp), +1 *studded leather* (98 gp), +1 *gal-ralan* x2 (75 gp each), +2 *gal-ralan* (209 gp), *potion of barkskin* +3 x3 (50 gp each), *gloves of dexterity* +2 (333 gp)

APL 6 L: 7 gp C: 0 gp M: +1 *chain shirt* (140 gp), +1 *studded leather* (98 gp), +1 *spiked chain* (194 gp), +1 *gal-ralan* (70 gp) +2 *gal-*

ralan (209 gp), +3 *gal-ralan* (467 gp), *potion of barkskin* +3 x3 (50 gp each), *gloves of dexterity* +2 (333 gp), *cloak of charisma* +2 (333 gp)

APL 8 L: 10 gp C: 0 gp M: +2 *chain shirt* (354 gp), +1 *studded leather* (98 gp), +1 *spiked chain* (194 gp), +1 *human-bane spiked chain* (694 gp), +2 *gal-ralan* x2 (209 gp each), +3 *gal-ralan* (467 gp), *potion of barkskin* +3 x3 (50 gp each), *gloves of dexterity* +2 (333 gp), *cloak of charisma* +2 (333 gp), *ring of protection* +2 (333 gp)

APL 10 L: 10 gp C: 0 gp M: +2 *chain shirt* (354 gp), +2 *studded leather* (348 gp), +1 *spiked chain of shock* (694 gp), +1 *human-bane spiked chain* (694 gp), +2 *gal-ralan* x2 (209 gp each), +4 *gal-ralan* (833 gp), *ring of protection* +1 x2 (333 gp), *potion of barkskin* +4 x3 (75 gp), *gloves of dexterity* +4 (1333 gp), *cloak of charisma* +4 (1333 gp)

APL 12 L: 10 gp C: 0 gp M: +2 *chain shirt* (354 gp), +2 *studded leather of shadow* (660 gp), +1 *human-bane spiked chain* x2 (694 gp), *ring of protection* +2 x3 (333 gp each), +2 *gal-ralan* x2 (209 gp), +5 *gal-ralan* (1300 gp), *gauntlets of ogre power* (333 gp), *gloves of dexterity* +4 (1333 gp), *cloak of charisma* +4 (1333 gp), *amulet of health* +2 (333 gp), *potion of barkskin* +5 x3 (400 gp each)

Encounter Four – Room H:

APL 2: L: 0 gp, C: 0 gp, M: *cloak of resistance* +1 (83 gp).

APL 4: L: 0 gp, C: 0 gp, M: *periapt of wisdom* +2 (333 gp).

APL 6: L: 0 gp, C: 0 gp, M: +2 *full plate* (471 gp), +1 *scythe* (193 gp), *vest of resistance* +1 (83 gp), *periapt of wisdom* +2 (333 gp), *cloak of charisma* +2 (333 gp).

APL 8: L: 0 gp, C: 0 gp, M: +3 *full plate* (888 gp), +1 *scythe* (193 gp), *vest of resistance* +1 (83 gp), *periapt of wisdom* +2 (333 gp), *cloak of charisma* +2 (333 gp).

APL 10: L: 0 gp, C: 0 gp, M: *adamantine plate* +2 (1721 gp), +1 *scythe* (193 gp), *vest of resistance* +2 (333 gp), *periapt of wisdom* +2 (333 gp), *cloak of charisma* +2 (333 gp).

APL 12: L: 0 gp, C: 0 gp, M: *adamantine full plate* +4 (2721 gp), +1 *scythe* (193 gp), *vest of resistance* +2 (333 gp), *periapt of wisdom* +4 (1333 gp), *cloak of charisma* +2 (333 gp)

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 47 gp, C: 0 gp, M: 633 gp – Total: 680 gp (450 gp).

APL 4: L: 64 gp, C: 0 gp, M: 1413 gp – Total: 1477 gp (650 gp).

APL 6: L: 7 gp, C: 0 gp, M: 3407 gp – Total: 3414 gp (900 gp).

APL 8: L: 10 gp, C: 0 gp, M: 5204 gp – Total: 5214 gp (1300 gp).

APL 10: L: 10 gp, C: 0 gp, M: 9811 gp – Total: 9821 gp (2300 gp).

APL 12: L: 10 gp, C: 0 gp, M: 13898 gp – 13908 Total: gp (3300 gp).

Items for the Adventure Record

Special

Compromised Intelligence: Although your mission was not a total success, General Rashedra has compensated you well for your service to the March. You gain access (Frequency: Adventure) to the following items: *wand of color spray*, *death ward armor enhancement* (CA), *lesser choker of eloquence* (CV)

Intelligence Coup: Your efforts have led to a smashing success for Bissel. General Rashedra has rewarded you well for your efforts. You gain access (Frequency: Adventure) to the following items: *wand of color spray*, *deadly precision weapon enhancement* (CV), *death ward armor enhancement* (CA), *lesser choker of eloquence* (CV), *vest of resistance* +3 (CA)

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

Gal-Ralan: When this cold-forged iron armband is donned (taking up the spot where a bracer would be worn), it pierces the wearer's forearm with long needles of the same metal. The device fixes its wearer's soul to her body but also causes never-ending pain. As long as a character wears a gal-ralan, she takes 1 point of Constitution damage that cannot be healed by any means until after the gal-ralan is removed. A gal-ralan provides its wearer with a +1 to +2 resistance bonus on her saving throws. This bonus increases by an additional +2 against death effects, energy drains, and effects that affect the wearer's soul .

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *resistance*, caster level must be three times that of the gal-ralan's bonus; *Market Price:* 625 gp (+1), 2,500 gp (+2); *Weight:* Negligible

Item Access

APL 2:

- *Silversheen* (Adventure; DMG)
- *Potion of Barkskin* +2 (Adventure; DMG)
- *Gal-Ralan* +1 (Adventure; AR)

APL 4 (all of APL 2 plus the following):

- *Potion of Barkskin* +3 (Adventure; DMG)
- *Gal-Ralan* +2 (Adventure; AR)

APL 6 (all of APLs 2, 4 plus the following):

- +2 *Full Plate* (Adventure, DMG)
- *Gal-Ralan* +3 (Adventure; AR)

APL 8 (all of APLs 2, 4, 6 plus the following):

- +2 *Chain Shirt* (Adventure; DMG)
- +3 *Full Plate* (Adventure, DMG)
- *Ring of Protection* +2 (Adventure, DMG)
- *Vest of Resistance* +1 (Adventure, Complete Arcane)

APL 10 (all of APLs 2, 4, 6, 8 plus the following):

- +2 *Studded Leather* (Adventure; DMG)
- *Adamantine Full Plate* +2 (Adventure; DMG)
- *Gal-Ralan* +4 (Adventure; AR)
- *Potion of Barkskin* +4 (Adventure, DMG)

- *Gloves of Dexterity* +4 (Adventure, DMG)
- *Cloak of Charisma* +4 (Adventure, DMG)
- *Vest of Resistance* +2 (Adventure, Complete Arcane)

APL 12 (all of APLs 2, 4, 6, 8, 10 plus the following):

- +2 *Studded Leather of Shadow* (Adventure; DMG)
- *Adamantine Full Plate* +4 (Adventure, DMG)
- *Amulet of Health* +2 (Adventure, DMG)
- *Gal-Ralan* +5 (Adventure, AR)
- *Potion of Barkskin* +5 (Adventure, DMG)

Appendix One – APL 2

Encounter Four – Room F

Trippy: Male Shadar-kai; CR 1; Medium fey (extraplanar); HD 3d6; hp 14; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14 (+3 Dex, +4 chain shirt); Base Atk/Grp +1/+1; Atk +4 melee (2d4+3/x2, spiked chain) or +4 ranged (1d6/x3, shortbow); Full Atk +4 melee (2d4+3/x2, spiked chain) or +4 ranged (1d6/x3, shortbow); Space/Reach 5 ft./5 ft. (10 ft with spiked chain); SA sneak attack +1d6; SQ Hide in plain sight, shadow curse, superior low-light vision; AL NE; SV Fort +2, Ref +7, Will +4 (+3 vs any save involving death effects or energy drain); Str 14, Dex 16, Con 11, Int 14, Wis 10, Cha 9.

Skills and Feats: Hide +9 (in shadowy conditions +19), Listen +6, Move Silently +9, Search +8, Spot +6, Survival +6 (+8 following tracks); Exotic Weapon Proficiency (spiked chain), Weapon Finesse, Weapon Focus (spiked chain).

Possessions: chain shirt, spiked chain, shortbow, 20 arrows, +1 *gal-ralan*.

Hide in Plain Sight (Su): As long as they are not illuminated by natural daylight, the *daylight* spell, or a similar magical light, shadar-kai can hide themselves from view in the open while observed without anything to hide behind.

Shadow Curse (Su): Whenever a Shadar-Kai is stunned, dazed, staggered or unconscious, it must make a Will save DC 15, or lose a part of its soul to the Plane of Shadow (gain a negative level).

Stabby: Shadar-kai Rog2; CR 3; Medium fey (extraplanar); HD 5d6; hp 23; Init +4; Spd 30 ft.; AC 18, touch 14, flat-footed 14 (+4 Dex, +4 +1 *studded leather*); Base Atk/Grp +1/+1; Atk +4 melee (2d4+3/x2, spiked chain) or +5 ranged (1d6/x3, shortbow); Full Atk +4 melee (2d4+3/x2, spiked chain) or +5 ranged (1d6/x3, shortbow); Space/Reach 5 ft./5 ft. (10 ft with spiked chain); SA evasion, sneak attack +2d6, trapfinding; SQ hide in plain sight, shadow curse, superior low-light vision; AL NE; SV Fort +2, Ref +11, Will +4 (+3 vs. any save involving death effects or energy drain); Str 14, Dex 19, Con 11, Int 11, Wis 10, Cha 9.

Skills and Feats: Hide +13 (in shadowy conditions +23), Listen +8, Move Silently +13, Search +9, Spot +8, Survival +6 (+8 following

tracks), Tumble +7; Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Weapon Finesse.

Possessions: +1 *studded leather*, MW spiked chain, shortbow, 20 arrows, +1 *gal-ralan*

Hide in Plain Sight (Su): As long as they are not illuminated by natural daylight, the *daylight* spell, or a similar magical light, shadar-kai can hide themselves from view in the open while observed without anything to hide behind.

Shadow Curse (Su): Whenever a Shadar-Kai is stunned, dazed, staggered or unconscious, it must make a Will save DC 15, or lose a part of its soul to the Plane of Shadow (gain a negative level).

Boomer: Shadar-kai Sor3; CR 3; Medium fey (extraplanar); HD 3d6+3d4; hp 26; Init +3; Spd 30 ft.; AC 14, touch 14, flat-footed 11 (+3 Dex, +1 deflection); Base Atk/Grp +2/+2; Atk +2 melee (2d4/x2, spiked chain) or +5 ranged (1d6/x3, shortbow); Full Atk +2 melee (2d4/x2, spiked chain) or +5 ranged (1d6/x3, shortbow); Space/Reach 5 ft./5 ft. (10 ft with spiked chain); SA sneak attack +1d6, summon familiar; SQ Hide in plain sight, shadow curse, superior low-light vision; AL NE; SV Fort +3, Ref +8(+3 vs. death or energy drain effects), Will +6; Str 10, Dex 16, Con 11, Int 10, Wis 9, Cha 15.

Skills and Feats: Concentration +6, Hide +9 (in shadowy conditions +19), Listen +7, Move Silently +9, Search +6, Spot +7, Survival +5 (+7 following tracks); Alertness, Combat Casting, Exotic Weapon Proficiency (spiked chain), Spell Focus (evocation), Weapon Finesse.

Possessions: shortbow, 20 arrows, spiked chain, +1 *gal-ralan*, *ring of protection* +1, *potion of displacement*

Sorcerer Spells Known: (6/6, DC 12 + spell level): 0th – *acid splash*, *daze*, *detect magic*, *light*, *resistance*; 1st – *enlarge person*, *mage armor*, *magic missile*

Familiar – Toad. As per *Monster Manual* p. 282, also with improved evasion, share spells, empathic link.

Hide in Plain Sight (Su): As long as they are not illuminated by natural daylight, the *daylight* spell, or a similar magical light, shadar-kai can hide themselves from view in the open while observed without anything to hide behind.

Shadow Curse (Su): Whenever a Shadar-Kai is stunned, dazed, staggered or unconscious, it must make a Will save DC 15, or lose a part of its soul to the Plane of Shadow (gain a negative level).

Encounter Four – Room H

Nikal the Black: CR 3; Male human Cleric of Nerull 3: Medium Humanoid; HD 3d8+3; hp 20; Init +1; Spd 20 ft.; AC 19, touch 11, flat-footed 18 (+8 armor, +1 Dex); Base Atk/Grp: +2/+3; Atk +4 melee (2d4+1/crit x4, masterwork scythe); Full Atk +4 melee (2d4+1/crit x4, masterwork scythe); SA spells; SQ Aura of Evil(Ex), Death Touch(Su), Spontaneous Casting, Rebuke Undead(Su); AL NE; SV Fort +5, Ref +3, Will +7; Str 12, Dex 12, Con 12, Int 10, Wis 16, Cha 12.

Skills and Feats: Concentration +7, Knowledge (religion) +6, Spellcraft +6; Combat Casting, Martial Weapon Proficiency (scythe), Profane Lifeleech.

Possessions: Masterwork Full Plate, Masterwork Scythe, *Cloak of Resistance +1*

Cleric Spells Memorized: (4/3+1/2+1; base DC=13 + Spell Level): 0th- *Detect Magic, Guidance, Read Magic, Resistance*; 1st- *Bane, Cause Fear, Shield of Faith, Protection from Good**; 2nd- *Blade of Pain and Fear, Bull's Strength, Death Knell**

*Domain Spell. *Domains:* Evil (evil spells are cast at +1 caster level), Death (You may use death touch once per day. 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)).

Rebuke Undead (Su): Rebuke 4 times per day. Check 1d20+3, damage 2d6+4

Appendix Two – APL 4

Encounter Four – Room F

Trippy: Male Shadar-kai Ftr2; CR 3; Medium fey (extraplanar); HD 3d6+2d10+5; hp 32; Init +3; Spd 30 ft.; AC 18, touch 13, flat-footed 15 (+3 Dex, +5 chain shirt); Base Atk/Grp +3/+3; Atk +7 melee (2d4+3/x2, spiked chain) or +6 ranged (1d6/x3, shortbow); Full Atk +7 melee (2d4+3/x2, spiked chain) or +6 ranged (1d6/x3, shortbow); Space/Reach 5 ft./5 ft. (10 ft with spiked chain); SA sneak attack +1d6; SQ Hide in plain sight, shadow curse, superior low-light vision; AL NE; SV Fort +6, Ref +7, Will +4 (+3 vs any save involving death effects or energy drain); Str 14, Dex 16, Con 12, Int 14, Wis 10, Cha 9.

Skills and Feats: Hide +10 (in shadowy conditions +20), Intimidate +3, Listen +6, Move Silently +10, Search +8, Spot +6, Survival +6 (+8 following tracks); Combat Expertise, Exotic Weapon Proficiency (spiked chain), Improved Trip, Weapon Finesse, Weapon Focus (spiked chain).

Possessions: +1 chain shirt, MW spiked chain, shortbow, 20 arrows, +1 gal-ralan, *potion of displacement*.

Hide in Plain Sight (Su): As long as they are not illuminated by natural daylight, the *daylight* spell, or a similar magical light, shadar-kai can hide themselves from view in the open while observed without anything to hide behind.

Shadow Curse (Su): Whenever a Shadar-Kai is stunned, dazed, staggered or unconscious, it must make a Will save DC 15, or lose a part of its soul to the Plane of Shadow (gain a negative level).

Stabby: Shadar-kai Rog3; CR 4; Medium fey (extraplanar); HD 6d6; hp 27; Init +4; Spd 30 ft.; AC 18, touch 14, flat-footed 14 (+4 Dex, +4 studded leather); Base Atk/Grp +2/+2; Atk +5 melee (2d4+3/x2, spiked chain) or +7 ranged (1d6/x3, shortbow); Full Atk +5 melee (2d4+3/x2, spiked chain) or +7 ranged (1d6/x3, shortbow); Space/Reach 5 ft./5 ft. (10 ft with spiked chain); SA evasion, sneak attack +3d6, trapfinding, trap sense +1; SQ Hide in plain sight, shadow curse, superior low-light vision; AL NE; SV Fort +3, Ref +10, Will +5 (+3 vs. any save involving death effects or energy drain, +1

vs. traps); Str 14, Dex 19, Con 11, Int 11, Wis 10, Cha 9.

Skills and Feats: Hide +14 (in shadowy conditions +24), Jump +3, Listen +9, Move Silently +14, Search +9, Spot +9, Survival +6 (+8 following tracks), Tumble +10; Combat Reflexes, Deft Opportunist, Exotic Weapon Proficiency (spiked chain), Weapon Finesse.

Possessions: +1 studded leather, MW spiked chain, MW shortbow, 20 arrows, +1 gal-ralan, *potion of cure light wounds*.

Hide in Plain Sight (Su): As long as they are not illuminated by natural daylight, the *daylight* spell, or a similar magical light, shadar-kai can hide themselves from view in the open while observed without anything to hide behind.

Shadow Curse (Su): Whenever a Shadar-Kai is stunned, dazed, staggered or unconscious, it must make a Will save DC 15, or lose a part of its soul to the Plane of Shadow (gain a negative level).

Boomer: Shadar-kai Sor5; CR 5; Medium fey (extraplanar); HD 3d6+5d4; hp 29; Init +4; Spd 30 ft.; AC 14, touch 14, flat-footed 10 (+4 Dex); Base Atk/Grp +3/+3; Atk +3 melee (2d4/x2, spiked chain) or +7 ranged (1d6/x3, shortbow); Full Atk +3 melee (2d4/x2, spiked chain) or +7 ranged (1d6/x3, shortbow); Space/Reach 5 ft./5 ft. (10 ft with spiked chain); SA sneak attack +1d6, summon familiar; SQ Hide in plain sight, shadow curse, superior low-light vision; AL NE; SV Fort +4, Ref +10, Will +8(+4 vs. death or energy drain effects); Str 10, Dex 18, Con 11, Int 10, Wis 9, Cha 16.

Skills and Feats: Concentration +8, Hide +10 (in shadowy conditions +20), Knowledge (arcana) +2, Listen +7, Move Silently +10, Search +6, Spot +7, Survival +5 (+7 following tracks); Alertness, Combat Casting, Exotic Weapon Proficiency (spiked chain), Spell Focus (evocation), Weapon Finesse.

Possessions: shortbow, 20 arrows, spiked chain, +2 gal-ralan, *gloves of dexterity* +2, *potion of displacement*, *potion of barkskin* +3.

Sorcerer Spells Known: (6/6/5, DC 13 + spell level, +1 if evocation): 0th – *acid splash*, *daze*, *detect magic*, *light*, *read magic*, *resistance*; 1st – *shield*, *enlarge person*, *mage armor*, *magic missile*; 2nd – *web*, *scorching ray*.

Familiar – Toad. As per *Monster Manual* p. 282, also with deliver touch spells, improved evasion, share spells, empathic link, speak with master

Hide in Plain Sight (Su): As long as they are not illuminated by natural daylight, the *daylight* spell, or a similar magical light, shadar-kai can hide themselves from view in the open while observed without anything to hide behind.

Shadow Curse (Su): Whenever a Shadar-Kai is stunned, dazed, staggered or unconscious, it must make a Will save DC 15, or lose a part of its soul to the Plane of Shadow (gain a negative level).

Encounter Four – Room H

Nikal the Black: CR 5; Male human Cleric of Nerull 5: Medium Humanoid; HD 5d8+5; hp 34; Init +1; Spd 20 ft.; AC 19, Touch 11, Flat-Footed 18 (+8 armor, +1 Dex); Base Atk/Grp: +3/+4; Atk +5 melee (2d4+1/crit x4, masterwork scythe); Full Atk +5 melee (2d4+1/crit x4, masterwork scythe); SA spells; SQ Aura of Evil(Ex), Death Touch(Su), Spontaneous Casting, Rebuke Undead(Su); AL NE; SV Fort +6, Ref +2, Will +8; Str 12, Dex 12, Con 12, Int 10, Wis 18, Cha 14.

Skills and Feats: Concentration +9, Knowledge (religion) +8, Spellcraft +8; Combat Casting, Martial Weapon Proficiency (scythe), Profane Lifeleech.

Possessions: Masterwork Full Plate, Masterwork Scythe, *Periapt of Wisdom* +2

Cleric Spells Memorized: (5/4+1/3+1/2+1; base DC=14 + Spell Level): 0th- *Detect Magic, Guidance, Read Magic, Resistance, Virtue*; 1st- *Bane, Cause Fear, Deathwatch, Shield of Faith, Protection from Good**; 2nd- *Blade of Pain and Fear, Bull's Strength, Spiritual Weapon, Death Knell**; 3rd- *Bestow Curse, Magic Vestment, Animate Dead**

*Domain Spell. *Domains:* Evil (evil spells are cast at +1 caster level), Death (You may use death touch once per day. 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)).

Rebuke Undead (Su): Rebuke 5 times per day. Check 1d20+4, damage 2d6+7

Appendix Three – APL 6

Encounter Four – Room F

Trippy: Male Shadar-kai Ftr4; CR 5; Medium fey (extraplanar); HD 3d6+4d10+7; hp 50; Init +3; Spd 30 ft.; AC 18, touch 13, flat-footed 15 (+3 Dex, +5 chain shirt); Base Atk/Grp +5/+5; Atk +9 melee (2d4+6/x2, spiked chain) or +8 ranged (1d6/x3, shortbow); Full Atk +9 melee (2d4+6/x2, spiked chain) or +8 ranged (1d6/x3, shortbow); Space/Reach 5 ft./5 ft. (10 ft with spiked chain); SA sneak attack +1d6; SQ Hide in plain sight, shadow curse, superior low-light vision; AL NE; SV Fort +7, Ref +8, Will +5 (+3 vs any save involving death effects or energy drain); Str 14, Dex 16, Con 12, Int 14, Wis 10, Cha 9.

Skills and Feats: Hide +11 (in shadowy conditions +21), Intimidate +5, Listen +6, Move Silently +11, Search +8, Spot +7, Survival +6 (+8 following tracks); Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Improved Trip, Weapon Finesse, Weapon Focus (spiked chain), Weapon Specialization (spiked chain).

Possessions: +1 chain shirt, +1 spiked chain, +1 gal-ralan, potion of displacement, shortbow, 20 arrows

Hide in Plain Sight (Su): As long as they are not illuminated by natural daylight, the *daylight* spell, or a similar magical light, shadar-kai can hide themselves from view in the open while observed without anything to hide behind.

Shadow Curse (Su): Whenever a Shadar-Kai is stunned, dazed, staggered or unconscious, it must make a Will save DC 15, or lose a part of its soul to the Plane of Shadow (gain a negative level).

Stabby: Shadar-kai Rog5; CR 6; Medium fey (extraplanar); HD 8d6; hp 36; Init +5; Spd 30 ft.; AC 19, touch 15, flat-footed 14 (+5 Dex, +4 studded leather); Base Atk/Grp +4/+4; Atk +7 melee (2d4+4/x2, spiked chain) or +9 ranged (1d6/x3, shortbow); Full Atk +7 melee (2d4+4/x2, spiked chain) or +9 ranged (1d6/x3, shortbow); Space/Reach 5 ft./5 ft. (10 ft with spiked chain); SA evasion, sneak attack +4d6, trapfinding, trap sense +1, uncanny dodge; SQ Hide in plain sight, shadow curse, superior low-light vision; AL NE; SV Fort +4, Ref +13, Will +6 (+4 vs. any save involving death effects or

energy drain, +1 vs. traps); Str 14, Dex 20, Con 11, Int 11, Wis 10, Cha 9.

Skills and Feats: Disguise +3, Hide +16 (in shadowy conditions +26), Jump +4, Listen +11, Move Silently +16, Search +11, Spot +11, Survival +6 (+8 following tracks), Tumble +12; Combat Reflexes, Deft Opportunist, Exotic Weapon Proficiency (spiked chain), Weapon Finesse.

Possessions: +1 studded leather, +1 spiked chain, shortbow, 20 arrows, +2 gal-ralan.

Hide in Plain Sight (Su): As long as they are not illuminated by natural daylight, the *daylight* spell, or a similar magical light, shadar-kai can hide themselves from view in the open while observed without anything to hide behind.

Shadow Curse (Su): Whenever a Shadar-Kai is stunned, dazed, staggered or unconscious, it must make a Will save DC 15, or lose a part of its soul to the Plane of Shadow (gain a negative level).

Boomer: Shadar-kai Sor8; CR 7; Medium fey (extraplanar); HD 3d6+8d4; hp 37; Init +4; Spd 30 ft.; AC 14, touch 14, flat-footed 10 (+4 Dex); Base Atk/Grp +5/+5; Atk +5 melee (2d4/x2, spiked chain) or +9 ranged (1d6/x3, shortbow); Full Atk +5 melee (2d4/x2, spiked chain) or +9 ranged (1d6/x3, shortbow); Space/Reach 5 ft./5 ft. (10 ft with spiked chain); SA sneak attack +1d6, summon familiar; SQ Hide in plain sight, shadow curse, superior low-light vision; AL NE; SV Fort +6, Ref +12, Will +11(+5 vs. death or energy drain effects); Str 10, Dex 18, Con 11, Int 10, Wis 9, Cha 18.

Skills and Feats: Concentration +11, Hide +10 (in shadowy conditions +20), Knowledge (arcana) +5, Listen +7, Move Silently +10, Search +6, Spot +7, Survival +5 (+7 following tracks); Alertness, Combat Casting, Exotic Weapon Proficiency (spiked chain), Extend Spell, Spell Focus (evocation), Weapon Finesse.

Possessions: shortbow, 20 arrows, spiked chain, +3 gal-ralan, gloves of dexterity +2, cloak of charisma +2, 500 gp diamond dust.

Sorcerer Spells Known: (6/7/7/6/4, DC 14 + spell level, +1 if evocation): 0th – *acid splash*, *daze*, *detect magic*, *light*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*; 1st – *shield*, *enlarge person*, *mage armor*, *magic missile*, *true*

strike; 2nd – ray of enfeeblement, scorching ray, web; 3rd – lightning bolt, fly; 4th – fire shield.

Familiar – Toad. As per *Monster Manual* p. 282, but also with deliver touch spells, improved evasion, share spells, empathic link, speak with master and toads

Hide in Plain Sight (Su): As long as they are not illuminated by natural daylight, the *daylight* spell, or a similar magical light, shadarkai can hide themselves from view in the open while observed without anything to hide behind.

Shadow Curse (Su): Whenever a Shadarkai is stunned, dazed, staggered or unconscious, it must make a Will save DC 15, or lose a part of its soul to the Plane of Shadow (gain a negative level). See Appendix.

Encounter Four – Room H

Nikal the Black: CR 9; Male human Cleric of Nerull 5/Divine Oracle 4; Medium Humanoid; HD 5d8+5 + 4d6+4; hp 55; Init +1; Spd 20 ft.; AC 21, Touch 11, Flat-Footed 21 (+10 armor, +1 Dex); Base Atk/Grp: +5/+6; Atk +7 melee (2d4+2/crit x4, +1 scythe); Full Atk +7 melee (2d4+2/crit x4, +1 scythe); SA spells; SQ Aura of Evil(Ex), Death Touch (Su), Uncanny Dodge(Ex), Spontaneous Casting, Rebuke Undead(Su), Scry Bonus(Su) +1, Prescient Sense(Ex), Trap Sense(Ex) +1, Divination Enhancement (Ex); AL NE; SV Fort +7, Ref +4, Will +14; Str 12, Dex 12, Con 12, Int 10, Wis 20, Cha 14.

Skills and Feats: Concentration +13, Knowledge (religion) +15, Spellcraft +12; Martial Weapon Proficiency (scythe), Skill Focus (Knowledge (religion)), Divine Metamagic (Quicken Spell), Fell Drain, Profane Lifeleech.

Possessions: Full plate +2, Scythe +1, Vest of Resistance +1, Periapt of Wisdom +2, Cloak of Charisma +2

Cleric Spells Memorized:
(6/6+1/5+1/4+1/3+1/2+1; base DC=15 + Spell Level): 0th- *Detect Magic, Detect Poison, Guidance, Read Magic, Resistance, Virtue*; 1st- *Bane, Cause Fear, Deathwatch, Detect Undead, Obscuring Mist, Shield of Faith, Protection from Good**; 2nd- *Blade of Pain and Fear, Bull's Strength, Desecrate, Sound Burst, Spiritual Weapon, Death Knell**; 3rd- *Bestow Curse, Invisibility Purge, Magic Vestment, Speak with Dead, Animate Dead**; 4th- *Sound Burst (Fell Drain), Divine Power, Freedom of Movement,*

*Unholy Blight**; 5th- *Flame Strike, Righteous Might, Slay Living**

*Domain Spell. *Domains:* Evil (evil spells are cast at +1 caster level), Death (You may use death touch once per day. 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)).

Rebuke Undead (Su): Rebuke 5 times per day. Check 1d20+4, damage 2d6+7

Prescient Sense (Ex): If Nikal makes a successful Reflex saving throw against an attack that normally inflicts half damage on a successful save, he instead suffers no damage.

Appendix Four – APL 8

Encounter Four – Room F

Trippy: Male Shadar-kai Ftr6; CR 7; Medium fey (extraplanar); HD 3d6+6d10+9; hp 65; Init +3; Spd 30 ft.; AC 20, touch 13, flat-footed 17 (+3 Dex, +6 chain shirt, +1 natural); Base Atk/Grp +7/+7; Atk +11 melee (2d4+6/x2, spiked chain) or +10 ranged (1d6/x3, shortbow); Full Atk +11/+6 melee (2d4+6/x2, spiked chain) or +10/+5 ranged (1d6/x3, shortbow); Space/Reach 5 ft./5 ft. (10 ft with spiked chain); SA sneak attack +1d6; SQ Hide in plain sight, shadow curse, superior low-light vision; AL NE; SV Fort +8, Ref +9, Will +6 (+3 vs any save involving death effects or energy drain); Str 15, Dex 16, Con 12, Int 14, Wis 10, Cha 9.

Skills and Feats: Craft (weaponsmithing) +5, Hide +12 (in shadowy conditions +22), Intimidate +6, Listen +7, Move Silently +12, Search +8, Spot +7, Survival +6 (+8 following tracks); Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Improved Disarm, Improved Trip, Staggering Strike, Weapon Finesse, Weapon Focus (spiked chain), Weapon Specialization (spiked chain).

Possessions: +2 chain shirt, +1 spiked chain, +1 gal-ralan, amulet of natural armor+1, potion of displacement, shortbow, 20 arrows.

Hide in Plain Sight (Su): As long as they are not illuminated by natural daylight, the *daylight* spell, or a similar magical light, shadar-kai can hide themselves from view in the open while observed without anything to hide behind.

Shadow Curse (Su): Whenever a Shadar-Kai is stunned, dazed, staggered or unconscious, it must make a Will save DC 15, or lose a part of its soul to the Plane of Shadow (gain a negative level).

Stabby: Shadar-kai Rog5/Asn2; CR 8; Medium fey (extraplanar); HD 10d6; hp 45; Init +5; Spd 30 ft.; AC 19, touch 15, flat-footed 14 (+5 Dex, +4 studded leather); Base Atk/Grp +5/+5; Atk +8 melee* (2d4+4/x2, spiked chain) or +10 ranged (1d6/x3, shortbow); Full Atk +8 melee* (2d4+4/x2, spiked chain) or +10 ranged (1d6/x3, shortbow); Space/Reach 5 ft./5 ft. (10 ft with spiked chain); SA death attack, evasion, poison use, sneak attack +5d6, trapfinding, trap sense +1, uncanny dodge; SQ Hide in plain sight, shadow curse, superior low-light vision; AL NE;

SV Fort +3, Ref +15, Will +5 (+3 vs. any save involving death effects or energy drain, +1 vs. traps, +1 vs. poison); Str 14, Dex 20, Con 11, Int 11, Wis 10, Cha 9.

*+2 to attack and +2d6 to damage when striking a human target.

Skills and Feats: Disguise +3, Hide +18 (in shadowy conditions +28), Jump +7, Listen +11, Move Silently +18, Search +11, Spot +11, Survival +6 (+8 following tracks), Tumble +15; Combat Reflexes, Deft Opportunist, Exotic Weapon Proficiency (spiked chain), Staggering Strike, Weapon Finesse.

Possessions: +1 studded leather, +1 human-bane spiked chain, shortbow, 20 arrows, +1 gal-ralan, potion of displacement.

Assassin Spells Known (1; save DC 11 + spell level): 1st – *critical strike*, *obscuring mist*, *true strike*.

Hide in Plain Sight (Su): As long as they are not illuminated by natural daylight, the *daylight* spell, or a similar magical light, shadar-kai can hide themselves from view in the open while observed without anything to hide behind.

Shadow Curse (Su): Whenever a Shadar-Kai is stunned, dazed, staggered or unconscious, it must make a Will save DC 15, or lose a part of its soul to the Plane of Shadow (gain a negative level).

Boomer: Shadar-kai Sor10; CR 9; Medium fey (extraplanar); HD 3d6+10d4; hp 45; Init +4; Spd 30 ft.; AC 16, touch 16, flat-footed 12 (+4 Dex, +2 deflection); Base Atk/Grp +6/+6; Atk +6 melee (2d4/x2, spiked chain) or +10 ranged (1d6/x3, shortbow); Full Atk +6 melee (2d4/x2, spiked chain) or +10 ranged (1d6/x3, shortbow); Space/Reach 5 ft./5 ft. (10 ft with spiked chain); SA sneak attack +1d6, summon familiar; SQ Hide in plain sight, shadow curse, superior low-light vision; AL NE; SV Fort +7, Ref +13, Will +12(+5 vs. death or energy drain effects); Str 10, Dex 18, Con 11, Int 10, Wis 9, Cha 19.

Skills and Feats: Concentration +11, Hide +10 (in shadowy conditions +20), Knowledge (arcana) +5, Listen +7, Move Silently +10, Search +6, Spellcraft +4, Spot +7, Survival +5 (+7 following tracks); Alertness, Combat Casting, Energy Substitution (cold), Exotic

Weapon Proficiency (spiked chain), Extend Spell, Spell Focus (evocation), Weapon Finesse.

Possessions: shortbow, 20 arrows, spiked chain, 750 gp of diamond dust, +3 *gal-ralan*, *gloves of dexterity* +2, *cloak of charisma* +2, *ring of protection* +2, *potion of barkskin* +4.

Sorcerer Spells Known: (6/7/7/7/7/3, DC 14 + spell level, +1 if evocation): 0th – *acid splash*, *daze*, *detect magic*, *light*, *mage hand*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*; 1st – *shield*, *enlarge person*, *mage armor*, *magic missile*, *true strike*; 2nd – *bear's endurance*, *ray of enfeeblement*, *scorching ray*, *web*; 3rd – *dispel magic*, *lightning bolt*, *fly*; 4th – *Evard's black tentacles*, *fire shield*; 5th – *cone of cold*.

Familiar – Toad. As per *Monster Manual* p. 282, but also with deliver touch spells, improved evasion, share spells, empathic link, speak with master and toads

Hide in Plain Sight (Su): As long as they are not illuminated by natural daylight, the *daylight* spell, or a similar magical light, shadar-kai can hide themselves from view in the open while observed without anything to hide behind.

Shadow Curse (Su): Whenever a Shadar-Kai is stunned, dazed, staggered or unconscious, it must make a Will save DC 15, or lose a part of its soul to the Plane of Shadow (gain a negative level).

Encounter Four – Room H

Nikal the Black: CR 11; Male human Cleric of Nerull 5/Divine Oracle 6: Medium Humanoid; HD 5d8+5 + 6d6+6; hp 65; Init +1; Spd 20 ft.; AC 22, Touch 11, Flat-Footed 22 (+11 armor, +1 Dex); Base Atk/Grp: +6/+7; Atk +8 melee (2d4+2/crit x4, +1 scythe); Full Atk +8 melee (2d4+2/crit x4, +1 scythe) and +3 melee (2d4+2/crit x4, +1 scythe); SA spells; SQ *Aura of Evil(Ex)*, *Death Touch (Su)*, *Uncanny Dodge(Ex)*, *Improved Uncanny Dodge(Ex)*, *Spontaneous Casting*, *Rebuke Undead(Su)*, *Scry Bonus(Su)* +1, *Prescient Sense(Ex)*, *Trap Sense(Ex)* +2, *Divination Enhancement (Ex)*; AL NE; SV Fort +8, Ref +5, Will +15; Str 12, Dex 12, Con 12, Int 10, Wis 20, Cha 14.

Skills and Feats: Concentration +15, Knowledge (religion) +17, Spellcraft +14; Martial Weapon Proficiency (scythe), Skill Focus (Knowledge (religion)), Divine Metamagic (Quicken Spell), Fell Drain, Profane Lifeleech.

Possessions: *Full plate* +3, *Scythe* +1, *Vest of Resistance* +1, *Periapt of Wisdom* +2, *Cloak of Charisma* +2

Cleric	Spells	Memorized:
(6/7+1/5+1/5+1/4+1/3+1/1+1;	base DC=15 + Spell Level):	0th- <i>Detect Magic</i> , <i>Detect Poison</i> , <i>Guidance</i> , <i>Read Magic</i> , <i>Resistance</i> , <i>Virtue</i> ; 1st- <i>Bane</i> , <i>Cause Fear</i> , <i>Curse Water</i> , <i>Deathwatch</i> , <i>Detect Undead</i> , <i>Obscuring Mist</i> , <i>Shield of Faith</i> , <i>Protection from Good*</i> ; 2nd- <i>Blade of Pain and Fear</i> , <i>Bull's Strength</i> , <i>Desecrate</i> , <i>Sound Burst</i> , <i>Spiritual Weapon</i> , <i>Death Knell*</i> ; 3rd- <i>Bestow Curse</i> , <i>Dispel Magic</i> , <i>Invisibility Purge</i> , <i>Magic Vestment</i> , <i>Speak with Dead</i> , <i>Animate Dead*</i> ; 4th- <i>Sound Burst (Fell Drain)</i> , <i>Death Ward</i> , <i>Divine Power</i> , <i>Freedom of Movement</i> , <i>Unholy Blight*</i> ; 5th- <i>Flame Strike</i> , <i>Righteous Might</i> , <i>Unhallow</i> , <i>Slay Living*</i> ; 6th- <i>Harm</i> , <i>Create Undead*</i>

*Domain Spell. *Domains:* Evil (evil spells are cast at +1 caster level), Death (You may use death touch once per day. 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)).

Rebuke Undead (Su): Rebuke 5 times per day. Check 1d20+4, damage 2d6+7

Prescient Sense (Ex): If Nikal makes a successful Reflex saving throw against an attack that normally inflicts half damage on a successful save, he instead suffers no damage.

Appendix Five – APL 10

Encounter Four – Room F

Trippy: Male Shadar-kai Ftr8; CR 9; Medium fey (extraplanar); HD 3d6+8d10+11; hp 82; Init +3; Spd 30 ft.; AC 20, touch 13, flat-footed 16 (+3 Dex, +6 chain shirt, +1 natural); Base Atk/Grp +9/+11; Atk +14 melee (2d4+6+1d6 electricity/x2, spiked chain) or +12 ranged (1d6/x3, shortbow); Full Atk +14/+9 melee (2d4+6+1d6 electricity /x2, spiked chain) or +12/+7 ranged (1d6/x3, shortbow); Space/Reach 5 ft./5 ft. (10 ft with spiked chain); SA sneak attack +1d6; SQ Hide in plain sight, shadow curse, superior low-light vision; AL NE; SV Fort +9, Ref +9, Will +6 (+3 vs any save involving death effects or energy drain); Str 15, Dex 16, Con 12, Int 14, Wis 10, Cha 9.

Skills and Feats: Craft (weaponsmithing) +5, Hide +13 (in shadowy conditions +23), Intimidate +6, Listen +7, Move Silently +13, Search +8, Spot +8, Survival +6 (+8 following tracks); Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Greater Weapon Focus (spiked chain) Improved Disarm, Improved Trip, Staggering Strike, Weapon Finesse, Weapon Focus (spiked chain), Weapon Specialization (spiked chain).

Possessions: +2 chain shirt, +1 spiked chain of shock, +1 gal-ralan, amulet of natural armor +1, potion of displacement, shortbow, 20 arrows.

Hide in Plain Sight (Su): As long as they are not illuminated by natural daylight, the *daylight* spell, or a similar magical light, shadar-kai can hide themselves from view in the open while observed without anything to hide behind.

Shadow Curse (Su): Whenever a Shadar-Kai is stunned, dazed, staggered or unconscious, it must make a Will save DC 15, or lose a part of its soul to the Plane of Shadow (gain a negative level).

Stabby: Shadar-kai Rog5/Asn4; CR 10; Medium fey (extraplanar); HD 12d6+12; hp 66; Init +5; Spd 30 ft.; AC 21, touch 16, flat-footed 16 (+5 Dex, +5 studded leather, +1 ring of protection); Base Atk/Grp +7/+9; Atk +10 melee* (2d4+4/x2 plus poison, spiked chain) or +12 ranged (1d6/x3, shortbow); Full Atk +10/+5 melee* (2d4+4/x2 plus poison, spiked chain) or +12/+7 ranged (1d6/x3, shortbow); Space/Reach 5 ft./5 ft. (10 ft with spiked chain); SA death attack,

evasion, poison use, sneak attack +6d6, trapfinding, trap sense +1, uncanny dodge; SQ Hide in plain sight, shadow curse, superior low-light vision; AL NE; SV Fort +6, Ref +17, Will +7 (+4 vs. any save involving death effects or energy drain, +1 vs. traps, +2 vs. poison); Str 14, Dex 20, Con 12, Int 11, Wis 10, Cha 9.

*+2 to attack and +2d6 to damage when striking a human target.

Skills and Feats: Disguise +3, Hide +20 (in shadowy conditions +30), Jump +7, Listen +13, Move Silently +20, Search +11, Spot +13, Survival +6 (+8 following tracks), Tumble +15; Close-Quarters Fighting, Combat Reflexes, Deft Opportunist, Exotic Weapon Proficiency (spiked chain), Staggering Strike, Weapon Finesse.

Possessions: +2 studded leather, +1 human-bane spiked chain, +2 gal-ralan, potion of displacement, ring of protection +1, vial of purple worm poison (1 dose), shortbow, 20 arrows.

Assassin Spells Known (3/1; save DC 11 + spell level): 1st – *critical strike*, *obscuring mist*, *true strike*; 2nd – *cat's grace*, *fire shuriken*, *invisibility (swift)*.

Poison: The spiked chain is coated with purple worm poison (Fort DC 24; 1d6 Str/2d6 Str). The poison is only delivered on the first successful hit.

Hide in Plain Sight (Su): As long as they are not illuminated by natural daylight, the *daylight* spell, or a similar magical light, shadar-kai can hide themselves from view in the open while observed without anything to hide behind.

Shadow Curse (Su): Whenever a Shadar-Kai is stunned, dazed, staggered or unconscious, it must make a Will save DC 15, or lose a part of its soul to the Plane of Shadow (gain a negative level).

Boomer: Shadar-kai Sor12; CR 11; Medium fey (extraplanar); HD 3d6+12d4; hp 50; Init +5; Spd 30 ft.; AC 17, touch 17, flat-footed 12 (+5 Dex, +2 deflection); Base Atk/Grp +7/+7; Atk +7 melee (2d4/x2, spiked chain) or +12 ranged (1d6/x3, shortbow); Full Atk +7/+2 melee (2d4/x2, spiked chain) or +12/+7 ranged (1d6/x3, shortbow); Space/Reach 5 ft./5 ft. (10 ft with spiked chain); SA sneak attack +1d6, summon familiar; SQ Hide in plain sight, shadow

curse, superior low-light vision; AL NE; SV Fort +10, Ref +17, Will +15(+6 vs. death or energy drain effects); Str 10, Dex 20, Con 11, Int 10, Wis 9, Cha 21.

Skills and Feats: Concentration +13, Hide +11 (in shadowy conditions +21), Knowledge (arcana) +5, Listen +7, Move Silently +11, Search +6, Spellcraft +6, Spot +7, Survival +5 (+7 following tracks); Alertness, Combat Casting, Energy Substitution (cold), Exotic Weapon Proficiency (spiked chain), Extend Spell, Greater Spell Focus (evocation) Spell Focus (evocation), Weapon Finesse.

Possessions: shortbow, 20 arrows, spiked chain, 750 gp of diamond dust, +4 *gal-ralan*, *gloves of dexterity* +4, *cloak of charisma* +4, *ring of protection* +2, *potion of barkskin* +4.

Sorcerer Spells Known: (6/8/7/7/6/3, DC 15 + spell level, +2 if evocation): 0th – *acid splash*, *daze*, *detect magic*, *light*, *mage hand*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*; 1st – *shield*, *enlarge person*, *mage armor*, *magic missile*, *true strike*; 2nd – *bear's endurance*, *invisibility*, *ray of enfeeblement*, *scorching ray*, *web*; 3rd – *dispel magic*, *displacement*, *lightning bolt*, *fly*; 4th – *dimension door*, *Evard's black tentacles*, *fire shield*; 5th – *cone of cold*, *teleport*; 6th – *chain lightning*.

Familiar – Toad. As per *Monster Manual* p. 282, but also with deliver touch spells, improved evasion, share spells, empathic link, speak with master and toads, SR 17.

Hide in Plain Sight (Su): As long as they are not illuminated by natural daylight, the *daylight* spell, or a similar magical light, shadarkai can hide themselves from view in the open while observed without anything to hide behind.

Shadow Curse (Su): Whenever a Shadarkai is stunned, dazed, staggered or unconscious, it must make a Will save DC 15, or lose a part of its soul to the Plane of Shadow (gain a negative level).

Encounter Four – Room H

Nikal the Black: CR 13; Male human Cleric of Nerull 5/Divine Oracle 8; Medium Humanoid; HD 5d8 + 8d6; hp 66; Init +1; Spd 20 ft.; AC 21, Touch 11, Flat-Footed 21 (+10 armor, +1 Dex); Base Atk/Grp: +7/+7; Atk +8 melee (2d4+1/crit x4, +1 scythe); Full Atk +8 melee (2d4+1/crit x4, +1 scythe) and +3 melee (2d4+1/crit x4, +1 scythe); SA spells; SQ DR 3(adamantine armor),

Aura of Evil(Ex), Death Touch (Su), Uncanny Dodge(Ex), Improved Uncanny Dodge(Ex), Trap Sense(Ex) +3, Spontaneous Casting, Rebuke Undead(Su), Scry Bonus(Su) +1, Prescient Sense(Ex), Divination Enhancement (Ex); AL NE; SV Fort +8, Ref +6, Will +18; Str 11, Dex 12, Con 10, Int 10, Wis 22, Cha 14.

Skills and Feats: Concentration +16, Knowledge (religion) +19, Spellcraft +16; Extra Turning, Martial Weapon Proficiency (scythe), Skill Focus (Knowledge (religion)), Divine Metamagic (Quicken Spell), Fell Drain, Profane Lifeleech.

Possessions: *Adamantine full plate* +2, *Scythe* +1, *Vest of Resistance* +2, *Periapt of Wisdom* +2, *Cloak of Charisma* +2

Cleric Spells Memorized: (6/7+1/7+1/5+1/5+1/4+1/3+1/1+1; base DC=16 + Spell Level): 0th- *Detect Magic*, *Detect Poison*, *Guidance*, *Read Magic*, *Resistance*, *Virtue*; 1st- *Bane*, *Cause Fear*, *Curse Water*, *Deathwatch*, *Detect Undead*, *Obscuring Mist*, *Shield of Faith*, *Protection from Good**; 2nd- *Blade of Pain and Fear*, *Bull's Strength*, *Darkness*, *Desecrate*, *Shatter*, *Sound Burst*, *Spiritual Weapon*, *Death Knell**; 3rd- *Bestow Curse*, *Dispel Magic*, *Invisibility Purge*, *Magic Vestment*, *Speak with Dead*, *Animate Dead**; 4th- *Sound Burst (Fell Drain)*, *Death Ward*, *Divine Power*, *Freedom of Movement*, *Poison*, *Unholy Blight**; 5th- *Flame Strike*, *Righteous Might*, *Spell Resistance*, *Unhallow*, *Slay Living**; 6th- *Blade Barrier*, *Dispel Magic(Greater)*, *Harm*, *Create Undead**; 7th- *Destruction*, *Blasphemy**

*Domain Spell. **Domains:** Evil (evil spells are cast at +1 caster level), Death (You may use death touch once per day. 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)).

Rebuke Undead (Su): Rebuke 5 times per day. Check 1d20+4, damage 2d6+7

Prescient Sense (Ex): If Nikal makes a successful Reflex saving throw against an attack that normally inflicts half damage on a successful save, he instead suffers no damage.

Appendix Six – APL 12

Encounter Four – Room F

Trippy: Male Shadar-kai Ftr8/EWM2; CR 11; Medium fey (extraplanar); HD 3d6+10d10+26; hp 105; Init +3; Spd 30 ft.; AC 19, touch 13, flat-footed 16 (+3 Dex, +6 chain shirt); Base Atk/Grp +11/+14; Atk +18 melee (2d4+6/x2, spiked chain) or +14 ranged (1d6/x3, shortbow); Full Atk +16/+11/+6/+16 melee* (2d4+6/x2, spiked chain) or +12/+7 ranged (1d6/x3, shortbow); Space/Reach 5 ft./5 ft. (10 ft with spiked chain); SA exotic reach, flurry of strikes, sneak attack +1d6; SQ Hide in plain sight, shadow curse, superior low-light vision; AL NE; SV Fort +14, Ref +10, Will +7 (+3 vs any save involving death effects or energy drain); Str 18, Dex 16, Con 14, Int 14, Wis 10, Cha 9.

*+2 on attacks and +2d6 on damage when attacking a human foe. The full attack block uses the Flurry of Strikes ability described below.

Skills and Feats: Craft (weaponsmithing) +5, Hide +14 (in shadowy conditions +24), Intimidate +11, Listen +8, Move Silently +14, Search +8, Spot +8, Survival +6 (+8 following tracks); Combat Expertise, Combat Reflexes, Deft Opportunist, Exotic Weapon Proficiency (spiked chain), Greater Weapon Focus (spiked chain) Improved Disarm, Improved Trip, Staggering Strike, Weapon Finesse, Weapon Focus (spiked chain), Weapon Specialization (spiked chain).

Possessions: +2 chain shirt, +1 human-bane spiked chain, +2 gal-ralan, gauntlets of ogre power, amulet of health +2, potion of displacement, shortbow, 20 arrows.

Exotic Reach (Ex): When wielding a spiked chain, the character may make an attack of opportunity against a foe that provokes such an attack even if the foe has cover (but not total cover).

Flurry of Strikes (Ex): The character can elect to take a use a full attack action to make a flurry of strikes. When doing so, he may make one extra attack in the round at his full base attack bonus, but this attack takes a –2 penalty, as does any attack made in that round and until the exotic weapon master's next turn.

Hide in Plain Sight (Su): As long as they are not illuminated by natural daylight, the

daylight spell, or a similar magical light, shadar-kai can hide themselves from view in the open while observed without anything to hide behind.

Shadow Curse (Su): Whenever a Shadar-Kai is stunned, dazed, staggered or unconscious, it must make a Will save DC 15, or lose a part of its soul to the Plane of Shadow (gain a negative level).

Stabby: Shadar-kai Rog5/Asn6; CR 10; Medium fey (extraplanar); HD 14d6+28; hp 80; Init +5; Spd 30 ft.; AC 22, touch 17, flat-footed 17 (+5 Dex, +5 studded leather, +2 ring of protection); Base Atk/Grp +8/+10; Atk +11 melee* (2d4+4/x2 plus poison, spiked chain) or +13 ranged (1d6/x3, shortbow); Full Atk +11/+6 melee* (2d4+4/x2 plus poison, spiked chain) or +13/+8 ranged (1d6/x3, shortbow); Space/Reach 5 ft./5 ft. (10 ft with spiked chain); SA death attack, evasion, improved uncanny dodge, poison use, sneak attack +7d6, trapfinding, trap sense +1, uncanny dodge; SQ Hide in plain sight, shadow curse, superior low-light vision; AL NE; SV Fort +5, Ref +16, Will +6 (+2 vs. any save involving death effects or energy drain, +1 vs. traps, +3 vs. poison); Str 14, Dex 20, Con 12, Int 11, Wis 10, Cha 9.

*+2 to attack and +2d6 to damage when striking a human target.

Skills and Feats: Disguise +3, Hide +27 (in shadowy conditions +37), Jump +7, Listen +15, Move Silently +22, Search +11, Spot +15, Survival +6 (+8 following tracks), Tumble +15; Close-Quarters Fighting, Combat Reflexes, Deft Opportunist, Exotic Weapon Proficiency (spiked chain), Staggering Strike, Weapon Finesse.

Possessions: shortbow, 20 arrows, +2 studded leather of shadow, +2 gal-ralan, ring of protection +2, amulet of health +2, potion of displacement, vial of purple worm poison (1 dose).

Assassin Spells Known (3/3/1; save DC 11 + spell level): 1st – *critical strike, obscuring mist, true strike*; 2nd – *cat's grace, fire shuriken, invisibility (swift)*; 3rd – *deeper darkness, false life, magic circle against good*.

Poison (Ex): The spiked chain is coated with purple worm poison (Fort DC 24; 1d6 Str/2d6 Str). The poison is only delivered on the first successful hit.

Hide in Plain Sight (Su): As long as they are not illuminated by natural daylight, the *daylight* spell, or a similar magical light, shadar-kai can hide themselves from view in the open while observed without anything to hide behind.

Shadow Curse (Su): Whenever a Shadar-Kai is stunned, dazed, staggered or unconscious, it must make a Will save DC 15, or lose a part of its soul to the Plane of Shadow (gain a negative level).

Boomer: Shadar-kai Sor14; CR 13; Medium fey (extraplanar); HD 3d6+14d4; hp 54; Init +5; Spd 30 ft.; AC 18, touch 18, flat-footed 13 (+5 Dex, +3 deflection); Base Atk/Grp +8/+8; Atk +8 melee (2d4/x2, spiked chain) or +13 ranged (1d6/x3, shortbow); Full Atk +8/+3 melee (2d4/x2, spiked chain) or +13/+8 ranged (1d6/x3, shortbow); Space/Reach 5 ft./5 ft. (10 ft with spiked chain); SA sneak attack +1d6, summon familiar; SQ Hide in plain sight, shadow curse, superior low-light vision; AL NE; SV Fort +10, Ref +17, Will +16(+7 vs. death or energy drain effects); Str 10, Dex 20, Con 11, Int 10, Wis 9, Cha 22.

Skills and Feats: Concentration +13, Hide +11 (in shadowy conditions +21), Knowledge (arcana) +5, Listen +7, Move Silently +11, Search +6, Spellcraft +6, Spot +7, Survival +5 (+7 following tracks); Alertness, Combat Casting, Energy Substitution (cold), Exotic Weapon Proficiency (spiked chain), Extend Spell, Greater Spell Focus (evocation) Spell Focus (evocation), Sudden Maximize, Weapon Finesse.

Possessions: shortbow, 20 arrows, spiked chain, 750 gp of diamond dust, +5 *gal-ralan*, *gloves of dexterity* +4, *cloak of charisma* +4, *ring of protection* +3, *potion of barkskin* +4.

Sorcerer Spells Known: (6/8/8/7/7/6/3, DC 16 + spell level, +2 if evocation): 0th – *acid splash*, *daze*, *detect magic*, *light*, *mage hand*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*; 1st – *shield*, *enlarge person*, *mage armor*, *magic missile*, *true strike*; 2nd – *bear's endurance*, *invisibility*, *ray of enfeeblement*, *scorching ray*, *web*; 3rd – *dispel magic*, *displacement*, *lightning bolt*, *fly*; 4th – *dimension door*, *Evard's black tentacles*, *fire shield*, *stoneskin*; 5th – *baleful polymorph*, *cone of cold*, *teleport*; 6th – *chain lightning*, *disintegrate*; 7th – *energy ebb*.

Familiar – Toad. As per *Monster Manual* p. 282, but also with deliver touch spells, improved

evasion, share spells, empathic link, speak with master and toads, SR 17, scry from familiar.

Hide in Plain Sight (Su): As long as they are not illuminated by natural daylight, the *daylight* spell, or a similar magical light, shadar-kai can hide themselves from view in the open while observed without anything to hide behind.

Shadow Curse (Su): Whenever a Shadar-Kai is stunned, dazed, staggered or unconscious, it must make a Will save DC 15, or lose a part of its soul to the Plane of Shadow (gain a negative level).

Encounter Four – Room H

Nikal the Black: CR 15; Male human Cleric of Nerull 5/Divine Oracle 10; Medium Humanoid; HD 5d8 + 10d6; hp 75; Init +1; Spd 20 ft.; AC 23, Touch 11, Flat-Footed 23 (+12 armor, +1 Dex); Base Atk/Grp: +8/+8; Atk +9 melee (2d4+1/crit x4, +1 scythe); Full Atk +9 melee (2d4+1/crit x4, +1 scythe) and +4 melee (2d4+1/crit x4, +1 scythe); SA spells; SQ DR 3(adamantine armor), Aura of Evil(Ex), Death Touch (Su), Uncanny Dodge(Ex), Improved Uncanny Dodge(Ex), Trap Sense(Ex) +3, Spontaneous Casting, Rebuke Undead(Su), Scry Bonus(Su) +1, Prescient Sense(Ex), Divination Enhancement (Ex), Immune to Surprise(Ex); AL NE; SV Fort +9, Ref +7, Will +20; Str 11, Dex 12, Con 10, Int 10, Wis 24, Cha 14.

Skills and Feats: Concentration +18, Knowledge (religion) +21, Spellcraft +18; Extra Turning, Martial Weapon Proficiency (scythe), Skill Focus (Knowledge (religion)), Quicken Turning, Divine Metamagic (Quicken Spell), Fell Drain, Profane Lifeleech.

Possessions: Adamantine full plate +4, Scythe +1, Vest of Resistance +2, Periapt of Wisdom +4, Cloak of Charisma +2

Cleric Spells Memorized: (6/7+1/7+1/7+1/5+1/5+1/4+1/3+1/1+1; base DC=17 + Spell Level): 0th- *Detect Magic*, *Detect Poison*, *Guidance*, *Read Magic*, *Resistance*, *Virtue*; 1st- *Bane*, *Cause Fear*, *Curse Water*, *Deathwatch*, *Detect Undead*, *Obscuring Mist*, *Shield of Faith*, *Protection from Good**; 2nd- *Blade of Pain and Fear*, *Bull's Strength*, *Darkness*, *Desecrate*, *Shatter*, *Sound Burst*, *Spiritual Weapon*, *Death Knell**; 3rd- *Bestow Curse*, *Contagion*, *Deeper Darkness*, *Dispel Magic*, *Invisibility Purge*, *Magic Vestment*, *Speak with Dead*, *Animate Dead**; 4th- *Sound Burst*

*(Fell Drain), Death Ward, Divine Power, Freedom of Movement, Poison, Unholy Blight**; 5th- *Flame Strike, Insect Plague, Righteous Might, Spell Resistance, Unhallow, Slay Living**; 6th- *Antilife Shell, Blade Barrier, Dispel Magic(Greater), Harm, Create Undead**; 7th- *Destruction, Repulsion, Scrying(Greater), Blasphemy**; 8th- *Veil of Undeath, Unholy Aura**

*Domain Spell. *Domains*: Evil (evil spells are cast at +1 caster level), Death (You may use death touch once per day. 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)).

Rebuke Undead (Su): Rebuke 9 times per day. Check 1d20+4, damage 2d6+7

Prescient Sense (Ex): If Nikal makes a successful Reflex saving throw against an attack that normally inflicts half damage on a successful save, he instead suffers no damage.

Immune to Surprise (Ex): Nikal can always take a standard action during a surprise round, unless he is physically restrained from doing so.

Appendix Seven- New Items

New Items

Brittlebone

Source: *Libris Mortis* p. 73

This unguent must be spread over a set bones before animation as a skeleton. The ointment reduces the skeleton's natural armor by 2 points (to a minimum of 0), but when the skeleton is destroyed, its bones splinter and fly apart, sending shards in all directions. Any creature within the skeleton's reach takes 1 point of piercing damage per HD of the skeleton (Reflex DC 15 half; minimum 1 point).

Spreading brittlebone over a creature's bones requires a full-round action. A single flask of the substance is sufficient for a single creature of Medium size or smaller. A Large creature requires two flasks, a Huge creature four flasks, a Gargantuan creature eight flasks, and a Colossal creature sixteen flasks.

Cost: 30gp; Weight: 8 oz.; Craft DC: DC 20 (alchemy)

Embalming Fire

Source: *Libris Mortis* p. 73

This bitter-smelling liquid must be poured over a corpse and allowed to soak for at least 1 minute before the corpse is animated as a zombie. Once animated, if the zombie takes even a single point of damage, it bursts into blue flame for 1 minute. This fire does no damage to the zombie, but its attacks during that time deal an additional 1d6 points of fire damage.

Spreading embalming fire over a creature's body requires a full-round action. A single flask of the substance is sufficient for a single creature of Medium size or smaller. A Large creature requires two flasks, a Huge creature four flasks, a Gargantuan creature eight flasks, and a Colossal creature sixteen flasks.

Cost: 20gp; Weight: 8 oz.; Craft DC: DC 20 (alchemy)

Appendix Eight - New Feats

Close Quarters Fighting

Source: *Complete Warrior* p. 97

You are skilled at fighting at close range and resisting grapple attempts

Prerequisites: Base attack bonus +3

Benefit: You can an attack of opportunity whenever an enemy attempts to grapple you, even if the enemy has a feat or special ability that you normally bypass the attack. If you deal damage with this attack, the enemy fails to start the grapple unless it has the Improved Grapple feat or a special ability such as improved grab. If the enemy has such an ability, you may add the damage you deal as a bonus on your opposed check to resist being grappled. This feat does not give you extra attacks of opportunity during a round or allow you to make an attack of opportunity when you would be denied one for being surprised, helpless or in a similar situation

For example, an ogre attempts to grapple Tordek. Tordek gains an attack of opportunity, hits and cause damage. Since the ogre does not have any sort of grappling special ability or feat, it fails to start a grapple. Then an ankheg – a creature with the improved grab special ability – attempts to grapple Tordek. He takes an attack of opportunity, hits, and deals 10 points of damage to the creature. Tordek then adds +10 to his opposed check to resist being grappled.

Normal: Creatures with Improved Grapple, improved grab, or similar feats or special abilities do not provoke attacks of opportunity when they attempt to start a grapple

Special: A fighter may select Close-Quarters Fighting as one of his fighter bonus feats.

Deft Opportunist

Source: *Complete Adventurer* p. 106

You are prepared for the unexpected

Prerequisites: Dex 15, Combat Reflexes

Benefit: You get a +4 bonus on attack rolls when making attacks of opportunity

Divine Metamagic [Divine]

Source: *Complete Divine*, p. 80

You can channel energy into some of your divine spells to make them more powerful.

Prerequisites: Ability to turn undead or rebuke undead

Benefit: When you take this feat, choose a metamagic feat that you already have. The feat applies only to that metamagic feat. As a free action, you can take energy from turning or rebuking undead and use it to apply a metamagic feat to spells that you know. You must spend one turn or rebuke attempt, plus an addition attempt for each level increase in the metamagic feat you're using. For example, Jozan the cleric could sacrifice three turn attempts to empower a *holy smite* he's casting. Because you're using positive or negative energy to augment your spells, the spell slot for the spell doesn't change.

Fell Drain [Metamagic]

Source: *Libris Mortis* p. 26

Living foes damaged by your spell also gain a negative level.

Benefit: You can alter a spell that deals damage to foes so that any living creature that is dealt damage also gains a negative level. If the subject has at least as many negative levels as Hit Dice, it dies. Assuming the subject survives, the negative level disappears (without requiring a Fortitude save) after a number of hours equal to your caster level (maximum 15). A fell draining spell uses up a spell slot two levels higher than the spell's actual level.

Improved Toughness

Source: *Libris Mortis* p. 27

You are significantly tougher than normal

Prerequisites: Base Fortitude save bonus +2

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a Hit Die (such as by gaining a level), you gain 1 additional hit point. If you lose a Hit Die (such as by losing a level), you lose 1 hit point permanently

Profane Lifeleech [Divine]

Source: *Libris Mortis* p. 29.

You can channel negative energy to draw the life force from nearby living creatures.

Prerequisite: Ability to rebuke undead.

Benefit: As a standard action, you can spend two of your rebuke attempts to deal 1d6 points of damage to all living creatures within a 30-foot burst. This effect can't reduce any creature's current hit points to less than 0. You are healed of an amount of damage equal to the total amount of hit points that you drain from affected creatures, but this healing does not allow you to exceed your full normal hit point total.

Special: This feat deals no damage to constructs or undead.

Quicken Turning [Divine]

Source: *Complete Divine*, p. 84

You can turn or rebuke undead with a moment's thought

Prerequisites: Ability to turn undead or rebuke undead

Benefit: You can turn or rebuke undead as a free action. You may still make only one turning attempt per round.

Staggering Strike

Source: *Complete Adventurer* p. 112

You can deliver a wound that hampers an opponent's movement

Prerequisites: Base attack bonus +6, sneak attack

Benefits: If you deal damage with a melee sneak attack, you can also deliver a wound that limits your foe's mobility. For 1 round (or until the target is the beneficiary of a DC 15 Heal check or any magical healing that restores at least 1 hit point, whichever comes first), your target is treated as if it were staggered, even if its nonlethal damage doesn't exactly equal its current hit point. A target can resist this

effect by making a successful Fortitude save (DC equal to damage dealt). Multiple staggering strikes on the same creature do not stack. This feat has no effect on creatures not subject to sneak attack damage.

Appendix Nine – New Spells

Blade of Pain and Fear

Source: *Libris Mortis* p. 63

Evocation

Level: Assassin 2, blackguard 1, cleric 2, Deathbound 2, sorcerer/wizard 2

Components: V,S,DF

Casting Time: 1 standard action

Range: 0 ft.

Effect: Swordlike column of gnashing teeth

Duration: 1 min./level (D)

Saving Throw: Will partial

Spell Resistance: Yes

A 3-foot-long column of disembodied gnashing teeth springs forth from your hand, screaming and chanting with unholy vigor. You make melee touch attacks with this blade of pain and fear. The blade deals 1d6 points of damage +1 point per two caster levels (maximum +10). Your strength modifier does not apply to the damage. A creature that you successfully deal damage to must also make a saving throw or become frightened.

Critical Strike

Source: *Complete Adventurer* p. 145

Divination

Level: Assassin 1, sorcerer/wizard 1

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

While this spell is in effect, your melee attacks are more likely to strike a foe's vital areas. Whenever you make a melee attacks against a flanked for or against a foe denied its Dexterity bonus, you deal an extra 1d6 points of damage, your weapon's threat range is doubled (as if under the effect of *keen edge*), and you gain a +4 insight bonus on rolls made to confirm critical hits. The increased threat range granted by this spell doesn't stack with any other effect that increases your weapon's threat range. Creatures immune to sneak attacks are immune to the extra damage dealt by your attacks.

Energy Ebb

Source: *Libris Mortis* p. 64

Necromancy [Evil]

Level: Cleric 7, sorcerer/wizard 7

Duration: 1 round / level

Saving Throw: Fortitude negates; see text

This spell functions like *enervation* (see page 226 of *Player's Handbook*), except the creature struck gains negative levels over an extended period.

You point your finger and utter the incantation, releasing a black needle of crackling negative energy that suppresses the life force of any living creature it strikes. You must make a ranged touch attack to hit. If the attack succeeds, the subject initially gains one negative level, then continues to gain another negative level each round thereafter as her life force slowly bleeds away. The drain can only be stopped by a successful Heal check (DC 23) or the application of a *heal*, *restoration*, or *greater restoration* spell.

If the black needle strikes an undead creature, that creature gains 4d4x5 temporary hit points that last for up to 1 hour.

Fire Shuriken

Source: *Complete Arcane*, p. 107

Evocation [Fire]

Level: Assassin 2, wu jen 2 (fire)

Components: V,S,M

Casting Time: 1 standard action

Range: 0 ft.

Effect: One magical shuriken / 3 levels

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

This spell creates shuriken formed of magic fire that you can throw as a normal ranged attack at any target within range. You are automatically considered proficient with the *fire shuriken*, which have a range increment of 10 feet, threaten a critical hit on a roll of 19-20, and deal 3d6 points of fire damage on a successful hit (though you and your possessions take no damage as the shuriken are thrown). Any additional damage dealt by the *fire shuriken* (including Strength and sneak attack bonuses) is also fire damage. The shuriken disappear when they hit, so they cannot get fire to combustibles or damage objects.

You can create one fire shuriken per three caster levels, up to a maximum of six at 18th level

Material Component: A shuriken coated with pine sap and sulfur

Invisibility, Swift

Source: *Complete Adventurer*, p. 153

Illusion (Glamer)

Level: Assassin 2, bard 2

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

This spell functions like *invisibility* (see page 245 of the *Player's Handbook*), except as noted above.

Veil of Undeath

Source: *Libris Mortis* p. 72

Necromancy [Evil]

Level: Cleric 8, sorcerer/wizard 8

Components: V,S,M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level

You gain many of the traits common to undead creatures. While the spell lasts, you have immunity to mind-affecting spells and abilities, poison, sleep, paralysis, stunning, disease, death, extra damage from critical hits, nonlethal damage, death from massive damage, ability drain, energy drain, fatigue, exhaustion, damage to physical ability scores, and any effect requiring a Fortitude save, unless it is harmless or affects objects. You need not breathe, eat, or sleep.

For the duration of the spell, your Con becomes -. You lose any bonus hit points gained from having a Con bonus (this can't reduce hit points to fewer than 1 per HD). If your Con modifier is normally a penalty, you don't gain any hit points by casting this spell.

Like an undead creature, you are damaged by cure spells and healed by inflict spells.

You don't actually gain the undead type by casting this spell.

Material Component: A black sapphire worth 1,000 gp

Appendix Ten – New Monsters

Please note that all *Libris Mortis* monsters have had the errata updates applied to them.

BLASPHEME

Source: *Libris Mortis*, p. 85

Medium Undead

Hit Dice: 18d12+30 (147 hp)

Initiative: +1

Speed: 40 ft. (8 squares)

Armor Class: 20 (+1 Dex, +9 natural), touch 11, flat-footed 19

Base Attack/Grapple: +9/+18

Attack: Bite +18 melee (1d8+13 plus blasphemous contact)

Full Attack: Bite +18 melee (1d8+13 plus blasphemous contact)

Space/Reach: 5 ft./5 ft.

Special Attacks: Blasphemous contact, erratic charge

Special Qualities: Darkvision 60 ft., damage reduction 5/slash, immunity to cold, inescapable craving, undead traits

Saves: Fort +6, Ref +7, Will +13

Abilities: Str 28, Dex 12, Con -, Int 5, Wis 15, Cha 10

Skills: Listen +10, Spot+10, Survival +7

Feats: Improved Natural Attack (bite), Improved Toughness%, Toughness (4), Track

Environment: Cold plains or cold hills

Organization: Solitary or pair

Challenge Rating: 9

Treasure: None

Alignment: Always neutral evil

Advancement: 19-36 HD (Medium)

Level Adjustment: -

% New feat described on page 27.

Appearing similar to a corpse that has been dug up and surgically modified, this creature stands nearly 7 feet tall, but is extraordinarily thin. Its arms are extra long, hanging nearly to mid-calf. Its head is wide and wedge-shaped, with a split mouth that opens wider than that of a normal humanoid. Its teeth glitter like shards of black, steaming ice.

Crafted in bygone days by power-mad wizards searching to create the perfect undead guardians, blasphemers still roam forgotten areas, seeking to destroy nonevil creatures with their blasphemous bite. They are most likely to be encountered near ruins of ancient cities where magic was valued more highly than personal liberty or morals. If the secret of creating or calling a blaspheme into the world still exists, it is buried in just such a location.

Each blaspheme is created with parts from multiple ancient corpses, with teeth specially harvested from sacrifices to evil powers. However, blasphemers are not hulking, slow-moving constructs; rather, they are lithe and deadly, aware of their surroundings and capable of directing their own actions.

Blasphemers stand just under 7 feet tall and weight about 190 pounds.

Blasphemers speak Common.

Combat

A blaspheme resonates with evil power, the focus of which is concentrated in its teeth. Thus blasphemers charge into combat in almost every situation, attempting to bite their victims as quickly as possible.

Blasphemous Contact (Su): Each time a blaspheme bites a nonevil creature, the creature is dazed for 1 round and takes 1d6 points of Strength damage. There is no saving throw against this effect.

Erratic charge (Ex): When a blaspheme charges, it can make one turn of up to 90 degrees during its movement. All other restrictions on charges still apply. For instance, it cannot pass through a square that blocks or slows movement, or one that contains a creature. A blaspheme must have line of sight to a targeted opponent at the start of its turn.

Inescapable Craving: A blaspheme has an inescapable craving (see the Undead Metabolism section in Chapter 1) for Strength, which it satisfies by using its blasphemous contact ability.

BLEAKBORNE

Source: *Libris Mortis* p. 86

Medium Undead

Hit Dice: 8d12 (52 hp)

Initiative: +3

Speed: 30 ft. (6 squares)

Armor Class: 27 (+3 Dec, +14 natural), tough 13, flat-footed 24

Base Attack/Grapple: +4/+10

Attack: Slam +10 melee (1d6+9 plus 2d6 cold)

Full Attack: Slam +10 melee (1d6+9 plus 2d6 cold)

Space/Reach: 5 ft./5 ft.

Special Attacks: Cold to the touch, create spawn, heat-draining aura

Special Qualities: Contingent Healing 10, darkvision 60 ft., diet dependent, fire lover, undead traits, +2 turn resistance

Saves: Fort +2, Ref+7, Will +8

Abilities: Str 22, Dex 16, Con -, Int 14, Wis 14, Cha 15

Skills: Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12
Survival +2 (+4 following tracks)

Feats: Alertness, Combat Reflexes, Lightning Reflexes

Environment: any

Organization: Solitary

Challenge Rating: 7

Treasure: None

Alignment: Always neutral evil

Advancement: 6-10 HD (Medium)

Level Adjustment: -

This frigid corpse is so cold that it is frosted with icy crystals. Sensing the warmth of life, it shambles eagerly toward its victims. Its eyes reflect the vacuum of the void, its touch chills to the bone, and its very presence seems to drain the heat from your pores.

When inactive, a bleakborn appears to be nothing but a humanoid corpse, slain either by bitterly cold conditions (or if in a warmer environment, as if by a magical cold attack so potent that the corpse still sparkles with ice crystals). However, whenever any living creature comes to within 30 feet of an inactive bleakborn, the warmth and life of the interloper revive the undead creature, giving it purpose and an icy semblance of life.

Bleakborns are also referred to as Moil zombies in some lesser-known tomes about undead, in supposed reference to the cursed city in which they first arose. A bleakborn is not marked by direct violence; rather, it looks like a humanoid that has been flash-frozen, with discoloration and some ruptured flesh showing here and there. A bleakborn stands a little over 6 feet tall and weighs between 150 and 230 pounds.

Bleakborns speak Common and their own language (called Moilian).

Combat

A bleakborn actively moves toward living creatures, attempting to keep them within range of its heat-draining aura. If possible, a bleakborn pummels a living creature with its ice-cold limbs, hoping to deprive its victim of all warmth and life.

Cold to the Touch (Su): The touch of a bleakborn deals 2d6 points of cold damage. Each 3 points of cold damage dealt heals a bleakborn of 1 point of damage. If this amount of healing would cause a bleakborn to exceed its full normal hit point total, it gains any excess as temporary hit points. These temporary hit points last for up to 1 hour. Anyone who hits a bleakborn in melee also takes 1d6 points of cold damage, unless wielding a reach weapon.

Contingent Healing: A bleakborn only heals when within range of a living creature that it can affect with its heat-draining aura. Even if brought to 0 hit points or less, a bleakborn eventually heals if a living creature wanders within 30 feet of the bleakborn's remains, automatically triggering its heat-draining aura. As long as affect creatures are within its heat-draining aura, a bleakborn's `_contingent healing_` remains active.

A bleakborn does not have immunity to cold. While a bleakborn doesn't take cold damage from its own abilities, it can take cold damage from another of its kind.

Create Spawn (Su): Any humanoid slain by a bleakborn becomes a normal zombie in 1d4 rounds. These spawn are under the command of the bleakborn that created them and remain enslaved until its destruction. They do not possess any of the abilities that had in life.

Sometimes a newly created spawn becomes a bleakborn instead of a mere zombie, though the wiles of the dark gods determine such instances (that is, the DM decides when this occurs).

Diet Dependent: Bleakborns are diet dependent upon warmth, which they gain through their heat-draining aura, as described below.

Fire Lover (Su): A magical fire attack a bleakborn of 1 point of damage for each 3 points of damage the attack would otherwise deal. If this amount of healing would cause bleakborn to exceed its full normal hit point total, it gains any excess as temporary hit points. These temporary hit points last for up to 1 hour. For example, a bleakborn hit by a `_fireball_` that would normally deal 18 points of damage instead gains 6 hit points. A bleakborn makes no saving throws against fire effects.

Heat-Draining Aura (Su): All living creatures (except those immune to cold damage) that approach within 30 feet of a bleakborn are subject to its heat-draining aura. Victims must make a DC 16 Fortitude save. If they fail, they take 2d6 hit points of cold damage per round as their living heat is sucked away, but if they succeed, they lose only 1d6 hit points per round that they remain in the radius. Should a bleakborn kill a humanoid creature with its heat-draining aura, the victim rises again as a bleakborn spawn. The save DC is Charisma-based.

MURK

Source: *Libris Mortis* p. 112

Medium Undead (Incorporeal)

Hit Dice: 3d12 (19 hp)

Initiative: +2

Speed: Fly 30 ft. (6 squares) (good)

Armor Class: 13 (+2 Dex, +1 deflection), touch 13, flat-footed 11

Base Attack/Grapple: +1/-

Attack: Incorporeal touch +3 melee (1d6 Wis)

Full Attack: Incorporeal touch +3 melee (1d6 Wis)

Space/Reach: 5 ft./5 ft.

Special Attacks: Confer negative level, Wisdom damage

Special Qualities: Darkvision 60 ft., incorporeal traits, inescapable craving, undead traits

Saves: Fort +1, Ref +3, Will +4

Abilities: Str -, Dex 15, Con -, Int 7, Wis 13, Cha 12

Skills: Hide +8, Listen +7, Search +4, Spot +7

Feats: Alertness, Combat Reflexes

Environment: Any

Organization: Solitary, pair, gang (3-5), or cluster (6-11)

Challenge Rating: 3

Treasure: None

Alignment: Always Chaotic evil

Advancement: 4-9 HD (Medium)

Level Adjustment: -

The wavering silhouette of a humanoid materializes. Its reaching, half-seen hand threatens to snag your soul.

A murk is an incorporeal, free-roaming blot of undead essence with a nugget of sentience. It exists to spread gloom and, when possible, drain life energy.

Most murks are no more than 6 feet tall. They cannot speak intelligibly.

Combat

Murks haunt tombs, crypts, cemeteries, and other places where undead roam.

Confer Negative Level (Su): Any humanoid reduced to Wisdom 0 by a murk (see Wisdom damage, below) gains one negative damage. The DC is 12 for the Fortitude save to remove a negative level. The save DC is Charisma-based. When a murk bestows a negative level on a victim, it gains 5 temporary hit points (10 on a critical hit). These temporary hit points last for up to 1 hour.

A murk that bestows a negative level on a 1 HD creature kills the creature, which becomes a murk under the control of its killer within 1d4 rounds.

Inescapable Craving: A murk has an inescapable craving (see the Undead Metabolism section in Chapter 1) for Wisdom and life force, which it satisfies by using its Wisdom damage and confer negative level abilities.

Wisdom Damage (Su): The touch of a murk deals 1d6 points of Wisdom damage to a living foe.

SHADAR-KAI (Shadow Fey)

As presented in Fiend Folio, pages 150-151, including official updates for the 3.5 rules

Medium-Size Fey (Extraplanar)

Hit Dice: 3d6 (10 hp)

Initiative: +3

Speed: 30 ft

AC: 16 (+3 Dex, +3 studded leather); touch 13, flat-footed 13

Base Attack / Grapple: +1 / +1

Attack: Spiked chain +4 melee, or shortbow +4 ranged

Full Attack: Spiked chain +4 melee, or shortbow +4 ranged

Damage: Spiked chain 2d4, shortbow 1d6 (x3 crit)

Space / Reach: 5 ft / 5 ft (reach 10 ft with spiked chain)

Special Attacks: Sneak attack +1d6

Special Qualities: Hide in plain sight, shadow curse, superior low-light vision

Saves: Fort +2, Ref +7, Will +4

Abilities: Str 10, Dex 16, Con 12 (11), Int 11, Wis 10, Cha 9

Skills: Hide +8 (+18), Listen +8, Move Silently +8, Search +6, Spot +8, Survival +6 (+8 following tracks)

Feats: Alertness, Exotic Weapon Proficiency (spiked chain) (B), Weapon Finesse

Languages: Common, Elven, Sylvan

Climate / Terrain: Any forest and underground (Plane of Shadow)

Organization: Solitary, patrol (3-6), or raid (7-12)

Challenge Rating: 1

Treasure: +1 *gal-ralan* plus standard (the listed Constitution score of 11 includes the *gal-ralan* damage)

Alignment: Usually neutral evil

Advancement: By character class

The shadar-kai, or shadow fey, are a race of bitter, determined creatures whose souls are poisoned by shadow. Gray-skinned and dark-eyed, the slender shadar-kai stand slightly taller than average humans, and their soft movements exude grace and uncanny stealth. Shadow follows the shadar-kai wherever they go. Shadows cast by the folds of their clothing seem deeper than those on humanoids, and a shadar-kai can seemingly fade out of sight by simply stepping into any common shadow. The shadar-kai prefer light weapons suited for grace and agility, especially spiked chains. Many shadar-kai favor a variety of piercings and tattoos.

Long ago, the shadar-kai thought to “preserve” the world from the rising humanoid races. Skilled in shadow magic, the shadar-kai made a pact with a dark power of the Plane of Shadow to cast the world into an endless twilight in which the shadow fey would rule supreme. But the experiment went awry, and the shadar-kai were left bound in the Plane of Shadow, cursed to lose their souls in its dark depths. This shadow curse affects shadar-kai to this day, and every member of the race is engaged in a lifelong struggle to stave off inevitable doom.

The continuous pull of the Plane of Shadow has left the shadar-kai grim and embattled. Few races understand the plight of the shadow fey. Even the temporary solutions the shadar-kai have found leave them struggling with constant pain, making them vicious. Their willingness to commit acts of cruelty and violence has increased with each generation.

COMBAT

Blessed and cursed with a great affinity for the Plane of Shadow, the shadar-kai are subtle and deceptive. They steal without being detected when they can, striking from ambush when necessary. Spellcasters among the shadar-kai favor shadow and illusion magic, and few groups of the shadow fey are without a powerful spell-casting leader. Skilled at stealth and gifted with visual acuity greater than that of most other creatures, the shadar-kai have little trouble making sure that combat occurs on their terms.

The shadar-kai described in the statistics block wears a +1 *gal-ralan* (see Shadar-Kai Items, below).

Sneak Attack (Ex): Anytime a shadar-kai’s target is denied a Dexterity bonus, or when the target is flanked by the shadar-kai, the shadar-kai deals an additional 1d6 points of damage on a successful melee attack. This damage stacks with sneak attack damage from other sources, such as rogue levels.

Hide in Plain Sight (Su): Shadar-kai can use the Hide skill even while being observed. As long as they are not illuminated by natural daylight, the *daylight* spell, or a similar magical light, shadar-kai can hide themselves from view in the open without having anything to actually hide behind.

Shadow Curse (Su): The Plane of Shadow exerts a tremendous pull on a shadar-kai’s soul, which is only tenuously connected to its mortal body. Any time a shadar-kai is stunned, dazed, staggered, or unconscious (other than from natural sleep), the shadow fey must make a Will save (DC 15) or lose a portion of her soul to the Plane of Shadow. The shadar-kai must also attempt a save any time she removes a *gal-ralan*, if she has one (see Shadar-Kai Items, below).

A shadar-kai with a damaged soul gains one negative level that cannot be removed until she restores her soul completely. If exposed to another event that requires a save against the shadow curse, a shadar-kai may gain additional negative levels. A shadar-kai on the Plane of Shadow can transfix her soul to her body again with a *greater restoration* spell. A shadar-kai on the Material Plane (or elsewhere) must use a *wish* or *miracle* spell to restore her soul.

A shadar-kai afflicted with the shadow curse cannot be raised from the dead or resurrected, and cannot gain experience. The touch of the shadow curse galls a shadar-kai, filling her heart with an icy emptiness that eventually drives all but the most determined individuals to capitulate and leave the Material Plane altogether.

A shadar-kai who goes to the Plane of Shadow and remains there ameliorates the effects of the shadow curse and suffers no ill effects. However, if she leaves the Plane of Shadow without restoring her soul, she suffers the effects of the shadow curse again until she returns to the Plane of Shadow or restores her soul as described above..

Superior Low-Light Vision (Ex): Shadar-kai have extraordinary vision in low-light circumstances. They can see four times as far as a human in low-light conditions.

Skills: Shadar-kai have a +10 racial bonus on Hide checks made in dark or shadowy conditions (anything other than daylight or the area of a *daylight* spell).

Fey Traits: Remember that the shadar-kai are of the Fey creature type, not Humanoid, so they are immune to spells that only affect Humanoids, including *charm person*, *dominate person*, and *hold person* (but not *hold monster*). Although many Fey have Damage Reduction that is only negated by cold iron, the shadar-kai do not share this trait, perhaps because most of them spend their lives with their bodies permanently pierced by enchanted cold iron in the form of their gal-ralan and thus lose any natural resistance to being damaged.

Dismissal and Banishment: Although the shadar-kai are not Outsiders (they are Fey), they are considered Extraplanar creatures (they are partially native to the Plane of Shadow).

SHADAR-KAI ITEMS

The shadow curse haunts every aspect of shadar-kai culture, and remaining on the Material Plane is a constant struggle for these creatures. Most shadar-kai use a gal-ralan (described below) to fix their souls to their bodies and stave off the shadow curse.

Gal-Ralan: When this cold-forged iron armband is donned (taking up the spot where a bracer would be worn), it pierces the wearer's forearm with long needles of the same metal. The device fixes its wearer's soul to her body but also causes never-ending pain. As long as a character wears a gal-ralan, she takes 1 point of Constitution damage that cannot be healed by any means until after the gal-ralan is removed.

A gal-ralan provides its wearer with a +1 to +5 resistance bonus on her saving throws. This bonus increases by an additional +2 against death effects, energy drains, and effects that affect the wearer's soul (such as the shadow curse). For example, a +2 *gal-ralan* provides a +4 resistance bonus against these effects, a +3 *gal-ralan* provides a +5 resistance bonus against these events, and so on.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *resistance*, caster level must be three times that of the gal-ralan's bonus; *Market Price:* 625 gp (+1), 2,500 gp (+2), 5,600 gp (+3), 10,000 gp (+4), or 15,600 gp (+5). *Weight:* negligible.

Blackstone Rune: Shadar-kai overcome by the shadow curse often make use of a *blackstone rune*. The rune is a complex sigil drawn on a small, glossy stone. On command, a *blackstone rune* allows its bearer to *plane shift* between the Plane of Shadow and the Material Plane (in either direction), along with up to 50 pounds of objects. A *blackstone rune* can be used three times before its magic fades.

A lesser version of the *blackstone rune* also exists: this variety allows travel in only one direction, from the Plane of Shadow back to the Material Plane, and it has but one charge.

Caster Level: 9th; *Prerequisites:* Craft Wondrous Item, *plane shift*; *Market Price:* 3,300 gp (*blackstone rune*) or 550 gp (*lesser blackstone rune*); *Weight:* negligible.

Night Extract: When thrown or dropped, one vial of this magic liquid reduces the ambient light level to that of starlight in a 20-foot radius. Magical light still functions in the area (and counters the effect), but torches, lanterns, sunrods, and other mundane light sources are suppressed until removed from the area. The DC of Spot checks made against targets within the *night extract's* area increases by +10, although creatures with darkvision or superior low-light vision ignore this increase, and creatures with low-light vision gain a +5 bonus on Spot checks made in starlight. The *night extract* provides concealment (20% miss chance) against creatures with low-light vision, and no concealment against creatures with darkvision or superior low-light vision. The effect lasts for 10 minutes.

Caster Level: 1st; *Prerequisites:* Craft Wondrous Item, *light*; *Market Price:* 50 gp; *Weight:* negligible.

Appendix Eleven – Prestige Classes

Divine Oracle

Source: *Complete Divine* p. 34

Some people call them mad, and certainly some divine oracles are driven insane by the visions they see. Some people doubt their words; indeed some divine oracles are destined never to be believed. Wherever the deities are known to speak to mortals, some mortals hear their voices with a unique clarity and gain insight into the past, the present and the future by virtue of their unusual status. Divine oracles are such mortals, blessed – or cursed – by visions from their deities.

All divine oracles are spellcasters, and most were clerics or druids before adopting the divine oracle prestige class. Whatever their other classes, all divine oracles share a particular devotion to the Divination school of magic, having mastered all available means to catch glimpses of the future.

Hit Die: d6

Requirements

To qualify to become a divine oracle, a character must fulfill the following criteria

Skill: Knowledge (religion) 8 ranks

Feat: Skill Focus (Knowledge [religion])

Spells: Able to cast at least 2 divination spells

Class Skills

The divine oracle's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Heal (Wis), Intimidate (Cha), Knowledge (arcane) (Int), Knowledge (religion) (Int), Professions (Wis), and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2+Int modifier

Class Features

All of the following are class features of the divine oracle prestige class

Weapon and Armor Proficiency: Divine oracles gain no weapon or armor proficiencies

Spells per Day / Spells Known: A divine oracle continues advancing in spellcasting ability as well as gaining the abilities of her new class. This when a new divine oracle level is gained, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in whatever spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, wild shape ability, and so on). This essentially means that he adds the level of divine oracle to the level of whatever other spellcasting class the character has, then determines spells per day accordingly. For example, if Cassandra, a 10th level cleric, gains a level as a divine oracle, she gains new spells as if she had risen to 11th level as a cleric, but uses the other divine oracle aspects of level progression such as base attack bonus and save bonuses. If she next gains a level as a cleric, making her an 11th level cleric / 1st level divine oracle, she gains spells as if she had risen to 12th level as a cleric.

If a character had more than one spellcasting class before she became a divine oracle, the player must decide which class to adding each level of divine oracle for the purpose of determining spells per day and spells known.

Oracle Domain: Upon adopting the divine oracle class, the character gains access to the Oracle domain, described in Chapter 7 of *Complete Divine*. The character gains the granted power associated with the domain (+2 caster level for divination spells) and can choose the spells in that domain as her daily domain spells.

Scry Bonus (Su): A divine oracle adds a +1 sacred bonus to the save DC of all her divination (scrying) spells.

Prescient Sense (Ex): Beginning at 2nd level, if a divine oracle makes a successful Reflex saving throw against an attack that normally inflicts half damage on a successful save (such as a red dragon's fiery breath or a fireball spell), she instead takes no damage, since her prescience allowed her to get out of the way faster. This form of evasion works no matter what armor the divine oracle wears, unlike the evasion ability used by monks and rogues.

Trap Sense (Ex): At 2nd level, the divine oracle gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks by traps. This increases to +2 at level 5, and +3 at level 8.

Divination Enhancement (Ex): Beginning at 3rd level, a divine oracle may roll twice and take the better result when using divination spells such as *augury* or *divination*.

Uncanny Dodge (Ex): Starting at 4th level, a divine oracle gains the ability to react to danger before her sense would normally allow her to do so. The divine oracle retains her Dexterity modifier to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (She still loses her Dexterity modifier to AC if immobilized).

Improved Uncanny Dodge (Ex): At 6th level and higher, the divine oracle can no longer be flanked, since she can react to opponents on opposite sides of her as easily as she can react to a single attacker. This defense denies rogues the ability to use flank attacks to sneak attack the divine oracle. The exception to this defense is when the attacker has at least 4 more rogue levels than the target has divine oracle levels.

If a character already has levels of a class that could gain uncanny dodge, the levels from the classes that grant uncanny dodge stack to determine the minimum level a rogue must be to flank the character.

Immune to Surprise (Ex): At 10th level, the divine oracle's sensitivity to danger is so great that she is never surprised. She can always take a standard action during a surprise round, unless she is physically restrained from doing so. If there is no surprise round, then this ability doesn't help

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 st	+0	+0	+0	+2	Oracle domain, scry bonus	+1 level of existing class
2 nd	+1	+0	+0	+3	Prescient sense, trap sense +1	+1 level of existing class
3 rd	+1	+1	+1	+3	Divination enhancement	+1 level of existing class
4 th	+2	+1	+1	+4	Uncanny dodge (Dex bonus to AC)	+1 level of existing class
5 th	+2	+1	+1	+4	Trap Sense +2	+1 level of existing class
6 th	+3	+2	+2	+5	Improved uncanny dodge (can't be flanked)	+1 level of existing class
7 th	+3	+2	+2	+5	--	+1 level of existing class
8 th	+4	+2	+2	+6	Trap Sense +3	+1 level of existing class
9 th	+4	+3	+3	+6	--	+1 level of existing class
10 th	+5	+3	+3	+7	Immune to surprise	+1 level of existing class

Exotic Weapon Master

Source: *Complete Warrior* p. 30

Characters of any race or background can become exotic weapon masters; the only real requirement is commitment and perseverance. Nevertheless, most exotic weapon masters are human, because members of that race have the most exposure to new cultures and thus the most opportunity to take up exotic weapons.

Hit Die: d10.

Requirements

To qualify to become an exotic weapon master, a character must fulfill the following criteria.

Base Attack Bonus: +6.

Skills: Craft (weaponsmithing) 3 ranks.

Feats: Exotic Weapon Proficiency (any exotic weapon); Weapon Focus (any exotic weapon).

Special: Races that have familiarity with an exotic weapon (such as the dwarf's familiarity with the dwarven waraxe and the dwarven urgrosh) are considered to have the Exotic Weapon Proficiency feat for the purpose of meeting the requirements of this class.

Class Skills

The exotic weapon master's class skills (and the key ability for each skill) are Craft (Int), Intimidate (Cha), and Profession (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Exotic weapon stunt
2nd	+2	+3	+0	+0	Exotic weapon stunt
3rd	+3	+3	+1	+1	Exotic weapon stunt

Class Features

All of the following are class features of the exotic weapon master prestige class.

Weapon and Armor Proficiency: Exotic weapon masters gain no proficiency with any armor or weapon.

Exotic Weapon Stunt (Ex): At each level, an exotic weapon master learns a special trick that he can use with the exotic weapon for which he has the Weapon Focus feat. He must select the trick learned when he gains the level, and once selected, the choice cannot later be changed. He can't select the same stunt more than once.

Close-Quarters Ranged Combat: A character who knows this stunt doesn't provoke an attack of opportunity when using an exotic ranged weapon.

Double Weapon Defense: When wielding an exotic double weapon with both hands, the character gains a +1 shield bonus to AC.

Exotic Reach: When wielding an exotic weapon with reach, the character may make an attack of opportunity that provokes such an attack even if the foe has cover (but not total cover).

Exotic Sunder: When wielding a one-handed or two-handed exotic weapon, the character deals an extra 1d6 points of damage on a successful sunder attempt.

Flurry of Strikes: When wielding an exotic double weapon or a spiked chain with both hands, the character can elect to use a full attack action to make a flurry of strikes. When doing so, he may make

one extra attack in the round at his full attack bonus, but this attack takes a –2 penalty, as does each other attack made in that round and until the exotic weapon master's next turn. The extra attack may be with either end of the double weapon.

Ranged Disarm: The character can make a disarm attempt even on a ranged attack. Such an attack provokes no attack of opportunity (except as normal for using a ranged weapon). For the purpose of this disarm attempt, treat the character's ranged weapon as a light weapon. If the character fails the disarm attempt, the defender can't attempt to disarm him.

Show Off: As a standard action, the character can display his mastery with an exotic weapon and confound his opponent. The character may make an Intimidate check (see the skill description on page 76 of the *Player's Handbook*), the opponent becomes shaken (-2 penalty on attack rolls, ability checks, and saving throws) for 1 round per class level of the exotic weapon master.

Stunning Blow: The character can throw an exotic weapon with no penalty on the attack roll, even if it isn't designed to be thrown (such as an orc double axe or a spiked chain). When he throws a double weapon, only one end of the weapon (character's choice) can strike the target. Exotic weapons thrown in this way have a range increment of 10 feet.

Twin Exotic Weapon Fighting: When wielding the same light exotic weapon in each hand, the character is treated as having the Two-Weapon Fighting feat. If he already has the feat, the penalties on attack rolls are lessened to –1 for both the primary hand and the off hand when fighting in this manner.

Trip Attack: The character can use a one-handed or a two-handed exotic weapon to make a trip attack. If he is tripped during his own trip attempt, he can drop the weapon to avoid being tripped. If the exotic weapon already allows its wielder to make trip attacks, the character instead adds a +2 bonus on any trip attempt.

Uncanny Blow: When wielding a one-handed exotic melee weapon in two hands, the character can focus the power of his attack so that he deals extra damage equal to his Strength bonus x2 instead of his Strength bonus x1-1/2. If he has the Power Attack feat, he treats the weapon as two-handed for purposes of determining his bonus on damage rolls.

DM Map 1 Nikal the Black's Home

First Floor



Second Floor



Player Handout #1

Nikal the Black is responsible for Evard's spy network. Somewhere in his study he keeps the "master list" of his spies. You need to find that list.

Nikal's headquarters is in the back of Wallack Lane - #144. Based on our observation of the building, Nikal usually has an appointment with the Necromancer every Waterday. He is usually attended most of his personal bodyguard at these meetings. Tonight should be no different.

In order to help you out, I have left a cache of supplies at an abandoned store - 333 Kieen Way. It includes a way to copy the list, as well as a disguise. Use the disguise and the password "Oval" to get through Nikal's front door.

Good luck

X