

BIS5-05

Strange Bedfellows

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

Version 0.2

by Cameron Logan and Jay Babcock

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The honor of your presence is requested at the marriage of Baroness Jasmine Besselar and Baron Cainlain Rashedra on the 20th day of Goodmonth, 595 CY; to occur when the sun drops below the horizon as viewed from Besselar Keep, Calpius Craft. Formal attire requested. A Bissel regional adventure for PCs of 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 questions specific to this document and your region please e-mail your triad point of contact (POC) at rshah21@delic.com. For LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2006.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in the *Appendices*.

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

	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

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

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them, and fight for them.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure, set in Bissel. Characters native to Bissel pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. 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 adventure.

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

In the Prophecies of Gasan Hextori-Nuir it is written that the Chosen One would be the ruler of a nation at war, and that he would be a worshipper of the Arch-Foe, Heironeous. It is also written that the Chosen One would leave his throne behind to go through the Phase of Attrition. During this time, the Chosen of Hextor would be tested with doubt, indecision, betrayal, torture, and anguish. If the Chosen can weather through the Phase of Attrition, then he will inherit the full power entitled to Hextor's messianic figure.

According to Hextorites operating in the Sheldomar Valley, the Chosen of Hextor has been found - and his name is Larrangin, Margrave of Bissel. Formerly a preist of Heironeous; Larrangin transformed into an evil tyrant due to an alignment-altering artifact. Larrangin embraced the evil and made plans to crush his rival, the Necromancer known as Evard. By 594, the Hextorites recognized that Evard's forces were better positioned and decided to withdraw from the battlefield of Bissel, at least temporarily. The current plan is to wait and confront the weakened victor of the war between Bissel's remaining good-aligned Army and the forces of Evard.

The Hextorites hope to use most of CY 595 to consolidate their forces and increase their power. As such, high-ranking followers of Hextorism have decided to accelerate the coming of the full powers of Hextor's chosen. With Larrangin's consent, they are attempting to

bring about the “Phase of Attrition.” This necessitates the Chosen of Hextor to be faced with serious inner turmoil, and to facilitate this the Hextorites free Larrangin of the alignment-altering crown. Its effects linger, and instead of reverting to a Lawful Good alignment, Larrangin instead drifts toward Neutral, representing the self-doubt and indecision currently in his mind. The Hextorites abandon Larrangin on the banks of the Realstream, leaving him in only peasant’s clothes. Larrangin first thinks that he should return to the Hextorites who worship him, but he then realizes that he has given up such rule and piety in Bissel; things he will likely not regain. Nevertheless, he decides that he must return to Bissel and warn the people he recently led of the scheming of the Hextorites. Larrangin knows that he is wanted for questioning and is likely to face harsh treatment from his former order, the Knights of the Watch. The Knights of the Watch live by a Precept of Retribution that states “It is a duty of a Knight to ensure that any Knight who has broken an oath is brought to justice, lest all Knights’ words become meaningless.” Larrangin doesn’t expect to get a fair hearing from the Knights of the Watch, so he decides he must make contact with a sympathetic ear, someone who is fair-minded and not prone to quick judgements. The best choice for a fair hearing would be Baroness Jasmine Besselar, a noble known for compassion and discretion.

The first challenge for Larrangin is to get back into Bissel. For skilled infiltrators, making one’s way over the borders of a war torn nation on high alert would be extremely difficult. For Larrangin, who is unaccustomed to stealth and covertness, it is impossible. Larrangin needs help, so he arranges an unlikely alliance. Making contact with a Priest of Pharlanghn named Tandrel Velarn, Larrangin promises future compensation from his reclaimed wealth and holdings in exchange for covert passage into Bissel. Tandrel is unconcerned with the challenge of getting Larrangin into the March, for he is a member of a curious fraternity of adventurers known as the Cult of the Daring Feat.

The Cult of the Daring Feat is a loose group of worshippers of various luck gods. Due to the cult’s teaching of spiritual enlightenment through great personal risk, most cultists are adventurers. The Cult of the Daring Feat is a completely apolitical organization; they care nothing about the morality of what Larrangin is or the possible consequences of bringing him into Bissel. All they see is an impenetrable task, which they view as an appropriate challenge for their abilities. On the 11th of Goodmonth, under the cover of darkness, the Cult brings Larrangin over the border. He is taken to a recently acquired (and not publicly known) Cult guild house in the town of Beruak, situated at the foot of the

Barrier Peaks. There, Larrangin waits under the protection of the Cult of the Daring Feat, which is further contracted to aid in making contact with Baroness Jasmine Besselar.

Baroness Besselar, for her part, has other things on her mind. Her 18-month engagement to Baron Cainlan Rashedra is about to end with their wedding, scheduled to the 20th of Goodmonth. The wedding ceremony is to be preceded by a week of festivities to which all the nobility of Bissel has been invited.

ADVENTURE SUMMARY

The PCs come into the picture during the celebrations of Baron Cainlan Rashedra and Baroness Jasmine Besselar’s upcoming nuptials. Attending the function as either invited guests or hired security, the PCs get involved in the plot in a tangential way.

The events in this module occur over the space of just a little over a day, from the evening of the 19th of Goodmonth to the 20th of Goodmonth after the wedding ceremony. Judges are to keep in mind these time constraints.

Introduction: Getting Ready

The PCs are introduced to the festivities surrounding the Besselar/Rashedra wedding. The scenario opens on the rehearsal banquet, approximately one day before the wedding.

Encounter 1: Keen Senses/Narrow Escapes

The PCs, who are in attendance at the rehearsal banquet as either invited guests or hired security, witness a disturbance caused by a member of the Cult of the Daring Feat. Before he can be questioned, the Cultist makes a daring escape.

Encounter 2: Another Day, Another Mission

While Baroness Besselar is seeing to the guests, Cainlan meets with the PCs and asks them to investigate the Cult of the Daring Feat. His information places the Cult in Beruak, a day’s ride. He insists that PCs leave immediately and ride through the night.

Encounter 3: Getting In To the Act

Before they leave, Jasmine gives the PCs a written message that she insists must be delivered to a leader in the Cult of the Daring Feat. PCs may also receive secret orders due to their meta-org affiliations.

Encounter 4: Wind Walks, Teleports, and Srinivan Steeds

The party makes its way to the town of Beruak.

Encounter 5: No Sleep 'til Beruak!

The PCs arrive at Beruak and begin investigating the Cult of the Daring Feat. They discover which house the Cult is operating out of.

Encounter 6: House of Hazing

The PCs infiltrate the Cult of the Daring Feat's house. There they encounter a multitude of deadly traps and pitfalls.

Encounter 7: Tea and Hey!

The PCs encounter a guild representative, who assumes they are prospective members. Through diplomacy or other means, the PCs convince this cultist to lead them to her employer.

Encounter 8: Waiting In The Wings

The PCs are taken to Larrangin's hiding place, where they discover that he has left – presumably for the Besselar/Rashedra wedding.

Encounter 9: Reporting (or Re-'porting)

PCs arrive back at Besselar manor to find that, for the first time in their careers they have been met with a bit of good luck. Regent Markavan has been delayed, and it would violate etiquette to start their wedding before she arrived. Here the PCs have a choice; they can deliver their intelligence to Lord Rashedra or Lady Jasmine, but not both.

Encounter 10: Pompous Circumstance

The wedding ceremony proceeds without incident – a notable first for the history books.

Encounter 11: The Wedding Crashers

The attendees retire to the celebration feast. Galen Luchelyn, former suitor and current vampire, shows up with some undead minions. Possessed of a preternatural jealousy, Galen has decided to exact revenge on his former rival by kidnapping the bride and making her a vampire. The PCs fend off undead while Cainlan struggles against Galen. Larrangin makes his appearance.

Conclusion

The undead are destroyed, and Galen is driven off. The attention of all present turns to the former Margrave.

INTRODUCTION: GETTING READY

When the last of the Ketite troops withdrew from Bissel a scant six years ago, celebrations and festivals were commonplace throughout the March. For over two years, Bisselites expressed their joy through seemingly weekly celebrations, and though not everyone in the March was content under the new leadership, the men and women of Bissel began to accrue a reputation as carefree revelers.

These days, there is little heart for relaxation and merriment. Bissel is once again a land under siege, and the hearts and minds of the citizens are steeled against the threat that constantly advances. No matter what small victory is scored, Evard's conquest seems undeterred. However, an equally undeterred cause for delight and merrymaking has blossomed in the face of this peril: the wedding of Jasmine Besselar, now Baroness of Besselar, and Cainlan Rashedra, now Baron of Parulla. And although the couple's upcoming nuptials have been darkened with the sudden and violent deaths of Jasmine's father and Cainlan's grandfather, they have put on a week of celebrations here in Calpius' Craft, the location of Besselar Keep. Beginning with a magnificent tourney on the 13th of Goodmonth, the festivities have ranged from plays and musical recitals, to large galas and feasts.

This evening, the 19th of Goodmonth, Jasmine and Cainlan took part in a small and private rehearsal of the ceremony to take place tomorrow at sundown. They then offered a public remembrance of the recently deceased Baron Darius Besselar and Baron Zafar Rashedra. Jasmine gave a tearful account of her father and Weavemaster Azhar, High Priest of Istus, spoke blessings over the souls of the dead, and blessed the couple.

After the tribute, all attendees retired to the gala hall in Besselar Keep. There, another evening of feasting waits, and more entertainment as well. It is at this feast that you now find yourselves.

ENCOUNTER 1: KEEN SENSES/NARROW ESCAPES

Ah, but in what state do the PCs find themselves? That is the question that the judge must now pose to the players.

PCs who carry noble status (not necessarily noble status in the March of Bissel), officer rank in the Great

Army (at least Captain), or prolonged membership in the Bissel Free Companies (membership of at least a year) may attend this feast as an invited guest. PCs with special certification as Protectors/Defenders of the March or Knights of the Watch may also do so. An invited guest MUST be dressed in at least a Courtier's Outfit (with jewelry) though may opt to dress in a Noble's Outfit (with jewelry). Also, any invited guest MUST bring a gift for the couple, worth at least 50 gp. PCs who attend as invited guests must maintain at least Rich upkeep for this scenario – if PCs have already selected a lower upkeep level, you may allow them to change to Rich given this new information.

Lastly, anyone attending the feast as an invited guest is NOT ALLOWED to carry any weapons or spell components on them. This includes wands or other such items. PCs may attempt a DC 20 Sleight of Hand Check to hide a light weapon or spell component pouch (but not both) on their person. PCs must have ranks in Sleight of Hand; this check cannot be done untrained.

If any PCs opt to attend as invited guests, read the following:

On this particular evening, you find yourself chatting with a few of the other guests – as far as the eye can see, the hall is full of men and women in noble finery and Army officers in pristine uniforms.

You've spent the past hour listening to an aging gentleman – apparently the patriarch of some minor noble family – as he insists that he met you at a previous social gathering. He doesn't look familiar, but with all the obligatory social gatherings your lifestyle carries you to, you could easily have lost track.

Taking a long look around the hall, you notice that there are an unusually high number of guards stationed around the hall – appropriate, given the current state of affairs in the March.

PCs may decide to attend as hired security. In that case, they are allowed to carry weapons and spell components. They are, however, required to wear the livery of House Besselar, a silver Pegasus on a field of red and blue. Obviously, drawing weapons or casting spells would cause a panic in the crowd, and hired security is expected to act only in the direst of circumstances. Hired Security is expected to stand near the entrances of the gala hall or along the wall, taking care not to get in the way. They are not allowed to sit or eat and are treated much like any other household servant. Some ongoing spells would be allowed, such as See Invisibility but not Invisibility or other illusions. Also any divinations that may inadvertently affect a noble are not allowed, this

includes Detect Evil, Detect Thoughts, etc. Judges must use common sense in adjudicating what spells the hired security PCs currently have cast.

If any PCs opt to attend as hired security, read the following:

On this particular evening, you find yourself at the edge of the gala hall, guarding the event – the staff member that hired you seemed particularly nervous about the safety of the attendees, and looking at the number of notable figures present, your fee seems like a wise investment.

While you've been strictly forbidden from interacting with the guests, you've spent the past hour listening to a young man – probably a scion of some local noble family – as he makes comical passes at a pretty serving girl. For all of the money, power, and prestige that his family name likely holds, he can barely talk to the lass without stuttering.

Taking a long look around the hall, you wonder if this could get any more boring. Everyone is so caught up in the rigors of social grace that anything out of the ordinary would stick out like a sore thumb.

PCs who aren't interested in attending the feast as either invited guests or hired security will miss the beginning of the adventure, up until the middle of Encounter 2.

After the PCs status is determined, read or paraphrase the following to PCs that are attending the feast:

The gala hall is resplendent in candles, flowers and other such magnificent and gay decorations. Many prominent nobles are in attendance, seated at large round tables laden with food and libations. On the east side of the hall are two large entrances with thick and richly decorated doors. The west wall is covered almost entirely of large windows, which shows the early dusk as it quickly transitions into a beautiful night. Two entrances on the west wall lead to a large yet empty balcony. As it is to be a warm night, you would expect the balcony to fill with revelers, after their meal is complete of course.

Baron Cainlan Rashedra, dressed in formal attire, makes his way from table to table as he meets and greets with other visiting nobles. You would expect this allows Baroness Besselar to actually eat something, and that she would relieve Cainlan soon.

The following text is read only to PCs who are in attendance as hired security. If all the PCs are in attendance as invited guests then they don't notice anything until Calaran, the Cult of the Daring Feat infiltrator, tumbles over the head table and uses a *Dimension Door* effect to get away.

As you stand watch over all the feasting guests your eyes fall on Baroness Jasmine Besselar seated at the head table. You note the fine blue dress and sparkling necklace and tiara. You also notice something strange. Standing next to Jasmine is a slight and slender figure that seems out of place wearing a gray cloak and hood. He seems to be speaking to the Baroness.

PCs who are hired security have a chance to act. Have each of the hired security PCs quickly declare their actions. If they declare that they are doing anything other than standing there and watching, then have them roll initiative against Calaran. Note that Calaran can reroll his initiative and take the better of the two rolls thanks to his Danger Sense feat.

All APLs

☛ **Calaran:** Male high elf Rog3 / Div5 / Arcane Trickster4 (Balance +7, Escape Artist +18, Jump +15, Tumble +18); AL CN; hp 41.

PCs begin this encounter 50 feet from the head table. Movement is at half speed, as PCs must dodge through tables, servers, and tipsy nobles. Potential actions for PCs might be moving toward the head table, casting a spell, firing a ranged weapon, etc. PCs who fire a ranged weapon or cast a spell with an obvious effect will receive the "Reprimand" item on the Adventure Record. Since it is imperative to the plot of the scenario that Calaran escapes, he is counted as succeeding on every saving throw, sidestepping all critical hit tanglefoot bags, or generally avoiding any effect that could prevent his escape.

If the PCs make a threatening move toward Calaran, he will notice immediately. When his turn in the initiative order comes up, read this:

Having noticed that he has been spotted, the cloaked figure commits a daring act. In a flurry he tumbles over the head table. The hall falls silent as all eyes turn toward the intruder. Apparently, an illusion drops, and instead of a gray cloak and hood you see a male elf dressed in a fine red and gold cape. The elf proclaims something in a strange language and then vanishes in a puff of smoke.

If the PCs simply sit back and watch, or are all attending as invited guests, read this instead:

You note that Cainlan takes a moment to look back upon his fiancée seated at the head table. There he sees a slight and slender figure, out of place in a gray cloak and hood, standing next to Jasmine, apparently conversing. Cainlan's face runs an emotional gamut, displaying puzzlement, terror, and determination.

Having noticed that he has been spotted, the cloaked figure commits a daring act. In a flurry he tumbles over the head table. The hall falls silent as all eyes fall on the intruder. Apparently, an illusion drops, and instead of a gray cloak and hood you see a male elf dressed in a fine red and gold cape. The elf proclaims something in a strange language and then vanishes in a puff of smoke.

Those PCs that understand Draconic who know that the elf spoke the following phrase: "Always an escape."

Allow PCs to make a Spot Check (DC APL + 12) to note that the intruder got some item caught on the table and that it now glistens in the candle light as it lies on the floor. PCs who investigate can retrieve the item; it is a silver medallion that bears the engraved image of a burning bootprint. PCs that can make a successful Knowledge [religion] or Bardic Knowledge check (DC 20) will know that this is the holy symbol of Charmalaine, goddess of Keen Senses and Narrow Escapes.

Once Calaran makes his disappearance, continue with Encounter 2.

ENCOUNTER 2: ANOTHER DAY, ANOTHER MISSION

There is a short but uncomfortable moment of silence as the assembled nobles stare in disbelief at each other, trying to comprehend what has just occurred. The silence is ended by the Baroness, whom stands and calls forth to the crowd.

"Pardon the excitement, honored guests, but that was merely a prelude to the amazing entertainments we have planned for you. Without further preamble we present the talents of the Dountham Jongleurs!"

Jasmine claps her hands three times and a pair of brightly costumed gnomes tumbles from whatever hiding place they had taken to the very center of the hall. They begin tossing an amazing array of flashing blades, brightly colored cudgels

and flaming torches between each other. The guests applaud and cheer, completely mesmerized by the act.

Allow the PCs Spot Checks (DC 12+APL) to notice that shortly thereafter Cainlan and Jasmine discreetly make their way to the balcony. A short portly man wearing the Besselar livery accompanies them. Players who completed BIS3-04 *First Comes Marriage* may recognize the third fellow as Delmer, a servant of the Besselars.

If the PCs try to hastily follow the Baron and Baroness out onto balcony, they will be prevented by Baroness Besselar's personal guards. The PCs will be rewarded for their patience, for after a short moment read the following:

As the gnomes continue their juggling and tumbling act, you note that Baroness Jasmine has begun making the rounds between tables, conversing with the guests. Her fiancée is nowhere to be seen in the hall.

"Excuse me" you hear a voice next to you and turn quickly to see a short, portly man dressed in Besselar livery standing beside you. You have no idea how he was able to approach you without you detecting it first - it must have been the distraction of the juggling act. The man speaks: "Baron Rashedra requests your company on the balcony with all haste."

Being a loyal and deferential servant, Delmer expects the PCs to react in a similar way to the request of a Baron. Thus he anticipates the PCs will immediately make their way to the balcony. If the PCs ask Delmer what this meeting is to be about, Delmer replies that "The purpose of the meeting is between you and the Baron." Any other attempts to converse with Delmer will be forestalled, Delmer replies "Apologies sir (or madam), but I have not the time to converse."

If the PCs are traveling separately then Delmer will deliver his message to each of them in turn.

When the PCs have elected to gather on the balcony, read or paraphrase the following:

Walking out on the balcony you are greeted by a warm and dry summer night. The starry sky is cloudless, and below in the distance you can see the flickering hearth lights of Calpius' Craft.

Baron Rashedra greets each one of you and thanks you for answering his summons. "Some of you have done services for me before, and others of

you I have only heard of through reputation. Do you all know each other?"

Note that the PCs up to this point may or may not be traveling together, so PC introductions may be in order. Ever the politician, Baron Rashedra will introduce PCs he knows.

Once introductions have been made, continue with the following:

On the balcony you are joined by another person, the short and portly man you spoke with just earlier. He bows to the Baron and speaks in a deferential manner.

"Milord, Lady Jasmine is seeing to the guests, and I have instructed the guards that we are not to be disturbed."

"All the while, we should be quick. I don't want the guests to get distressed. But before we begin, I want to make sure that everyone here knows Delmer," replies the Baron, gesturing towards the oversized servant. "He has been with the Besselars for a long time and is a man of many resources."

Delmer bows again, "Milord is too kind."

Baron Rashedra turns his attention to you, "Do you know why I have asked to speak with you?"

Cainlan asks this question to gauge exactly how apparent the disturbance by the Calaran was.

After the PCs have answered the Baron's question, he will impart everything he knows at this point to fill in any holes that the PCs may have in their account of events. Cainlan wants the PCs to be aware that the Cult of the Daring Feat was involved in tonight's infiltration, and that he is worried they may have other plans for disturbing the wedding. He wants them to investigate the Cult and see what they are up to.

Cainlan can relate the following information. In many ways this information is a recap of what was discussed by Jasmine, Cainlan and Delmer on the balcony. Judges should avoid reading this information verbatim. Cainlan should impart the information to the PCs in the context on an organic conversation, rather than a long speech:

- While Cainlan was meeting with the numerous guests, an intruder somehow entered the hall and made his way to the head table.
- They are unsure how the intruder got into the hall undetected.

- The intruder sought to speak with Cainlan's fiancée, Jasmine. When Cainlan spoke with her out on the balcony she said that this infiltrator spoke in non-sequiturs. She couldn't understand at all what he was saying, except for a reference to a goddess known as Charmalaine. For that reason they believe this infiltrator was involved with a group known as the Cult of the Daring Feat.
- The Cult of the Daring Feat is a very secretive group, so very little is known about them. What is known is that they are a loose group of worshippers of various luck gods who are apparently known for doing highly dangerous and not necessarily logical things. They are not involved in politics, and until now have never done anything to draw attention to themselves.
- Within the last month, Delmer's sources reported that the Cult of the Daring Feat had opened up a chapter-house in Beruak, which is one day's ride from here. They are normally known for being based in the Barony of Gerorgos, which is on the other side of the March and several days away." [Note: Delmer will not specify who his sources are. If asked he will respond obliquely that he has been serving the Besselars for many generations in various capacities and their protection had always been his prime concern.]
- While the Cult of the Daring Feat has been harmless in the past, Cainlan can't gamble on this incident being isolated. He needs capable people he can trust to go to Beruak and investigate these cultists and make sure they don't have other plans for the wedding. He needs this done quietly to avoid any further embarrassment to the Baroness and himself.

At this point the PCs are free to accept or decline this mission if they so choose. If they decline then the module is not over; Those PCs will skip directly to the next night and play through Encounter 8.

Regardless of acceptance, it is assumed that PCs will have questions about this assignment. Below are a list of probable questions and the appropriate answers.

How much are we getting paid for this? ***"If you are successful then I will see to it you are adequately compensated."*** [Actual gp value per PC will be 25 gp x APL]

What do you think the motives of the Cult of the Daring Feat are? ***"I don't know - that's why I want you to investigate them."***

When should we leave? / What kind of time table are we looking at? ***"You should leave immediately, which means you will have to ride through the night - unless you are capable of travel magic. The wedding ceremony is tomorrow night, so it is very important that you investigate quickly and leave enough time to return here and report to me what you have learned before the ceremony."***

Do you like cake? ***"Yes."***

How are doing after the death of your grandfather? ***"I wish that, after this wedding, I could dedicate my life to finding his killers. Alas, the March and my family require my attention."***

How do you expect us to get to Beruak? ***"Well, if you have travel magics at your disposal then I suggest you use them. Otherwise you will have to leave now by horseback."***

I don't have a horse. ***"I'm sure something can be worked out. In fact, Baron Azad Srinivasan made a team of fine Srinivan steeds a gift to Jasmine and I. If it means the safety of my fiancée then I will lend these horses to you. Just make sure no one finds out."***

If we ride all night, then the horses won't be fresh for an immediate return trip. "What should we do? ***Those of you who serve in the Army should be able to requisition a riding horse in Beruak. Those of you who do not serve in our military will have to rely on your own resources."***

Do you trust Lady Jasmine? ***"Yes, of course. I know she always has the best interests of the March in mind. She is a valuable member of the Baron's Council, and I am looking forward to our marriage."***

The PCs do not currently have a chance to seek out Baroness Besselar, but it is not important - she will find them herself, very soon.

Once the PCs conclude their audience with Baron Rashedra, continue with Encounter 3.

All APLs

♣ **Baron Cainlan Rashedra:** Male human Rng16; AL NG.

ENCOUNTER 3: GETTING IN TO THE ACT

Before the PCs can depart, two notable events occur.

Special Instructions

While Baron Rashedra has tried to keep the PCs mission a secret, certain interested power groups have learned of the PCs task and wish to give them further instructions. Through personal contacts, dead drops, *sendings* or other means, PCs of certain meta-orgs receive special instructions just before leaving for Beruak.

Note that it is possible for PCs to be members of multiple meta-orgs. In this case, PCs are only allowed to receive special instructions from one meta-org in which they hold membership. That membership must be current; that is the PC must have paid the associated TU and gp costs for membership and have it listed on an AR dated this year.

Special instructions are available from the following meta-orgs: the Bardic Circle, the Company of the Brightpath, the Cult of the Daring Feat, the Guild of the Arcane Path, the Knights of the Watch, and the Monk Orders. PCs who succeed in carrying out their special instructions (as determined by you, the judge) receive the "Mission Accomplished" favor on the AR. The Special Instructions are listed in *Player Handout 1 – Special Instructions*.

In *Player Handout 1* there is also special information that is given to members of the Mist Chameleons meta-org. This information can be given to any PC who is a current member and can be given to a PC who has also received special instructions from one of the other concerned meta-orgs. The information should be freely shared among all PCs who are members of the Mist Chameleons.

Meeting with Jasmine

Just as the PCs are about to leave, read or paraphrase the following (if the PCs are not traveling by horse, adapt the text to fit the circumstances):

You have all gathered in the stables, ready to leave and mindful of the fact that time is not on your side. Just before you set off, a feminine voice calls after you. "Please wait!"

Approaching you with all haste is Baroness Jasmine Besselar. "When you arrive at Beruak, give this message to a leader of this Cult of the Daring Feat. This will prevent any further excitement.

Report to me when you have returned." Jasmine hands you a sealed letter and bids you good luck.

The letter is sealed with a wax seal bearing the Besselar's sigil. The judge should hand over *Player Handout 2 - Sealed Letter From the Baroness*, but it should be folded and taped shut. Judges interested in creating even more atmosphere may want the letter placed into an envelope with a wax seal, but this is certainly not required.

PCs might attempt to question Baroness Besselar about this letter. In response, she will remind the PCs that time is of the essence and that she wants them to succeed at this mission quickly so they can all partake in the wedding festivities. If PCs are particularly petulant, Baroness Besselar will pull rank on them.

Once the PCs are ready to leave for Beruak, continue with Encounter 3.

All APLs

♀ **Baroness Jasmine Besselar:** Female human Brd15; AL NG.

ENCOUNTER 4: WIND WALKS, TELEPORTS, AND SRINIVAN STEEDS

Time is a unique problem for PCs in this scenario. Beruak is roughly sixty miles from Calpius' Craft. The meeting with Baron Rashedra outlined in Encounter 2 takes place around 8 PM on the 19th of Goodmonth. The wedding ceremony is at approximately 8 PM on the 20th of Goodmonth, allowing roughly 24 hours to travel to Beruak, investigate, and then return to Calpius' Craft.

Gathering Information

PCs may decide to take advantage of some local sources of information before leaving. While Calpius' Craft is a small town, it by no means rolls up the streets at sundown. This means paying a visit to the Bardic Circle, the most prominent bardic college in the March of Bissel. Bards can be found at every tavern in Calpius' Craft, though they are not allowed to drink wine due to town ordinance. Bards can also be found on the actual grounds of the Bardic Circle.

Listed below are the DCs and associated information for Gather Information checks. PCs receive the information for the highest check they achieved plus all information for lower DCs. PCs who are members of the Bardic Circle add a +4 circumstance bonus to this Gather Information check because they know just the right

people to ask. PCs can also add an additional +2 bonus to this check for every 5 gp they spread around. Gathering Information takes one hour.

General Information

(DC 6 + APL): Rumor has it that recently a trade caravan leaving Dountham was found robbed and everyone manning the caravan was slain. While the caravan had listed its destination as Ebbernaut the road the wreckage was found on would have put the caravan in the direction of Thornward. [PC members of the Thieves Guild of Dountham will know that this was one of their operations.]

(DC 11 + APL): Recently several important priests of Zilchus were found dead in Pellak. Letters found in their residences implicate them as being spies for Evard. [PC members of the Mist Chameleons will know that this was one of their operations.]

(DC 16 + APL): About a week ago, a troop of soldiers patrolling the southwest border of the March turned up with short-term memory loss. They were reprimanded for drinking on duty. [This was the border patrol that encountered the Cult of the Daring Feat as they brought Larrangin over the border into Bissel. This operation will not be known to PC members of the Cult of the Daring Feat.]

The Cult of the Daring Feat

(DC 6 + APL): As near as anyone can tell, the Cult is a loose association of adventures who began gathering to dare each other to do appallingly dangerous things. They are a cult only in jest; really they seem to operate more like a fraternity or brotherhood.

(DC 11 + APL): A member of the Cult must worship one of the following deities: Brandoboris, Charmalaine, Fharlanghn, Norebo, Olidamarra, or Rudd. All of these deities are associated with good fortune.

(DC 16 + APL): It is rumored that the Cult has moved into a town on Bissel's western border, probably Beruak. Likely they are interested in testing their skills in the wildly deadly Barrier Peaks.

(DC 21 + APL): It is rumored that the Cult sometimes hires themselves out as mercenaries from time to time. They are particularly sought after for dangerous tasks for which a particular employer doesn't want to risk his/her own people.

(DC 26 + APL): Some Cult members were recently seen celebrating in a Beruak tavern. Rumor has it that the Cult recently undertook a very dangerous task for an unknown personage, and that they were successful in this task.

The Besselar/Rashedra wedding

(DC 6 + APL): Though every important noble in Bissel is likely to be in attendance at the wedding ceremony, the Regent, Viscountess Saralind declined the invitation.

(DC 11 + APL): Tomorrow's ceremony is likely to be brief, with much of the evening devoted to a large celebration afterwards.

(DC 16 + APL): Rumor has it that Viscountess Saralind is actually going to attend the ceremony. Her declination of the invitation was announced for security reasons.

Mundane Travel

A light horse or light warhorse travels at six miles an hour, presuming it has a light load. PCs traveling by light horse have the following options:

The trip for the horse at normal speed will take ten hours. This requires the animal being at a forced march for two of these hours, requiring a Handle Animal check (DC 25 for the first hour and DC 27 for the second hour). The horse takes 1d6 points of lethal damage for each hour it is on a forced march. A horse is fatigued if it takes lethal damage during a forced march. If PCs are using the Srinivan steeds then the Handle Animal DCs are 10 less.

A horse can also "hustle", moving at 12 miles an hour. It can hustle for one hour without a Handle Animal check, but for the second hour a Handle Animal check (DC 25) must be made. Hustling for a second hour in between sleep cycles deals 1 point of lethal damage, and each additional hour deals twice the damage taken during the previous hour of hustling. Also, for every additional hour after taking damage, the Handle Animal check increases by 2. A horse is fatigued after taking lethal damage during a hustle. If PCs are using the Srinivan steeds then the Handle Animal DCs are 10 less.

Below is a table summarizing the total travel time, the hours hustled to achieve that travel time, total damage to the mount, and number of successful Handle Animal checks needed.

Total Travel Time	Hours Hustled	Total Damage	Handle Animal Checks
8 hours	2 hours	1 point	1 check
7 hours	3 hours	3 points	2 checks
6 hours	4 hours	7 points	3 checks
5 hours	5 hours	15 points	4 checks

Again, the options given above are only for a light horse or light warhorse with a light load. For more complete information on overland movement using other mounts, consult page 164 in the Player's Handbook. Also note that whatever mounts are used to carry the PCs to Beruak will be unusable for the return trip to Calpius' Craft. That means PCs will have to acquire fresh mounts in Beruak for their return, unless they were able to cast Traveler's Mount (from Complete Divine), which negates fatigue for a duration.

Magical Travel

PCs that have access to travel magic would be wise to use them. A *teleport* spell makes the trip instantaneous, meaning the PCs could all have an opportunity to sleep. PCs whose home region is Bissel may treat Beruak as a 'Very Familiar' location for the purposes of this spell. PCs whose home region is not Bissel but is still within the Sheldomar Valley treat Beruak as a 'Seen Casually' location. All others are not familiar with Beruak at all. PCs can request maps and use scrying spells to upgrade their familiarity to Studied Carefully.

PCs who cast *wind walk* can make the trip in an hour, which would also allow time to sleep and rest. PCs using *overland flight* make the trip in just less than eight hours, making scheduling sleep just as difficult as if they had traveled by mount. Other spells should be adjudicated as written.

Sleep and Exhaustion

Given the time constraints of the journey, it may be difficult for PCs to schedule sleep. If the PCs plan to pull an "all-nighter" and not sleep at all, they should begin making hourly Constitution checks around 5 AM on the 20th of Goodmonth. The first check is DC 10 and the DCs increase by one each hour. A failed Constitution check means the PC is fatigued. A PC who is fatigued and fails another constitution check is exhausted. A PC who is exhausted and fails another constitution check collapses unconscious. Another PC can, as a standard action, awaken a PC who has fallen unconscious in this way, but they revert back to being exhausted. Magic and abilities that negate fatigue and exhaustion would be well advised to PCs. Of course, eight hours of rest negates all fatigue and one hour of rest makes a PC who is suffering from exhaustion fatigued.

Once the PCs arrive in Beruak, continue with Encounter 5.

ENCOUNTER 5: NO SLEEP 'TIL BERUAK!

Regardless of how the PCs travel to Beruak, read or paraphrase the following to signal their arrival:

The town of Beruak lies along the Realstream just at the foothills of the Barrier Peaks. Dwarven miners and humans interested in the raw materials from the mountains founded Beruak jointly and several monuments around town stand to symbolize the joint friendship between the two races.

Nonetheless, Beruak's layout is largely built on racial separation: with the humans living primarily on the east side and dwarves and other demi-humans primarily residing on the west side. The Realstream forms an imposing border between these sections, which is where most business takes place. The docks are a busy place as everyone is interested in commerce from the river. Everyone except you and your companions, as your interests are more investigative in nature. Finding the Cult of the Daring Feat in this town won't be easy, as they are unlikely to have hung a descriptive shingle above their door.

The PCs have arrived in Beruak and have a few options available to them.

They can, of course, forget about their mission, find a tavern, buy some drinks, and rest easy. If they do so, consider the adventure over.

Gathering General Information

More likely the PCs will want to work hard on their investigations – they will probably know that their best bet to find the Cult of the Daring Feat is to beat the street and ask questions. Gather Information DCs and what goodies they yield are listed below. PCs receive the information for the highest check they achieved plus all information for lower DCs. PCs can add +2 to this check for every 5 gp they spread around. Gathering Information takes one hour.

DC 4+APL: "Don't know about this Cult of the Daring Feat, but they sound like adventuring types. And all adventuring types who pass through Beruak wind up visiting Verdeek. He's a famous alchemist, if you didn't know. His shop is near the docks, on the west side of town."

DC 21+APL: "Cult of the Daring Feat? That sounds familiar. I remember some fellows at a tavern mentioned it about a week ago. The name of the tavern is the Maiden Moon. It's near the docks, on the east side of town."

The Maiden Moon

The Maiden Moon first appeared in BIS1-05 A *Deadly Bloom*, so PCs who participated in that scenario have been here before. The Maiden Moon is a rather upscale tavern located on near the docks, on the east side of town. The barkeep is a bearded, muscular Suel named Tuil. He has owned and operated the Maiden Moon for more than 20 years.

PCs who are following up on the Maiden Moon lead will likely wish to ask him some questions. Tuil is brusque, cantankerous, and just a little bit arrogant, but he will answer the PCs' questions to the best of his ability. Probable questions and Tuil's answers are listed below. All Tuil's answers are truthful.

We heard you served some guys from the Cult of the Daring Feat awhile back – is that true? ***“Where did you here that? That’s in no way true. What is true is that about a half dozen folks were in here buying drinks and making toasts in a celebratory fashion, you see. One of the toasts was to the Cult of the Daring Feat. That’s a little unusual, so I guess some folks remembered that. But they didn’t mention that phrase again.”***

When was it that these people were in here celebrating? ***“It was a few days ago, the 14th of the Goodmonth, I think.”***

Can you describe the people who were in here celebrating? ***“Sure, they were an odd bunch. There was a Oeridian man, he was ordering the drinks. They all called him Guidebrother. There were two halflings, a man and a woman. There were two Baklunes, both men, and an elf. Couldn’t tell you if that one was a man or woman, it’s always hard to tell with those folk. I didn’t get any of there names.”***

Could you tell what it was they were celebrating about? ***“The number of toasts they made they could have been celebrating any number of things, including the sun and moon and stars. They had never been in here before or since, so I don’t know what they do for living.”***

Do you know where these people live? ***“Don’t know if there locals or not. As far as I know they could hang their hats anywhere between Ekbir and Rel Astra. Who knows?”***

Were you a former adventurer? ***“Of course. All tavern owners are former adventurers.”***

There isn't anything more of use that the PCs can learn here. Following up on the Maiden Moon lead takes the PCs a half hour.

All APLs

☞ **Tuil:** Male human Ftr2; AL NG.

Verdeek's Shop

When the PCs are ready to investigate the lead involving Verdeek, read or paraphrase the following:

You arrive at a quaint little shop located just two streets west of the waterfront. A sign over the door reads, “Concoctions, Combustibles, and Wondrous Compounds – Verdeek, proprietor.” When you enter the shop the sound of sweet and soft ringing metal announces your presence, though you noticed no bell attached to the door. A gnome approaches the counter. He wears intricately patterned clothing under a black apron with many different colored stains on it.

The gnome is Verdeek, a famed alchemist and proprietor of this shop. PCs who went through BIS1-05 A *Deadly Bloom* might remember Verdeek, as he played a prominent role in round one of that module.

Verdeek is intelligent, verbose, friendly, and maybe just a little bit didactic. He will ask the PCs what he can do for them. He is especially interested in pushing Healer's Balm (10 gp, from Complete Adventurer) as he has crafted a large supply of it.

The PCs may be interested in acquiring alchemical items, but likely they are more interested in asking questions relating to their investigation. Probable questions and Verdeek's answers are listed below. All Verdeek's answers are truthful.

How has business been? ***“Very good lately. However, I must say that it dropped off quite a bit around 592 CY. Around that time it seemed every general store started carrying alchemist’s fire and other things. But now I’ve been able to corner the market on specialty alchemical items that other people don’t carry and are not readily available, so business has been good.”***

Can I buy some things? ***“Sure you can - but I’m currently out of stock of my most interesting items. Come back at the end of the week, once I’ve restocked.”***

Have you had any large or unusual orders lately? ***“Why yes, I did have a rather large order over a week ago. In fact, I had to special-deliver many of the items because they were not ready for immediate pick up. The exact items are written in my ledger, you can examine it if you like.”***

What do you know of the Cult of the Daring Feat? *"I can't say I've ever heard of them. Is that some sort of new performing group?"*

Have you done business with a male elf with a bright red and gold cape (or any other such description of Calaran, the infiltrator from Encounter 1)? *"Many elves patronize my shop. The person you described could be any one of a number of customers who have been through here in the past month."*

Have you seen anyone in here wearing something like this (the silver medallion from Encounter 1)? *Verdeek examines the medallion closely. "Ah yes, I do believe that I've seen something like this before, though I'm unsure what the symbol means...It was about two weeks ago, a male elf was in here accompanied by a female halfling. I believe the elf was wearing something like this. I can't rightly recall, I dealt primarily with the halfling in their transaction."*

Was this halfling woman also wearing one of these medallions? *"A similar medallion you might say, but the one she wore had a symbol I definitely recognized. It was the horizon symbol of Fharlanghn."*

Verdeek, what did this halfling and elf arrange to purchase? *"I can't likely forget that order, it is one of the largest I have had to fulfill in awhile. In fact, I had to special-deliver many of the items because they were not ready for immediate pick up. The exact items are written in my ledger - you can examine it if you like."*

What do the items listed on this ledger do? *"Well, blendcream and softfoot powder help one stay hidden from nasty beasties, while the catstink prevents nasty beasties from finding you with their sensitive noses. Freeglides and lockslip are very useful lubricants - as I recall the customer was complaining about her key always getting stuck in the lock at her home. The last thing is suregrip paste, which aids ones grip on climbing expeditions."*

Who made the delivery for you? *"I make all my own deliveries, of course, and I've been doing so for forty years!"*

Did you notice anything unusual about the house when you made your delivery? *"Nothing at all unusual. A two story cottage, very common around here."*

What did you think of the special delivery instructions? *"Well, I was told that the customer's uncle was a truculent sort and hated disturbances, hence the*

prohibition on knocking or entering. I respect those wishes, if a person can't have privacy at home then where can they?"

If the PCs want to examine Verdeek's ledger, the gnome retrieves a large leather bound tome from behind the counter. The book may easily weigh as much as him. It thuds against the counter with a thunderous crash, and Verdeek immediately opens the book to a series of pages near the back. "Ah yes, here it is. Take a look for yourself." Give them Player Handout 3 - Entry from Verdeek's Ledger. They now have the location of the Cult of the Daring Feat's Beruak chapter house. If they wish to head there, proceed to Encounter Four.

Following up on the Verdeek lead takes PCs a half hour.

All APLs

☛ Verdeek: Male gnome Exp2; AL CG.

Magical Means

Clever, magic-using PCs may attempt scrying once they know the name of a target - Salisa Tallowburn, from Verdeek's ledger. If they attempt this, or any other divination, then they must make a caster level check DC 19, due to Salisa's *amulet of proof against detection and location*. A successful scrying shows the image of a halfling woman sitting at a table in a windowless room. She is drinking tea and reading a book.

ENCOUNTER 6: HOUSE OF HAZING

This encounter details the house owned by the Cult of the Daring Feat in Beruak. Please refer to DM Aid - Map #1 - Cult House in Beruak.

It will take the PCs approximately a half-hour to travel from the middle of Beruak to the cult house. When they are ready to investigate the house, read or paraphrase the following:

Pushing your way through the crowded docks, you slowly make your way to the far northwest corner of Beruak, an area known as the Gem Quarter.

Some of the Barrier Peaks dwarven clans that trade with merchants in Beruak refuse to go all the way to the docks, so they trade their wares - primarily precious gems - to kinsmen who are permanently settled in Beruak. These jewelers, primarily dwarves but also gnomes and a few humans, sell these gems in storefronts in the Gem

Quarter or use them to craft astounding pieces of jewelry. One or two taverns, shrines and other establishments are located in the Gem Quarter, but certainly far fewer than the relatively metropolitan dock area.

On the outskirts of the Gem Quarter, near the edge of town, there are a few new buildings that have been constructed as residences.

It is one of these residences that has brought you here, a two story cottage which you believe may be currently used by members of the Cult of the Daring Feat. Three steps lead from the street to the large wooden door that serves as a front entrance. You observe barred windows on both levels.

The streets around in front of and around this house are deserted at this time of day; most people are in the docks area conducting business. Therefore, there are no observers or innocent bystanders nearby and summoning the town watch (if the PCs are so inclined) takes 2 hours.

Note that PCs who are members of the Cult of the Daring Feat should be awarded a +5 circumstance bonus on Search and Disable Device checks against all the traps listed in this section. While they don't know all of the Cult's secrets, members are familiar enough with the Cult's methods and the circumstance bonus reflects that familiarity.

Depending on how much the PCs explore, it could take them anywhere from a half hour to 2 hours to explore the house.

Random Traps

The Cult of the Daring Feat is a strange group, and they have a curious habit of placing traps on innocuous or mundane items. A lone member, who wishes to surprise his or her colleagues with a new challenge, precipitates this on most occasions, though sometimes groups of Cultists conspire to place a trap, for example, on another member's favorite pair of boots.

Despite the often-deadly nature of these traps, no fatalities occur and these acts are viewed as light-hearted pranks. The PCs are not likely to view these traps in the same way. Once the PCs are inside the house, every time a PC decides to interact with an innocuous piece of dungeon dressing described in the Read-Aloud Text there is a 50% chance that it has been so trapped.

In the case that a trap is present, the judge is to select an appropriate trap from the list below.

All APLs (Each EL 1/2)

↗ **Alarm Trap:** CR 1/2; mechanical device, touch trigger; no reset; bells ring when triggered (nearby creatures make a DC -5 Listen check, modified by distance, to hear the bells); Search DC 15; Disable Device DC 15.

↗ **Hallucinogenic Powder Trap:** CR 1/2; mechanical device, touch trigger; no reset; fragile container of fine powder (Atk +5 melee touch, see false images for 1d3 rounds, DC 12 Fortitude negates); Search DC 15; Disable Device DC 15.

↗ **Itching Powder Trap:** CR 1/2; mechanical device, touch trigger; no reset; fragile container of fine powder (Atk +5 melee touch, itch constantly for 1d3 rounds, DC 12 Fortitude negates); Search DC 15; Disable Device DC 15.

↗ **Knockback Trap:** CR 1/2; mechanical device, touch trigger; no reset; heavy swinging weight makes a bull rush attempt as a Medium creature with 14 Strength; Search DC 15; Disable Device DC 15.

↗ **Musical Trap:** CR 1/2; mechanical device, touch trigger; no reset; small music box plays softly when triggered; Search DC 15; Disable Device DC 15.

↗ **Squirt of Oil Trap:** CR 1/2; mechanical device, touch trigger; no reset; stream of oil (Atk +6 touch, may stain clothing); Search DC 15; Disable Device DC 15.

↗ **Tripline:** CR 1/2; mechanical device, touch trigger; no reset; trip cord makes a trip attempt as a Medium creature with 14 Strength; Search DC 15; Disable Device DC 15.

↗ **Weapon Grabber Trap:** CR 1/2; mechanical device, touch trigger; no reset; bar or noose attempts to disarm a held object or weapon (Atk +6 as a Medium creature); Search DC 15; Disable Device DC 15.

Ambience

The house has no available indoor light source, and all the windows are painted black. Find out what the PCs are using for a light source before proceeding.

Window Entry

Adventurous PCs may be inclined to enter via a window. This is a particularly difficult approach.

The bars and shutters have the following characteristics. There is only enough space for one PC to assist on a Break check.

◆ **Iron Bars:** 1 in. thick; hardness 10; hp 20; AC 5; Break DC 27.

◆ **Steel Shutters:** 1 in. thick; hardness 10; hp 10; AC 5; Break DC 22; Open Lock DC 32.

As well, the iron bars are coated in a contact poison:

APL 2 (EL 2)

↗ **Iron Bars Smearred with Contact Poison:** CR 2; mechanical device; touch trigger (attached); manual reset; poison (illithid spinal fluid, DC 15 Fortitude save resists, 1 Int/1d6 Int); Search DC 19; Disable Device DC 19.

APL 4 (EL 3)

↗ **Iron Bars Smearred with Contact Poison:** CR 3; mechanical device; touch trigger (attached); manual reset; poison (sassone leaf residue, DC 16 Fortitude save resists, 2d12 hp/1d6 Con); Search DC 20; Disable Device DC 20.

APL 6 (EL 4)

↗ **Iron Bars Smearred with Contact Poison:** CR 4; mechanical device; touch trigger (attached); manual reset; poison (nitharit, DC 13 Fortitude save resists, 0/3d6 Con); Search DC 21; Disable Device DC 21.

APL 8 (EL 5)

↗ **Iron Bars Smearred with Contact Poison:** CR 5; mechanical device; touch trigger (attached); manual reset; poison (terinav root, DC 16 Fortitude save resists, 1d6 Dex/2d6 Dex); Search DC 22; Disable Device DC 22.

APL 10 (EL 6)

↗ **Iron Bars Smearred with Contact Poison:** CR 6; mechanical device; touch trigger (attached); manual reset; poison (dragon bile, DC 26 Fortitude save resists, 3d6 Str/o); Search DC 23; Disable Device DC 23.

APL 12 (EL 7)

↗ **Iron Bars Smearred with Contact Poison:** CR 7; mechanical device; touch trigger (attached); manual reset; poison (basilisk saliva concentrate, DC 26 Fortitude save resists, 3d6 Con/1d6 Con); Search DC 24; Disable Device DC 24.

Depending on which window the PCs come through, they will end up in the corresponding area indicated on the map.

Alternative Entry

The PCs may wish to bypass the traps on the front door and windows altogether by making their own entrance. In that case, the walls have the following properties:

☛ **Sturdy Wooden Walls:** 1 ft. thick; hardness 5; hp 90; AC 5; Break DC 30.

Interior Doors

All of the doors within the cult house share the following properties, although not all of them are currently locked:

☛ **Strong Wooden Door:** 2 in. thick; hardness 5; hp 20; AC 5; Break DC 23; Open Lock DC 25.

Location A: Front Door

The most obvious way to enter the house is through the locked front door. This is certainly the way any cult member enters, though they know the command words to speak to avoid the traps. Even if they forget the command words, they enter without fear; their skills at avoiding these types of things are just as the legends say.

The door has two traps; a first trap that is triggered by merely touching the door, and a second trap that is triggered by the door swinging open. These require separate Disable Device checks. Note that a PC is not counted as triggering any of the traps by merely searching, but the PC does trigger a trap by failing at the Disable Device check by five or more.

APL 2 (EL 2)

↗ **Poison Needle Trap:** CR 1; mechanical; touch trigger; manual reset; Atk +8 ranged (1 + poison); poison (greenblood oil, DC 13 Fortitude save resists, 1 Con/1d2 Con); Search DC 20; Disable Device DC 20.

↗ **Basic Arrow Trap:** CR 1; mechanical; proximity trigger; manual reset; Atk +10 ranged (1d8/x3, arrow); Search DC 20; Disable Device DC 20.

APL 4 (EL 3)

↗ **Fusillade of Darts:** CR 1; mechanical; touch trigger; manual reset; Atk +14 ranged (1d4+1, dart); multiple targets (fires 1d4 darts at each target in two adjacent 5-ft squares); Search DC 15; Disable Device DC 24.

↗ **Magic Missile Trap:** CR 2; magic device; location trigger; automatic reset; spell effect (*magic missile*, 1st-level wizard, 1d4+1, automatic hit); Search DC 26; Disable Device DC 26.

APL 6 (EL 4)

↗ **Flurry of Poison Needles:** CR 2; mechanical; touch trigger; manual reset; Atk +14 ranged (1 plus poison); multiple targets (fires 1d4 needles at each target in a 10-ft. by 10-ft. area); poison (greenblood

oil, DC 13 Fortitude save resists, 1 Con/1d2 Con); Search DC 15; Disable Device DC 24.

↗ **Magic Missile Trap:** CR 2; magic device; location trigger; automatic reset; spell effect (*magic missile*, 1st-level wizard, 1d4+1, automatic hit); Search DC 26; Disable Device DC 26.

APL 8 (EL 5)

↗ **Poisoned Arrow Trap:** CR 3; mechanical; touch trigger; manual reset; Atk +14 ranged (1d8/x3 plus poison, arrow); poison (giant wasp poison, DC 18 Fortitude save resists, 1d6 Dex/1d6 Dex); Search DC 24; Disable Device DC 15.

↗ **Scorching Ray Trap:** CR 3; magic device; location trigger; automatic reset; Atk +2 ranged touch; spell effect (*scorching ray*, 3rd-level wizard, 4d6 fire); Search DC 27; Disable Device DC 27.

APL 10 (EL 6)

↗ **Flurry of Poisoned Needles:** CR 4; mechanical; touch trigger; manual reset; Atk +19 ranged (1 plus poison); multiple targets (fires 1d4 needles at each target in a 10-ft. by 10-ft. area); poison (small monstrous centipede poison, DC 10 Fortitude save resists, 1d2 Dex/1d2 Dex); Search DC 24; Disable Device DC 24.

↗ **Lightning Bolt Trap:** CR 4; magic device; location trigger; automatic reset; spell effect (*lightning bolt*, 5th-level wizard, 5d6 electricity, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

APL 12 (EL 7)

↗ **Flurry of Poisoned Needles:** CR 5; mechanical; touch trigger; manual reset; Atk +19 ranged (1d4+4 plus poison, dart); multiple targets (fires 1d4 needles at each target in a 10-ft. by 10-ft. area); poison (black adder venom, DC 11 Fortitude save resists, 1d6 Con/1d6 Con); Search DC 24; Disable Device DC 24.

↗ **Phantasmal Killer Trap:** CR 5; magic device; location trigger; automatic reset; spell effect (*phantasmal killer*, 7th-level wizard, DC 16 Will save for disbelief and DC 16 Fortitude save for partial effect); Search DC 29; Disable Device DC 29.

Location B: Front Hallway

From the front entrance you find a narrow hallway that extends about twenty feet. A decorative rug runs for several feet on the floor and a curious coat of arms hangs on the left side of the hall, about fifteen feet in.

A PC that comes within 5 feet of the coat of arms can clearly see that it is a plain, white shield with a curious

rune on it. If they succeed at a Knowledge [history] or Bardic Knowledge check (DC 35) they can identify the marking as the Rune of Melkyor. Melkyor was a philosopher-priest who lived 400 years ago. Many of his teachings are long forgotten, but his principal belief was that spiritual enlightenment only comes at moments of great danger.

Furthermore, any PC who looks at the rune (which is every PC who passes by the coat of arms with their eyes open) must succeed at a Will save (DC 13 + APL) or be afflicted with 'Insanity – Curiosity Compulsion' on the Adventure Record. The compulsion takes one day before in completely takes hold of the PCs' minds - so those PCs failing the saving throw do not suffer the effects during this scenario.

The door to Location D is locked, but not trapped.

Location C: Stairway

Beyond the open door you see a narrow and ascending set of wooden stairs. A thin layer of dust coats the staircase.

These stairs lead up to the second floor landing (Location J).

Location D: Library

Beyond the door you see what appears to be some kind of study or library. Covering the southern wall are two sturdy bookcases that reach almost to the ceiling. A small table surrounded by comfortable looking chairs lies in the center of the room. A wooden flute lies on a music stand in the corner. Two well-made battleaxes rest on hooks on the wall to your left.

For inquiring minds, the books in the bookcase are mostly historical in nature. Holy texts for the six principle deities associated with the Cult of the Daring Feat (Brandoboris, Charmalaine, Fharlanghn, Norebo, Olidamarra, and Rudd) are also present. The two battleaxes and the wooden flute are all of masterwork quality.

At APL 8 only, this room contains a trap: a number of ceiling blocks are rigged to fall as soon as someone moves within 5 feet of the bookshelves.

APL 8 (EL 5)

↗ **Falling Block Trap:** CR 5; mechanical; location trigger; manual reset; Atk +15 melee (6d6); multiple targets (all targets in the room); Search DC 20; Disable Device DC 25.

If the PCs succeed at a Search check (DC 18 + APL), they find a hidden trap door in the floor. This DC is increased by 5 if the PCs are searching without touching anything – likely if they’ve already encountered random traps throughout the house.

The trap door is not locked or trapped. Opening it reveals a vertical tunnel leading downwards for about 10 ft. There is a ladder that leads downward.

The ladder is trapped. About 3 feet down is a touch trigger that causes a *disintegrate* spell to go off, targeted at the ladder. The ladder is counted as automatically failing its save and it simply disappears, causing the PC to fall to the ground below. The fall isn’t enough to harm a PC, but it is quite embarrassing.

All APL s (EL 1/2)

↗ **Disintegrating Ladder Trap:** CR 1/2; magic device; touch trigger; repair reset; no save; 10 ft. deep (0 damage, fall); multiple targets (first two targets on the ladder); Search DC 29; Disable Device DC 29.

Once the PCs reach the bottom of the ladder, proceed to Encounter 5.

The doors to areas B and E are locked, but not trapped.

Location E: Conservatory

The first thing you notice about this room is a broken chandelier, covered in spots by melted wax and lying in a tarnished heap in the center of the room. A broken spot in the ceiling above shows where the chandelier may have once hung. Placed against one wall, as if in storage, is a large harp - about 6 feet in height.

The harp is masterwork, but in a serious state of disrepair.

At APL 6 only, this room contains a trap: a scythe poised to spring from the ceiling. It targets the PC nearest the center of the room when that individual comes within 5 feet of that point.

APL 6 (EL 4)

↗ **Ceiling Scythe Trap:** CR 4; mechanical; location trigger; automatic reset; Atk +20 melee (2d4+8/x4 scythe); Search DC 21; Disable Device DC 18.

The doors to Locations D, H, and G are locked, but not trapped.

Location F: Discarded Campsite

This room contains four simple sleeping bags that seem to have had their last use ages in the past. The floor is scattered with debris and detritus, including pieces of weapons and armor, most of which appear broken at first glance.

At APL 12 only, this room contains a truly dangerous trap: when the Cult of the Daring Feat purchased this house in Beruak, they began digging a secret passage underneath it. They adjourned for an evening, and upon returning found that a gelatinous cube had taken up residence in their pit. They tried unsuccessfully to exterminate the trapped vermin, before deciding that it would make a great waste disposal system – and an even better trap. They abandoned work on that tunnel, and proceeded to excavate a new one below the library.

Amongst the interesting-looking items in the room is a short sword, engraved with a few authentic-looking runic characters. The sword is actually placed upon a very sensitive trigger – even the slightest touch will activate the trap. A heavy PC can even disturb it by simply walking near it. PCs will likely be searching and ransacking the room when they trigger the trap. Make note of which PCs are assisting on any Search attempts, as they are most definitely in the room.

The floor in the room is covered by a *silent image* that looks exactly like the floor, but without the seams of the trapdoor, making the trap difficult to detect. When the trap is set off, all PCs in the room are unceremoniously dumped into the pit below. If a PC is right next to the doorway out of the room, they may attempt a Reflex save to jump clear. Anyone else is out of luck as the walls are featureless, and have nothing to grab on to.

Fortunately, the PCs do not take any damage from the fall, as their landing is cushioned. Unfortunately, that cushion is a gelatinous cube. Victims that fall into the cube from the trap above plunge deep within the cube’s body, are automatically engulfed (taking 1d6 damage plus 1d6 acid damage, as such), and must immediately make saving throws versus the cube’s paralyzing effect.

Escape or rescue from the cube is a difficult proposition. Engulfed inhabitants are considered to be grappled. The *silent image* above may make recognition of the trap difficult to survivors. Finally, a previous meal was carrying a *stone of silence*, which is still in effect – its radius reaches just up to the bottom of the trap door, making spellcasting and cries for help difficult,

APL 12 (EL 6 + 1 situational)

↗ **Pit Trap:** CR 5; mechanical; location trigger; DC 24 Reflex save avoids (special, see above); 20 ft. deep (no damage, fall); multiple targets (affects everyone within the room); Search DC 35; Disable Device DC 35.

👉 **Gelatinous Cube:** hp 62; see *Monster Manual* page 201.

Location G: Wine Room

This room contains a small pile of broken glass and metal lying in a pile in the center of the room. A series of shelves covered by glass doors are built into one of the walls. Sitting on the shelves are a number of bottles. Otherwise this room is empty.

The bottles are marked with labels describing various fine wines. In actuality, the bottles all contain various poisons. If any PC tries to drink the contents of the bottle, then they instead enjoy the effects of the dire poison within:

All APLs

↗ **Poisoned Wine:** ingested; poison (dissolved dark reaver powder, DC 18 Fortitude save resists, 2d6 Con/1d6 Con+1d6 Str).

The door to Location E is locked, but not trapped.

At APL 2 only, this room contains a trap: brown mold has been allowed to grow within the wine cabinet, keeping the wine well chilled. Any PC that opens the cabinet or lingers nearby once it is opened is affected.

APL 2 (EL 2)

↗ **Cabinet of Brown Mold:** CR 2; mechanical; touch trigger; automatic reset; 5-ft. cold aura (3d6, cold nonlethal); Search DC 22; Disable Device DC 16.

Location H: Rear Hallway

This room is a wide hallway, with four doors leading off of it. A rug lies near the center of the chamber - seemingly made from the pelt of some dark-furred feline. An odd painting hangs from the back wall.

The rug, if anyone is curious, seems to have been taken from a large, six-legged panther with bluish-black fur and tentacles extruding from the back. Any PC who can succeed at a Knowledge [nature] check (DC 21) can correctly identify the creature as a displacer beast. However, if the PCs succeed at an Appraise check (DC 25) they note that this displacer beast rug is, in fact, a cleverly crafted fake.

For PCs who wish to investigate the painting, read or paraphrase the following:

This painting depicts a very curious scene - a group of individuals all seated around a round green table. Around the table there is a tall-looking human man with coppery-skin wearing fine looking chain armor, a stunning Suel woman dressed in a beautiful gown, a blonde-haired halfling woman garbed in yellow and green, a handsome elven male, a stern looking dwarf, and a gnome with a funny looking hat. They all appear to be engaged in some kind of strange game of chance involving cards.

If the PCs study the painting and succeed at a Spot check (DC 10) they notice that the gnome is cheating. Furthermore, PCs who study the painting and succeed at a Knowledge [religion] check (DC 15) may identify the figures playing cards in the painting as representing Heironeous, Wee Jas, Yondalla, Corellon Larethian, Moradin, and Garl Glittergold.

The door to Location E is locked, but not trapped.

At APL 4 only, this room contains a trap: a razor sharp pendulum that strikes at the first person to approach the center of the room.

APL 4 (EL 3)

↗ **Ceiling Pendulum:** CR 3; mechanical; location trigger; manual reset; Atk +15 melee (1d12+8/x3, greataxe); Search DC 15; Disable Device 27.

Location I: Broken Barrels

You immediately notice the half-dozen broken barrels turned on their side on the floor of this room. The floor is covered in a thin layer of water.

At APL 10 only, this room contains a trap: a device which fills the room with water. The trap is triggered as soon as a PC enters the room. This first thing that happens is the door slams shut, preventing escape. Immediately after this a hidden spigot begins spewing water into the room, filling it completely in 3 rounds.

PCs can attempt to escape through the window or by breaking through the door or walls; all are described above.

If the trap is sprung, please refer to *Appendix 2 – Underwater Combat Rules*.

APL 10 (EL 6)

↗ **Water-Filled Room:** CR 6; mechanical; location trigger; manual reset; multiple targets (all targets within the room); never miss; onset delay (3 rounds); water; Search DC 24; Disable Device DC 24.

Location J: Second Floor Landing

At the top of the stairs is a locked door. Right in front of the door is a pit trap that is activated by a PC standing in the 5-foot square in front of the door. The trap is not deep enough to cause injury, but there is another concern - once the trap is activated then breaking down the door or picking the lock becomes impossible, unless the PC can somehow hover in the adjacent square or find a similar way to gain leverage. Note that PCs must be searching the square in front of the door to locate the trap; once the PC occupies that square it is too late.

All APLs (EL 1/2)

↗ **Annoying Pit Trap:** CR 1/2; mechanical; location trigger; manual reset; DC 20 Reflex save avoids 10 ft. deep (no damage, fall); Search DC 24; Disable Device DC 24.

Location K: Training Room

This room is huge, taking up the entire level. Much of the floor here is covered with thick cloth padding.

In one corner, suspended from the ceiling are two iron rings hung by thick iron chains. Against one wall is a long and narrow wooden beam, suspended 5 feet from the floor by slender supports on either end. Against another wall is a row of about a half-dozen suits of well-worn armor of varying sizes, ranging from gnome-size to ogre-size. Each set of armor has been damaged, leading you to think they have been set-up as practice dummies.

The ceilings in this room are 20 feet from the floor. The rings are suspended 5 feet from the ceiling.

PCs who wish to suspend from the rings must first make a Jump check (DC 8 for Medium characters, or DC 32 for Small characters) and then a Climb check (DC 15) for each round they are wish to be suspended.

PCs who wish to walk on the balance beam must succeed at a Balance check (DC 15) to keep from falling. The balance beam is 25 feet long and 6 inches wide. It is five feet off the ground.

If the PCs investigate the suits of armor, read or paraphrase the following:

Examining the suits of armor, you note that they seem to be propped up by wooden planks allowing them to stand upright. You are mildly surprised when one of the suits of armor turns to you and speaks.

This suit of armor is not actually a suit of armor at all, but a nimblewright named Kato. A nimblewright is a kind of construct similar to a golem. Unlike most other constructs, a nimblewright is possessed of intelligence and has a distinct personality that makes it capable of intuitive thought and responses. A nimblewright is created from a hollow, humanoid shell that is made of flexible precious metal alloys; it resembles a full suit of armor. To this shell is bound an unwilling spirit from the Elemental Plane of Water through a magical process that subjects it to the will of its creator.

Kato serves the Cult of the Daring Feat as a particularly deadly sparring partner. When instructed, Kato will attack its owners with deadly prowess. Kato's signal to stop attacking is when an opponent says that he or she will repair Kato. Kato has a very competitive personality, and it will sometimes attack Cultists without being instructed – a fact that delights its thrill-seeking masters. Kato has been instructed not to leave this room, and he will not.

The Cult of the Daring Feat is usually very diligent about keeping Kato in good repair. However, their recent mission to bring Larrangin into Bissel has distracted them from their normal routine. So Kato has gone more than a week without visitors. Kato is currently damaged, and when it sees the PCs, it assumes they are members of the Cult of the Daring Feat. Note that Kato knows its creators as the 'Scions of Melkyor', it has no idea who the 'Cult of the Daring Feat' is.

Kato first speaks to the PC or PCs who were investigating the various suits of armor. It says only "Repair." Regardless of how the PCs respond Kato's second statement will be a question: "Will you repair Kato?"

If the PCs' answer is anything other than "Yes" then two rapier-like blades will extend from Kato's arms and it will attack. Have everyone roll initiative and skip to the combat description below.

If the PCs' do say that they will repair Kato, then he will not attack just yet. PCs will have a chance to interact with Kato; examples of questions and answers are listed below. After five minutes of interaction, there is a 25% chance that he will attack the PCs anyway.

What are you? "***I am Kato.***"

Who are you? "***I am Kato.***"

What are you doing here? "***I have standing orders to attack and kill the Scions of Melkyor.***"

Who are the Scions of Melkyor? "***They are my creators.***"

Come leave with us. *“I cannot leave, I must wait for the Scions.”*

Who repairs you? *“The Scions repair me. Then I wait until it is time to kill them.”*

How are you repaired? *“Sometimes the Scions repair me with tools. Sometimes they use magic. I like magic.”*

We are the Scions. We’re commanding you to leave with us. *The creature’s only response is extending its rapiers and leaping to the attack.*

APL 2 (EL 3)

☛ **Kato:** medium animated object; hp 50; See Appendix 1.

APL 4 (EL 5)

☛ **Kato:** large animated object; hp 90; See Appendix 1.

APL 6 (EL 7)

☛ **Kato:** nimblewright; hp 95; See Appendix 1.

APL 8 (EL 9)

☛ **Kato:** advanced nimblewright; hp 155; See Appendix 1.

APL 10 (EL 11)

☛ **Kato:** advanced nimblewright; hp 195; See Appendix 1.

APL 12 (EL 13)

☛ **Kato:** advanced nimblewright; hp 255; See Appendix 1.

Tactics: Kato lives to fight and thus fights without holding back. It will start out using its Expertise feat to subtract two from its attack roll and add two to its Armor Class, adjusting this figure during combat to respond to how well the PCs are hitting it and how well it is hitting the PCs. Kato will not stand around and allow PCs to repeatedly use their full attacks on it - it will Spring Attack to prevent this.

At higher APLs, Kato will begin combat by taking advantage of its Quicken Spell-Like Ability feat to *haste* itself as a free action. It will then make use of the Improved Combat Expertise feat, which allows it to subtract up to its full Base Attack Bonus and add it to his Armor Class. Kato will not activate its defensive Spell-like abilities (*Entropic Shield*, *Cal’s Grace*) unless it feels it has to, or it has the option of activating them as free actions. If surrounded, Kato will Whirlwind attack on the PCs.

PCs are free to use the environment to their advantage. A PC suspended from the rings is out of Kato’s reach (even when he is Large size at higher APLs). PCs attacking Kato from the balance beam count as being on higher ground (+1 on melee attack rolls). Of course, Kato can easily navigate the balance beam and may use it for higher ground, if given the opportunity.

PCs who defeat Kato can take his body for their treasure. The body weighs 500 pounds and is worth 50 gp per APL.

Treasure

APL 2: L: 100 gp; C: 0 gp; M: 0 gp.

APL 4: L: 200 gp; C: 0 gp; M: 0 gp.

APL 6: L: 300 gp; C: 0 gp; M: 0 gp.

APL 8: L: 400 gp; C: 0 gp; M: 0 gp.

APL 10: L: 500 gp; C: 0 gp; M: 0 gp.

APL 12: L: 600 gp; C: 0 gp; M: 0 gp.

ENCOUNTER 7: TEA AND HEY!

There is a tunnel underneath the Cult of the Daring Feat’s House in Beruak, leading to a secret meeting room. The tunnel is rough hewn stone and is five feet wide and four feet high; taller characters will have to crouch.

When the PCs are ready to explore the tunnel, read or paraphrase the following:

This narrow tunnel continues its made from roughly hewn stone, and is very damp. It continues for about 150 feet before terminating at a heavy wooden door.

The door is trapped. It is rigged to cover the PC opening the door in colorful dust. In all regards, this is identical to a *glitterdust* spell with the targets automatically making the Will save.

All APLs (EL 1/2)

↗ **Glitterdust Trap:** CR 1/2; magic device; proximity trigger; no reset; spell effect (*glitterdust*, 3rd-level wizard, Will save automatic); Search DC 27; Disable Device DC 27.

When the PCs open the door, read or paraphrase the following:

Beyond the door is a small twenty-foot by twenty-foot room, brightly lit by candles sitting in glass globes of various colors. In the center of the room is a large wooden table that is set with a half-dozen place settings. There are empty cups resting on saucers, a finely-decorated teapot, some clean

plates, and a large plate on which rests a delicious looking cake.

Each place setting has a chair in front of it, and in one of these chairs sits a light-haired halfling woman. She is garbed in simple silver and blue robes and smiles invitingly. "Welcome neophytes," she exclaims warmly. "You have passed through the rigors, and it is with privilege that I, Salisa Tallowburn, be the first to welcome you on your journey toward membership in our fine organization. Please sit; I will pour you some tea. Would you like some cake?"

Salisa serves the Cult of the Daring Feat as an official greeter. This means she counsels aspiring members of the Cult on issues with membership and often serves as the mouthpiece for the Cult when dealing with other groups. She is welcoming, polite, gregarious, disciplined and selfless. She is quite knowledgeable, and genuinely wants to answer the PCs questions as well as make them as comfortable as possible. She is the consummate hostess, and will ask several times if the PCs want more cake, or if their tea is hot enough, etc. Toward the PCs, Salisa begins with a Friendly attitude.

It is very likely that PCs will be mistrustful of Salisa. If any particular PC doesn't want to sit down, or drink any tea or eat any cake then Salisa will take it as a personal insult. Her attitude will be Indifferent toward the offending PCs. Note that Salisa's White Mask tattoo makes her immune to *detect thoughts*, *detect lies*, and any magical means of detecting her alignment.

Observant PCs can get an idea of Salisa's capabilities as she serves them tea and cake:

Spot Check DC 15+APL: *As Salisa pours tea into your cup, you note the image of a bat tattooed just above her right wrist.*

Spot Check DC 20+APL: *As Salisa turns to serve cake to the comrade opposite to you on the table, you notice the tattoo of a butterfly on the left side of her neck. This tattoo seems to be usually covered by her long hair.*

Spot Check DC 25+APL: *Just before Salisa takes her seat, you notice the tattoo of a white mask just below her navel as her tunic lifts over the midriff and then settles back as she sits.*

Canny PCs can get quite a bit of information from Salisa if they are polite. She will give them quite a bit of information as long as she believes they are aspiring members of the Cult of the Daring Feat.

If Salisa becomes aware that the PCs are not aspiring members of the Cult, then her attitude automatically shifts to Indifferent. In this case she will not voluntarily give away any information.

PCs who are deliberately rude to Salisa will risk shifting her attitude toward Unfriendly. She will tolerate boorishness in one, possibly two PCs, as long as the rest of the group is on their best behavior. If the offending PCs continue to be obnoxious, then she will remind them all that they are her guests and should behave as such. She will only issue one such warning. If the rude behavior continues then she will use her Cape of the Mountebank to leave the area and this meeting will be over. The PCs will have to be satisfied with whatever information they received from her before they drove her off.

Some likely questions and answers are given below. Tailor Salisa's responses depending on her current attitude toward the PCs.

Why are you trying to kill us? *"I have no intention of killing you, quite the contrary actually. I want you to succeed and excel in your time with us."* [If Friendly in attitude, may volunteer information that answers the questions "What's up with all the traps?"]

What's up with all the traps? *"Oh, those piddling things in the house. Even a child could get past those. Believe me, we didn't put those traps there for security. If we had security in mind, then we would have designed much more potent traps for the house. No, those traps are simply for fun."*

You think deliberately walking into traps is fun? *"Why yes, don't you?"*

What is your function in the Cult of the Daring Feat? *"I am the official greeter, which means I tend to the initiates and neophytes in our group, counseling them on ways to ply their various trades. I also represent our group in dealings with other organizations or patrons."* [If Friendly in attitude, may volunteer information that the Cult of the Daring Feat recently succeeding at a lucrative job for someone very important. She will not name this important person.]

As initiates in the Cult of the Daring Feat, what is expected of us? *"New members are required to pay a modest fee to help our group's operating costs. We also require your attendance at special conclaves. There we impart knowledge and hone our skills, something I sense you are eager to do."*

What are is your training regimen like? *"Well, our training practices are quite complicated but I can give you a*

simple outline. Our training requires much deep meditation. It may seem backward to assert that meditation, which forces one to block out outside stimulus, helps to sharpens one's perceptions – but we find this to be true. Our physical training is quite demanding, we often spar against each other, constructs we have designed, or even captured beasts. We also have a maze of our own design hidden in the Lorridges, which contains many traps and dangers against which we practice. Often our more zealous members spar or run the maze in complete darkness, their need for vision is minimal since their other senses are so finely tuned."

Why is the group called the Cult of the Daring Feat? *"That was a name given to us, but it seems appropriate and we all have a good sense of humor about it. Some less perceptive peoples think that because we are called a Cult we are slaves to an extraplanar evil, but this is not the case. The only thing we are slaves to is the ever allure of danger."* [If Friendly in attitude, may volunteer this information: *"In house we prefer to be called The Scions of Melkyor."*]

Who leads the Cult of the Daring Feat? *"Operations and interactions of behalf of the group are overseen by a council of elite members. Otherwise members are free to do as they please. However, sometimes when we are contracted to do a specific job a small number of us will organize into a cell, with a specific command structure within that cell. That helps us do our job better."*

What was that weird rune near the entrance? *"That was the Rune of Melkyor."* [If Friendly in attitude, may volunteer information that answers the question "Who or What is Melkyor?"]

Who or What is Melkyor? *"Melkyor was a great man who lived many generations ago. He was a priest, a poet, a philosopher and a prophet. Little is known about him beyond that, but his teachings survive in obscure tomes and ancient scrolls. I could in no way summarize the great wisdom of this man, but his central teaching is that spiritual enlightenment only comes at moments of great danger."* [If Friendly in attitude, may volunteer information this information: *"In house we prefer to be called The Scions of Melkyor."*]

Who are the Scions of Melkyor? *"We are. That is, in public we are known as the Cult of the Daring Feat, and to each other we are called the Scions of Melkyor."*

Did you know you have a psycho robot in your attic? *"You must be referring to Kato. It is quite useful to practice combat techniques, but I'm afraid we've*

neglected it of late. Was it in need of repairs when you encountered it?"

We killed Kato. *"That is unfortunate. It was quite expensive to build."*

Did you recently make a purchase from Verdeek the alchemist? *"I did, he is a very pleasant gnome."* [If Friendly in attitude, may volunteer information that answers the question "Why did you purchase the things you did?"]

Why did you purchase the things you did? *"Those items were needed for a task we recently and successfully completed."* [If Friendly in attitude, may volunteer information that answers the question "What was the nature of this task you recently and successfully completed?"]

What was the nature of this task you recently and successfully completed? *"I am not at liberty to discuss the particulars, but I will tell you that we were hired to act as guides for someone who needed to travel a long distance."* [If Friendly in attitude, may volunteer information that answers the question "Who is it that needed to talk to Jasmine so urgently?"]

What sorts of tasks do you normally do for others? *"The nature of our skills are well known, and sometimes we are paid to do what I would call rather mundane things that other people would regard as extremely dangerous."*

We have a letter for you. *"Oh thank you."* [If Jasmine's letter is unopened, then Salisa will open it, read it, and then fold and place the letter in a belt pouch. If Jasmine's letter has been opened then Salisa will lecture the PCs on politeness and respecting someone's privacy. This will cause her attitude to shift one degree in a negative direction.]

Why did one of your members crash Baroness Besselar's and Baron Rashedra's feast last night? *"One of our members was hired, as an individual, to deliver a message to Baroness Besselar from someone very remorseful in his absence."*

Who is it that needed to talk to Jasmine so urgently? *"Well, without naming names of course, say there was person who was widely disliked throughout the March, but wanted to improve his reputation. He would need some help in this, and said disliked individual thought that Baroness Besselar would be best able to help, as well as possibly being sympathetic to his plight, or at the very least open hearing out his desperate story. Said disliked individual, having been so pleased with how we were able to bring him into Bissel without*

detection, decided to contract one of us to deliver a message for him. More tea?" [Salisa says a little too much than she should have here, but she is rightly proud of her group's accomplishments in this matter.]

Have you been working for the former Margrave, Larrangin? If we had, we never would admit to it.

Where is your employer right now? "Oh somewhere safe." [If Friendly in attitude, may volunteer to take the PCs to this location.]

If this PCs want to be taken to her employer (i.e. Larrangin's hideout) and she is currently at a Friendly attitude, then she will do exactly that. If not, then it will require a Diplomacy check (DC 15 if she is currently Indifferent to any of the PCs, or DC 25 if she is currently Unfriendly).

Alternatively, if the PCs are emphatic about being taken to the Cult's mystery patron, Salisa will suggest that if they can beat her at a game of her choosing then she will take them. If the PCs accept this option, then read or paraphrase the following:

Salisa flips a hidden switch that opens a heretofore-unnoticed secret door. Stairs lead up and sunlight pours into what was otherwise an oddly lit room. She leads you up the stair to an open field. Beruak can be seen nearby to the east, and to your west is a magnificent view of the Barrier Peaks. Salisa finds a stick on the ground and tosses it in front of you. "You stay on that side of the stick until the game begins," she instructs. She then walks about thirty feet away to a tree stump. From a belt pouch she produces a curious item, a small glass tube that has wooden discs on either side. The glass tube is tapered in the middle and on one side there is a small amount of sand. "When I turn this over," Salisa shouts, "It will take one minute for the sand to drain from the top of the tube to the bottom. In that time you have to tag me three times. If I tag one of you three times then you're out of the game. No weapons or magic. Ready?"

When the PCs indicate that they are ready, have everyone roll initiative. Salisa will immediately activate a few of her magical tattoos, and will employ her Improved Combat Expertise feat while fighting defensively, giving her a touch AC of 43. She will wade into combat and make touch attacks against PCs with a +3 bonus.

As you can see, succeeding at this game should be incredibly difficult. If the PCs win, then Salisa will praise their skill and take them to Larrangin's hideout.

If the PCs lose, then Salisa will not gloat, but will congratulate them on a well-played game. Her attitude will shift one step towards Friendly for the purpose of the above-mentioned Diplomacy check.

Once Salisa agrees to take the PCs to Larrangin's hideout, proceed to Encounter 8.

All APLs

♀ **Salisa Tallowburn:** Female Halfling (lightfoot) Mnk6/Tattooed Monk5/Thief Acrobat5 (Bluff +16, Sense Motive +16); AL CN; hp 94.

ENCOUNTER 8: WAITING IN THE WINGS

Traveling from Beruak to Larrangin's hideout, a cave in the foothills of the Barrier Peaks, takes approximately 45 minutes. While humanoids will not have problems making this trip, mounts (and centaurs) will have a difficult time ascending the steep slope of the trail. When the PCs are ready to follow her, read or paraphrase the following:

You have decided to follow Salisa to the location of her group's mysterious employer. The halfling woman leads you and your group into the woods at the base of the ominous Barrier Peaks. The forested area here slopes up at steep angles, and the walking here is quite difficult. After a few miles, you come to an open cave entrance. Salisa turns and smiles brightly. "I think you're going to like this," she says cheerfully. "As we travel through the cave there are a few hidden fonts of flame, a few very large rocks rigged to fall, and a hidden trigger that casts a nasty death spell. They're all almost guaranteed to be fatal. It'll be really fun. Are you ready?"

If PCs balk at the traps listed, and tell Salisa, "Thanks but no thanks. Is there a way we can turn off the traps?" then Salisa will pout for a short moment before triggering a hidden switch near the entrance of the cave that turns off the traps.

Even if the PCs don't think to have the traps deactivated, Salisa will handle them... but let them sweat it out anyways.

Salisa leads you through the cave, narrowly avoiding a few pitfalls, before coming to a large, natural chamber that appears to have had recent habitation. Several bedrolls lie around the floor of the cave and the smell of recently cooked food lingers in the air. Light is provided by a fire carefully placed within a ring of small stones in the center of

the chamber. Seated near is fire is a halfling man who appears to be reading by the firelight.

"Greetings Arlo," cries Salisa, "It is well to see you this day!"

"Salutations and welcome," replies the halfling man, apparently named Arlo. "It is with unmixed pleasure that I view your visitation, but prithee, who are these other you have brought."

"Ah," replies Salisa, "These are some nice folk who much desired to meet with our most illustrious charge. Pray, where is our charge now."

Arlo nods and laughs once to himself. "It is unfortunate that your friends here did not come by several hours ago. You see, our charge was becoming more and more agitated. It seems that he much preferred to be out and about instead of hiding in this cave. I think he wished to attend an evening wedding of some close friends."

"Well, that is understandable," replies Salisa, "Weddings are the happiest of all wonderful and happy occasions that come immediately to one's mind."

"And lots of great food," adds Arlo, "Do not, my dear sister, forget the great and wonderful food."

"Believe me dear brother, I have not forgotten," replies Salisa, "But again, you have not finished your tale regarding the current whereabouts of our impatient but nonetheless eminent charge."

"You are, of course, right as usual Salisa," replies Arlo. "As I stated, much earlier our charge was quite agitated, and very much wished to attend the upcoming nuptials to which I just referred. So our charge convinced Calaran..."

"Calaran!" interrupts Salisa.

"Why yes, Calaran," replied her brother, Arlo. "And if you don't mind, would you please not interrupt again. It is quite unlike you, dear sister, for you are ever and always so polite in most cases."

"Yes, of course Arlo," replies Salisa, "You shame me with your reproach. Will you not forgive me for my curiosity in this matter?"

Arlo and Salisa will now continue with the following lengthy dialogue. Continue reading it until the PCs, annoyed with its length, decide to interrupt you.

ARLO: "Naturally I forgive you. Curiosity is a virtue I hold dearly, as you know. But again, to my narrative: Calaran accepted, with a little convincing and the promise of extra pay, to safely guide our

charge to this marriage ceremony that he was so keen on attending.

SALISA: "My, how impetuous some people can at times be."

ARLO: "Yes, it is quite wondrous. I would have gone myself were I not thusly engaged with the reading of this book."

SALISA: "Ah, you have once again piqued my curiosity dear brother. Prithee describe this book that you are so enamored with that you would turn down the opportunity for danger and excitement."

ARLO: "Well, this book has quite a bit of all of that and more. Quite useful on the information front this is. The book is entitled "Marine Life of the Nyr Dyv."

SALISA: "An academic treatise! This is most surprising dear brother. Who wrote this book and how did you come by it?"

ARLO: "As to the latter, I was traveling through the Misty Hills for to the east of here and came across the camp of a few amiable fellows. They were quite amused with the stories I told, though they themselves were quite taciturn as to their own origins. We shared a camp, and I only thought it fair that in exchange for my stories I borrow one of their books, for amusement. As to the former, this book appears to have multiple authors and was commissioned, in very official fashion it appears, by the Royal Explorer's Society of Keoland. Quite interesting, wouldn't you say?"

SALISA: "Oh my yes, please do go on. I wait with baited breath to hear your review of the contents of this book."

ARLO: "Well sister, it is a most diverting and factually interesting tome describing the various creatures one might encounter underneath the waves of the Nyr Dyv. May I read for you an excerpt?"

SALISA: "Oh could you? It would be so thrilling to learn something on this subject. And mother always said you had the most pleasant of speaking voices, a sentiment I must agree with."

ARLO: "Why thank you, you flatter me with your sentiments. Now, here is a particularly interesting passage taken from page twenty-one of this masterpiece. And I quote: 'The deepest explored portions of the Lake of Unknown Depths harbor a great number of species, many of which are still unknown. The greatest delves into the darkness

have gained us extraordinary information – that entire life cycles of life happily survive together without influence from our surface world. Since there is no known authoritative inventory of the fauna of the depths, our studies must be conducted with the results of these expeditions. Although a young science, the methods used by these intrepid explorers to catalog the creatures of the underwater deadlands has produced results of satisfactory potential. Looking at these results, early archivists rushed into the assumption that the lake depths were no more populated than a river bed.’ I say dear sister, isn’t ‘riverbed’ customarily shortened to one word?”

SALISA: “I am not exactly sure, but I trust your instincts on this. In fact, as I ponder the matter further I am more convinced that you are correct: I believe riverbed is, in fact, customarily shortened to just one word.”

ARLO: “As I suspected. These Keolanders have a little trouble with their writing, do they not?”

SALISA: “That I cannot comment on. Everything I have heard runs contrary to that statement.”

ARLO: “Nonetheless, I hold the evidence right here. Of course, one little grammatical mistake is forgivable, especially on a disputed subject such as this matter on whether ‘riverbed’ is one word or two words. Shall we read further to discover if any more such mistakes occur?”

SALISA: “I am, as you, enthralled by this subject matter. Please continue.”

ARLO: “Now then, where was I? This bit about the riverbed I do believe. And I quote: ‘...early archivists rushed into the assumption that the lake depths were no more populated than a river bed. In modern times, we realize that each exploration is but a single ridge, in a mountain range of underlake life. The third recorded expedition into the Nyr Dyv, for example, explored a single overhang, where a large plate of stone stretched from a stable flooring out into open waters. No fewer than ten kinds of beast were discovered living within this domain. Obviously, to assume those ten creatures to be the only inhabitant of the lake would be folly. A much safer – and more scientifically accurate – statement would certainly be to state that we know of a number of species noted in each individual expedition, but that our understanding ends there.’”

SALISA: “Quite thrilling, I must say. Do you believe it is true?”

ARLO: “Do I believe if what is true? That explorer’s have just scratched the surface on their understanding of the manner and nature of the various creatures that inhabit the area far below the surface of the Nyr Dyv?”

SALISA: “No, you silly. I was speculating on the greater mystery here. You know, whether or not the ‘Lake of Unknown Depths’ is really all that. A lake that has no bottom.”

ARLO: “That is quite a speculation dear sister. Most people agree that it is a question that cannot be answered. Those curious doublings who sail the rivers and lakes, the Rhennfolk I believe they are called, from what I know they believe emphatically in the Nyr Dyv and even claim that the lake possesses mystical powers. I have even heard of one account that claims that the Nyr Dyv contain, far below its surface, a portal continuously open to the Elemental Plane of Water. If that were true, then it would certainly be possible that the Lake’s depths do not, from a certain standpoint, ever end.”

SALISA: “When we’re done with our business in Beruak, we should travel to the Nyr Dyv. I’m sure we could discover the mysteries of the lake better than any stuffy old academics.”

ARLO: “That is a most excellent proposition. I believe we have several members within our group who have explored the depths of the Nyr Dyv. They may be able to offer some advice.”

SALISA: “It is most fortuitous that you have found this book Arlo! I am so looking forward to viewing first-hand the plethora of underlake life described in that most meager of passages that you have just read to me. I very much wish to read this book with the utmost haste.”

ARLO: “You will have to wait until I have finished dear sister. Besides, as I have just alluded to, accounts of the Nyr Dyv are not limited to this very tome that has entertained you so greatly. Why Calaran just earlier described to me a race of elves that lives comfortably underneath the waves. Sea elves, I believe he called them.”

SALISA: “Delightful! The wonders of this place seem as unfathomable as the depths claim to me. I so wish to meet with these sea elves, I am sure they are very pleasant folk indeed. In fact, it leads me to speculate on whether or not there are aquatic versions of our people. What do you think Arlo?”

ARLO: “Aquatic hobniz? It is a most intriguing theory. I suppose if there are such things as aquatic

elves then it would certainly be within the realm of all possible possibilities that there could be aquatic versions of us. Perhaps two of them are sitting in some watery cave right now, discussing on the possibility of folk like them, who live upon the surface of the land."

SALISA: *"I am certain they would be the most pleasant of folk, we just have to find a way to reach them."*

ARLO: *"No doubt we are more than capable to do exactly that."*

SALISA: *"This is most exciting Arlo! I will take up this matter at the very next meeting of the council. Perhaps we will be able to leave at summer's end, before it becomes too cold."*

ARLO: *"I see that as a distinct possibility. Well, if there is nothing further, I shall return to my reading without further delay."*

SALISA: *"Of course. Please accept my most humble apologies for disturbing you in the middle of such a wondrous narrative."*

ARLO: *"No apology is required dear sister. As I stated before, it is with unmixed pleasure that I shall remember this conversation, as I do with all of our conversations."*

SALISA: *"It is well to hear. Well I shall thither to Beruak, and ponder the Nyr Dyv as I go."*

ARLO: *"Fare thee well, sister."*

SALISA: *"Farewell, Arlo."*

After the dialogue, Salisa turns to leave. Presuming the PCs have interrupted her conversation with Arlo, both Salisa and her brother will be polite and sociable. Neither one will disclose the name of their employer under any circumstances. If asked about Calaran, Salisa will explain that he is a member of their order - a male elf matching the description of the elf whom appeared in Encounter 1.

At this point, the PCs should at least have gotten that the Cult of the Daring Feat's employer, whoever he may be, is headed for the Besselar/Rashedra wedding. This is enough information for the PCs to want to head back to Calpius' Craft and report in.

All APLs

🧝 **Arlo Tallowburn:** Male Halfling (lightfoot) Rog7/Dungeon Delver5 (Bluff +12, Sense Motive +11); AL CN; hp 82.

ENCOUNTER 9: REPORTING (OR RE-'PORTING)

Depending on the PC's chosen mode of transportation, they will be arriving in Calpius' Craft early, just in time, or late for the ceremony.

Dimensional Travel

If the PCs use magic such as *teleport* or *plane shift* to return to Calpius' Craft, special circumstances are invoked. On the day of the wedding, Baroness Besselar and Baron Rashedra have commissioned the casting of a powerful abjuration that will prevent dimensional travel. This ward is intended to prevent any of Evard's forces from suddenly ambushing a gathering of Bissel's most prominent nobles. It will also mess with any PCs who are casting such dimensional travel magic.

Read or paraphrase the following text for PCs who employ such methods to return to Calpius' Craft.

You feel a sudden wrenching feeling. The experience leaves you feeling sickened. Just as the vile and stomach-turning sensation becomes unbearable, it ceases and you appear on a forested path. Your immediately recognize that you have arrived somewhere other than your destination. It seems that somehow, your spell has been interfered with.

PCs will probably want to use Spellcraft or Knowledge [arcana] to figure out the cause of this disturbance. Unfortunately, all they can learn on a successful check (DC 10 for either skill) is that there are magical effects that can abort dimensional travel, and they've apparently encountered one.

The PCs will likely be concerned with finding out where they are. A Knowledge [geography] (DC 10) or Knowledge [local – Sheldomar Valley Metaregion] (DC 15) or Survival check (DC 20) will allow the PCs to recognize their location as Vintner's Road, the road that bridges the larger Ward Way to Calpius' Craft.

PCs must walk 4 miles east to reach Calpius' Craft. Using the base speed for the slowest PC, calculate their overland speed to determine at what point the PCs arrive in Calpius' Craft. If the PCs for some reason decide to head west on Vintner's Road then after 6 miles they will come to the intersection of Vintner's Road and Ward Way. At that point they will see a sign that points back the way they came and says "Calpius' Craft 10 miles" - at which point they will realize the error in their travel, and should have stern words with their navigator.

Early Arrival

If the PCs arrive in Calpius' Craft before 7 PM on the 20th of Goodmonth, read or paraphrase the following:

Your arrival in Calpius' Craft is challenged by a Bissel military patrol comprised of a mixture of young conscripts and veterans. Once your identities are established, you learn that the patrols have been explicitly ordered by General Rashedra to help hasten your travel to Besselar Keep. Nonetheless, you are stopped twice more, as Bissel soldiers swarm around the town of Calpius' Craft. It seems that the security of this event has become a prime concern.

PCs that arrive at Besselar Keep early have enough time to report to both Baron Rashedra and Baroness Besselar before the wedding ceremony.

Prompt Arrival

If the PCs arrive in Calpius' Craft around 7 or 8 PM on the 20th of Goodmonth, read or paraphrase the following:

As the sun nears the horizon, you finally arrive in Calpius' Craft. A Bissel military patrol comprised of a mixture of young conscripts and veterans challenges your arrival, but once your identities are established, you learn that the patrols have been explicitly ordered by General Rashedra to help hasten your travel to Besselar Keep. Nonetheless, you are stopped twice more, as Bissel soldiers swarm around the town of Calpius' Craft. It seems that the security of this event has become a prime concern. This seems logical, as you learn from the conversations of the soldiers that Regent Saralind Markavan will be in attendance. This fact was apparently kept secret for security reasons, but it is a secret no longer. The regent is not yet here, and you surmise that the ceremony will not begin until her arrival.

PCs that arrive at Besselar Keep just in time have only enough time to report to either Baron Rashedra or Baroness Besselar before the wedding ceremony. Canny PCs might decide to split up so they can report to both nobles. Paranoid PCs are not likely to consider this.

Late Arrival

If the PCs arrive in Calpius' Craft between 8 and 10 PM on the 20th of Goodmonth, they have missed the ceremony, but not the reception. They can still attend the feast - where they will have a brief chance to speak with Baron Rashedra and participate in the shenanigans therein. Proceed to Encounter 11.

Really Late Arrival

If the PCs arrive after 10 PM on the 20th of Goodmonth miss both the ceremony and reception, learning about these events second hand. They have failed in their mission, and the adventure is over for them.

Reporting to Baron Rashedra

For PCs who choose to report their findings to Baron Rashedra, read or paraphrase the following:

After some searching around Besselar Keep you find a parchment marked "Groom" attached to a heavy door. The door is slightly ajar and the sounds of laughter can be heard.

As you enter you see Baron Rashedra standing pensively near a window. He looks very nervous. An older Oeridian man - Baron Steich Valiserat - sits next to a much younger man of predominantly Suel features - Sir Jerius Greenblade. All three men are dressed in the dress uniform of the Great Army of Bissel, and each man displays an impressive amount of medals and awards. Within the room you notice several empty bottles and the air in here is heavy with smoke, evidently from the long bone and brass pipe held by Baron Valiserat.

The older noble addresses you first: "Ah visitors. Perhaps you can help us - we were just trying to talk poor Cainlan here out of using his last moments of freedom to leap from yonder window!"

Both Baron Valiserat and Sir Greenblade laugh heartily at this, but Baron Rashedra only scowls. "I love Jasmine, and am looking forward to this. I would never dream of doing such a thing."

Sir Greenblade smirks. "Apparently the dark creatures of the land have absconded with Cainlan's sense of humor. Perhaps you have come to return it?!" Baron Valiserat and Sir Greenblade laugh again, but Baron Rashedra merely shakes his head. He makes a move for the hall and motions for you to follow him.

Once you are all in the hall, the Baron turns his full attention to you. "Please, tell me what you have learned..."

Cainlan has only had a little bit to drink (unlike his friends), so he listens attentively and gravely. If the PCs state that the Cult of the Daring Feat is returning with someone else that evening, then Cainlan will be concerned. If the PCs explain that this someone else is likely former Margrave Larrangin, then Cainlan will be extremely concerned and tell the PCs that he will replace

the ceremonial rapier he is wearing for something more substantial. He will instruct Baron Valiserat and Sir Greenblade to do the same.

If the PCs alert Cainlan to the letter that Baroness Besselar instructed them to deliver, then Cainlan will pretend that he knew about it, though he did not. If the PCs call his bluff, then Cainlan admits that he and Jasmine will need to discuss this subject at a more convenient time, but that they are not to tell anyone of this matter.

If the PCs mention that their *teleport* spell was interfered with, Cainlan describes the powerful abjuration over Besselar Keep.

Cainlan will also inform the PCs that Regent Markavan will be in attendance, if they don't already know. He will warn them that there have already been three attempts on her life, and that another should be expected.

Reporting to Baroness Besselar

For PCs who choose to report their findings to Baron Besselar, read or paraphrase the following:

After some searching around Besselar Keep you find a parchment marked "Bride" attached to a heavy door. Two pike men - or more accurately, one pike man and one pike woman are stationed outside the door.

The pike men... er, pike persons... wear the livery of House Besselar, and answer directly to Baroness Jasmine. They will not allow any male PC to enter this room under any circumstances, defending Baroness Besselar's modesty with their lives. If any male PCs are able to disable these guards and push their way into the room, they will be given the Reprimand favor after the scenario as a start. They are also charged with Trespass upon a Noble and Disrupting the Peace. These are usually minor offences, but due to the circumstances, PCs will be convicted and punished harshly - they will spend one year (52 TU's) in jail. There is no way to use any favors to avoid this; Baroness Besselar personally makes sure that the PCs' sentence is carried out. Male PCs can negotiate with a Diplomacy check (DC 15) to have the female pike person deliver a written note to Jasmine. Jasmine, however, is extremely busy, and will not have time to respond before the following events take place.

On the other hand, female PCs are allowed to enter provided they can convince the guards of their urgency with a Diplomacy check (DC 15). If a female PC is able to so gain entry, read or paraphrase the following:

As you enter, you are immediately aware of the flurry of activity going on in this room. Hunched over a table, three maidservants furiously work on arranging a bouquet of flowers, constantly striving for perfection. Another stands in a corner, cradling a dwarven infant in her arms. Seated next to her is a matronly dwarven woman, dressed in a regal blue gown.

On a successful Knowledge [nobility and royalty] or Knowledge [local – Sheldomar Valley Metaregion] check (DC 15), the PCs can identify the dwarven woman as Elgrith Bright Eye, wife to Baron Albrecht True Sight.

"Now when Albrecht and I were married," pontificates the dwarven woman, "The ceremonies lasted a full six months. All told I think we entertained a dozen full clans visiting from all over, some as far as Ulek.. It was pretty small for a dwarven wedding, all things considered. I can still remember the entire oath of Berronar, even though it takes eleven hours to recite. All in all, I think you folk get off light."

From the look on Baroness Besselar's face it does not appear that she agrees with the matron. She stands on a raised platform in the center of the room while a half-dozen maidservants circle around her. They cinch, tug, pull and make various alterations to Jasmine's gown, which is a stunning white dress inlaid with pearls, diamonds, and mink fur. A long white train lies folded over a chair, not yet attached to the dress.

One of the maidservants turns to you, "You there, have you got the bracelet?"

The maidservant thinks that the female PC(s) who enter have come to deliver a bracelet that has not yet arrived. Jasmine will, of course, recognize the PCs (unless they are disguised). Continue with the following:

Baroness Besselar turns to the dwarven matron. "Elgrith, would you mind taking a turn hunting for the bracelet? I swear, it will be the death of us all, today."

The dwarf smiles, and motions to the servant with the infant. "Of course... be back in a moment." The matron gives you a knowing nod as she and her servant depart.

The Baroness turns to you – at least as much as she can without disrupting the work of her maidservants. "Please, tell me what you have learned. To say I am anxious is a bit of an understatement..."

If the PC(s) balk at the presence of the other servants, Jasmine assures them that the servants are extremely loyal and that any information is safe with them.

Jasmine is quite distracted, but does her best to listen attentively to the PCs' information. If the PCs state that the Cult of the Daring Feat is returning with someone else that evening, then Jasmine will be disappointed and concerned. If the PCs explain that this someone else is likely former Margrave Larrangin, then Jasmine does not act surprised, as she already knows the identity of the Cult of the Daring Feat's employer. Allow PCs who are present a Sense Motive check (DC 32) to sense that Jasmine is not surprised by this information.

If PCs mention that their *teleport* spell was interfered with, the Jasmine describes the powerful abjuration over Besselar Keep.

Jasmine also informs the PCs that Regent Markavan will be in attendance, if they don't already know.

If the PCs accuse Jasmine of being in cahoots with Larrangin, Jasmine only states that she wishes to get to the truth of these matters. She charges the PCs to do the same in everything that they do, before dismissing them.

After reporting

PCs that have finished reporting and have run out of time should proceed to the wedding ceremony. PCs attend the wedding ceremony and the feast afterwards as either Invited Guests or Hired Security, based on their status from Encounter 1. When the PCs are ready to head to the wedding ceremony, proceed to Encounter 10.

ENCOUNTER 10: POMPOUS CIRCUMSTANCE

The ballistae and catapults that normally rest atop Besselar Keep are gone, replaced with a lavish white altar in front of several rows of heavy wooden pews. The ceremony starts just as the sun dips below the horizon, bathing the top of Besselar Keep in a beautiful orange and purple glow.

At the altar stands Baron Cainlan Rashedra, with Sir Jerius Greenblade and Baron Steich Valiserat to his left.

An elven woman begins playing soft and beautiful music on a harp just as several young maidens of noble birth enter this area from a staircase behind the pews. They march solemnly past the witnesses to take their places beside the altar.

Finally, Baroness Jasmine Besselar enters. Words cannot begin to describe her beauty as she walks toward the altar. The only thing that can be said is this: all the maidens of Besselar for five full generations will lament to be compared to Jasmine Besselar on the day of her wedding.

The ceremony is officiated by Weavemaster Azhar, High Priest of Istus, and much of the rites are given in the Ancient Baklunish tongue – without translation. As Cainlan and Jasmine exchange vows in the Common tongue, some of the assembled witnesses begin to openly weep.

Weavemaster Azhar turns to the assembled crowd. "We are gathered here today to witness that these two people - Baroness Jasmine Besselar and Baron Cainlan Rashedra - are joined in holy and blessed union. Are there any here so gathered who would voice objection to this union?"

Allow PCs a Spot check (DC 10) to notice that Cainlan places his hand on his sword at the mention of an objection. PCs now have their last chance to declare their undying love for either Jasmine or Cainlan. Those who do so will receive the Reprimand favor listed on the Adventure Record.

Presuming things go smoothly, the ceremony ends with a short but passionate kiss between Cainlan and Jasmine. Allow PCs a Spot check (DC 10) to notice that as the harp music begins again and the assembled audience begins to applaud, Cainlan and Jasmine exchange a few words. If the Spot check beat DC 25, they are able to read Cainlan's lips enough to divine one statement from Cainlan to Jasmine: "I will always protect you." If the check fails by more than 5, they misinterpret his quote as "I am tired of this zoo."

After this, all assembled retire to the Great Hall for the reception feast. Proceed to Encounter 11.

ENCOUNTER 11: THE WEDDING CRASHERS

Once again you find yourselves in the Great Hall of Besselar Keep. It has been only one day since you were last here, but the Hall has been completely redecorated. Around the walls hang banners displaying the heraldry of all the various visiting Baronial houses. At the head table hang two banners - one displays the green and brown heraldry of the Barony of Parulla, the other the blue and red of the Barony of Besselar.

The visiting nobles sit and dine; they talk and make merry. Around them various musicians, singers, jugglers, tumblers, and all types of entertainers ply their craft.

The newlyweds attempt to speak with as many of the guests as possible. It appears that a dwarven noblewoman has caught Baroness Besselar as she sat at the head table, and the two are conversing amiably. Baron Rashedra is making the rounds as quickly as possible.

He catches sight of you, and heads in your direction.

Cainlan wishes speak with the PCs again; if they are separated, he motions them all to gather and converse with him.

If the PCs have not yet had a chance to report the findings of their trip to Beruak to Cainlan, they now have that opportunity. If the PCs have already reported in, then he stresses the importance of constant vigilance and asks the PCs if they've seen anything strange.

The PCs also have the opportunity to congratulate Cainlan, who expresses simple relief that he and Jasmine have finally gotten hitched.

As the PCs conclude their conversation with the Baron, read or paraphrase the following:

Just as Baron Rashedra is about to take his leave, you notice something very disturbing. Outside, on the balcony, the guards stationed there are drop as if lifeless. Suddenly, the windows crash and glass sprays everywhere as a hoard of undead creatures gain entry in the hall. Meanwhile, a sickly cloud of gas begins to manifest around Jasmine. Cainlan turns to you, a look of steeled determination on his face. "You protect the guests, I'll see to Jasmine." With that, Cainlan unsheathes his rapier, and rushes through the panicked crowd toward his bride.

Please refer to DM Aid – Map #2 - The Attack on the Reception.

The PCs are responsible for defeating Byvet and Untkof – two of Evard's undead minions - while other guards and adventurers deal with the balance of the undead attack force. Cainlan Rashedra, Sir Jerius Greenblade and others deal with the threat surrounding Jasmine.

Byvet is a corpse creature, meaning that he looks like a zombie, but is quicker and has retained his intelligence and personality. Untkof is a bone creature, meaning he

looks like a skeletal undead, but has retained his intelligence and personality.

APL 2 (EL 5)

➤ **Byvet:** corpse bugbear Ftr2; hp 18; See Appendix 1.

➤ **Untkof:** bone human sorcerer Sor2; hp 18; See Appendix 1.

APL 4 (EL 7)

➤ **Byvet:** corpse bugbear Ftr4; hp 36; See Appendix 1.

➤ **Untkof:** bone human sorcerer Sor4; hp 36; See Appendix 1.

APL 6 (EL 9)

➤ **Byvet:** corpse bugbear Ftr5/Dervish1; hp 54; See Appendix 1.

➤ **Untkof:** bone human sorcerer Sor6; hp 54; See Appendix 1.

APL 8 (EL 11)

➤ **Byvet:** corpse bugbear Ftr5/Dervish3; hp 72; See Appendix 1.

➤ **Untkof:** bone human sorcerer Sor8; hp 72; See Appendix 1.

APL 10 (EL 13)

➤ **Byvet:** corpse bugbear Ftr5/Dervish5; hp 90; See Appendix 1.

➤ **Untkof:** bone human sorcerer Sor10; hp 107; See Appendix 1.

APL 12 (EL 15)

➤ **Byvet:** corpse bugbear Ftr5/Dervish7; hp 108; See Appendix 1.

➤ **Untkof:** bone human sorcerer Sor12; hp 125; See Appendix 1.

Tactics: Byvet's tactics are very simple - he will tumble into combat and attempt to do lots of damage. If he is not currently in melee with a PC, Byvet will likely target a noble. Assume that if Byvet targets a noble he will kill them, no attack roll or damage rolls are necessary. If possible, Byvet will cleave through nobles, killing as many as he can. He will happily do his dervish dance through the crowd, attacking both PCs and NPCs.

Untkof is Byvet's support and attempts to protect him by taking possible threats out of the combat. He has a number of precast spells, which are mentioned with each version in Appendix 1. He will open up with either *scorching ray*, *slow*, or *unluck*. Once he has determined which PC is the greatest threat to Byvet, he will target

that PC with his most powerful spells, which at higher APLs will be *baleful polymorph* or *disintegrate*.

Untkof will cast *dispel magic* if he sees that the PCs have numerous spell effects going on, or he can try *Evard's black tentacles* to incapacitate large numbers of the PCs. At higher APLs, Untkof has levels in *fatespinner*, and he will use his *fatespinner* abilities to make it more difficult for PCs to resist his most powerful spells. Also, Untkof can *fly* and will do so to keep out of the way from melee PCs.

Treasure

APL 2: L: 101 gp; C: 0 gp; M: *cloak of charisma* +2 (333 gp), *ring of protection* +1 (166 gp).

APL 4: L: 172 gp; C: 0 gp; M: *arcane scroll of dimension door* (83 gp), *cloak of charisma* +2 (333 gp), *lesser extend metamagic rod* (250 gp), *ring of protection* +1 (166 gp).

APL 6: L: 120 gp; C: 0 gp; M: +1 *scimitars* x2 (192 gp each), *dust of tracelessness* (20 gp), *arcane scroll of dimension door* (83 gp), *cloak of charisma* +2 (333 gp), *lesser extend metamagic rod* (250 gp), *ring of protection* +1 (166 gp), *ring of sustenance* (208 gp), *wand of inflict moderate wounds* (375 gp).

APL 8: L: 28 gp; C: 0 gp; M: +1 *mithral chain shirt* (175 gp), +1 *scimitars* x2 (192 gp each), *dust of tracelessness* (20 gp), *arcane scroll of dimension door* (83 gp), *circlet of persuasion* (375 gp), *cloak of charisma* +2 (333 gp), *dust of illusion* (100 gp), *lesser extend metamagic rod* (250 gp), *ring of protection* +1 (166 gp), *ring of sustenance* (208 gp), *wand of inflict moderate wounds* (375 gp).

APL 10: L: 28 gp; C: 0 gp; M: +1 *mithral chain shirt* (175 gp), +1 *thundering scimitars* x2 (859 gp each), *dust of tracelessness* (20 gp), *arcane scroll of dimension door* (83 gp), *circlet of persuasion* (375 gp), *cloak of charisma* +2 (333 gp), *dust of illusion* (100 gp), *dusty rose prism ioun stone* (416 gp), *lesser extend metamagic rod* (250 gp), *ring of protection* +1 (166 gp), *ring of sustenance* (208 gp), *wand of inflict serious wounds* (937 gp).

APL 12: L: 78 gp; C: 0 gp; M: +1 *mithral chain shirt of invulnerability* (1508 gp), +1 *thundering scimitars* x2 (859 gp each), *dust of tracelessness* (20 gp), *sacred scabbard* (366 gp), *arcane scroll of dimension door* (83 gp), *circlet of persuasion* (375 gp), *cloak of charisma* +2 (333 gp), *dust of illusion* (100 gp), *dusty rose prism ioun stone* (416 gp), *lesser extend metamagic rod* (250 gp), *ring of free magic* (3750 gp), *ring of protection* +1 (166 gp), *wand of inflict serious wounds* (937 gp).

Note that the ward protecting Besselar Keep is still in effect. Spells like *dimension door*, *teleport*, and all *summon monster* and *summon nature's ally* spells automatically fail. Other spells not listed here, but

involving instantaneous or dimensional transport (like *ethereal jaunt* or even *blink*) also automatically fail. DM's are to use their best judgment in seeing which spells work and which don't.

It is possible that PCs decide to draw weapons and roll initiative as soon as the minstrels start playing the chicken dance. This is quite understandable, and the flow of events should be modified accordingly.

After one round of combat, read or paraphrase the following:

While you do have your own problems to deal with, you take a quick moment to glance over and see how Baron Rashedra is doing. He and Sir Greenblade stand fast with swords drawn, but helpless as the sickly cloud of vapor around Jasmine coalesces into a humanoid form.

If the PCs can succeed at a Knowledge [nobility and royalty] or Knowledge [local – Sheldomar Valley Metaregion] check (DC 15), they notice that the creature bears a striking resemblance to Galen Luchelyn, a Bissel war hero and Knight of the Watch that was killed in the Deluge. PCs that have played BIS3-04 *First Comes Marriage* get a +5 circumstance bonus on this check. PCs that have played BIS4-05 *Darkest Depths* do not need to make this check, as they have dealt with his desecrated form before.

His claws already around Jasmine's neck, the creature begins to boast: "Well Cainlan, that which you cheated out of me with guile and schemes shall be mine after all! She will make a fine thrall, don't you think? After I'm done with her perhaps it will be your own wife who delivers your final death bl..."

The vampire pauses for a moment, confused. A hole erupts in the left shoulder of his black metal armor followed shortly thereafter by a sword point. He whirls around to face his attacker, releasing Jasmine as he does.

The attacker is familiar to many in the room, and though his head of dark brown hair bears no crown, and though his tall frame is dressed not in the regal finery of the Margrave of Bissel, most would recognize Larrangin on any day.

"Hextorite!" his foe exclaims, "You will die this day, I swear it!" Larrangin's only reply is to swing his sword in attack, a blow that the vampire just nearly deflects. Sir Greenblade steps seamlessly into the grim melee as Cainlan pulls his wife to safety.

PCs may, through the course of the battle, look to see how the battle to fend off Galen is going. Between Larrangin and Greenblade, and even later Cainlan, the

humans have a difficult time fending off the vampire. Even so, Galen is at a disadvantage and will flee eventually.

Once the PCs overcome their foes, proceed to the Conclusion.

CONCLUSION

This conclusion assumes that the PCs were victorious over their undead attackers. Read or paraphrase the following:

The undead forces have been driven off. Seeing defeat as inevitable, even Galen Luchelyn transforms into a vapor and makes his escape, hissing epitaphs as he flees.

"Drop your sword, traitor!" cries Sir Jerius Greenblade his blade now pointed at Larrangin. "By the authority placed in me by both the Bissel Ruling Council and the Knights of the Watch, I'm placing you under arrest for treason. Larrangin says nothing, though his sword is still drawn.

"Please, Jerius," says Baron Rashedra, "He helped save my wife. Show some mercy."

"I don't expect you to understand Cainlan, but this traitor has sullied the reputation of us all. The Precept of Retribution obliges me to bring this cur to justice."

Still Larrangin says nothing, his sword still drawn and his gaze locked on Jerius, who continues his rant. "My mercy is that the justice brought on this dog won't come right now by my blade."

"No such thing shall occur here!" cries another voice. A Suel woman dressed in regal finery with a fresh cut on her face steps from the crowd. She is Saralind Markavan, Regent of the March of Bissel. She is accompanied by an entire troop of Bissel's soldiers.

"Larrangin," she states in a regal fashion, before adding a more personal addition: "My friend... It is time to stand down. You are accused of treason, and it is our will that the truth come forth... that justice be done."

Larrangin finally speaks: "Justice is dead," he states in a hoarse whisper.

"Larrangin," pleads Regent Markavan, "I beg you - surrender peacefully. No harm shall come to you, unless it is legally decided. I promise this personally."

Larrangin looks around him, completely surrounded by guards and soldiers. A tense silence falls on the room, which is then ended by the sound of metal ringing against stone.

As soon as Larrangin's sword falls to the floor, a dozen soldiers are upon him, and he is led away in shackles. Led away with him is another intruder, a male elf in a red and gold cape. You presume that this is the member of the Cult of the Daring Feat who helped Larrangin approach Besselar Keep undetected. You muse for a moment on these two unlikely allies: man and elf, knight and rogue. Sometimes desperation does make for an odd partnership.

Cainlan approaches your group, clasping your shoulders each in turn. "Jasmine is a little shaken up, but otherwise fine. It wasn't exactly the wedding day we had planned." Cainlan forces a meek smile and then thanks you for your efforts.

"I admit it - Galen's presence this night now means that it will soon be public knowledge that my former rival - once a hero of our land, is a vampire in Evard's army."

"Remember that Bissel's enemies can strike wherever they want, and that the only recourse now is victory over the Necromancer. Anything less... anything less will mean the annihilation of Bissel."

With that, Baron Rashedra's gaze lowers, and he turns to tend to his guests.

PCs who were victorious receive the "Re-gift" and "Bissel Military Commendation" favors listed on the Adventure Record, as well as 25 gp per APL.

At your discretion, PCs that accomplished the special instructions given to them by their meta-organization receive the "Mission Accomplished!" favor. PCs that did not belong to an applicable meta-organization (and thus, did not receive special instructions) do not receive this favor.

PCs that brought a gift of at least 50 gp in value to the newly-married couple receive the "Thank You Card" favor.

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 6

Survive the front door traps

OR

Survive the window bar traps

- APL 2 – 60 xp.
- APL 4 – 90 xp.
- APL 6 – 120 xp.
- APL 8 – 150 xp.
- APL 10 – 180 xp.
- APL 12 – 210 xp.

Survive the traps within the house rooms

- APL 2 – 60 xp.
- APL 4 – 90 xp.
- APL 6 – 120 xp.
- APL 8 – 150 xp.
- APL 10 – 180 xp.
- APL 12 – 210 xp.

Defeat Kato the nimblewright

- APL 2 – 90 xp.
- APL 4 – 150 xp.
- APL 6 – 210 xp.
- APL 8 – 270 xp.
- APL 10 – 330 xp.
- APL 12 – 390 xp.

Encounter 11

Defeat the invading undead

- APL 2 – 150 xp.
- APL 4 – 210 xp.
- APL 6 – 270 xp.
- APL 8 – 330 xp.
- APL 10 – 390 xp.
- APL 12 – 450 xp.

Story Award

Return to Besselar Keep in time for the wedding ceremony in Encounter 9

- APL 2: 45 xp.

- APL 4: 67 xp.
- APL 6: 90 xp.
- APL 8: 112 xp.
- APL 10: 135 xp.
- APL 12: 157 xp.

Discretionary roleplaying award

- APL 2: 45 xp.
- APL 4: 68 xp.
- APL 6: 90 xp.
- APL 8: 113 xp.
- APL 10: 135 xp.
- APL 12: 158 xp.

Total possible experience

- APL 2: 450 xp.
- APL 4: 675 xp.
- APL 6: 900 xp.
- APL 8: 1,125 xp.
- APL 10: 1,350 xp.
- APL 12: 1,575 xp.

TREASURE SUMMARY

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

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

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

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional adventure, 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 6:

APL 2: L: 100 gp; C: 0 gp; M: 0 gp.
APL 4: L: 200 gp; C: 0 gp; M: 0 gp.
APL 6: L: 300 gp; C: 0 gp; M: 0 gp.
APL 8: L: 400 gp; C: 0 gp; M: 0 gp.
APL 10: L: 500 gp; C: 0 gp; M: 0 gp.
APL 12: L: 600 gp; C: 0 gp; M: 0 gp.

Encounter 8:

APL 2: L: 101 gp; C: 0 gp; M: *cloak of charisma +2* (333 gp), *ring of protection +1* (166 gp).
APL 4: L: 172 gp; C: 0 gp; M: *arcane scroll of dimension door* (83 gp), *cloak of charisma +2* (333 gp), *lesser extend metamagic rod* (250 gp), *ring of protection +1* (166 gp).
APL 6: L: 120 gp; C: 0 gp; M: *+1 scimitars x2* (192 gp each), *dust of tracelessness* (20 gp), *arcane scroll of dimension door* (83 gp), *cloak of charisma +2* (333 gp), *lesser extend metamagic rod* (250 gp), *ring of protection +1* (166 gp), *ring of sustenance* (208 gp), *wand of inflict moderate wounds* (375 gp).
APL 8: L: 28 gp; C: 0 gp; M: *+1 mithral chain shirt* (175 gp), *+1 scimitars x2* (192 gp each), *dust of tracelessness* (20 gp), *arcane scroll of dimension door* (83 gp), *circlet of persuasion* (375 gp), *cloak of charisma +2* (333 gp), *dust of illusion* (100 gp), *lesser extend metamagic rod* (250 gp), *ring of protection +1* (166 gp), *ring of sustenance* (208 gp), *wand of inflict moderate wounds* (375 gp).
APL 10: L: 28 gp; C: 0 gp; M: *+1 mithral chain shirt* (175 gp), *+1 thundering scimitars x2* (859 gp each), *dust of tracelessness* (20 gp), *arcane scroll of dimension door* (83 gp), *circlet of persuasion* (375 gp), *cloak of charisma +2* (333 gp), *dust of illusion* (100 gp), *dusty rose prism ioun stone* (416 gp), *lesser extend metamagic rod* (250 gp), *ring*

of protection +1 (166 gp), *ring of sustenance* (208 gp), *wand of inflict serious wounds* (937 gp).

APL 12: L: 78 gp; C: 0 gp; M: *+1 mithral chain shirt of invulnerability* (1508 gp), *+1 thundering scimitars x2* (859 gp each), *dust of tracelessness* (20 gp), *sacred scabbard* (366 gp), *arcane scroll of dimension door* (83 gp), *circlet of persuasion* (375 gp), *cloak of charisma +2* (333 gp), *dust of illusion* (100 gp), *dusty rose prism ioun stone* (416 gp), *lesser extend metamagic rod* (250 gp), *ring of free magic* (3750 gp), *ring of protection +1* (166 gp), *wand of inflict serious wounds* (937 gp).

Conclusion:

APL 2: L: 0 gp; C: 50 gp; M: 0 gp.
APL 4: L: 0 gp; C: 100 gp; M: 0 gp.
APL 6: L: 0 gp; C: 150 gp; M: 0 gp.
APL 8: L: 0 gp; C: 200 gp; M: 0 gp.
APL 10: L: 0 gp; C: 250 gp; M: 0 gp.
APL 12: L: 0 gp; C: 300 gp; M: 0 gp.

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 201 gp; C: 50 gp; M: 499 gp) – Total: 750 gp (450 gp).
APL 4: L: 372 gp; C: 100 gp; M: 832 gp) – Total: 1304 gp (650 gp).
APL 6: L: 420 gp; C: 150 gp; M: 1819 gp) – Total: 2389 gp (900 gp).
APL 8: L: 428 gp; C: 200 gp; M: 2469 gp) – Total: 3097 gp (1300 gp).
APL 10: L: 528 gp; C: 250 gp; M: 4781 gp) – Total: 5559 gp (2300 gp).
APL 12: L: 678 gp; C: 300 gp; M: 10022 gp) – Total: 11000 gp (3300 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

☛ **Bissel Military Commendation:** For valiant defense of the gentry present at Besselar Keep, the Great Army of Bissel hereby grants you a military commendation. Please contact the Bissel Triad for more information.

☛ **Insanity – Curiosity Compulsion:** This PC has looked upon the Rune of Melkyor and it has had a strange effect on his mind. From this point forward the PC has the irresistible urge to open every door he sees. Even in times of great stress or peril, the PC will ignore his own survival in order to satiate the compulsion. While the PC may recognize that opening every viewed door is senseless, the need to perform this action is

overpowering, and lasts for 1d10 rounds after viewing such a door. Each round that the PC openly resists the urge to carry out his compulsion, he must succeed at a Willpower saving throw (DC 12) or do nothing else but throw open the door. If the door is locked then another saving throw is allowed. The compulsion extends to the doors of private residences in common urban environments, prison cell doors; any door is subject to the PCs obsession. It does not extend to gates, portcullises, or other similar portals, though a PC may feel compelled to open these to get at a door he can see beyond them. The Curiosity Compulsion can be removed by the arcane version of Remove Curse cast by a caster of at least 15th level. Also, a PC with the Curiosity Compulsion is counted as having met all the requirements for joining the Cult of the Daring Feat meta-org, regardless of alignment, deity worshipped, etc.

☛ **Mission Accomplished!** For accomplishing the special instructions issued by your meta-organization, your superiors arrange access to some special rewards. This favor grants regional access to either a Badge of Valor (CV) or a Medal of Gallantry (CV).

☛ **Re-gift:** As thanks for helping them, Baroness Besselar and Baron Rashedra will allow this PC to purchase one of the Srinivan Steeds that was given to them as a wedding gift. A Srinivan Steed is a light warhorse as on page 274 of the Monster Manual except as follows: a Srinivan Steed has 33 hit points and the Handle Animal DCs are 10 less to push the animal to Hustle or go on a Forced March. The owner of a Srinivan Steed gains a +2 circumstance bonus on Bluff, Diplomacy, and Gather Information checks when dealing with the Baklunes of the Horsehills barony of Bissel. If the horses' original owner, Baron Azad Srinivasan were to find out how this PC came by this horse, it could be potentially embarrassing for all involved.

☛ **Reprimand!** Whether you were being reckless, disrupting ceremonial events, or endangering the lives of the guests in an unnecessary way, Baron Rashedra has issued a reprimand on this PC. For PCs that are members of the Great Army, this reprimand negates one Military Commendation and may result in demotion. All other PCs must pay 200 gp in tribute as an apology.

☛ **Thank You Card:** This PC has brought a gift to the newly married couple and exactly 3 TU's after this adventure, a page hand delivers to the PC a finely made parchment on which the following text is written in gold leaf: "Cainlan and I wish to express our deepest gratitude to you for helping us celebrate our recent nuptials with your welcome attendance. In addition, your gift of _____(insert description of gift here) has greatly brightened our new joint life. May the gods bless you in

all you do. Signed, Baroness Jasmine Besselar" This entitles the PC to free Luxury Upkeep during any one scenario set in the March of Bissel, as the PCs are invited to stay at Besselar Keep. Mark this favor as USED once it is expended.

☛ **Thieves' Tools of Silence:** This PC had a peaceful encounter with the Cult of the Daring Feat, and as a result may now purchase these tools from them. This set of gear functions in all respects like a set of masterwork thieves' tools (+2 circumstance bonus on Disable Device and Open Lock checks), except that they are covered in a permanent *silence* effect extending to a radius of six inches, negating any noise that such activities might generate.

Caster Level 3rd; Prerequisites: *silence*; Cost: 2,100 gp.

Item Access

APL 2:

- Blendcream (Regional, CV)
- Catstink (Regional, CV)
- Freeglide (Regional, CV)
- Lockslip Grease (Regional, CV)
- Softfoot (Regional, CV)
- Suregrip (Regional, CV)
- Lockslip Grease (Regional, CV)
- Thieves' Tools of Silence (Regional, Special)

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

- Mithral chain shirt (Adventure, DMG)
- Arcane Scroll of Dimension Door (Adventure, DMG)
- Lesser Extend Metamagic Rod (Adventure, DMG)

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

- Dust of Tracelessness (Adventure, DMG)
- Ring of Sustenance (Adventure, DMG)
- Wand of Inflict Moderate Wounds (Adventure, DMG)

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

- +1 Mithral Chain Shirt (Adventure, DMG)
- Cirlet of Persuasion (Adventure, DMG)
- Dust of Illusion (Adventure, DMG)

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

- +1 Thundering Scimitar (Adventure, DMG)

- *Dusty Rose Prism Ioun Stone* (*Adventure*, DMG)
- *Wand of Inflict Serious Wounds* (*Adventure*, DMG)

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

- *Liquid Embers* (*Adventure*, *Planar Handbook*)
- *+1 Mithral Chain Shirt of Invulnerability* (*Adventure*, DMG)
- *Ring of Free Magic* (*Adventure*, *Planar Handbook*)
- *Sacred Scabbard* (*Adventure*, DMG)

DRAFT

APPENDIX 1 - MONSTER AND NPC STATISTICS

APL 2

ENCOUNTER 6

Kato: Medium Construct; CR 3; HD 4d10+20; hp 50; Init +0; Spd 30 ft; AC 15 (+5 natural), touch 10, flat-footed 15; Base Atk +3; Grapple +6; Atk +6 melee (1d8+4, slam); Full Atk +6 melee (1d8+4, slam); SA -; SQ Construct traits, darkvision 60 ft., low-light vision; AL CN; SV Fort +1, Ref +1, Will -4; Str 16, Dex 10, Con -, Int 13, Wis 1, Cha 1.

Languages: Common.

ENCOUNTER 11

Byvet: Corpse Human Ftr2; Medium Undead (Augmented); CR 3; HD 2d12; hp 18; Init +4; Spd 30 ft; AC 19 (+3 Dex, +2 natural, +4 chain shirt), touch 13, flat-footed 16; Base Atk +2; Grapple +7; Atk +9 melee (1d6+5, 18-19/x2, scimitar) or +7 melee (1d6+5 /x2, slam); Full Atk +5/+5 melee (1d6+5, 18-20/x2, 2 scimitars) or +7 (1d6+5 /x2, 2 slams); SA -; SQ Darkvision 60 ft., undead traits; AL CE; SV Fort +3, Ref +3, Will +0; Str 20, Dex 17, Con -, Int 13, Wis 10, Cha 10.

Skills and Feats: Climb +8, Jump +8, Perform [dance] +4, Sense Motive +2, Tumble +4; Dodge, Mobility, Two-Weapon Fighting, Weapon Focus [scimitar].

Languages: Common.

Possessions: 2 masterwork scimitars, masterwork chain shirt.

Untkof: Bone Human Sor2; Medium Undead (Augmented); CR 3; HD 2d12; hp 18; Init +3; Spd 30 ft; AC 21 (+3 Dex, +2 natural, +4 *mage armor*, +1 *ring of protection*), touch 14, flat-footed 17; Base Atk +1; Grapple +1; Atk +4 melee (1d4, x2, claw) or +4 ranged (1d8, 19-20/x2, masterwork light crossbow); Full Atk +4 (1d4, x2, 2 claws) or +4 ranged (1d8 19-20/x2, masterwork light crossbow); SA Spells; SQ Darkvision 60 ft., undead traits, immunity to cold, DR 5/bludgeoning; AL CE; SV Fort +0, Ref +3, Will +4; Str 10, Dex 16, Con -, Int 10, Wis 12, Cha 21.

Skills and Feats: Concentration +10, Knowledge [arcana] +5, Spellcraft +5. Combat Casting, Point Blank Shot, Weapon Finesse [claw].

Languages: Common.

Possessions: 50 crossbow bolts, masterwork light crossbow, spell component pouch, *cloak of charisma* +2, *ring of protection* +1.

Sorcerer Spells Per Day (6/6; base DC = 15 + spell level): *o-acid splash*, *arcane mark*, *detect magic*, *prestidigitation*, *ray of frost*; 1st-magic missile, ~~mage armor~~, *mage armor*.

APL 4

dimension door, cloak of charisma +2, lesser extend metamagic rod, ring of protection +1.

Sorcerer Spells Per Day (6/8/5; base DC = 16 + spell level): *0-acid splash, arcane mark, detect magic, mage hand, prestidigitation, ray of frost; 1st-magic missile, ~~mage armor~~, mage armor, ray of enfeeblement; 2nd-scorching ray.*

ENCOUNTER 6

Kato: Large Construct; CR 5; HD 8d10+30; hp 90; Init +0; Spd 30 ft; AC 15 (+6 natural, -1 size), touch 9, flat-footed 15; Base Atk +6; Grapple +15; Atk +10 melee (2d6+7, slam); Full Atk +10 melee (2d6+7, slam); Space/Reach: 10 ft./10 ft.; SA -; SQ Construct traits, darkvision 60 ft., low-light vision; AL CN; SV Fort +2, Ref +1, Will -3; Str 20, Dex 10, Con -, Int 13, Wis 1, Cha 1.

Languages: Common.

ENCOUNTER 11

Byvet: Corpse Human Ftr4; Medium Undead (Augmented); CR 5; HD 4d12; hp 36; Init +4; Spd 30 ft; AC 20 (+4 Dex, +2 natural, +4 chain shirt), touch 14, flat-footed 16; Base Atk +4; Grapple +9; Atk +11 melee (1d6+7, 18-20/x2, scimitar) or +9 melee (1d6+5 /x2, slam); Full Atk +7/+7 melee (1d6+7, 18-20/x2, 2 scimitars) or +9 (1d6+5 /x2, 2 slams); SA -; SQ Darkvision 60 ft., undead traits; AL CE; SV Fort +4, Ref +5, Will +1; Str 20, Dex 18, Con -, Int 13, Wis 10, Cha 10.

Skills and Feats: Climb +9, Jump +9, Perform [dance] +6, Sense Motive +2, Tumble +7; Combat Expertise, Dodge, Mobility, Two-Weapon Fighting, Weapon Focus [scimitar], Weapon Specialization [scimitar].

Languages: Common.

Possessions: 2 masterwork scimitars, mithral chain shirt.

Untkof: Bone Human Sor4; Medium Undead (Augmented); CR 5; HD 4d12; hp 36; Init +3; Spd 30 ft; AC 21 (+3 Dex, +2 natural, +4 *mage armor*, +1 *ring of protection*), touch 14, flat-footed 17; Base Atk +2; Grapple +2; Atk +5 melee (1d4 /x2, claw) or +5 ranged (1d8 19-20/x2, masterwork light crossbow); Full Atk +5 (1d4 /x2, 2 claws) or +5 ranged (1d8 19-20/x2, masterwork light crossbow); SA Spells; SQ Darkvision 60 ft., undead traits, immunity to cold, DR 5/bludgeoning; AL CE; SV Fort +1, Ref +4, Will +5; Str 10, Dex 16, Con -, Int 10, Wis 12, Cha 22.

Skills and Feats: Concentration +12, Knowledge [arcana] +6, Spellcraft +6. Combat Casting, Point Blank Shot, Precise Shot, Weapon Finesse [claw].

Languages: Common.

Possessions: 50 crossbow bolts, masterwork light crossbow, spell component pouch, *arcane scroll of*

APL 6

ENCOUNTER 6

Kato: Nimblewright; Medium Construct; CR 7; HD 10d10+20; hp 95; Init +7; Spd 40 ft; AC 24 (+7 Dex, +7 natural), touch 17, flat-footed 17; Base Atk +7; Grapple +11; Atk +11 melee (2d6+4, 12-20/x2, rapier); Full Atk +11 melee (2d6+4, 12-20/x2, rapier) and +11 melee (2d6+4, 12-20/x2, rapier); SA Spell-like abilities, tripping thrust; SQ Augmented critical, construct traits, SR 27, vulnerabilities; AL CN; SV Fort +3, Ref +10, Will +6; Str 19, Dex 24, Con -, Int 10, Wis 17, Cha 19.

Skills and Feats: Balance +9, Hide +12, Jump +18, Move Silently +12, Tumble +14; Combat Expertise, Combat Reflexes, Dodge, Improved Disarm, Mobility, Spring Attack.

Languages: Common, Elven, Dwarven.

Spell-like Abilities: At will—alter self, cat's grace, entropic shield, feather fall, haste. Caster level 10th; save DC 14 + spell level. The save DCs are Charisma based.

Tripping Thrust (Ex): A nimblewright's rapier-hand attacks are powerful enough to push over creatures its own size or smaller. An opponent who is the target of a successful critical hit from a nimblewright must make a Reflex save (DC 19) or be knocked prone as if tripped. The save DC is Strength based.

Augmented Critical: A nimblewright threatens a critical hit on a natural attack roll of 12-20. On a successful critical hit, its foe is subject to a tripping thrust attack (see above).

Vulnerabilities: A cold effect slows a nimblewright for 3 rounds, and a fire effect stuns it for one round.

ENCOUNTER 11

Byvet: Corpse Human Ftr5/Dervish1; Medium Undead (Augmented); CR 7; HD 6d12; hp 54; Init +4; Spd 30 ft; AC 21 (+4 Dex, +2 natural, +4 chain shirt, +1 dervish), touch 15, flat-footed 17; Base Atk +6; Grapple +11; Atk +13 melee (1d6+8, 18-20/x2, scimitar) or +11 melee (1d6+5/x2, slam); Full Atk +11/+11/+6/+6 melee (1d6+8, 18-20/x2, 2 scimitars) or +11 (1d6+5/x2, 2 slams); SA Dervish dance 1/day; SQ Darkvision 60 ft., undead traits, movement mastery, slashing blades; AL CE; SV Fort +4, Ref +7, Will +3; Str 20, Dex 18, Con -, Int 13, Wis 10, Cha 10.

Skills and Feats: Climb +7, Jump +8, Perform [dance] +13, Sense Motive +2, Tumble +13; Combat Expertise, Dodge, Improved Two-Weapon Fighting, Mobility, Two-Weapon Fighting, Weapon Focus [scimitar], Weapon Specialization [scimitar].

Languages: Common.

Possessions: mithral chain shirt, +1 scimitars x2, dust of tracelessness.

Dervish Dance (Ex): Byvet can become a whirling dancer of death a certain number of times per day. While in this dervish dance, he can take a full attack action (for melee attacks only) and still move up to his speed. However, the dervish must move a minimum of 5 feet between each attack when using this ability, and he cannot return to a square he just exited (though he may return to that square later during his full attack). The dervish is subject to attacks of opportunity while dancing, but may tumble normally as part of his move. A dervish prevented from completing his move is also prevented from finishing his full attack.

If a dervish wields a slashing weapon while in a dervish dance, he gains a bonus on his attack and damage rolls. This bonus is +1 at first level.

A dervish may only perform a dervish dance while wielding a slashing weapon (he may use a double weapon, or multiple weapons, only if both ends of the weapon or all weapons are of the slashing type). He cannot perform a dervish dance in any armor heavier than light or if she is using a shield. While dancing, a dervish cannot use skills or abilities that require concentration or require him to remain still, such as Move Silently, Hide, or Search. A dervish with the bardic music ability can, however, sing while he dances and a dervish can also use the Combat Expertise feat while in a dance. A dervish cannot perform a dervish dance while under the effects of a rage or frenzy ability.

A dervish can perform a dervish dance only once per encounter. A dervish dance lasts 1 round for every two ranks of Perform [dance] that the character has. At the end of a dervish dance, the character becomes fatigued for the duration of the encounter (unless he is a 9th-level dervish, at which point this limitation no longer applies). Byvet's dance lasts for 4 rounds.

Movement Mastery (Ex): Byvet is so certain of his movements that he is unaffected by adverse conditions. When making a Jump, Perform [dance], or Tumble check, he may take 10 even if stress and distraction would normally prevent him from doing so.

Slashing Blades: A dervish treats the scimitar as a light weapon (rather than a one-handed weapon) for all purposes including fighting with two weapons.

Untkof: Bone Human Sor6; Medium Undead (Augmented); CR 7; HD 6d12; hp 54; Init +3; Spd 30 ft; AC 21 (+3 Dex, +2 natural, +4 *mage armor*, +1 *ring of protection*), touch 14, flat-footed 17; Base Atk +3; Grapple +3; Atk +6 melee (1d4, x2, claw) or +6 ranged (1d8, 19-20/x2, masterwork light crossbow); Full Atk +6 (1d4, x2, 2 claws) or +6 ranged (1d8, 19-20/x2, masterwork light crossbow); SA Spells; SQ Darkvision 60 ft., undead traits, immunity to cold, DR 5/bludgeoning; AL CE; SV Fort +2, Ref +5, Will +6; Str 10, Dex 16, Con -, Int 10, Wis 12, Cha 22.

Skills and Feats: Concentration +13, Knowledge [arcana] +7, Spellcraft +7. Combat Casting, Greater Spell Focus [evocation], Point Blank Shot, Precise Shot, Spell Focus [evocation], Weapon Finesse [claw].

Languages: Common.

Possessions: 50 crossbow bolts, masterwork light crossbow, spell component pouch, *arcane scroll of dimension door*, *cloak of charisma +2*, *lesser extend metamagic rod*, *ring of protection +1*, *ring of sustenance*, *wand of inflict moderate wounds*.

Sorcerer Spells Per Day (6/8/8/5; base DC = 16 + spell level, 17 + spell level for evocation spells marked with *): 0-*acid splash*, *arcane mark*, *detect magic*, *mage hand*, *prestidigitation*, *ray of frost**, *resistance*; 1st-*lesser orb of electricity*, *magic missile**, ~~*mage armor*~~, *mage armor*, *ray of enfeeblement*; 2nd-*scorching ray**, ~~*see invisibility*~~, *see invisibility*; 3rd-*fireball**.

APL 8

ENCOUNTER 6

Kato: Advanced nimblewright; Medium Construct; CR 9; HD 18d10+20; hp 155; Init +7; Spd 40 ft; AC 25 (+8 Dex, +7 natural), touch 18, flat-footed 17; Base Atk +13; Grapple +17; Atk +21 melee (2d6+4, 12-20/x2, rapier); Full Atk +21 melee (2d6+4, 12-20/x2, rapier) and +21 melee (2d6+4, 12-20/x2, rapier); SA Spell-like abilities, tripping thrust; SQ Augmented critical, construct traits, SR 27, vulnerabilities; AL CN; SV Fort +7, Ref +15, Will +10; Str 19, Dex 26, Con -, Int 10, Wis 17, Cha 19.

Skills and Feats: Balance +14, Hide +13, Jump +22, Move Silently +13, Tumble +23; Ability Focus [tripping thrust], Combat Expertise, Combat Reflexes, Dodge, Improved Disarm, Mobility, Quicken Spell-Like Ability [haste], Spring Attack, Weapon Finesse [rapier].

Languages: Common, Elven, Dwarven.

Spell-like Abilities: At will—alter self, cat's grace, entropic shield, feather fall, haste. Caster level 10th; save DC 14 + spell level. The save DCs are Charisma based.

Tripping Thrust (Ex): A nimblewright's rapier-hand attacks are powerful enough to push over creatures its own size or smaller. An opponent who is the target of a successful critical hit from a nimblewright must make a Reflex save (DC 21) or be knocked prone as if tripped. The save DC is Strength based.

Augmented Critical: A nimblewright threatens a critical hit on a natural attack roll of 12-20. On a successful critical hit, its foe is subject to a tripping thrust attack (see above).

Vulnerabilities: A cold effect slows a nimblewright for 3 rounds, and a fire effect stuns it for one round.

ENCOUNTER 11

Byvet: Corpse Human Ftr5/Dervish3; Medium Undead (Augmented); CR 9; HD 8d12; hp 72; Init +4; Spd 35 ft; AC 22 (+4 Dex, +2 natural, +5 chain shirt, +1 dervish), touch 15, flat-footed 18; Base Atk +8; Grapple +13; Atk +15 melee (1d6+8, 18-20/x2, scimitar) or +13 melee (1d6+5/x2, slam); Full Atk +13/+13/+8/+8 melee (1d6+8, 18-20/x2, 2 scimitars) or +13 (1d6+5/x2, 2 slams); SA Dervish dance 2/day; SQ Darkvision 60 ft., undead traits, movement mastery, slashing blades; AL CE; SV Fort +5, Ref +8, Will +4; Str 21, Dex 18, Con -, Int 13, Wis 10, Cha 10.

Skills and Feats: Climb +9, Escape Artist +9, Jump +9, Perform [dance] +14, Sense Motive +2, Tumble +15; Combat Expertise, Dodge, Improved Two-Weapon Fighting, Mobility, Spring Attack, Two-Weapon Fighting, Weapon Focus [scimitar], Weapon Specialization [scimitar].

Languages: Common.

Possessions: +1 mithral chain shirt, +1 scimitars x2, dust of tracelessness.

Dervish Dance (Ex): Byvet can become a whirling dancer of death a certain number of times per day. While in this dervish dance, he can take a full attack action (for melee attacks only) and still move up to his speed. However, the dervish must move a minimum of 5 feet between each attack when using this ability, and he cannot return to a square he just exited (though he may return to that square later during his full attack). The dervish is subject to attacks of opportunity while dancing, but may tumble normally as part of his move. A dervish prevented from completing his move is also prevented from finishing his full attack.

If a dervish wields a slashing weapon while in a dervish dance, he gains a bonus on his attack and damage rolls. This bonus is +1 at first level.

A dervish may only perform a dervish dance while wielding a slashing weapon (he may use a double weapon, or multiple weapons, only if both ends of the weapon or all weapons are of the slashing type). He cannot perform a dervish dance in any armor heavier than light or if she is using a shield. While dancing, a dervish cannot use skills or abilities that require concentration or require him to remain still, such as Move Silently, Hide, or Search. A dervish with the bardic music ability can, however, sing while he dances and a dervish can also use the Combat Expertise feat while in a dance. A dervish cannot perform a dervish dance while under the effects of a rage or frenzy ability.

A dervish can perform a dervish dance only once per encounter. A dervish dance lasts 1 round for every two ranks of Perform [dance] that the character has. At the end of a dervish dance, the character becomes fatigued for the duration of the encounter (unless he is a 9th-level dervish, at which point this limitation no longer applies). Byvet's dance lasts for 5 rounds.

Movement Mastery (Ex): Byvet is so certain of his movements that he is unaffected by adverse conditions. When making a Jump, Perform [dance], or Tumble check, he may take 10 even if stress and distraction would normally prevent him from doing so.

Slashing Blades: A dervish treats the scimitar as a light weapon (rather than a one-handed weapon) for all purposes including fighting with two weapons.

Untkof: Bone Human Sor8; Medium Undead (Augmented); CR 9; HD 8d12; hp 72; Init +3; Spd 30 ft; AC 27 (+3 Dex, +2 natural, +6 *greater mage armor*, +4 *shield*, +1 *ring of protection*), touch 14, flat-footed 23; Base Atk +4; Grapple +4; Atk +7 melee (1d4, x2, claw) or +7 ranged (1d8, 19-20/x2, masterwork light crossbow); Full Atk +7 (1d4, x2, 2 claws) or +7 ranged (1d8, 19-20/x2, masterwork light crossbow); SA Spells; SQ Darkvision 60 ft., undead traits, immunity to cold, DR 5/bludgeoning; AL CE; SV Fort +2, Ref +5, Will +7; Str 10, Dex 16, Con -, Int 10, Wis 12, Cha 23.

Skills and Feats: Concentration +20, Knowledge [arcana] +8, Spellcraft +8. Combat Casting, Greater Spell Focus [evocation], Point Blank Shot, Precise Shot, Spell Focus [evocation], Weapon Finesse [claw].

Languages: Common.

Possessions: 50 crossbow bolts, masterwork light crossbow, spell component pouch, *arcane scroll of dimension door*, *circlet of persuasion*, *cloak of charisma +2*, *dust of illusion*, *lesser extend metamagic rod*, *ring of protection +1*, *ring of sustenance*, *wand of inflict moderate wounds*.

Sorcerer Spells Per Day (6/8/8/6/4; base DC = 16 + spell level, 18 + spell level for evocation spells marked with *): 0-*acid splash*, *arcane mark*, *detect magic*, *flare*, *mage hand*, *prestidigitation*, *ray of frost**, *resistance*; 1st-*lesser orb of electricity*, *magic missile**, ~~mage armor~~, *mage armor*, *ray of enfeeblement*, ~~shield~~, *shield*; 2nd- ~~mirror image~~, *mirror image*, *scorching ray**, ~~see invisibility~~, *see invisibility*; 3rd-*fireball**, ~~greater mage armor~~, *greater mage armor*; 4th-*Evard's black tentacles*.

APL 10

ENCOUNTER 6

Kato: Advanced nimblewright; Large Construct; CR 11; HD 22d10+30; hp 195; Init +6; Spd 40 ft; AC 25 (+7 Dex, +9 natural, -1 size), touch 16, flat-footed 18; Base Atk +16; Grapple +29; Atk +25 melee (3d6+9, 12-20/x2, rapier); Full Atk +25 melee (3d6+9, 12-20/x2, rapier) and +25 melee (3d6+9, 12-20/x2, rapier); Space/Reach 10 ft./10 ft.; SA Spell-like abilities, tripping thrust; SQ Augmented critical, construct traits, SR 27, vulnerabilities; AL CN; SV Fort +8, Ref +15, Will +11; Str 28, Dex 24, Con -, Int 10, Wis 17, Cha 19.

Skills and Feats: Balance +15, Hide +12, Jump +29, Move Silently +12, Tumble +26; Ability Focus [tripping thrust], Awesome Blow, Combat Expertise, Combat Reflexes, Dodge, Improved Disarm, Improved Bull Rush, Mobility, Power Attack, Quicken Spell-Like Ability [haste].

Languages: Common, Elven, Dwarven.

Spell-like Abilities: At will—*alter self*, *cat's grace*, *entropic shield*, *feather fall*, *haste*. Caster level 10th; save DC 14 + spell level. The save DCs are Charisma based.

Tripping Thrust (Ex): A nimblewright's rapier-hand attacks are powerful enough to push over creatures its own size or smaller. An opponent who is the target of a successful critical hit from a nimblewright must make a Reflex save (DC 26) or be knocked prone as if tripped. The save DC is Strength based.

Augmented Critical: A nimblewright threatens a critical hit on a natural attack roll of 12-20. On a successful critical hit, its foe is subject to a tripping thrust attack (see above).

Vulnerabilities: A cold effect slows a nimblewright for 3 rounds, and a fire effect stuns it for one round.

ENCOUNTER 11

Byvet: Corpse Human Ftr5/Dervish5; Medium Undead (Augmented); CR 11; HD 10d12; hp 90; Init +4; Spd 40 ft; AC 23 (+4 Dex, +2 natural, +5 chain shirt, +2 dervish), touch 15, flat-footed 18; Base Atk +10; Grapple +15; Atk +17 melee (1d6+8, 15-20/x2, scimitar) or +15 melee (1d6+5 /x2, slam); Full Atk +15/+15/+10/+10 melee (1d6+8, 15-20/x2, 2 scimitars) or +15 (1d6+5 /x2, 2 slams); SA Dervish dance 3/day, dance of death; SQ Darkvision 60 ft., undead traits, movement mastery, slashing blades;

AL CE; SV Fort +5, Ref +9, Will +5; Str 21, Dex 18, Con -, Int 13, Wis 10, Cha 10.

Skills and Feats: Climb +9, Escape Artist +15, Jump +9, Perform [dance] +16, Sense Motive +3, Tumble +17; Combat Expertise, Dodge, Improved Critical [scimitar], Improved Two-Weapon Fighting, Mobility, Spring Attack, Two-Weapon Fighting, Weapon Focus [scimitar], Weapon Specialization [scimitar].

Languages: Common.

Possessions: +1 mithral chain shirt, +1 thundering scimitars x2, dust of tracelessness.

Dervish Dance (Ex): Byvet can become a whirling dancer of death a certain number of times per day. While in this dervish dance, he can take a full attack action (for melee attacks only) and still move up to his speed. However, the dervish must move a minimum of 5 feet between each attack when using this ability, and he cannot return to a square he just exited (though he may return to that square later during his full attack). The dervish is subject to attacks of opportunity while dancing, but may tumble normally as part of his move. A dervish prevented from completing his move is also prevented from finishing his full attack.

If a dervish wields a slashing weapon while in a dervish dance, he gains a bonus on his attack and damage rolls. This bonus is +1 at first level.

A dervish may only perform a dervish dance while wielding a slashing weapon (he may use a double weapon, or multiple weapons, only if both ends of the weapon or all weapons are of the slashing type). He cannot perform a dervish dance in any armor heavier than light or if she is using a shield. While dancing, a dervish cannot use skills or abilities that require concentration or require him to remain still, such as Move Silently, Hide, or Search. A dervish with the bardic music ability can, however, sing while he dances and a dervish can also use the Combat Expertise feat while in a dance. A dervish cannot perform a dervish dance while under the effects of a rage or frenzy ability.

A dervish can perform a dervish dance only once per encounter. A dervish dance lasts 1 round for every two ranks of Perform [dance] that the character has. At the end of a dervish dance, the character becomes fatigued for the duration of the encounter (unless he is a 9th-level dervish, at which point this limitation no longer applies). Byvet's dance lasts for 6 rounds.

Movement Mastery (Ex): Byvet is so certain of his movements that he is unaffected by adverse conditions. When making a Jump, Perform [dance], or Tumble

check, he may take 10 even if stress and distraction would normally prevent him from doing so.

Slashing Blades: A dervish treats the scimitar as a light weapon (rather than a one-handed weapon) for all purposes including fighting with two weapons.

Dance of Death: Byvet gains the benefit of the Cleave feat while performing a dervish dance, even if he does not meet the prerequisites for the feat. He does not have to move 5 feet before making the extra attack granted by this ability.

Untkof: Bone Human Sor8/Fatespinner2; Medium Undead (Augmented); CR 11; HD 10d12; hp 107 (17 from false life); Init +7; Spd 30 ft; AC 28 (+3 Dex, +2 natural, +6 greater mage armor, +4 shield, +1 ring of protection, +1 ioun stone), touch 15, flat-footed 24; Base Atk +5; Grapple +5; Atk +8 melee (1d4, x2, claw) or +8 ranged (1d8, 19-20/x2, masterwork light crossbow); Full Atk +8 (1d4, x2, 2 claws) or +8 ranged (1d8, 19-20/x2, masterwork light crossbow); SA Spells; SQ Darkvision 60 ft., undead traits, immunity to cold, DR 5/bludgeoning, spin fate, fickle finger of fate; AL CE; SV Fort +2, Ref +5, Will +9; Str 10, Dex 16, Con -, Int 10, Wis 12, Cha 23.

Skills and Feats: Concentration +17, Knowledge [arcana] +6, Profession [gambler] +6, Spellcraft +7. Combat Casting, Greater Spell Focus [evocation], Improved Initiative, Point Blank Shot, Precise Shot, Spell Focus [evocation], Weapon Finesse [claw].

Languages: Common.

Possessions: 50 crossbow bolts, masterwork light crossbow, spell component pouch, arcane scroll of dimension door, circlet of persuasion, cloak of charisma +2, dust of illusion, dusty rose prism ioun stone, lesser extend metamagic rod, ring of protection +1, ring of sustenance, wand of inflict serious wounds.

Sorcerer Spells Per Day (6/8/8/7/6/4; base DC = 16 + spell level, 18 + spell level for evocation spells marked with *): 0-acid splash, arcane mark, detect magic, flare, mage hand, prestidigitation, ray of frost*, resistance, touch of fatigue; 1st-lesser orb of electricity, magic missile*, ~~mage armor~~, mage armor, true strike, ~~shield~~, shield; 2nd-~~false life~~, false life, ~~mirror image~~, mirror image, scorching ray*, ~~see invisibility~~, see invisibility; 3rd-fireball*, ~~greater mage armor~~, greater mage armor, slow; 4th-Evard's black tentacles, unluck; 5th-baleful polymorph.

Spin Fate (Ex): As a free action, Untkof can use stored spin to boost the save DC of a spell he casts, adding some or all of his spin to the DC, on a point-for-point basis. Untkof has three points of stored spin.

Fickle Finger of Fate (Ex): Once per day, as an immediate action, Untkof can force any other creature – friend or enemy – to reroll a roll that it has just made. Untkof must have line of sight to the creature to be affected. That creature must abide by the result of the reroll, whether it's higher or lower than the original roll.

APL 12

ENCOUNTER 6

Kato: Advanced nimblewright; Large Construct; CR 13; HD 30d10+30; hp 255; Init +6; Spd 40 ft; AC 25 (+7 Dex, +9 natural, -1 size), touch 17, flat-footed 18; Base Atk +22; Grapple +35; Atk +31 melee (4d6+9, 12-20/x2, rapier); Full Atk +31 melee (4d6+9, 12-20/x2, rapier) and +31 melee (4d6+9, 12-20/x2, rapier); Space/Reach 10 ft./10 ft.; SA Spell-like abilities, tripping thrust; SQ Augmented critical, construct traits, SR 27, vulnerabilities; AL CN; SV Fort +10, Ref +17, Will +14; Str 28, Dex 24, Con -, Int 10, Wis 18, Cha 20.

Skills and Feats: Balance +19, Hide +12, Jump +33, Move Silently +12, Tumble +34; Ability Focus [tripping thrust], Awesome Blow, Combat Expertise, Combat Reflexes, Dodge, Improved Disarm, Improved Bull Rush, Improved Natural Attack, Mobility, Power Attack, Quicken Spell-Like Ability [haste], Spring Attack, Whirlwind Attack.

Languages: Common, Elven, Dwarven.

Spell-like Abilities: At will—alter self, cat's grace, entropic shield, feather fall, haste. Caster level 10th; save DC 15 + spell level. The save DCs are Charisma based.

Tripping Thrust (Ex): A nimblewright's rapier-hand attacks are powerful enough to push over creatures its own size or smaller. An opponent who is the target of a successful critical hit from a nimblewright must make a Reflex save (DC 26) or be knocked prone as if tripped. The save DC is Strength based.

Augmented Critical: A nimblewright threatens a critical hit on a natural attack roll of 12-20. On a successful critical hit, its foe is subject to a tripping thrust attack (see above).

Vulnerabilities: A cold effect slows a nimblewright for 3 rounds, and a fire effect stuns it for one round.

ENCOUNTER 11

Byvet: Corpse Human Ftr5/Dervish7; Medium Undead (Augmented); CR 13; HD 12d12; hp 108; Init +10; Spd 40 ft; AC 23 (+4 Dex, +2 natural, +5 chain shirt, +2 dervish), touch 15, flat-footed 18; Base Atk +12; Grapple +17; Atk +19 melee (1d6+8, 15-20/x2, scimitar) or +17 melee (1d6+5 /x2, slam); Full Atk +17/+17/+12/+12/+7 melee (1d6+8, 15-20/x2, 2 scimitars) or +17 (1d6+5 /x2, 2 slams); SA Dervish dance 4/day, dance of death; SQ Darkvision 60 ft., undead traits, movement mastery, slashing blades,

elaborate parry, DR 5/magic; AL CE; SV Fort +6, Ref +10, Will +6; Str 21, Dex 18, Con -, Int 13, Wis 10, Cha 10.

Skills and Feats: Climb +9, Escape Artist +18, Jump +12, Perform [dance] +18, Sense Motive +4, Tumble +19; Combat Expertise, Dodge, Improved Critical [scimitar], Improved Initiative, Improved Two-Weapon Fighting, Mobility, Spring Attack, Two-Weapon Fighting, Weapon Focus [scimitar], Weapon Specialization [scimitar].

Languages: Common.

Possessions: +1 mithral chain shirt of invulnerability, +1 thundering scimitars x2, dust of tracelessness, sacred scabbard.

Dervish Dance (Ex): Byvet can become a whirling dancer of death a certain number of times per day. While in this dervish dance, he can take a full attack action (for melee attacks only) and still move up to his speed. However, the dervish must move a minimum of 5 feet between each attack when using this ability, and he cannot return to a square he just exited (though he may return to that square later during his full attack). The dervish is subject to attacks of opportunity while dancing, but may tumble normally as part of his move. A dervish prevented from completing his move is also prevented from finishing his full attack.

If a dervish wields a slashing weapon while in a dervish dance, he gains a bonus on his attack and damage rolls. This bonus is +1 at first level.

A dervish may only perform a dervish dance while wielding a slashing weapon (he may use a double weapon, or multiple weapons, only if both ends of the weapon or all weapons are of the slashing type). He cannot perform a dervish dance in any armor heavier than light or if she is using a shield. While dancing, a dervish cannot use skills or abilities that require concentration or require him to remain still, such as Move Silently, Hide, or Search. A dervish with the bardic music ability can, however, sing while he dances and a dervish can also use the Combat Expertise feat while in a dance. A dervish cannot perform a dervish dance while under the effects of a rage or frenzy ability.

A dervish can perform a dervish dance only once per encounter. A dervish dance lasts 1 round for every two ranks of Perform [dance] that the character has. At the end of a dervish dance, the character becomes fatigued for the duration of the encounter (unless he is a 9th-level dervish, at which point this limitation no longer applies). Byvet's dance lasts for 7 rounds.

Movement Mastery (Ex): Byvet is so certain of his movements that he is unaffected by adverse conditions. When making a Jump, Perform [dance], or Tumble

check, he may take 10 even if stress and distraction would normally prevent him from doing so.

Slashing Blades: A dervish treats the scimitar as a light weapon (rather than a one-handed weapon) for all purposes including fighting with two weapons.

Dance of Death: Byvet gains the benefit of the Cleave feat while performing a dervish dance, even if he does not meet the prerequisites for the feat. He does not have to move 5 feet before making the extra attack granted by this ability.

Elaborate Parry (Ex): Byvet gains an extra +4 bonus to Armor Class when he chooses to fight defensively or use all-out defense in melee combat.

Untkof: Bone Human Sor8/Fatespinner4; Medium Undead (Augmented); CR 13; HD 12d12; hp 125 (17 from *false life*); Init +7; Spd 30 ft; AC 28 (+3 Dex, +2 natural, +6 *greater mage armor*, +4 *shield*, +1 *ring of protection*, +1 *ioun stone*), touch 15, flat-footed 24; Base Atk +6; Grapple +6; Atk +9 melee (1d4, x2, claw) or +9 ranged (1d8, 19-20/x2, masterwork light crossbow); Full Atk +9/4 (1d4, x2, 2 claws) or +9 ranged (1d8, 19-20/x2, masterwork light crossbow); SA Spells; SQ Darkvision 60 ft., undead traits, immunity to cold, DR 5/bludgeoning, spin fate, fickle finger of fate, spin destiny, deny fate, resist fate; AL CE; SV Fort +3, Ref +6, Will +10; Str 10, Dex 16, Con -, Int 10, Wis 12, Cha 24.

Skills and Feats: Concentration +20, Knowledge [arcana] +7, Profession [gambler] +5, Spellcraft +8. Combat Casting, Greater Spell Focus [evocation], Improved Initiative, Point Blank Shot, Precise Shot, Spell Focus [evocation], Spell Penetration, Weapon Finesse [claw].

Languages: Common.

Possessions: 50 crossbow bolts, liquid embers, masterwork light crossbow, spell component pouch, *arcane scroll of dimension door*, *circlet of persuasion*, *cloak of charisma* +2, *dust of illusion*, *dusty rose prism ioun stone*, *lesser extend metamagic rod*, *ring of free magic*, *ring of protection* +1, *wand of inflict serious wounds*.

Sorcerer Spells Per Day (6/8/8/8/7/6/4; base DC = 16 + spell level, 18 + spell level for evocation spells marked with *): 0-*acid splash*, *arcane mark*, *detect magic*, *flare*, *mage hand*, *prestidigitation*, *ray of frost**, *resistance*, *touch of fatigue*; 1st-*lesser orb of electricity*, *magic missile**, ~~*mage armor*~~, *mage armor*, *true strike*, ~~*shield*~~, *shield*; 2nd- *darkness**, ~~*false life*~~, *false life*, ~~*mirror image*~~, *mirror image*, *scorching ray**, ~~*see invisibility*~~, *see invisibility*; 3rd- *fireball**, *greater mage armor*, *greater mage armor*, *haste*, *slow*; 4th-*Evard's black tentacles*, *phantasmal*

killer, *unluck*; 5th-*baleful polymorph*, *cone of cold**; 6th-*disintegrate*.

Spin Fate (Ex): As a free action, Untkof can use stored spin to boost the save DC of a spell he casts, adding some or all of his spin to the DC, on a point-for-point basis. Untkof has three points of stored spin.

Fickle Finger of Fate (Ex): Once per day, as an immediate action, Untkof can force any other creature – friend or enemy – to reroll a roll that it has just made. Untkof must have line of sight to the creature to be affected. That creature must abide by the result of the reroll, whether it's higher or lower than the original roll.

Spin Destiny (Ex): Untkof can add stored spin to any skill check, attack roll, or saving throw that he attempts on a point-for-point basis. However, the spin comes from the same limited reservoir of karma that allows him to adjust the DC of his spells. He must apply the bonus before making the roll.

Deny Fate (Ex): Untkof has a better chance of beating the odds should he ever be rendered unconscious and dying. Once per day, on the first occasion when a fatespinner must make a check to become stable when dying, the check automatically succeeds. Other such checks called for in the same 24-hour period are made normally.

Resist Fate (Ex): Untkof embraces his extraordinary good luck. Once per day, he can reroll one roll that he has just made. He must abide by the result of the reroll, even if it's worse than the original roll.

APPENDIX 2– UNDERWATER COMBAT RULES

COMBAT ADJUSTMENTS UNDERWATER

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

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

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

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

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

DROWNING

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

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

APPENDIX 3 – NEW TEMPLATES

BONE TEMPLATE

Source: *Book of Vile Darkness*, page 184.

“Bone” is a template that can be added to any nonundead, corporeal creature that has a skeletal system (referred to hereafter as the base creature). The creature's type changes to undead. It retains all type modifiers and subtypes, if applicable.

The bone creature uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Increase to d12

Speed: Winged bone creatures retain the ability to fly. Now, however, the flight is magical, as the fly spell, but it still uses the creature's original fly speed.

AC: Natural armor bonus changes to a number based on the bone creature's size.

Size	Bonus	Size	Bonus
Tiny or smaller	+0	Huge	+4
Small	+1	Gargantuan	+6
Medium-size	+2	Colossal	+10
Large	+3		

Attacks: A bone creature retains all the natural attacks and weapon proficiencies of the base creature, except for attacks that can't work without flesh, such as a mind flayer's tentacle attacks. A creature with hands gains one claw attack per hand; a bone creature can strike with all of them at its full attack bonus. If the creature already had claw attacks with its hands, use the bone creature attack format and damage, if they're better. The base creature's base attack bonus does not change.

Damage: Natural, and manufactured weapons deal normal damage. A claw attack deals damage depending on the bone creature's size.

Size	Damage	Size	Damage
Diminutive or Fine	1	Large	1d6
Tiny	1d2	Huge	2d4
Small	1d3	Gargantuan	2d6
Medium-size	1d4	Colossal	2d8

Use the base creature's claw damage if it's greater.

Special Qualities: Same as the base creature. In addition, all bone creatures gain darkvision with a range of 60 feet, undead traits, and various immunities.

Immunities (Ex): Bone creatures have cold immunity. Because they lack flesh or internal organs, they have DR 5/bludgeoning.

Saves: Same as base creature, modified by ability score adjustments.

Abilities: Modify the base creature as follows: Str +0, Dex +4, Con -, Int +0, Wis +0, Cha +0.

Skills: Same as the base creature, modified by ability score adjustments.

Feats: Same as the base creature, plus the bone creature gets Weapon Finesse feat for free.

Challenge Rating: As character level +1.

Alignment: Always evil.

CORPSE TEMPLATE

Source: *Book of Vile Darkness*, page 185.

“Corpse” is a template that can be added to any nonundead, nonconstruct, nonplant corporeal creature (referred to hereafter as the base creature). The creature's type changes to undead. It retains all type modifiers and subtypes, if applicable.

The corpse creature uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Increase to d12

Speed: Winged corpse creatures retain the ability to fly. However, their maneuverability becomes clumsy.

AC: The corpse creature gains a natural armor bonus based on its size.

Size	Bonus	Size	Bonus
Tiny or smaller	+0	Huge	+4
Small	+1	Gargantuan	+6
Medium-size	+2	Colossal	+11
Large	+3		

The corpse creature keeps the natural armor bonus of the base creature if it's better.

Attacks: A corpse creature retains all the natural attacks and weapon proficiencies of the base creature. A corpse creature also gains a slam attack. The base creature's base attack bonus does not change.

Damage: Natural, and manufactured weapons deal normal damage. A slam attack deals damage depending on the corpse creature's size.

Size	Damage	Size	Damage
Diminutive	1	Large	1d8
Fine	1d2	Huge	2d6
Tiny	1d3	Gargantuan	2d8
Small	1d4	Colossal	4d6
Medium-size	1d6		

Use the base creature's slam damage if it's greater.

Special Qualities: Same as the base creature. In addition, all corpse creatures gain darkvision with a range of 60 feet, and undead traits.

Saves: Same as base creature, modified by ability score adjustments.

Abilities: Modify the base creature as follows: Str +4, Dex -2, Con -, Int +0, Wis +0, Cha +0.

Skills: Same as the base creature, modified by ability score adjustments.

Challenge Rating: As character level +1.

Alignment: Always evil.

APPENDIX 4 – NEW SPELLS

GREATER MAGE ARMOR

Source: *Complete Arcane* page 114

Conjuration (Creation) [Force]

Level: Sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 Standard Action

Range: Touch

Target: Creature touched

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No

This spell functions like *mage armor*, except that its tangible field of force provides a +6 bonus to Armor Class.

Material Component: A tiny platinum shield worth 25 gp.

LESSER ORB OF ACID

Source: *Complete Arcane* page 115

Conjuration (Creation) [Acid]

Level: Sorcerer/wizard 1, warmage 1

Components: V, S

Casting Time: 1 Standard Action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One orb of acid

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

An orb of acid about 2 inches across shoots from your palm at its target, dealing 1d8 points of acid damage. You must succeed at a ranged touch attack to hit your target.

For every two caster levels beyond 1st, your orb does an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at

5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

LESSER ORB OF ELECTRICITY

Source: *Complete Arcane* page 116

Conjuration (Creation) [Electricity]

Level: Sorcerer/wizard 1, warmage 1

Effect: One orb of electricity

This spell functions like *lesser orb of acid*, except that it deals electricity damage.

UNLUCK

Source: *Complete Arcane* page 128

Divination

Level: Bard 4, sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 Standard Action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

When you cast this spell, you negatively influence the randomness of fortune for the target. Whenever if affected creature takes an action involving random chance (specifically, whenever any die roll is made for the creature, including attack rolls, damage rolls, saving throws) two separate rolls are made and the worse result applies.

A creature carrying a *stone of good luck* is immune to the effect of *unluck*, but the stone's effects do not function for the duration of the spell if the creature fails its save

Material Component: A piece of a broken mirror.

APPENDIX 5 – NEW ITEMS

LIQUID EMBERS

Source: Planar Handbook page 76.

Liquid embers is a sticky adhesive goo not unlike alchemist's fire, except that liquid embers contains ash or soot of an object burned with fire from the Elemental Plane of Fire. A flask of liquid embers can be thrown as a splash weapon. Treat this attack as a ranged touch attack with a range increment of 10 feet. A direct hit deals 3d6 points of fire damage. Every creature within 5 feet of the point where the flask hits takes 1d6 points of fire damage from the splash. On the round following a direct hit, the target takes an additional 3d6 points of damage. If desired, the target can use a full-round action to attempt to extinguish the flames before taking this additional damage. Extinguishing the flames requires a DC 17 Reflex save. Rolling on the ground provides the target a +2 bonus on the save. Leaping into a lake or magically extinguishing the flames automatically smothers the fire.

Nonmagical; Price 600 gp.

RING OF FREE MAGIC

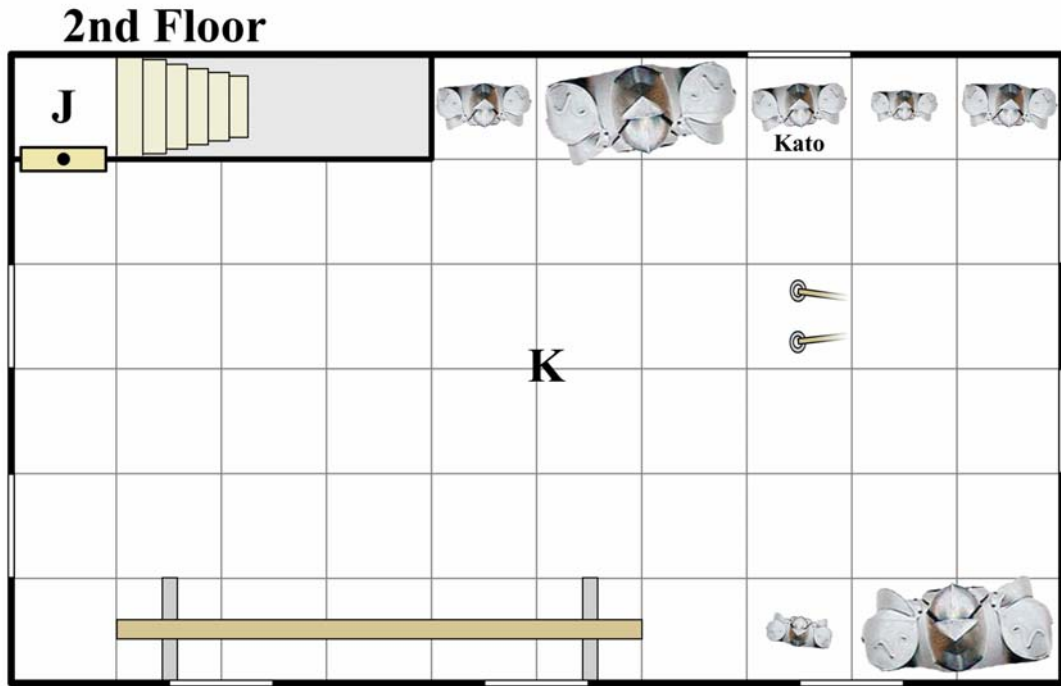
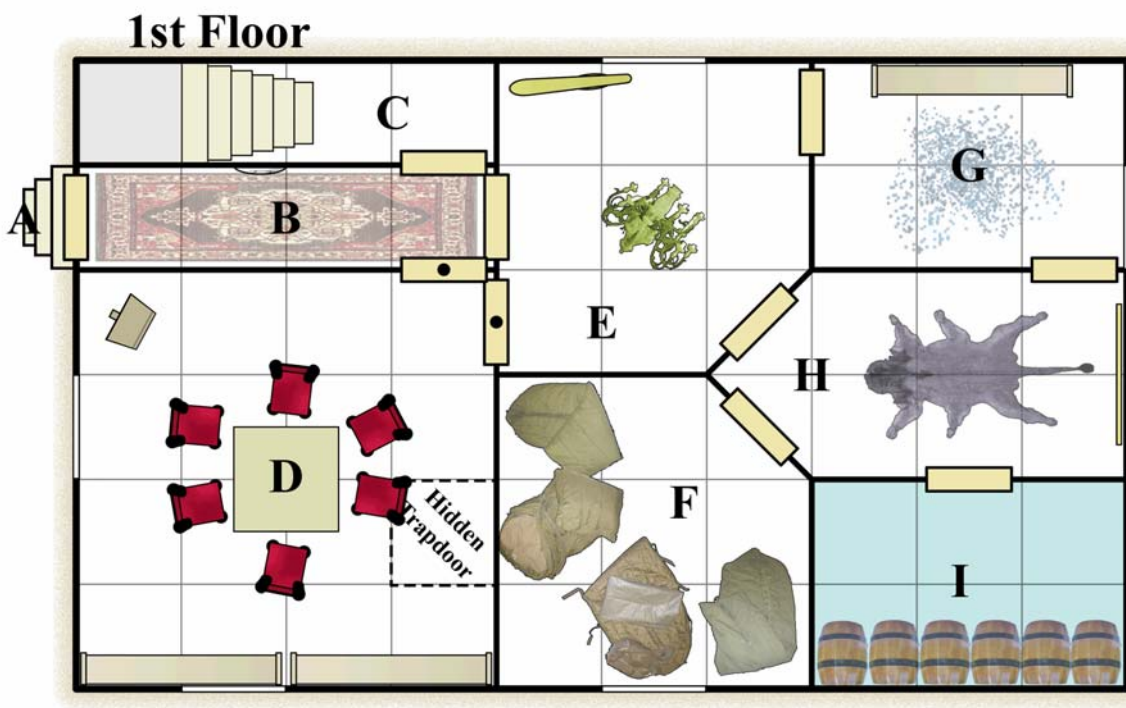
Source: Planar Handbook page 80.

This platinum ring, etched with arcane symbols, is designed to counteract the effects of planes with the limited magic trait. By expending charges from a *ring of free magic*, the wearer can cast spells of the prohibited school, subschool, descriptor, or level as if the limited magic trait didn't exist. The number of charges expended is equal to the level of the spell the wearer wishes to cast.

A newly created *ring of free magic* has 50 charges. When all the charges are expended, the ring becomes a nonmagical item.

Strong evocation; CL 12th; Forge Ring, *imbue with spell ability*; Price 45,000 gp.

DM AID – MAP #1 – CULT HOUSE IN BERUAK



1 Grid Block = 5 feet

PLAYER HANDOUT 1 – SPECIAL INSTRUCTIONS

Cut along the dotted lines, and distribute to members of the mentioned meta-organizations.

From the Bardic Circle: “Very little is known about the Cult of the Daring Feat. Many are curious about how they are organized, what deeds they have done, and what their beliefs are. Find out as much as you can about the Cult of the Daring Feat. Try to establish friendly contact with a prominent member of their organization.”

From the Company of the Bright Path: “The Cult of the Daring Feat is an unknown element, possibly a threat to the community of Beruak. Because of their mercenary status, they may be associated with the enemies of Bissel. Investigate the Cult of the Daring Feat, and ascertain the nature of what threat, if any, they pose to Beruak. If they are involved in criminal activities, report that activity to us and to any nobles you trust. Do not engage them in combat or attempt to place any one of them under arrest.”

From the Cult of the Daring Feat: “Members of our order have recently undertook a very dangerous task for someone not well liked in the March. Because of this, we may be publicly implicated in criminal activities. Prevent this from happening. Do not allow any prominent nobles to know what we are up to. By whatever means necessary, make sure this investigation puts our order in the most positive possible light. Be subtle.”

From the Guild of the Arcane Path: “While it is not publicly known, the Cult of the Daring Feat is one of our most reliable customers for magic items and divinations. It would not be profitable if the Cult were to be implicated in criminal activities. By whatever means necessary, make sure your investigation puts the Cult of the Daring Feat in the most positive possible light. Be subtle.”

From the Knights of the Watch: “The Cult of the Daring Feat is a band of irascible scoundrels, and possibly a threat to Bissel. Because of their mercenary status, they may be associated with the enemies of Bissel. Investigate the Cult of the Daring Feat, and ascertain the nature of what threat, if any, they pose to the March. If they are involved in criminal activities, report that activity to us and to any nobles you trust. Do not engage them in combat or attempt to place any one of them under arrest.”

From the Mist Chameleons: “ Be aware: while it has been publicly stated that Regent Saralind will not be in attendance for the Besselar/Rashedra wedding, this is a deliberate deception for security needs. Regent Saralind will be in attendance. Also, on the day of the wedding, a powerful abjuration will be in effect over Besselar Keep. This ward will prevent out enemies from using magic to instantaneously appear at Calpius’ Craft and surprise us. The ward disrupts all such spells; it does not distinguish between friend and foe.

From the Order of the Path of Honor/Order of the Serene Thought/Order of the Silver Scythe: “Very little is known about the Cult of the Daring Feat, but rumor has it their skills at avoiding death are tremendous. Find out as much as you can about the Cult of the Daring Feat, especially about their training regimen. Try to establish friendly contact with a prominent member of their organization.”

PLAYER HANDOUT 2 – SEALED LETTER FROM THE BARONESS

The following letter was given to you by the Baroness Jasmine Besselar before you left Calpius Craft. It was intended to remain sealed, but you have callously opened it.

Candrel Velarn (or one of his representatives),

I am writing you this sealed message to request that you cease trying to make contact on behalf of your most sensitive charge. For the sake of us all, please wait one week until the wedding ceremonies have ended before trying to contact me again.

Calaran explained your situation perfectly, but there cannot be that kind of disruption again. However, I am interested in learning more of your charge's situation, and possibly providing what help I can. That is, if I am satisfied of your charge's good intentions, of which I am still not sure.

Contact me in two weeks time.

-JB

PLAYER HANDOUT 3 – ENTRY FROM VERDEEK’S LEDGER

This is a bill of sale is recorded in Verdeek’s very large ledger.

Concoctions, Combustibles, and Wondrous Compounds – Verdeek, proprietor

Date of transaction: *Goodmonth 9, 595 CY*

Customer’s name: *Salisa Tallowburn*

Delivery address: *172 Soulforaged Lane, Gem Quarter, West Side*

Special Delivery Instructions: *Customer will meet delivery outside of house. If customer is not present, wait five minutes - but do not knock on door or try to enter.*

Quantity	Item	Per Unit	Total
12	<i>Suregrip Paste</i>	20	240
6	<i>Freeglide Gel</i>	20	120
3	<i>Catstink</i>	50	150
6	<i>Blendcream</i>	50	300
6	<i>Softfoot Powder - Out of Stock, will deliver by the evening of the 10th of this month.</i>	50	300
2	<i>Lackskip Grease - Out of Stock, will deliver by the evening of the 10th of this month.</i>	50	100

Total: *1210*

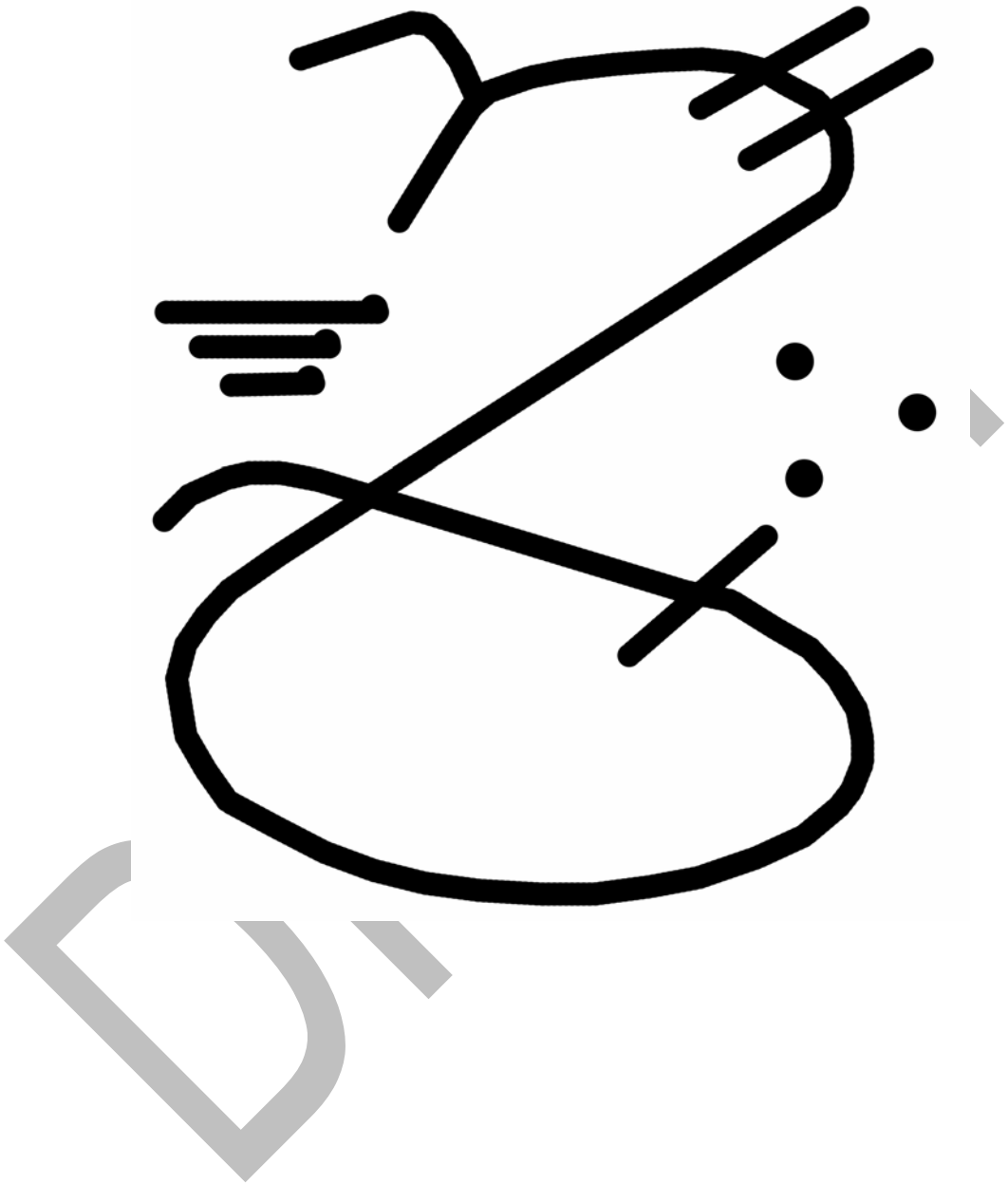
Payment: *Paid in Full, 9th of Goodmonth, 595 CY*

The UNDERSIGNED Agrees that the quality of product is at its highest upon receipt. Proprietor takes no liability for diminished effect due to misuse.

Signed:

Salisa Tallowburn

PLAYER HANDOUT 4 – CURIOUS RUNE



BIS5-05 Strange Bedfellows - Critical Events Summary

1) Did the PCs report the Cult of the Daring Feat's criminal activities to persons of authority?

2) Did the PCs tell Cainlan about Jasmine's note?

3) Were any nobles killed during the undead attack? If so, how many?

4) Were the PCs able to repel the undead forces?

If you run this event in November or December of 2005, please e-mail the results from this sheet to a member of the Bissel Triad by January 1st, 2006, or have the Senior DM of your event do so.