

BIS8-04

Flailing in the Dark

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

Version 1.2

by Jay and Crystal Babcock

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They have long chiseled away at the stone of Bissel's foundation... but to what end? Finally, the key is in their grasp, and their plan is beginning to take shape. Soon, that which lurks in shadow will be brought to light... but will it be too late? A Bissel regional adventure for APLs 2-16, and Part 2 of *That's Rhomstaff!* II, the Bissel finale.

Resources: *Fiend Folio* [Eric Cagle, Jesse Decker, James Jacobs, Erik Mona, Matt Sernett, Chris Thomasson, James Wyatt], *Magic Item Compendium* [Andy Collins, Eytan Bernstein, Frank Brunner, Owen K.C. Stephens, John Snead], *Monster Manual V* [Creighton Broadhurst, Jason Bulmahn, David Chart, B. Matthew Conklin III, Jesse Decker, James "Grim" Desborough, Rob Heinsoo, Sterling Hershey, Tim Hitchcock, Luke Johnson, Nicolas Logue, Mike McArtor, David Noonan, Aaron Rosenberg, Robert J. Schwalb, Rodney Thompson, Wil Upchurch], *BIS5-06 Vanity and Vexation* [Jay and Crystal Babcock].

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 jay@viceandvillainy.org. 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, 2008.

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:

Determine the character level for each of the PCs participating in the adventure.

If PCs bring animals that have been trained for combat (most likely 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.

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

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

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 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp 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

This scenario is part of That's Rhomstaff II, the Bissel Finale. The story so far...

BIS8-03 Battle of the Bands

Estander the playwright lamented the fact that his plays were not doing as well as those of his competition, and asked the PCs to investigate. They found that the current troupe in the limelight was getting their material from a novice bard – or more importantly, that he was getting it from a magical book he had found, a book that could tell the future.

The PCs worked hard to ensure that Estander's troupe would draft the young boy, carefully earning the allegiance of other troupes in Calpius Craft. But then, word got out about the boy and his talent, and the town was consumed by gang fighting.

When the dust settled, Estander and the PCs came out on top... but they were too late. They found the young bard slain and the book missing.

Meanwhile...

Hextorite cultists infiltrated Bissel society long ago. A few of their projects have been uncovered – for instance, their consuming search for gates to the Plane of Shadow – but their motives have never been explained.

The *book of history not yet written* has fallen into Hextorite hands, and wheels are beginning to turn.

A week ago, in the aftermath of the Calpius' Craft riots, the Mist Chameleons learned of the existence of the book. The artifact itself appeared to be immune to divination, but in obtaining it, the cultists had created an opportunity. An object belonging to the murdered young bard gave a magical trail that could be followed.

A tracker was quickly dispatched to find the book and its current owners. He followed the trail north, past the borders of the March, into the Barrier Peaks. He stumbled upon a Hextorite excavation at the old Bodkin Keep, before he was captured and killed.

ADVENTURE SUMMARY

Hextorite sleeper cells are awakening all across the March. However, the PCs are asked to embark on a different task – to find the lost tracker, and his quarry.

The PCs follow the tracker's trail, which leads to Ebbenant. As they question locals, and get their first real clues, a Kettite spy is watching them.

The path takes them into the Barrier Peaks, through the Bodkin Pass. As they reach the keep, they discover it disturbed. Delving inside reveals a Hextorite excavation around another shadow gate.

The PCs see a group of Hextorites enter the Plane of Shadow. They fight their way through, and follow – only to be captured by Evard's mercenaries on the other side.

Introduction: The Band Plays On

Estimated Time: 25 minutes

The PCs are met by a Mist Chameleon agent. He mentions the missing book, and the missing tracker. He asks the PCs to help him pick up the trail, once more.

Encounter 1: A Glimmer on the Horizon

Estimated Time: 20 minutes

The PCs investigate a location where the tracker stopped, looking for clues.

Encounter 2: A Fox in the Henhouse

Estimated Time: 30 minutes

The PCs rest at the Pick and Shovel, squeezing bits of information out of the locals. Little do they know - they are being squeezed, as well.

Encounter 3: Shadows on the Wall

Estimated Time: 30 minutes

The PCs are attacked by a Kettite spy while they stay overnight at the Pick and Shovel.

Encounter 4: Here Again?

Estimated Time: 10 minutes

The PCs travel to the Bodkin fortress, in the Barrier Peaks.

Encounter 5: Their Own Doing

Estimated Time: 20 minutes

The PCs stumble into the Bodkin defenses, as they try to enter the keep.

Encounter 6: Details Overlooked

Estimated Time: 10 minutes

The PCs investigate the Bodkin Keep, learning more about its origins and nature.

Encounter 7: Delving Deep

Estimated Time: 20 minutes

The PCs explore the excavation under the keep, and find another shadow gate. They see several Hextorites head into the shadow realm.

Encounter 8: Mechanical Marvels

Estimated Time: 35 minutes

The PCs fight Hextorite golems to gain access to the shadow gate.

Conclusion: Captured!

Estimated Time: 5 minutes

The PCs enter the Plane of Shadow and are captured by Yugoloth mercenaries.

Epilogue: Gaining Ground

Estimated Time: 5 minutes

The Hextorites stand before a great mausoleum. They begin to work at the seals, seeking whatever is inside.

PREPARATION FOR PLAY

At the end of this scenario are six copies of *Player Handout 1 – Character Survey*. Give a copy to each player at the table, and have them fill them out immediately. Once they return them, use *DM Aid – Scoring Guide* to quickly determine the results, but do not tell the players of the relevance. Fifteen minutes are allocated in the introduction for this process.

Most of the items on the survey are marked as either +I or -I. Add up an individual PC's score from the sheet (it can be negative), and then add all of the PCs' scores together. If the party score is positive, they are Group A. If it is negative or zero, they are Group B. Each group will be accompanied by a different NPC. While they will take part in the same encounters, they will have different experiences with them.

However, some of the other items are noted as +N. These aspects define the notoriety of the party. Add up the individual scores, add the party total together, and set that number aside until Encounter 2.

It is also important to note that much information is available in this scenario that is not readily presented to the PCs. They have to work for it. It is quite possible (and expected) for a lazy party to finish the scenario without a firm grasp of what is really going on. Do not give out extra information that they have not worked for.

The expected running time of this adventure is 3 hours, 30 minutes. If this is running during a standard 4-hour convention slot, this allows 25 minutes for marshalling, and 5 minutes for paperwork distribution.

INTRODUCTION: THE BAND PLAYS ON

Estimated Time: 25 minutes

The curtain goes up, and the orchestra starts to play again. The stage is unlit, but the audience can still make out moving shadows. A pair of jet-black horses, their riders shrouded in concealing black robes, gallop thunderously towards some unseen destination.

Those more observant patrons can also make out an additional shadow – this one smaller and stealthier – following the riders' trail.

Voices rise in a sudden chorus:

*"The beginning of the end!
The beginning of the end!"*

*The words of time not written,
Had fallen to the wayside,
And were seized by darkest heart!*

*The beginning of the end!
The beginning of the end!"*

A pool of light appears mid-stage, drawing attention away from the departing shadows. A number of new individuals – obviously adventurers, from their debonair look and evident skill – step into the light.

*"While chaos reined and darkness drew,
A plot was in the works,
At the edges of the tapestry,
Where evil often lurks!"*

*Still on the trail and in the game,
Were heroes, strong and plucked!
But should they fail, or should they run,
Then we would all be lost!"*

The audience sits on the edges of their seats, waiting to see how the few adventurers in the spot

light can make a difference against the encroaching night.

The PCs may wish to gather some information and rumors before beginning the adventure. The following are rumors they can pick up with a Gather Information check that beats the DC listed. The truth or falsehood of each rumor will be revealed with the passage of time.

DC 10

- Hextorite cells have sprung to life in every town and city in Bissel, in an apparent attempt to take control of the nation.
- With the Great Army numbers depleted, they have been hard pressed to hold back the efforts of the cultists.

DC 15

- Knights of the Watch have quickly arrived to help quell the Hextorite uprisings.

DC 20

- Calpius' Craft – home of the Bardic College – was recently embroiled with fierce riots surrounding the murder of a young student.

DC 25

- Mist Chameleon agents have been seen in every village and township, openly searching for... something.

Once the PCs are done with rumors, continue with the following:

The Farstrider's Repose is a stout inn alongside the frigid Shaela River, whose rimmed sign shows an enormous pair of feet propped up on a stool. Smoke wafts invitingly out of the chimney, and with it comes the enthralling aroma of the hot meal that awaits you within – it will be a welcome change from the damp of the rain in which you've had to travel.

This is the Farstrider's Repose – a roadhouse in the Barony of Rhomstaff. Members of the Mist Chameleons will immediately recognize this place – it is well known within the spy organization as a safe house.

The first thing you notice about the interior of the repose is the cracking fire in the hearth of the common room. Above the fireplace, a trophy of the head of a vicious-looking reptile surveys the room in stony silence.

If the PCs can make a Knowledge [nature] check (DC 17) they can identify the head as once belonging to a basilisk. If they examine it closely, they find that a tarnished brass plaque beneath the trophy reads:

*Gren gave this lizard a bash
Quite of the knight, also rash
He refused to yield
As it glared down the field
And turned him to stone in a flash.*

Otherwise, continue with this:

You quickly scan the room, looking for anyone that might be the author of the note you received. Seeing no one you know, you quickly strip off your soaked travel gear and find yourselves a table. The pretty lass behind the bar smiles as she makes grand promises of hot food and cold drink. The taproom is fairly busy this evening, and perhaps a dozen other travelers are nestled into their seats, a motley crew of colorful individuals with equally colorful stories to tell. But while the conversation and rest are comforting, you can't shake the feeling that you are being watched.

You retrieve the folded note from your tunic pocket, and reread it:

"Dear friends;

I find myself in need of your talents. Evil is on the move, and I require your assistance in arresting it.

I know that you are currently occupied with obligations in Bessalar; I will use my influence to see that you are released from them immediately. Please meet me as soon as you are able at the Farstrider's Repose in Rhomstaff. I will explain more once we meet.

The fate of the March may very well hang in the balance.

-S"

The writer did little to identify himself, but still held true to his word – within a day, the business that was keeping you in the barony faded away. Two days later, you find yourself at the destination proscribed in the note.

Just as you've finished your meals, the barmaid comes to clear the table. As she leans over, she quietly whispers to you.

"The gentleman in the private room is waiting for you." She gestures towards a door on the far wall.

She will not say more, and will pretend that she said nothing in the first place.

Once the PCs decide to head for the door, read the following:

You head across the crowded taproom to that unmarked door. It swings open to reveal a small, private chamber.

If the PCs succeed at a Spot check (DC 20), they notice faint runes etched into the wood of the doorframe. A Knowledge [arcana] check (DC 15) allows the spotter to identify them as wards against scrying – not a common sight in a back woods roadhouse.

The next part of this encounter is split, based on which group the PCs were split into.

GROUP A

A solitary figure stands at the window, gazing out at the sunset.

He turns, and you can see that he is a short, middle-aged human. He wears a white tunic trimmed with gold, and a holy symbol shaped like a sunburst with a face. His head is bald, and his skin appears unusually radiant.

This is Father Sollus Illuminus. If the PCs can succeed at a Knowledge [religion] check (DC 10), they can identify his holy symbol as that of Pelor. The PCs may have met Father Sollus in a number of previous scenarios and interactives, in which case he will greet them warmly. Incidentally, this man wears a ring of mind shielding, and so his thoughts cannot be probed by resourceful PCs.

Additionally, if a PC is a member of the Mist Chameleon meta-organization, they will notice a number of innuendos in his dialog – key phrases and gestures – that indicate that he is also an agent.

"Welcome, friends! Please, have a seat." He gestures to several chairs encircling a long table, before taking one himself. "We have much to discuss, and little time in which to do so."

"As I'm sure you are aware, the last few weeks have seen tremendous movement amongst the evil-doers of the land. In every city and town, sleeper cells of Hextorite cultists have come out of the woodwork, doing whatever dastardly things they can do to cause trouble."

“However, I believe that this is just a diversion. I’ve learned of an artifact of great power – a tome that can tell the future – that was recently discovered in Calpius’ Craft. In the chaos, it disappeared. I believe that the cultists have it... but I know not why.”

“Regardless, such a thing cannot be allowed to remain in evil hands.”

“All of our attempts to divine its location have failed. However, in taking it, they committed a crucial error. One of our skilled trackers was able to take something from the body of the former owner – poor boy – and obtain a useful signal.”

Father Sollus stands and wrings his hands. “And... that’s where the story ends. He headed in pursuit of the book, and disappeared from sight. I fear that both he and the book are now lost.”

“I followed his trail here, before deciding that I might be in over my head.” He smiles. “That is why I have summoned you. If you are willing, I’d like your help in following the trail, and recovering the book.”

“What do you say?”

Father Sollus can provide the following information, if questioned:

- The tracker is a cleric of Charmalaine, a half-elf named Dodger. If PCs played BIS5-IS4 *Faith No More*, they have made use of his skills before. Father Sollus can provide a full description of him.
- Dodger is an extraordinary tracker. From a personal belonging, he can track a person through empty space, without need for footprints or other physical markings.
- The associative property of magic treats a feather the same as an entire bird. In like manner, the tracker was able to use a boot belonging to the victim to track the killers.
- Dodger began tracking in Calpius’ Craft. He passed north through Rhomstaff, and then west towards Dountham. That is as far as Father Sollus has been able to follow him.
- Father Sollus received several messages from Dodger before contact was lost. He has a copy of the last with him. Give them *Player Handout 2 – The Tracker’s Note*. He also received a roughly sketched map. Give them *Player Handout 3 – The Tracker’s Map*.

- He can pay the PCs each 50 gp now, with greater rewards upon successful recovery of Dodger and the book.

Once the PCs agree to the task, continue with Encounter I.

All APLs

☛ **Father Sollus Illuminus:** Male human Clr6 / RSoP8 (Bluff +20, Knowledge [religion] +14, Sense Motive +20); AL NG.

GROUP B

At first glance, the room seems empty. But then you hear an eerie, haunting melody. Someone in the room is whistling.

“Good evening.” The voice, permeated by a heavy Baklunish accent, floats through the air without an apparent source. “Shut the door behind you.”

Your eyes search for the source of the voice, but find nothing. Then the cloaked figure steps away from the wall right next to you – how did you possibly not see him?

Drawing back his hood, the man quickly looks you over. He is tall, with dark black hair and striking Baklunish features. There is a fluid grace to his movements. You catch the glint of a blade beneath his cloak.

If the PCs played BIS5-IS1 *Lizards in the Mist* or BIS6-06 *Opportunity NOCs*, they can identify Siraeth, a Mist Chameleon agent and direct liaison of Lady Imycina, the Baroness of the Misty Hills.

Additionally, if a PC is a member of the Mist Chameleon meta-organization, they will notice a number of innuendos in his dialog – key phrases and gestures – that indicate that he is also an agent.

“Come in. Please, make yourselves comfortable.” He gestures to several chairs encircling a long table, before taking one himself. “We have much to discuss, and little time in which to do so.”

“As I’m sure you are aware, the last few weeks have seen tremendous movement amongst the evil-doers of the land. In every city and town, sleeper cells of Hextorite cultists have come out of the woodwork, doing whatever dastardly things they can do to cause trouble.”

“However, I believe that this is just a diversion. Through our sources, we’ve learned of an artifact of great power – a tome that can tell the future – that

was recently discovered in Calpius' Craft. In the chaos, it disappeared. I believe that the cultists have it... for what twisted end, I do not know."

"Regardless, such a thing cannot be allowed to remain in evil hands."

"The adepts have tried to locate it through magic, with no luck. However, in taking it, they got sloppy. One of our skilled trackers was able to take something from the body of the former owner – poor kid – and could use it to catch a scent."

Siraeth turns abruptly, looking out the window with a start, his hand darting for a weapon concealed in his cloak. After a long moment, he relaxes, and turns back to you. "And... that's where the story ends. The tracker headed in pursuit of the book, and disappeared from sight. I fear that both he and the book are now lost."

"I followed his trail here, before deciding that I would need more eyes and ears." He gives a tight-lipped smile. "That is why I have brought you here. If you are willing, I'd like your help in following the trail, and recovering the book."

"What do you say?"

Siraeth can provide the following information, if questioned:

- The tracker is a cleric of Charmalaine, a half-elf named Dodger. If PCs played BIS5-IS4 Faith No More, they have made use of his skills before. Siraeth can provide a full description of him.
- Dodger is an extraordinary tracker. From a personal belonging, he can track a person through empty space, without need for footprints or other physical markings.
- Siraeth has no idea how the tracker manages to follow his quarry, nor does he really care. Magic just isn't his thing.
- Dodger began tracking in Calpius' Craft. He passed north through Rhomstaff, and then west towards Dountham. That is as far as Siraeth has been able to follow him.
- Siraeth received several messages from Dodger before contact was lost. He has a copy of the last with him. Give them *Player Handout 2 – The Tracker's Note*. He also received a roughly sketched map. Give them *Player Handout 3 – The Tracker's Map*.

- He can pay the PCs each 50 gp now, with greater rewards upon successful recovery of Dodger and the book.

Once the PCs agree to the task, continue with Encounter I.

All APLs

☛ **Siraeth:** Male human Rog14 (Bluff +20, Sense Motive +20); AL NG.

ENCOUNTER I: A GLIMMER ON THE HORIZON

Estimated Time: 20 minutes

After several days of tracking the tracker, you approach the township of Dountham.

GROUP A

You come to a bridge over a shallow stream. Father Sollus pauses a few steps from its expanse, and then strides down the bank and out of view.

A moment later, you hear a splash and strong cursing. The cleric emerges, the bottom of his robes thoroughly soaked. In his hand is a rolled parchment.

Continue with the 'Both Groups' section, below.

GROUP B

You come to a bridge over a shallow stream. Siraeth pauses a few steps from its expanse, and then strides down the bank and out of view.

A moment later, he reemerges. In his hand is a rolled parchment.

"Looks like Dodger had the chance to leave us a note. We're back on the trail."

Continue with the 'Both Groups' section, below.

BOTH GROUPS

Provide the PCs with *Player Handout 4 – The Tracker's Message*. The PCs can take time to decipher the puzzle now or take it with them for later discussion.

Father Sollus / Siraeth is sure that the concealed note was indeed left behind by the tracker, as it was a prearranged method of communication.

If the PCs mention that the last word of the cipher is not encoded, read the following:

“Yes, I did notice that. I’d guess that Dodger had the time to encode most of the note, but not the entire thing. At least we can tell we are on the right track in heading this way.”

Once the PCs are ready to head for Ebbernant, continue with Encounter 2.

ENCOUNTER 2: A FOX IN THE HENHOUSE

Estimated Time: 30 minutes

On the fourth day since leaving Rhomstaff, the Barrier Peaks slowly grow on the horizon until they tower high above the open plains before you. A few more miles up the road the township of Ebbernant comes into view just as the sun sinks slowly behind the mountains. You quicken your pace, and head into town, seeking lodging for the night.

In the fading light, you make your way through the Merchant Quarter to a large, three-story wooden structure with an adjoining stable and fenced yard in the back. A large shield – painted with the crest of Bissel – is mounted just above the entrance. Miner’s tools are mounted prominently on either side of the crest. The aroma of simmering stew wafts from within, and a fair number of people are heading for its comforts. This should be a good place to both find a bed for the night, and seek out further information.

You manage to garner a table inside the busy tavern. The attractive, young barmaid smiles in your direction, and comes to greet you.

This is the Pick and Shovel, the most popular inn and tavern in Ebbernant. It appeared in BIS1-08 *Barrier Brew* and BIS6-03 *Back Taxes*.

The remainder of this encounter is left as free-form roleplaying: The NPCs with useful information are noted, with trappings of their personalities. You are encouraged to invent any other necessary details about them, or other NPCs to fill out the tavern. There are roughly fifty people in the tavern, mostly humans and dwarves.

There is no given path for how the PCs should accomplish their goals here. Any reasonable method should work just fine, including just walking around and talking to everyone indiscriminately.

However, more is afoot here than meets the eye. Two of the proprietors of the tavern are spies from Ket, and have been quietly feeding information back to their handlers for years. If they see an interesting group of

adventurers pass through their establishment, they will go out of their way to learn their business.

Start with the notoriety score calculated on *Player Handout 1 – Character Survey*. A total party score greater than 10 means that they stand out enough that Opal will try to find out about them. Mention her offhandedly here and there. Use the following table as a guide for how the PCs might end up increasing their notoriety:

Talking to strangers in the common room, after the first two.	+1
Openly mentioning their mission or their quarry, where she can hear them.	+3
Making any anti-Ket statements.	+1
Mentioning their mission to her, directly.	+5

If the PCs’ notoriety reaches 20, then Opal will signal Asmerah. The bard will then hover around the tables near the PCs, listening into their conversations with a more focused ear. If the bard hears anything of interest, she will investigate further later in the evening.

Remember – this isn’t an exact system. Use your best judgment as to whether it seems like the PCs are interesting targets, and whether the spies pursue them.

If the PCs talk to Father Sollus or Siraeth during this encounter, mention that they seem distracted... but don’t mention why.

ELHADIB, THE OWNER

Elhadib is a portly Baklunish man in his mid-40s, and is the owner of the Pick and Shovel. He is friendly and outgoing, and does what he can to see that the tavern patrons are happy – happy people spend more money than unhappy ones.

In fact, he is so eager to please that he will make up stories to fill gaps in his knowledge, never saying ‘no’. For instance, the PCs might ask about evil cultists seen in town. He knows nothing about that, but will claim that the local town guard are always clamping down on such people.

Elhadib is very busy running the tavern and keeping people happy, and so will try to duck out of the conversation with the PCs as soon as possible.

He is not aware of his wife’s and daughter’s covert activities.

What He Knows

If Elhadib knows anything, it's money. He remembers a man matching Dodger's description coming through the tavern. He seemed like a poor ranger or trapper, but had rather notable coin to spend. A shame – he quickly packed up and left the very next morning.

All APLs

🔮 **Elhadib Raminz:** Male human Com8 (Bluff +1, Sense Motive +1); AL LG.

OPAL, THE BARMAID

Opal the barmaid is a beautiful young Baklunish girl, the daughter of Elhadib the tavern owner. Asmerah has been teaching her the art of using her charms to covertly gather secrets... and tips. She will flirt with interesting PCs in an effort to obtain both.

What She Knows

Opal remembers a pair of hooded travelers coming through the tavern about a fortnight ago. There was something sinister about them. One of them carried a small, leather-bound book, and kept writing in it, like a journal.

Opal doesn't know anything about Dodger – it's hard to keep track of all the folks that come through the tavern. If the PCs ask about him, though, she will direct them to Asmerah, claiming that she is more likely to know something.

All APLs

🔮 **Opal Raminz:** Female human Rog7 (Bluff +6, Sense Motive +4); AL CG.

ASMERAH, THE BARD

Asmerah the bard is an attractive Baklunish woman, Elhadib's wife, and Opal's stepmother. She is a talented singer and dancer, performing her own original works.

She has a secret life, however. A Kettite loyalist, she uses her role to discreetly gather information from passing travelers and feed it back to her handlers in her homeland.

If the PCs interest her, she will ask them about their illustrious careers, weaving them into her songs. In reality, she is sizing them up, deciding whether they might have more to hide.

What She Knows

Asmerah does not remember Dodger or the cultists. She does know about the Bodkin Keep, in the Barrier Peaks.

If the PCs inquire about points of interest in the Peaks, she can relate the tale: A second pass to Ket was discovered north of Ebbernant by a warrior-priest of Heironeous. He was granted the land to build a defensive keep, but all was forgotten during the first Kettite invasion. When adventurers finally returned, they found the Keep – now known as the Bodkin – built, and the pass secure. However, the Keep is haunted, and has always driven away any that would occupy it.

All APLs

🔮 **Asmerah Raminz:** See Encounter 3.

BARTLEBY, THE TRAPPER

Bartleby is a grizzled middle-aged dwarf whose gruff appearance is matched only by his voice. He spends much of his time out in the woods checking his traps. Most of his interaction with other people is here at the Pick and Shovel, except when selling his trapped prey.

Social grace is not his strong point. He will certainly speak with the PCs if they approach him, otherwise he will sit alone, silent, eating his meal and then go off to bed.

What He Knows

Bartleby was in the Pick and Shovel the night the cultists arrived. He had actually been there himself a couple of days and was heading out to check traps the next morning. Leaving shortly after they did, he noticed they chose a path heading north leaving Ebbernant.

He was not in the Pick and Shovel at the same time as Dodger.

All APLs

🔮 **Bartleby:** Male dwarf Rng4 (Bluff +1, Sense Motive +1); AL CG.

FREDERICK, THE CONSTABLE

Frederick is a young Baklunish man in his mid-thirties. He is clean shaven and wears his constable uniform proudly. In looking at his badge, it has nary a scratch and is polished to a crisp shine. He has only been constable for a few weeks and still projects his naiveté.

He will choose a seat in the tavern that allows him to see each table. If the PCs happen to glance around while speaking with other patrons, they will notice he has been keeping an eye on them. Nothing malicious – just cautious.

Under the pretense of “keeping the peace,” Frederick is in the Pick and Shovel every night. In

actuality, he is smitten on Opal. If he's not watching the patrons, he's got his eye on her.

What He Knows

Dodger caught his attention right from the get-go, being a half-elf. He didn't see Dodger do much besides talk to some of the patrons and enjoy his meal. Something didn't set quite right with him, so he actually took the room next to Dodger's that night. Early the next morning, Frederick was roused as Dodger was leaving. He followed him as Dodger left town, heading north.

All APLs

🔮 **Frederick:** Male human Com4 (Bluff +0, Sense Motive +3); AL LG.

OL' TINKER AND DUCHESS, THE OLD COUPLE

Ol' Tinker and Duchess are likely the oldest living people in Ebbernant. In fact, no one even remembers their real names anymore; they just go by Ol' Tinker and Duchess. Ol' Tinker is of Suel descent while Duchess is obviously Baklunish. They almost permanently take up residence in the two rocking chairs on the far side of the tavern. Duchess is hard of hearing, while Ol' Tinker is starting to go blind on one side.

Ol' Tinker was once a craftsman by trade, but that was many years ago. He actually built much of the furniture used here at the Pick and Shovel and will gladly share this information with anyone that will listen.

Duchess, Ol' Tinker's wife, played assistant to her husband in their younger years. Now she is content to sit knitting sweaters she will try to ply onto the patrons of the Pick and Shovel.

What They Know

Ol' Tinker and Duchess thought Dodger was a nice young fella. He kept mostly to himself but did talk to a few of the patrons. He sat with them for a bit and asked if they had seen the cultists come through and for any information about them. Ol' Tinker doesn't remember seeing any cultists, but Duchess remembers one of them bought a sweater – a pretty green and blue one.

All APLs

🔮 **Ol' Tinker:** Male human Exp15 (Bluff +2, Sense Motive +2); AL NG.

🔮 **Duchess:** Female human Exp12 (Bluff +3, Sense Motive +3); AL NG.

IN CONCLUSION

Before the PCs can leave Ebbernant, they need to learn the following bits of information:

- Dodger was here, about a week ago.
- He left to the north, towards the Barrier Peaks.
- His likely destination was the Bodkin Keep, along the pass to Ket.

Once the PCs are finished talking to the locals, decide if they've caught Asmerah's attention. If she'll want to pursue them further, continue with Encounter 3. Otherwise, continue with Encounter 4.

ENCOUNTER 3: SHADOWS ON THE WALL

Estimated Time: 30 minutes

The patrons of the Pick and Shovel have been good company for the better part of the evening. The singing leads on late into the night until the last diehards stagger out of the common area.

Settling down for the night, you find your lodgings sparse yet accommodating. Only a single room is available, but it is large enough to comfortably house your entire group.

As you lay in the darkness, you discuss the journey so far and the road ahead.

GROUP A

"I think that it is clear that the cultists have the missing artifact." Father Sollus' tired voice issues from somewhere in the darkness. "They passed this way, and headed north. Our tracker was close on their trail, at least this far." He sighs. "What is unclear is why... where are they headed, and for what purpose. What do you think?"

Give the PCs a chance to respond, and banter with them a little, if they come up with anything worthwhile. Once the conversation settles down, continue with the following:

"There is a lot to ponder. More is afoot than anyone believes – I know it in my heart. All this sudden activity... it's masking something much more sinister. We have..."

Suddenly, Father Sollus' tone changes, and he rapidly utters arcane syllables. Immediately, the far end of the room is filled with a fierce, blinding light.

You wince in pain as it fills your vision with colored spots.

However, the light also reveals something previously unseen – a cowed figure near the door, with a curved knife in hand.

“Aha!” shouts Father Sollus. “I had a feeling...”

Continue with the ‘Both Groups’ section, below.

GROUP B

“I think that it is certain that the cultists have the missing book.” Siralet’s tired voice issues from somewhere in the darkness. “They passed this way, and headed north. Our tracker was hot on their trail, at least this far.” He sighs. “What I don’t understand is why... where are they headed, and for what purpose. What do you think?”

Give the PCs a chance to respond, and banter with them a little, if they come up with anything worthwhile. Once the conversation settles down, continue with the following:

“There is a lot to think about. More is going on than anyone believes – if my instinct tells me anything. All this sudden activity... it’s masking something much more sinister. We have...”

Suddenly, Siralet goes silent, and you hear him rummage through his gear. Something clatters against the far wall, and immediately the far end of the room is filled with a fierce, blinding light. You wince in pain as it fills your vision with colored spots.

However, the light also reveals something previously unseen – a cowed figure near the door, with a curved knife in hand.

“As I thought,” mutters Siralet, with a smirk. “I had a feeling...”

Continue with the ‘Both Groups’ section, below.

BOTH GROUPS

Refer to DM Aid – Map 1 – Tavern Attack.

Creatures: The figure in the doorway is Asmerah, the bard from the previous encounter. She has used magic and guile to sneak into the PCs’ room, but has been uncovered. Her only options now are to fight or flee.

APL 2 (EL 4)

➤ **Asmerah, Female Human Rog4:** hp 26; see Appendix 1.

APL 4 (EL 6)

➤ **Asmerah, Female Human Rog6:** hp 39; see Appendix 2.

APL 6 (EL 8)

➤ **Asmerah, Female Human Rog7/Shadowdancer 1:** hp 53; see Appendix 3.

APL 8 (EL 10)

➤ **Asmerah, Female Human Rog7/Shadowdancer 3:** hp 69; see Appendix 4.

➤ **Shadow Companion:** hp 27; see *Monster Manual*, page 221.

APL 10 (EL 12)

➤ **Asmerah, Female Human Rog7/Shadowdancer 5:** hp 85; see Appendix 5.

➤ **Shadow Companion:** hp 27; see *Monster Manual*, page 221.

APL 12 (EL 14)

➤ **Asmerah, Female Human Rog7/Shadowdancer 7:** hp 101; see Appendix 6.

➤ **Advanced Shadow Companion:** hp 45; see Appendix 6.

APL 12 (EL 14)

➤ **Asmerah, Female Human Rog7/Shadowdancer 9:** hp 117; see Appendix 7.

➤ **Advanced Shadow Companion:** hp 63; see Appendix 7.

APL 12 (EL 14)

➤ **Asmerah, Female Human Rog8/Shadowdancer 10:** hp 131; see Appendix 8.

➤ **Advanced Shadow Companion:** hp 63; see Appendix 8.

Preparation: Asmerah has a stone with *silence* cast upon it sitting in the hallway. This is how she managed to get inside without the PCs hearing anything. The area of effect is marked upon the map.

Tactics: Asmerah is not looking to get killed. She will fight if cornered or faced with a vulnerable opponent, but her main desire is survival. If given the chance, she will flee from the combat, hiding away in her chambers or an inn room. In a pinch, she will use her ankle of translocation to cross impassible boundaries.

Starting at APL 8, she has a shadow companion. This creature is waiting in the darkness outside the inn, and

will come in through the walls, behind the PCs, to defend its master.

Treasure: Asmerah carries the following treasure on her person:

APL 2: L: 15 gp, C: 3 gp, M: +1 *chain shirt* (104 gp), +1 *rapier* (193 gp), *anklet of translocation* (116 gp).

APL 4: L: 15 gp, C: 3 gp, M: +1 *chain shirt* (104 gp), +1 *rapier* (193 gp), *anklet of translocation* (116 gp), *healing belt* (62 gp), *ring of protection +1* (166 gp).

APL 6: L: 15 gp, C: 3 gp, M: +1 *chain shirt* (104 gp), +1 *rapier* (193 gp), *anklet of translocation* (116 gp), *gloves of dexterity +2* (333 gp), *healing belt* (62 gp), *ring of protection +1* (166 gp), *safewing emblem* (20 gp).

APL 8: L: 15 gp, C: 3 gp, M: +1 *chain shirt* (104 gp), +1 *rapier* (193 gp), *anklet of translocation* (116 gp), *gloves of dexterity +2* (333 gp), *healing belt* (62 gp), *safewing emblem* (20 gp), *shadow veil* (1,333 gp).

APL 10: L: 15 gp, C: 3 gp, M: +1 *chain shirt* (104 gp), +1 *wounding rapier* (1,526 gp), *anklet of translocation* (116 gp), *gloves of dexterity +2* (333 gp), *healing belt* (62 gp), *safewing emblem* (20 gp), *shadow veil* (1,333 gp).

APL 12: L: 15 gp, C: 3 gp, M: +1 *chain shirt* (104 gp), +1 *wounding rapier* (1,526 gp), *amulet of natural armor +1* (166 gp), *anklet of translocation* (116 gp), *gloves of dexterity +4* (1,333 gp), *healing belt* (62 gp), *safewing emblem* (20 gp), *shadow veil* (1,333 gp), *vanisher cloak* (208 gp).

APL 14: L: 15 gp, C: 3 gp, M: +1 *leather armor* (96 gp), +1 *wounding rapier* (1,526 gp), *amulet of natural armor +1* (166 gp), *anklet of translocation* (116 gp), *boots of speed* (1,000 gp), *gloves of dexterity +6* (3,000 gp), *healing belt* (62 gp), *safewing emblem* (20 gp), *shadow veil* (1,333 gp), *vanisher cloak* (208 gp).

APL 16: L: 15 gp, C: 3 gp, M: +1 *leather armor* (96 gp), +1 *wounding rapier* (1,526 gp), *amulet of natural armor +1* (166 gp), *anklet of translocation* (116 gp), *boots of speed* (1,000 gp), *gloves of dexterity +6* (3,000 gp), *healing belt* (62 gp), *ring of protection +5* (4,166 gp), *safewing emblem* (20 gp), *shadow veil* (1,333 gp), *vanisher cloak* (208 gp).

Developments: Defeating Asmerah is only half the battle; the PCs still need to decide what to do with her.

Likely, they will be surprised to unmask her, and find that their assailant is the tavern bard. Father Sollus or Siraeth are not surprised – they noticed earlier in the evening that she was eavesdropping on the party.

If Asmerah is captured, she will not admit anything. However, on her person is a note that Dodger left behind. She found it hidden in his room, after he left. Give the PCs *Player Handout 5 – Asmerah's Note*.

However, if the PCs manage to follow Asmerah back to her chambers, they get an additional clue. Read them the following:

A tall vanity mirror is attached to one wall of this room. Instead of your own reflection, you see that of a tall Baklunish man. His features are indistinct, but you can make out a grey military uniform. His voice issues from the mirror's surface, as if he was standing just a few feet away.

“Asmerah? Is that you? Did you take care of them? What do they know? Do they possess it?”

A look of shock crosses the man's face as he realizes that you are not Asmerah. His image quickly fades from view.

If the PCs succeed on a Knowledge [nobility and royalty] check (DC 15) they can identify the man's uniform as that of a Kettite warlord.

Regardless, if the PCs have harmed Asmerah, they will have to leave the Pick and Shovel immediately. Her husband is the owner, after all.

Once the PCs are done with Asmerah, continue with Encounter 4.

ENCOUNTER 4: HERE AGAIN?

Estimated Time: 10 minutes

Leaving the Pick and Shovel behind, you head north out of Ebbenant into the Barrier Peaks. Travel through Jadarta is slow. Even at this time of year the temperature falls slightly as you approach the border with Ket.

It will take four days to reach the Bodkin from Ebbenant. Allow the PCs to set up watches each night of travel. Nothing will happen during these watches and their travel will go unimpeded.

You have been traveling through the relatively flat pass for several days. Finally, you reach a ridge that overlooks a valley between steep cliffs and slopes to the east and west. At the end of the valley lays a towering spike of stone – a black silhouette against the midday sky.

GROUP A

Father Sollus leans against the edge of the ridge, surveying the scene below.

“The Bodkin. This pass goes all the way up to Ket, and that Keep was built to guard it. It was never finished, and as far as I knew, it was abandoned.”

He points down at the tower. “Looks like the records are out of date...”

GROUP B

Siraeth leans against the edge of the ridge, whistling softly as he surveys the scene below.

“They call that the Bodkin. This pass goes all the way up to Ket, and that Keep was built to guard it. It was never finished, and as far as anyone thought, it was abandoned.”

He points down at the tower. “Does that look abandoned to you?”

BOTH GROUPS

The Bodkin is about a half mile away. A successful Spot check (DC 15) will allow the PCs to notice there are some whole and broken crates littering the area at the bottom of the stone spike. A better result (DC 20) will allow the PCs to see someone walk from the area of the crates and disappear inside the tower.

Starting at this point, pay attention to actions the PCs take. If they delay excessively (for instance, if they rest for the night, or set up surveillance for more than two hours) or cause an alarm, they will get different events in Encounter 7.

Once the PCs have decided to investigate the tower, continue to Encounter 5.

ENCOUNTER 5: THEIR OWN DOING

Estimated Time: 20 minutes

The passageways leading to the Bodkin are trapped. Ironically, these defenses were activated by other PCs a few months back.

Adjust this situation to accommodate the PCs if they have the forethought to proceed cautiously:

You descend from the ridge, passing through the narrow and entering into the valley below. It spreads out before you as a 20-foot wide expanse, shrouded on each side with steep cliffs.

Suddenly, an acrid odor fills the air about you. A moment later, electricity tears across the passageway in wide arcs all around you.

Refer to DM Aid – Map 2 – Bodkin Defenses.

Trap: A 20-foot-by-80-foot passageway with two entrances. Halfway through is a pressure plate that activates the trap. Roll initiative for the PCs and the trap. On its turn, arcs of electricity shoot across every 5-foot section, hitting one target in each square.

The PCs can do two things:

- Break, disable, or disarm the individual lightning rods. Successfully disarming one stops attacks in all squares of that row.
- On a successful Spot check (DC 15) they can notice a small orb set into the stone wall near the far end of the passage. Breaking or disabling this destroys the entire trap.

APL 2 (EL 3)

↗ **Electric Arc Trap:** Search DC 18; magical; location; see *Appendix 1*.

APL 4 (EL 5)

↗ **Electric Arc Trap:** Search DC 20; magical; location; see *Appendix 2*.

APL 6 (EL 7)

↗ **Electric Arc Trap:** Search DC 22; magical; location; see *Appendix 3*.

APL 8 (EL 9)

↗ **Electric Arc Trap:** Search DC 24; magical; location; see *Appendix 4*.

APL 10 (EL 11)

↗ **Electric Arc Trap:** Search DC 26; magical; location; see *Appendix 5*.

APL 12 (EL 13)

↗ **Electric Arc Trap:** Search DC 28; magical; location; see *Appendix 6*.

APL 14 (EL 15)

↗ **Electric Arc Trap:** Search DC 30; magical; location; see *Appendix 7*.

APL 16 (EL 17)

↗ **Electric Arc Trap:** Search DC 32; magical; location; see *Appendix 8*.

Developments: Once the PCs bypass the trap, continue with Encounter 6.

ENCOUNTER 6: DETAILS OVERLOOKED

Estimated Time: 10 minutes

Nearing the stone spire, the shape of a tower becomes discernable. It is squat and round, situated at the base of the great basalt spike. The tower is roughly 12 yards tall and 12 yard across. A low wall of dark colored stone partially encircles the tower and runs up to the edge of the spike.


A collection of dark canvas tents surround the base of the tower. A number of workers bustle around them, carrying wooden crates into the tower.

The workers are trivial. The PCs can sneak past them, beat them up, take them hostage – pretty much anything they can come up with – without challenge. Of course, don't inform them of the ease of this until after they try.

However, if the PCs alert the workers, and allow any to escape into the Keep, they will alert the cultists. The PCs will then get different events in Encounter 7.

Once the PCs are ready to enter the Bodkin, continue with Encounter 7.

All APLs

 **Hextorite Workers (15):** Male human Com2 (Bluff +0, Sense Motive +0); AL LE.

ENCOUNTER 7: DELVING DEEP

Estimated Time: 20 minutes

Stepping into the tower, your eyes take a moment to adjust to the lack of light. This level is a single, round room of worked stone. The smooth walls glisten with minerals trapped within the volcanic rock. Dozens of crates have been stacked in the middle of the room.

If the PCs think to open a crate, they find it full of mundane supplies, as well as picks, shovels, rope, and lantern oil.

Searching the room, PCs with a successful Search or Survival check (DC 10) will find fresh tracks all over the floor. A better result (DC 15) notices that many end near the edge of the far wall. A successful Search check (DC 25) locates a secret door.

Once the PCs have discovered the door, continue with the following:

Pushing the door aside reveals a sloping, ten-foot wide passageway with smooth, timber-reinforced walls. The construction looks rather new.

If the PCs took part in BIS2-03 *The Bodkin* or the Bodkin portion of BIS7-IN6 *The Tenth Day*, they can confirm that this passageway was rough-hewn during their last visit.

Continuing down the hallway, fifty feet further along it widens slightly and ends in a gaping hole in its floor.

Once the PCs approach the hole, continue with the following:

Approaching the edge of the hole, you see it opens up into a sizable chamber beneath. Scaffolding and ladders lead down into its depths.

Below is some sort of excavation. A number of workers are digging away at the dirt and stone, or hauling debris away.

There are many lanterns scattered about, but they are not achieving anything. Instead, an eerie witchlight emanates from a thirty-foot diameter ring of emerald embedded in the far wall of the cavern. The surface of the portal ripples with pulses of arcane energy.

A Knowledge [arcana] or Knowledge [the planes] check (DC 15) can identify this as a planar gate.

The next section of this encounter depends on what group the PCs are in and how much time they spent getting here. If they delayed excessively (for instance, if they rested for the night, or set up surveillance for more than two hours) since arriving at the Bodkin, or caused an alarm, then the army here has been alerted, and has left early. In this case, use the appropriate 'Late' section, below. Otherwise, continue with 'On Time'.

GROUP A, ON TIME

More of note is the large force before the gate. About a hundred figures – many outfitted in plate mail with heavy weapons, or in clerical robes – stand in ranks before the gate. Standard bearers openly hold aloft the fist and arrows symbol of Hextor.

Nearest the gate is a hooded figure. You can feel the power and authority radiating from him, even from here.

As if they were awaiting your arrival, the robed man turns and steps through the portal. The ranks quickly fall into step, following close on his heels.

Before long, the cavern is all but empty.

Father Sollus peers at the emerald ring in awe for a long moment, before breaking the silence. "Another shadow gate. A relic of ancient times, unearthed. Those villains have been digging those up for years... but why? What is so damned important on the other side?"

The cleric gets to his feet, lost in thought. "I believe that this is where we must part ways. I hate to split up, but I need to get back to civilization... need to bring them this news... need reinforcements. But we can't afford to lose the trail.

"Please, I beg you. You have to follow them – through the gate. It's the only way we can stop... whatever it is they are doing."

"Here..." Father Sollus removes a number of trinkets from the folds of his robe and hands one to each of you – a small glass orb on a string. The orb glows with a soft inner light. "... these may save you from the darkness."

The cleric whispers a few hastened syllables, and disappears.

The PCs now receive the Favor of the Undying Light item on the Adventure Record.

Continue with the 'Both Groups' section, below.

GROUP A, LATE

Father Sollus peers at the emerald ring in awe for a long moment, before breaking the silence. "Another shadow gate. A relic of ancient times, unearthed. Those villains have been digging those up for years... but why? What is so damned important on the other side?"

"Look at that." He points to the area directly in front of the gate. Hundreds of tracks can clearly be seen in the dirt, leading directly towards it. "They sent people through. From the looks of it, lots of people. And recently."

The cleric gets to his feet, lost in thought. "I believe that this is where we must part ways. I hate to split up, but I need to get back to civilization... need to bring them this news... need reinforcements. But we can't afford to lose the trail.

"Please, I beg you. You have to follow them – through the gate. It's the only way we can stop... whatever it is they are doing."

"Here..." Father Sollus removes a number of trinkets from the folds of his robe and hands one to each of you – a small glass orb on a string. The orb glows with a soft inner light. "... these may save you from the darkness."

The cleric whispers a few hastened syllables, and disappears.

The PCs now receive the Favor of the Undying Light item on the Adventure Record.

Continue with the 'Both Groups' section, below.

GROUP B, ON TIME

More of note is the large force before the gate. About a hundred figures – many outfitted in plate mail with heavy weapons, or in clerical robes – stand in ranks before the gate. Standard bearers openly hold aloft the fist and arrows symbol of Hextor.

Nearest the gate is a hooded figure. You can feel the power and authority radiating from him, even from here.

As if they were awaiting your arrival, the robed man turns and steps through the portal. The ranks quickly fall into step, following close on his heels.

Before long, the cavern is all but empty.

Siraleth peers at the emerald ring in quiet contemplation for a long moment, before breaking the silence. "Another shadow gate. These blackhearts have been digging those up for years... but why? What is so damned important on the other side?"

The rogue gets to his feet, lost in thought. "I think that this is where we must part ways. I hate to split up – strength in numbers, and all - but I need to get back to civilization... need to send word... need to call for reinforcements. But we can't afford to lose the trail.

"There is only one option... You have to follow them through to the other side. It's the only way we can stop... whatever it is they are doing."

"Here..." Siraleth removes a number of trinkets from a belt pouch and hands one to each of you – a small glass orb on a string. The orb dances with shadows. "... you may find these helpful."

Siraeth bows slightly, and then hurries back up the passageway. In a moment, he is gone.

The PCs now receive the Favor of the Flittering Shadow item on the Adventure Record.

Continue with the 'Both Groups' section, below.

GROUP B, LATE

Siraeth peers at the emerald ring in quiet contemplation for a long moment, before breaking the silence. "Another shadow gate. These blackhearts have been digging those up for years... but why? What is so damned important on the other side?"

"Look at that." He points to the area directly in front of the gate. Hundreds of tracks can clearly be seen in the dirt, leading directly towards it. "They sent people through. From the looks of it, lots of people. Recently... only a few hours ago, I'd say."

The rogue gets to his feet, lost in thought. "I think that this is where we must part ways. I hate to split up – strength in numbers, and all - but I need to get back to civilization... need to send word... need to call for reinforcements. But we can't afford to lose the trail."

"There is only one option... You have to follow them through to the other side. It's the only way we can stop... whatever it is they are doing."

"Here..." Siraeth removes a number of trinkets from a belt pouch and hands one to each of you – a small glass orb on a string. The orb dances with shadows. "... you may find these helpful."

Siraeth bows slightly, and then hurries back up the passageway. In a moment, he is gone.

The PCs now receive the Favor of the Flittering Shadow item on the Adventure Record.

Continue with the 'Both Groups' section, below.

BOTH GROUPS

When the PCs are ready to make for the gate, continue with Encounter 8.

ENCOUNTER 8: MECHANICAL MARVELS

Estimated Time: 35 minutes

The Hextorites remaining in the excavation area are low-level workers, just like the ones outside. They are trivially

dealt with. Allow the PCs to sneak past them or subdue them through whatever means they come up with.

When the PCs head towards the shadow gate, read the following:

You turn your sights towards the great black portal. Even from this distance you can make out details of another landscape beyond its gossamer surface – a cavern like this one, but with its features subdued by shadow and darkness.

Then the ground shakes, and the surface of the portal ripples. Several great creatures step forth from their concealment, standing between your party and the portal, as if daring you to proceed.

APL2

They stand tall – menacing, armored war machines. Wicked flails hang from their sides in place of arms, and they are covered in rivulets of blood. However, they move awkwardly, and seem to be missing plates on some sections of their structure – as if not fully built.

APL4

They stand tall – menacing, armored war machines. As they move, you can hear a slight hum in the air.

APL6

They stand tall – menacing amalgamations of decaying flesh, stitched together into hulking, gruesome masses.

APL8-12

They stand tall – menacing, armored war machines. Wicked flails hang from their sides in place of arms, and they are covered in rivulets of blood.

Refer to DM Aid – Map 3 – Combat at the Gate.

Creatures: The shadow gate is guarded by several golems that have been instructed to prevent anyone from approaching it.

APL 2 (EL 5)

☞ **Incomplete Blood Golems of Hextor (2):** hp 60 each; see Appendix 1.

APL 4 (EL 7)

☞ **Force Golems (3):** hp 52 each; see Appendix 2.

APL 6 (EL 9)

☞ **Flesh Golems (2):** hp 97 each; see Monster Manual, page 134.

APL 8 (EL 11)

➤ **Blood Golems of Hextor (3):** hp 105 each; see Appendix 4.

APL 10 (EL 13)

➤ **Advanced Blood Golems of Hextor (3):** hp 189 each; see Appendix 5.

APL 12 (EL 15)

➤ **Advanced Blood Golems of Hextor (3):** hp 273 each; see Appendix 6.

APL 14 (EL 17)

➤ **Advanced Blood Golems of Hextor (3):** hp 357 each; see Appendix 7.

APL 16 (EL 19)

➤ **Advanced Blood Golems of Hextor (3):** hp 441 each; see Appendix 8.

Tactics: The golems will put themselves into the best location to strike their targets and use their abilities. They attack without fear or remorse.

APL 2: These constructs were rushed, and so lack many of the key abilities of their golem brethren. They will simply attack in a straightforward manner. They do have hardness and reach, however, which can make them formidable.

APL 4: The force golems will use their Force Burst ability on any round that it is available to them. They will use their Force Reactive and Pulse abilities to push back melee fighters, giving them passage to rear-line opponents.

APL 8-16: The Blood Golems will attempt to place themselves in range of as many PCs as possible to get the best use of their Whirlwind of Death ability.

Treasure: Several valuable items are located in the supply crates around the gate:

APL 2: L: 10 gp, C: 5 gp, M: scrying beacon (62 gp).

APL 4: L: 10 gp, C: 5 gp, M: scrying beacon (62 gp), sending stones (116 gp).

APL 6: L: 110 gp, C: 5 gp, M: +1 full plate (220 gp), scrying beacon (62 gp), sending stones (116 gp), stench stone (25 gp).

APL 8: L: 10 gp, C: 5 gp, M: +1 full plate (220 gp), salve of minor spell resistance (112 gp), scrying beacon (62 gp), sending stones (116 gp), stench stone (25 gp).

APL 10: L: 10 gp, C: 5 gp, M: +3 full plate (887 gp), salve of minor spell resistance (112 gp), scrying beacon (62

gp), sending stones (116 gp), stench stone (25 gp), summoner's totem (258 gp).

APL 12: L: 10 gp, C: 5 gp, M: +5 full plate (2,220 gp), greater crystal of arrow deflection (416 gp), salve of minor spell resistance (112 gp), scrying beacon (62 gp), sending stones (116 gp), stench stone (25 gp), summoner's totem (258 gp).

APL 14: L: 10 gp, C: 5 gp, M: +5 full plate (2,220 gp), greater crystal of arrow deflection (416 gp), greater crystal of glancing blows (416 gp), salve of minor spell resistance (112 gp), scrying beacon (62 gp), sending stones (116 gp), stench stone (25 gp), summoner's totem (258 gp), survival pouch (275 gp).

APL 16: L: 10 gp, C: 5 gp, M: +5 full plate (2,220 gp), helm of wounding sight (541 gp), greater crystal of arrow deflection (416 gp), greater crystal of glancing blows (416 gp), mask of mastery (291 gp), salve of minor spell resistance (112 gp), scrying beacon (62 gp), sending stones (116 gp), stench stone (25 gp), summoner's totem (258 gp), survival pouch (275 gp).

Developments: Once the PCs have defeated the golems, continue with the Conclusion.

CONCLUSION: CAPTURED!

Estimated Time: 5 minutes

The golems collapse to the ground under your blows and go still.

Without their defenses, the remaining Hextorites begin to flee.

These Hextorites are just acolytes and commoners. They pose no threat to the PCs, and can be allowed to flee or easily subdued.

All that is left is for the PCs to step through the gate. Once they choose to do so, continue with the following:

As you touch the smoky surface of the portal threshold, reality itself ripples. You press through, and the surface parts and flows around you. The world around you begins to grow dim. Color seems to leak out of everything around you and disappear into the earth itself. The torchlight behind you disappears, and it becomes as dark as a moonless night. The Hextorite excavation seems somehow distant from you, though it should only be a few feet away. You push yourself towards the haze that seems to separate you from your environment and feel resistance. Pushing with all of your will, you feel the resistance begin to falter, and you stumble into a new place.

It is as dark as a moonless night here, so without light the party may be completely blind. When they can all see, continue:

Your vision returns and you are able to see your surroundings. The light cast by your light sources seems pale, almost as if it is in danger of being put out by the oppressive darkness around you. You and your companions seem almost devoid of color... everything but the darkness and shadows is a faded mockery of itself here.

You stand within a rocky cavern. The walls are rough-hewn stone, the edges featureless and smooth, worn by whatever forces of nature exist here.

A narrow tunnel slopes upward from the far wall. After about two hundred feet, it opens to fresh air. The landscape is dark and foreboding – a mountain ledge, similar to the heights of the Barrier Peaks from which you left. There is no wind, making everything eerily quiet.

You've taken no more than a dozen steps, when several of the shadows detach themselves from the landscape, and bring themselves to bear. As you back away, you quickly realize that you are surrounded. Some resemble large, hulking bulldogs. Others are misshapen humanoids with clawed arms and bony features.

Before you can react, another silhouette appears in the air above your captors. Flowing robes surround his tall, humanoid form, but his head is long and furred, with curved horns.

"Well, well, well... what do we have here?" The creature's voice is noble, refined, and terrible as it fills the silence around you. "Welcome, little fleshies, to my collection of playthings!"

Continue with the Epilogue.

EPILOGUE: GAINING GROUND

Estimated Time: 5 minutes

The hooded man walks solemnly through a gorge in the twilight. Behind him march other Hexorites, rank and file. The strength is gone from their stride, the wounds marring their flesh deep and lasting. Still, they press on.

The party arrives at a darkened ridge, the narrow passage opening out to a larger valley. Their torchlight catches upon a feature of the otherwise

plain landscape – an ominous mausoleum, set deep within this hidden gap.

The hooded man gestures wordlessly. One of the cultists breaks rank, and nervously moves forward.

He crosses the threshold into the valley. Nothing happens, and he breathes a sigh of relief. He looks back at the leader, who nods in approval.

The acolyte takes another step. Instantly, runes on the rocky walls flare to life. Dark energy ripples through his body, tearing him apart and tossing his lifeless form to the ground like a rag doll.

The hooded leader looks on for a long moment, studying the mausoleum's response. Then he turns to his entourage.

"Break through them." Larrangin lifts the hood from his head and gestures towards the wards. "All of them. It is time to end this."

This portion of the adventure is now over. The story will be continued in BIS8-05 *Necromancers on Ice*.

To Be Continued...

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 3: Shadows on the Wall

Defeat Asmerah.

APL 2: 120 xp.

APL 4: 180 xp.

APL 6: 240 xp.

APL 8: 300 xp.

APL 10: 360 xp.

APL 12: 420 xp.

APL 14: 480 xp.

APL 16: 540 xp.

Encounter 5: Their Own Doing

Survive the keep defenses.

APL 2: 90 xp.

APL 4: 150 xp.
APL 6: 210 xp.
APL 8: 270 xp.
APL 10: 330 xp.
APL 12: 390 xp.
APL 14: 450 xp.
APL 16: 510 xp.

Encounter 8: Mechanical Marvels

Defeat the golems.

APL 2: 150 xp.
APL 4: 210 xp.
APL 6: 270 xp.
APL 8: 330 xp.
APL 10: 390 xp.
APL 12: 450 xp.
APL 14: 510 xp.
APL 16: 570 xp.

Story Award

Find and decipher the hidden message in the Tracker's message.

APL 2: 22 xp.
APL 4: 33 xp.
APL 6: 45 xp.
APL 8: 56 xp.
APL 10: 67 xp.
APL 12: 78 xp.
APL 14: 90 xp.
APL 16: 101 xp.

Capture and interrogate Asmerah in Encounter 3.

APL 2: 22 xp.
APL 4: 33 xp.
APL 6: 45 xp.
APL 8: 56 xp.
APL 10: 67 xp.
APL 12: 78 xp.
APL 14: 90 xp.

APL 16: 101 xp.

Gain access to the Plane of Shadow in Encounter 8.

APL 2: 22 xp.
APL 4: 33 xp.
APL 6: 45 xp.
APL 8: 56 xp.
APL 10: 67 xp.
APL 12: 78 xp.
APL 14: 90 xp.
APL 16: 101 xp.

Discretionary Roleplaying Award

APL 2: 24 xp.
APL 4: 36 xp.
APL 6: 45 xp.
APL 8: 57 xp.
APL 10: 69 xp.
APL 12: 81 xp.
APL 14: 90 xp.
APL 16: 102 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.
APL 14: 1,800 xp.
APL 16: 2,025 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.

Introduction: The Band Plays On

All APLs: L: 0 gp, C: 50 gp, M: 0 gp.

Encounter 3: Shadows on the Wall

APL 2: L: 15 gp, C: 3 gp, M: +1 *chain shirt* (104 gp), +1 *rapier* (193 gp), *anklet of translocation* (116 gp).

APL 4: L: 15 gp, C: 3 gp, M: +1 *chain shirt* (104 gp), +1 *rapier* (193 gp), *anklet of translocation* (116 gp), *healing belt* (62 gp), *ring of protection +1* (166 gp).

APL 6: L: 15 gp, C: 3 gp, M: +1 *chain shirt* (104 gp), +1 *rapier* (193 gp), *anklet of translocation* (116 gp), *gloves of dexterity +2* (333 gp), *healing belt* (62 gp), *ring of protection +1* (166 gp), *safewing emblem* (20 gp).

APL 8: L: 15 gp, C: 3 gp, M: +1 *chain shirt* (104 gp), +1 *rapier* (193 gp), *anklet of translocation* (116 gp), *gloves of dexterity +2* (333 gp), *healing belt* (62 gp), *safewing emblem* (20 gp), *shadow veil* (1,333 gp).

APL 10: L: 15 gp, C: 3 gp, M: +1 *chain shirt* (104 gp), +1 *wounding rapier* (1,526 gp), *anklet of translocation* (116 gp), *gloves of dexterity +2* (333 gp), *healing belt* (62 gp), *safewing emblem* (20 gp), *shadow veil* (1,333 gp).

APL 12: L: 15 gp, C: 3 gp, M: +1 *chain shirt* (104 gp), +1 *wounding rapier* (1,526 gp), *amulet of natural armor +1* (166 gp), *anklet of translocation* (116 gp), *gloves of dexterity +4* (1,333 gp), *healing belt* (62 gp), *safewing emblem* (20 gp), *shadow veil* (1,333 gp), *vanisher cloak* (208 gp).

APL 14: L: 15 gp, C: 3 gp, M: +1 *leather armor* (96 gp), +1 *wounding rapier* (1,526 gp), *amulet of natural armor +1* (166 gp), *anklet of translocation* (116 gp), *boots of speed* (1,000 gp), *gloves of dexterity +6* (3,000 gp), *healing belt* (62 gp), *safewing emblem* (20 gp), *shadow veil* (1,333 gp), *vanisher cloak* (208 gp).

APL 16: L: 15 gp, C: 3 gp, M: +1 *leather armor* (96 gp), +1 *wounding rapier* (1,526 gp), *amulet of natural armor +1* (166 gp), *anklet of translocation* (116 gp), *boots of speed* (1,000 gp), *gloves of dexterity +6* (3,000 gp), *healing belt* (62 gp), *ring of protection +5* (4,166 gp), *safewing emblem* (20 gp), *shadow veil* (1,333 gp), *vanisher cloak* (208 gp).

Encounter 8: Mechanical Marvels

APL 2: L: 10 gp, C: 5 gp, M: *scrying beacon* (62 gp).

APL 4: L: 10 gp, C: 5 gp, M: *scrying beacon* (62 gp), *sending stones* (116 gp).

APL 6: L: 110 gp, C: 5 gp, M: +1 *full plate* (220 gp), *scrying beacon* (62 gp), *sending stones* (116 gp), *stench stone* (25 gp).

APL 8: L: 10 gp, C: 5 gp, M: +1 *full plate* (220 gp), *salve of minor spell resistance* (112 gp), *scrying beacon* (62 gp), *sending stones* (116 gp), *stench stone* (25 gp).

APL 10: L: 10 gp, C: 5 gp, M: +3 *full plate* (887 gp), *salve of minor spell resistance* (112 gp), *scrying beacon* (62 gp), *sending stones* (116 gp), *stench stone* (25 gp), *summoner's totem* (258 gp).

APL 12: L: 10 gp, C: 5 gp, M: +5 *full plate* (2,220 gp), *greater crystal of arrow deflection* (416 gp), *salve of minor spell resistance* (112 gp), *scrying beacon* (62 gp), *sending stones* (116 gp), *stench stone* (25 gp), *summoner's totem* (258 gp).

APL 14: L: 10 gp, C: 5 gp, M: +5 full plate (2,220 gp), greater crystal of arrow deflection (416 gp), greater crystal of glancing blows (416 gp), salve of minor spell resistance (112 gp), scrying beacon (62 gp), sending stones (116 gp), stench stone (25 gp), summoner's totem (258 gp), survival pouch (275 gp).

APL 16: L: 10 gp, C: 5 gp, M: +5 full plate (2,220 gp), helm of wounding sight (541 gp), greater crystal of arrow deflection (416 gp), greater crystal of glancing blows (416 gp), mask of mastery (291 gp), salve of minor spell resistance (112 gp), scrying beacon (62 gp), sending stones (116 gp), stench stone (25 gp), summoner's totem (258 gp), survival pouch (275 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 25 gp, C: 58 gp, M: 475 gp – Total: 558 gp (450 gp).

APL 4: L: 25 gp, C: 58 gp, M: 716 gp – Total: 799 gp (650 gp).

APL 6: L: 125 gp, C: 58 gp, M: 824 gp – Total: 1,007 gp (900 gp).

APL 8: L: 25 gp, C: 58 gp, M: 1,828 gp – Total: 1,911 gp (1,300 gp).

APL 10: L: 25 gp, C: 58 gp, M: 3,766 gp – Total: 3,849 gp (2,300 gp).

APL 12: L: 25 gp, C: 58 gp, M: 6,548 gp – Total: 6,631 gp (3,300 gp).

APL 14: L: 25 gp, C: 58 gp, M: 9,898 gp – Total: 9,981 gp (6,600 gp).

APL 16: L: 25 gp, C: 58 gp, M: 14,896 gp – Total: 14,979 gp (9,900 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

☛ **Favor of the Undying Light:** You have helped the Mist Chameleons while adventuring with Father Sollus Illuminus, and they are in your debt.

To aid you in the trials ahead, Father Sollus has given you a small trinket – a small glass orb on a string. The glass orb glows with an internal light, about as bright as a candle flame.

As a standard action, you may shatter the orb to gain one (and only one) of the following effects:

- Cause a creature or object to glow as per a *daylight* spell for a duration of 14 minutes.

- Cause a creature or object to glow as per a *glitterdust* spell for a duration of 14 rounds (Will DC 17 negates).
- Cause a creature or object to gain negative energy resistance 20 for a duration of 14 minutes.
- Release a burst of positive energy, **functioning as a turn undead attempt (1d20+5 turning check, 2d6+19 turning damage, destroys 7HD undead).**
- Release a burst of positive energy, healing all creatures within 30 feet of 1d8+14 hit points of damage (Will DC 20 half).
- Cure a single creature of 4d8+14 hit points of damage (Will DC 23 half).

These effects may be targeted on an opponent with a melee or ranged touch attack. The orb is only expended if the attack hits. Once the orb is shattered, it becomes useless in all regards.

This counts as an influence point with the Mist Chameleon organization. Mark this favor as USED once it is consumed.

☛ **Favor of the Flittering Shadow:** You have helped the Mist Chameleons while adventuring with Siralet, and they are in your debt.

To aid you in the trials ahead, Siralet has given you a small trinket – a small glass orb on a string. The glass orb dances with internal shadows, and draws darkness towards it. The bearer gains a +1 circumstance bonus to Hide checks made in shadowy or dark areas.

As a standard action, you may shatter the orb to gain one (and only one) of the following effects:

- Cause an object to radiate 20-foot *darkness* for a duration of 140 minutes.
- Cause a creature or object to gain *darkvision* 60' for a duration of 14 hours.
- Cause a creature or object to gain fire resistance 20 for a duration of 14 minutes.
- Affect a creature as if struck by *enervation*.
- Travel instantly between two locations, as per *dimension door*. Both locations must contain at least shadowy darkness.
- Transport yourself and up to 14 creatures as per a *shadow walk* spell (CL 14).

These effects may be targeted on an opponent with a melee or ranged touch attack. The orb is only expended if the attack hits. Once the orb is shattered, it becomes useless in all regards.

This counts as an influence point with the Mist Chameleon organization. Mark this favor as USED once it is consumed.

Item Access

APL 2:

- ❖ *Anklet of Translocation* (Adventure; MIC)
- ❖ *Scrying Beacon* (Adventure; MIC)

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

- ❖ *Healing Belt* (Adventure; MIC)
- ❖ *Sending Stones* (Adventure; MIC)

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

- ❖ *Safewing Emblem* (Adventure; MIC)
- ❖ *Stench Stone* (Adventure; MIC)

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

- ❖ *Salve of Minor Spell Resistance* (Adventure; MIC)
- ❖ *Shadow Veil* (Adventure; MIC)

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

- ❖ *+1 Wounding Rapier* (Adventure; DMG)
- ❖ *Summoner's Totem* (Adventure; MIC)

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

- ❖ *Greater Crystal of Arrow Deflection* (Adventure; MIC)
- ❖ *Vanisher Cloak* (Adventure; MIC)

APL 14 (all of APLs 2, 4, 6, 8, 10, 12 plus the following):

- ❖ *Greater Crystal of Glancing Blows* (Adventure; MIC)
- ❖ *Survival Pouch* (Adventure; MIC)

APL 16 (all of APLs 2, 4, 6, 8, 10, 12, 14 plus the following):

- ❖ *Helm of Wounding* (Adventure; MIC)
- ❖ *Mask of Mastery* (Adventure; MIC)

APPENDIX 1 – APL 2

ENCOUNTER 3

ASMERAH **CR 4**

Female human rogue 4

CN Medium humanoid (human)

Init +2; **Senses** Listen +4, Spot +4

Languages Common

AC 17, touch 12, flat-footed 15, Dodge (+2 Dex, +5 armor)

hp 26 (4d6+8 HD)

Fort +3, **Ref** +6, **Will** +1

Speed 30 ft. (6 squares)

Melee +1 rapier +6 (1d6+1/18-20)

Base Atk +3; **Grp** +3

Atk Options Combat Reflexes, Sneak attack +2d6

Combat Gear +1 chain shirt, +1 rapier

Abilities Str 10, Dex 15, Con 14, Int 14, Wis 10, Cha 14

SQ Trapfinding, evasion, trap sense +1, uncanny dodge

Feats Combat Reflexes, Dodge, Weapon Finesse [rapier]

Skills Balance +8, Bluff +9, Decipher Script +4, Disable Device +4, Disguise +4, Escape Artist +8, Forgery +4, Gather Information +4, Hide +9, Jump +1, Knowledge [local – Sheldomar Valley Metaregion] +4, Listen +4, Move Silently +8, Open Lock +4, Perform [dance] +9, Perform [sing] +5, Search +4, Sense Motive +2, Sleight of Hand +5, Spot +4, Tumble +8

Possessions combat gear plus *anklet of translocation*

ENCOUNTER 5

ELECTRIC ARC TRAP **CR 3**

Description See encounter description.

Search DC 18; **Type** magic

Trigger location, **Init** +3

Effect Arcs of electricity (3d6 electrical nonlethal and dazed 1 round, Reflex DC 15 half damage and negates daze), per square per round

Duration 6 rounds

Destruction AC 13, 7 hp (per lightning rod)

Destruction AC 14, 13 hp (entire trap)

Disarm Disable Device DC 18, hardness 3 (per lightning rod)

Disarm Disable Device DC 21, hardness 3 (entire trap)

Dispel DC 14 (per lightning rod)

ENCOUNTER 8

INCOMPLETE BLOOD GOLEM OF HEXTOR **CR 3**

N Large Construct

Init +0; **Senses** Darkvision 60', Low-Light Vision, Listen -5, Spot -5

AC 14, touch 9, flat-footed 14 (-1 size, +5 natural)

hp 60 (4d10+30 HD)

Fort +1, **Ref** +1, **Will** -4

Speed 30 ft. (6 squares)

Melee slam +5 (1d8+4)

Space 10 ft.; **Reach** 10 ft.

Base Atk +3; **Grp** +10

Abilities Str 16, Dex 10, Con -, Int -, Wis 1, Cha 1

Feats Improved Initiative, Point Blank Shot

Skills Balance +8, Jump +11, Listen +2, Spot +3, Tumble +9

SQ Construct traits, hardness 5

APPENDIX 2 – APL 4

ENCOUNTER 3

ASMERAH CR 6

Female human rogue 6

CN Medium humanoid (human)

Init +2; **Senses** Listen +6, Spot +6

Languages Common

AC 18, touch 13, flat-footed 16, Dodge, Mobility
(+2 Dex, +5 armor, +1 deflection)

hp 39 (6d6+12 HD)

Fort +4, **Ref** +7, **Will** +2

Speed 30 ft. (6 squares)

Melee +1 rapier +7 (1d6+1/18-20)

Base Atk +4; **Grp** +4

Atk Options Combat Reflexes, Sneak attack +3d6

Combat Gear +1 chain shirt, +1 rapier, ring of protection +1

Abilities Str 10, Dex 15, Con 14, Int 14, Wis 10, Cha 14

SQ Trapfinding, evasion, trap sense +2, uncanny dodge

Feats Combat Reflexes, Dodge, Mobility, Weapon Finesse
[rapier]

Skills Balance +10, Bluff +11, Decipher Script +4, Disable Device +4, Disguise +4, Escape Artist +10, Forgery +4, Gather Information +4, Hide +11, Jump +1, Knowledge [local – Sheldomar Valley Metaregion] +4, Listen +6, Move Silently +10, Open Lock +4, Perform [dance] +11, Perform [sing] +5, Search +4, Sense Motive +4, Sleight of Hand +7, Spot +6, Tumble +10

Possessions combat gear plus *anklet of translocation*, *healing belt*

ENCOUNTER 5

ELECTRIC ARC TRAP CR 5

Description See encounter description.

Search DC 20; **Type** magic

Trigger location, **Init** +5

Effect Arcs of electricity (5d6 electrical nonlethal and dazed 1 round, Reflex DC 17 half damage and negates daze), per square per round

Duration 8 rounds

Destruction AC 15, 12 hp (per lightning rod)

Destruction AC 17, 22 hp (entire trap)

Disarm Disable Device DC 20, hardness 5 (per lightning rod)

Disarm Disable Device DC 25, hardness 5 (entire trap)

Dispel DC 16 (per lightning rod)

ENCOUNTER 8

FORCE GOLEM

CR 4

N Large construct

Init +7; **Senses** Darkvision 60', Low-Light Vision, Listen +2, Spot +3

Languages Common, Terran

AC 18, touch 16, flat-footed 15

(-1 size, +3 Dex, +4 deflection, +2 natural)

hp 52 (4d10 HD); DR 5/adamantine

Immune Construct immunities, magic

Resist sonic 10

Fort +1, **Ref** +6, **Will** +1

Weakness Force vulnerability

Speed 30 ft. (6 squares)

Melee 2 slams +6 (1d8+4) or

Ranged pulse +5 ranged touch (knock back)

Space 10 ft.; **Reach** 10 ft.

Base Atk +3; **Grp** +11

Atk Options Point Blank Shot

Special Actions force burst, force reactive, pulse

Abilities Str 19, Dex 16, Con -, Int 12, Wis 10, Cha 14

SQ Construct traits

Feats Improved Initiative, Point Blank Shot

Skills Balance +8, Jump +11, Listen +2, Spot +3, Tumble +9

Immunity to Magic (Ex) A force golem is immune to spells and spell-like abilities that allow spell resistance. This immunity does not extend to force effects.

Force Vulnerability (Ex) Force effects deal half again as much (+50%) damage to a force golem.

Force Burst (Su) Once every 3 rounds, a force golem can create a 30-foot-radius burst of force centered on itself. Creatures in the area take 2d6 points of damage and are knocked prone. Those who succeed on a DC 14 Reflex save take half damage and remain standing. Force golems are immune to this ability. The save DC is Charisma-based.

Force Reactive (Su) Whenever an opponent attacks and misses a force golem with a melee attack, the force golem can turn the kinetic energy of the attack back on the attacker as an immediate action. The attacker is pushed 5 feet into an empty square of the force golem's choice. This movement does not provoke attacks of opportunity.

Pulse (Sp) A force golem can target any corporeal opponent within 60 feet with a ranged touch attack. If the force golem hits, it and its target make opposed Strength checks. If the force golem wins the opposed check, the opponent is pushed 10 feet in a direction of the golem's choice and falls prone in the square it ends up in. This movement does not provoke attacks of opportunity.

A force golem can push an opponent only in a straight line and it cannot push an opponent closer to it than the square the foe started in. If an intervening obstacle prevents the opponent from being pushed 10 feet, the foe and the obstacle each take 1d6 points of damage. The opponent then falls prone in the square it was in before striking the obstacle.

Any feat or special ability that grants a bonus on resisting bull rush attempts (such as a dwarf's stability) applies to this opposed Strength check.

Sources *Monster Manual V* (Page 68)

APPENDIX 3 – APL 6

ENCOUNTER 3

ASMERAH CR 8

Female human rogue 7/shadowdancer 1

CN Medium humanoid (human)

Init +4; **Senses** Listen +8, Spot +8

Languages Common

AC 20, touch 15, flat-footed 16, Dodge, Mobility (+4 Dex, +5 armor, +1 deflection)

hp 53 (7d6+1d8+16 HD)

Fort +4, **Ref** +11, **Will** +2

Speed 30 ft. (6 squares)

Melee +1 rapier +10 (1d6+1/18-20)

Base Atk +5; **Grp** +5

Atk Options Combat Reflexes, Sneak attack +4d6

Special Actions Hide in plain sight

Combat Gear +1 chain shirt, +1 rapier, ring of protection +1

Abilities Str 10, Dex 18, Con 14, Int 14, Wis 10, Cha 14

SQ Trapfinding, evasion, trap sense +2, improved uncanny dodge

Feats Combat Reflexes, Dodge, Mobility, Weapon Finesse [rapier]

Skills Balance +15, Bluff +13, Decipher Script +4, Disable Device +4, Disguise +4, Escape Artist +14, Forgery +4, Gather Information +4, Hide +15, Jump +1, Knowledge [local – Sheldomar Valley Metaregion] +4, Listen +8, Move Silently +14, Open Lock +6, Perform [dance] +13, Perform [sing] +5, Search +5, Sense Motive +4, Sleight of Hand +9, Spot +8, Tumble +14

Possessions combat gear plus gloves of dexterity +2, anklet of translocation, healing belt, safewing emblem

Hide in Plain Sight (Su) A shadowdancer can use the Hide skill even while being observed. As long as she is within 10 feet of some sort of shadow, a shadowdancer can hide herself from view in the open without anything to actually hide behind. She cannot, however, hide in her own shadow.

ENCOUNTER 5

ELECTRIC ARC TRAP CR 7

Description See encounter description.

Search DC 22; **Type** magic

Trigger location, **Init** +7

Effect Arcs of electricity (7d6 electrical nonlethal and dazed 1 round, Reflex DC 19 half damage and negates daze), per square per round

Duration 10 rounds

Destruction AC 17, 17 hp (per lightning rod)

Destruction AC 20, 31 hp (entire trap)

Disarm Disable Device DC 22, hardness 7 (per lightning rod)

Disarm Disable Device DC 29, hardness 7 (entire trap)

Dispel DC 18 (per lightning rod)

APPENDIX 4 – APL 8

ENCOUNTER 3

ASMERAH CR 10

Female human rogue 7/shadowdancer 3

CN Medium humanoid (human)

Init +4; **Senses** Darkvision 60 ft., Listen +10, Spot +10

Languages Common

AC 20, touch 15, flat-footed 16, Dodge, Mobility
(+4 Dex, +5 armor, +1 deflection)

hp 69 (7d6+3d8+20 HD)

Fort +5, **Ref** +12, **Will** +3

Speed 30 ft. (6 squares), Spring Attack

Melee +1 rapier +12/+7 (1d6+1/18-20)

Base Atk +7; **Grp** +7

Atk Options Combat Reflexes, Sneak attack +4d6

Special Actions Hide in plain sight, *shadow illusion*, summon shadow

Combat Gear +1 chain shirt, +1 rapier

Abilities Str 10, Dex 18, Con 14, Int 14, Wis 10, Cha 14

SQ Trapfinding, evasion, trap sense +2, improved uncanny dodge

Feats Combat Reflexes, Dodge, Mobility, Spring Attack, Weapon Finesse [rapier]

Skills Balance +17, Bluff +15, Decipher Script +4, Disable Device +4, Disguise +4, Escape Artist +16, Forgery +4, Gather Information +4, Hide +17, Jump +1, Knowledge [local – Sheldomar Valley Metaregion] +4, Listen +10, Move Silently +16, Open Lock +6, Perform [dance] +15, Perform [sing] +5, Search +5, Sense Motive +4, Sleight of Hand +9, Spot +10, Tumble +16

Possessions combat gear plus *gloves of dexterity* +2, *anklet of translocation*, *healing belt*, *safewing emblem*, *shadow veil*

Hide in Plain Sight (Su) A shadowdancer can use the Hide skill even while being observed. As long as she is within 10 feet of some sort of shadow, a shadowdancer can hide herself from view in the open without anything to actually hide behind. She cannot, however, hide in her own shadow.

Shadow Illusion (Sp) When a shadowdancer reaches 3rd level, she can create visual illusions from surrounding shadows. This ability's effect is identical to that of the arcane spell *silent image* and may be employed once per day.

Summon Shadow (Su) At 3rd level, a shadowdancer can summon a shadow, an undead shade (see the *Monster Manual* for the shadow's statistics). Unlike a normal shadow, this shadow's alignment matches that of the shadowdancer, and the creature cannot create spawn. The summoned shadow cannot be turned, rebuked, or commanded by any third party. This shadow serves as a companion to the shadowdancer and can communicate intelligibly with the shadowdancer. Every third level gained by the shadowdancer adds +2 HD (and the requisite base attack and base save bonus increases) to her shadow companion. For example, a 9th-level shadowdancer can have a shadow companion with 6 HD.

ENCOUNTER 5

ELECTRIC ARC TRAP CR 9

Description See encounter description.

Search DC 24; **Type** magic

Trigger location, **Init** +9

Effect Arcs of electricity (9d6 electrical nonlethal and dazed 1 round, Reflex DC 21 half damage and negates daze), per square per round

Duration 12 rounds

Destruction AC 19, 22 hp (per lightning rod)

Destruction AC 23, 40 hp (entire trap)

Disarm Disable Device DC 24, hardness 9 (per lightning rod)

Disarm Disable Device DC 33, hardness 9 (entire trap)

Dispel DC 20 (per lightning rod)

ENCOUNTER 8

BLOOD GOLEM OF HEXTOR

CR 8

LE Large Construct

Init -1; **Senses** Listen +0, Spot +0

AC 26, touch 8, flat-footed 26

(-1 size, -1 Dex, +9 armor, +9 natural)

hp 105 (10d10+30 HD); DR 10/adamantine

Immune magic

Fort +3, **Ref** +2, **Will** +3

Weakness rust

Speed 20 ft. (4 squares), can't run

Melee 2 masterwork heavy flails +13 (1d10+6) or

Melee 2 slams +12 (1d8+6)

Space 10 ft.; **Reach** 10 ft.

Base Atk +7; **Grp** +17

Atk Options Blood siphon, whirlwind of death

Special Actions Construct traits

Combat Gear +1 full plate

Abilities Str 22, Dex 8, Con -, Int -, Wis 10, Cha 1

SQ Blood dependency, Blood reservoir

Blood siphon (Su): A blood golem can suck the blood out of a helpless creature or a body that has died within the past hour, dealing Constitution damage at the rate of 1 point per full round. Every Constitution point lost in this fashion heals the golem 5 hit points. (The golem usually restores its hit points to maximum before felling its reservoirs so that it can remain at full strength.) Both the golem and the victim must remain motionless. Priests of Hextor often provide blood golems with bound or unconscious victims for this very purpose.

Whirlwind of Death (Ex): A blood golem can spin its upper body and cause its flails to rotate at high speed. This ability allows it to attack all creatures within its reach as if it had the Whirlwind Attack feat. In the round after the golem performs this maneuver, it can take only a single attack or move action.

Blood dependency Because a blood golem constantly leaks its own vital fluid, it must absorb blood from other creatures to continue functioning. The golem loses 5 hit points per day, regardless whether it is engaged in physical activity or merely stands motionless for the entire day. If the golem's armor is removed or destroyed, this loss increases to 10 hit points per day. If the golem reaches 0 hit points from blood leakage, it is destroyed, leaving only its armor.

Blood reservoir (Ex) The reservoirs in the golem's armor hold blood equivalent to 20 points of Constitution, which is about as much as the capacity of two average human bodies. The golem normally draws 1 point of Constitution from the reservoir every day to sate its blood dependency. It can draw blood from its reservoirs as a free action, and it often does so during combat.

Magic Armor A blood golem is encased in a suit of full plate armor with an enhancement bonus of at least +1. If the golem is destroyed, the armor can be reused for another blood golem, but it does not resize to fit other creatures.

Magic Immunity A blood golem is immune to all spells, spell-like abilities, and supernatural effects, except as follows. A *gentle repose* spell acts as a *slow* spell for 3 rounds with no saving throw. *Regenerate* restores 1 hit point of damage per caster level. *Horrid wilding* does half or one-quarter damage if the golem fails or succeeds on its saving throw, respectively.

Rust Vulnerability A blood golem's armor is vulnerable to rust attacks, such as from a rust monster or the *rusting grasp* spell. If its armor is destroyed in this manner, the golem's AC drops and it makes slam attacks instead of flail attacks. Once its armor is gone, the golem loses its blood reservoir, and it loses hit points to blood leakage at the rate of 10 hit points per day instead of 5 per day.

Sources *Fiend Folio* (Page 83)

APPENDIX 5 – APL 10

ENCOUNTER 3

ASMERAH

CR 12

Female human rogue 7/shadowdancer 5

CN Medium humanoid (human)

Init +4; **Senses** Darkvision 60 ft., Listen +12, Spot +12

Languages Common

AC 20, touch 15, flat-footed 16, Dodge, Mobility
(+4 Dex, +5 armor, +1 deflection)

hp 85 (7d6+5d8+24 HD)

Fort +5, **Ref** +13, **Will** +3

Speed 30 ft. (6 squares), Spring Attack

Melee +1 *wounding rapier* +13/+8 (1d6+1 plus Con damage/15-20)

Base Atk +8; **Grp** +8

Atk Options Combat Reflexes, Sneak attack +4d6

Special Actions Hide in plain sight, *shadow illusion*, summon shadow, shadow jump 20 ft.

Combat Gear +1 *chain shirt*, +1 *wounding rapier*

Abilities Str 10, Dex 19, Con 14, Int 14, Wis 10, Cha 14

SQ Trapfinding, evasion, trap sense +2, improved uncanny dodge, defensive roll

Feats Combat Reflexes, Dodge, Improved Critical [rapier], Mobility, Spring Attack, Weapon Finesse [rapier]

Skills Balance +19, Bluff +17, Decipher Script +4, Disable Device +4, Disguise +4, Escape Artist +18, Forgery +4, Gather Information +4, Hide +19, Jump +1, Knowledge [local – Sheldomar Valley Metaregion] +4, Listen +12, Move Silently +18, Open Lock +6, Perform [dance] +17, Perform [sing] +5, Search +5, Sense Motive +4, Sleight of Hand +9, Spot +12, Tumble +18

Possessions combat gear plus *gloves of dexterity* +2, *anklet of translocation*, *healing belt*, *safewing emblem*, *shadow veil*

Hide in Plain Sight (Su) A shadowdancer can use the Hide skill even while being observed. As long as she is within 10 feet of some sort of shadow, a shadowdancer can hide herself from view in the open without anything to actually hide behind. She cannot, however, hide in her own shadow.

Shadow Illusion (Sp) When a shadowdancer reaches 3rd level, she can create visual illusions from surrounding shadows. This ability's effect is identical to that of the arcane spell *silent image* and may be employed once per day.

Summon Shadow (Su) At 3rd level, a shadowdancer can summon a shadow, an undead shade (see the *Monster Manual* for the shadow's statistics). Unlike a normal shadow, this shadow's alignment matches that of the shadowdancer, and the creature cannot create spawn. The summoned shadow cannot be turned, rebuked, or commanded by any third party. This shadow serves as a companion to the shadowdancer and can communicate intelligibly with the shadowdancer. Every third level gained by the shadowdancer adds +2 HD (and the requisite base attack and base save bonus increases) to her shadow companion. For

example, a 9th-level shadowdancer can have a shadow companion with 6 HD.

Shadow Jump (Su) At 4th level, a shadowdancer gains the ability to travel between shadows as if by means of a *dimension door* spell. The limitation is that the magical transport must begin and end in an area with at least some shadow. A shadowdancer can jump a total of 20 feet each day in this way; this may be a single jump of 20 feet or two jumps of 10 feet each. Every two levels higher than 4th, the distance a shadowdancer can jump each day doubles (40 feet at 6th, 80 feet at 8th, and 160 feet at 10th). This amount can be split among many jumps, but each one, no matter how small, counts as a 10-foot increment. (A 6th-level shadowdancer who jumps 32 feet cannot jump again until the next day.)

Defensive Roll (Ex) Starting at 5th level, a shadowdancer can roll with a potentially lethal blow to take less damage from it. Once per day, when a shadowdancer would be reduced to 0 hit points or less by damage in combat (from a weapon or other blow, not a spell or special ability), she can attempt to roll with the damage. She makes a Reflex saving throw (DC = damage dealt) and, if successful, takes only half damage from the blow. She must be aware of the attack and able to react to it in order to execute her defensive roll. If she is in a situation that would deny her any Dexterity bonus to AC, she can't attempt a defensive roll.

ENCOUNTER 5

ELECTRIC ARC TRAP

CR 11

Description See encounter description.

Search DC 26; **Type** magic

Trigger location, **Init** +11

Effect Arcs of electricity (11d6 electrical nonlethal and dazed 1 round, Reflex DC 23 half damage and negates daze), per square per round

Duration 14 rounds

Destruction AC 21, 27 hp (per lightning rod)

Destruction AC 26, 49 hp (entire trap)

Disarm Disable Device DC 26, hardness 11 (per lightning rod)

Disarm Disable Device DC 37, hardness 11 (entire trap)

Dispel DC 22 (per lightning rod)

ENCOUNTER 8

ADVANCED BLOOD GOLEM OF HEXTOR CR 10

LE Large Construct

Init -1; **Senses** Listen +0, Spot +0

AC 28, touch 8, flat-footed 28

(-1 size, -1 Dex, +10 armor, +9 natural)

hp 189 (18d10+54 HD); DR 10/adamantine

Immune magic

Fort +5, **Ref** +4, **Will** +5

Weakness rust

Speed 20 ft. (4 squares), can't run

Melee 2 masterwork heavy flails +20 (1d10+7) or

Melee 2 slams +19 (1d8+7)

Space 10 ft.; **Reach** 10 ft.

Base Atk +13; **Grp** +24

Atk Options Blood siphon, whirlwind of death

Special Actions Construct traits

Combat Gear +3 full plate

Abilities Str 24, Dex 8, Con –, Int –, Wis 10, Cha 1

SQ Blood dependency, Blood reservoir

Blood siphon (Su): A blood golem can suck the blood out of a helpless creature or a body that has died within the past hour, dealing Constitution damage at the rate of 1 point per full round. Every Constitution point lost in this fashion heals the golem 5 hit points. (The golem usually restores its hit points to maximum before felling its reservoirs so that it can remain at full strength.) Both the golem and the victim must remain motionless. Priests of Hextor often provide blood golems with bound or unconscious victims for this very purpose.

Whirlwind of Death (Ex): A blood golem can spin its upper body and cause its flails to rotate at high speed. This ability allows it to attack all creatures within its reach as if it had the Whirlwind Attack feat. In the round after the golem performs this maneuver, it can take only a single attack or move action.

Blood dependency Because a blood golem constantly leaks its own vital fluid, it must absorb blood from other creatures to continue functioning. The golem loses 5 hit points per day, regardless whether it is engaged in physical activity or merely stands motionless for the entire day. If the golem's armor is removed or destroyed, this loss increases to 10 hit points per day. If the golem reaches 0 hit points from blood leakage, it is destroyed, leaving only its armor.

Blood reservoir (Ex) The reservoirs in the golem's armor hold blood equivalent to 20 points of Constitution, which is about as much as the capacity of two average human bodies. The golem normally draws 1 point of Constitution from the reservoir every day to sate its blood dependency. It can draw blood from its reservoirs as a free action, and it often does so during combat.

Magic Armor A blood golem is encased in a suit of full plate armor with an enhancement bonus of at least +1. If the golem is destroyed, the armor can be reused for another blood golem, but it does not resize to fit other creatures.

Magic Immunity A blood golem is immune to all spells, spell-like abilities, and supernatural effects, except as follows. A *gentle repose* spell acts as a *slow* spell for 3 rounds with no saving throw. *Regenerate* restores 1 hit point of damage per caster level. *Horrid wilding* does half or one-quarter damage if the golem fails or succeeds on its saving throw, respectively.

Rust Vulnerability A blood golem's armor is vulnerable to rust attacks, such as from a rust monster or the *rusting grasp* spell. If its armor is destroyed in this manner, the golem's AC drops and it makes slam attacks instead of flail attacks. Once its armor is gone, the golem loses its blood reservoir, and it loses hit points to blood leakage at the rate of 10 hit points per day instead of 5 per day.

Sources *Fiend Folio* (Page 83)

APPENDIX 6 – APL 12

ENCOUNTER 3

ASMERAH

CR 14

Female human rogue 7/shadowdancer 7

CN Medium humanoid (human)

Init +5; **Senses** Darkvision 60 ft., Listen +14, Spot +14

Languages Common

AC 21, touch 15, flat-footed 17, Dodge, Mobility

(+4 Dex, +5 armor, +1 deflection, +1 natural)

hp 101 (7d6+7d8+28 HD)

Fort +6, **Ref** +15, **Will** +4

Speed 30 ft. (6 squares), Spring Attack

Melee +1 *wounding rapier* +16/+11 (1d6+1 plus Con damage/15-20)

Base Atk +10; **Grp** +10

Atk Options Combat Reflexes, Sneak attack +4d6

Special Actions Hide in plain sight, *shadow illusion*, summon shadow, shadow jump 40 ft.

Combat Gear +1 *chain shirt*, +1 *wounding rapier*, *amulet of natural armor* +1

Abilities Str 10, Dex 21, Con 14, Int 14, Wis 10, Cha 14

SQ Trapfinding, evasion, trap sense +2, improved uncanny dodge, defensive roll

Feats Combat Reflexes, Dodge, Improved Critical [rapier], Mobility, Spring Attack, Weapon Finesse [rapier]

Skills Balance +22, Bluff +19, Decipher Script +4, Disable Device +4, Disguise +5, Escape Artist +21, Forgery +5, Gather Information +4, Hide +20, Jump +1, Knowledge [local – Sheldomar Valley Metaregion] +4, Listen +14, Move Silently +19, Open Lock +7, Perform [dance] +19, Perform [sing] +5, Search +6, Sense Motive +5, Sleight of Hand +10, Spot +14, Tumble +20

Possessions combat gear plus *gloves of dexterity* +4, *anklet of translocation*, *healing belt*, *safewing emblem*, *shadow veil*, *vanisher cloak*

Hide in Plain Sight (Su) A shadowdancer can use the Hide skill even while being observed. As long as she is within 10 feet of some sort of shadow, a shadowdancer can hide herself from view in the open without anything to actually hide behind. She cannot, however, hide in her own shadow.

Shadow Illusion (Sp) When a shadowdancer reaches 3rd level, she can create visual illusions from surrounding shadows. This ability's effect is identical to that of the arcane spell *silent image* and may be employed once per day.

Summon Shadow (Su) At 3rd level, a shadowdancer can summon a shadow, an undead shade (see the *Monster Manual* for the shadow's statistics). Unlike a normal shadow, this shadow's alignment matches that of the shadowdancer, and the creature cannot create spawn. The summoned shadow cannot be turned, rebuked, or commanded by any third party. This shadow serves as a companion to the shadowdancer and can communicate intelligibly with the shadowdancer. Every third level gained by the shadowdancer adds +2 HD (and the requisite base attack and base save bonus increases) to her shadow companion. For

example, a 9th-level shadowdancer can have a shadow companion with 6 HD.

Shadow Jump (Su) At 4th level, a shadowdancer gains the ability to travel between shadows as if by means of a *dimension door* spell. The limitation is that the magical transport must begin and end in an area with at least some shadow. A shadowdancer can jump a total of 20 feet each day in this way; this may be a single jump of 20 feet or two jumps of 10 feet each. Every two levels higher than 4th, the distance a shadowdancer can jump each day doubles (40 feet at 6th, 80 feet at 8th, and 160 feet at 10th). This amount can be split among many jumps, but each one, no matter how small, counts as a 10-foot increment. (A 6th-level shadowdancer who jumps 32 feet cannot jump again until the next day.)

Defensive Roll (Ex) Starting at 5th level, a shadowdancer can roll with a potentially lethal blow to take less damage from it. Once per day, when a shadowdancer would be reduced to 0 hit points or less by damage in combat (from a weapon or other blow, not a spell or special ability), she can attempt to roll with the damage. She makes a Reflex saving throw (DC = damage dealt) and, if successful, takes only half damage from the blow. She must be aware of the attack and able to react to it in order to execute her defensive roll. If she is in a situation that would deny her any Dexterity bonus to AC, she can't attempt a defensive roll.

ADVANCED SHADOW COMPANION

CR 3

CN Medium Undead (Incorporeal)

Init +2; **Senses** Darkvision 60', Listen +7, Spot +7

AC 14, touch 14, flat-footed 12, (+2 Dex, +2 deflection)

Miss Chance 50%

hp 45 (5d12 HD)

Fort +1, **Ref** +3, **Will** +5

Speed Fly 40 ft. (good) (8 squares)

Melee incorporeal touch +4 (1d6 Str)

Base Atk +2; **Grp** –

Special Actions Strength damage

Abilities Str –, Dex 14, Con –, Int 6, Wis 12, Cha 14

SQ Incorporeal traits, +2 turn resistance, undead traits

Feats Alertness, Dodge

Skills Hide +8, Search +4

Strength Damage (Su) The touch of a shadow deals 1d6 points of Strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies. This is a negative energy effect.

Skills Shadows have a +2 racial bonus on Listen and Spot checks and a +4 racial bonus on Search checks. A shadow gains a +4 racial bonus on Hide checks in areas of shadowy illumination. In brightly lit areas, it takes a -4 penalty on Hide checks.

ENCOUNTER 5

ELECTRIC ARC TRAP

CR 13

Description See encounter description.

Search DC 28; **Type** magic

Trigger location, **Init** +13

Effect Arcs of electricity (13d6 electrical nonlethal and dazed 1 round, Reflex DC 25 half damage and negates daze), per square per round

Duration 16 rounds

Destruction AC 23, 32 hp (per lightning rod)

Destruction AC 29, 58 hp (entire trap)

Disarm Disable Device DC 28, hardness 13 (per lightning rod)

Disarm Disable Device DC 41, hardness 13 (entire trap)

Dispel DC 24 (per lightning rod)

ENCOUNTER 8

ADVANCED BLOOD GOLEM OF HEXTOR

CR 12

LE Huge Construct

Init -2; **Senses** Listen +0, Spot +0

AC 31, touch 6, flat-footed 32

(-2 size, -2 Dex, +12 armor, +12 natural)

hp 273 (26d10+78 HD); DR 10/adamantine

Immune magic

Fort +8, **Ref** +6, **Will** +8

Weakness rust

Speed 20 ft. (4 squares), can't run

Melee 2 masterwork heavy flails +30 (2d8+12) or

Melee 2 slams +29 (2d6+12)

Space 15 ft.; **Reach** 15 ft.

Base Atk +19; **Grp** +39

Atk Options Blood siphon, whirlwind of death

Special Actions Construct traits

Combat Gear +5 full plate

Abilities Str 34, Dex 6, Con -, Int -, Wis 10, Cha 1

SQ Blood dependency, Blood reservoir

Blood siphon (Su): A blood golem can suck the blood out of a helpless creature or a body that has died within the past hour; dealing Constitution damage at the rate of 1 point per full round. Every Constitution point lost in this fashion heals the golem 5 hit points. (The golem usually restores its hit points to maximum before felling its reservoirs so that it can remain at full strength.) Both the golem and the victim must remain motionless. Priests of Hextor often provide blood golems with bound or unconscious victims for this very purpose.

Whirlwind of Death (Ex): A blood golem can spin its upper body and cause its flails to rotate at high speed. This ability allows it to attack all creatures within its reach as if it had the Whirlwind Attack feat. In the round after the golem performs this maneuver, it can take only a single attack or move action.

Blood dependency Because a blood golem constantly leaks its own vital fluid, it must absorb blood from other creatures to continue functioning. The golem loses 5 hit points per day, regardless whether it is engaged in physical activity or merely stands motionless for the entire day. If the golem's armor is removed or destroyed, this loss increases to 10 hit points per day. If the golem reaches 0 hit points from blood leakage, it is destroyed, leaving only its armor.

Blood reservoir (Ex) The reservoirs in the golem's armor hold blood equivalent to 20 points of Constitution, which is about as much as the capacity of two average human bodies. The golem normally draws 1 point of Constitution from the reservoir every day to sate its blood dependency. It can draw blood from its reservoirs as a free action, and it often does so during combat.

Magic Armor A blood golem is encased in a suit of full plate armor with an enhancement bonus of at least +1. If the golem is destroyed, the armor can be reused for another blood golem, but it does not resize to fit other creatures.

Magic Immunity A blood golem is immune to all spells, spell-like abilities, and supernatural effects, except as follows. A *gentle repose* spell acts as a *slow* spell for 3 rounds with no saving throw. *Regenerate* restores 1 hit point of damage per caster level. *Horrid wilding* does half or one-quarter damage if the golem fails or succeeds on its saving throw, respectively.

Rust Vulnerability A blood golem's armor is vulnerable to rust attacks, such as from a rust monster or the *rusting grasp* spell. If its armor is destroyed in this manner, the golem's AC drops and it makes slam attacks instead of flail attacks. Once its armor is gone, the golem loses its blood reservoir, and it loses hit points to blood leakage at the rate of 10 hit points per day instead of 5 per day.

Sources *Fiend Folio* (Page 83)

APPENDIX 7 – APL 14

ENCOUNTER 3

ASMERAH

CR 16

Female human rogue 7/shadowdancer 9

CN Medium humanoid (human)

Init +11; **Senses** Darkvision 60 ft., Listen +15, Spot +15

Languages Common

AC 21, touch 17, flat-footed 15, Dodge, Mobility (+6 Dex, +3 armor, +1 deflection, +1 natural)

hp 117 (7d6+9d8+32 HD)

Fort +7, **Ref** +19, **Will** +5

Speed 30 ft. (6 squares), Spring Attack

Melee +1 wounding rapier +19/+14 (1d6+1 plus Con damage/15-20)

Base Atk +11; **Grp** +11

Atk Options Combat Reflexes, Sneak attack +4d6

Special Actions Hide in plain sight, *shadow illusion*, summon shadow, shadow jump 80 ft.

Combat Gear +1 leather armor, +1 wounding rapier, amulet of natural armor +1

Abilities Str 10, Dex 24, Con 14, Int 14, Wis 10, Cha 14

SQ Trapfinding, evasion, trap sense +2, improved uncanny dodge, defensive roll

Feats Combat Reflexes, Dodge, Improved Critical [rapier], Improved Initiative, Mobility, Spring Attack, Weapon Finesse [rapier]

Skills Balance +28, Bluff +21, Decipher Script +4, Disable Device +5, Disguise +5, Escape Artist +27, Forgery +5, Gather Information +4, Hide +25, Jump +3, Knowledge [local – Sheldomar Valley Metaregion] +4, Listen +15, Move Silently +25, Open Lock +10, Perform [dance] +22, Perform [sing] +5, Search +7, Sense Motive +5, Sleight of Hand +12, Spot +15, Tumble +26

Possessions combat gear plus *boots of speed*, *gloves of dexterity* +6, *anklet of translocation*, *healing belt*, *safewing emblem*, *shadow veil*, *vanisher cloak*

Hide in Plain Sight (Su) A shadowdancer can use the Hide skill even while being observed. As long as she is within 10 feet of some sort of shadow, a shadowdancer can hide herself from view in the open without anything to actually hide behind. She cannot, however, hide in her own shadow.

Shadow Illusion (Sp) When a shadowdancer reaches 3rd level, she can create visual illusions from surrounding shadows. This ability's effect is identical to that of the arcane spell *silent image* and may be employed once per day.

Summon Shadow (Su) At 3rd level, a shadowdancer can summon a shadow, an undead shade (see the *Monster Manual* for the shadow's statistics). Unlike a normal shadow, this shadow's alignment matches that of the shadowdancer, and the creature cannot create spawn. The summoned shadow cannot be turned, rebuked, or commanded by any third party. This shadow serves as a companion to the shadowdancer and can communicate intelligibly with the shadowdancer. Every third level gained by the shadowdancer adds +2 HD (and the requisite base attack and

base save bonus increases) to her shadow companion. For example, a 9th-level shadowdancer can have a shadow companion with 6 HD.

Shadow Jump (Su) At 4th level, a shadowdancer gains the ability to travel between shadows as if by means of a *dimension door* spell. The limitation is that the magical transport must begin and end in an area with at least some shadow. A shadowdancer can jump a total of 20 feet each day in this way; this may be a single jump of 20 feet or two jumps of 10 feet each. Every two levels higher than 4th, the distance a shadowdancer can jump each day doubles (40 feet at 6th, 80 feet at 8th, and 160 feet at 10th). This amount can be split among many jumps, but each one, no matter how small, counts as a 10-foot increment. (A 6th-level shadowdancer who jumps 32 feet cannot jump again until the next day.)

Defensive Roll (Ex) Starting at 5th level, a shadowdancer can roll with a potentially lethal blow to take less damage from it. Once per day, when a shadowdancer would be reduced to 0 hit points or less by damage in combat (from a weapon or other blow, not a spell or special ability), she can attempt to roll with the damage. She makes a Reflex saving throw (DC = damage dealt) and, if successful, takes only half damage from the blow. She must be aware of the attack and able to react to it in order to execute her defensive roll. If she is in a situation that would deny her any Dexterity bonus to AC, she can't attempt a defensive roll.

ADVANCED SHADOW COMPANION

CR 3

CN Medium Undead (Incorporeal)

Init +2; **Senses** Darkvision 60', Listen +7, Spot +7

AC 14, touch 14, flat-footed 12, (+2 Dex, +2 deflection)

Miss Chance 50%

hp 63 (7d12 HD)

Fort +2, **Ref** +4, **Will** +6

Speed Fly 40 ft. (good) (8 squares)

Melee incorporeal touch +5 (1d6 Str)

Base Atk +3; **Grp** –

Special Actions Strength damage

Abilities Str –, Dex 14, Con –, Int 6, Wis 12, Cha 14

SQ Incorporeal traits, +2 turn resistance, undead traits

Feats Alertness, Dodge, Mobility

Skills Hide +9, Search +4

Strength Damage (Su) The touch of a shadow deals 1d6 points of Strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies. This is a negative energy effect.

Skills Shadows have a +2 racial bonus on Listen and Spot checks and a +4 racial bonus on Search checks. A shadow gains a +4 racial bonus on Hide checks in areas of shadowy illumination. In brightly lit areas, it takes a -4 penalty on Hide checks.

ENCOUNTER 5

ELECTRIC ARC TRAP

CR 15

Description See encounter description.

Search DC 30; **Type** magic

Trigger location, **Init** +15

Effect Arcs of electricity (15d6 electrical nonlethal and dazed 1 round, Reflex DC 27 half damage and negates daze), per square per round

Duration 18 rounds

Destruction AC 25, 37 hp (per lightning rod)

Destruction AC 32, 67 hp (entire trap)

Disarm Disable Device DC 30, hardness 15 (per lightning rod)

Disarm Disable Device DC 45, hardness 15 (entire trap)

Dispel DC 26 (per lightning rod)

ENCOUNTER 8

ADVANCED BLOOD GOLEM OF HEXTOR

CR 14

LE Huge Construct

Init -2; **Senses** Listen +0, Spot +0

AC 33, touch 6, flat-footed 34

(-2 size, -2 Dex, +12 armor, +14 natural)

hp 357 (34d10+102 HD); DR 15/adamantine

Immune magic

Fort +11, **Ref** +8, **Will** +11

Weakness rust

Speed 20 ft. (4 squares), can't run

Melee 2 masterwork heavy flails +37 (2d8+13) or

Melee 2 slams +36 (2d6+13)

Space 15 ft.; **Reach** 15 ft.

Base Atk +25; **Grp** +46

Atk Options Blood siphon, whirlwind of death

Special Actions Construct traits

Combat Gear +5 full plate

Abilities Str 36, Dex 6, Con –, Int –, Wis 10, Cha 1

SQ Blood dependency, Blood reservoir

Blood siphon (Su): A blood golem can suck the blood out of a helpless creature or a body that has died within the past hour; dealing Constitution damage at the rate of 1 point per full round. Every Constitution point lost in this fashion heals the golem 5 hit points. (The golem usually restores its hit points to maximum before felling its reservoirs so that it can remain at full strength.) Both the golem and the victim must remain motionless. Priests of Hextor often provide blood golems with bound or unconscious victims for this very purpose.

Whirlwind of Death (Ex): A blood golem can spin its upper body and cause its flails to rotate at high speed. This ability allows it to attack all creatures within its reach as if it had the Whirlwind Attack feat. In the round after the golem performs this maneuver, it can take only a single attack or move action.

Blood dependency Because a blood golem constantly leaks its own vital fluid, it must absorb blood from other creatures to continue functioning. The golem loses 5 hit points per day,

regardless whether it is engaged in physical activity or merely stands motionless for the entire day. If the golem's armor is removed or destroyed, this loss increases to 10 hit points per day. If the golem reaches 0 hit points from blood leakage, it is destroyed, leaving only its armor.

Blood reservoir (Ex) The reservoirs in the golem's armor hold blood equivalent to 20 points of Constitution, which is about as much as the capacity of two average human bodies. The golem normally draws 1 point of Constitution from the reservoir every day to sate its blood dependency. It can draw blood from its reservoirs as a free action, and it often does so during combat.

Magic Armor A blood golem is encased in a suit of full plate armor with an enhancement bonus of at least +1. If the golem is destroyed, the armor can be reused for another blood golem, but it does not resize to fit other creatures.

Magic Immunity A blood golem is immune to all spells, spell-like abilities, and supernatural effects, except as follows. A *gentle repose* spell acts as a *slow* spell for 3 rounds with no saving throw. *Regenerate* restores 1 hit point of damage per caster level. *Horrid wilding* does half or one-quarter damage if the golem fails or succeeds on its saving throw, respectively.

Rust Vulnerability A blood golem's armor is vulnerable to rust attacks, such as from a rust monster or the *rusting grasp* spell. If its armor is destroyed in this manner, the golem's AC drops and it makes slam attacks instead of flail attacks. Once its armor is gone, the golem loses its blood reservoir, and it loses hit points to blood leakage at the rate of 10 hit points per day instead of 5 per day.

Sources *Fiend Folio* (Page 83)

APPENDIX 8 – APL 16

ENCOUNTER 3

ASMERAH

CR 18

Female human rogue 8/shadowdancer 10

CN Medium humanoid (human)

Init +11; **Senses** Darkvision 60 ft., Listen +16, Spot +16

Languages Common

AC 25, touch 21, flat-footed 19, Dodge, Mobility
(+6 Dex, +3 armor, +5 deflection, +1 natural)

hp 131 (8d6+10d8+36 HD)

Fort +7, **Ref** +21, **Will** +5

Speed 30 ft. (6 squares), Spring Attack

Melee +1 *wounding rapier* +21/+16/+11 (1d6+1 plus Con damage/15-20)

Base Atk +13; **Grp** +13

Atk Options Combat Reflexes, Sneak attack +4d6

Special Actions Hide in plain sight, *shadow illusion*, summon shadow, shadow jump 120 ft.

Combat Gear +1 *leather armor*, +1 *wounding rapier*, *amulet of natural armor* +1, *ring of protection* +5

Abilities Str 10, Dex 24, Con 14, Int 14, Wis 10, Cha 14

SQ Trapfinding, improved evasion, trap sense +2, improved uncanny dodge, defensive roll

Feats Combat Reflexes, Dodge, Improved Critical [*rapier*], Improved Feint, Improved Initiative, Mobility, Spring Attack, Weapon Finesse [*rapier*]

Skills Balance +30, Bluff +23, Decipher Script +5, Disable Device +6, Disguise +6, Escape Artist +29, Forgery +5, Gather Information +4, Hide +26, Jump +3, Knowledge [local – Sheldomar Valley Metaregion] +4, Listen +17, Move Silently +27, Open Lock +10, Perform [dance] +24, Perform [sing] +5, Search +7, Sense Motive +5, Sleight of Hand +13, Spot +16, Tumble +28

Possessions combat gear plus *boots of speed*, *gloves of dexterity* +6, *anklet of translocation*, *healing belt*, *safewing emblem*, *shadow veil*, *vanisher cloak*

Hide in Plain Sight (Su) A shadowdancer can use the Hide skill even while being observed. As long as she is within 10 feet of some sort of shadow, a shadowdancer can hide herself from view in the open without anything to actually hide behind. She cannot, however, hide in her own shadow.

Shadow Illusion (Sp) When a shadowdancer reaches 3rd level, she can create visual illusions from surrounding shadows. This ability's effect is identical to that of the arcane spell *silent image* and may be employed once per day.

Summon Shadow (Su) At 3rd level, a shadowdancer can summon a shadow, an undead shade (see the *Monster Manual* for the shadow's statistics). Unlike a normal shadow, this shadow's alignment matches that of the shadowdancer, and the creature cannot create spawn. The summoned shadow cannot be turned, rebuked, or commanded by any third party. This shadow serves as a companion to the shadowdancer and can communicate intelligibly with the shadowdancer. Every third level gained by the shadowdancer adds +2 HD (and the requisite base attack and

base save bonus increases) to her shadow companion. For example, a 9th-level shadowdancer can have a shadow companion with 6 HD.

Shadow Jump (Su) At 4th level, a shadowdancer gains the ability to travel between shadows as if by means of a *dimension door* spell. The limitation is that the magical transport must begin and end in an area with at least some shadow. A shadowdancer can jump a total of 20 feet each day in this way; this may be a single jump of 20 feet or two jumps of 10 feet each. Every two levels higher than 4th, the distance a shadowdancer can jump each day doubles (40 feet at 6th, 80 feet at 8th, and 160 feet at 10th). This amount can be split among many jumps, but each one, no matter how small, counts as a 10-foot increment. (A 6th-level shadowdancer who jumps 32 feet cannot jump again until the next day.)

Defensive Roll (Ex) Starting at 5th level, a shadowdancer can roll with a potentially lethal blow to take less damage from it. Once per day, when a shadowdancer would be reduced to 0 hit points or less by damage in combat (from a weapon or other blow, not a spell or special ability), she can attempt to roll with the damage. She makes a Reflex saving throw (DC = damage dealt) and, if successful, takes only half damage from the blow. She must be aware of the attack and able to react to it in order to execute her defensive roll. If she is in a situation that would deny her any Dexterity bonus to AC, she can't attempt a defensive roll.

ADVANCED SHADOW COMPANION

CR 3

CN Medium Undead (Incorporeal)

Init +2; **Senses** Darkvision 60', Listen +7, Spot +7

AC 14, touch 14, flat-footed 12, (+2 Dex, +2 deflection)

Miss Chance 50%

hp 63 (7d12 HD)

Fort +2, **Ref** +4, **Will** +6

Speed Fly 40 ft. (good) (8 squares)

Melee incorporeal touch +5 (1d6 Str)

Base Atk +3; **Grp** –

Special Actions Strength damage

Abilities Str –, Dex 14, Con –, Int 6, Wis 12, Cha 14

SQ Incorporeal traits, +2 turn resistance, undead traits

Feats Alertness, Dodge, Mobility

Skills Hide +9, Search +4

Strength Damage (Su) The touch of a shadow deals 1d6 points of Strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies. This is a negative energy effect.

Skills Shadows have a +2 racial bonus on Listen and Spot checks and a +4 racial bonus on Search checks. A shadow gains a +4 racial bonus on Hide checks in areas of shadowy illumination. In brightly lit areas, it takes a -4 penalty on Hide checks.

ENCOUNTER 5

ELECTRIC ARC TRAP

CR 17

Description See encounter description.

Search DC 32; **Type** magic

Trigger location, **Init** +17

Effect Arcs of electricity (17d6 electrical nonlethal and dazed 1 round, Reflex DC 29 half damage and negates daze), per square per round

Duration 20 rounds

Destruction AC 27, 42 hp (per lightning rod)

Destruction AC 35, 76 hp (entire trap)

Disarm Disable Device DC 32, hardness 17 (per lightning rod)

Disarm Disable Device DC 49, hardness 17 (entire trap)

Dispel DC 28 (per lightning rod)

ENCOUNTER 8

ADVANCED BLOOD GOLEM OF HEXTOR

CR 16

LE Huge Construct

Init -2; **Senses** Listen +0, Spot +0

AC 35, touch 6, flat-footed 36

(-2 size, -2 Dex, +12 armor, +16 natural)

hp 441 (42d10+126 HD); DR 15/adamantine

Immune magic

Fort +14, **Ref** +10, **Will** +14

Weakness rust

Speed 20 ft. (4 squares), can't run

Melee 2 masterwork heavy flails +44 (2d8+14) or

Melee 2 slams +43 (2d6+14)

Space 15 ft.; **Reach** 15 ft.

Base Atk +31; **Grp** +53

Atk Options Blood siphon, whirlwind of death

Special Actions Construct traits

Combat Gear +5 full plate

Abilities Str 38, Dex 6, Con –, Int –, Wis 10, Cha 1

SQ Blood dependency, Blood reservoir

Blood siphon (Su): A blood golem can suck the blood out of a helpless creature or a body that has died within the past hour; dealing Constitution damage at the rate of 1 point per full round. Every Constitution point lost in this fashion heals the golem 5 hit points. (The golem usually restores its hit points to maximum before felling its reservoirs so that it can remain at full strength.) Both the golem and the victim must remain motionless. Priests of Hextor often provide blood golems with bound or unconscious victims for this very purpose.

Whirlwind of Death (Ex): A blood golem can spin its upper body and cause its flails to rotate at high speed. This ability allows it to attack all creatures within its reach as if it had the Whirlwind Attack feat. In the round after the golem performs this maneuver, it can take only a single attack or move action.

Blood dependency Because a blood golem constantly leaks its own vital fluid, it must absorb blood from other creatures to continue functioning. The golem loses 5 hit points per day,

regardless whether it is engaged in physical activity or merely stands motionless for the entire day. If the golem's armor is removed or destroyed, this loss increases to 10 hit points per day. If the golem reaches 0 hit points from blood leakage, it is destroyed, leaving only its armor.

Blood reservoir (Ex) The reservoirs in the golem's armor hold blood equivalent to 20 points of Constitution, which is about as much as the capacity of two average human bodies. The golem normally draws 1 point of Constitution from the reservoir every day to sate its blood dependency. It can draw blood from its reservoirs as a free action, and it often does so during combat.

Magic Armor A blood golem is encased in a suit of full plate armor with an enhancement bonus of at least +1. If the golem is destroyed, the armor can be reused for another blood golem, but it does not resize to fit other creatures.

Magic Immunity A blood golem is immune to all spells, spell-like abilities, and supernatural effects, except as follows. A *gentle repose* spell acts as a *slow* spell for 3 rounds with no saving throw. *Regenerate* restores 1 hit point of damage per caster level. *Horrid wilding* does half or one-quarter damage if the golem fails or succeeds on its saving throw, respectively.

Rust Vulnerability A blood golem's armor is vulnerable to rust attacks, such as from a rust monster or the *rusting grasp* spell. If its armor is destroyed in this manner, the golem's AC drops and it makes slam attacks instead of flail attacks. Once its armor is gone, the golem loses its blood reservoir, and it loses hit points to blood leakage at the rate of 10 hit points per day instead of 5 per day.

Sources *Fiend Folio* (Page 83)

DM AID: NEW RULES

NEW ITEMS

Anklet of Translocation (Magic Item Compendium, page 71)

Price (Item Level): 1,400 gp (5th)

Body Slot: Feet

Caster Level: 7th

Aura: Moderate; (DC 18) conjuration

Activation: Swift (command)

Weight: —

A pewter chime hangs from this simple leather ankle-band.

An *anklet of translocation* allows you to make short dimensional hops. When it is activated, you can instantly teleport (with no chance of error) up to 10 feet. The new space must be within line of sight and line of effect.

You can't use the anklet to move into a space occupied by another creature, nor can you teleport into a solid object; if you attempt to do so, the anklet's activation is wasted. You can bring along objects weighing up to your maximum load, but you can't bring another creature with you.

An *anklet of translocation* functions two times per day.

Prerequisites: Craft Wondrous Item, *dimension door*.

Cost to Create: 700 gp, 56 XP, 2 days.

Healing Belt (Magic Item Compendium, page 110)

Price (Item Level): 750 gp (3rd)

Body Slot: Waist

Caster Level: 3rd

Aura: Faint; (DC 16) conjuration

Activation: — and standard (command)

Weight: 1 lb.

This broad leather belt is studded with three moonstones.

While wearing a *healing belt*, you gain a +2 competence bonus on Heal checks. This is a continuous effect and requires no activation.

In addition, the belt has 3 charges, which are renewed each day at dawn. Spending 1 or more charges allows you to channel positive energy and heal damage with a touch. (You can also use this ability to harm

undead, dealing them an equivalent amount of damage instead.)

1 charge: Heals 2d8 points of damage.

2 charges: Heals 3d8 points of damage.

3 charges: Heals 4d8 points of damage.

Prerequisites: Craft Wondrous Item, *cure moderate wounds*.

Cost to Create: 500 gp, 40 XP, 1 day.

Safewing Emblem (Magic Item Compendium, page 131)

Price (Item Level): 250 gp (2nd)

Body Slot: Throat

Caster Level: 3rd

Aura: Faint; (DC 16) transmutation

Activation: Immediate (mental)

Weight: —

This porcelain pin is sculpted to look like a pair of outstretched white wings. A tiny green stone adorns the center, where the wings meet.

If you fall at least 10 feet, a *safewing emblem* becomes a pair of feathery wings that grant you a *feather fall* effect, allowing you to descend safely from any height up to 180 feet. When you land, the emblem shatters, its magic expended.

Prerequisites: Craft Wondrous Item, *feather fall*.

Cost to Create: 125 gp, 10 XP, 1 day.

Shadow Veil (Magic Item Compendium, page 133)

Price (Item Level): 16,000 gp (14th)

Body Slot: Body

Caster Level: 12th

Aura: Strong; (DC 21) necromancy

Activation: —

Weight: —

This greenish, indistinct robe is designed to envelop the entire body.

A *shadow veil* is crafted from the essence of the undead creatures known as shadows. While wearing it,

you gain a +1 deflection bonus to AC. In addition, while in shadowy areas, you are treated as if you had concealment against creatures lacking darkvision, blindsight, or some other sensory ability that does not rely on light.

Prerequisites: Craft Wondrous Item, Knowledge (religion) 5 ranks, *create undead*.

Cost to Create: 8,000 gp, 640 XP, 16 days.

Vanisher Cloak (Magic Item Compendium, page 145)

Price (Item Level): 2,500 gp (7th)

Body Slot: Shoulders

Caster Level: 3rd

Aura: Faint; (DC 16) illusion

Activation: Standard (mental)

Weight: 1 lb.

This silk cloak is seamless—a single sheet of gossamer, gray fabric.

A *vanisher cloak* allows you and nearby allies to briefly disappear from sight. A cloak has 3 charges, which are renewed each day at dawn. Spending 1 or more charges turns you (and perhaps one or more allies) invisible, as the *invisibility* spell, for 1 or more rounds.

1 charge: You become invisible for 4 rounds.

2 charges: You and one adjacent ally become invisible for 3 rounds.

3 charges: You and up to three adjacent allies become invisible for 2 rounds.

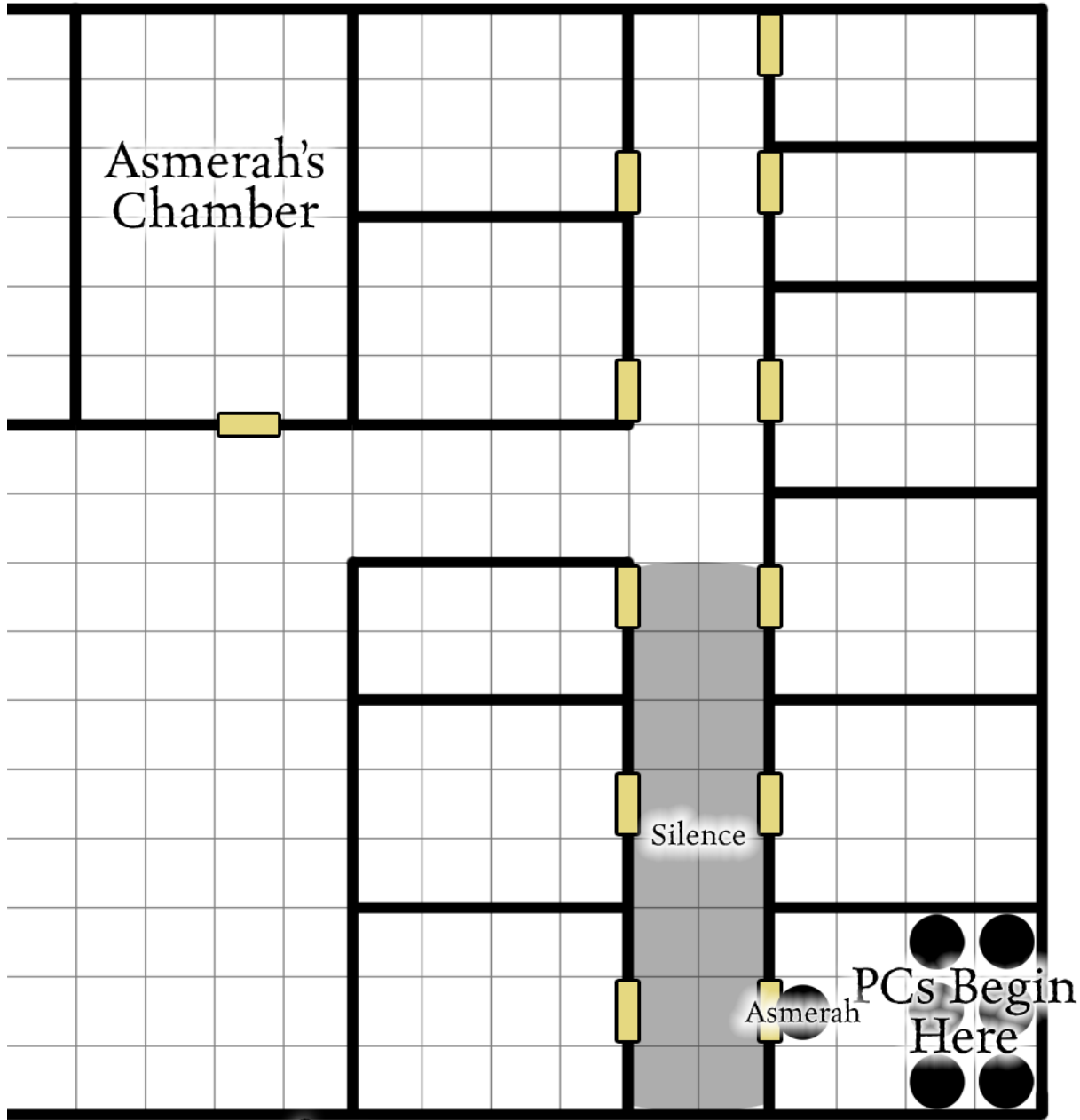
Prerequisites: Craft Wondrous Item, *invisibility*.

Cost to Create: 1,250 gp, 100 XP, 3 days.

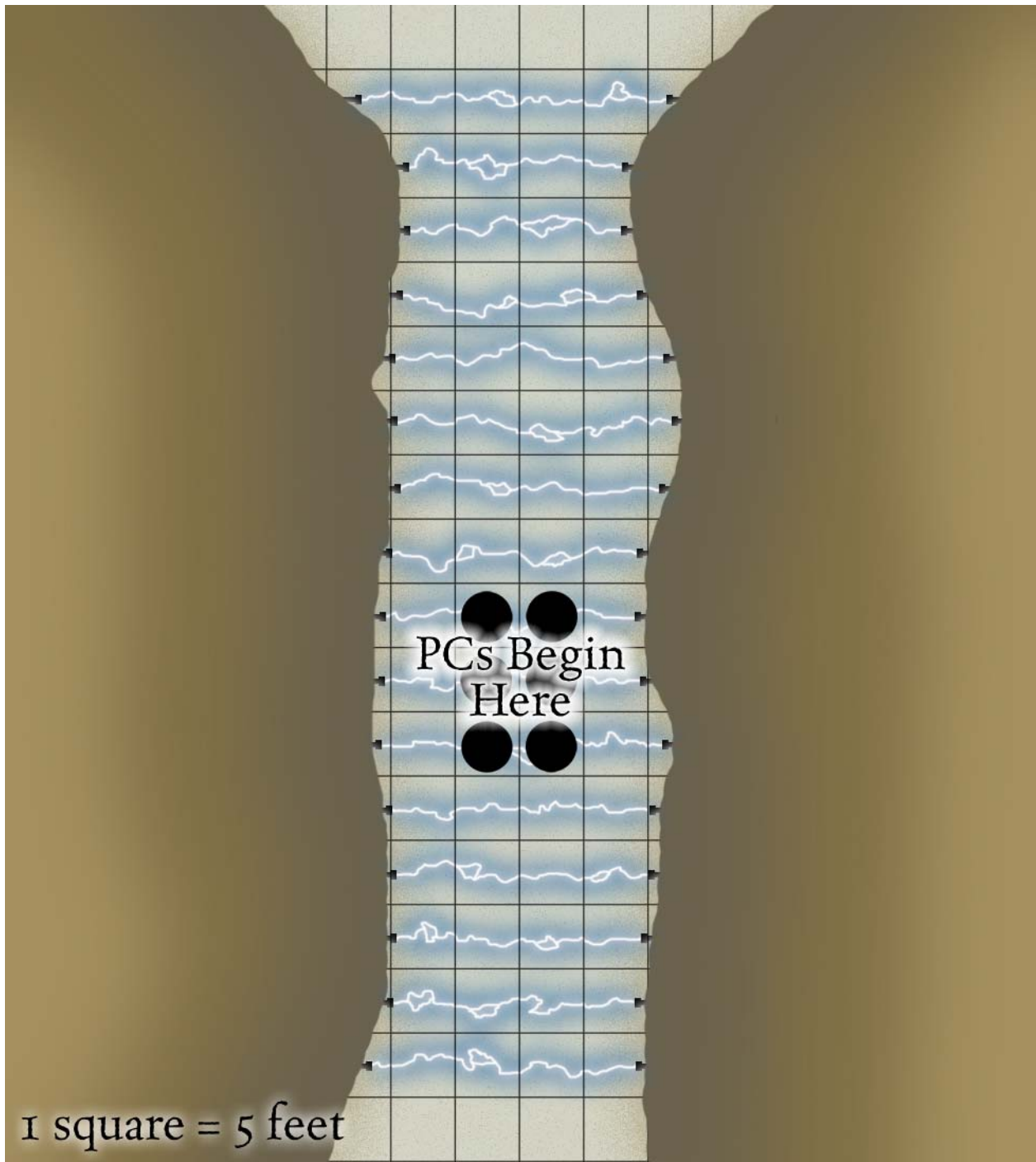
DM AID – SCORING GUIDE

How many Bissel Military Commendations do you have?		(+N per level)	
Are you a human, a dwarf, or a half-elf?	Yes	No (+N)	
How many levels do you have in the Rogue, Shadow Dancer, or Spymaster classes?		(-2 per level)	
How many levels do you have in other stealthy classes and prestige classes?		(-1 per level)	
Are you a worshipper of the sun god, Pelor?	Yes (+1)	No	
If you are a worshipper of Pelor, how many levels do you have in the cleric class?		(+1 per level)	
If you are a worshipper of Pelor, how many levels do you have in the Church Inquisitor, Contemplative or Radiant Servant prestige classes?		(+2 per level)	
How many levels do you have in 'flashy' classes, like paladin or elemental savant?		(+1 and +N per)	
How many obvious magical items and effects can be seen on your person (for instance, <i>ioun stones</i> or <i>stoneskin</i>)?		(+1 and +N per)	
Which of the following Adventure Record items do you have?			
BIS5-01 <i>That's Rhomstaff!</i>	On Tour!	Yes (+1, +N)	No
	Commendation of the Mist Chameleons	Yes (-1)	No
BIS5-02 <i>Occupation</i>	Intelligence Coup	Yes (-1)	No
BIS5-03 <i>Trials and Triumphs</i>	Favor of the Churches of Heironeous and Pelor	Yes (+1)	No
BIS5-04 <i>Uncovered Truths</i>	Influence with the Mist Chameleons	Yes (-1)	No
BIS5-05 <i>Strange Bedfellows</i>	Insanity – Curiosity Compulsion	Yes (+1)	No
BIS5-06 <i>Vanity and Vexation</i>	Touched by Pelor's Hand	Yes (+1, +N)	No
	Favor of the Church of Pelor	Yes (+1)	No
BIS5-IN4 <i>Siege of Thornward</i>	Noble of Bissel	Yes (+N)	No
BIS5-IS1 <i>Lizards in the Mist</i>	Favor of the Mist Chameleons	Yes (-1)	No
BIS5-IS4 <i>Faith No More</i>	Favor of the Churches of Bissel	Yes (+1)	No
BIS6-06 <i>Opportunity NOCs</i>	Sight of a Blind Woman	Yes (+5N)	No
	Favor of the Mist Chameleons	Yes (-1)	No
	Captured by the Mist Chameleons	Yes (-1)	No
	Enmity of the Mist Chameleons	Yes (+1)	No
BIS6-IN3 <i>Forest for the Trees</i>	The Fall of Truelight	Yes (+1)	No
	Touch of the Rift	Yes (+1)	No
BIS6-IN4 <i>Barons Gone Wild</i>	Favor of the Mist Chameleons	Yes (-1)	No
BIS7-02 <i>Caravan</i>	Favor of the Church of Pelor	Yes (+1)	No
BIS7-07 <i>Radiance and Resolution</i>	Greater Touch of Pelor	Yes (+1, +N)	No
BIS7-IN2 <i>Acceptable Losses</i>	Favor of the Mist Chameleons	Yes (-1)	No
BIS7-IN4 <i>Embers of the Most Holy</i>	Lord of Nightwatch	Yes (+1)	No
	Remembrance of Nightwatch	Yes (+1)	No
BIS7-IN6 <i>The Tenth Day</i>	Favor of the Mist Chameleons	Yes (-1)	No
BIS8-01 <i>A Terrible Thing to Waste</i>	Wide Awake and Dreaming	Yes (-1)	No
BIS8-IN3 <i>A Tale of Two Bissels</i>	Knight Takes Rook	Yes (-1)	No
	Rook Takes Knight	Yes (+1)	No

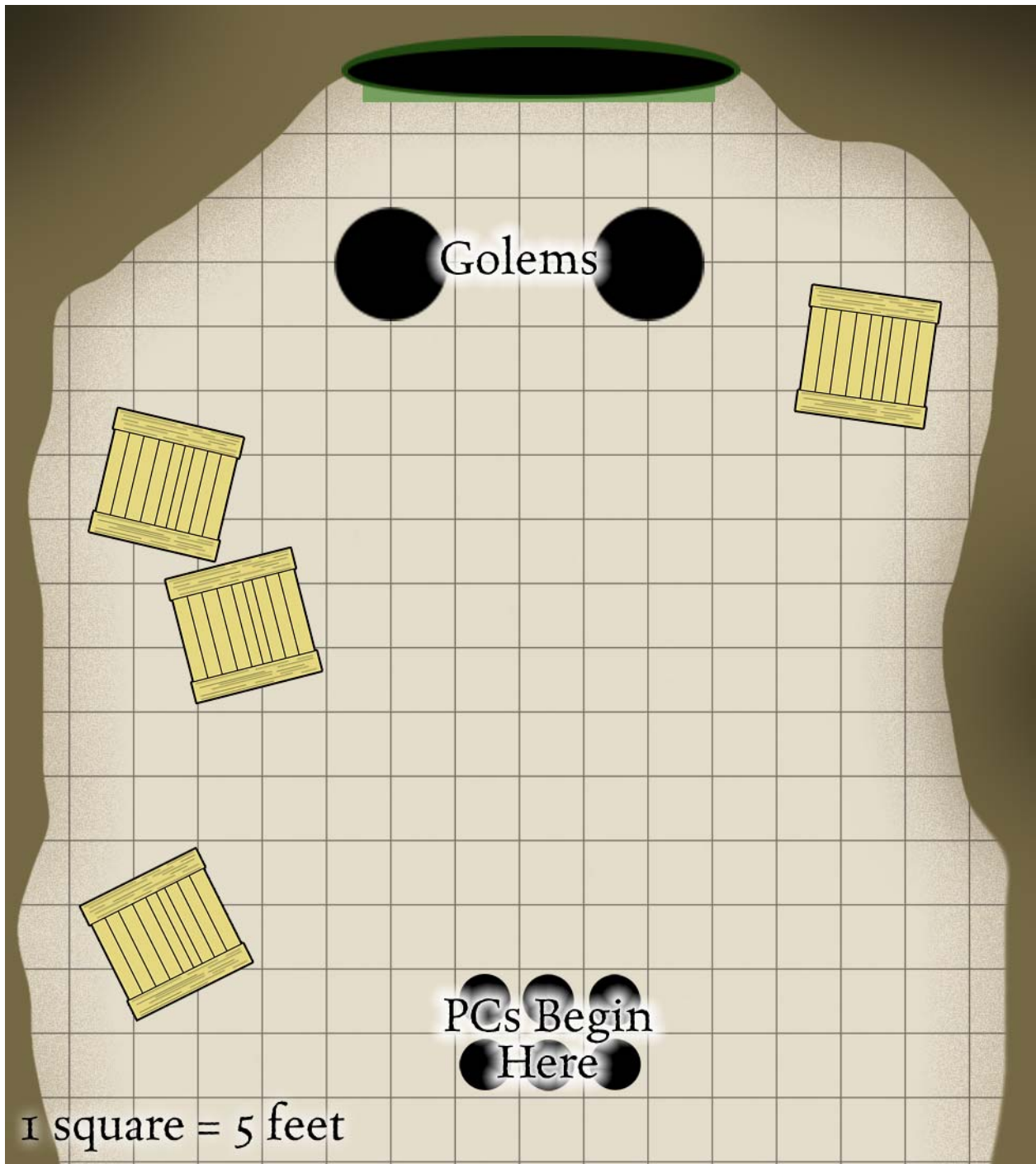
DM AID – MAP 1 – TAVERN ATTACK



DM AID – MAP 2 – BODKIN DEFENSES



DM AID – MAP 3 – COMBAT AT THE GATE



PLAYER HANDOUT 1 – CHARACTER SURVEY

How many Bissel Military Commendations do you have?			
Are you a human, a dwarf, or a half-elf?		Yes	No
How many levels do you have in the Rogue, Shadow Dancer, or Spymaster classes?			
How many levels do you have in other stealthy classes and prestige classes?			
Are you a worshipper of the sun god, Pelor?		Yes	No
If you are a worshipper of Pelor, how many levels do you have in the cleric class?			
If you are a worshipper of Pelor, how many levels do you have in the Church Inquisitor, Contemplative or Radiant Servant prestige classes?			
How many levels do you have in 'flashy' classes, like paladin or elemental savant?			
How many obvious magical items and effects can be seen on your person (for instance, <i>ioun stones</i> or <i>stoneskin</i>)?			
Which of the following Adventure Record items do you have?			
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	Commendation of the Mist Chameleons	Yes	No
BIS5-02 <i>Occupation</i>	Intelligence Coup	Yes	No
BIS5-03 <i>Trials and Triumphs</i>	Favor of the Churches of Heironeous and Pelor	Yes	No
BIS5-04 <i>Uncovered Truths</i>	Influence with the Mist Chameleons	Yes	No
BIS5-05 <i>Strange Bedfellows</i>	Insanity – Curiosity Compulsion	Yes	No
BIS5-06 <i>Vanity and Vexation</i>	Touched by Pelor's Hand	Yes	No
	Favor of the Church of Pelor	Yes	No
BIS5-IN4 <i>Siege of Thornward</i>	Noble of Bissel	Yes	No
BIS5-IS1 <i>Lizards in the Mist</i>	Favor of the Mist Chameleons	Yes	No
BIS5-IS4 <i>Faith No More</i>	Favor of the Churches of Bissel	Yes	No
BIS6-06 <i>Opportunity NOCs</i>	Sight of a Blind Woman	Yes	No
	Favor of the Mist Chameleons	Yes	No
	Captured by the Mist Chameleons	Yes	No
	Enmity of the Mist Chameleons	Yes	No
BIS6-IN3 <i>Forest for the Trees</i>	The Fall of Truelight	Yes	No
	Touch of the Rift	Yes	No
BIS6-IN4 <i>Barons Gone Wild</i>	Favor of the Mist Chameleons	Yes	No
BIS7-02 <i>Caravan</i>	Favor of the Church of Pelor	Yes	No
BIS7-07 <i>Radiance and Resolution</i>	Greater Touch of Pelor	Yes	No
BIS7-IN2 <i>Acceptable Losses</i>	Favor of the Mist Chameleons	Yes	No
BIS7-IN4 <i>Embers of the Most Holy</i>	Lord of Nightwatch	Yes	No
	Remembrance of Nightwatch	Yes	No
BIS7-IN6 <i>The Tenth Day</i>	Favor of the Mist Chameleons	Yes	No
BIS8-01 <i>A Terrible Thing to Waste</i>	Wide Awake and Dreaming	Yes	No
BIS8-IN3 <i>A Tale of Two Bissels</i>	Knight Takes Rook	Yes	No
	Rook Takes Knight	Yes	No

PLAYER HANDOUT 1 – CHARACTER SURVEY

How many Bissel Military Commendations do you have?			
Are you a human, a dwarf, or a half-elf?		Yes	No
How many levels do you have in the Rogue, Shadow Dancer, or Spymaster classes?			
How many levels do you have in other stealthy classes and prestige classes?			
Are you a worshipper of the sun god, Pelor?		Yes	No
If you are a worshipper of Pelor, how many levels do you have in the cleric class?			
If you are a worshipper of Pelor, how many levels do you have in the Church Inquisitor, Contemplative or Radiant Servant prestige classes?			
How many levels do you have in 'flashy' classes, like paladin or elemental savant?			
How many obvious magical items and effects can be seen on your person (for instance, <i>ioun stones</i> or <i>stoneskin</i>)?			
Which of the following Adventure Record items do you have?			
BIS5-01 <i>That's Rhomstaff!</i>	On Tour!	Yes	No
	Commendation of the Mist Chameleons	Yes	No
BIS5-02 <i>Occupation</i>	Intelligence Coup	Yes	No
BIS5-03 <i>Trials and Triumphs</i>	Favor of the Churches of Heironeous and Pelor	Yes	No
BIS5-04 <i>Uncovered Truths</i>	Influence with the Mist Chameleons	Yes	No
BIS5-05 <i>Strange Bedfellows</i>	Insanity – Curiosity Compulsion	Yes	No
BIS5-06 <i>Vanity and Vexation</i>	Touched by Pelor's Hand	Yes	No
	Favor of the Church of Pelor	Yes	No
BIS5-IN4 <i>Siege of Thornward</i>	Noble of Bissel	Yes	No
BIS5-IS1 <i>Lizards in the Mist</i>	Favor of the Mist Chameleons	Yes	No
BIS5-IS4 <i>Faith No More</i>	Favor of the Churches of Bissel	Yes	No
BIS6-06 <i>Opportunity NOCs</i>	Sight of a Blind Woman	Yes	No
	Favor of the Mist Chameleons	Yes	No
	Captured by the Mist Chameleons	Yes	No
	Enmity of the Mist Chameleons	Yes	No
BIS6-IN3 <i>Forest for the Trees</i>	The Fall of Truelight	Yes	No
	Touch of the Rift	Yes	No
BIS6-IN4 <i>Barons Gone Wild</i>	Favor of the Mist Chameleons	Yes	No
BIS7-02 <i>Caravan</i>	Favor of the Church of Pelor	Yes	No
BIS7-07 <i>Radiance and Resolution</i>	Greater Touch of Pelor	Yes	No
BIS7-IN2 <i>Acceptable Losses</i>	Favor of the Mist Chameleons	Yes	No
BIS7-IN4 <i>Embers of the Most Holy</i>	Lord of Nightwatch	Yes	No
	Remembrance of Nightwatch	Yes	No
BIS7-IN6 <i>The Tenth Day</i>	Favor of the Mist Chameleons	Yes	No
BIS8-01 <i>A Terrible Thing to Waste</i>	Wide Awake and Dreaming	Yes	No
BIS8-IN3 <i>A Tale of Two Bissels</i>	Knight Takes Rook	Yes	No
	Rook Takes Knight	Yes	No

PLAYER HANDOUT 1 – CHARACTER SURVEY

How many Bissel Military Commendations do you have?			
Are you a human, a dwarf, or a half-elf?		Yes	No
How many levels do you have in the Rogue, Shadow Dancer, or Spymaster classes?			
How many levels do you have in other stealthy classes and prestige classes?			
Are you a worshipper of the sun god, Pelor?		Yes	No
If you are a worshipper of Pelor, how many levels do you have in the cleric class?			
If you are a worshipper of Pelor, how many levels do you have in the Church Inquisitor, Contemplative or Radiant Servant prestige classes?			
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BIS5-04 <i>Uncovered Truths</i>	Influence with the Mist Chameleons	Yes	No
BIS5-05 <i>Strange Bedfellows</i>	Insanity – Curiosity Compulsion	Yes	No
BIS5-06 <i>Vanity and Vexation</i>	Touched by Pelor's Hand	Yes	No
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BIS7-IN2 <i>Acceptable Losses</i>	Favor of the Mist Chameleons	Yes	No
BIS7-IN4 <i>Embers of the Most Holy</i>	Lord of Nightwatch	Yes	No
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BIS8-IN3 <i>A Tale of Two Bissels</i>	Knight Takes Rook	Yes	No
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	Remembrance of Nightwatch	Yes	No
BIS7-IN6 <i>The Tenth Day</i>	Favor of the Mist Chameleons	Yes	No
BIS8-01 <i>A Terrible Thing to Waste</i>	Wide Awake and Dreaming	Yes	No
BIS8-IN3 <i>A Tale of Two Bissels</i>	Knight Takes Rook	Yes	No
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	Favor of the Mist Chameleons	Yes	No
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	Remembrance of Nightwatch	Yes	No
BIS7-IN6 <i>The Tenth Day</i>	Favor of the Mist Chameleons	Yes	No
BIS8-01 <i>A Terrible Thing to Waste</i>	Wide Awake and Dreaming	Yes	No
BIS8-IN3 <i>A Tale of Two Bissels</i>	Knight Takes Rook	Yes	No
	Rook Takes Knight	Yes	No

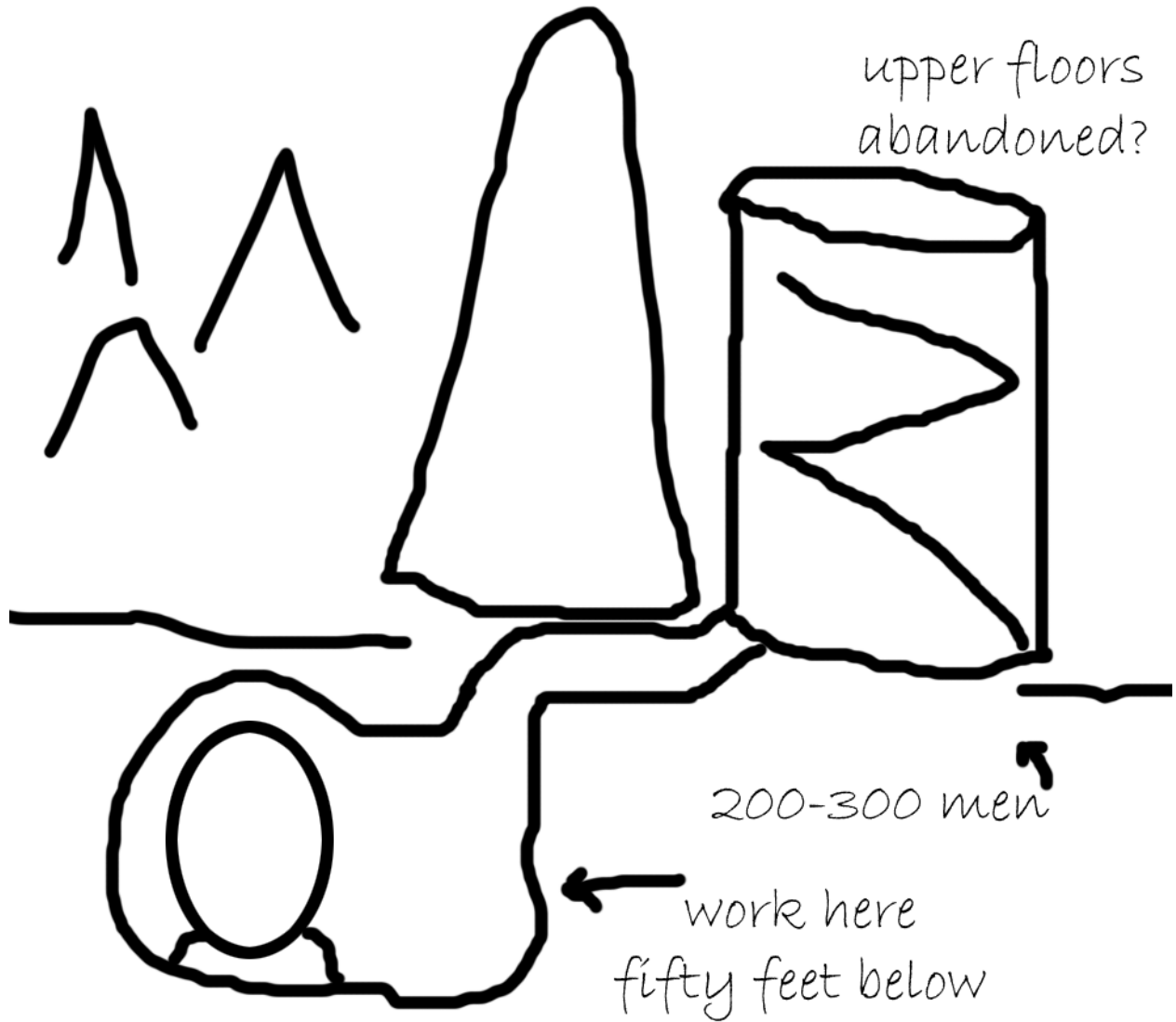
PLAYER HANDOUT 2 – THE TRACKER’S NOTE

This note was part of the last received communication from Dodger, the missing tracker.

I am heading towards my own doom.
Neither north nor south can bring me safety.
A page from a book taken and studied.
I will let the mountain be my castle.
And my heart – a cavern in my being.
Below my spirit is the tower of my courage.
It traps me, and around that tower
shall I evermore lie.
Where am I going?
Inside my fears, that I may see them end.

PLAYER HANDOUT 3 – THE TRACKER’S MAP

This map was part of the last received communication from Dodger, the missing tracker.



PLAYER HANDOUT 4 – THE TRACKER’S MESSAGE

This note was found under a bridge in Dountham. It is in Dodger’s handwriting. The last line looks like it was scribbled in a hurry.

Y'ZM DT SW WVM LRNYORD WGRYD Y
KRS CTDDTKYAN, EBW LJ ATQLRD
SFYDDS RGM IRJYAN TCC. WVM
OBDWYSWS RGM VMGM STLMKVMGM
YA UTBAWVRL. MZMGJTAM Y SIMRF
WT PBSW SRK WVML, VTBQS TG MZMA
LYABWMS RNT. YW'S TADJ R LRWWMG
TC WYLM EMCTGM Y CYAU WVML.

It was a ploy. Heading to Ebberrant.

PLAYER HANDOUT 5 – ASMERAH'S NOTE

This note was found on the person of the assassin in the Pick and Shovel. It is in Dodger's handwriting. A second handwriting is written in between the lines of the first.

WVM OBDWYSWS DMCW CRDSM ODBMS. WVRW ORA

the t t e t e e t t

TADJ LMRA WVRW WVMJ FATK WVRW WVMJ RGM

e t t the th t the e

EMYAN CTDDTKMU. Y'ZM DTSW ZRDBREDM WYLM.

e e e t e t e

KTGSMJMW, Y WVYAF WVRW Y RL EMYAN

e t th th t e

KRWVVMU. Y SBSIMOW WVRW WVM KTLRA YS

t e e t th t the

STLM STGW TC LTDM.

e t e

R WYI SBNNMSWS WVRW WVMJ RGM VMRUAN

th e t th t the e he

YAWT WVM ERGGYMG IMRFS. WVMGM YS R IRSS

t the t e the e

YAWT FMW - LRJEM WVMJ RGM KTGFYAN KYWV

t et e the e th

WVML TA STLM STGW TC YAZRSYTA IDRA.

the e t