

BIS4-06

Shadows Unearthed

A One-Round D&D LIVING GREYHAWK[®]

Bissel Regional Adventure

Version 1.2

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A year ago, the Whispering Woods were haunted by servants of the Necromancer Evard. Since then, life has returned to normal in that area. So why is a bizarre artifact from that encounter with evil leading you back? A **Bissel** regional adventure for APLs 6-12, and Part **Two** of the March of Shadows Series.

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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Introduction

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

Preparation

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

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

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

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

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

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

players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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

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

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

Living Greyhawk Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this

type, and animals with different CRs are added separately.

- Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
- If you are running a table of six PCs, add one to that average.

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

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the face that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a move action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard **One**-round Regional adventure, set in **Bissel**. Characters native to **Bissel** pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. If the PC is a member of the Great Army of Bissel, they can receive Standard Upkeep for no cost, as this is a Military operation.

Adventure Background

Approximately one year ago, servants of the dark god Hextor made an attempt to steal a key to an ancient Gate to the Plane of Shadow that lay deep within the Whispering Wood, a dark forest in the heart of the Barony of Khartizanum.

Led by a priest named Oveliur, the Hextorites had hoped to find the secrets of how to control the gate and find loyal soldiers amongst the Shadar-Kai, a strange fey race native to the Plane of Shadow. But their plan was foiled by interference from loyal members of the Great Army of Bissel and the Knights of the Watch.

Unfortunately, the story did not end there. Under the leadership of a new and mysteriously potent “Chosen of Hextor”, Oveliur’s forces managed to drive away Evard’s servants in the Whispering Wood, and have excavated the site of the Gate. Using the resources of the “Chosen”, they have managed to acquire three of the four keys needed to open the Gate...and now they want the final key!

Adventure Summary

By the start of this adventure, Oveliur and his minions (supported by the “Chosen of Hextor”) think that they can open it for short bursts, even without all of the Keys. On the other side, their Shadar-Kai allies are besieged by the forces of the “Black Margrave”, which includes several horrific Nightshades. They are using the other keys (which seem able to home in on each other) to find the one that they lost in the events of Shadows in the Woods. (The key is either in PC possession or in the hands of a Hextorite defector depending on the party’s past experiences)

Either the PC’s are attacked or they are approached by the defector seeking asylum for his knowledge. After the fight, they find a key much like their own on an attacker, and with two keys in proximity, are able to track the others back into the Whispering Wood.

In the Whispering Wood, they come upon the Hextorite’s excavation, which has revealed the Gate to lie in a vault now deep below the forest itself. The camp is heavily defended by both those loyal to Hextor and by strange tattooed humanoids (the Shadar-Kai that have been able to get to the Prime). Knowing that time is of the

essence (as they will find that the Gate is close to activation), stealth should look like the best and only option.

Luckily(?!), Evard has decided to send in his own forces to claim the gate, and will mount his attack first, giving the PC’s a chance to sneak in, learn more about the Gate’s history and function from the ancient texts found there by the Hextorites, and hopefully destroy it and the Hextorite’s leader, Oveliur.

Introduction

It is a bright and sunny day in the March of Bissel, but only in a literal sense. The land is still recovering from what is being called “the Deluge”. Allies of Evard that followed the dark ways of the ancient Ur-Flan managed to drown the Shaala river valley with water from the Barrier Peaks, leaving thousands dead, and the city of Clunther beneath a 20 mile-wide lake. Lake Hasra (Baklunish for “loss”) has not only changed the landscape of the March, but also the mindset of its people: they seek vengeance from the one called Evard.

Even here in Pellak, the capitol of the March, there are signs of strain. Though the repairs are nearly complete, many buildings in the old city are still scorched and blacked from the flames of some hellish wyrm (no doubt in the service of Evard) that attacked the city in the dead of night near winter’s end.

Despite all of the hardship, though, you can see the dedication on the faces of all the citizens that you see. Evard will be repayed for these acts.

DM Note: Please check and see if any PC’s at the table have played BIS3-01 Shadows in the Woods, before continuing. If any possess the “Strange Key of Obsidian” from that adventure, use Encounter One B. Please allow only ONE key per table.

Encounter One A: Do I know You?

Use this encounter if the PC’s have not played Shadows in the Woods, or if they did not manage

to get the “Strange Key of Obsidian” in that adventure.

As you are passing down the streets on this overcast day, a chill autumn breeze causes you to shiver for a moment. An instant later, a ragged looking man in mud splattered traveling clothes bursts out of a nearby alley, grasping at you with desperate hands.

“Please! You must save me! They must not get the key,” he gasps, winded and at the point of exhaustion. You can see now that he is a middle-aged man, with thinning grey hair, and the tattered clothes he wears look almost to have been some sort of religious vestments once sometime in the past.

The man sobs pitifully at your feet for a moment, but is interrupted by several more figures coming out of the alley behind him. The lead figure is a dark man dressed in immaculate grey-tinged traveling clothes, and has a spiked flail in one hand. But it is what is in the other hand that is most striking: a silver symbol of a mailed fist grasping six downward facing arrows. The symbol of the Scourge of Battle, Hextor.

“Poor brother Mallkan, there is no-place on all of Oerth that a traitor such as you can go to escape the Hounds of Hextor!” the dark figure intones in a raspy voice as the sky begins to drizzle cold rain onto you.

The bedraggled figure at the PC's feet is a minor priest of Hextor, one Mallkan Kellain (Clr 1; hp 7). Mallkan was a farmer's son from Wintrigvale that fell in with the wrong crowd at a young age, and eventually ended up in the service of a potent priest of Hextor named Oveliur. In the past few months though, he has been having a crisis of faith.

He knows just enough about the Hextorites plans that when he found out that not only did he have a son, but he had a grandson, he emotionally collapsed and found that Hextor had stopped granting him power. Mallkan couldn't bear the thought of the family he never got to know being slaughtered under the heel of the minions of Hextor, so he waited until he wasn't being watched (which was more often than he thought), and fled with one of the strange black obsidian keys that Oveliur needed to open the gate to Shadow.

Unfortunately, he was found out, and his pursuers have caught up with him.

If players ask about the crowds of civilians around, tell them that strangely enough, there seem to be no bystanders in the immediate area.

Raobin (and Thog'kel at higher APL's) are not interested in prisoners, and seem unconcerned about the watch stumbling upon the scene. Though they might banter with the PC's for a moment (they are both arrogant men, exceedingly confident that their god will protect them), they will attack at the first sign of movement from the PC's.

Creatures:

APL 6 (EL 7)

Raobin: male human(os) clr5; hp 38; see Appendix One.

Hounds of Hextor (2); male half-orc bar3; hp 32 ea; See Appendix One.

APL 8 (EL 9)

Raobin: male human(os) clr6; hp 45; see Appendix One.

Thog'Kel, Fist of Hextor: male half-orc bar5/Fist2; hp 71; See Appendix One.

Hounds of Hextor (2); male half-orc bar3; hp 32 ea; See Appendix One.

APL 10 (EL 11)

Raobin: male human(os) clr7; hp 53; see Appendix One.

Thog'Kel, Fist of Hextor: male half-orc bar5/Fist4; hp 89; See Appendix One.

Hounds of Hextor (2); male half-orc bar5; hp 57 ea; See Appendix One.

APL 12 (EL 13)

Raobin: male human(os) clr9; hp 71; see Appendix One.

Thog'Kel, Fist of Hextor: male half-orc bar5/Fist6; hp 107; See Appendix One.

Hounds of Hextor (2); male half-orc bar7; hp 79 ea; See Appendix One.

Tactics:

The streets are fifteen feet wide here, and the buildings are all at least three stories high. Raobin and his cronies should start in front of an alley twenty feet ahead of the party.

Raobin and Thog'kel are perfectly willing to take a round to make a show of strength, but when it becomes apparent that the PC's aren't going to back down, they viciously try to kill them all. Mallkan will cower behind the PC's, but if it looks like they are going to lose, he will scream and bolt down the street. The Hound's will then be ordered after him.

Raobin looks out for himself first, buffing until it looks like he cannot avoid combat. At APL 10+, this means using *divine power* or *righteous might* and wading in, trying to sunder the weapons of those that stand in his way.

The Hounds rage and charge in. No surprises here. They will however, power-attack anyone not in obvious heavy armor.

Thog'kel revels in battle. He will generally call upon his *strength boost* (with a shouted prayer of thanks to Hextor), and wade in raging. Thog'kel will ALWAYS targets those in the livery of Heironeous before all other, taunting them obscenely as he tries to disarm them.

Development:

Should Mallkan survive, he will thank all of the gods (and the players) for saving his life. He will quickly scamper over to Raobin's body and claim an oblong mahogany box about eight inches long, which he will hurriedly stash in his bag, where observant PC's will notice that he has another, identical box. Mallkan will NOT speak of the boxes in public, and will demand to be taken to the Viscountess Saralind Markavan (who PC's should know is currently in Castle Oversight, handling much of the Margrave's day-to-day business in these troubled times).

If PC's think to investigate where all the people went, they should find that Pellak watch were ordered to block off all streets in the area, as the Nightwatch (a group of rabid anti-undead hunters from the baronies once terrorized most by Evard) had supposedly cornered some foul undead beast, and did not want anyone harmed. Persistent PC's should be able to learn that the

orders came in scant minutes before they were attacked, and that nobody exactly knows WHO the orders came from.

Encounter One B: Got Me Some of that Old Black Magic

Use the following encounter if any of the PC's at the table possess the "Strange Key of Obsidian" from BIS3-02 Shadows in the Woods. The Hextorites will use another key to track the PC down and attempt to take it from them.

It is a grey and overcast day in Pellak, and the streets have begun to thin out, as the folk look to the skies expecting rain. But your thoughts are not focused on the weather, but upon the strange obsidian key that you found in the Whispering Woods some time back.

You were never able to find out what its purpose was, and had all but forgotten it when it started acting...strangely. For the last few weeks, it has been humming and vibrating softly, and when you lay it down, it sometimes seems to rotate lazily, like a compass that has lost its sense of direction.

But it has never vibrated as strongly as it has in the last few seconds. You can feel it rattling amongst your possessions, sending shivers of worry up your spine.

Shivers that appear to be justified.

A grey clad figure steps out of a nearby alley, his face cloaked in shadows, and behind him lurk more figures, bulkier and far more threatening.

"You have something that does not belong to you... the black key. I will...graciously offer you this one chance to return it to me. Throw it on the street. I will count to five," rasps the figure as they sky begins to rain frigid drizzle upon the suddenly quiet streets.

From this point, the encounter should run similar to the version above in Encounter One A. Raobin will patiently count to five before ordering his companions to attack. If the PC's make any

sudden moves before then, he will also order the attack. Should the PC's comply with his request, he will order them to leave, gather up the key, and try to kill the PC's as they walk away.

Creatures:

APL 6 (EL 7)

Raobin: male human(os) clr5; hp 38; see Appendix One.

Hounds of Hextor (2); male half-orc bar3; hp 32 ea; See Appendix One.

APL 8 (EL 9)

Raobin: male human(os) clr6; hp 45; see Appendix One.

Thog'Kel, Fist of Hextor: male half-orc bar5/Fist2; hp 71; See Appendix One.

Hounds of Hextor (2); male half-orc bar3; hp 32 ea; See Appendix One.

APL 10 (EL 7)

Raobin: male human(os) clr7; hp 53; see Appendix One.

Thog'Kel, Fist of Hextor: male half-orc bar5/Fist4; hp 89; See Appendix One.

Hounds of Hextor (2); male half-orc bar5; hp 57 ea; See Appendix One.

APL 12 (EL 7)

Raobin: male human(os) clr9; hp 71; see Appendix One.

Thog'Kel, Fist of Hextor: male half-orc bar5/Fist6; hp 107; See Appendix One.

Hounds of Hextor (2); male half-orc bar7; hp 79 ea; See Appendix One.

Tactics:

See above, though they will try to kill the bearer of the key (if it is obvious), before any others.

Development:

Raobin has another obsidian key on his person, in a mahogany box. When the two keys are brought near each other, they are pulled together much like a magnet. The two keys together will always try to point towards the location of the other keys (the west, deep within the Whispering Woods). They can be pulled apart with a bit of effort, if desired.

If PC's think to investigate where all the people went, they should find that Pellak watch were ordered to block off all streets in the area, as the Nightwatch (a group of rabid anti-undead hunters from the baronies once terrorized most by Evard) had supposedly cornered some foul undead beast, and did not want anyone harmed. Persistent PC's should be able to learn that the orders came in scant minutes before they were attacked, and that nobody exactly knows WHO the orders came from.

If the PC's begin flashing the keys around or speaking of them, they will be advised to see His Lofty Grace's advisor on all affairs magical, the Viscountess Saralind Markavan, who is currently in Castle Oversight, handling much of the Margrave's day-to-day activities.

Should the PC's experiment with the keys and want to follow them (instead of reporting them), skip ahead to encounter three.

Encounter Two: A Brush With Greatness

Should the PC's have Mallkan with them, adjust the text slightly. He is obviously very distressed and paranoid after the attack, and feels that the Viscountess may be the only one who can protect him. With him in their presence, the guards may give the PC's a bit more of a hard time.

The walk to Castle Oversight becomes gradually more unpleasant, as the sky begins to rain more and more of the icy rains down on you, turning the roads to mud. As you plod along, you pass the tents of the Knights of the Watch that are posted in Pellak, their tents a small town themselves around the Castle. You can feel the warmth and dryness

coming from their tents as you continue up the hillside that overlooks the city.

Castle Oversight is of recent construction, begun when the Knights of the Watch assumed control of the March. It was once the source of much deserved hate, but in light of current events, that hate has been aimed elsewhere. You can barely see its spires in the mists, and wonder what battle-plans are being laid out against the enemies of the March within its halls.

You are greeted at the gates by a mixed guard of Knights of the Watch and members of the Bissel Free Companies. The two groups stay on opposite sides of the gates, like children as a harvest dance. Some habits, it would appear, die harder than others.

If the PC's are ranking members of the Great Army (Lieutenant or higher), the guards will check their papers, salute, and allow them in. If they are of lower rank, they will check and double check their papers, but let them in.

If they are NOT in the Army, or are from out of region, the guards will question them about their business, and who they wish to see (the Viscountess Saralind is the highest ranking government official currently available). As long as they are given a passable story, they will allow them to pass muttering that, "the Viscountess will see anyone, it seems."

Once inside, several servants will relieve them of any soaking cloaks that they wish to be parted from, and a young page will guide them to see the Viscountess.

Accentuate how clean and new the castle is. Almost sterile. It has hardly seen use, and is currently in beautiful condition, with tapestries decorated with the heraldry of many famous Knights of the Watch, and those of all the baronies of Bissel, with that of the township of Clunther front and center when they walk in, many small offerings left underneath it in memory of those who were lost there.

Your trip through the castle is kept surprisingly short, and you find yourselves at a stout door on the ground level. The boy who has been guiding you says, "milady doesn't like being cooped up in some high tower...she can't see the people from there," he says opening the door for you.

The room beyond is far cozier and more comfortable than the rest of the stark castle, with many candles and lamps giving off a rosy glow. The walls are covered in art of varying quality and subject matter, and bookcases line the walls to waist height. Their contents vary from magical topics to herbalism to histories of many of the lands of the Sheldomar and beyond. A solid oak desk is covered in neat piles of parchments, with paperweights holding them in place.

A beautiful, pale blond woman in comfortable, homespun clothes of green and brown is adding wood to a small fire recently started in a hearth on one wall. Above the hearth is a shield emblazoned with a strange heraldic symbol of a black hound over a tall green tree.

A Knowledge (Nobility and Royalty) check of DC 25 will reveal the heraldry to be that of the Barony of Rhythorne (now known as Rhomstaff) and its former Baronial family, the Markavans. Also on the mantle is a kerchief, a token of Sir Jerius Greenblade of the Knights of the Watch (a fact she will blushing admit to if asked directly by a well mannered PC).

If any PC is cursed by the *Deathmask of Evard*, the Viscountess will politely ask for them to leave without even turning around. This is a non-negotiable point. If they refuse, then she will ask for them all to leave (still without turning to look at them).

If present, Mallkan will throw himself at her feet and beg for protection, muttering that "they" know enough to fear her now. He also apologizes and insists that he knew nothing of the attempt to kidnap her (seen in the Interactive at ConnCon '04). She will crouch down to the pitiful mans level and try to calm him, reassuring him that she knows and does not hold him responsible. She'll glance up to the PC's at this point and usher them in, and to close the door. Mallkan will relate the information from the Adventure Background above for all of them, between sobs about his family. Saralind will patiently listen to his whole story and then cast a *sleep* spell upon him, letting him sleep where he lay. She will promise to see him taken care of.

Otherwise she will greet them all warmly, and face them with a smile. If the any PC played BIS4-03 Face of the Enemy, she will embrace them, visibly comforted by the presence of those that saved her life.

If the PC's wish to catch up on events with her, she is happy to do so. She has wasted little time trying to heal the March that is so broken from when she was a child. She turned down the offer to be made Baroness of Kynnerret in the wake of the dreadful business involving its former baron being in league with her brother (Evard). She traveled the March with Lord Cainlen Rashedra and his bride the Lady Jasmine Besselar. The people were skeptical, but gradually warmed up to them, unused to seeing such "royalty" willing to come down to their level. The very dress she wears was made by a tailor in a tiny thorp in the barony of Skogend, she says with a smile. His Lofty Grace has been so busy with military and defense matters, that she has been handling much of the day-to-day operations and tasks that the Margrave would normally be doing. She was also appointed to the Baron's Council by His Lofty Grace himself, to claim a seat left empty and meant to be filled by the Margrave himself.

Needless to say, she has been VERY busy.

The Viscountess will not shy away from discussions about her brother Evard, and is also not shy about how she feels about him: he must be punished for all of the atrocities he has committed. Death is too good for him.

If questioned appropriately, PC's should also find that she has resumed her studies of magic, feeling it best that she be able to protect herself in the future...

She does NOT radiate evil, but will admit to those skilled enough to notice that she always starts her day with a *mind blank* spell. If PC's question her about it, she will meekly smile and admit that she was never as good at spellcasting as her brother, but she did have a knack for it.

Development:

Should the PC's mention or reveal the keys to her, she will do anything she can to help. She can attempt to *legend lore* them (which will fail), but she will be able to identify that together, they radiate an aura of conjuration magic, but separate, they do not.

Use the Viscountess for two things:

- To get the PC's on track to the Whispering Woods (which is where the keys will lead them). She can see to it that they have riding horses if needed.

- To fill them in on current events and what has been going on with her life (and theirs).

Being the Margrave's chosen heir, the Viscountess is fully empowered to ask that they investigate the keys and the Hextorites (whom she is very eager to see found, as they also attempted to kidnap her early after her awakening).

Encounter Three: Something Dark in the Forest

Following the lead of the keys, you have traveled due west from Pellak, crossing the barony of Paercium and onwards into the what was once the township of Clunther. Its hard not to stop and remember all those lost, and to gaze in awe of the stillness of lake Hasra... but still the keys pull you onward.

If the PC's still wish to purchase any supplies, they may do so in Stahj, the capitol of Khartizanum.

Across Khartizanum you ride, and the terrain begins to become more and more wooded, as they lead you invariably towards the Whispering Woods, a pocket of almost primeval forest, shrouded in mists and tales of evil spirits and worse.

You are unable to go much farther than the outskirts of the Wood before the vegetation and growth grow too thick for your mounts. You tie them up and begin trekking onwards into the woods. The wind blowing in the trees creates an otherworldly sound, much as if the trees themselves whisper at your passing. After an hour, it becomes maddening even to think about it. Still the keys vibrate and point in the direction of your goal.

Allow the PC's a Spot check (DC 15+APL) to notice that there are subtle signs of passage on the ground ahead of them. A tracking check (DC 16) will show that a pair of figures have passed through the area within the last 8 hours or so. If a PC beats the DC by 5, he can identify them as soft soled boots that appear to be dwarven in size. (If the PC participated in the Battle of Swordfields, let them know that they recognize the tracks as those of derro). Following the tracks will lead the PC's off-track for about 10 minutes until the tracks end suddenly. A Spellcraft (DC5+APL) check will suggest that they may have magically transported from the spot. Draw the area for the PC's on the

battlemap (the specifics are not too important, but the area is heavily wooded and has a lot of undergrowth that results in each square of movement costing 10 feet of move, and increases the DC of tumble and move silently checks by 2)

At this point, the PC's are being hunted. Several shadar-kai (shadow fey) have been observing the PC's movements from the distance, and will begin to creep closer using the underbrush and the shadows for cover. The shadar kai are patient, and will wait for the party to spread out a bit before attacking.

APL 6 (EL 8)

Darklurkers (2): male and female shadar-kai (fey) rog3; hp 32 ea; see Appendix One.

Darkrazors (2): male and female shadar-kai (fey) ftr2/rog1; hp 38 ea ea; see Appendix One.

APL 8 (EL 10)

Darklurkers (2): male and female shadar-kai (fey) rog5; hp 42 ea; see Appendix One.

Darkrazors (2): male and female shadar-kai (fey) ftr4/rog1; hp 54 ea ea; see Appendix One.

APL 10 (EL 12)

Darklurkers (2): male and female shadar-kai (fey) rog7; hp 52 ea; see Appendix One.

Darkrazors (2): male and female shadar-kai (fey) ftr6/rog1; hp 70 ea ea; see Appendix One.

APL 12 (EL 14)

Darklurkers (2): male and female shadar-kai (fey) rog9; hp 63 ea; see Appendix One.

Darkrazors (2): male and female shadar-kai (fey) ftr6/rog3; hp 90 ea ea; see Appendix One.

Tactics:

These shadar-kai are scouts in the forest area around the dig site. Fortunately for the PC's, their freedom from Shadow has made them reckless. They are curious about what the PC's have found (the tracks), but decide that it would be better sport to slay the intruders than to ask them about it.

The Darklurkers will always attempt to go after lightly armored characters first, taking advantage of their combat reflexes and reach to set up

flanks. The Darkrazors will target anyone with medium/heavy armor or with large, gaudy weapons. They will do their best to flank and trip their foes, utilizing their combat expertise and power attack if their opponents hit back hard. If they get badly hurt, they will pull back and *hide in plain sight* to setup another sneak attack if they can.

At APL 10-12, the Darklurkers will always sacrifice 1d6 of their sneak attack to cause *arterial strikes*, which each cause a wound that bleeds for 1hp/round. The Darkrazors will fully take advantage of their *hold the line* feat to take AoO on anyone that charges them.

Development:

If the PC's manage to subdue any of their attackers, the shadar-kai will babble to each other in sylvan. If they notice that a PC understands them, they will switch to elven, and then to common when it becomes apparent that their game is up. Because of their devotion to their cause (the freedom of their people), they receive a +4 bonus vs all attempts to intimidate or negotiate with them. Should the PC's manage to use magic (or talk them into it), they will reveal that they are helping a man named Oveliur, who has promised to save their people on the plane of Shadow from the forces of the Black Margrave. They know of the Gate, but care little about its functioning, just so long as it works. Under no circumstance will they reveal anything about the number of troops at the dig or how to get there.

They know nothing about the small tracks, and will (honestly) admit that there are no creatures of such size that they know of.

If PC's tie them up or let them go, they WILL report back to the dig about the intruders.

Encounter Four: Can You Dig It?

Getting back on the path that keys are leading you on, the forest remains shadowy and the whispering winds continue for about one hour, when the sounds and the very forest changes. There are signs of much passage here, and the sounds of men working become louder and louder.

Another spot check (DC 15+APL) will reveal more of the small dwarvish-looking footprints here too, well concealed and light footed. A tracking check (DC 16) will reveal them to be barely an hour old. These tracks vanish magically, much like those before.

If the shadar-kai from earlier were allowed to escape, then the camp is on full alert, which will result in Evard's attack starting earlier than planned. Otherwise, the PC's should be able to creep ahead to see the dig site.

Keeping low to the ground and using the exceptionally thick undergrowth for cover, you are able to move into visual range of the source of the sounds. You are looking down into a shallow valley, no more than one mile long and across. The floor of the valley itself has been completely cleared of trees and underbrush, most of which has been stacked around the edges of the camp like a crude wall. The valley itself is crawling with men, orcs and more of the grey-skinned fey you encountered earlier. The orcs and men appear to be excavating a building of some sort, long and left hidden here in the forest. There is a spire of some sort that juts nearly 15 feet out of the ground, its peak crowned by a carving of a strange chair or throne textured to appear as if it is made of spiderwebs. Judging by its size, a massive structure must lie forgotten underneath the forest floor.

A knowledge (history) or knowledge (sheldamar valley) check (DC 10+APL) will reveal to the PC's that it is the Spider Throne: the ancient symbol of the necromancer-king Vecnas empire, which crumbled into the dust thousands of years ago.

The architecture of the building is of a sweepingly gothic style, and the black granite that composes it seems to radiate and almost palpable aura of ancient, very ancient, darkness. All around the spire, the workers dig frantically, attempting to find more signs of construction. Groups of plate-armor clad men oversee the camp, the mailed fist and arrows symbol of Hextor emblazoned on their tunics and shields. Three large tarpaulins serve as a roof for the workers sleeping area, and a dozen tents are set away from the dig, likely those of the priests. The grey-palored fey that you encountered earlier stalk around the camp like caged panthers, periodically vanishing into the shadows, reappearing

somewhere else. In total you'd guess that there must be more than 2 dozen priests and nearly a hundred workers.

As you watch, a man steps out one tent, and all around him workers fall to their knees and the shadowy fey even nod in subservience. The man is six feet tall, with the athletic build of a warrior, and clad in shining platemail armor etched with the symbol of Hextor in fine filigree. His pate is bald, but that is the least important trait you see because of his eyes. They are radiantly blue, and seem to radiate power, will and authority. His very poise almost conveys arrogance...but somehow you know it goes beyond that. This man is blessed in some way by his god of darkness. He crosses the distance from his tent to the spire, causing men to throw themselves prostrate at his feet the whole way. He pauses at an opening that has been cut into the spire, speaks to a priest at his side and smiles warmly to him. Even from here you see the priest shudder as the bald man passes into the darkness of the spire.

If the PCs allowed the shadar-kai to escape earlier, skip ahead to **Encounter Five**, below. Otherwise, allow them to decide what to do. PC's with any degree of stealth should be able to nose around (feel free to scare them a bit, though) as the workers and priest are so focused on the task at hand that the idea of intruders hasn't even passed their minds. If a PC sneaks into the tents, they should find that they are where the priests rest, Spartan but dry, except for one. In one of the tents are crates of clean and shiny new weapons and armor. If the PC investigates them, they will see a mark on each one, that of a Rook. PC's in the Great Army of Bissel will instantly recognize this as the forge-symbol found on every piece of equipment crafted for the Great Army of Bissel itself!

There should be no combat here, but if the PC's do something stupid (or take too long) skip ahead to **Encounter Five**.

Encounter Five: Here Comes the Cavalry?

The PC's may have some inkling that there are other forces at work here, and they will find out what those forces are soon enough.

As you lurk, deciding what to do, feral howls from the forest opposite you, and a legion of grey skinned bestial humanoids erupt from the darkness, ghouls lusting for the flesh of the living! To their credit, the workers and priests react quickly, moving for weapons and reaching for divine energies to smite their equally unholy foes. But then the rain begins: steel tipped crossbow bolts descend into the camp piercing flesh living, and dead alike. From all around the forest opposite you, small dwarf-like creatures with milky white, pupilless eyes come, raining crossbows and arcane magics ahead of them. Behind them come hobgoblins, screaming battle cries and wading into the camp, black skull brands evident on their foreheads.

But as horrific as the sights below you are, you notice that the keys are vibrating almost uncontrollably all of a sudden, and are pointing directly at the spire...and below it.

Now is the time for the PC's to live up to their roles as heros. Two enemy factions are locked in combat to the death below...but the battle is still beyond the spire itself. The PC's should be able to sprint to the spire unmolested and unnoticed, but should they dawdle, throw some ghouls, derro or hobgoblins out of the Monster Manual at them to keep them moving.

Should they NOT move in, and instead choose to wait until the battle is resolved, keep reminding them about the sheer numbers of troops that Evard seems to have thrown against the Hextorites (its around 1000 vs 200 Hextorites), and that they will surely win if given time (Evard has mages, ghouls, derro and a squad of two dozen hill-giants devoted to this fight). The longer they wait, the closer to the spire the battle will get. Should they STILL wait, it will be too late (barring teleportation into and out of the spire): Evards forces will win and the PC's should flee back to the authorities with the information that they have recovered.

Encounter Six: We Owe You One For Shadows In the Woods

Having made it across to the "entrance" carved into the side of the spire, the last thing

you see is a squad of hulking hill-giants bursting into the clearing, sweeping men aside with every swing of their mighty tree-trunk clubs. Several Hextorites step up and offer up frantic prayers to their god...prayers that are answered by columns of flame and and black necromantic energies that fell several of the brutes.

The inside of the spire is a spiral staircase that descends into the dark below, where you can hear chanting in a deep and powerful voice echoing from somewhere in the distance. The walls of the stairwell are covered in carvings.

The carvings are very ancient records of Vecna's many mortal conquests. Kings, Queens, wizards and knights are all shown being slain by his magics or kneeling at the feet of the old man in his spiderweb throne. Always lurking behind the mortal witch-king Vecna though, is a dour swordsman...

If PC's are paying particular attention to the carvings (which extend for the whole 1000 feet that the spire once loomed), allow then a knowledge(planes) or knowledge (arcana) check (DC 15+APL) to notice the story of this place. Images show Vecna at many "places of power" around the ancient Sheldomar Valley, and binding their energies to create gates of gargantuan emerald, out of which pour more dark minions. Always pictured are five additional servants, each with a black obsidian key like the PC's now carry (making the total of six).

Should the PC's have the keys out at this point, they should notice that they have changed color from black to an emerald green.

The spiraling stairway finally ends, putting you hundreds of feet below the surface. The chanting grows louder, and ahead through an archway looms a vaulting cathedral, lit by a grey eldritch light.

The chanting stops and deep voice says, "Your keys are close enough for my purposes now. I offer you this chance to leave them here and leave with your lives, wondering why your puny gods don't protect you like my lord and his Chosen one does THEIR faithful."

If any of the PC's has played Shadows in the Woods, he continues:

"I recognize you, you know. You took MY key from Evard's lackey. Most rude of you. Perhaps you'll open your own bellies and bleed to death here on the floor with my lord Hextor's name on your lips if you'd be so kind," the man in the next room says, and you can picture the smile on his lips.

If none of the PC's has played Shadows in the Woods, he says:

"So he has sent assassins to kill me. How unusual for the Necromancer. Come forward so that I may send you back to him in pieces too small for even HIM to re-use."

Should the party move in, describe the room to them.

The cathedral is ovoid in shape, nearly seventy feet long, fifty feet high, and forty feet wide at its center, where you have entered from. At one end is the source of the witchlight: a thirty-foot diameter ring of emerald which is pulsing with arcane energies. The hazy grey light is sent out in ripples with every pulse. In the center of it, an image is slowly beginning to form out of the shimmering haze: it looks like an exact duplicate of the very cathedral you are in...only somehow the dark shadows in the mirror version seem somehow darker and even more menacing.

Standing almost casually in front of the gate is the bald man, four keys that match the two that you currently have clenched in his fist, disturbingly like the symbol of Hextor on his chest.

"The Chosen said you should live...but I think he'll be more pleased with your heads. Be good little heroes and die painfully, please."

Oveliur has four keys in his hand and the two that the PC's have are close enough to allow him to keep the gate open... long enough, he hopes, for his shadar-kai reinforcements to arrive. His devilish allies lie in wait in the darkness around him.

APL 6 (EL 9)

Oveliur, Hand of the Chosen : male human (o) Clr 7; hp 47 ea; see Appendix One.

Bearded Devils (2): hp 49 ea; see Monster Manual.

APL 8 (EL 11)

Oveliur, Hand of the Chosen : male human (o) Clr 9; hp 60 ea; see Appendix One.

Bearded Devils (2): hp 49 ea; see Monster Manual.

Erinyes (1): hp 87 ea; see Monster Manual.

APL 10 (EL 13)

Oveliur, Hand of the Chosen : male human (o) Clr 10/Cntmplt 1; hp 72 ea; see Appendix One.

Erinyes (3): hp 87 ea; see Monster Manual.

APL 12 (EL 15)

Oveliur, Hand of the Chosen : male human (o) Clr 10/Cntmplt 3; hp 83 ea; see Appendix One.

Erinyes (6): hp 87 ea; see Monster Manual.

Tactics:

Always a favorite of his god Hextor, Oveliur passed from the ranks of common worshiper to zealot when he met the "Chosen of Hextor". He always fights to the death and is one-hundred percent sure that his god will protect him. His arrogance is backed up by power, and he always appears calm.

The devils are gifts from Hextor, and have two goals: to make sure the PC's cannot flee and to protect Oveliur until reinforcements arrive. The Erinyes will take advantage of the size and height of the chamber to snipe with arrows (unless Oveliur is in danger).

Unless the PC's make special haste to get down the stairs, Oveliur should have had time to pre-cast two spells on himself. He will use his *divine spell power* feat (with a +5 to the roll) to enhance his first five spells once the PC's arrive. Should PC's be about to reach him for melee combat, he will save one of his rebuke attempts to use the *profane boost* feat and in the next round cast his largest *inflict wounds* spell on a PC for maximum damage. As he fights, he call out blessings to Hextor and curses the PC's gods as weak. With his special abilities (feats), he should seem truly blessed by his dark god.

Development:

As the party combats Oveliur, point out that in the gate, figures begin moving towards it from the other side.

Round One: The figures are barely visible.

Round Two: They are close enough to identify as shadar-kai. There are a great many of them.

Round Three: It becomes apparent that the shadar-kai are, in fact, fighting with strangely grey-skinned men wearing tabards that appear to be the rook of Bissel turned upside-down, making it look like a skull.

Round Four: The battle on the other side rages on. Periodically, shadar-kai make a run for the gate, but are cut down. Oveliur notices and begins to get violently angry, shouting at no one in particular, "I will not be thwarted by your minions from both sides!"

Round Five: Same as round four, but the darkness behind the combat on the other side of the gate is somehow becoming even darker.

Round Six: The darkness coalesces into the forms of three twenty-foot tall figures of blackness. A knowledge(religion) check DC 20 will reveal them to be Nightwalkers.

Round Seven: The shadar-kai begin to die. The nightwalkers devastate the shadar kai, but leave the strange human soldiers alive. At this point, PC's that played BIS4-03 Face of the Enemy recognize the soldiers to look much like those they encountered in that adventure.

Round Eight: The shadar kai dead, the nightwalkers lock their pin-prick eyes on the party and Oveliur through the gate. Oveliur screams in frustration and drops the keys, trying to crush them.

Round Nine: The nightwalkers approach the gate, and one reaches through to try and grab Oveliur. He drops the keys then, if he hasn't already.

Round Ten: Oveliur dies, mercilessly torn to pieces by the nightwalkers like a rag-doll. They turn back towards the party.

Round Eleven: They come through. Either the party runs, or they die.

Now, with any luck, things will go better for the party than as described above.

Any party-member that gets within ten feet of the gate can make a spot check (DC 10+APL) to notice the holes in the emerald gate that seemingly match the keys in size and shape. If the PC has knowledge (arcana) or knowledge (planes), they may roll against DC 20 to figure out that they keys function because they are pieces of the one whole emerald. If they make DC 30, they should realize that the gate requires all six pieces (keys) to function fully, and that each one destroyed will weaken the portal. Destroying all six should seal the gate forever. This is what Oveliur realizes in round eight. The keys have a hardness of 5 and 5 hitpoints each.

Destroying all six keys closes the gate with a loud pop. Destroying single keys makes it flicker and shrink an bit more each one that is destroyed. Once the gate is closed, all of the keys remain emerald, flushed of the Shadow energies they were filled with by Vecna and his minions centuries ago.

Encounter Seven: Exit Stage Left

At this point, the PC's should realize that its time to go. As they flee the dig-site, it should be obvious that the Hextorite's are being slaughtered. Evard's necromancers are hunched over corpses, raising them as foul undead to help slay those they just fought alongside moments before. Once again, unless the PC's stop to gawk, they should be able to flee into the forest unmolested.

With the grisly battlefield and the sights you witnessed far below burned into your eyes, you flee back from whence you came. A few times, you'd swear that you heard pursuers, but none are ever seen. Your mounts are still where you left them, and in a cold-sweat you head back to civilization to warn to Great Army of all that you have seen.

The authorities will take the PC's very seriously, given current events, and promise to go back to the site. The news about the weapons and armor causes many surprised looks, but is quickly written off as stolen supplies.

Conclusion

You return to the site of the dig four days later with a Battle of Free Company and Knights of the Watch, eager for combat, but it is all long over by then. Though you are able to lead them back, there is no sign of any creatures, alive or undead. The dig site has been ransacked, but anything of value is gone and where the spire once stood, there is naught but dirt. It has vanished. The Army promises to investigate further, but no reports ever get back to your ears about the dig site or what other horrors it hid. These days, there are more important battles to be fought, and with blades not shovels. Perhaps someday the cursed place will be unearthed, but for now, the shadows of the past, the mysteries of the Whispered One will have to remain just that: mysteries.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter One

Defeat the Hextorites

APL 6 – 210 xp.

APL 8 – 270 xp.

APL 10 – 330 xp.

APL 12 – 390 xp.

Encounter Three

Defeat the Shadar-Kai

APL 6 – 240 xp.

APL 8 – 300 xp.

APL 10 – 360 xp.

APL 12 – 420 xp.

Encounter Six

Close the Gate and Escape Alive

APL 6 – 270 xp.

APL 8 – 330 xp.

APL 10 – 390 xp.

APL 12 – 450 xp.

Discretionary Roleplaying Award

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

APL 6 – 180 xp.

APL 8 – 225 xp.

APL 10 – 270 xp.

APL 12 – 315 xp.

Total Possible Experience

APL 6 – 900 xp.

APL 8 – 1125 xp.

APL 10 – 1350 xp.

APL 12 – 1575 xp.

Treasure Summary

During an adventure, characters come upon 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. In the case of potions, they may use Spellcraft to identify them. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter One:

APL 6: L: 165 gp; C: 0 gp; M: *chainshirt +2* (354 gp); *flail+2* (692 gp); *heavy steel shield+1* (98 gp); 2x greataxe+1 (193 gp ea); 2x ring of protection+1 (167 gp ea).

APL 8: L: 165 gp; C: 0 gp; M: *chainshirt +2* (354 gp); *flail+2* (692 gp); *heavy steel shield+1* (98 gp); 2x greataxe+1 (193 gp ea); 2x ring of protection+1 (167 gp ea); breastplate+2 (362 gp); flaming heavy flail +1 (692 gp); potion cats grace (25 gp); potion bulls strength (25 gp).

APL 10: L: 102 gp; C: 0 gp; M: *chainshirt +2* (354 gp); *flail+2* (692 gp); *heavy steel shield+2* (347 gp); brooch of shielding (125 gp); 2x greataxe+1 (193 gp ea); 2x chainshirt+1 (104 gp ea); 2x ring of protection+1 (167 gp ea); breastplate+2 (362 gp); flaming heavy flail +2 (1526 gp); potion cats grace (25 gp); potion bulls strength (25 gp).

APL 12: L: 102 gp; C: 0 gp; M: *chainshirt +2* (354 gp); *flail+2* (692 gp); *heavy steel shield+2* (347 gp); brooch of shielding (125 gp); 2x greataxe+1 (193 gp ea); 2x chainshirt+1 (104 gp ea); 2x ring of protection+1 (167 gp ea); breastplate+2 (362 gp); flaming burst heavy flail +2 (2692 gp); potion cats grace (25 gp); potion bulls strength (25 gp).

Encounter Three:

APL 6: L: 0 gp; C: 0 gp; M: 4x *gal-ralan +1* (53 gp ea); 4x *cold iron spiked chain+1* (360 gp ea); 4x *studded leather +2* (347 gp ea).

APL 8: L: 0 gp; C: 0 gp; M: 4x *gal-ralan +1* (53 gp ea); 2x *cold iron human bane spiked chain+1* (860 gp ea); 2x *cold iron keen spiked chain+1* (860 gp ea); 2x *studded leather +2* (347 gp ea); 4x ring of protection +2 (666 gp ea).

APL 10: L: 0 gp; C: 0 gp; M: 4x *gal-ralan +1* (53 gp ea); 2x *cold iron human bane spiked chain+1* (860 gp ea); 2x *cold iron keen spiked chain+1* (860 gp ea); 2x *studded leather +2* (347 gp ea); 4x ring of protection +2 (666 gp ea).

APL 12: L: 0 gp; C: 0 gp; M: 4x *gal-ralan +2* (208 gp ea); 2x *cold iron human bane spiked chain+2* (1693 gp ea); 2x *cold iron keen spiked chain+2* (1693 gp ea); 2x *studded leather +2* (347 gp ea); 4x ring of protection +3 (1500 gp ea).

Encounter Seven:

APL 6: L: 0 gp; C: 0 gp; M: *fullplate+1* (220 gp); *heavy wooden shield +2* (346 gp); *flail+1* (192 gp); periapt of wisdom +2 (333 gp); ring of the ram (716 gp).

APL 8: L: 0 gp; C: 0 gp; M: *fullplate+1* (220 gp); *heavy wooden shield of blinding +2* (763 gp); *flail+1* (192 gp); periapt of wisdom +2 (333 gp); ring of the ram (716 gp).

APL 10: L: 0 gp; C: 0 gp; M: *fullplate+1* (220 gp); *heavy wooden shield of blinding +2* (763 gp); *flail+1* (192 gp); periapt of wisdom +4 (1333 gp); ring of the ram (716 gp).

APL 12: L: 0 gp; C: 0 gp; M: medium fortification *fullplate+1* (1470 gp); *heavy wooden shield of blinding +2* (763 gp); *flail+1* (192 gp); periapt of wisdom +6 (3000 gp); ring of the ram (716 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 6: L: 165 gp; C: 0 gp; M: 6711gp) – Total: 6876 gp (900gp).

APL 8: L: 165 gp; C: 0 gp; M: 12896 gp) – Total: 13061 gp (1300gp).

APL 10: L: 102 gp; C: 0 gp; M: 14730 gp) – Total: 14832 gp (2300gp).

APL 12: L: 102 gp; C: 0 gp; M: 25481 gp) – Total: 25583 gp (3300 gp).

Special

Favor of Viscountess Saralind Markavan:

Your actions against the Hextorites has earned you the respect and thanks of the Viscountess Markavan. She is in a position of great power and is much loved by the people of the March, something she is willing to use on your behalf. This Favor may be used to gain access to one single non-restricted weapon/armor upgrade or magic item from Complete Divine or Complete Warrior, whose value is no more than 30,000gp. This access is considered Frequency: Adventure when used.

Favor of the Church of Heironeous: Word of the actions that you have taken against the Hextorites has reached the highest ears in the Church of Heironeous in Bissel. As a result they would like to reward your valor and heroism. This favor may be exchanged for ONE of the following benefits, and should be marked USED when it has been redeemed.

- You may get any single divine spell of 7th level or less cast on you for 30% off normal DMG NPC spellcasting price. Please note that this does NOT reduce the material costs at all and this favor may NOT be combined with any other favors.
- The church is willing to craft any single divine wand from the DMG or any single divine scroll of 6th level or less from the DMG for you. The spell selected in either case must be available on the cleric or Good domain spell lists. This service takes time, and the item selected will be available for use on the 2nd mod after it is requested. This access is considered to be Frequency:Adventure when used, and the normal price of the item must be paid.

Gal-Ralan: When this cold-forged iron armband is donned (taking up the spot where a bracer would

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

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

Items for the Adventure Record

Item Access

APL 6:

- ❖ *Chain Shirt +2 (FREQUENCY: Adventure)*
- ❖ *Flail +2 (FREQUENCY: Adventure)*
- ❖ *Gal-Ralan +1 (FREQUENCY: Adventure)*
- ❖ *Studded Leather +2 (FREQUENCY: Adventure)*
- ❖ *Heavy Wooden Shield +2 (FREQUENCY: Adventure)*
- ❖ *Ring of the Ram (FREQUENCY: Adventure)*

APL 8 (all items from APL 6 plus):

- ❖ *Human Bane Cold Iron Spiked Chain +1 (FREQUENCY: Adventure)*
- ❖ *Keen Cold Iron Spiked Chain +1 (FREQUENCY: Adventure)*
- ❖ *Heavy Wooden Shield of Blinding +2 (FREQUENCY: Adventure)*
- ❖ *Brooch of Shielding (FREQUENCY: Adventure)*
- ❖ *Breastplate +2 (FREQUENCY: Adventure)*
- ❖ *Flaming Heavy Flail +1 (FREQUENCY: Adventure)*

- ❖ *Ring of Protection +2*

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

- ❖ *Heavy Steel Shield +2 (FREQUENCY: Adventure)*
- ❖ *Periapt of Wisdom +4 (FREQUENCY: Adventure)*
- ❖ *Flaming Heavy Flail +2 (FREQUENCY: Adventure)*

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

- ❖ *Gal-Ralan +2 (FREQUENCY: Adventure)*
- ❖ *Human Bane Cold Iron Spiked Chain +2 (FREQUENCY: Adventure)*
- ❖ *Keen Cold Iron Spiked Chain +2 (FREQUENCY: Adventure)*
- ❖ *Medium Fortification Full Plate +1 (FREQUENCY: Adventure)*
- ❖ *Flaming Burst Heavy Flail +2 (FREQUENCY: Adventure)*
- ❖ *Ring of Protection +3 (FREQUENCY: Adventure)*

Appendix One: Adversaries

APL 6

Encounter One

Raobin; male human clr 5 of Hextor; CR 5; HD 5d8+10; hp 38; Init +2; Spd 30 ft.; AC 21(touch 12, flat footed 19)[+6 chain shirt, +3 shield, +2 Dex]; BAB/Grapple +3/+4; Atk +7 melee (d8+3 flail); Full Atk +7 melee (d8+3 flail); SA Spellcasting, rebuke undead; SQ Spellcasting; AL LE; SV Fort +6, Ref +3, Will +7; Str 13; Dex 14; Con 14; Int 10; Wis 16; Cha 8.

Skills and Feats: Concentration +13, Knowledge(religion) +8, Spellcraft +8; Martial weapon proficiency (flail), Weapon focus (flail), Skill focus (concentration), Power attack, Cleave.

Possessions: Chain shirt +2, flail +2, heavy steel shield +1.

SpellsPrepared (5/4+d/3+d/2+d; base DC= 13 + spell level): 0th – [cure minor wounds (x2), guidance, detect magic (x2)]; 1st – [bane, bless, divine favor, inflict light wounds*, protection from good]; 2nd – [bull's strength, bear's endurance, sound burst, spiritual weapon*]; 3rd – [bestow curse, contagion*, locate object].

*Domain Spell. Domains: Destruction (Smite 1xday. +4 to hit, +1vl damage), War (Weapon proficiency and focus with deity's favored weapon).

Hounds of Hextor; male half-orc barbarian 3; CR 3; HD 3d12+6; hp 32; Init +2; Spd 40 ft.; AC 17 (touch 13, flat footed 15)[+4 chain shirt, +1 ring, +2 Dex]; BAB/Grapple +3/+7; Atk +8 melee (d12+7/x3, greataxe); Full Atk +8 melee (d12+7/x3, greataxe), +6 ranged (d6+4, throwing axe); SA Rage; SQ Fast movement, rage 1xday, trap sense +1, uncanny dodge (dex bonus to AC); AL NE; SV Fort +5, Ref +3, Will +1; Str 18; Dex 14; Con 15; Int 8; Wis 10; Cha 6.

Skills and Feats: Climb +10, Listen +6, Survival +6; Power Attack, Tracking.

Possessions: MW Chain shirt, greataxe +1, 4 MW throwing axes, ring of protection +1.

When Raging: hp 40; AC 15 (touch 10, flat footed 13); BAB/Grapple +3/+9; Atk +10 melee (d12+10/x3, greataxe); SV Fort +7, Ref +3, Will +3.

Encounter Three

Darklurkers; male and female Shadar-Kai (Fey) Rog3; CR 4; HD 6d6+6; hp 32; Init +4; Spd 30 ft.; AC 19 (touch 14, flat footed 15)[studded leather +5, Dex +4]; BAB/Grapple +3/+3; Atk +9 melee (2d4+2, spiked chain); Full Atk +9 melee (2d4+2, spiked chain); SA Sneak attack +3d6; SQ Evasion, hide in plain-sight, shadow curse, superior low-light vision, trap-finding; AL NE; SV Fort +4, Ref +11, Will +5 (+2 vs any save involving death effects or energy drain); Str 12; Dex 19; Con 12; Int 11; Wis 10; Cha 9.

Skills and Feats: Hide +13*, Listen +9, Move Silently +13, Search +9, Spot +9, Survival +6, Tumble +13; Exotic Weapon Proficiency (spiked chain)(Bonus), Combat Reflexes, Weapon Finesse, Weapon Focus (spiked chain). *Shadar-Kai have a +10 racial bonus to hide checks in any area not under natural daylight or a *daylight* spell.

Possessions: Gal-ralan +1, cold-iron spiked chain +1, studded leather armor +2.

Hide in Plain Sight (Su): Shadar-Kai may use the hide skill even when being observed. As long as they are not illuminated by natural sunlight or a *daylight* spell, the Shadar-Kai may hide without having anything to hide behind.

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

Superior Low-light Vision (Ex): A Shadar-Kai can see four times as far as humans in low-light settings.

Darkrazors; male and female Shadar-Kai (Fey) Ftr 2/Rog 1; CR 4; HD 4d6+2d10+6; hp 38; Init +4; Spd 30 ft.; AC 19 (touch 14, flat footed 15)[studded leather +5, Dex +4]; BAB/Grapple +3/+5; Atk +9 melee (2d4+4, spiked chain); Full Atk +9 melee (2d4+4, spiked chain); SA Sneak attack +2d6; SQ Hide in plain-sight, shadow curse, superior low-light vision, trap-finding; AL NE; SV Fort +4, Ref +5, Will +3 (+2 vs any save involving death effects or energy drain); Str 14; Dex 18; Con 12; Int 13; Wis 10; Cha 9.

Skills and Feats: Climb +8, Hide +13*, Listen +6, Move Silently +13, Search +6, Spot +9, Survival +6; Exotic Weapon Proficiency (spiked chain)(Bonus), Combat Reflexes, Weapon Finesse, Weapon Focus (spiked chain), Combat Expertise, Improved Trip. *Shadar-Kai have a +10 racial bonus to hide checks in any area not under natural daylight or a *daylight* spell.

Possessions: Gal-ralan +1, cold-iron spiked chain +1, studded leather armor +2.

Hide in Plain Sight (Su): Shadar-Kai may use the hide skill even when being observed. As long as they are not illuminated by natural sunlight or a *daylight* spell, the Shadar-Kai may hide without having anything to hide behind.

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

Superior Low-light Vision (Ex): A Shadar-Kai can see four times as far as humans in low-light settings.

Encounter Seven:

Oveliur, Hand of the Chosen; male human Clr7 of Hextor; CR 7; HD 7d8+7; hp 47; Init +1; Spd 20 ft.; AC 24 (touch 11, flat footed 23)[full-plate +9, shield +4, Dex +1]; BAB/Grapple +5/+7; Atk +9 melee (d8+3, flail); Full Atk +9 melee (d8+3, flail); SA Spellcasting, rebuke undead; SQ Spellcasting; AL LE; SV Fort +6, Ref +3, Will +9; Str 14; Dex 12; Con 12; Int 10; Wis 17(19); Cha 14.

Skills and Feats: Concentration +14, Knowledge (history) +10, Knowledge (religion) +10. Spell Focus (evocation), Skill Focus (concentration), Martial Weapon Proficiency (flail), Weapon Focus (flail), Profane Boost, Divine Spell Power.

Possessions: Full-Plate +1, Heavy Wooden Shield +2, Flail +1, Periapt of Wisdom +2, ring of the ram.

Spells Prepared (6/5+1/4+1/3+1/2+1; base DC=14 + Spell Level): 0th – [*detect magic, light, mending, purify food and drink, read magic* x2]; 1st – [*comprehend languages, divine favor, doom, inflict light wounds*, obscuring mist, shield of faith*]; 2nd – [*bear's endurance, bull's strength, resist energy, sound burst, spiritual weapon**]; 3rd – [*contagion*, invisibility purge, prayer, dispel magic*]; 4th – [*cure critical wounds, divine power*, freedom of movement*].

*Domain Spell. Domains: Destruction (Smite 1xday. +4 to hit, +1lv damage), War (Weapon proficiency and focus with deity's favored weapon).

APL 8

Encounter One

Raobin; male human clr 6 of Hextor; CR 6; HD 6d8+12; hp 45; Init +2; Spd 30 ft.; AC 21(touch 12, flat footed 19)[+6 chain shirt, +3 shield, +2 Dex]; BAB/Grapple +4/+5; Atk +8 melee (d8+3 flail); Full Atk +8 melee (d8+3 flail); SA Spellcasting, rebuke undead; SQ Spellcasting; AL LE; SV Fort +7, Ref +4, Will +8; Str 13; Dex 14; Con 14; Int 10; Wis 16; Cha 8.

Skills and Feats: Concentration +14, Knowledge(religion) +9, Spellcraft +9; Martial weapon proficiency (flail), Weapon focus (flail), Skill focus (concentration), Power attack, Cleave, Improved Sunder.

Possessions: Chain shirt +2, flail +2, heavy steel shield +1, brooch of shielding.

Spells Prepared (5/4+d/4+d/3+d; base DC= 13 + spell level): 0th – [*cure minor wounds* (x2), *guidance*, *detect magic* (x2)]; 1st – [*bane*, *bless*, *divine favor*, *inflict light wounds**, *protection from good*]; 2nd – [*bull's strength*, *bear's endurance*, *silence*, *sound burst*, *spiritual weapon**]; 3rd – [*bestow curse*, *contagion**, *locate object*, *prayer*].

*Domain Spell. Domains: Destruction (Smite 1xday. +4 to hit, +1vl damage), War (Weapon proficiency and focus with diety's favored weapon).

Thog'kel, Fist of Hextor; male half-orc Bar5/Fist2; CR 7; HD 5d12+2d10+14 ; hp 71; Init +2; Spd 30 ft.; AC 19 (touch 12, flat footed 17)[breastplate +7, Dex +2]; BAB/Grapple +7/+11; Atk +12 melee (d10+7+d6 fire/19-20 x2, heavy flail); Full Atk +12/+7 melee (d10+7+d6 fire/19-20 x2, heavy flail); SA Brutal strike +1, rage, strength boost 1xday; SQ Fast movement, rage 2xday, trap sense +1, uncanny dodge (dex bonus to AC, cannot be flanked); AL LE; SV Fort +9, Ref +2, Will +1; Str 18; Dex 14; Con 14; Int 13; Wis 10; Cha 8.

Skills and Feats: Climb +12, Intimidate +7, Jump +12, Knowledge(religion) +5, Spot +10; Power Attack, Cleave, Combat Expertise.

Possessions: Breastplate +2, flaming heavy flail +1, potion cat's grace, potion bear's endurance.

Brutal Strike (Ex): A Fist of Hextor may choose to add this number to a single attack or damage roll each round. You must declare the selection before rolling the dice.

Strength Boost (Ex): The Fist may call upon Hextor for a +4 bonus to strength, one time a day. This bonus lasts for 4 rounds + the Fist's class level.

When Raging and Strength boosted: hp 85; AC 17 (touch 10, flat footed 15); BAB/Grapple +7/+15; Atk +16 melee (d10+13+d6 fire/19-20 x3, heavy flail); Full Atk +16/+11 melee (d10+13+d6 fire/19-20 x3, heavy flail) SV Fort +11, Ref +2, Will +3.

Hounds of Hextor; male half-orc barbarian 3; CR 3; HD 3d12+6; hp 32; Init +2; Spd 40 ft.; AC 17 (touch 13, flat footed 15)[+4 chain shirt, +1 ring, +2 Dex]; BAB/Grapple +3/+7; Atk +8 melee (d12+7/x3, greataxe); Full Atk +8 melee (d12+7/x3, greataxe), +6 ranged (d6+4, throwing axe); SA Rage; SQ Fast movement, rage 1xday, trap sense +1, uncanny dodge (dex bonus to AC); AL NE; SV Fort +5, Ref +3, Will +1; Str 18; Dex 14; Con 15; Int 8; Wis 10; Cha 6.

Skills and Feats: Climb +10, Listen +6, Survival +6; Power Attack, Tracking.

Possessions: MW Chain shirt, greataxe +1, 4 MW throwing axes, ring of protection +1.

When Raging: hp 40; AC 15 (touch 10, flat footed 13); BAB/Grapple +3/+9; Atk +10 melee (d12+10/x3, greataxe); SV Fort +7, Ref +3, Will +3.

Encounter Three

Darklurkers; male and female Shadar-Kai (Fey) Rog5; CR 6; HD 8d6+8; hp 42; Init +5; Spd 30 ft.; AC 22 (touch 17, flat footed 17)[studded leather +5, Dex +5, ring +2]; BAB/Grapple +4/+5; Atk +11 melee (2d4+2, spiked chain); Full Atk +11 melee (2d4+2, spiked chain); SA Sneak attack +4d6; SQ Evasion, hide in plain-sight, shadow curse, superior low-light vision, trap-finding, uncanny dodge (Dex to AC); AL NE; SV Fort +4, Ref +12, Will +5 (+2 vs any save involving death effects or energy drain); Str 12; Dex 20; Con 12; Int 11; Wis 10; Cha 9.

Skills and Feats: Hide +16*, Listen +11, Move Silently +16, Search +11, Spot +11, Survival +8, Tumble +16; Exotic Weapon Proficiency (spiked chain)(Bonus), Combat Reflexes, Weapon Finesse, Weapon Focus (spiked chain). *Shadar-Kai have a +10 racial bonus to hide checks in any area not under natural daylight or a *daylight* spell.

Possessions: Gal-ralan +1, human-bane cold-iron spiked chain +1, studded leather armor +2, ring of protection +2.

Hide in Plain Sight (Su): Shadar-Kai may use the hide skill even when being observed. As long as they are not illuminated by natural sunlight or a *daylight* spell, the Shadar-Kai may hide without having anything to hide behind.

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

Superior Low-light Vision (Ex): A Shadar-Kai can see four times as far as humans in low-light settings.

Darkrazors; male and female Shadar-Kai (Fey) Ftr 4/Rog 1; CR 6; HD 4d6+4d10+8; hp 54; Init +4; Spd 30 ft.; AC 21 (touch 16, flat footed 17)[studded leather +5, Dex +4, ring +2]; BAB/Grapple +5/+7; Atk +11 melee (2d4+4/19-20 x2, spiked chain); Full Atk +11 melee (2d4+4/19-20 x2, spiked chain); SA Sneak attack +2d6; SQ Hide in plain-sight, shadow curse, superior low-light vision, trap-finding; AL NE; SV Fort +7, Ref +11, Will +5 (+2 vs any save involving death effects or energy drain); Str 14; Dex 18; Con 13; Int 13; Wis 10; Cha 9.

Skills and Feats: Climb +10, Hide +14*, Listen +6, Move Silently +14, Search +6, Spot +9, Survival +6; Exotic Weapon Proficiency (spiked chain)(Bonus), Combat Reflexes, Weapon Finesse, Weapon Focus (spiked chain), Combat Expertise, Improved Trip, Power Attack. *Shadar-Kai have a +10 racial bonus to hide checks in any area not under natural daylight or a *daylight* spell.

Possessions: Gal-ralan +1, Keen cold-iron spiked chain +1, studded leather armor +2, ring of protection +2.

Hide in Plain Sight (Su): Shadar-Kai may use the hide skill even when being observed. As long as they are not illuminated by natural sunlight or a *daylight* spell, the Shadar-Kai may hide without having anything to hide behind.

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

Superior Low-light Vision (Ex): A Shadar-Kai can see four times as far as humans in low-light settings.

Encounter Seven:

Oveliur, Hand of the Chosen; male human Clr9 of Hextor; CR 9; HD 9d8+9; hp 60; Init +1; Spd 20 ft.; AC 24 (touch 11, flat footed 23)[full-plate +9, shield +4, Dex +1]; BAB/Grapple +6/+8; Atk +10 melee

(d8+3, flail); Full Atk +10/+5 melee (d8+3, flail); SA Spellcasting, rebuke undead; SQ Spellcasting; AL LE; SV Fort +7, Ref +4, Will +11; Str 14; Dex 12; Con 12; Int 10; Wis 18(20); Cha 14.

Skills and Feats: Concentration +16, Knowledge (history) +12, Knowledge (religion) +12. Spell Focus (evocation), Skill Focus (concentration), Martial Weapon Proficiency (flail), Weapon Focus (flail), Profane Boost, Divine Spell Power, Extra Turning.

Possessions: Full-Plate +1, Heavy Wooden Shield +2 of Blinding, Flail +1, Periapt of Wisdom +2, ring of the ram.

Spells Prepared (6/5+1/5+1/4+1/3+1/1+1; base DC=15 + Spell Level): 0th – [*detect magic, light, mending, purify food and drink, read magic* x2]; 1st – [*comprehend languages, divine favor, doom, inflict light wounds**, *obscuring mist, shield of faith*]; 2nd – [*bear's endurance, bull's strength, eagle's splendor, resist energy, sound burst, spiritual weapon**]; 3rd – [*blindness/deafness, contagion**, *invisibility purge, prayer, dispel magic*]; 4th – [*air walk, cure critical wounds, divine power**, *freedom of movement*]; 5th – [*flame strike**, *righteous might, spell resistance*].

*Domain Spell. Domains: Destruction (Smite 1xday. +4 to hit, +lvl damage), War (Weapon proficiency and focus with deity's favored weapon).

APL 10

Encounter One

Raobin; male human clr 7 of Hextor; CR 7; HD 7d8+14; hp 53; Init +2; Spd 30 ft.; AC 22(touch 12, flat footed 20)[+6 chain shirt, +4 shield, +2 Dex]; BAB/Grapple +5/+6; Atk +9 melee (d8+3 flail); Full Atk +9 melee (d8+3 flail); SA Spellcasting, rebuke undead; SQ Spellcasting; AL LE; SV Fort +7, Ref +4, Will +8; Str 13; Dex 14; Con 14; Int 10; Wis 16; Cha 8.

Skills and Feats: Concentration +15, Knowledge(religion) +10, Spellcraft +10; Martial weapon proficiency (flail), Weapon focus (flail), Skill focus (concentration), Power attack, Cleave, Improved Sunder.

Possessions: Chain shirt +2, flail +2, heavy steel shield +2, brooch of shielding.

Spells Prepared (5/5+d/4+d/3+d/1+d; base DC= 13 + spell level): 0th – [*cure minor wounds* (x2), *guidance*, *detect magic* (x2)]; 1st – [*bane*, *bless*, *cure light wounds*, *divine favor*, *inflict light wounds**, *protection from good*]; 2nd – [*bull's strength*, *bear's endurance*, *silence*, *sound burst*, *spiritual weapon**]; 3rd – [*bestow curse*, *contagion**, *locate object*, *prayer*]; 4th – [*divine power**, *freedom of movement*].

*Domain Spell. Domains: Destruction (Smite 1xday. +4 to hit, +1vl damage), War (Weapon proficiency and focus with diety's favored weapon).

Thog'kel, Fist of Hextor; male half-orc Bar5/Fist4; CR 9; HD 5d12+4d10+18 ; hp 89; Init +2; Spd 30 ft.; AC 19 (touch 12, flat footed 17)[breastplate +7, Dex +2]; BAB/Grapple +9/+13; Atk +15 melee (d10+8+d6 fire/19-20 x2, heavy flail); Full Atk +15/+10 melee (d10+8+d6 fire/19-20 x2, heavy flail); SA Brutal strike +2, frightful presence 1xday (DC 13), rage, strength boost 1xday; SQ Fast movement, rage 2xday, trap sense +1, uncanny dodge (dex bonus to AC, cannot be flanked); AL LE; SV Fort +10, Ref +3, Will +2; Str 18; Dex 14; Con 15; Int 13; Wis 10; Cha 8.

Skills and Feats: Climb +12, Intimidate +11, Jump +12, Knowledge(religion) +5, Spot +12; Power Attack, Cleave, Combat Expertise, Improved Disarm.

Possessions: Breastplate +2, flaming heavy flail +2, potion cat's grace, potion bear's endurance.

Brutal Strike (Ex): A Fist of Hextor may choose to add this number to a single attack or damage roll each round. You must declare the selection before rolling the dice.

Strength Boost (Ex): The Fist may call upon Hextor for a +4 bonus to strength, one time a day. This bonus lasts for 4 rounds + the Fist's class level.

Frightful Presence (Ex): The Fist may strike fear into his enemies as a free action, while doing some dramatic action. The range is 5 ft. per class level. All within this range must succeed at a will save (DC= 10+Fist class level+Cha mod) or else be *frightened* for 5d6 rounds. Those that succeed at the save are *shaken* for 5d6 rounds.

When Raging and Strength boosted: hp 107; AC 17 (touch 10, flat footed 15); BAB/Grapple +9/+17; Atk +18 melee (d10+13+d6 fire/19-20 x3, heavy flail); Full Atk +18/+13 melee (d10+13+d6 fire/19-20 x3, heavy flail) SV Fort +12, Ref +3, Will +4.

Hounds of Hextor; male half-orc barbarian 5; CR 5; HD 5d12+15; hp 57; Init +2; Spd 40 ft.; AC 18 (touch 13, flat footed 16)[+5 chain shirt, +1 ring, +2 Dex]; BAB/Grapple +5/+9; Atk +10 melee (d12+7/x3, greataxe); Full Atk +10 melee (d12+7/x3, greataxe), +8 ranged (d6+4, throwing axe); SA Rage; SQ Fast movement, rage 2xday, trap sense +1, uncanny dodge (dex bonus to AC, cannot be flanked); AL NE; SV Fort +6, Ref +3, Will +1; Str 18; Dex 14; Con 16; Int 8; Wis 10; Cha 6.

Skills and Feats: Climb +12, Listen +8, Survival +8; Power Attack, Tracking.

Possessions: Chain shirt +1, greataxe +1, 4 MW throwing axes, ring of protection +1.

When Raging: hp 67; AC 16 (touch 11, flat footed 14); BAB/Grapple +5/+11; Atk +12 melee (d12+10/x3, greataxe); SV Fort +8, Ref +3, Will +3.

Encounter Three

Darklurkers; male and female Shadar-Kai (Fey) Rog7; CR 8; HD 10d6+10; hp 52; Init +5; Spd 30 ft.; AC 22 (touch 17, flat footed 17)[studded leather +5, Dex +5, ring +2]; BAB/Grapple +6/+7; Atk +13 melee (2d4+2, spiked chain); Full Atk +13/+8 melee (2d4+2, spiked chain); SA Sneak attack +5d6; SQ Evasion, hide in plain-sight, shadow curse, superior low-light vision, trap-finding, trap sense +2, uncanny dodge (Dex to AC); AL NE; SV Fort +5, Ref +13, Will +6 (+2 vs any save involving death effects or energy drain); Str 12; Dex 20; Con 12; Int 11; Wis 10; Cha 9.

Skills and Feats: Hide +18*, Listen +13, Move Silently +18, Search +13, Spot +13, Survival +10, Tumble +18; Exotic Weapon Proficiency (spiked chain)(Bonus), Combat Reflexes, Weapon Finesse, Weapon Focus (spiked chain), Arterial Strike. *Shadar-Kai have a +10 racial bonus to hide checks in any area not under natural daylight or a *daylight* spell.

Possessions: Gal-ralan +1, human-bane cold-iron spiked chain +1, studded leather armor +2, ring of protection +2.

Hide in Plain Sight (Su): Shadar-Kai may use the hide skill even when being observed. As long as they are not illuminated by natural sunlight or a *daylight* spell, the Shadar-Kai may hide without having anything to hide behind.

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

Superior Low-light Vision (Ex): A Shadar-Kai can see four times as far as humans in low-light settings.

Darkrazors; male and female Shadar-Kai (Fey) Ftr 6/Rog 1; CR 8; HD 4d6+6d10+10; hp 70; Init +4; Spd 30 ft.; AC 21 (touch 16, flat footed 17)[studded leather +5, Dex +4, ring +2]; BAB/Grapple +7/+9; Atk +13 melee (2d4+6/19-20 x2, spiked chain); Full Atk +13/+8 melee (2d4+6/19-20 x2, spiked chain); SA Sneak attack +2d6; SQ Hide in plain-sight, shadow curse, superior low-light vision, trap-finding; AL NE; SV Fort +8, Ref +12, Will +6 (+2 vs any save involving death effects or energy drain); Str 14; Dex 18; Con 13; Int 13; Wis 10; Cha 9.

Skills and Feats: Climb +10, Hide +15*, Listen +6, Move Silently +15, Search +6, Spot +10, Survival +6; Exotic Weapon Proficiency (spiked chain)(Bonus), Combat Reflexes, Weapon Finesse, Weapon Focus (spiked chain), Combat Expertise, Improved Trip, Power Attack, Hold the Line, Weapon Specialization (spiked chain). *Shadar-Kai have a +10 racial bonus to hide checks in any area not under natural daylight or a *daylight* spell.

Possessions: Gal-ralan +1, Keen cold-iron spiked chain +1, studded leather armor +2, ring of protection +2.

Hide in Plain Sight (Su): Shadar-Kai may use the hide skill even when being observed. As long as they are not illuminated by natural sunlight or a *daylight* spell, the Shadar-Kai may hide without having anything to hide behind.

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

Superior Low-light Vision (Ex): A Shadar-Kai can see four times as far as humans in low-light settings.

Encounter Seven:

Oveliur, Hand of the Chosen; male human Cntmplt1/Clr10 of Hextor; CR 11; HD 10d8+1d6+11; hp 72; Init +1; Spd 20 ft.; AC 24 (touch 11, flat footed 23)[full-plate +9, shield +4, Dex +1]; BAB/Grapple +7/+9; Atk +11 melee (d8+3, flail); Full Atk +11/+6 melee (d8+3, flail); SA Spellcasting, rebuke undead; SQ Divine health, spellcasting; AL LE; SV Fort +8, Ref +4, Will +15; Str 14; Dex 12; Con 12; Int 10; Wis 18(22); Cha 14.

Skills and Feats: Concentration +18, Knowledge (history) +13, Knowledge (religion) +14. Spell Focus (evocation), Skill Focus (concentration), Martial Weapon Proficiency (flail), Weapon Focus (flail), Profane Boost, Divine Spell Power, Extra Turning.

Possesions: Full-Plate +1, Heavy Wooden Shield of blinding +2, Flail +1, Periapt of Wisdom +4, ring of the ram.

Divine Health (Ex): Oveliur is immune to all diseases, even magical ones such as mummy-rot and lycanthropy.

SpellsPrepared (6/7+1/5+1/5+1/4+1/3+1/2+1; base DC=16 + Spell Level): 0th – [*detect magic, light, mending, purify food and drink, read magic x2*]; 1st – [*comprehend languages, divine favor, doom, entropic shield, inflict light wounds*, obscuring mist, protection from good, shield of faith*]; 2nd – [*bear's endurance, bull's strength, eagle's splendor, resist energy, sound burst, spiritual weapon**]; 3rd – [*blindness/deafness, bestow curse, contagion*, invisibility purge, prayer, dispel magic*]; 4th – [*air walk, cure critical wounds, divine power, freedom of movement, unholy blight**]; 5th – [*dispel good, flame strike*, righteous might, spell resistance*]; 6th – [*blade barrier, heal, harm**].

*Domain Spell. Domains: Evil (Cast *Evil* spells at +1 caster level), Destruction (Smite 1xday. +4 to hit, +1l damage), War (Weapon proficiency and focus with deity's favored weapon).

APL 12

Encounter One

Raobin; male human clr 9 of Hextor; CR 9; HD 9d8+21; hp 71; Init +2; Spd 30 ft.; AC 22(touch 12, flat footed 20)[+6 chain shirt, +4 shield, +2 Dex]; BAB/Grapple +6/+7; Atk +11 melee (d8+4 flail); Full Atk +11/+6 melee (d8+4 flail); SA Spellcasting, rebuke undead; SQ Spellcasting; AL LE; SV Fort +8, Ref +5, Will +9; Str 14; Dex 14; Con 14; Int 10; Wis 16; Cha 8.

Skills and Feats: Concentration +17, Knowledge(religion) +12, Spellcraft +12; Martial weapon proficiency (flail), Weapon focus (flail), Skill focus (concentration), Power attack, Cleave, Improved Sunder, Toughness.

Possessions: Chain shirt +2, flail +2, heavy steel shield +2, brooch of shielding.

Spells Prepared ($5/5+d/5+d/4+d/2+d/1+d$; base DC= 13 + spell level): 0th – [cure minor wounds (x2), guidance, detect magic (x2)]; 1st – [bane, bless, cure light wounds, divine favor, inflict light wounds*, protection from good]; 2nd – [bull's strength, bear's endurance, cure moderate wounds, silence, sound burst, spiritual weapon*]; 3rd – [bestow curse, contagion*, dispel magic, locate object, prayer]; 4th – [cure critical wounds, divine power*, freedom of movement]; 5th – [flame strike*, righteous might].

*Domain Spell. Domains: Destruction (Smite 1xday. +4 to hit, +1lv damage), War (Weapon proficiency and focus with deity's favored weapon).

Thog'kel, Fist of Hextor; male half-orc Bar5/Fist6; CR 11; HD 5d12+6d10+22 ; hp 107; Init +2; Spd 30 ft.; AC 19 (touch 12, flat footed 17)[breastplate +7, Dex +2]; BAB/Grapple +11/+15; Atk +17 melee (d10+8+d6 fire/19-20 x2, heavy flail); Full Atk +17/+12 melee (d10+8+d6 fire/19-20 x2, heavy flail); SA Brutal strike +2, frightful presence 2xday (DC 13), rage, strength boost 2xday; SQ Fast movement, rage 2xday, trap sense +1, uncanny dodge (dex bonus to AC, cannot be flanked); AL LE; SV Fort +11, Ref +4, Will +3; Str 18; Dex 14; Con 15; Int 13; Wis 10; Cha 8.

Skills and Feats: Climb +13, Intimidate +13, Jump +13, Knowledge(religion) +5, Spot +14; Power Attack, Cleave, Combat Expertise, Improved Disarm.

Possessions: Breastplate +2, flaming burst heavy flail +2, potion cat's grace, potion bear's endurance.

Brutal Strike (Ex): A Fist of Hextor may choose to add this number to a single attack or damage roll each round. You must declare the selection before rolling the dice.

Strength Boost (Ex): The Fist may call upon Hextor for a +4 bonus to strength, one time a day. This bonus lasts for 4 rounds + the Fist's class level.

Frightful Presence (Ex): The Fist may strike fear into his enemies as a free action, while doing some dramatic action. The range is 5 ft. per class level. All within this range must succeed at a will save (DC= 10+Fist class level+Cha mod) or else be *frightened* for 5d6 rounds. Those that succeed at the save are *shaken* for 5d6 rounds.

When Raging and Strength boosted: hp 129; AC 17 (touch 10, flat footed 15); BAB/Grapple +11/+19; Atk +20 melee (d10+13+d6 fire/19-20 x3, heavy flail); Full Atk +20/+15 melee (d10+13+d6 fire/19-20 x3, heavy flail) SV Fort +13, Ref +4, Will +5.

Hounds of Hextor; male half-orc barbarian 7; CR 7; HD 7d12+21; hp 79; Init +2; Spd 40 ft.; AC 18 (touch 13, flat footed 16)[+5 chain shirt, +1 ring, +2 Dex]; BAB/Grapple +7/+11; Atk +13 melee (d12+7/x3, greataxe); Full Atk +13/+8 melee (d12+7/x3, greataxe), +10 ranged (d6+4, throwing axe); SA Rage; SQ DR 1/-, fast movement, rage 2xday, trap sense +2, uncanny dodge (dex bonus to AC, cannot be flanked); AL NE; SV Fort +7, Ref +4, Will +2; Str 18; Dex 14; Con 16; Int 8; Wis 10; Cha 6.

Skills and Feats: Climb +14, Listen +10, Survival +10; Power Attack, Tracking, Weapon Focus (greataxe).

Possessions: Chain shirt +1, greataxe +1, 4 MW throwing axes, ring of protection +1.

When Raging: hp 93; AC 16 (touch 11, flat footed 14); BAB/Grapple +7/+13; Atk +15 melee (d12+10/x3, greataxe); Full Atk +15/+10 melee (d12+10/x3, greataxe); SV Fort +9, Ref +4, Will +4.

Encounter Three

Darklurkers; male and female Shadar-Kai (Fey) Rog9; CR 10; HD 12d6+12; hp 63; Init +5; Spd 30 ft.; AC 23 (touch 18, flat footed 18)[studded leather +5, Dex +5, ring +3]; BAB/Grapple +7/+8; Atk +15 melee (2d4+3, spiked chain); Full Atk +15/+10 melee (2d4+3, spiked chain); SA Sneak attack +6d6; SQ Evasion, hide in plain-sight, shadow curse, superior low-light vision, trap-finding, trap sense +3, uncanny dodge (Dex to AC, cannot be flanked); AL NE; SV Fort +7, Ref +15, Will +8 (+2 vs any save involving death effects or energy drain); Str 12; Dex 21; Con 12; Int 11; Wis 10; Cha 9.

Skills and Feats: Hide +20*, Listen +15, Move Silently +20, Search +15, Spot +15, Survival +12, Tumble +20; Exotic Weapon Proficiency (spiked chain)(Bonus), Combat Reflexes, Weapon Finesse, Weapon Focus (spiked chain), Arterial Strike, Dodge. *Shadar-Kai have a +10 racial bonus to hide checks in any area not under natural daylight or a *daylight* spell.

Possessions: Gal-ralan +2, Human bane cold-iron spiked chain +2, studded leather armor +2, ring of protection +3.

Hide in Plain Sight (Su): Shadar-Kai may use the hide skill even when being observed. As long as they are not illuminated by natural sunlight or a *daylight* spell, the Shadar-Kai may hide without having anything to hide behind.

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

Superior Low-light Vision (Ex): A Shadar-Kai can see four times as far as humans in low-light settings.

Darkrazors; male and female Shadar-Kai (Fey) Ftr 6/Rog 3; CR 10; HD 6d6+6d10+24; hp 90; Init +4; Spd 30 ft.; AC 22 (touch 17, flat footed 18)[studded leather +5, Dex +4, ring +3]; BAB/Grapple +9/+11; Atk +16 melee (2d4+7, spiked chain); Full Atk +16/+11 melee (2d4+7, spiked chain); SA Sneak attack +3d6; SQ Evasion, hide in plain-sight, shadow curse, superior low-light vision, trap-finding; AL NE; SV Fort +11, Ref +14, Will +8 (+2 vs any save involving death effects or energy drain); Str 14; Dex 18; Con 14; Int 13; Wis 10; Cha 9.

Skills and Feats: Climb +10, Hide +19*, Listen +6, Move Silently +19, Search +6, Spot +10, Survival +6, Tumble +16; Exotic Weapon Proficiency (spiked chain)(Bonus), Combat Reflexes, Weapon Finesse, Weapon Focus (spiked chain), Combat Expertise, Improved Trip, Power Attack, Hold the Line, Weapon Specialization (spiked chain), Cleave. *Shadar-Kai have a +10 racial bonus to hide checks in any area not under natural daylight or a *daylight* spell.

Possessions: Gal-ralan +2, Keen cold-iron spiked chain +2, studded leather armor +2, ring of protection +3.

Hide in Plain Sight (Su): Shadar-Kai may use the hide skill even when being observed. As long as they are not illuminated by natural sunlight or a *daylight* spell, the Shadar-Kai may hide without having anything to hide behind.

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

Superior Low-light Vision (Ex): A Shadar-Kai can see four times as far as humans in low-light settings.

Encounter Seven:

Oveliur, Hand of the Chosen; male human Cntmplt3/Clr10 of Hextor; CR 13; HD 10d8+3d6+13; hp 83; Init +1; Spd 20 ft.; AC 24 (touch 11, flat footed 23)[full-plate +9, shield +4, Dex +1]; BAB/Grapple +8/+10; Atk +12 melee (d8+3, flail); Full Atk +12/+7 melee (d8+3, flail); SA Spellcasting, rebuke undead; SQ Divine health, divine wholeness, slippery mind, spellcasting; AL LE; SV Fort +9, Ref +5, Will +17; Str 14; Dex 12; Con 12; Int 10; Wis 19(25); Cha 14.

Skills and Feats: Concentration +20, Knowledge (history) +14, Knowledge (religion) +16. Spell Focus (evocation), Skill Focus (concentration), Martial Weapon Proficiency (flail), Weapon Focus (flail), Profane Boost, Divine Spell Power, Extra Turning, Divine Might.

Possessions :Medium fortification Full-Plate +1, Heavy Wooden Shield of blinding +2, Flail +1, Periapt of Wisdom +6, ring of the ram.

Divine Health (Ex): Oveliur is immune to all diseases, even magical ones such as mummy-rot and lycanthropy.

Slippery Mind (Ex): If Oveliur fails any save against an *enchantment* spell, the following round he may make a second attempt. He only gets one extra chance to succeed per spell.

Divine Wholeness (Su): Oveliur is capable of healing his own wounds by sheer faith and will. He can heal a total of 12hp per day, and can split it into multiple uses.

SpellsPrepared (6/7+1/6+1/6+1/5+1/4+1/3+1/2+1; base DC=17 + Spell Level): 0th – [*detect magic, light, mending, purify food and drink, read magic* x2]; 1st – [*comprehend languages, divine favor, doom, entropic shield, inflict light wounds*, obscuring mist, protection from good, shield of faith*]; 2nd – [*bear’s endurance, bull’s strength, eagle’s splendor, resist energy* x2, *sound burst, spiritual weapon**]; 3rd – [*blindness/deafness, bestow curse, contagion*, invisibility purge,magic vestment, prayer, dispel magic*]; 4th – [*air walk, cure critical wounds, divine power, freedom of movement, greater magic weapon, unholy blight**]; 5th – [*dispel good, flame strike*x2, righteous might, spell resistance*]; 6th – [*blade barrier, heal, harm*, heroes feast(cast daily)*]; 7th – [*destruction, disintegrate*, repulsion*].

*Domain Spell. Domains: Evil (Cast *Evil* spells at +1 caster level), Destruction (Smite 1xday. +4 to hit, +lvl damage), War (Weapon proficiency and focus with deity’s favored weapon).

Appendix Two: Prestige Classes

Contemplative as presented in Complete Divine

For any servant of a deity, no joy is greater than at those rare moments when the presence of her patron deity is a real tangible force, sending shivers of power through her body and sending her soul soaring. For some, the taste of this experience is such a powerful attraction that they begin devoting their lives to cultivating it, hoping to attain greater closeness to their deity through a life of contemplation. Spending hours in prayer and meditation, these devoted followers purify their souls, making them worthy of closer contact with the divine. While some contemplatives withdraw from the world into private retreats, others remain active, even adventuring, finding that true nearness to their deity comes from living out the deity's will in the world. In return they find their minds, bodies, and souls purified, perfected, and finally brought

Hit Die: d6.

Requirements

To qualify to become a contemplative, a character must fulfill all the following criteria.

Skill: Knowledge (religion) 13 ranks.

Spells: Able to cast 1st-level divine spells.

Special: Must have had direct contact with ones patron deity or a direct servant of that deity, or with an enlightened being embodying the highest principles of an alignment (a solar, for example).

Class Skills

The contemplative class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int). See chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Bonus domain, divine health	+1 level of existing divine spellcasting class
2nd	+1	+0	+0	+3	Slippery mind	+1 level of existing divine spellcasting class
3rd	+1	+1	+1	+3	Divine wholeness	+1 level of existing divine spellcasting class
4th	+2	+1	+1	+4		+1 level of existing divine spellcasting class
5th	+2	+1	+1	+4	Divine body	+1 level of existing divine spellcasting class
6th	+3	+2	+2	+5	Bonus domain	+1 level of existing divine spellcasting class
7th	+3	+2	+2	+5	Divine soul	+1 level of existing divine spellcasting class
8th	+4	+2	+2	+6		+1 level of existing divine spellcasting class
9th	+4	+3	+3	+6	Eternal body	+1 level of existing divine spellcasting class
10th	+5	+3	+3	+7	Mystic union	+1 level of existing divine spellcasting class

Class Features

All of the following are class features of the contemplative prestige class.

Weapon and Armor Proficiency: Contemplatives gain no weapon or armor proficiencies.

Spells per Day/Spells Known: A contemplative who was previously a spellcaster continues to gain access to more powerful divine magic while following the contemplative path. Thus, when a new contemplative level is gained, the character gains new spells per day (and spells known, if applicable) as if she had gained a level in the spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit of a character of that class would have gained (improved chance of controlling or rebuking undead, more frequent remove disease, and so on). This essentially means she adds the level of contemplative to the level of whatever other spellcasting class the character has, then determines the spells per day accordingly. For example, if Theresa, an 11th-level cleric, gains a level as a contemplative, she gains new spells as if she had risen to 12th-level as a cleric, but uses the other contemplative aspects of level progression such as base attack bonus and save bonus. If she next gains a level as a cleric, making her a 12th-level cleric/1st-level contemplative, she gains spells as if she had just risen to 13th level as a cleric.

If a character has more than one divine spellcasting class before she becomes a contemplative, the player must decide which class to assign each level of contemplative for the purposes of determining divine spells per day and spells known.

If the contemplative did not previously belong to a divine spellcasting class, she gains the ability to cast divine spells exactly as a cleric of her patron deity. Her spell progression is the same as that of a cleric.

Bonus Domain: Upon adopting the contemplative class, and again at 6th level, a character gains access to a bonus domain of her choice. The character can choose any domain made available by her deity or alignment. The character gains the granted power associated with the domain she chooses, and can select the spells in that domain as her daily domain spells.

Divine Health (Ex): A contemplative has immunity to all diseases, including magical diseases such as mummy rot and lycanthropy.

Slippery Mind (Ex): At 2nd level, a contemplative gains the ability to shrug off magical effects that would otherwise control or compel her. If a contemplative with resistant mind is affected by an enchantment and fails her saving throw, one round later she can attempt her saving throw again. She only gets this one extra chance to succeed on her saving throw.

Divine Wholeness (Su): At 3rd level and higher, a contemplative can heal her own wounds, in addition to any other healing ability she may have. She can heal up to four times her contemplative level in hit points each day, and she can spread this healing among several uses.

Divine Body (Su): At 5th level, a contemplative becomes immune to poisons of all kinds.

Divine Soul (Su): At 7th level, a contemplative gains spell resistance. Her spell resistance equals her class level + 15. In order to affect the contemplative with a spell, a spellcaster must roll the contemplative's spell resistance or higher on 1d20 + the spellcaster's level.

Eternal Body (Ex): After achieving 9th level, a contemplative no longer suffers ability penalties for aging and cannot be magically aged. (Penalties already suffered remain in place.) Bonuses still accrue, and the contemplative still dies of old age when her time is up.

Mystic Union (Su): At 10th level, a contemplative becomes a magical creature. She is forevermore treated as an outsider (native) rather than a humanoid for the purposes of spells and magical effects. Additionally, the contemplative gains damage resistance 10/magic.

Appendix Three: Feats

Arterial Strike [General] (reprinted from Complete Warrior):

Your sneak attacks target large blood vessels, leaving wounds that cause massive blood loss.

Prerequisites: Sneak attack ability, base attack bonus +4.

Benefit: If you hit with a sneak attack, you may choose to forgo +1d6 of extra sneak attack damage to deliver a wound that will not stop bleeding. Each wound caused in this manner saps an extra 1 point of damage per round from the victim, until the victim receives the benefit of a DC 15 Heal check or any *cure* spell or other magical healing. Wounds from multiple arterial strikes result in cumulative bleeding loss (two successful arterial strikes cause an extra 2 points of damage per round until healed). You may only deliver one bleeding wound per successful sneak attack.

Divine Might [Divine] (reprinted from Complete Warrior):

You can channel energy to increase the damage you deal in combat.

Prerequisites: Str 13, turn or rebuke undead ability, Power Attack.

Benefit: As a free action, spend one of your turn or rebuke undead attempts to add your Charisma bonus to your weapon damage for 1 full round.

Divine Spell Power [Divine] (reprinted from Complete Divine):

You can channel positive or negative energy to enhance your divine spellcasting ability. **Prerequisites:** Turn or rebuke undead ability, able to cast 1st level divine spells.

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

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

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

Hold the Line [General] (reprinted from Complete Warrior):

You are trained in defensive techniques against charging foes.

Prerequisites: Combat Reflexes, base attack bonus +2.

Benefit: You may make an attack of opportunity against a charging opponent who enters an area you threaten. Your attack of opportunity happens immediately before the charge attack is resolved.

Normal: You only get an attack of opportunity against a character that exits a square that you threaten.

Profane Boost [Divine] (reprinted from Complete Divine):

You can channel negative energy to increase the power of *inflict wounds* spells cast near you.

Prerequisites: Ability to rebuke undead ability.

Benefit: You can spend one of your rebuke undead attempts as a standard action to place an aura of negative energy upon each creature within a 60-ft. burst. Any *inflict* spell cast on one of these creatures before the end of your next turn is automatically maximized, with no adjustment to the spell's level or casting time.

Appendix Four: The Shadar-Kai and their Equipment

SHADAR-KAI (Shadow Fey)

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

Medium-Size Fey (Extraplanar)

Hit Dice: 3d6 (10 hp)

Initiative: +3

Speed: 30 ft

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

Base Attack / Grapple: +1 / +1

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

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

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

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

Special Attacks: Sneak attack +1d6

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

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

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

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

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

Languages: Common, Elven, Sylvan

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

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

Challenge Rating: 1

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

Alignment: Usually neutral evil

Advancement: By character class

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

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

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

COMBAT

Blessed and cursed with a great affinity for the Plane of Shadow, the shadar-kai are subtle and deceptive. They steal without being detected when they can, striking from ambush when necessary. Spellcasters among the shadar-kai favor shadow and illusion magic, and few groups of the shadow fey are without a powerful spell-casting leader. Skilled at stealth and gifted with visual acuity greater than

that of most other creatures, the shadar-kai have little trouble making sure that combat occurs on their terms.

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

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

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

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

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

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

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

Important Note: For the purpose of this regional adventure, the *liquid night* that has been dispersed throughout the Dim Forest and the presence of an active portal to the Plane of Shadow have served to draw the forest close enough to the border between the Material Plane and the Shadow Plane that the shadar-kai do not need to make Will saves against the shadow curse as long as they are within the Dim Forest. In essence, treat the shadar-kai in this adventure as if they were already on the Plane of Shadow for purposes of the shadow curse. Information about the shadow curse is provided for reference purposes, however.

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

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

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

Dismissal and Banishment: Although the shadar-kai are not Outsiders (they are Fey), they are considered Extraplanar creatures (they are partially native to the Plane of Shadow). While inside the area of the Dim Forest, however, the shadar-kai are considered to be partially on their home plane, because of all of the shadow magics that have taken root in the forest. Thus, the shadar-kai encountered

in this adventure are unaffected by spells that would forcibly remove them from the Material Plane or that otherwise specifically target Extraplanar creatures.

SHADAR-KAI ITEMS

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

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

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

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

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

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

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

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

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