

BIS7-06

The Golden Masque

A One-Round D&D[®] LIVING GREYHAWK[™]

Bissel Regional Adventure

Version 1.0.0

by Cameron Logan

Reviewers: Bissel Triad Circle Reviewer: Steven Conforti

The dark revelers gathered amidst the screams and howls: they plead for death. Two captives are held. Release for them spins out the rescue of the rook. One is the younger of two cruel brothers, a mask of jealousy worn. Darker than that is the other, her secrets are wicked and true things. A Bissel regional adventure for APLs 2-12, and Part 3 of the *Shadows and Sigils* series.

Note: This adventure will be of particular interest to members of the Thieves Guild of Dountham.

Resources: *Complete Adventurer* [Jesse Decker], *Complete Arcane* [Richard Baker], *Complete Champion* [Ed Stark, Chris Thomasson, Rhiannon Louve, Ari Marmell, Gary Astleford], *Complete Divine* [David Noonan], *Complete Scoundrel* [Mike McArtor, F. Wesley Schneider], *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *Dungeonscape* [Jason Bulmahn, Rich Burlew], *Heroes of Battle* [David Noonan, Will McDermott, Stephen Schubert], *Libris Mortis* [Andy Collins, Bruce R. Cordell], *Races of Destiny* [David Noonan, Eric Cagle, Aaron Rosenberg], *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor].

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.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of Wizards of the Coast. To learn more about the Open Gaming License and the d20 SYSTEM license, please visit www.wizards.com/d20.

This is an official RPGA[®] play document. To find out more about the RPGA and to learn more on how you can sanction and run DUNGEONS & DRAGONS game events of all sizes, visit our website at www.rpga.com.

DUNGEONS & DRAGONS, D&D, GREYHAWK, LIVING GREYHAWK, D&D REWARDS, RPGA, *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* are trademarks of Wizards of the Coast, Inc. in the US and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental. © 2005 Wizards of the Coast, Inc and the adventure author or authors.

Visit the LIVING GREYHAWK website at www.rpga.com.

For questions specific to this document and your region please e-mail your triad point of contact (POC) at jay@viceandvillainy.org. For LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA[®] SANCTIONED PLAY

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

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

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

This adventure retires from RPGA-sanctioned play on December 31, 2008.

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

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player

character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

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

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

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

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

TIME UNITS AND UPKEEP

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

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

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

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

ADVENTURE BACKGROUND

Lord Camryn Fertuine is a man who knows how to turn adversity into opportunity. In CY 585 the peasants rebelled against Baron Faren Cassiter, a Ketite collaborator, and Camryn used the popular uprising as the justification for driving his rapier through Faren's heart. Seven years later Camryn, now Baron of Cassiter, grew weary of paying levies to his counterpart in Dountham and formed a Thieves Guild there to steal the money back for him. One year later Baron Fertuine saw the strife between Elina Luchelyn and Zafar Rashedra as the means to sell his vote on the Bissel Ruling Council to the highest bidder. Today the dire situation of a plague has driven Lord Fertuine to seek a very lucrative and dangerous partnership.

While Galen Luchelyn - formerly a stalwart Knight of the Watch, until Evard turned him into trusted and powerful vampiric lieutenant - did not create the plague besetting Bissel, he does have the means to fight against its effects. In exchange for an endless supply of an elixir that guards against the plague, Lord Fertuine has granted free and safe travels throughout his lands to Galen and those who serve him. Necromancers and undead roam freely in the court at Cassiter, where a masque without end is being held for the purpose of forgetting the plague and the suffering of those outside Fertuine Manor.

Meanwhile, the newly elected Margrave, Malto Aneur, has been hearing the oaths of fealty owed to him by the Barons of Bissel. A few Barons have not yet made the journey to Thornward to fulfill their feudal obligations. Lord Camryn Fertuine is among the Barons who have yet to pledge loyalty to Margrave Malto, and the new sovereign is beginning to get concerned.

ADVENTURE SUMMARY

The PCs begin at the Margrave's court in Thornward; here they learn that Baron Camryn Fertuine has not yet traveled to the capital to renew his pledge of fealty to the throne. The PCs are dispatched to Cassiter to investigate if anything has happened to the Baron to prevent his travel to and communication with Thornward.

The PCs arrive in Rabechel, the baronial capital of Cassiter. There they find a deserted and desolate place; the plague here has spread quickly and ravaged the populace. The only sign of activity that the PCs encounter is a stray patrol of creatures loyal to Galen Luchelyn harassing a lone adventurer. Once the PCs dispatch Galen's supporters, they can speak with the adventurer to gain some information.

Once the PCs enter Fertuine Manor they begin to hear strange screams, though they will be unable to locate the source. Also, in the Manor they will find more of Galen's supporters and concrete proof of a close alliance between Galen and Baron Fertuine. In the dungeon the PCs will find Camryn's brother Knowel and another captive with some information. Exiting the manor, the PCs will encounter an interested party purporting to be an agent of the March. If the PCs can see through the bluff, they will gain more information useful for subsequent installments of the series. After the PCs are done in Cassiter, the return to Thornward to report what they have seen.

The module ends on a cliffhanger; Malto decides to send a heavy force into Cassiter to meet the Baron's challenge to his authority. In the next adventure of the series, the PCs return to Cassiter to deliver the heavy hammer of vengeance directly onto Baron Fertuine's head.

Introduction: Pictures at an Exhibition

Estimated Time: 5 minutes

The PCs begin the adventure witnessing the fealty ceremony of Baron Theoder Cullen as he pledges loyalty to the new Margrave, Malto Adeur. Here they learn of how Baron Camryn Fertuine has been delinquent in renewed his pledge of fealty.

Encounter 1: Domestic Symphony

Estimated Time: 10 minutes

The PCs meet with a few important nobles. They are told about the situation in Cassiter and are asked to look into it.

Encounter 2: Death and Transfiguration

Estimated Time: 5 minutes

The PCs travel to Cassiter and enter the Baronial capital of Rabechel, where they begin to get some idea of what has been transpiring in the town.

Encounter 3: The Noon Witch

Estimated Time: 45 minutes

The PCs come across a hapless adventurer who is about to fall prey to an undead druid and her entourage. Combat ensues.

Encounter 4: Luonnatar

Estimated Time: 10 minutes

The PCs make contact with an "adventuress by trade and damsel in distress by unlucky fortune." She can provide some useful information for the party.

Encounter 5: An Episode during Masquerade

Estimated Time: 75 minutes

The PCs explore Fertuine Manor, gathering more information as they do. They run into some of the Baron's new allies and combat ensues.

Encounter 6: The Origin of Fire

Estimated Time: 20 minutes

Underneath the dungeons of Fertuine Manor, the PCs encounter two of the Baron's prisoners. Both of these persons can provide the PCs with useful information.

Encounter 7: Le Chasseur Maudit

Estimated Time: 25 minutes

While leaving, the PCs encounter a man claiming to be a Mist Chameleon agent – but he has his own goals to pursue with the PCs.

Encounter 8: A Heroic Life

Estimated Time: 10 minutes

The PCs return to Thornward to learn that the problems in Bissel are continuing to multiply.

Conclusion: The Prelude

Estimated Time: 5 minutes

Preperations are being made to take an army into Cassiter. The PCs will have to wait for the next module to participate in these events.

PREPARATION FOR PLAY

The adventure is intended to be very straightforward in its format; the PCs travel to Rabechel where they gain valuable information and then they return to Thornward. That being said, Encounter 4 and Encounter 7 can pose

some problems for an unprepared judge. In Encounter 4 a good balance between playing to the PCs' paranoia in exploring the mansion must be balanced with good time management. Encounter 7 is not a standard win or die combat; the PCs' opponent is not out to kill them and can "win" the encounter without combat having to ensue. It is recommended that this encounter is studied carefully and that the judge prerolls the Bluff checks of the PCs' opponent.

Before beginning the adventure, check to see if one of the PCs possesses the Strange Orb from BIS6-05 *The Unauthorized Biography of Lady Constance Lendel*. Only one PC can carry the orb with them at the table, so make this determination up front.

Also, check to see if one of the PCs possesses the Curiosity Compulsion from BIS5-05 *Strange Bedfellows*. This condition will likely make their time in Fertuine Manor an interesting one.

As well, check to see if any of the PCs is affiliated with the Thieves Guild of Dountham. Their affiliation has some bearing on what occurs in the adventure.

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

INTRODUCTION: PICTURES AT AN EXHIBITION

Estimated Time: 5 minutes

"Dre Kulla al-Layik abdu-Geshtai, Dre Kulla ymir-Dre Kulla benzoin kalakti Malto," says the tall thin man dressed in a colored hides and animal skins, his dark hair braided with dried leaves and feathers. He kneels and brandishes an intricate carved rod upon which hang a disparate collection of wood-carved baubles and feathers. The rod makes a slight percussive sound reminiscent of the falling rain as it is presented to another man, one still standing upon a raised dais in front of the kneeling speaker.

The first man is also tall, well formed and muscular despite his obvious old age. He wears robes of scarlet and black, with a richly decorated cloak of blue around his shoulders. On his brow rests the crown of the Margrave of Bissel. He bows slightly and places his hands on the proffered wooden rod and replies.

"Dre Kulla al-Layik adbu-Geshtai, shokran benzoin. Anta lateef," says the crowned man with a smile. As the wooden rod changes possession, the

assembled crowd around you begins to applaud. Many of the fealty ceremonies by which the Barons of Bissel have pledged their loyalty to the newly elected Margrave Matlo Adeur have been open to the public, but when you decided to attend one you didn't think it would be this colorful. The oddly dressed Baron and the constant intoning in Ancient Baklunish were very unexpected. Throughout the ceremony you had plenty of time to wonder how Thoeder Cullen, Baron of Cullen Drae could stand the chill of the stark throne room in his bare feet. Now that the formalities are done with you begin to think more on the servants as they set up tables for the upcoming feast.

The players may have some questions on what they have just witnessed. The following is public knowledge: as is custom the Margrave receives visits from each of the Barons in Thornward so that they may renew their pledges of loyalty to the throne. In the first year of a Margrave's rule, these ceremonies can be quite elaborate, though they are usually less formal at the discretion of the Margrave. The man dressed in hides and furs is Baron Thoeder Cullen, Baron of Cullen Drae. The crowned man is Margrave Malto Adeur. They, along with many nobles, courtiers and important personages are gathered in the Throneroom of Thornward Keep, located in Thornward, capital of Bissel.

PCs who speak Ancient Baklunish understand the words quoted. Essentially the Baron pledges his loyalty and the loyalty of his subjects and proffered a symbol of that loyalty, a wooden rod. Malto replied with thanks (in a halting and untrained accent).

PCs who succeed at a Knowledge [nobility and royalty] check (DC 15) know that Baron Cullen is a druid of Geshtai, like those of his line before him.

The PCs may wish to gather some information and rumors before continuing. They are in a good place to do this as they are among some of the most influential nobles and courtiers of the land. They also tend to be a bit gossipy. The following are rumors they can pick up with a Gather Information check that beats the DC listed. The truth or falsehood of each rumor will be revealed with the passage of time.

DC 10

- Jasmine and Cainlan Rashedra have announced the birth of their daughter, Kira.
- Avernand Keep, the first Ket fortress along the Irafa Road has been lost - the first defeat for the Bissel forces.

DC 15

- A significant portion of the Bramblewood south of Avernand Keep has been razed, and a large camp has been constructed. It hasn't given Bissel forces the leverage to retake Avernand, but has allowed a stalemate.
- Almost all the barons of Bissel have now traveled to Thornward to renew their pledges of fealty to the new Margrave, Malto Aneur. One, in particular, who has not, is Lord Camryn Fertuine, Baron of Cassiter.

DC 20

- Strange lights have been reported shining from beneath the surface of Lake Hasra.
- They just can't find a worthy competitor to fight against the famed pit fighter, Brar the Crusader. In order to keep up interest organizers in Sareden have taken to organizing group fights, where the acclaimed brawler takes on two or more opponents at a time.

DC 25

- Margrave Aneur has fallen ill. It is not the plague that wears on him; nor does it appear to be his age.
- It is said the forces of Iuz have begun to stir. His most powerful minions are searching for something.
- The Paercium Camerata is a group of scholars assembled on Malto's orders. They are researchers looking into various problems of Bissel, mainly the plague that spreads across the land. Their existence is supposed to be a secret.
- Some of the residents of Truelight are being allowed to return to the city after the Barony was retaken by a contingent of the army. The Temple of Pelor is under guard at all times and no one is allowed to enter.

DC 30

- The war with Ket has stalled along the Irafa Road, with the loss of Avernand. However, the Field Marshall seems oddly confident.

The adventure takes place in the Barony of Cassiter. PCs who wish to gain a little information on this place at any point in the adventure may attempt a Knowledge [local – Sheldomar Valley metaregion] check that beats the DCs listed below:

- (DC 10) Cassiter is located in Southwestern Bissel. The residents are extremely wary of outsiders. The capital of Cassiter is Rabechel.

- (DC 15) The current Baron of Cassiter, Lord Camryn Fertuine, ascended to his position by killing the previous baron, a Ketite collaborator.
- (DC 20) The Knights of the Watch openly suspect Lord Fertuine of directing one or more Thieves' Guilds operating in Bissel, including the large one in Dountham. There is no love lost between the Baron of Cassiter and the Knights of the Watch.
- (DC 25) Most of the other Barons don't like the Baron of Cassiter and would like to see him replaced with his brother, Knowel Fertuine. Other Barons are hesitant to see a Knowel, a priest of Kurell (CN Oeridian God of Jealousy, Revenge and Theft), elevated to a Baronial seat.

Once you are ready to continue, proceed to Encounter 1.

ENCOUNTER 1: DOMESTIC SYMPHONY

Estimated Time: 10 minutes

The PCs may be feeling a little out of place among the nobles and courtiers gathered at the ceremony. Explain that there are a few adventurers present as well as soldiers and other individuals more used to the battlefield than the feast hall. Make sure the PCs are introduced and can be construed as being "together" for the remainder of the encounter.

Margrave Malto is not approachable at this point but there's another person interested in seeing the PCs. Read or paraphrase the following:

Purposefully making her way over to you is a beautiful young woman dressed in an expensive looking blue dress with matching jewelry. She has tan skin and honey-blonde hair. She carries an infant on her shoulder. "Excuse me," she says addressing you as she passes the baby to a waiting servant. "Aren't you friends of my husband?"

The woman is Jasmine Besselar, the Baroness of Besselar. It may be that case that the PCs have met her before: she appears in a number of adventures including, but not limited to, BIS5-05 *Strange Bedfellows* which concerned events surrounding her wedding to Cainlan Rashedra. Feel free to role-play a bit; Jasmine can impart the following information:

- Jasmine has been Baroness of her lands for two years now, following the death of her father at the hands of agents of Evard. Her father and Cainlan's grandfather were political allies and likely died together.

- Her daughter is named Kira, after Cainlan's dearly departed mother. Kira is 6 months old. Jasmine fawns over her daughter's achievements, feel free to improvise some (Kira is crawling at an alarming speed, Kira spoke her first word, Kira cast her first magic missile, etc.).
- The fealty ceremony was quite magnificent. Her husband coached the Margrave on his Baklunish. The fealty ceremonies do tend to be formal. As per the traditions of the Barons of Besselar, Jasmine was required to recite epic poetry and present the new monarch with a ruby encrusted silver cup. Since times are a little tough, it was a small cup.
- While she thinks her husband would have done an excellent job had he been elected Margrave, she believes that Malto has reacted extremely well to the crisis with Ket.
- She is not very knowledgeable about warfare, and doesn't have much to say about the war in Ket.

Jasmine had a purpose for seeking out the PCs, one that she wants to make clear.

"Do you see Cainlan around here?" ask Jasmine with a look of mild concern. "He had mentioned having a need for "heroes tried and true." That man does love a good cliché."

As if on cue a man of clear Baklunish descent dressed in a crisp military uniform plucks the infant from the woman's arms and holds her aloft. "There's my pretty girl," he exclaims. With a look to Jasmine he adds "Both of them."

Jasmine sighs, or perhaps more precisely groans, at her husband's comment and then presents you and your companions. Cainlan transfers his daughter into one arm and extends his free hand in friendship.

It may be the case that the PCs have met Cainlan Rashedra before: he appears in a number of adventures including, but not limited to, BIS5-05 Strange Bedfellows which concerned events surrounding his wedding to Jasmine. Feel free to role-play a bit; Cainlan can impart the following information:

- Cainlan has been Baron of Parulla for two years now, following the death of his grandfather at the hands of agents of Evard. His grandfather and Jasmine's father were political allies and likely died together.
- Since Cainlan and Jasmine are both without their parents they felt it important to honor their ancestors through their children. Their daughter

bears the same name as Cainlan's dearly departed mother.

- Cainlan can't wait for his daughter to be old enough to learn to ride and swing a sword.
- Cainlan has been teaching Malto the Baklunish language, and most of the Baklunish Barons have taken the Margrave's effort to have fealty ceremonies in the Ancient tongue as a high complement. If the PCs are curious, Cainlan will disclose that in his own fealty ceremony he was required to wear an ornate golden helm and participate in a number of staged mock duals representing past events, all according to tradition.
- Being Margrave was once extremely important to Cainlan, but after the birth of his daughter he sees that life as a noble is not his most important achievement. He feels honored that Malto has treated him as a trusted advisor, even though they were once political rivals.
- Regarding the conflict with Ket: Cainlan sees that there is a genuine concern with overextending Bissel armies. Staunch allies are critical to Bissel's success against those traitorous Ketites.

Cainlan's need for the PCs has nothing to do with more ceremonies.

Cainlan passes his daughter to a hovering servant and then sits at a hastily placed table. He motions for you to sit with him, as more servants begin to bring out food and drink for the feast.

"The ceremony you witnessed here today is an extremely important one, as it fosters trust between the Barons and the ruling monarch. Almost all of the Barons have made the journey to Thornward for the rite." Cainlan takes a long drink before continuing. "Those that have not yet pledged their fealty have at least been in communication with legitimate reasons for their delay, but one man in particular has been exceptional in having no communication with anyone since the beginning of the year."

"His name is Lord Camryn Fertuine, and he is the Baron of Cassiter. Let me reiterate: it's not that the Baron has been unable to make his way to Thornward; there has been no communication whatsoever. I want a group to travel there and find out what has happened. If it is a case of the Baron being...indignant, then deliver the message that he is to report to Thornward, but take no other actions. If the state of affairs is, as I fear, more dire then deal

with what aspects of the situation you are able and report back. Can you do this?"

Cainlan can impart the following information:

- The Barony of Cassiter is almost literally on the direct opposite side of Bissel from Thornward. Even riding swift horses a journey there will take five to six days of hard travel.
- Absolutely no information is coming of Cassiter. One major road skirts the edge of the Barony's northern border and many travelers and merchants refuse to enter without good reason. Despite the lack of communication, the residents of the Barony have a reputation for being extremely ill tempered toward outsiders.
- If the PCs inquire about Lord Camryn Fertuine's character, Cainlan can provide all the information excepting that at the highest DC from the Knowledge [local – Sheldomar Valley metaregion] check in the introduction.
- Upon successful completion of the task, Cainlan can arrange some sufficient hazard pay as well as formal commendations to those in the military.

Once the PCs agree, read or paraphrase the following:

Just as you are uttering your agreements to Cainlan's request, a shadow falls over the table. Standing before you is Margrave Malto Adeur, accompanied by a retinue of about twenty or so courtiers and servants.

Hastily Cainlan stands and bows. Jasmine does the same, standing and passing the baby to a waiting servant and curtsying in one fluid motion.

Ask what the PCs are doing at this moment. If the PCs do not stand and bow (or curtsy as the case may be) or if they act in a blatantly disruptive or offensive manner, then they gain the *Insulted the Margrave* favor on the AR.

After a brief moment, Cainlan straightens and motions to you and your companions. "These are the ones, Your Lofly Grace. I've explained the problem and they've agreed to look into it."

The Margrave looks upon each of you briefly and then turns toward Cainlan before saying, "Good. They look more than capable. Keep me apprised of the situation." The Margrave and his entourage then move away to greet others gathered in the hall.

The PCs are free to depart at this point. The PCs have the opportunity to make special preparations before

departing. If they wish to purchase equipment or services, they are in luck – Thornward is the heart of trade in the March. They can purchase anything from the following PHB tables: Table 7-3: Trade Goods, Table 7-5: Weapons (small & medium sized), Table 7-6: Armor and Shields, Table 7-8: Goods and Services (except they can't have spells cast by NPCs). They may purchase any potion, oil, or scroll from the DMG Tables 7-17, 7-23, or 7-24 with a market price of 750 gp or less, and any standard spell components up to 2,000 gp in value.

Once they have made any preparations, and wish to head to Cassiter, continue with Encounter 2.

ENCOUNTER 2: DEATH AND TRANSFIGURATION

Estimated Time: 5 minutes

In this Encounter the PCs travel to Cassiter and enter the baronial capital of Rabechel. Descriptions for travel are not given. PCs may use whatever means they have at their disposal (*teleport*, *wind walk*, their own two feet) to get to Cassiter. For the purposes of *teleport*, Rabechel is considered as having been viewed by PCs with a home region of Bissel only. Even then it can only be considered as being "Viewed Once" for the purposes of the spell. The exception would be PCs who have a home region of Bissel and a declared home area of Cassiter. The PC, as per the rules in the Bissel Omnibus, would have this logged in the play notes of a previous AR. In this rare case Rabechel is considered as "Very Familiar." This is due to the insular nature of a barony where outsiders are not welcome.

For all other methods of travel, note that the distance of Thornward to Rabechel is about 230 miles as the crow flies. Cassiter is a desolate place at this time. Most of the population is dead from the plague; those that cling to life are in hiding from undead that roam the lands unchallenged.

Once the PCs enter Rabechel, read or paraphrase the following:

You've heard of the famously cold and unfriendly demeanor of the people of Cassiter, but nothing prepared you for what you see when you enter Rabechel. The streets of the city are deserted, only a few mangy and emaciated dogs wander about. The houses and shops are dark, the taverns and inns are silent. Worse than the desertion and the silence is the stench, a foul rotting smell like old meat left in the sun. On many of the doors is marked a crude, painted black hand.

The PCs may try to investigate a town, but they won't find anything of importance. Fertune Manor, the home of the Baron, is located about a half mile outside the town. While in Rabeche the PCs can enter homes. Feel free to describe the desolation of a population completely destroyed by disease. Don't get bogged down with specifics.

Once the PCs get the idea of what's been happening in Rabeche, have the party make a Listen check (DC 5). Those that succeed here pain-wracked cries for help coming from a nearby warehouse. If they decide to investigate, proceed to Encounter 3.

ENCOUNTER 3: THE NOON WITCH

Estimated Time: 45 minutes

When the PCs decide to investigate they will find the adventurer Luona Tar being tormented by Echlord and her pets. Combat ensues; use DM Aid: Map #1 – The Noon Witch to note NPC positions.

You follow the cries you've heard to a dark warehouse in the deserted town of Rabeche. Searching for an entrance you find a ruined section of wall that seems to have been torn down by some immense creatures. Through the hole you see humanoid figure in leathers writhing on the ground in pain. (A) Multilegged creature(s) with a long, insect-like body clacks at you through its tooth-filled maw. To the side is a horrific pile of stacked bodies.

Observing all this with obvious glee is a withered human woman with sunken eye sockets. She wears tattered black clothing and a bizarre, gnarled amulet. Pointing at you and your companions she exclaims, "Feast my pets, but leave their innards for me to sup on!"

APL 2 (EL 5)

☛ **Carrion Crawler:** hp 23; see *Monster Manual*, page 30.

☛ **Echlord, Necropolitan Female Human Drd1:** hp 15; see *Appendix 1*.

☛ **Tozar, Dire Rat Companion:** hp 7; see *Appendix 1*.

APL 4 (EL 7)

☛ **Carrion Crawler (2):** hp 23; see *Monster Manual*, page 30.

☛ **Echlord, Necropolitan Female Human Drd3:** hp 29; see *Appendix 2*.

☛ **Tozar, Dire Rat Companion:** hp 23; see *Appendix 2*.

APL 6 (EL 9)

☛ **Advanced Carrion Crawler (3):** hp 63; see *Appendix 3*.

☛ **Echlord, Necropolitan Female Human Drd5:** hp 49; see *Appendix 3*.

☛ **Tozar, Dire Rat Companion:** hp 23; see *Appendix 3*.

APL 8 (EL 11)

☛ **Devil Crawler (3):** hp 72; see *Appendix 4*.

☛ **Echlord, Necropolitan Female Human Drd7:** hp 68; see *Appendix 4*.

☛ **Tozar, Dire Rat Companion:** hp 38; see *Appendix 4*.

APL 10 (EL 13)

☛ **Devil Crawler (4):** hp 72; see *Appendix 5*.

☛ **Echlord, Necropolitan Female Human Drd10:** hp 98; see *Appendix 5*.

☛ **Tozar, Dire Rat Companion:** hp 53; see *Appendix 5*.

APL 12 (EL 15)

☛ **Devil Crawler (5):** hp 99; see *Appendix 6*.

☛ **Echlord, Necropolitan Female Human Drd13:** hp 127; see *Appendix 6*.

☛ **Tozar, Dire Rat Companion:** hp 68; see *Appendix 6*.

Preparation: Echlord and her "pets" have been out collecting bodies for the purposes of her own dark interests and those of her masters. While they have been moving around Rabeche she has cast a number of buff spells, depending on the APL.

Tactics: Thanks to her *Amulet of Aberrant Empathy*, Echlord can direct the carrion crawlers with her Handle Animal skill. The Carrion Crawlers have been well trained. Echlord supports the attacking Carrion Crawlers with spells, only wild shaping if there is no other alternative (excepting at APL 12 when she can wild shape as a swift action due to the *mantle of the beast*). The cure spells she has prepared are for her pets, not for her. Tozar, her dire rat animal companion, stays by her side to protect her.

Luona Tar is the “humanoid figure in leathers,” she is more fully described in Encounter 4. She spends the combat screaming as pain shoots through her body, due to an interesting curse. Again, see Encounter 4 for more details.

Treasure: Most of the treasure here is found on the destroyed form of Echclora, though Tozar has barding which can be looted.

APL 2: L: 37 gp, C: 173 gp, M: 166 gp, *amulet of aberrant empathy* (116 gp).

APL 4: L: 88 gp, C: 3 gp, M: 120 gp, *amulet of aberrant empathy* (116 gp), *potion of protection from good* (4 gp).

APL 6: L: 74 gp, C: 203 gp, M: 241 gp, *amulet of aberrant empathy* (116 gp), *potion of protection from good* (4 gp), +1 *heavy wooden shield* (96 gp), *potion of blur* (25 gp).

APL 8: L: 60 gp, C: 103 gp, M: 504 gp, *amulet of aberrant empathy* (116 gp), *potion of protection from good* (4 gp), +1 *heavy wooden shield* (96 gp), *potion of blur* (25 gp), +1 *hide armor* (97 gp), *ring of protection* +1 (166 gp).

APL 10: L: 27 gp, C: 263 gp, M: 1215 gp, *amulet of aberrant empathy* (116 gp), *potion of protection from good* (4 gp), +1 *heavy wooden shield* (96 gp), *potion of blur* (25 gp), +2 *dragonhide plate armor* (608 gp), *ring of protection* +1 (166 gp), +1 *silver scimitar* (200 gp).

APL 12: L: 27 gp, C: 268 gp, M: 2715 gp, *amulet of aberrant empathy* (116 gp), *potion of protection from good* (4 gp), +1 *heavy wooden shield* (96 gp), *potion of blur* (25 gp), +2 *dragonhide plate armor* (608 gp), *ring of protection* +1 (166 gp), +1 *silver scimitar* (200 gp), *mantle of the beast* (1500 gp).

Developments: The PCs will find a note from Echclora's undead allies once they search her defeated husk. When they find this, give them Player's Handout 1.

Luona Tar is thankful for the timely rescue. By saving her from Echclora and her pets, the PCs receive the *Gratitude of Luona*. If they wish to converse with Luona, proceed to Encounter 4.

ENCOUNTER 4: LUONNATAR

Estimated Time: 10 minutes

This encounter occurs after Echclora and her pets have been defeated. In this encounter the PCs meet Luona Tar, an adventuress with some useful information to impart.

As the last of the enemies are destroyed, the humanoid figure they were tormenting stands. She is a human woman with dark hair dressed in well-

worn leather armor. Of note is the small crossbow hanging at her hip and a strange rune etched upon the right side of her face. As she picks up her backpack, she lays eyes on you and your companions for the first time.

At this point, Luona's curse may kick into effect. If the party consists of any visible Medium-sized or larger living creature with more than two legs (a centaur, an animal companion, a familiar, etc.) then read or paraphrase the following (otherwise skip this bit):

The rune on the side of her face begins to glow a fiery red color. She issues forth a hideous scream and drops to the ground in obvious pain. Between screams she points and yells, “Get it away! Get it away!”

Luona points to members of the party that match the above description (more than two legs, living, Medium-sized or larger, visible). She will not be able to speak until they are out of sight.

Once Luona is able to speak, she can provide some information for the PCs. Likely questions and their answers are listed below. Luona has a checkered history. She began life as Luona Tarfingers, a halfling from the Barony of Gerorgos in eastern Bissel. She was killed on an adventure and reincarnated into human form by a druid ally. She will not disclose any of this information to the PCs; the background has been written to aid the judge to portraying Luona. She's friendly, talkative and operates with a very loose definition of what constitutes as “personal property.” In short, she acts like a halfling even though she's a human.

- “Who are you?”

“The name's Luona Tar. Adventuress by trade and damsel in distress by unlucky fortune.”

- “What are you doing in a deserted town?”

“I came her with a friend of mine. He's from around here and he needed to visit with his brother.”

- “Who is your friend?”

“My friend's name is Knowel Fertuine; his older brother is the Baron of these lands.”

- “Where is Knowel now?”

“We split up once we hit Rabechel. He traveled to the family estate whilst I tarried behind.”

- “What was your purpose staying behind while Knowel traveled to the manor?”

"The place is deserted, it looks like it's been ravaged by the Hand. There's survivors might be needing help, though."

[PCs who request and succeed at a Sense Motive check (DC 25) note that Luona seems less interested in survivors than she claims. Likely she is more interested in looting the dead.]

- "How did you meet Knowel?"

"We both belong to a... social club."

[Luona will not be more specific as to the nature of the "social club."]

- "What's the deal with the rune?"

"Oh that. It's a curse I picked during a bit of unpleasantness of few years back. My companions and I were tracking a priest of Wastri in the swamps of Cullen Drae. I was captured before the affair was over, and the frog-worshipping jackanape stamped the bloody sign on me. Now any time I lay eyes on a creature bigger than a pup with more than two legs, the rune burns and I'm wracked with debilitating pain."

- "How did you come to be in that sticky situation?"

"I was exploring in this warehouse, looking for survivors, when that undead she-witch and her pets came up behind me. Of course, when I saw those foul monstrous centipedes, I couldn't do a thing to defend myself."

- "Where can we find the manor that your friend Knowel traveled to?"

"Fertuine Manor is a ways away from Rabechel, probably about a half-mile though those woods to the east."

- "You mentioned something called the "Hand" earlier. What did you mean by that?"

"What's wrong with you, haven't you got eyes? The "Black Hand" s'what folk have been calling the disease what's been spreading around. Nasty blight – those that catch it get nasty black pustules that look like hands on their skin. Then they die. Real horrible."

Luona is a member of the Thieves' Guild of Dountham. PC members of the Guild will recognize her as a member immediately. They also know that Knowel Fertuine is affiliated with the Thieves' Guild, and it is common knowledge that his brother the Baron has some deal with the Guild so that his servant and allies are never the targets of Thieves' Guild operations. If possible, Luona

will try to speak to PC Guild members privately or impart the information below with a hastily written note.

- Only for members of the Thieves Guild of Dountham.

"The folks what run things up in Dountham are getting a little worried that they haven't heard from Lord Fertuine in a long while. Even his own brother, who's one of ours if you didn't know, hasn't heard anything. Knowel is up at the manor to make sure the arrangements are still good."

The PCs may be concerned about Luona's curse. The curse can be lifted by a simple *remove curse* spell. PCs can get Luona's gratitude if the PCs do they can remove the curse themselves or arrange to pay (out of their own pocket, no over the cap gold) for the removal of the curse. PCs who do this, or PCs who cover the combined cost of the spell, receive the *Greater Gratitude of Luona* on the AR. Members of the Thieves Guild of Dountham receive this favor regardless.

Luona will not travel with the PCs to Fertuine Manor; she wants to explore some more around the town. She wishes to do this alone, though she promises that if she sees the PCs in trouble that she'll come help them out.

The PCs can continue to explore Rabechel, but the real action is at Fertuine Manor. There is no set time limit on the remaining encounters of the adventure. The PCs may rest in Rabechel before setting off to Fertuine Manor if they so desire. When the PCs decide to travel to Fertuine Manor, proceed to Encounter 5.

All APLs

♀ **Luona Tar:** Female Human (bOs) Rog10 (Bluff +15, Sense Motive +12); AL CG; hp 52.

ENCOUNTER 5: AN EPISODE DURING MASQUERADE

Estimated Time: 75 minutes

This encounter covers the PCs arrival at Fertuine Manor and their explorations therein. When the PCs decide to travel to the manor, read or paraphrase the following:

The road leading from Rabechel to the Baronial Manor travels through a sparsely forested woods. The trees are bare for the upcoming winter, the leaves they wore in the living seasons have gathered on the floor of the forest. The sounds these leaves make underneath your footfalls are the only sound accompanying your journey. It's not long before you can spy a large house through the bare branches.

If the PCs can succeed at a Listen check (DC 25), they will hear faint sounds of howls and screams coming from the direction of the manor.

Once the PCs approach the manor, read or paraphrase the following:

Fertuine Manor is located on a small rise in these barren woods. It is a large structure with a highly decorated façade. The palpable sense that no living thing is inside washes over you but this intuition does not correspond to the faint sounds of pain-wracked screams and bestial howls coming from within.

Refer to DM Aid: Map #2 – An Episode During Masquerade for the locations listed below. All doors marked on the map are locked except the following: the door leading from location A to the outside, the door leading from location F to location A, and the door leading from location G to location F. Only these doors are unlocked. The doors all have the following characteristics:

🔒 **Strong Wooden Door:** 2 in. thick; hardness 5; AC 5; hp 20; Open Lock DC 30, Break DC 25

As the PCs travel through the manor, they will constantly be exposed to horrific sounds. These are the sounds of the unholy Masque occurring in a pocket dimension overlapping the manor's position in the Prime Material Plane. This is a fact that the PCs will not be able to learn until they have met Knowel (see Encounter 7). Read or paraphrase the following when describing the horrific sounds.

You hear shrieks of pain, feral wails along with the sound of bones crunching and flesh ripping and...music. A jaunty dance at that – all concurring in an unholy symphony. Though you see no evidence to coincide with what you hear, the sounds seem to be coming from the very room you are in.

Troubleshooting: The PCs may be inclined to Break and Enter rather than use the unlocked front door. While there are no other entrances marked, there could be a number of windows available as entry points at the judge's discretion. Windows could be located at locations B, L, all locations marked D, and all locations marked M that are on an outside wall. No other locations will have windows. All windows are locked and have the following characteristics.

🔒 **Glass Window:** 1 in. thick; hardness 1; AC 4; hp 1; Open Lock DC 25, Break DC 9

Unless the PCs make exceptional efforts to remain quiet, breaking down doors or entering through windows automatically alerts Kora and any allies with her. They

will make the necessary efforts to buff themselves for upcoming combat.

Location A

The front room to Fertuine Manor is stark; the only furniture being a small table set to the left as you enter. The only exit is a double door in front of you. On the walls to the left and right hang long red and green banners on which is depicted the image of a highly decorated golden goat.

PCs who succeed at a Knowledge [nobility and royalty] check (DC 15) know that these banners depict the colors and symbol of the Fertuine noble family.

The door leading from location A to location F is trapped. The trigger is any creature(s) stepping through the double door. A portcullis falls on them, maybe causing damaging and blocking the path.

ALL APLs (EL 1)

🚧 **Portcullis Trap:** CR 1; mechanical; location trigger; manual reset; Atk +10 (3d6); Search DC 20; Disable Device DC 20. *Note:* Damage applies only to those underneath the portcullis. Portcullis blocks way (possibly splitting the party).

The Portcullis has the following characteristics:

🔒 **Iron Portcullis:** 2 in. thick; hardness 10; AC 5; hp 60; Break DC 25

The sound of the portcullis dropping definitely alerts Kora and any allies with her. They will make the necessary efforts to buff themselves for upcoming combat.

Location B

This room contains about a half dozen richly decorated chairs flanked by small wooden tables. In one corner is a large loom with a half-completed weaving stretched across it. Next to the loom sits a small chest.

Lord Fertuine's wife and her maidservants use this room to sew, braid each other's hair and talk about boys. PCs who succeed at a Search check (DC 15) find a number of mundane items like sewing needles, thread, as well as the impressive *Masterwork Banner of Bissel*.

Treasure:

ALL APLs: L: 0 gp, C: 0 gp, M: 666 gp, *Masterwork Banner of Bissel* (666 gp).

Location C

Three large plush chairs are placed in this room among a few tables and two tall bookshelves filled with books.

The Fertuine library is filled with books that the Baron wants people to think he's read. In reality the books have almost never been touched.

Location D

A plush four-poster bed and with a richly appointed chest at its foot mark this room as a noble's quarters.

These rooms house Lord Fertuine and his wife, his brother Knowel when he is in residence and guests of noble bearing that they host. Mundane details can be filled in at the judge's discretion.

Location E

In the center of this room is a long wooden table surrounded by seven wooden chairs. On the table are a map and some other curious items. A strange painting hangs on one wall and an ornately decorated cabinet stands opposite it.

This room is used by Lord Fertuine to entertain his guests who enjoy games of chance. PCs who investigate the table will find a map of the March of Sterich upon which have been placed a number of intricately carved metal figures. Some of the figures depict humans, elves and dwarves while others depict goblinoid creatures. Among the figures are a number of dice.

Inside the cabinet are several bottles of spirits as well as various decks of cards. In addition the PCs can find some items that aid in luck that they might wish to loot, depending on APL:

Treasure:

APL 4 and 6: L: 0 gp, C: 0 gp, M: 499 gp, Bands of Fortune (166 gp), Rod of Ropes (333 gp).

APL 8, 10 and 12: L: 0 gp, C: 0 gp, M: 1582 gp, Bands of Fortune (166 gp), Rod of Ropes (333 gp), Wheel of Fortune (500 gp), Lucky Charm (583 gp).

If PCs decide to investigate the curious painting, read or paraphrase the following:

This painting depicts a very curious scene: a group of individuals all seated around a round green table. Around the table there is a stunningly beautiful dark-haired woman in forester's garb, a brown haired man with rakish good-looks, a blue-eyed woman dressed for battle, and two old men: one with wild hair and a golden beard, the other with a

gray beard and green robes. They all appear to be engaged in some kind of strange game of chance involving cards.

PCs who study the painting and succeed at a Spot check (DC 15) will note that the youngest of the three men is cheating. PCs that study the painting and succeed at a Knowledge [religion] check (DC 10) will identify the figures playing cards in the painting as Ehlonna, Olidammara, Mayaheine, Pelor, and Fharlanghn.

Location F

This wide hallway sports several portraits of the owner. Doors are attached to each wall.

All but one of the portraits depicts Lord Fertuine. He has predominantly Suel features and is several hundred pounds over weight. In each painting he is depicted wearing noble's clothing and engaged performing valorous acts: slaying Ketites, riding out on the hunt, sitting in wise judgment over his subjects. The remaining painting depicts Lord Fertuine's wife, a slight woman of Suel descent dressed in a striking green dress.

Location G

This large room is likely used by the Baron for holding court among his subjects, or perhaps for balls in fancy dress. Right now the room is empty – devoid even of furniture. If it's possible, the eerie sounds are louder in this room.

A number of things occur once the PCs arrive at this location. First, the PC who possesses the Strange Orb from BIS6-05 *The Unauthorized Biography of Lady Constance Lendel* receives a vision. Give that player Vision 2 from Player Handout #2 – *Glimpses of Horror*. Read the following to the other PCs, modifying it for the particular situation:

[Name of Orb bearer] gets a blank look on his face as he reaches into his pack and pulls forth a small glass orb. As he gazes into it, a look of terror crosses his face.

He begins to spin about, staring intently at the orb he holds. He cocks his head, and then begins to lick his lips with an obvious look of hunger.

Suddenly, he pulls his gaze away from the orb, and looks around at you, confusion evident on his face.

The orb bearer has seen a vision of what is occurring at this moment in the contiguous pocket dimension, though he has no way of knowing this now.

Keep watch of the PC positions in this room as the Blast Sphere trap activates when any living creature

comes within five-feet of the center of the room (see below and the appropriate appendix for more information).

Within a few moments of the PCs entering location G (probably immediately after the orb bearer receives his vision), Kora (and any allies with her) will enter from location N. Read or paraphrase the following:

A door opens silently and a woman glides into the room. (Burly-looking guards escort her.) She is beautiful beyond measure, with straight beige hair and light-colored skin. She is dressed in a diaphanous umber gown and an ornate golden mask.

“What is the password?” she asks through her mask, as she tilts her perfect head to the side.

The password is “That’s Rhomstaff!” – Though it is basically impossible for the PCs to know this. If the PCs respond with an incorrect password, or one of them triggers the Blast Sphere trap then combat commences. If the PCs somehow get lucky and answer with the correct password, Kora will converse with them. Even in this case, Kora will be extremely suspicious of the PCs and guarded with her responses. Kora should be portrayed as the master diplomat that she is, polite but haughty and extremely guarded with sensitive information. Her most common response will be “You don’t need to know that,” or something similar. Some of what she discloses is listed below.

- She will give her name as Kora and will introduce her companions (if they are present). Her companions will remain silent.
- She will not disclose to the PCs who she really works for (Galen Luchelyn). She will disclose that she has been aiding the Baron by acting as a liaison between Lord Fertuine and “another party.”
- The Baron is currently unavailable as his lordship is hosting a Masque (masked party).
- The Baron is in residence. Kora will not disclose the nature of the pocket dimension. She may instead state that the Baron is “around” though she will not turn that statement into a fat joke.
- The PCs are not allowed into the Masque. They must have both the correct password and a written invitation. If they don’t have an invitation then they must leave.

Even if the PCs respond with the correct password and they have a nice conversation with Kora, she will not

allow them to leave alive. Sometimes she just likes to talk to her food.

APL 2 (EL 5)

🦇 **Kora, Vampire Spawn Female human:** hp 38; see Appendix 1.

🦇 **Blast Sphere Un:** Search DC 16; magic; proximity (*alarm*) trigger; see Appendix 1.

APL 4 (EL 7)

🦇 **Kora, Vampire Spawn Female human:** hp 38; see Appendix 2.

🦇 **Jorm, Vampire Spawn Male human:** hp 38; see Appendix 2.

🦇 **Blast Sphere Dau:** Search DC 17; magic; proximity (*alarm*) trigger; see Appendix 2.

APL 6 (EL 9)

🦇 **Kora, Vampire Female Human Mnk5:** hp 50; see Appendix 3.

🦇 **Jorm, Vampire Male Human Mnk1/Ftr4:** hp 50; see Appendix 3.

🦇 **Blast Sphere Tri:** Search DC 18; magic; proximity (*alarm*) trigger; see Appendix 3.

APL 8 (EL 11)

🦇 **Kora, Vampire Female Human Mnk7:** hp 68; see Appendix 4.

🦇 **Jorm, Vampire, Male Human Mnk1/Ftr6:** hp 68; see Appendix 4.

🦇 **Blast Sphere Pedwar:** Search DC 19; magic; proximity (*alarm*) trigger; see Appendix 4.

APL 10 (EL 13)

🦇 **Kora, Vampire Female Human Mnk9:** hp 88; see Appendix 5.

🦇 **Jorm, Vampire, Male Human Mnk1/Ftr8:** hp 88; see Appendix 5.

🦇 **Morden, Vampire Male Human Mnk1/Ftr4:** hp 50; see Appendix 5.

🦇 **Blast Sphere Pum:** Search DC 20; magic; proximity (*alarm*) trigger; see Appendix 5.

APL 12 (EL 15)

🦇 **Kora, Vampire Female Human Mnk9:** hp 88; see Appendix 6.

🦇 **Jorm, Vampire, Male Human Mnk1/Ftr8:** hp 88; see Appendix 6.

☛ **Morden, Vampire, Male Human Mnk1/Ftr6:** hp 68; see Appendix 6.

☛ **Blast Sphere Chwech:** Search DC 21; magic; proximity (alarm) trigger; see Appendix 6.

Preparation: Kora and her companions are well aware of the trap and have taken the necessary precautions to augment their already impressive cold resistance if necessary. They are immune to the Fell Weaken and Fell Drain effects at higher levels. In addition if they were aware of the PCs presence (a likely situation) then they have imbibed potions to augment their combat capabilities.

Tactics: Kora likes the taste of arcanists, so she will attempt to grapple and blood drain obvious arcane spellcasters. Jorm and Morden attack with their Halberds if possible but will resort to other attack options if necessary. If the PCs flee the vampires will chase them around the mansion, but not beyond the mansion grounds. The trap targets creatures indiscriminately, so make sure to roll attack rolls against both the PCs and the NPCs.

IMPORTANT: At APLs 2 and 4 the Vampire Spawn will not slam for energy drain, opting for other attacks instead.

Trap: The Blast Sphere is a globe of dark stone that descends from a hidden compartment in the room's ceiling. It "blasts" (hence the name) all targets in the room (including enemy NPCs) with a blast of blue-black force. The trap can be handled in the following ways:

- The successful Search check at the listed DC allows the PCs to locate a compartment on the wall that exposes the mechanism by which to disable the trap (with a successful Disable Device check).
- PCs can damage the globe until it is destroyed. The ceiling is 15 feet from the ground, so PCs will need to have some way to reach it with melee attack (an *Enlarge Person* spell, 10' reach weapon, or by standing on a table or chair brought from another room).
- Spellcasters can counterspell the blasts as they are fired as the counterspell action. Unfortunately they can only prevent one such blast per round in this manner.

Treasure: The following describes equipment that can be found on the destroyed forms of Kora and any allies if present. Eliminate any potions consumed from this list.

APL 2: L: 28 gp, C: 33 gp, M: 0 gp.

APL 4: L: 102 gp, C: 66 gp, M: 0 gp.

APL 6: L: 76 gp, C: 436 gp, M: 594 gp, bracers of armor +1 (83 gp), potion of protection from good (4 gp), +1 halberd (192 gp), potion of resist energy cold (20) (58 gp), potion of resist energy cold (30) (91 gp), ring of protection +1 (166 gp).

APL 8: L: 28 gp, C: 383 gp, M: 1120 gp, bracers of armor +1 (83 gp), potion of protection from good x2 (8 gp), +1 halberd (192 gp), potion of resist energy cold (30) x2 (182 gp), ring of protection +1 x2 (332 gp), light crossbow +1 (194 gp), +1 chain shirt (104 gp), potion of blur (25 gp).

APL 10: L: 49 gp, C: 689 gp, M: 2239 gp, bracers of armor +1 (83 gp), potion of protection from good x3 (12 gp), +1 halberd (192 gp), potion of resist energy cold (30) x3 (273 gp), ring of protection +1 x2 (332 gp), light crossbow +1 (194 gp), +1 chain shirt (104 gp), potion of blur (25 gp), cloak of resistance +1 (83 gp), potion of protection from energy (cold) (62 gp), potion of greater mage armor x3 (187 gp), +1 magebane halberd (692 gp).

APL 12: L: 28 gp, C: 589 gp, M: 2509 gp, bracers of armor +1 (83 gp), potion of protection from good x3 (12 gp), +1 halberd (192 gp), potion of resist energy cold (30) x3 (273 gp), ring of protection +1 x3 (498 gp), light crossbow +1 (194 gp), +1 chain shirt x2 (208 gp), potion of blur (25 gp), cloak of resistance +1 (83 gp), potion of protection from energy (cold) (62 gp), potion of greater mage armor x3 (187 gp), +1 magebane halberd (692 gp).

Developments: The PCs will find a note on Kora's defeated husk. When they find this, give them Player's Handout 3. They can also take the masks worn by their vampiric opponents, thereby gaining access to The Golden Mask on the AR.

Once they have dealt with the vampires, the PCs are free to explore Fertuine Manor unmolested.

Location H

The only things in this stark room are a few manacles attached to the wall and a door off to the left.

Those individuals who incur the Baron's anger are quickly ushered into this room by guards so that they can be taken to the dungeons below.

Location I

This long room sports a number of tables and cabinets. A large brick oven stands at one side of the room with large stacks of cut logs piled nearby.

The kitchen is always a hub of constant work and activity for the Fertuine servants – the Baron's massive appetite keeps the cooks very busy. The PCs can find mundane

kitchen tools and food ingredients, but nothing else of interest.

Location J

This small and stark room contains naught but a few small tables and a large cabinet.

The servants use this room as a staging area between the kitchen (location I) and the dining room (location K). Inside the cabinet are the table settings for the dining room. There is nothing here of interest for the PCs.

Location K

A long polished table surrounded by more than twenty chairs fills this room almost completely. Paintings hang from the wall, and tall candelabras stand on the table.

The dining room is exactly as it appears. The paintings depict Lord Fertuine in much the same manner as the portraits at location F.

Location L

A half dozen plush chairs and a lingering scent of pipe smoke tell you that this is another room of leisure.

This sitting room is for the Baron to entertain guest in an informal setting. There is nothing of interest here for the PCs.

Location M

A stark bed and a small chest tell you that this is the modest quarters inhabited by a servant.

The chest contains some mundane clothing and items – nothing of interest for the PCs.

Location N

Behind the secure door is a narrow staircase leading downward.

The stairs lead to the dungeons below. If PCs go down to the dungeons, proceed to Encounter 6.

ENCOUNTER 6: THE ORIGIN OF FIRE

Estimated Time: 20 minutes

This encounter occurs in the dungeons underneath Fertuine Manor. Refer to DM Aid: Map #3 – The Origin of Fire for the location of the places described in this encounter.

The dungeon is completely dark – determine what sort of light source the PCs have. Once an appropriate

light source has been determined, proceed location by location. Each of the doors in the dungeon is locked and has the same characteristic as doors in the manor proper.

Location A

Descending the stairs you come to a musty smelling hallway with a number of small cells. It's clear to you that those who earn the Baron's anger wind up in this dungeon, perhaps to spend the rest of their days.

There is nothing much of interest in the dungeon. What's of more interest to the PCs is in the cells.

Location B

Within the cell is a small pile of straw and hay. A set of manacles is attached to the wall, used to restrain captives though no prisoner currently resides in this cell.

These cells are both empty. Nothing of interest can be found here.

Location C

Within the cell is a small pile of straw and hay. A set of manacles is attached to the wall, and restrained to the manacles is a husky man of predominantly Suel features. His slumped head indicates that he is unconscious.

The man here is Knowel Fertuine, brother to the Baron. If the PCs are able to revive him, read or paraphrase the following:

The prisoner inhales deeply before regarding you with iron-gray eyes. "Hello there," he says without changing his expression. "I guess you caught me napping there." The man's tone of voice seems to be completely disinterested in his situation. In a blink he slips from his manacles as if they had not been holding him. He stands and stretches, his bones cracking and creaking as he does.

Knowel is completely stoic; he displays only two emotions when the PCs first meet him. The first is a small amount of gratitude at their arrival. The second is a large amount of hatred for his brother. The PCs probably have some questions for him. Likely questions and their answers are given below.

- "Who are you?"

"I am Knowel Fertuine. I suffer the unique insult of having Lord Camryn Fertuine, Baron of Cassiter, as my brother."

- "How did you come to be here?"

“When I came to visit my brother to understand why he has been so reclusive I noted some rather disturbing changes in the company that he keeps. When I pointed out some of the more foolish choices that he’s been making his repulsiveness decided to have me locked up?”

- “We met some vampires upstairs. Is that what you mean when you refer to “disturbing” company?”

“My ignoramus of a brother has allied himself with an undead legion, the lord of which provides him with safety and protection from the disease which marches unchecked around the nation.”

- “How do you really feel about your brother?”

“A lout. A voracious layabout with no sense of propriety. A fountain of useless babble. A witless pile of dung. These are just a few of the words I would use to describe my brother.”

- “What are the specifics of the arrangement that your brother has made with the undead?”

“The monstrosity, here I’m referring to my brother, resides in a newly constructed pocket dimension contiguous with our own. There he feels he is safe from the Hand. Also they’ve given him some serum that helps boost his resistance to the blight.”

- “Do you know Luona? We met her in town.”

“Of course I know her. Is she okay?”

- “Luona said you two belong to a “social club” of all things. Do you know what she means?”

“Yes.”

[Knowel will not disclose his affiliation with the Thieves’ Guild of Dountham.]

- “How did you get out of those manacles?”

“It’s not that hard if you know what you’re doing.”

Knowel wishes to leave the manor and travel with the PCs back to Thornward where he hopes that he can make a deal with Margrave Malto to exact revenge on his brother. He doesn’t want to make this seem like it’s his idea. Once the PCs are done with questions, Knowel will get ready for travel. Read or paraphrase the following:

Knowel begins working at a loose stone in his cell which he eventually pries off. From within he takes out a silver chain on which hangs the symbol of a hand grasping a broken coin. He then takes out a large backpack from which he takes a small bottle.

“Here’s a bit of that serum I mentioned,” he says – tossing the bottle to you.

A PC who makes any small effort to catch the bottle can. If they open the bottle they will see a noxious-smelling, viscous liquid within. Knowel’s backpack has a several bottles of the serum which he wishes to trade to the Margrave in exchange for vengeance against his brother. Still, Knowel doesn’t want to seem like a betrayer – so he won’t suggest this idea himself. Regardless of whether or not the PCs suggest the clear beneficence that could occur through such a partnership, the PCs receive the Liquid Remedy item on the AR.

If the PCs can succeed at a Knowledge [religion] check (DC 10), they can identify Knowel’s holy symbol as that of Kurell. Known as The Bitter Hand, Kurell is the Oeridian god of Jealousy, Revenge and Theft.

Location D

Within the cell is a small pile of straw and hay on which lies the unconscious form of a dark-haired woman. She is unshackled though you can tell from the bruises on her face and arms that she has been beaten badly.

The woman here is an illumian sorceress called Abgriel. Baron Fertuine and his undead allies captured her while she snooped around. The activities of the PCs awaken her and she takes this opportunity to attempt an escape. Read or paraphrase the following when a PC enters her cell with the intent to approach:

As you take one more step closer, the woman’s eyes shoot open. At the same moment, strange ephemeral sigils begin to rotate around her head and she intones words of arcane power.

PCs who succeed at a Spellcraft check (DC 20) will know that Abgriel is casting teleport. As long as one PC in the party can make an initiative roll above 10 and makes even a minimal effort to interfere with Abgriel’s casting, she can be stopped. If Abgriel somehow gets her spell off then she teleports away and is not heard from again. It’s more likely that she is prevented from escaping, at which point the PCs have an interesting captive to question.

For her part, Abgriel refuses to speak Common or any other language other than the Illumian language. While she thinks the PCs cannot understand her she spares no effort to insult them. She is not afraid of death and cannot be intimidated or compelled to speak anything other than illumian. In order to understand Abgriel, they must either use magic (*comprehend languages* or some similar spell) or have learned to speak illumian

from the Illumian Translation of March Palatine AR favor from BIS6-04 Face of Copper.

If the PCs use magic to understand Abgriel, read or paraphrase the following:

After you complete your spell the woman flashes you an evil grin before speaking once again in her strange language, which you now understand. "Well done, swine. I see you've learning the basics of children's magic," she says her words dripping with venom.

If instead one or more of the PCs to understand illumian without resorting to magic, read or paraphrase the following:

The woman tilts her head in surprise, and then wrinkles her nose in disgust. "Hearing you speak our language," she says caustically, "Is like watching an ape set the tiles of a mosaic."

Once the PCs have established a way to communicate, they can ask Abgriel some questions. Remember that she is not afraid of death and cannot be intimidating or compelled to be more specific with her answers here.

- "Who are you?"

"I am called Abgriel"

- "Whom are you affiliated with?"

"I serve the Duskwatchers."

- "What are the Duskwatchers?"

"We observe."

[Abgriel will not be more specific about the purpose of the Duskwatchers for now. If she details too much on the purpose of the Duskwatchers then a *gaes* will kick in and she will die (see below). The *gaes* cannot be removed and she will not disclose its hold or even mention that she is under a *gaes*.]

- "What are you doing here?"

"I sought to learn of the alliance between the Fertuine and those who follow the sign of the Black Skull."

- "So I guess you aren't with the undead creatures allied with Lord Fertuine?"

"No. The undead are the partisans of the destroyed megalomaniac Evard – and the Duskwatchers oppose those loyal to Evard."

- "We saw some illumians attacking a priestess of Geshtai named Mehri la'Feyvim a while back. Why would they do this?"

"The augors tell us that the priestess Mehri la'Feyvim must die."

- "I have this really strange item (Some Junk AR item from BIS6-IN5 If On A Winter's Night An Adventurer). Do you know what it is?"

"You look like an infant wielding a greataxe right now."

[Abgriel will not be more specific on the nature of Some Junk.]

- "Okay, enough of this nonsense. What are you illumians doing in Bissel?"

"I cannot tell you this. To disclose such secrets would be...against my religion."

- "What religion is that?"

"I pay homage to the Whispered One."

Abgriel doesn't actually mind the prospect of dying. If the PCs even attempt a small amount of persuasion of coercion, she will begin to explain what it is the Duskwatchers are doing. This will result in her death, but she's okay with that.

- "I don't accept what you are saying. Tell us your secrets."

"Very well, you are obviously too clever. We Duskwatchers observe the decline of civilizations, mass destruction, war, famine...our augors told us of the impending..."

The woman coughs violently and you begin to smell the faint scent of ozone. Finally the woman stops coughing and continues her story.

"They told us of the impending extinction of your species. We wish very much to bear witness to this."

The woman begins to laugh fitfully and you know that the visible tightening of her skin around her bones is not your imagination. The smell of magic becomes stronger as her laughter becomes violent coughing. She tries to gain her composure and speaks again.

"Many journeyings ago, we observed a planar conjunction..." by now the woman's face has shrunk around her skull. It is clear she is in great pain as she cries out.

"By the Maimed Lord!" she exclaims, "Welcome me into dark..." In an instant her flesh decays as if you are watching the span of eons in but a few short moments. When the process is complete, all that is

left of her is a withered skeleton, whose skull falls from its spine to roll to your feet.

Her disembodied voice lingers in the air, though all it says now is meaningless gibberish. You feel the presence of a powerful evil, watching you at this instant.

Abgriel's Final Utterance (see Illumian racial abilities in the index under the NPC named Allfauruk) is nothing but meaningless gobbledygook. Even careful handling of her skeleton will turn the bones into dust.

Development: Once the PCs have interacted with both Knowel and Abgriel, Luona will appear – having found a back way into Fertuine manor. Read or paraphrase the following:

The sound of stone grinding on stone assaults the relative quiet of the dungeon, heralding the sliding away of a wall! A secret tunnel can be seen beyond the entrance, illuminated with the light of a torch held by a human woman with dark hair dressed in well-worn leather armor. A strange rune is etched on her face and a small crossbow hangs at her hip.

The PCs should recognize Luona Tar from Encounters 3 and 4. Again, if any of the PCs or their attending creatures are have more than two legs and are Medium-sized or larger, Luona's rune flashes and she begins to be wracked by pain until the offending creature is no longer visible to her. If the PCs are not quick to remedy the situation, then Knowel will produce a strip of cloth for Luona to use as a blindfold. Luona will greet the PCs amiably (as long as her curse is not active). Luona and Knowel will greet each other in a manner befitting close friends, though PCs who succeed at a Sense Motive check (DC 20) may suspect that Knowel and Luona's relationship may be romantic in nature. Neither of them will comment on this.

Luona will explain about the tunnel she discovered, a long bypass that comes out shortly north of town. Likely this passage was created as an escape plan for a Baron who wanted to leave his manor without his subjects in Rabechele noticing. Knowel did not have prior knowledge of this tunnel. Nevertheless, it proves as a handy escape route for the PCs.

If the PCs take the tunnel out of Fertuine Manor, proceed to Encounter 7. If the PCs do not take the tunnel but travel by foot or horseback through Rabechele, proceed to Encounter 7, as they will still come across Allfauruk on the road. If the PCs travel by magic means (i.e. *teleport*) then they will not meet Allfauruk on the road (therefore not earning the xp or treasure which

could potentially be gained). In the event of magical travel, proceed to Encounter 8.

All APLs

☞ **Knowel Fertuine:** Male Human (S) Clr4 of Kurell/Rog6 (Bluff +15, Sense Motive +10); AL CG; hp 61.

☞ **Abgriel:** Female Illumian Sor10 (Bluff +17, Sense Motive +5); AL NE; hp 21.

ENCOUNTER 7: LE CHASSEUR MAUDIT

Estimated Time: 25 minutes

This encounter occurs on the road out of Rabechele, which the PCs either reach via the secret tunnel referenced in Encounter 6, or by merely retracing their steps through the adventure. As noted above, if the PCs use magical means of travel then they skip this encounter, missing the opportunity of earning the xp or treasure which could potentially be gained.

This encounter is more about *competing interests* rather than actual combat, though violence may ensue depending on the actions. The general outline of the encounter is this: Allfauruk, an illumian Duskwatcher like Abgriel, approaches the PCs. Allfauruk claims to be Barik al'Faruk, an Official Cover Mist Chameleon of Baklunish heritage. He will ask the PCs for a situation report, though he is only interested in their dealings with Abgriel. If the PCs have captured Abgriel alive, he will claim that he needs to take custody of the body. If he can get a good amount of information from the PCs and claim Abgriel, he will leave them as his mission has been accomplished.

PCs who do not trust Barik al'Faruk or at least want to confirm his story will attempt Sense Motive skill checks. These should be opposed checks against Barik al'Faruk's Bluff skill, though it is recommended that the judge preroll a set of Bluff checks to avoid overly tipping off the players. As Allfauruk is a tiered NPC, his Bluff skill varies by APL. His Bluff modifier (with magical buffs) is as follows: APL 2, Bluff +8; APL 4, Bluff +13; APL 6, Bluff +14; APL 8, Bluff +19; APL 10, Bluff +23; APL 12, Bluff +26.

Allfauruk is not evil and does not radiate as such. PC members of the Mist Chameleon meta-org receive a +5 bonus on opposed Sense Motive checks against Barik al'Faruk, as his cover story about being an Official Cover Agent of the Mist Chameleons is not as solid as he would like. He does not have papers, which may also cause PCs to be suspicious.

As you make your way north from Rabeche, a lone rider approaches at a break neck speed. Once he is within shouting distance, he quickly dismounts and holds his hands high.

“Don’t attack!” he cries out. The man is olive-skinned with closely shaved head. He wears a non-descript gray cloak.

“My name is Barik al’Faruk and I am an Official Cover Agent of the Mist Chameleons. I need a situation report – which of you is in charge?”

Allfauruk is clever in his questioning and will try to get the most information from the PCs. The questions with an * next to them are the ones that he must ask and have answered in order to “win” this encounter. Note that PCs may simply volunteer all this information – so literally asking the questions may not be necessary. Play the situation as organically as possible.

- What is the status of Rabeche?
- Are there any survivors in Rabeche?
- What is the nature of your mission?
- What is the Baron’s status?
- How many undead are there?/How many undead did you encounter?
- Did you encounter any strange beings (meaning illumian)?*
- Did you communicate with the illumian?*
- What did the illumian tell you?*
- What was the illumian’s fate?*
- (If Abgriel died) Did the illumian “say” anything important after perishing?*

For their part, the PCs may have questions for Barik al’Faruk. Some likely questions and their answers are given below. Note that Allfauruk tries to answer questions with questions of his own in order to further his purposes.

- “Who are you?”

“My name is Barik al’Faruk. I am a native Bisselite and have been with the Mist Chameleons for as long as I could swing a sword.”

- “What is your mission?”

“I have an open mandate to investigate strange beings known as Illumians. They would have odd sigils floating around their heads – have you had dealings with any such beings?”

- “Aren’t Mist Chameleons supposed to be secret about their identities and stuff?”

“I am an Official Cover agent which means I identify myself to allies and work through official channels to gather the information needed to protect Bissel.”

- “Why are you so interested in Illumians?”

“I can’t disclose everything in my mission brief, but these Illumians seem to pose a threat to Bissel. Have you had dealings prior to this one with these beings?”

Once Allfauruk has gotten the information he needs, he will take his leave – riding south toward Rabeche. This is for the purpose, he claims, to investigate further – though once he is outside the eyes of the PCs he will abandon this area – mission accomplished.

One thing will cause Allfauruk to linger, and that would be if the PCs have taken Abgriel as a live captive. He will attempt to assert authority over the captive if the PCs tell him of her nature.

“You’ve captured one then – excellent work! I will need to take custody of the prisoner as per my mandate, but I will see that you receive commendations for this.”

If the PCs agree to turn over Abgriel, the Allfauruk secures her to his mount and rides off, much in the same manner listed above.

If Allfauruk gets away without the PCs having discovered his nature, then he “wins” the encounter if he leaves with the information he wants. The PCs do not receive experience for this encounter.

If the PCs guess that Allfauruk is an imposter and confront him, either verbally or by initiating combat, then read or paraphrase the following:

This Mist Chameleon turns his head away in thought, though you know that you have his full attention. When he turns back his eyes are wide and a set of odd, translucent sigils begin to rotate around his head

APL 2 (EL 1)

 Duskwatcher Allfauruk, Male Illumian
Rog1: hp 7; see Appendix 1.

APL 4 (EL 3)

 Duskwatcher Allfauruk, Male Illumian
Rog2/Wiz (Illusionist) 1: hp 15; see Appendix 2.

APL 6 (EL 5)

☛ **Duskwatcher Allfauruk, Male Illumian Rog3/Wiz (Illusionist) 3:** hp 24; see Appendix 3.

APL 8 (EL 7)

☛ **Duskwatcher Allfauruk, Male Illumian Rog3/Wiz (Illusionist) 4:** hp 33; see Appendix 4.

APL 10 (EL 9)

☛ **Duskwatcher Allfauruk, Male Illumian Rog3/Wiz (Illusionist) 5/Arcane Trickster 1:** hp 41; see Appendix 5.

APL 12 (EL 11)

☛ **Duskwatcher Allfauruk, Male Illumian Rog3/Wiz (Illusionist) 5/Arcane Trickster 3:** hp 49; see Appendix 6.

Preparation: Depending on the APL, Allfauruk has some appropriate buff spells cast as listed in the Power-up Suite of his entry.

Tactics: Allfauruk is not a match for an average party, but remember that he does not have to defeat his opponents – he merely has to escape. At most APLs this means that Allfauruk will concentrate on incapacitating his foes or becoming invisible. If Abgriel is present he attempts to take custody of her. At higher APLs Allfauruk can *dimension door* to escape and at APL 12 he possesses a *cape of the mountebank* for escape purposes.

If the party discovers Allfauruk's true nature but do not defeat him in combat (i.e. he escapes), then the party receives experience for defeating him though they miss out on whatever treasure can be looted from him.

Treasure: If the PCs defeat Allfauruk and are able to loot his body, what they find is listed below. Mark off any potions or other disposable magic used in the fight.

APL 2: L: 47 gp, C: 28 gp, M: 25 gp, *potion of invisibility* (25 gp).

APL 4: L: 35 gp, C: 74 gp, M: 166 gp, *potion of invisibility* (25 gp), *cloak of resistance +1* (83 gp), *potion of resist energy cold* (20) (58 gp).

APL 6: L: 35 gp, C: 74 gp, M: 316 gp, *potion of invisibility* (25 gp), *cloak of resistance +1* (83 gp), *potion of resist energy cold* (20) (58 gp), *hat of disguise* (150 gp).

APL 8: L: 35 gp, C: 74 gp, M: 482 gp, *potion of invisibility* (25 gp), *cloak of resistance +1* (83 gp), *potion of resist energy cold* (20) (58 gp), *hat of disguise* (150 gp), *ring of protection +1* (166 gp).

APL 10: L: 35 gp, C: 74 gp, M: 648 gp, *potion of invisibility* (25 gp), *cloak of resistance +1* (83 gp), *potion of resist energy cold* (20) (58 gp), *hat of disguise* (150 gp), *ring of protection +1* (166 gp), *gloves of dexterity +2* (332 gp).

APL 12: L: 27 gp, C: 74 gp, M: 1654 gp, *potion of invisibility* (25 gp), *vest of resistance +1* (83 gp), *potion of resist energy cold* (20) (58 gp), *hat of disguise* (150 gp), *ring of protection +1* (166 gp), *gloves of dexterity +2* (332 gp), *cape of the mountebank* (840 gp).

Developments: Like Abgriel, Allfauruk's final utterance (if he is killed) is gibberish. If he is captured alive then he reacts much the same as Abgriel, feel free to use that encounter as a basis for the PCs line of interrogation of Allfauruk.

The PCs are not harassed further on their way back to Thornward to report their findings (their original mission). Use the travel information in Encounter 2 as a guide. Knowel and Luona will also travel to Thornward. The travel time (if by foot) is enough time for PCs to have Luona's curse remove, if they wish to do this. PCs can get Luona's gratitude if the PCs do they can remove the curse themselves or arrange to pay (out of their own pocket, no over the cap gold) for the removal of the curse. PCs who do this, or PCs who cover the combined cost of the spell, receive the *Greater Gratitude of Luona* on the AR. Members of the Thieves Guild of Dountham receive this favor regardless.

ENCOUNTER 8: A HEROIC LIFE

Estimated Time: 10 minutes

The PCs travel to Thornward and complete their mission by telling of what they learned while in Cassiter. During this encounter the PCs can learn that the situation in Bissel is growing more and more dire. Determine whether or not Knowel is accompanying them into Thornward Keep to make their report, and then continue with the following:

Returning to Thornward Keep the guards salute you crisply and the stewards direct you through the halls to a long staircase going up.

If the PCs succeed at a Listen check (DC 10), they hear some of a conversation happening on a high balcony. Read or paraphrase the following:

Echoing down the stairway comes a low and mournful voice saying, "Is this the fate that Istus has laid before me? Baron in a dying land, husband to a dying wife, father to a dying..."

Another voice interrupts: "Despair leads to defeat, lad. To surrender to one is to surrender to both."

PCs that succeeded at the Listen check can identify the first voice as belonging to Lord Cainlan Rashedra and the second voice as belonging to Margrave Malto Adeur.

Whether or not the PCs made their Listen check, continue with the following:

The staircase ends at an opening in the floor of a high balcony overlooking the city below. Leaning on a parapet is Baron Cainlan Rashedra, his back to you and his shoulders slumped. Standing next to him is Margrave Malto Adeur, his lip curled in pity over young Rashedra. Leaning against a wall nearby is Watcher Jerius Greenblade, a gold chain signifying his position as Lord Mayor of Thornward hangs from the Knight's neck. It is Jerius who speaks first when you enter.

"Look Cainlan, the envoys you selected have returned from Cassiter. Perhaps they have weal tidings to impart."

Now is the time for the PCs report what they have found. It would be an understatement to say that the three nobles here are displeased with the actions of Baron Cassiter and the presence of undead. If Knowel is present he will confirm the PCs' story and urges vengeance against his brother.

The PCs might have a few questions about the conversation between Cainlan and Malto that they overheard. Jerius will wave them off this sensitive line of questioning; no one is willing to speak of how Jasmine and her infant daughter have come sick with the Mark of the Black Hand.

Once the PCs have made a full report, read or paraphrase the following:

As you relate your tale, a look of indomitable fury begins to show on the Margrave's face. Once you are finished he speaks in a quiet but extremely intense tone of voice.

"Jerius," he begins, "Muster the 2nd Thornward and begin marching south..."

"I'm sorry your grace," interrupts Jerius. "The 2nd Thornward has just been called to the Ketite front."

The Margrave sighs before replying: "Then the 1st Ebbernaut. Muster them and begin preparations..."

"The 1st Ebbernaut is just coming off a tour in the Bramblewood Gap. They can't be ready for an expedition." This time it was Cainlan who spoke.

"Are there no soldiers in my Army that can deal with this threat?" The frustration is his voice is palpable and his question lingers in the silence of the chill open air. Finally Cainlan speaks:

"The 1st Menawyk are on light training maneuvers. They can be mustered quickly."

The Margrave sighs and then turns to Jerius. "Ride out to Menawyk to oversee the muster. Then march the force into Cassiter."

Cainlan interrupts, "I will accompany Jerius on this..."

"You stay here with your wife!" roars the Margrave and he locks a gaze of great intensity at the younger man. Ashamed, Cainlan looks down at his feet.

"Jerius," continues the Margrave, "You are in charge of this mission. Baron Fertuine is to be captured and brought here. All other resistance is to be destroyed with extreme zeal. I want Cassiter pacified, and I want it yesterday. Understand?"

"Completely, your grace," replies Jerius and in an instant he is halfway down the stairs to see to his tasks.

The PCs are now dismissed as the Margrave wishes to have a private discussion with Cainlan and with Knowel (if he is present). The PCs can find out about the fate of Jasmine and her infant daughter from servants in Thornward Keep. If they wish to pay their respects to the Baroness of Besselar, read or paraphrase the following:

The servants ask repeatedly on whether you really want to visit with Jasmine Besselar. Once your determination has been confirmed, you are lead into rooms deep into Thornward Keep. You don't have to be a dwarf to note that the hallway you arrive at is a subterranean one. A door marked with a Black Hand seems to be your destination.

Entering, you see a small bedchamber dimly lit from a few meager lanterns. A slight figure lies on the bed resting peacefully. To the right is a small crib and to the left sits a delicate-looking woman with honey-blond hair dressed in green robes. A staff leans against the wall.

The seated woman turns to you. "Hello," she says. "Are you friends of my sister?"

The girl in the green robes is Alia Besselar. Barely 16, she is the youngest of the three Besselar sisters. She was ordained a Guidesister of Fharlanghn early this year and has been spending the better part of a year taking her first steps in the world. PC clerics or worshippers of Fharlanghn may know her by her trail name, "Ballata" as she has a reputation as being a graceful dancer. She can provide the PCs with the following information:

- A *sending* spell told her of her sister's illness while she was in Veluna. She made haste to journey back to Thornward.
- The Mark of the Black Hand infects both Jasmine and baby Kira.
- The middle sister, Chalice, has been informed of the illness but has not yet made her way to visit.
- The disease seems to be at a very early stage. Their bodies are covered in small black pocks that resemble hands. Alia has used *detect magic* and can report that the pocks radiate slight conjuration magic.
- Alia has asked for the Protection of Fharlanghn to watch over her as she sits vigil. She is not afraid of catching the disease.
- Her brother-in-law, Cainlan Rashedra, has taken the news very hard. Alia has not been able to have much of a conversation with him since her arrival.

Alia is the face of great optimism in an uncertain future. She is certain that her sister will be okay and that her niece will grow to be a great woman. The reality may be much more grim.

The expeditionary force into Cassiter is the subject of the next module in the series. Until then, the Players must wait to resolve the situation with Lord Fertuine.

CONCLUSION: THE PRELUDE

Estimated Time: 5 minutes

The shadows grow darker as the situation in Bissel becomes much more dire. You and your companions have helped identify the enemies that gather at the periphery. Soon it will be time to do more to the enemies of Bissel than merely gain information.

The *Shadows and Sigils* series continues with the expeditionary force into Cassiter.

CAMPAIGN CONSEQUENCES

If you run this event in November or December of 2007, please e-mail the results from this sheet to a member of

the Bissel Triad by January 1st, 2008, or have the Senior DM of your event do so.

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 3

Defeat Echlorda and her pets.

APL 2: 150 xp.

APL 4: 210 xp.

APL 6: 270 xp.

APL 8: 330 xp.

APL 10: 390 xp.

APL 12: 450 xp.

Encounter 5

Survive the Portculis trap.

APL 2: 30 xp.

APL 4: 30 xp.

APL 6: 30 xp.

APL 8: 30 xp.

APL 10: 30 xp.

APL 12: 30 xp.

Encounter 5

Defeat Kora and any allies with her while surviving the Blast Sphere trap.

APL 2: 150 xp.

APL 4: 210 xp.

APL 6: 270 xp.

APL 8: 330 xp.

APL 10: 390 xp.

APL 12: 450 xp.

Encounter 7

Learn of Allfauruk's true nature and defeat or drive him off.

APL 2: 30p.

APL 4: 90 xp.

APL 6: 150 xp.

APL 8: 210 xp.

APL 10: 270 xp.

APL 12: 330 xp.

Discretionary Roleplaying Award

APL 2: 90 xp.

APL 4: 135 xp.

APL 6: 180 xp.

APL 8: 225 xp.

APL 10: 270 xp.

APL 12: 315 xp.

Total possible experience

APL 2: 450 xp.

APL 4: 675 xp.

APL 6: 900 xp.

APL 8: 1,125 xp.

APL 10: 1,350 xp.

APL 12: 1,575 xp.

APL 14: 1,800 xp.

APL 16: 2,025 xp.

TREASURE SUMMARY

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

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

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

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

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

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

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

Encounter 3:

APL 2: L: 37 gp, C: 173 gp, M: 166 gp, *amulet of aberrant empathy* (116 gp).

APL 4: L: 88 gp, C: 3 gp, M: 120 gp, *amulet of aberrant empathy* (116 gp), *potion of protection from good* (4 gp).

APL 6: L: 74 gp, C: 203 gp, M: 241 gp, *amulet of aberrant empathy* (116 gp), *potion of protection from good* (4 gp), +1 *heavy wooden shield* (96 gp), *potion of blur* (25 gp).

APL 8: L: 60 gp, C: 103 gp, M: 504 gp, *amulet of aberrant empathy* (116 gp), *potion of protection from good* (4 gp), +1 *heavy wooden shield* (96 gp), *potion of blur* (25 gp), +1 *hide armor* (97 gp), *ring of protection* +1 (166 gp).

APL 10: L: 27 gp, C: 263 gp, M: 1215 gp, *amulet of aberrant empathy* (116 gp), *potion of protection from good* (4 gp), +1 *heavy wooden shield* (96 gp), *potion of blur* (25

gp), +2 dragonhide plate armor (608 gp), ring of protection +1 (166 gp), +1 silver scimitar (200 gp).

APL 12: L: 27 gp, C: 268 gp, M: 2715 gp, amulet of aberrant empathy (116 gp), potion of protection from good (4 gp), +1 heavy wooden shield (96 gp), potion of blur (25 gp), +2 dragonhide plate armor (608 gp), ring of protection +1 (166 gp), +1 silver scimitar (200 gp), mantle of the beast (1500 gp).

Encounter 5 – Location B:

ALL APLs: L: 0 gp, C: 0 gp, M: 666 gp, Masterwork Banner of Bissel (666 gp).

Encounter 5 – Location E:

APL 2: L: 0 gp, C: 0 gp, M: 0 gp.

APL 4 and 6: L: 0 gp, C: 0 gp, M: 499 gp, Bands of Fortune (166 gp), Rod of Ropes (333 gp).

APL 8, 10 and 12: L: 0 gp, C: 0 gp, M: 1582 gp, Bands of Fortune (166 gp), Rod of Ropes (333 gp), Wheel of Fortune (500 gp), Lucky Charm (583 gp).

Encounter 5 – Location G:

APL 2: L: 28 gp, C: 33 gp, M: 0 gp.

APL 4: L: 102 gp, C: 66 gp, M: 0 gp.

APL 6: L: 76 gp, C: 436 gp, M: 594 gp, bracers of armor +1 (83 gp), potion of protection from good (4 gp), +1 halberd (192 gp), potion of resist energy cold (20) (58 gp), potion of resist energy cold (30) (91 gp), ring of protection +1 (166 gp).

APL 8: L: 28 gp, C: 383 gp, M: 1120 gp, bracers of armor +1 (83 gp), potion of protection from good x2 (8 gp), +1 halberd (192 gp), potion of resist energy cold (30) x2 (182 gp), ring of protection +1 x2 (332 gp), light crossbow +1 (194 gp), +1 chain shirt (104 gp), potion of blur (25 gp).

APL 10: L: 49 gp, C: 689 gp, M: 2239 gp, bracers of armor +1 (83 gp), potion of protection from good x3 (12 gp), +1 halberd (192 gp), potion of resist energy cold (30) x3 (273 gp), ring of protection +1 x2 (332 gp), light crossbow +1 (194 gp), +1 chain shirt (104 gp), potion of blur (25 gp), cloak of resistance +1 (83 gp), potion of protection from energy (cold) (62 gp), potion of greater mage armor x3 (187 gp), +1 magebane halberd (692 gp).

APL 12: L: 28 gp, C: 589 gp, M: 2509 gp, bracers of armor +1 (83 gp), potion of protection from good x3 (12 gp), +1 halberd (192 gp), potion of resist energy cold (30) x3 (273 gp), ring of protection +1 x3 (498 gp), light crossbow +1 (194 gp), +1 chain shirt x2 (208 gp), potion of blur (25 gp), cloak of resistance +1 (83 gp), potion of

protection from energy (cold) (62 gp), potion of greater mage armor x3 (187 gp), +1 magebane halberd (692 gp).

Encounter 7:

APL 2: L: 47 gp, C: 28 gp, M: 25 gp, potion of invisibility (25 gp).

APL 4: L: 35 gp, C: 74 gp, M: 166 gp, potion of invisibility (25 gp), cloak of resistance +1 (83 gp), potion of resist energy cold (20) (58 gp).

APL 6: L: 35 gp, C: 74 gp, M: 316 gp, potion of invisibility (25 gp), cloak of resistance +1 (83 gp), potion of resist energy cold (20) (58 gp), hat of disguise (150 gp).

APL 8: L: 35 gp, C: 74 gp, M: 482 gp, potion of invisibility (25 gp), cloak of resistance +1 (83 gp), potion of resist energy cold (20) (58 gp), hat of disguise (150 gp), ring of protection +1 (166 gp).

APL 10: L: 35 gp, C: 74 gp, M: 648 gp, potion of invisibility (25 gp), cloak of resistance +1 (83 gp), potion of resist energy cold (20) (58 gp), hat of disguise (150 gp), ring of protection +1 (166 gp), gloves of dexterity +2 (332 gp).

APL 12: L: 27 gp, C: 74 gp, M: 1654 gp, potion of invisibility (25 gp), vest of resistance +1 (83 gp), potion of resist energy cold (20) (58 gp), hat of disguise (150 gp), ring of protection +1 (166 gp), gloves of dexterity +2 (332 gp), cape of the mountebank (840 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 112 gp, C: 234 gp, M: 857 gp – Total: 1203 gp (450 gp).

APL 4: L: 225 gp, C: 143 gp, M: 1451 gp – Total: 1819 gp (650 gp).

APL 6: L: 185 gp, C: 713 gp, M: 2316 gp – Total: 3214 gp (900 gp).

APL 8: L: 123 gp, C: 560 gp, M: 4354 gp – Total: 5037 gp (1,300 gp).

APL 10: L: 111 gp, C: 1026 gp, M: 6350 gp – Total: 7487 gp (2,300 gp).

APL 12: L: 82 gp, C: 931 gp, M: 9126 gp – Total: 10139 gp (3,300 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

☛ **Gratitude of Luona:** You rescued the adventuress Luona from attack, and she is thankful. Spending this favor grants the PC free Luxury lifestyle on any one Bissel regional adventure.

☛ **Greater Gratitude of Luona:** You went out of your way to help Luona have her curse removed, and she is grateful. Luona can find the things that you want, as long as you don't ask too many questions about where they came from. You may spend this favor to gain access (Frequency: Adventure) to one currently legal item that you previously had access to on an Adventure Record, but lost this access because it expired (rather than a loss caused by an action or penalty). Mark this favor as USED once it is spent. Current members of the Thieves Guild of Doutham meta-org automatically receive access to this favor.

🛡️ **Masterwork Banner of Bissel:** This wellmade standard displays the black rook of Bissel on a divided field of red and silver. It functions as a *Banner of Law* (*Heroes of Battle*, page 133). Market price: 8000 gp. Weight: -.

📖 **Illumian Spellbook:** Taken from the Illumian spy, this book can be broken up into volumes. APL 4 – *Color Spray*, *Lesser Orb of Acid* (SpC), *Mage Armor*, *Obscuring Mist*, *Lesser Orb of Acid* (SpC), *Serene Visage* (SpC), *Scholar's Touch* (SpC), *Silent Portal* (SpC), 800 gp; APL 6 – *Blur*, *Invisibility*, *False Life*, *Melf's Acid Arrow*, *Shadow Spray* (SpC), 1000 gp; APL 10 – *Dispel Magic*, *Fireball*, *Glitterdust*, *Shadow Binding* (SpC) 1100 gp; APL 12 – *Dimension Door*, *Greater Invisibility*, *Orb of Cold*, *Shadow Conjunction* 1600 gp.

🎭 **Golden Mask:** This ornate golden mask covers the entire face and is suitable for hiding one's identity at masquerade. It displays either the face of comedy or tragedy (circle one).

🧪 **Liquid Remedy:** Lord Fertuine and his allies used this serum to boost their resistance to the *Mark of the Black Hand*. A PC who imbibes one does gains a +4 bonus on the Fortitude save to avoid advancing one stage of the *Mark of the Black Hand*. This favor covers three doses and doses can be used for other PCs.

☐ ☐ ☐

🗡️ **Insulted the Margrave:** Your actions have made light of the reigning Margrave of Bissel. For PCs who are current members of the Great Army of Bissel, you lose all commendations currently earned. This may result in loss of rank. PCs who are not members of the military must work off the stain of their shame by spending 4 TUs in the stocks.

Item Access

APL 2:

- ❖ *Amulet of Aberrant Empathy* (Adventure; Complete Adventurer)
- ❖ *Masterwork Banner of Bissel* (Adventure; See Above)

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

- ❖ *Illumian Spellbook* – APL 4 volume (Adventure; See Above)
- ❖ *Bands of Fortune* (Adventure; Complete Scoundrel)
- ❖ *Rod of Ropes* (Adventure; Complete Scoundrel)

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

- ❖ *Potion of Resist Energy* (Cold) 30 (Adventure; DMG)
- ❖ *Hat of Disguise* (Adventure; DMG)
- ❖ *Illumian Spellbook* – APL 6 (Adventure; See Above)

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

- ❖ *Wheel of Fortune*, (Adventure; Complete Scoundrel)
- ❖ *Lucky Charm* (Adventure; Complete Scoundrel)

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

- ❖ +2 *Dragonhide Plate Armor* (Adventure; DMG)
- ❖ *Potion of Greater Mage Armor* (Adventure; Complete Arcane)
- ❖ +1 *Magebane Halberd* (Adventure; Complete Arcane)
- ❖ *Illumian Spellbook* – APL 10 (Adventure; See Above)

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

- ❖ *Mantle of the Beast* (Adventure; Complete Champion)
- ❖ *Cape of the Mountebank* (Adventure; DMG)
- ❖ *Illumian Spellbook* – APL 12 (Adventure; See Above)

APPENDIX 1 – APL 2

ENCOUNTER 3

ECHLORA, DARK DRUID **CR 2**
 Necropolitan, Female Human Drd1
 NE Medium Undead (Augmented Humanoid)
Init +1; **Senses** Darkvision 60 ft., Listen +3, Spot +3
Languages Common, Undercommon, Druidic

AC 16, touch 11, flat-footed 15
 (+1 Dex, +3 armor, +2 shield)
hp 15 (1 HD)
Immune undead immunities
Fort +2, **Ref** +1, **Will** +5 (+7 against the effect of the spell *control undead*)

Speed 20 ft. in medium armor (4 squares), base movement 30 ft.
Melee silver scimitar +1 (1d6 slashing 18-20/x2)
Ranged sling +1 (1d4+1)
Space 5 ft.; **Reach** 5 ft.
Base Atk +0; **Grp** +1
Combat Gear silver scimitar, sling, masterwork hide armor, masterwork heavy wooden shield, *amulet of aberrant empathy*, 20 bullets
Druid Spells Prepared (CL 1st):
 1st—*cure light wounds*, *entangle*
 0—*cure minor wounds*, *detect magic*, *flare*

Abilities Str 12, Dex 12, Con -, Int 12, Wis 16, Cha 14
SQ vermin empathy +3, rootwalker class features, resist control, +2 turn resistance, unnatural resilience
Feats Skill Focus (Concentration), Toughness
Skills Concentration +7, Diplomacy +6, Handle Animal +6, Knowledge (nature) +7, Spellcraft +5, Survival +7
Possessions combat gear plus Black tattering clothing, 173 gp in coin, papers from Kora

Resist Control (Ex) Necropolitans have a +2 profane bonus on their Will saving throws to resist the effect of a *control undead* spell.
Unnatural Resilience (Su) Necropolitans automatically heal hit point damage and ability damage at the same rate as a living creature. The Heal skill has no effect on necropolitans; however, negative energy (such as an *inflict* spell) heals them.

Description This withered human woman stares at you through sunken eye sockets; her eyes are so blue they are more accurately white, as if drained of the color of life. This figure wears tattered black clothing and a bizarre, gnarled amulet.

Sources *Libris Mortis* (Page 114-115)

TOZAR (DIRE RAT COMPANION) **CR 1**
 N Small Animal
Init +3; **Senses** Low-Light Vision, Scent, Listen +4, Spot +4

AC 15, touch 14, flat-footed 12
 (+3 Dex, +1 size, +1 natural)
hp 7 (1 HD)
Fort +3, **Ref** +5, **Will** +3

Speed 40 ft. (8 squares), climb 20 ft.
Melee bite +4 (1d4 plus disease)
Space 5 ft.; **Reach** 5 ft.
Base Atk +0; **Grp** -4

Abilities Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4
Feats Alertness, Weapon Finesse
Skills Climb +11, Hide +8, Move Silently +4, Swim +11

Disease (Ex): Filth fever – bite, Fortitude DC 11, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.
Skills Dire rats have a +8 racial bonus on Swim checks. Dire rats have a +8 bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. Dire rats use their Dexterity modifier for Climb and Swim checks.

ENCOUNTER 6

KORA, VOICE OF CASSITER **CR 4**
 Vampire Spawn, Female Human
 LE Medium Undead
Init +6; **Senses** Darkvision 60 ft., Listen +11, Spot +11
Languages Common, Infernal

AC 15, touch 12, flat-footed 13
 (+2 Dex, +3 natural)
hp 38 (4 HD); fast healing 2; DR 5/silver
Immune undead immunities
Resist cold 10, electricity 10
Fort +1, **Ref** +5, **Will** +5
Weakness vampire weaknesses

Speed 30 ft; Spider climb
Melee slam +5 (1d6+4 bludgeoning plus energy drain)
Ranged masterwork light crossbow +5 (1d8 19-20/x2)
Space 5 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** +9
Atk Options Blood Drain, Dominate, Energy Drain
Special Actions Gaseous Form, +2 Turn Resistance
Combat Gear masterwork light crossbow, 20 bolts

Abilities Str 16, Dex 14, Con -, Int 13, Wis 13, Cha 14
Feats Alertness, Improved Grapple, Improved Initiative, Toughness, Lightning Reflexes
Skills Bluff +11, Diplomacy +6, Hide +10, Jump +8, Move Silently +10, Search +8, Sense Motive +11
Possessions combat gear plus Noble's Outfit, signet ring, 33 gp worth of jewelry, papers in Lord Fertuine's hand, a Golden Mask

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

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

Energy Drain (Su) Living creatures hit by a vampire spawn's slam attack gain one negative level. The DC is 14 for the Fortitude save to remove the negative level. For each negative level bestowed, the vampire spawn gains 5 temporary hit points.

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

Gaseous Form (Su) As a standard action, a vampire spawn can assume gaseous form at will as the spell (caster level 6th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

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

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

Description The stunning woman before you is dressed in a diaphanous umber gown and an ornate golden mask. She has fine, straight beige hair and light-colored skin.

Sources DMG (Page 253-254)

BLAST SPHERE UN

CR 1

Description A 30-foot-by-50-foot room with four exits. Once any living creature comes within 5 feet of the center of the room, the trap activates. A globe of dark stone descends from a hidden compartment in the room's ceiling and targets each creature (including enemy NPCs) with a blast of blue-black force.

Search DC 16; **Type** magic

Trigger proximity (*alarm*), **Init** +0

Effect *lesser orb of cold* (CL 1), each creature in the room is targeted with a blast of blue-black force (+1 ranged touch attack, 1d8 cold damage, no save)

Duration 8 rounds

Destruction globe of dark stone AC 13, 5 hp, hardness 8 (destroying this disables the entire trap)

Disarm Disable Device DC 26 (a successful disable check disarms the trap)

Dispel DC 12 (per blast)

Sources *Spell Compendium* (Page 151)

ENCOUNTER 9

DUSKWATCHER ALLFAURUK

CR 1

Male Illumian Rog1

N Medium Humanoid (Human)

Init +4; **Senses** Listen +0, Spot +0

Languages Common, Illumian, Draconic, Ancient Baklunish

AC 17, touch 13, flat-footed 14

(+3 Dex, +4 natural)

hp 7 (1 HD)

Fort +1, **Ref** +5, **Will** +0

Speed 30 ft

Melee masterwork rapier +1 (1d6 piercing 18-20/x2) or dagger +0 (1d4 piercing or slashing 19-20/x2)

Ranged dagger +3 (1d4 piercing or slashing 19-20/x2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +0; **Grp** +0

Atk Options sneak attack +1d6

Combat Gear masterwork rapier, masterwork chainshirt, dagger, *potion of invisibility*

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

SQ luminous sigils, glyphic resonance, power sigils, final utterance, +2 saves vs. spells with the shadow descriptor, superior literacy, trapfinding

Feats Skill Focus (Bluff)

Skills Bluff +8, Decipher Script +6, Disable Device +6, Escape Artist +7, Forgery +6, Hide +4, Move Silently +4, Open Lock +8, Search +6, Sense Motive +4, Tumble +8

Possessions combat gear plus Explorer's Outfit, forged papers, 28 gp

Luminous Sigils (Su) The sigils that orbit an Illumian's head glow softly, providing illumination equal to that of a candle. Illumians can make their sigils disappear by concentrating for a moment (a standard action), but they don't receive the sigil's benefits and can't use any special abilities granted by illumian words (see below) while they're doused. Restoring the sigils to visibility is a free action.

Luminous sigils (including power sigils; see below) are insubstantial and disappear into any matter they touch. An illumian's sigils remain present and in effect even when the illumian take another form, unless she would lose her supernatural abilities as a result of the form change. An illumian wizard who cast a polymorph spell on herself retains her sigils, but an illumian who becomes a zombie loses them.

Glyphic Resonance (Ex) Illumians are the physical embodiment of a magical language, so they interact strangely with symbol-based spells. This group includes all spells whose names contain the words glyph, rune, sigil, or symbol (such spells in the Player's Handbook include explosive runes, glyph of warding, greater glyph of warding, sepia snake sigil, and the various symbol spells). When an illumian encounters such magic, one of two things happen: Either the illumian's resonance overpowers the spell, or the foreign magic corrupts the mystical language that defines the illumian. Illumians have a -4 racial penalty on saving throws against these effects if their level is less than the

Caster Level of the spell. If an illumian's level is equal or exceeds the spell's Caster Level, she is immune to the effect.

Power Sigils (Su) In addition to the array of dimly glowing luminous sigils that orbits her head, a 1st-level illumian has a single brightly glowing power sigil that grants her certain bonuses. A power sigil can be discerned from other sigils surrounding an illumian with a DC 10 Spot check, and identified with a DC 15 Knowledge [arcana] check.

On attaining 2nd level in any class, an illumian gains a second different power sigil, and the bonus granted by each power sigil increases to +2. Depending on the combination of power sigils she chooses, an illumian gains one or more extra special abilities (see Illumian words below).

The benefit of this Illumian's power sigil is given below, along with the Common translation of each sigil's Illumian name.

Uur ("grace"): +1 bonus on Dexterity checks and Dexterity-based skill checks.

Final Utterance (Ex) When an Illumian dies, her body releases the stored Illumian language within it. For 1 round per Hit Die of the Illumian anyone within earshot hears ululating Illumian syllables – usually gibberish, but occasionally a prophetic phrase or a final curse on the illumian's enemies. The illumian's body need not remain intact for the final utterance to occur. Even if an illumian succumbs to a disintegrate spell, her disembodied voice still utters strange gibberish for several rounds.

Description This dark-skinned man dressed in grays and blacks is clearly an intelligent and canny practitioner of the subtler arts. His head is shaved. Strange symbols rotate around it.

Sources *Races of Destiny* (Page 53-55)

APPENDIX 2 – APL 4

ENCOUNTER 3

ECHLORA, DARK DRUID **CR 4**
 Necropolitan, Female Human Drd3
 NE Medium Undead (Augmented Humanoid)
Init +1; **Senses** Darkvision 60 ft., Listen +3, Spot +5
Languages Common, Undercommon, Druidic

AC 16, touch 11, flat-footed 15
 (+1 Dex, +3 armor, +2 shield)
hp 29 (3 HD)
Immune undead immunities
Fort +3, **Ref** +2, **Will** +6 (+8 against the effect of the spell *control undead*)

Speed 20 ft. in medium armor (4 squares), base movement 30 ft.
Melee masterwork silver scimitar +4 (1d6 slashing 18-20/x2)
Ranged sling +3 (1d4+1)
Space 5 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** +3
Combat Gear masterwork silver scimitar, sling, masterwork hide armor, masterwork heavy wooden shield, *amulet of aberrant empathy*, *potion of protection from good*, 20 bullets
Druid Spells Prepared (CL 3rd): 2nd—~~barkskin~~, *flaming sphere*
 1st—*cure light wounds*, *entangle*, ~~longstrider~~
 0—*cure minor wounds*, *detect magic*, *flare* (x2)

Abilities Str 12, Dex 12, Con -, Int 12, Wis 16, Cha 14
SQ vermin empathy +3, rootwalker class features, resist control, +6 turn resistance, unnatural resilience
Feats Skill Focus (Concentration), Improved Toughness, Improved Turn Resistance
Skills Concentration +9, Diplomacy +6, Handle Animal +8, Knowledge (nature) +11, Spellcraft +7, Survival +13
Possessions combat gear plus Black tattering clothing, 3 gp in coin, papers from Kora

Resist Control (Ex) Necropolitans have a +2 profane bonus on their Will saving throws to resist the effect of a *control undead* spell.
Unnatural Resilience (Su) Necropolitans automatically heal hit point damage and ability damage at the same rate as a living creature. The Heal skill has no effect on necropolitans; however, negative energy (such as an *inflict* spell) heals them.
Description This withered human woman stares at you through sunken eye sockets; her eyes are so blue they are more accurately white, as if drained of the color of life. This figure wears tattered black clothing and a bizarre, gnarled amulet.

Power-Up Suite:
AC 18, touch 11, flat-footed 17
 (+1 Dex, +3 armor, +2 shield, +2 natural) [*barkskin*, 10 minutes left]
Speed 30 ft. in medium armor (6 squares), base movement 40 ft. [*longstrider*, 1 hour left]

Sources *Libris Mortis* (Page 114-115)

TOZAR (DIRE RAT COMPANION) **CR 1**
 N Small Animal
Init +4; **Senses** Low-Light Vision, Scent, Listen +5, Spot +5

AC 20, touch 15, flat-footed 16
 (+4 Dex, +1 size, +2 armor, +3 natural)
hp 23 (3 HD)
Fort +4, **Ref** +7, **Will** +4

Speed 40 ft. (8 squares), climb 20 ft.
Melee bite +7 (1d4 plus disease)
Space 5 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** -2 **Combat Gear** masterwork leather barding

Abilities Str 11, Dex 18, Con 12, Int 1, Wis 12, Cha 4
SQ evasion
Feats Alertness, Improved Toughness, Weapon Finesse
Skills Climb +11, Hide +8, Move Silently +4, Swim +11

Disease (Ex): Filth fever – bite, Fortitude DC 12, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.
Skills Dire rats have a +8 racial bonus on Swim checks. Dire rats have a +8 bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. Dire rats use their Dexterity modifier for Climb and Swim checks.

ENCOUNTER 6

(VAMPIRE SPAWN ABILITIES LISTED ONLY UNDER THE STATS FOR KORA)

KORA, VOICE OF CASSITER **CR 4**
 Vampire Spawn, Female Human
 LE Medium Undead
Init +6; **Senses** Darkvision 60 ft., Listen +11, Spot +11
Languages Common, Infernal

AC 15, touch 12, flat-footed 13
 (+2 Dex, +3 natural)
hp 38 (4 HD); fast healing 2; DR 5/silver
Immune undead immunities
Resist cold 10, electricity 10
Fort +1, **Ref** +5, **Will** +5
Weakness vampire weaknesses

Speed 30 ft; Spider climb
Melee slam +5 (1d6+4 bludgeoning plus energy drain)
Ranged masterwork light crossbow +5 (1d8 19-20/x2)
Space 5 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** +9
Atk Options Blood Drain, Dominate, Energy Drain
Special Actions Gaseous Form, +2 Turn Resistance
Combat Gear masterwork light crossbow, 20 bolts

Abilities Str 16, Dex 14, Con -, Int 13, Wis 13, Cha 14

Feats Alertness, Improved Grapple, Improved Initiative, Toughness, Lightning Reflexes

Skills Bluff +11, Diplomacy +6, Hide +10, Jump +8, Move Silently +10, Search +8, Sense Motive +11

Possessions combat gear plus Noble's Outfit, signet ring, 33 gp worth of jewelry, papers in Lord Fertuine's hand, a Golden Mask

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

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

Energy Drain (Su) Living creatures hit by a vampire spawn's slam attack gain one negative level. The DC is 14 for the Fortitude save to remove the negative level. For each negative level bestowed, the vampire spawn gains 5 temporary hit points.

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

Gaseous Form (Su) As a standard action, a vampire spawn can assume gaseous form at will as the spell (caster level 6th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

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

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

Description The stunning woman before you is dressed in a diaphanous umber gown and an ornate golden mask. She has fine, straight beige hair and light-colored skin.

Sources DMG (Page 253-254)

JORM, GUARD OF CASSITER **CR 4**

Vampire Spawn, Male Human

LE Medium Undead

Init +6; **Senses** Darkvision 60 ft., Listen +11, Spot +11

Languages Common, Infernal

AC 19, touch 12, flat-footed 17

(+2 Dex, +4 Armor, +3 natural)

hp 38 (4 HD); fast healing 2; DR 5/silver

Immune undead immunities

Resist cold 10, electricity 10

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

Weakness vampire weaknesses

Speed 30 ft; Spider climb

Melee masterwork halberd +6 (1d10+4 piercing or slashing 20/x3) or slam +5 (1d6+4 bludgeoning plus energy drain)

Ranged masterwork light crossbow +5 (1d8 19-20/x2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +9

Atk Options Blood Drain, Dominate, Energy Drain

Special Actions Gaseous Form, +2 Turn Resistance

Combat Gear masterwork halberd, masterwork chain shirt, masterwork light crossbow, 20 bolts

Abilities Str 16, Dex 14, Con -, Int 13, Wis 13, Cha 14

Feats Alertness, Improved Grapple, Improved Initiative, Toughness, Lightning Reflexes

Skills Bluff +11, Diplomacy +6, Hide +10, Jump +8, Move Silently +10, Search +8, Sense Motive +11

Possessions combat gear plus Courtier's Outfit, 33 gp in coin, a Golden Mask

Blood Drain (Ex) As Kora.

Dominate (Su) As Kora.

Energy Drain (Su) As Kora.

Fast Healing (Ex) As Kora.

Gaseous Form (Su) As Kora.

Spider Climb (Su) As Kora.

Skills As Kora.

Description The broad-shouldered man has the obvious look of a palace guard, with a well-polished suit of armor and a baroque halberd in his hands. His hair is blonde and curled and his skin in light. The uniform he wears is pristine and he is wearing an ornate golden mask.

Sources DMG (Page 253-254)

BLAST SPHERE DAU

CR 2

Description A 30-foot-by-50-foot room with four exits. Once any living creature comes within 5 feet of the center of the room, the trap activates. A globe of dark stone descends from a hidden compartment in the room's ceiling and targets each creature (including enemy NPCs) with a blast of blue-black force.

Search DC 17; **Type** magic

Trigger proximity (*alarm*), **Init** +1

Effect *lesser orb of cold* (CL 3), each creature in the room is targeted with a blast of blue-black force (+2 ranged touch attack, 2d8 cold damage, no save)

Duration 9 rounds

Destruction globe of dark stone AC 15, 12 hp, hardness 8 (destroying this disables the entire trap)

Disarm Disable Device DC 26 (a successful disable check disarms the trap)

Dispel DC 14 (per blast)

Sources *Spell Compendium* (Page 151)

ENCOUNTER 9

DUSKWATCHER ALLFAURUK

CR 3

Male Illumian Rog2/Wiz (Illusionist)1

N Medium Humanoid (Human)

Init +5; **Senses** Listen +3, Spot +3

Languages Common, Illumian, Draconic, Ancient Baklunish

AC 13, touch 13, flat-footed 10
(+3 Dex)

hp 15 (3 HD)

Fort +2, **Ref** +7, **Will** +3

Speed 30 ft

Melee masterwork rapier +2 (1d6 piercing 18-20/x2) or dagger
+1 (1d4 piercing or slashing 19-20/x2)

Ranged dagger +4 (1d4 piercing or slashing 19-20/x2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** +1

Atk Options sneak attack +1d6

Combat Gear masterwork rapier, 3 daggers, *potion of invisibility*,
tanglefoot bag, thunderstone, alchemist's fire, *potion of resist*
energy (electricity) 20, +1 cloak of resistance

Illusionist Spells Prepared (CL 3rd): Prohibited Schools:
Evocation, Enchantment 1st—*color spray*, *serene*
visage, *mage armor*
0—*acid splash*, *mage hand*, *detect magic*, *silent portal*

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

SQ evasion, luminous sigils, glyphic resonance, power sigils,
illumian words, final utterance, +2 saves vs. spells with the
shadow descriptor, superior literacy, trapfinding

Feats Skill Focus (Bluff), Quick Draw, Scribe Scroll

Skills Bluff +12, Concentration +2, Decipher Script +8, Disable
Device +7, Escape Artist +9, Forgery +7, Hide +6, Knowledge
(arcana) +3, Move Silently +6, Open Lock +9, Search +7,
Sense Motive +5, Spellcraft +3, Tumble +10

Possessions combat gear plus Explorer's Outfit, forged papers,
tiny viper familiar, 74 gp

Spellbook spells prepared plus 1st—*obscuring mist*, *scholar's*
touch, *lesser orb of cold*

Luminous Sigils (Su) The sigils that orbit an Illumian's head glow softly, providing illumination equal to that of a candle. Illumians can make their sigils disappear by concentrating for a moment (a standard action), but they don't receive the sigil's benefits and can't use any special abilities granted by illumian words (see below) while they're doused. Restoring the sigils to visibility is a free action.

Luminous sigils (including power sigils; see below) are insubstantial and disappear into any matter they touch. An illumian's sigils remain present and in effect even when the illumian take another form, unless she would lose her supernatural abilities as a result of the form change. An illumian wizard who cast a polymorph spell on herself retains her sigils, but an illumian who becomes a zombie loses them.

Glyphic Resonance (Ex) Illumians are the physical embodiment of a magical language, so they interact strangely with symbol-based spells. This group includes all spells whose names contain the words glyph, rune, sigil, or symbol (such spells in the Player's Handbook include

explosive runes, glyph of warding, greater glyph of warding, sepia snake sigil, and the various symbol spells). When an illumian encounters such magic, one of two things happen: Either the illumian's resonance overpowers the spell, or the foreign magic corrupts the mystical language that defines the illumian. Illumians have a –4 racial penalty on saving throws against these effects if their level is less than the Caster Level of the spell. If an illumian's level is equal or exceeds the spell's Caster Level, she is immune to the effect.

Power Sigils (Su) In addition to the array of dimly glowing luminous sigils that orbits her head, a 1st-level illumian has a single brightly glowing power sigil that grants her certain bonuses. A power sigil can be discerned from other sigils surrounding an illumian with a DC 10 Spot check, and identified with a DC 15 Knowledge [arcana] check.

On attaining 2nd level in any class, an illumian gains a second different power sigil, and the bonus granted by each power sigil increases to +2. Depending on the combination of power sigils she chooses, an illumian gains one or more extra special abilities (see Illumian words below).

The benefit of this Illumian's power sigils is given below, along with the Common translation of each sigil's Illumian name.

Uur ("grace"): +2 bonus on Dexterity checks and Dexterity-based skill checks.

Krau ("magic"): +2 bonus to caster level for all spells and spell-like abilities (up to a maximum value equal to the illumian's character level).

Illumian Words (Su) Each combination of two power sigils' names makes an Illumian word of great power, and thus grants extra abilities to a character who possesses those two power sigils. The benefit of this Illumian's power word is described below.

Uurkrau: The illumian can use her Dexterity score to determine the bonus spells she gains for a high ability score, instead of the normal ability score used by her class to determine this feature. If she has more than one spellcasting class, she may use her Dexterity score in place of any or all of the ability score used by her classes for this purpose.

Final Utterance (Ex) When an Illumian dies, her body releases the stored Illumian language within it. For 1 round per Hit Die of the Illumian anyone within earshot hears ululating Illumian syllables – usually gibberish, but occasionally a prophetic phrase or a final curse on the illumian's enemies. The illumian's body need not remain intact for the final utterance to occur. Even if an illumian succumbs to a disintegrate spell, her disembodied voice still utters strange gibberish for several rounds.

Description This dark-skinned man dressed in grays and blacks is clearly an intelligent and canny practitioner of the subtler arts. His head is shaved. Strange symbols rotate around it.

Power-Up Suite:

AC 17, touch 13, flat-footed 14

(+3 Dex, +4 armor) [*mage armor*, 80 minutes left]

Skills Bluff +13 [*serene visage*, 2 minutes left]

Sources *Races of Destiny* (Page 53-55)

APPENDIX 3 – APL 6

ENCOUNTER 3

ECHLORA, DARK DRUID **CR 6**
 Necropolitan, Female Human Drd5
 NE Medium Undead (Augmented Humanoid)
Init +1; **Senses** Darkvision 60 ft., Listen +3, Spot +11
Languages Common, Undercommon, Druidic

AC 17, touch 11, flat-footed 16
 (+1 Dex, +3 armor, +3 shield)
hp 49 (5 HD)
Immune undead immunities
Fort +4, **Ref** +2, **Will** +7 (+9 against the effect of the spell *control undead*)

Speed 20 ft. in medium armor (4 squares), base movement 30 ft.
Melee masterwork silver scimitar +6 (1d6 slashing 18-20/x2)
Ranged sling +5 (1d4+1)
Space 5 ft.; **Reach** 5 ft.
Base Atk +4; **Grp** +5 **Atk Options** Corrupted Wild Shape 1/day
Combat Gear masterwork silver scimitar, sling, masterwork hide armor, +1 heavy wooden shield, amulet of aberrant empathy, potion of protection from good, potion of blur, ~~potion of resist energy (acid)~~ +0, 20 bullets
Druid Spells Prepared (CL 5th): 3rd—*call lightning*, *poison*
 2nd—~~*barkskin*~~, *hold animal*, ~~*resist energy (fire)*~~
 1st—*cure light wounds*, *entangle*, *faerie fire*, ~~*longstrider*~~
 0—*cure minor wounds* (x2), *detect magic*, *flare* (x2)

Abilities Str 12, Dex 12, Con -, Int 12, Wis 17, Cha 14
SQ vermin empathy +3, rootwalker class features, resist control, +2 turn resistance, unnatural resilience, trackless step
Feats Corrupted Wild Shape, Skill Focus (Concentration), Improved Toughness
Skills Concentration +11, Diplomacy +6, Handle Animal +10, Knowledge (nature) +11, Spellcraft +9, Survival +13
Possessions combat gear plus Black tattering clothing, 203 gp in coin, papers from Kora

Resist Control (Ex) Necropolitans have a +2 profane bonus on their Will saving throws to resist the effect of a *control undead* spell.
Unnatural Resilience (Su) Necropolitans automatically heal hit point damage and ability damage at the same rate as a living creature. The Heal skill has no effect on necropolitans; however, negative energy (such as an *inflict* spell) heals them.
Description This withered human woman stares at you through sunken eye sockets; her eyes are so blue they are more accurately white, as if drained of the color of life. This figure wears tattered black clothing and a bizarre, gnarled amulet.

Power-Up Suite:
AC 19, touch 11, flat-footed 18
 (+1 Dex, +3 armor, +3 shield, +2 natural) [*barkskin*, 10 minutes left]

Resist fire 10 [*resist energy*, 10 minutes left], acid 10 [*potion of resist energy (acid)* 10, 10 minutes left],
Speed 30 ft. in medium armor (6 squares), base movement 40 ft. [*longstrider*, 1 hour left]

Sources *Libris Mortis* (Page 114-115)

TOZAR (DIRE RAT COMPANION) **CR 1**
 N Small Animal
Init +4; **Senses** Low-Light Vision, Scent, Listen +5, Spot +5

AC 20, touch 15, flat-footed 16
 (+4 Dex, +1 size, +2 armor, +3 natural)
hp 23 (3 HD)
Fort +4, **Ref** +7, **Will** +4

Speed 40 ft. (8 squares), climb 20 ft.
Melee bite +7 (1d4 plus disease)
Space 5 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** -2 **Combat Gear** masterwork leather barding
Abilities Str 11, Dex 18, Con 12, Int 1, Wis 12, Cha 4
SQ evasion
Feats Alertness, Improved Toughness, Weapon Finesse
Skills Climb +11, Hide +8, Move Silently +4, Swim +11

Disease (Ex): Filth fever – bite, Fortitude DC 12, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.
Skills Dire rats have a +8 racial bonus on Swim checks. Dire rats have a +8 bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. Dire rats use their Dexterity modifier for Climb and Swim checks.

ADVANCED CARRION CRAWLER **CR 5**
 N Huge Aberration
Init +2; **Senses** Darkvision 60', Scent, Listen +8, Spot +8

AC 19, touch 10, flat-footed 17
 (-2 size, +2 Dex, +9 natural)
hp 63 (7 HD);
Fort +6, **Ref** +4, **Will** +7

Speed 30 ft., climb 15 ft.
Melee Tentacle +9 (paralysis) or 8 tentacles +9 (paralysis) and bite +4 (1d6+3)
Space 15 ft.; **Reach** 10 ft.
Base Atk +5; **Grp** +19

Abilities Str 22, Dex 14, Con 18, Int 1, Wis 15, Cha 6
Feats Ability Focus (Paralysis), Alertness, Combat Reflexes, Track
Skills Climb +12

Paralysis (Ex) Those hit by a carrion crawler's tentacle attack must succeed on a DC 19 Fortitude save or be paralyzed for 2d4 rounds. The save DC is Constitution-based.
Description The stink of rotten meat surrounds this multilegged creature with a segmented, 15-foot-long body. Eight writhing tentacles protrude from its head, growing

directly from below its clacking mandibles and tooth-filled maw.

ENCOUNTER 6

(VAMPIRE ABILITIES LISTED ONLY UNDER THE STATS FOR KORA)

KORA, VOICE OF CASSITER

CR 7

Vampire, Female Human Mnk5

LE Medium Undead (Augmented Humanoid)

Init +9; **Senses** Darkvision 60 ft., Listen +13, Spot +13

Languages Common, Infernal

AC 27, touch 20, flat-footed 22, Dodge, Mobility, Deflect Arrows (+5 Dex, +1 armor, +1 deflection, +3 Wisdom, +1 Class, +6 natural)

hp 50 (5 HD); fast healing 5; DR 10/silver and magic

Immune undead immunities

Resist cold 10, electricity 10

Fort +4, **Ref** +11, **Will** +7 (+9 against spells and effects from the school of enchantment)

Weakness vampire weaknesses

Speed 40 ft; Spider climb, slow fall 20 ft.

Melee unarmed strike +10 (1d8+6 bludgeoning plus energy drain) or unarmed strike +9/+9 (1d8+6 bludgeoning plus energy drain) with flurry of blows

Ranged masterwork light crossbow +9 (1d8 19-20/x2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +13

Atk Options Blood Drain, Children of the Night, Combat Reflexes, Create Spawn, Dominate, Energy Drain

Special Actions Alternate Form, Gaseous Form, +4 Turn Resistance

Combat Gear *bracers of armor +1, ring of protection +1, masterwork light crossbow, potion of resist energy (cold) 20, 20 bolts*

Abilities Str 22, Dex 20, Con -, Int 12, Wis 16, Cha 14

SQ Evasion, Still Mind

Feats Alertness, Combat Reflexes, Deflect Arrows, Dodge, Improved Grapple, Improved Initiative, Improved Toughness, Lightning Reflexes, Mobility, Weapon Focus (Unarmed Strike)

Skills Bluff +10, Diplomacy +12, Escape Artist +13, Hide +21, Jump +15, Move Silently +21, Search +9, Sense Motive +16, Tumble +13

Possessions combat gear plus Noble's Outfit, signet ring, 183 gp worth of jewelry, papers in Lord Fertuine's hand, a Golden Mask

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

Children of the Night (Su) Vampires command the lesser creatures of the world and once per day can call forth 1d6+1

rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Dominate (Su) A vampire can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save (DC 14) or fall instantly under the vampire's influence as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.

Create Spawn (Su) A humanoid or monstrous humanoid slain by a vampire's energy drain rises as a vampire spawn (see Vampire Spawn entry, page 253) 1d4 days after burial.

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

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

Alternate Form (Su) A vampire can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. While in its alternate form, the vampire loses its natural slam attack and dominate ability, but it gains the natural weapons and extraordinary special attacks of its new form. It can remain in that form until it assumes another or until the next sunrise.

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

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

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

Skills Vampires have a +8 racial bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot Checks.

Description The stunning woman before you is dressed in a diaphanous umber gown and an ornate golden mask. She has fine, straight beige hair and light-colored skin.

Sources DMG (Page 252)

JORM, YEOMAN OF CASSITER **CR 7**

Vampire, Male Human Mnk1/Ftr4

LE Medium Undead (Augmented Humanoid)

Init +9; **Senses** Darkvision 60 ft., Listen +10, Spot +10

Languages Common, Infernal, Sylvan

AC 25, touch 15, flat-footed 20, Dodge, Spinning Halberd (+5 Dex, +4 armor, +6 natural)

hp 50 (5 HD); fast healing 5; DR 10/silver and magic

Immune undead immunities

Resist cold 10, electricity 10

Fort +6, **Ref** +10, **Will** +3

Weakness vampire weaknesses

Speed 30 ft; Spider climb

Melee +1 halberd +13 (1d10+13 piercing or slashing 20/x3) or +1 halberd +13 (1d10+13 piercing or slashing 20/x3) and +8 (1d6+6 bludgeoning 20/x3) or unarmed strike +11 (1d6+7 bludgeoning plus energy drain)

Ranged masterwork light crossbow +10 (1d8 19-20/x2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +15

Atk Options Blood Drain, Children of the Night, Combat Reflexes, Create Spawn, Dominate, Energy Drain, Power Attack

Special Actions Alternate Form, Gaseous Form, +4 Turn Resistance

Combat Gear +1 halberd, masterwork chain shirt, masterwork light crossbow, *potion of resist energy (cold)* 30, *potion of protection from good*, 20 bolts

Abilities Str 24, Dex 20, Con -, Int 14, Wis 10, Cha 14

Feats Alertness, Combat Reflexes, Dodge, Improved Grapple, Improved Initiative, Improved Toughness, Lightning Reflexes, Power Attack, Spinning Halberd, Two-Weapon Fighting, Weapon Focus (Halberd), Weapon Specialization (Halberd)

Skills Bluff +10, Diplomacy +8, Handle Animal +4, Hide +14, Jump +13, Knowledge (local – Sheldomar Valley MR) +4, Knowledge (nobility and royalty) +4, Move Silently +14, Ride +9, Search +10, Sense Motive +12, Tumble +9

Possessions combat gear plus Courtier's Outfit, 253 gp in coin, a Golden Mask

Blood Drain (Ex) As Kora.

Children of the Night (Su) As Kora.

Dominate (Su) As Kora.

Create Spawn (Su) As Kora.

Energy Drain (Su) As Kora.

Alternate Form (Su) As Kora.

Fast Healing (Ex) As Kora.

Gaseous Form (Su) As Kora.

Spider Climb (Su) As Kora.

Skills As Kora.

Description The broad-shouldered man has the obvious look of a palace guard, with a well-polished suit of armor and a baroque

halberd in his hands. His hair is blonde and curled and his skin in light. The uniform he wears is pristine and he is wearing an ornate golden mask.

Sources DMG (Page 252)

BLAST SPHERE TRI **CR 3**

Description A 30-foot-by-50-foot room with four exits. Once any living creature comes within 5 feet of the center of the room, the trap activates. A globe of dark stone descends from a hidden compartment in the room's ceiling and targets each creature (including enemy NPCs) with a blast of blue-black force.

Search DC 18; **Type** magic

Trigger proximity (*alarm*), **Init** +1

Effect empowered lesser orb of cold (CL 5), each creature in the room is targeted with a blast of blue-black force (+3 ranged touch attack, 3d8+50% cold damage, no save)

Duration 10 rounds

Destruction globe of dark stone AC 16, 18 hp, hardness 8 (destroying this disables the entire trap)

Disarm Disable Device DC 28 (a successful disable check disarms the trap)

Dispel DC 16 (per blast)

Sources *Spell Compendium* (Page 151)

ENCOUNTER 9

DUSKWATCHER ALLFAURUK **CR 5**

Male Illumian Rog2/Wiz(Illusionist)3

N Medium Humanoid (Human)

Init +5; **Senses** Listen +3, Spot +3

Languages Common, Illumian, Draconic, Ancient Baklunish

AC 13, touch 13, flat-footed 10 (+3 Dex)

hp 24 (5 HD)

Fort +3, **Ref** +8, **Will** +4

Speed 30 ft

Melee masterwork rapier +3 (1d6 piercing 18-20/x2) or dagger +2 (1d4 piercing or slashing 19-20/x2)

Ranged dagger +5 (1d4 piercing or slashing 19-20/x2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +2

Atk Options sneak attack +1d6

Combat Gear masterwork rapier, 3 daggers, *potion of invisibility*, tanglefoot bag, thunderstone, alchemist's fire, *potion of resist energy (electricity)* 20, +1 cloak of resistance

Illusionist Spells Prepared (CL 5th): Prohibited Schools:

Evocation, Enchantment 2nd—blur, ~~false life~~, shadow spray

1st—color spray, ~~serene visage~~, ~~mage armor~~, obscuring mist

0—acid splash, daze, detect magic, mage hand, silent portal

Abilities Str 10, Dex 17, Con 12, Int 14, Wis 10, Cha 12

SQ evasion, luminous sigils, glyphic resonance, power sigils, illumian words, final utterance, +2 saves vs. spells with the shadow descriptor, superior literacy, trapfinding

Feats Skill Focus (Bluff), Quick Draw, Scribe Scroll

Skills Bluff +12, Concentration +9, Decipher Script +9, Disable Device +7, Escape Artist +9, Forgery +7, Hide +6, Knowledge (arcana) +3, Move Silently +6, Open Lock +9, Search +7, Sense Motive +5, Spellcraft +3, Tumble +10

Possessions combat gear plus Explorer's Outfit, *hat of disguise*, forged papers, tiny viper familiar, 74 gp

Spellbook spells prepared plus 1st—*scholar's touch*, *lesser orb of cold*; 2nd—*invisibility*, *melf's acid arrow*

Luminous Sigils (Su) The sigils that orbit an Illumian's head glow softly, providing illumination equal to that of a candle. Illumians can make their sigils disappear by concentrating for a moment (a standard action), but they don't receive the sigil's benefits and can't use any special abilities granted by illumian words (see below) while they're doused. Restoring the sigils to visibility is a free action.

Luminous sigils (including power sigils; see below) are insubstantial and disappear into any matter they touch. An illumian's sigils remain present and in effect even when the illumian take another form, unless she would lose her supernatural abilities as a result of the form change. An illumian wizard who cast a polymorph spell on herself retains her sigils, but an illumian who becomes a zombie loses them.

Glyphic Resonance (Ex) Illumians are the physical embodiment of a magical language, so they interact strangely with symbol-based spells. This group includes all spells whose names contain the words glyph, rune, sigil, or symbol (such spells in the Player's Handbook include explosive runes, glyph of warding, greater glyph of warding, sepia snake sigil, and the various symbol spells). When an illumian encounters such magic, one of two things happen: Either the illumian's resonance overpowers the spell, or the foreign magic corrupts the mystical language that defines the illumian. Illumians have a –4 racial penalty on saving throws against these effects if their level is less than the Caster Level of the spell. If an illumian's level is equal or exceeds the spell's Caster Level, she is immune to the effect.

Power Sigils (Su) In addition to the array of dimly glowing luminous sigils that orbits her head, a 1st-level illumian has a single brightly glowing power sigil that grants her certain bonuses. A power sigil can be discerned from other sigils surrounding an illumian with a DC 10 Spot check, and identified with a DC 15 Knowledge [arcana] check.

On attaining 2nd level in any class, an illumian gains a second different power sigil, and the bonus granted by each power sigil increases to +2. Depending on the combination of power sigils she chooses, an illumian gains one or more extra special abilities (see Illumian words below).

The benefit of this Illumian's power sigils is given below, along with the Common translation of each sigil's Illumian name.

Uur ("grace"): +2 bonus on Dexterity checks and Dexterity-based skill checks.

Krau ("magic"): +2 bonus to caster level for all spells and spell-like abilities (up to a maximum value equal to the illumian's character level).

Illumian Words (Su) Each combination of two power sigils' names makes an Illumian word of great power, and thus

grants extra abilities to a character who possesses those two power sigils. The benefit of this Illumian's power word is described below.

Uurkrau: The illumian can use her Dexterity score to determine the bonus spells she gains for a high ability score, instead of the normal ability score used by her class to determine this feature. If she has more than one spellcasting class, she may use her Dexterity score in place of any or all of the ability score used by her classes for this purpose.

Final Utterance (Ex) When an Illumian dies, her body releases the stored Illumian language within it. For 1 round per Hit Die of the Illumian anyone within earshot hears ululating Illumian syllables – usually gibberish, but occasionally a prophetic phrase or a final curse on the illumian's enemies. The illumian's body need not remain intact for the final utterance to occur. Even if an illumian succumbs to a disintegrate spell, her disembodied voice still utters strange gibberish for several rounds.

Description This dark-skinned man dressed in grays and blacks is clearly an intelligent and canny practitioner of the subtler arts. His head is shaved. Strange symbols rotate around it.

Power-Up Suite:

AC 17, touch 13, flat-footed 14

(+3 Dex, +4 armor) [*mage armor*, 80 minutes left]

hp 35 (5 HD) [*false life*, 80 minutes left]

Skills Bluff +14 [*serene visage*, 2 minutes left]

Sources *Races of Destiny* (Page 53-55)

APPENDIX 4 – APL 8

ENCOUNTER 3

ECHLORA, DARK DRUID **CR 8**
 Necropolitan, Female Human Drd7
 NE Medium Undead (Augmented Humanoid)
Init +1; **Senses** Darkvision 60 ft., Listen +7, Spot +13
Languages Common, Undercommon, Druidic

AC 19, touch 12, flat-footed 18
 (+1 Dex, +1 Deflection, +4 armor, +3 shield)
hp 68 (7 HD)
Immune undead immunities
Fort +4, **Ref** +2, **Will** +7 (+9 against the effect of the spell *control undead*)

Speed 20 ft. in medium armor (4 squares), base movement 30 ft.
Melee masterwork silver scimitar +6 (1d6 slashing 18-20/x2)
Ranged sling +5 (1d4+1)
Space 5 ft.; **Reach** 5 ft.
Base Atk +5; **Grp** +6 **Atk Options** Corrupted Wild Shape 3/day
Combat Gear masterwork silver scimitar, sling, +1 *hide armor*, +1 *heavy wooden shield*, *amulet of aberrant empathy*, *ring of protection* +1, *potion of protection from good*, *potion of blur*, ~~*potion of resist energy (acid)*~~ +10, 20 bullets

Druid Spells Prepared (CL 7th): 4th—*dispel magic*
 3rd—*call lightning*, *cure moderate wounds*, *poison*
 2nd—~~*barkskin*~~, *chill metal*, *hold animal*, ~~*resist energy (fire)*~~
 1st—*cure light wounds* (x2), *entangle*, *faerie fire*, ~~*longstrider*~~
 0—*cure minor wounds* (x3), *detect magic*, *flare* (x2)

Abilities Str 12, Dex 12, Con -, Int 12, Wis 17, Cha 14
SQ vermin empathy +3, rootwalker class features, resist control, +2 turn resistance, unnatural resilience, trackless step
Feats Corrupted Wild Shape, Skill Focus (Concentration), Improved Toughness, Natural Spell
Skills Concentration +13, Diplomacy +6, Handle Animal +12, Knowledge (nature) +11, Spellcraft +11, Survival +13
Possessions combat gear plus Black tattering clothing, 103 gp in coin, papers from Kora

Resist Control (Ex) Necropolitans have a +2 profane bonus on their Will saving throws to resist the effect of a *control undead* spell.
Unnatural Resilience (Su) Necropolitans automatically heal hit point damage and ability damage at the same rate as a living creature. The Heal skill has no effect on necropolitans; however, negative energy (such as an *inflict* spell) heals them.
Description This withered human woman stares at you through sunken eye sockets; her eyes are so blue they are more accurately white, as if drained of the color of life. This figure wears tattered black clothing and a bizarre, gnarled amulet.

Power-Up Suite:
AC 22, touch 12, flat-footed 21
 (+1 Dex, +1 Deflection, +4 armor, +3 shield, +3 natural) [*barkskin*, 10 minutes left]

Resist fire 20 [*resist energy*, 10 minutes left], acid 10 [*potion of resist energy (acid)* 10, 10 minutes left],
Speed 30 ft. in medium armor (6 squares), base movement 40 ft. [*longstrider*, 1 hour left]

Sources *Libris Mortis* (Page 114-115)

TOZAR (DIRE RAT COMPANION) **CR 2**
 N Small Animal
Init +4; **Senses** Low-Light Vision, Scent, Listen +6, Spot +6

AC 22, touch 15, flat-footed 18
 (+4 Dex, +1 size, +2 armor, +5 natural)
hp 38 (5 HD)
Fort +5, **Ref** +8, **Will** +5

Speed 40 ft. (8 squares), climb 20 ft.
Melee bite +8 (1d4+1 plus disease)
Space 5 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** -1 **Combat Gear** masterwork leather barding
Abilities Str 13, Dex 19, Con 12, Int 1, Wis 12, Cha 4
SQ evasion, devotion
Feats Alertness, Improved Toughness, Weapon Finesse
Skills Climb +11, Hide +8, Move Silently +4, Swim +11

Disease (Ex): Filth fever – bite, Fortitude DC 13, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.
Skills Dire rats have a +8 racial bonus on Swim checks. Dire rats have a +8 bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. Dire rats use their Dexterity modifier for Climb and Swim checks.

DEVIL CRAWLER **CR 7**
 NE Huge Aberration (Extraplanar)
Init +2; **Senses** Darkvision 60', Scent, Listen +9, Spot +9

AC 19, touch 10, flat-footed 17
 (-2 size, +2 Dex, +9 natural)
hp 72 (8 HD); DR 5/magic
Resist cold 10, fire 10; **SR** 13
Fort +7, **Ref** +5, **Will** +9

Speed 30 ft., climb 15 ft.
Melee Tentacle +10 (paralysis) or 8 tentacles +10 (paralysis) and bite +5 (1d6+3)
Space 15 ft.; **Reach** 10 ft.
Base Atk +6; **Grp** +20 **Atk Options** Smite Good

Abilities Str 22, Dex 14, Con 18, Int 3, Wis 16, Cha 6
Feats Ability Focus (Paralysis), Alertness, Combat Reflexes, Track
Skills Climb +13

Paralysis (Ex) Those hit by a carrion crawler's tentacle attack must succeed on a DC 20 Fortitude save or be paralyzed for 2d4 rounds. The save DC is Constitution-based.
Smite Good (Su) Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

Description The stink of rotten meat and the faint smell of brimstone surrounds this multilegged creature with a segmented, 15-foot-long body. Eight writhing tentacles protrude from its head, growing directly from below its clacking mandibles and tooth-filled maw.

ENCOUNTER 6

(VAMPIRE ABILITIES LISTED ONLY UNDER THE STATS FOR KORA)

KORA, VOICE OF CASSITER

CR 9

Vampire, Female Human Mnk7

LE Medium Undead (Augmented Humanoid)

Init +9; **Senses** Darkvision 60 ft., Listen +13, Spot +13

Languages Common, Infernal

AC 27, touch 20, flat-footed 22, Dodge, Mobility, Deflect Arrows (+5 Dex, +1 armor, +1 deflection, +3 Wisdom, +1 Class, +6 natural)

hp 68 (7 HD); fast healing 5; DR 10/silver and magic

Immune undead immunities

Resist cold 10, electricity 10

Fort +5, **Ref** +12, **Will** +8 (+10 against spells and effects from the school of enchantment)

Weakness vampire weaknesses

Speed 50 ft; Spider climb, Spring Attack, slow fall 30 ft.

Melee unarmed strike +12 (1d8+6 bludgeoning plus energy drain) or unarmed strike +11/+11 (1d8+6 bludgeoning plus energy drain) with flurry of blows

Ranged +1 light crossbow +11 (1d8+1 19-20/x2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +15

Atk Options Blood Drain, Children of the Night, Combat Reflexes, Create Spawn, Dominate, Energy Drain, Improved Trip

Special Actions Alternate Form, Gaseous Form, +4 Turn Resistance

Combat Gear bracers of armor +1, ring of protection +1, light crossbow +1, potion of resist energy (cold) 30, potion of protection from good, potion of blur, 20 bolts

Abilities Str 22, Dex 20, Con -, Int 12, Wis 16, Cha 14

SQ Evasion, Still Mind, Wholeness of Body

Feats Alertness, Combat Reflexes, Deflect Arrows, Dodge, Improved Grapple, Improved Initiative, Improved Toughness, Improved Trip, Lightning Reflexes, Mobility, Spring Attack, Weapon Focus (Unarmed Strike)

Skills Bluff +10, Diplomacy +14, Escape Artist +15, Hide +22, Jump +21, Move Silently +22, Search +9, Sense Motive +18, Tumble +17

Possessions combat gear plus Noble's Outfit, signet ring, 233 gp worth of jewelry, papers in Lord Fertuine's hand, a Golden Mask

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

each successful attack, the vampire gains 5 temporary hit points.

Children of the Night (Su) Vampires command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Dominate (Su) A vampire can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save (DC 15) or fall instantly under the vampire's influence as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.

Create Spawn (Su) A humanoid or monstrous humanoid slain by a vampire's energy drain rises as a vampire spawn (see Vampire Spawn entry, page 253) 1d4 days after burial.

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

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

Alternate Form (Su) A vampire can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. While in its alternate form, the vampire loses its natural slam attack and dominate ability, but it gains the natural weapons and extraordinary special attacks of its new form. It can remain in that form until it assumes another or until the next sunrise.

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

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

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

Skills Vampires have a +8 racial bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot Checks.

Description The stunning woman standing before you is dressed in a diaphanous umber gown and an ornate golden mask. She has fine, straight beige hair and light-colored skin.

Sources DMG (Page 252)

JORM, SQUIRE OF CASSITER **CR 9**

Vampire, Male Human Mnk1/Ftr6

LE Medium Undead (Augmented Humanoid)

Init +9; **Senses** Darkvision 60 ft., Listen +10, Spot +10

Languages Common, Infernal, Sylvan

AC 27, touch 16, flat-footed 22, Dodge, Spinning Halberd, Combat Expertise

(+5 Dex, +5 armor, +1 deflection, +6 natural)

hp 68 (7 HD); fast healing 5; DR 10/silver and magic

Immune undead immunities

Resist cold 10, electricity 10

Fort +7, **Ref** +11, **Will** +6

Weakness vampire weaknesses

Speed 30 ft; Spider climb

Melee +1 halberd +15 (1d10+13 piercing or slashing 20/x3) or +1 halberd +15/+10 (1d10+13 piercing or slashing 20/x3) and +10 (1d6+6 bludgeoning 20/x3) or unarmed strike +13 (1d6+7 bludgeoning plus energy drain)

Ranged masterwork light crossbow +12 (1d8 19-20/x2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +17

Atk Options Blood Drain, Children of the Night, Combat Reflexes, Create Spawn, Dominate, Energy Drain, Power Attack

Special Actions Alternate Form, Gaseous Form, +4 Turn Resistance

Combat Gear +1 halberd, +1 chain shirt, ring of protection +1, masterwork light crossbow, *potion of resist energy (cold)* 30, *potion of protection from good*, 20 bolts

Abilities Str 24, Dex 20, Con -, Int 14, Wis 10, Cha 14

Feats Alertness, Combat Expertise, Combat Reflexes, Dodge, Improved Grapple, Improved Initiative, Improved Toughness, Iron Will, Lightning Reflexes, Power Attack, Spinning Halberd, Two-Weapon Fighting, Weapon Focus (Halberd), Weapon Specialization (Halberd)

Skills Bluff +13, Diplomacy +8, Handle Animal +4, Hide +14, Jump +12, Knowledge (local – Sheldomar Valley MR) +4, Knowledge (nobility and royalty) +4, Move Silently +14, Ride +10, Search +10, Sense Motive +12, Tumble +11

Possessions combat gear plus Courtier's Outfit, 153 gp in coin, a Golden Mask

Blood Drain (Ex) As Kora.

Children of the Night (Su) As Kora.

Dominate (Su) As Kora.

Create Spawn (Su) As Kora.

Energy Drain (Su) As Kora.

Alternate Form (Su) As Kora.

Fast Healing (Ex) As Kora.

Gaseous Form (Su) As Kora.

Spider Climb (Su) As Kora.

Skills As Kora.

Description The broad-shouldered man has the obvious look of a palace guard, with a well-polished suit of armor and a baroque halberd in his hands. His hair is blonde and curled and his skin in light. The uniform he wears is pristine and he is wearing an ornate golden mask.

Sources DMG (Page 252)

BLAST SPHERE PEDWAR **CR 4**

Description A 30-foot-by-50-foot room with four exits. Once any living creature comes within 5 feet of the center of the room, the trap activates. A globe of dark stone descends from a hidden compartment in the room's ceiling and targets each creature (including enemy NPCs) with a blast of blue-black force.

Search DC 19; **Type** magic

Trigger proximity (*alarm*), **Init** +2

Effect *orb of cold* (CL 7), each creature in the room is targeted with a blast of blue-black force (+4 ranged touch attack, 7d6 cold damage, no save)

Duration 11 rounds

Destruction globe of dark stone AC 18, 24 hp, hardness 8 (destroying this disables the entire trap)

Disarm Disable Device DC 29 (a successful disable check disarms the trap)

Dispel DC 18 (per blast)

Sources *Spell Compendium* (Page 151)

ENCOUNTER 9

DUSKWATCHER ALLFAURUK **CR 7**

Male Illumian Rog3/Wiz(Illusionist)4

N Medium Humanoid (Human)

Init +6; **Senses** Listen +3, Spot +3

Languages Common, Illumian, Draconic, Ancient Baklunish

AC 14, touch 14, flat-footed 11
(+3 Dex, +1 Deflection)

hp 33 (7 HD)

Fort +4, **Ref** +8, **Will** +6

Speed 30 ft

Melee masterwork rapier +5 (1d6 piercing 18-20/x2) or dagger +4 (1d4 piercing or slashing 19-20/x2)

Ranged dagger +7 (1d4 piercing or slashing 19-20/x2)

Space 5 ft.; **Reach** 5 ft.

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

Atk Options sneak attack +2d6

Combat Gear masterwork rapier, 3 daggers, *potion of invisibility*, tanglefoot bag, thunderstone, alchemist's fire, *potion of resist energy (electricity)* 20, +1 cloak of resistance, ring of protection +1, *potion of greater mage armor*

Illusionist Spells Prepared (CL 7th): Prohibited Schools: Evocation, Enchantment 2nd—~~blur~~, ~~false life~~, shadow spray, *melf's acid arrow* 1st—color spray, ~~serene visage~~, obscuring mist, lesser orb or cold (x2)

o—*acid splash, daze, detect magic, mage hand, silent portal*

Abilities Str 10, Dex 17, Con 12, Int 14, Wis 10, Cha 12

SQ evasion, luminous sigils, glyphic resonance, power sigils, illumian words, final utterance, +2 saves vs. spells with the shadow descriptor, superior literacy, trapfinding, trap sense +1

Feats Enhanced Power Sigils, Skill Focus (Bluff), Quick Draw, Scribe Scroll

Skills Bluff +16, Concentration +10, Decipher Script +9, Disable Device +9, Escape Artist +13, Forgery +7, Hide +7, Knowledge (arcana) +6, Move Silently +7, Open Lock +10, Search +7, Sense Motive +5, Spellcraft +3, Tumble +13

Possessions combat gear plus Explorer's Outfit, *hat of disguise*, forged papers, tiny viper familiar, 74 gp

Spellbook spells prepared plus 1st—*scholar's touch*; 2nd—*invisibility*

Luminous Sigils (Su) The sigils that orbit an Illumian's head glow softly, providing illumination equal to that of a candle. Illumians can make their sigils disappear by concentrating for a moment (a standard action), but they don't receive the sigil's benefits and can't use any special abilities granted by illumian words (see below) while they're doused. Restoring the sigils to visibility is a free action.

Luminous sigils (including power sigils; see below) are insubstantial and disappear into any matter they touch. An illumian's sigils remain present and in effect even when the illumian take another form, unless she would lose her supernatural abilities as a result of the form change. An illumian wizard who cast a polymorph spell on herself retains her sigils, but an illumian who becomes a zombie loses them.

Glyphic Resonance (Ex) Illumians are the physical embodiment of a magical language, so they interact strangely with symbol-based spells. This group includes all spells whose names contain the words glyph, rune, sigil, or symbol (such spells in the Player's Handbook include explosive runes, glyph of warding, greater glyph of warding, sepia snake sigil, and the various symbol spells). When an illumian encounters such magic, one of two things happen: Either the illumian's resonance overpowers the spell, or the foreign magic corrupts the mystical language that defines the illumian. Illumians have a –4 racial penalty on saving throws against these effects if their level is less than the Caster Level of the spell. If an illumian's level is equal or exceeds the spell's Caster Level, she is immune to the effect.

Power Sigils (Su) In addition to the array of dimly glowing luminous sigils that orbits her head, a 1st-level illumian has a single brightly glowing power sigil that grants her certain bonuses. A power sigil can be discerned from other sigils surrounding an illumian with a DC 10 Spot check, and identified with a DC 15 Knowledge [arcana] check.

On attaining 2nd level in any class, an illumian gains a second different power sigil, and the bonus granted by each power sigil increases to +2. Depending on the combination of power sigils she chooses, an illumian gains one or more extra special abilities (see Illumian words below).

The benefit of this Illumian's power sigils is given below, along with the Common translation of each sigil's Illumian

name. This includes the benefit of the Enhanced Power Sigils feat.

Uur ("grace"): +3 bonus on Dexterity checks and Dexterity-based skill checks.

Krau ("magic"): +3 bonus to caster level for all spells and spell-like abilities (up to a maximum value equal to the illumian's character level).

Illumian Words (Su) Each combination of two power sigils' names makes an Illumian word of great power, and thus grants extra abilities to a character who possesses those two power sigils. The benefit of this Illumian's power word is described below.

Uurkrau: The illumian can use her Dexterity score to determine the bonus spells she gains for a high ability score, instead of the normal ability score used by her class to determine this feature. If she has more than one spellcasting class, she may use her Dexterity score in place of any or all of the ability score used by her classes for this purpose.

Final Utterance (Ex) When an Illumian dies, her body releases the stored Illumian language within it. For 1 round per Hit Die of the Illumian anyone within earshot hears ululating Illumian syllables – usually gibberish, but occasionally a prophetic phrase or a final curse on the illumian's enemies. The illumian's body need not remain intact for the final utterance to occur. Even if an illumian succumbs to a disintegrate spell, her disembodied voice still utters strange gibberish for several rounds.

Description This dark-skinned man dressed in grays and blacks is clearly an intelligent and canny practitioner of the subtler arts. His head is shaved. Strange symbols rotate around it.

Power-Up Suite:

AC 20, touch 14, flat-footed 17

(+3 Dex, +6 armor, +1 Deflection) [*greater mage armor*, 80 minutes left]

hp 46 (5 HD) [*false life*, 80 minutes left]

Skills Bluff +19 [*serene visage*, 2 minutes left]

Sources *Races of Destiny* (Page 53-55)

APPENDIX 5 – APL 10

ENCOUNTER 3

ECHLORA, DARK DRUID

CR 11

Necropolitan, Female Human Drd10

NE Medium Undead (Augmented Humanoid)

Init +1; **Senses** Darkvision 60 ft., Listen +13, Spot +16

Languages Common, Undercommon, Druidic

AC 25, touch 12, flat-footed 24

(+1 Dex, +1 Deflection, +10 armor, +3 shield)

hp 98 (10 HD)

Immune undead immunities

Fort +7, **Ref** +4, **Will** +11 (+13 against the effect of the spell *control undead*)

Speed 20 ft. in medium armor (4 squares), base movement 30 ft.

Melee +1 *silver scimitar* +9 (1d6+1 slashing 18-20/x2)

Ranged sling +8 (1d4+1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +7; **Grp** +8 **Atk Options** Corrupted Wild Shape 3/day, Corrupted Wild Shape (Large)

Combat Gear +1 *silver scimitar*, sling, +2 *dragonhide plate*, +1 *heavy wooden shield*, *amulet of aberrant empathy*, *ring of protection* +1, *potion of protection from good*, *potion of blur*, ~~*potion of resist energy (acid)*~~ 10, 20 bullets

Druid Spells Prepared (CL 10th): 5th—~~*stoneskin*~~ (x2)

4th—~~*dispel magic*~~, ~~*freedom of movement*~~, *rapid call lightning*, *rapid summon nature's ally III*

3rd—~~*cure moderate wounds*~~, ~~*greater magic fang*~~, *rapid summon nature's ally II*, *wind wall*

2nd—~~*barkskin*~~, *chill metal*, *hold animal*, ~~*resist energy (fire)*~~ (x2)

1st—~~*cure light wounds*~~ (x2), *entangle*, *faerie fire*, ~~*longstrider*~~

0—~~*cure minor wounds*~~ (x3), *detect magic*, *flare* (x2)

Abilities Str 12, Dex 12, Con -, Int 12, Wis 18, Cha 14

SQ vermin empathy +3, rootwalker class features, resist control, +2 turn resistance, unnatural resilience, trackless step

Feats Corrupted Wild Shape, Skill Focus (Concentration), Improved Toughness, Natural Spell, Rapid Spell

Skills Concentration +16, Diplomacy +6, Handle Animal +15, Knowledge (nature) +11, Spellcraft +14, Survival +13

Possessions combat gear plus Black tattering clothing, 250 gp worth of diamond dust, 13 gp in coin, papers from Kora

Resist Control (Ex) Necropolitans have a +2 profane bonus on their Will saving throws to resist the effect of a *control undead* spell.

Unnatural Resilience (Su) Necropolitans automatically heal hit point damage and ability damage at the same rate as a living creature. The Heal skill has no effect on necropolitans; however, negative energy (such as an *inflict* spell) heals them.

Description This withered human woman stares at you through sunken eye sockets; her eyes are so blue they are more accurately white, as if drained of the color of life. This figure wears tattered black clothing and a bizarre, gnarled amulet.

Power-Up Suite:

AC 29, touch 12, flat-footed 28

(+1 Dex, +1 Deflection, +10 armor, +3 shield, +4 natural) [*barkskin*, 10 minutes left]

hp 98 (10 HD) DR 10/adamantine, (up to 100 points) [*stoneskin*, 10 minutes left]

Resist fire 20 [*resist energy*, 10 minutes left], acid 10 [*potion of resist energy (acid)* 10, 10 minutes left]

Speed 30 ft. in medium armor (6 squares), base movement 40 ft. [*longstrider*, 1 hour left] *Freedom of Movement*, 10 minutes left

Sources *Libris Mortis* (Page 114-115)

TOZAR (DIRE RAT COMPANION)

CR 3

N Small Animal

Init +5; **Senses** Low-Light Vision, Scent, Listen +7, Spot +7

AC 25, touch 16, flat-footed 20

(+5 Dex, +1 size, +2 armor, +7 natural)

hp 53 (7 HD)

Fort +6, **Ref** +12, **Will** +6

Speed 40 ft. (8 squares), climb 20 ft.

Melee bite +11/+6 (1d4+2 plus disease)

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +1 **Combat Gear** masterwork leather barding

Abilities Str 14, Dex 20, Con 12, Int 1, Wis 12, Cha 4

SQ evasion, devotion

Feats Alertness, Improved Toughness, Lightning Reflexes, Weapon Finesse

Skills Climb +12, Hide +9, Move Silently +5, Swim +12

Disease (Ex): Filth fever – bite, Fortitude DC 14, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Skills Dire rats have a +8 racial bonus on Swim checks. Dire rats have a +8 bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. Dire rats use their Dexterity modifier for Climb and Swim checks.

Power-Up Suite:

hp 53 (7 HD) DR 10/adamantine, (up to 100 points) [*stoneskin*, 10 minutes left]

Resist fire 20 [*resist energy*, 10 minutes left]

Melee bite +13/+8 (1d4+4 plus disease) [*greater magic fang*, 10 minutes left]

DEVIL CRAWLER

CR 7

NE Huge Aberration (Extraplanar)

Init +2; **Senses** Darkvision 60', Scent, Listen +9, Spot +9

AC 19, touch 10, flat-footed 17

(-2 size, +2 Dex, +9 natural)

hp 72 (8 HD); DR 5/magic

Resist cold 10, fire 10; **SR** 13

Fort +7, **Ref** +5, **Will** +9

Speed 30 ft., climb 15 ft.

Melee Tentacle +10 (paralysis) or 8 tentacles +10 (paralysis) and bite +5 (1d6+3)

Space 15 ft.; **Reach** 10 ft.

Base Atk +6; **Grp** +20**Atk Options** Smite Good

Abilities Str 22, Dex 14, Con 18, Int 3, Wis 16, Cha 6

Feats Ability Focus (Paralysis), Alertness, Combat Reflexes, Track

Skills Climb +13

Paralysis (Ex) Those hit by a carrion crawler's tentacle attack must succeed on a DC 20 Fortitude save or be paralyzed for 2d4 rounds. The save DC is Constitution-based.

Smite Good (Su) Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

Description The stink of rotten meat and the faint smell of brimstone surrounds this multilegged creature with a segmented, 15-foot-long body. Eight writhing tentacles protrude from its head, growing directly from below its clacking mandibles and tooth-filled maw.

ENCOUNTER 6

(VAMPIRE ABILITIES LISTED ONLY UNDER THE STATS FOR KORA)

KORA, VOICE OF CASSITER

CR 11

Vampire, Female Human Mnk9

LE Medium Undead (Augmented Humanoid)

Init +9; **Senses** Darkvision 60 ft., Listen +13, Spot +13

Languages Common, Infernal

AC 27, touch 20, flat-footed 22, Dodge, Mobility, Deflect Arrows (+5 Dex, +1 armor, +1 deflection, +3 Wisdom, +1 Class, +6 natural)

hp 88 (9 HD); fast healing 5; DR 10/silver and magic

Immune undead immunities

Resist cold 10, electricity 10

Fort +7, **Ref** +14, **Will** +10 (+12 against spells and effects from the school of enchantment)

Weakness vampire weaknesses

Speed 60 ft; Spider climb, Spring Attack, slow fall 40 ft.

Melee unarmed strike +13 (1d8+6 bludgeoning plus energy drain) or unarmed strike +12/+12 (1d8+6 bludgeoning plus energy drain) with flurry of blows

Ranged +1 light crossbow +12 (1d8+1 19-20/x2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +16

Atk Options Blood Drain, Children of the Night, Combat Reflexes, Create Spawn, Dominate, Energy Drain, Improved Trip

Special Actions Alternate Form, Gaseous Form, +4 Turn Resistance

Combat Gear bracers of armor +1, ring of protection +1, light crossbow +1, cloak of resistance +1, potion of resist energy (cold) 30, potion of protection from good, potion of blur, potion of protection from energy (cold), ~~potion of greater mage armor~~, ~~potion of greater mage armor~~ x3, 20 bolts

Abilities Str 22, Dex 20, Con -, Int 12, Wis 16, Cha 15

SQ Improved Evasion, Still Mind, Wholeness of Body

Feats Alertness, Combat Reflexes, Deflect Arrows, Dodge, Improved Energy Drain, Improved Grapple, Improved Initiative, Improved Toughness, Improved Trip, Lightning

Reflexes, Mobility, Spring Attack, Weapon Focus (Unarmed Strike)

Skills Bluff +10, Diplomacy +16, Escape Artist +17, Hide +22, Jump +22, Move Silently +22, Search +9, Sense Motive +23, Tumble +19

Possessions combat gear plus Noble's Outfit, signet ring, 283 gp worth of jewelry, papers in Lord Fertuine's hand, a Golden Mask

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

Children of the Night (Su) Vampires command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Dominate (Su) A vampire can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save (DC 16) or fall instantly under the vampire's influence as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.

Create Spawn (Su) A humanoid or monstrous humanoid slain by a vampire's energy drain rises as a vampire spawn (see Vampire Spawn entry, page 253) 1d4 days after burial.

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

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

Alternate Form (Su) A vampire can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. While in its alternate form, the vampire loses its natural slam attack and dominate ability, but it gains the natural weapons and extraordinary special attacks of its new form. It can remain in that form until it assumes another or until the next sunrise.

Fast Healing (Ex) A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit

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

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

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

Skills Vampires have a +8 racial bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot Checks.

Description The stunning woman standing before you is dressed in a diaphanous umber gown and an ornate golden mask. She has fine, straight beige hair and light-colored skin.

Sources DMG (Page 252)

Power-Up Suite:

AC 32, touch 20, flat-footed 27, Dodge, Mobility, Deflect Arrows (+5 Dex, +6 greater *mage armor*, +1 deflection, +3 Wisdom, +1 Class, +6 natural)

JORM, SQUIRE OF CASSITER

CR 11

Vampire, Male Human Mnk1/Ftr8

LE Medium Undead (Augmented Humanoid)

Init +9; **Senses** Darkvision 60 ft., Listen +10, Spot +10

Languages Common, Infernal, Sylvan

AC 27, touch 16, flat-footed 22, Dodge, Spinning Halberd, Combat Expertise

(+5 Dex, +5 armor, +1 deflection, +6 natural)

hp 88 (9 HD); fast healing 5; DR 10/silver and magic

Immune undead immunities

Resist cold 10, electricity 10

Fort +8, **Ref** +12, **Will** +7

Weakness vampire weaknesses

Speed 30 ft; Spider climb

Melee +1 *magebane halberd* +18 (1d10+13 piercing or slashing 19-20/x3) or +1 *magebane halberd* +18/+13 (1d10+13 piercing or slashing 19-20/x3) and +13 (1d6+6 bludgeoning 19-20/x3) or unarmed strike +15 (1d6+7 bludgeoning plus energy drain)

Melee +1 *magebane halberd* +20 (1d10+15+2d6 piercing or slashing 19-20/x3) or +1 *magebane halberd* +20/+15 (1d10+15+2d6 piercing or slashing 19-20/x3) and +15 (1d6+8+2d6 bludgeoning 19-20/x3) [against creatures that are capable of casting arcane spells]

Ranged masterwork light crossbow +14 (1d8 19-20/x2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +8; **Grp** +19

Atk Options Blood Drain, Children of the Night, Combat Reflexes, Create Spawn, Dominate, Energy Drain, Power Attack

Special Actions Alternate Form, Gaseous Form, +4 Turn Resistance

Combat Gear +1 *magebane halberd*, +1 *chain shirt*, *ring of protection* +1, masterwork light crossbow, *potion of resist energy (cold)* 30, *potion of protection from good*, 20 bolts

Abilities Str 24, Dex 20, Con -, Int 14, Wis 10, Cha 14

Feats Alertness, Combat Expertise, Combat Reflexes, Dodge, Greater Weapon Focus (Halberd), Improved Critical (Halberd), Improved Grapple, Improved Initiative, Improved Toughness, Iron Will, Lightning Reflexes, Power Attack, Spinning Halberd, Two-Weapon Fighting, Weapon Focus (Halberd), Weapon Specialization (Halberd)

Skills Bluff +15, Diplomacy +10, Handle Animal +4, Hide +14, Intimidate +8, Jump +12, Knowledge (local – Sheldomar Valley MR) +4, Knowledge (nobility and royalty) +4, Move Silently +14, Ride +10, Search +10, Sense Motive +12, Tumble +11

Possessions combat gear plus Courtier's Outfit, 153 gp in coin, a Golden Mask

Blood Drain (Ex) As Kora.

Children of the Night (Su) As Kora.

Dominate (Su) As Kora.

Create Spawn (Su) As Kora.

Energy Drain (Su) As Kora.

Alternate Form (Su) As Kora.

Fast Healing (Ex) As Kora.

Gaseous Form (Su) As Kora.

Spider Climb (Su) As Kora.

Skills As Kora.

Sources DMG (Page 252)

MORDEN, YEOMAN OF CASSITER

CR 7

Vampire, Male Human Mnk1/Ftr4

LE Medium Undead (Augmented Humanoid)

Init +9; **Senses** Darkvision 60 ft., Listen +10, Spot +10

Languages Common, Infernal, Dwarven

AC 25, touch 15, flat-footed 20, Dodge, Spinning Halberd (+5 Dex, +4 armor, +6 natural)

hp 50 (5 HD); fast healing 5; DR 10/silver and magic

Immune undead immunities

Resist cold 10, electricity 10

Fort +6, **Ref** +10, **Will** +3

Weakness vampire weaknesses

Speed 30 ft; Spider climb

Melee +1 *halberd* +13 (1d10+13 piercing or slashing 20/x3) or +1 *halberd* +13 (1d10+13 piercing or slashing 20/x3) and +8 (1d6+6 bludgeoning 20/x3) or unarmed strike +11 (1d6+7 bludgeoning plus energy drain)

Ranged masterwork light crossbow +10 (1d8 19-20/x2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +15

Atk Options Blood Drain, Children of the Night, Combat Reflexes, Create Spawn, Dominate, Energy Drain, Power Attack

Special Actions Alternate Form, Gaseous Form, +4 Turn Resistance

Combat Gear +1 halberd, masterwork chain shirt, masterwork light crossbow, *potion of resist energy (cold)* 30, *potion of protection from good*, 20 bolts

Abilities Str 24, Dex 20, Con -, Int 14, Wis 10, Cha 14

Feats Alertness, Combat Reflexes, Dodge, Improved Grapple, Improved Initiative, Improved Toughness, Lightning Reflexes, Power Attack, Spinning Halberd, Two-Weapon Fighting, Weapon Focus (Halberd), Weapon Specialization (Halberd)

Skills Bluff +10, Diplomacy +8, Handle Animal +4, Hide +14, Jump +13, Knowledge (local – Sheldomar Valley MR) +4, Knowledge (nobility and royalty) +4, Move Silently +14, Ride +9, Search +10, Sense Motive +12, Tumble +9

Possessions combat gear plus Courtier's Outfit, 253 gp in coin, a Golden Mask

Blood Drain (Ex) As Kora.

Children of the Night (Su) As Kora.

Dominate (Su) As Kora. Save DC is 14.

Create Spawn (Su) As Kora.

Energy Drain (Su) As Kora.

Alternate Form (Su) As Kora.

Fast Healing (Ex) As Kora.

Gaseous Form (Su) As Kora.

Spider Climb (Su) As Kora.

Skills As Kora.

Description The broad-shouldered man has the obvious look of a palace guard, with a well-polished suit of armor and a baroque halberd in his hands. His hair is blonde and curled and his skin in light. The uniform he wears is pristine and he is wearing an ornate golden mask.

Sources DMG (Page 252)

BLAST SPHERE PUM

CR 5

Description A 30-foot-by-50-foot room with four exits. Once any living creature comes within 5 feet of the center of the room, the trap activates. A globe of dark stone descends from a hidden compartment in the room's ceiling and targets each creature (including enemy NPCs) with a blast of blue-black force.

Search DC 20; **Type** magic

Trigger proximity (*alarm*), **Init** +2

Effect *fell weaken orb of cold* (CL 9), each creature in the room is targeted with a blast of blue-black force (+5 ranged touch attack, 9d6 cold damage, no save. Creatures who take damage from the blast also take a –4 penalty to strength for 1 minute. Strength penalties do not stack.)

Duration 12 rounds

Destruction globe of dark stone AC 19, 30 hp, hardness 8 (destroying this disables the entire trap)

Disarm Disable Device DC 30 (a successful disable check disarms the trap)

Dispel DC 20 (per blast)

Sources *Spell Compendium* (Page 151), *Libris Mortis* (Page 27)

ENCOUNTER 9

DUSKWATCHER ALLFAURUK

CR 9

Male Illumian Rog3/Wiz(Illusionist)5/Arcane Trickster1

N Medium Humanoid (Human)

Init +8; **Senses** Listen +3, Spot +3

Languages Common, Illumian, Draconic, Ancient Baklunish

AC 16, touch 16, flat-footed 11

(+5 Dex, +1 Deflection)

hp 41 (9 HD)

Fort +4, **Ref** +12, **Will** +8

Speed 30 ft

Melee masterwork rapier +5 (1d6 piercing 18-20/x2) or dagger +4 (1d4 piercing or slashing 19-20/x2)

Ranged dagger +9 (1d4 piercing or slashing 19-20/x2)

Space 5 ft.; **Reach** 5 ft.

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

Atk Options sneak attack +2d6

Combat Gear masterwork rapier, 3 daggers, *potion of invisibility*, tanglefoot bag, thunderstone, alchemist's fire, *potion of resist energy (electricity)* 20, +1 cloak of resistance, ring of protection +1, gloves of dexterity +2, ~~*potion of greater mage armor*~~

Illusionist Spells Prepared (CL 9th): Prohibited Schools:

Evocation, Enchantment 3rd—*dispel magic* (x2),

sculpted glitterdust, shadow binding

2nd—*blur*, ~~*false life*~~, *sculpted color spray*, shadow spray, *elf's acid arrow*

1st—*color spray*, ~~*serene visage*~~, obscuring mist, lesser orb or cold (x4)

0—*acid splash*, *daze*, *detect magic*, *mage hand*, *silent portal*

Abilities Str 10, Dex 20, Con 12, Int 14, Wis 10, Cha 12

SQ evasion, luminous sigils, glyphic resonance, power sigils, illumian words, final utterance, +2 saves vs. spells with the shadow descriptor, superior literacy, trapfinding, trap sense +1, ranged legerdemain 1/day

Feats Enhanced Power Sigils, Heighten Spell, Skill Focus (Bluff), Quick Draw, Sculpt Spell, Scribe Scroll

Skills Bluff +19, Concentration +13, Decipher Script +9, Disable Device +9, Escape Artist +15, Forgery +7, Hide +9, Knowledge (arcana) +6, Move Silently +9, Open Lock +12, Search +7, Sense Motive +5, Spellcraft +6, Tumble +16

Possessions combat gear plus Explorer's Outfit, *hat of disguise*, forged papers, tiny viper familiar, 74 gp

Spellbook spells prepared plus 1st—*scholar's touch*; 2nd—*invisibility*; 3rd—*fireball*

Luminous Sigils (Su) The sigils that orbit an Illumian's head glow softly, providing illumination equal to that of a candle. Illumians can make their sigils disappear by concentrating for a moment (a standard action), but they don't receive the sigil's benefits and can't use any special abilities granted by illumian words (see below) while they're doused. Restoring the sigils to visibility is a free action.

Luminous sigils (including power sigils; see below) are insubstantial and disappear into any matter they touch. An illumian's sigils remain present and in effect even when the illumian take another form, unless she would lose her supernatural abilities as a result of the form change. An illumian wizard who cast a polymorph spell on herself

retains her sigils, but an illumian who becomes a zombie loses them.

Glyphic Resonance (Ex) Illumians are the physical embodiment of a magical language, so they interact strangely with symbol-based spells. This group includes all spells whose names contain the words glyph, rune, sigil, or symbol (such spells in the Player's Handbook include explosive runes, glyph of warding, greater glyph of warding, sepia snake sigil, and the various symbol spells). When an illumian encounters such magic, one of two things happens: Either the illumian's resonance overpowers the spell, or the foreign magic corrupts the mystical language that defines the illumian. Illumians have a -4 racial penalty on saving throws against these effects if their level is less than the Caster Level of the spell. If an illumian's level is equal or exceeds the spell's Caster Level, she is immune to the effect.

Power Sigils (Su) In addition to the array of dimly glowing luminous sigils that orbits her head, a 1st-level illumian has a single brightly glowing power sigil that grants her certain bonuses. A power sigil can be discerned from other sigils surrounding an illumian with a DC 10 Spot check, and identified with a DC 15 Knowledge [arcana] check.

On attaining 2nd level in any class, an illumian gains a second different power sigil, and the bonus granted by each power sigil increases to +2. Depending on the combination of power sigils she chooses, an illumian gains one or more extra special abilities (see Illumian words below).

The benefit of this Illumian's power sigils is given below, along with the Common translation of each sigil's Illumian name. This includes the benefit of the Enhanced Power Sigils feat.

Uur ("grace"): +3 bonus on Dexterity checks and Dexterity-based skill checks.

Krau ("magic"): +3 bonus to caster level for all spells and spell-like abilities (up to a maximum value equal to the illumian's character level).

Illumian Words (Su) Each combination of two power sigils' names makes an Illumian word of great power, and thus grants extra abilities to a character who possesses those two power sigils. The benefit of this Illumian's power word is described below.

Uurkrau: The illumian can use her Dexterity score to determine the bonus spells she gains for a high ability score, instead of the normal ability score used by her class to determine this feature. If she has more than one spellcasting class, she may use her Dexterity score in place of any or all of the ability score used by her classes for this purpose.

Final Utterance (Ex) When an Illumian dies, her body releases the stored Illumian language within it. For 1 round per Hit Die of the Illumian anyone within earshot hears ululating Illumian syllables – usually gibberish, but occasionally a prophetic phrase or a final curse on the illumian's enemies. The illumian's body need not remain intact for the final utterance to occur. Even if an illumian succumbs to a disintegrate spell, her disembodied voice still utters strange gibberish for several rounds.

Description This dark-skinned man dressed in grays and blacks is clearly an intelligent and canny practitioner of the

subtler arts. His head is shaved. Strange symbols rotate around it.

Power-Up Suite:

AC 22, touch 16, flat-footed 17

(+5 Dex, +6 armor, +1 Deflection) [*greater mage armor*, 80 minutes left]

hp 55 (9 HD) [*false life*, 80 minutes left]

Skills Bluff +23 [*serene visage*, 2 minutes left]

Sources *Races of Destiny* (Page 53-55)

APPENDIX 6 – APL 12

ENCOUNTER 3

ECHLORA, DARK DRUID **CR 14**
 Necropolitan, Female Human Drd13
 NE Medium Undead (Augmented Humanoid)
Init +1; **Senses** Darkvision 60 ft., Listen +19, Spot +19
Languages Common, Undercommon, Druidic

AC 25, touch 12, flat-footed 24
 (+1 Dex, +1 Deflection, +10 armor, +3 shield)
hp 127 (13 HD)
Immune undead immunities
Fort +8, **Ref** +5, **Will** +12 (+14 against the effect of the spell *control undead*)

Speed 20 ft. in medium armor (4 squares), base movement 30 ft.
Melee +1 *silver scimitar* +11 (1d6+1 slashing 18-20/x2)
Ranged sling +10 (1d4+1)
Space 5 ft.; **Reach** 5 ft.
Base Atk +9; **Grp** +10 **Atk Options** Corrupted Wild Shape 4/day, Corrupted Wild Shape (Large), Corrupted Wild Shape (tiny), Corrupted Wild Shape (plant)
Combat Gear +1 *silver scimitar*, sling, +2 *dragonhide plate*, +1 *heavy wooden shield*, *amulet of aberrant empathy*, *ring of protection* +1, *mantle of the beast*, *potion of protection from good*, *potion of blur*, *potion of resist energy (acid)* 30, 20 bullets
Druid Spells Prepared (CL 13th): 7th—*fell drain*, *fell weaken*, *arc of lightning*
 6th—*mass bull's strength*, *mass cat's grace*
 5th—*stoneskin* (x2), *fell weaken*, *rapid call lightning*
 4th—*dispel magic*, *freedom of movement*, *flame strike*, *rapid dominate animal*, *rapid summon nature's ally* III
 3rd—*cure moderate wounds*, *greater magic fang*, *poison*, *rapid summon nature's ally* II, *wind wall*
 2nd—*barkskin*, *bear's endurance*, *chill metal*, *hold animal*, *resist energy (fire)* (x2)
 1st—*cure light wounds* (x2), *entangle*, *faerie fire*, *longstrider*
 0—*cure minor wounds* (x3), *detect magic*, *flare* (x2)

Abilities Str 12, Dex 12, Con -, Int 12, Wis 19, Cha 14
SQ vermin empathy +3, rootwalker class features, resist control, +2 turn resistance, unnatural resilience, trackless step, a thousand faces
Feats Corrupted Wild Shape, Fell Weaken Spell, Fell Drain Spell, Improved Toughness, Natural Spell, Rapid Spell
Skills Concentration +16, Diplomacy +6, Handle Animal +18, Knowledge (nature) +11, Spellcraft +17, Survival +13
Possessions combat gear plus Black tattering clothing, 250 gp worth of diamond dust, 218 gp in coin, papers from Kora

Resist Control (Ex) Necropolitans have a +2 profane bonus on their Will saving throws to resist the effect of a *control undead* spell.
Unnatural Resilience (Su) Necropolitans automatically heal hit point damage and ability damage at the same rate as a living creature. The Heal skill has no effect on necropolitans; however, negative energy (such as an *inflict* spell) heals them.

Description This withered human woman stares at you through sunken eye sockets; her eyes are so blue they are more accurately white, as if drained of the color of life. This figure wears tattered black clothing and a bizarre, gnarled amulet.

Power-Up Suite:

Init +3 [*mass cat's grace*, 8 minutes left]
AC 32, touch 14, flat-footed 29
 (+3 Dex, +1 Deflection, +10 armor, +3 shield, +5 natural) [*barkskin*, 10 minutes left, *mass cat's grace*, 8 minutes left]
hp 127 (13 HD) DR 10/adamantine, (up to 130 points) [*stoneskin*, 10 minutes left]
Resist fire 30 [*resist energy*, 10 minutes left], acid 30 [*potion of resist energy (acid)* 30, 10 minutes left]
Speed 30 ft. in medium armor (6 squares), base movement 40 ft. [*longstrider*, 1 hour left] *Freedom of movement*, 10 minutes left
Melee +1 *silver scimitar* +13 (1d6+3 slashing 18-20/x2) [*mass bull's strength*, 8 minutes left]
Ranged sling +10 (1d4+3) [*mass bull's strength*, 8 minutes left]
Sources *Libris Mortis* (Page 114-115)

TOZAR (DIRE RAT COMPANION) **CR 3**
 N Small Animal

Init +6; **Senses** Low-Light Vision, Scent, Listen +8, Spot +8

AC 28, touch 17, flat-footed 22
 (+6 Dex, +1 size, +2 armor, +9 natural)
hp 68 (9 HD)
Fort +7, **Ref** +13, **Will** +7

Speed 40 ft. (8 squares), climb 20 ft.
Melee bite +13/+8 (1d4+2 plus disease)
Space 5 ft.; **Reach** 5 ft.
Base Atk +6; **Grp** +2 **Combat Gear** masterwork leather barding
Abilities Str 15, Dex 22, Con 12, Int 1, Wis 12, Cha 4
SQ evasion, devotion
Feats Alertness, Dodge, Improved Toughness, Lightning Reflexes, Weapon Finesse
Skills Climb +13, Hide +10, Move Silently +6, Swim +13

Disease (Ex): Filth fever – bite, Fortitude DC 15, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Skills Dire rats have a +8 racial bonus on Swim checks. Dire rats have a +8 bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. Dire rats use their Dexterity modifier for Climb and Swim checks.

Power-Up Suite:

Init +8 [*mass cat's grace*, 8 minutes left]
AC 30, touch 19, flat-footed 22
 (+8 Dex, +1 size, +2 armor, +9 natural) [*mass cat's grace*, 8 minutes left]
hp 81 (9 HD) DR 10/adamantine, (up to 130 points) [*stoneskin*, 10 minutes left, *bear's endurance*, 12 minutes left]
Resist fire 30 [*resist energy*, 10 minutes left]

Melee bite +18/+13 (1d4+7 plus disease) [greater magic fang, 10 minutes left, mass cat's grace, 8 minutes left, mass bull's strength, 8 minutes left]

DEVIL CRAWLER

CR 7

NE Huge Aberration (Extraplanar)

Init +6; **Senses** Darkvision 60', Scent, Listen +10, Spot +9

AC 19, touch 10, flat-footed 17

(-2 size, +2 Dex, +9 natural)

hp 99 (9 HD); DR 5/ magic

Resist cold 10, fire 10; **SR** 14

Fort +7, **Ref** +5, **Will** +9

Speed 30 ft., climb 15 ft.

Melee Tentacle +10 (paralysis) or 8 tentacles +10 (paralysis) and bite +5 (1d6+3)

Space 15 ft.; **Reach** 10 ft.

Base Atk +6; **Grp** +20 **Atk Options** Smite Good

Abilities Str 22, Dex 14, Con 18, Int 3, Wis 16, Cha 6

Feats Ability Focus (Paralysis), Alertness, Combat Reflexes, Improved Initiative, Track

Skills Climb +13

Paralysis (Ex) Those hit by a carrion crawler's tentacle attack must succeed on a DC 20 Fortitude save or be paralyzed for 2d4 rounds. The save DC is Constitution-based.

Smite Good (Su) Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

Description The stink of rotten meat and the faint smell of brimstone surrounds this multilegged creature with a segmented, 15-foot-long body. Eight writhing tentacles protrude from its head, growing directly from below its clacking mandibles and tooth-filled maw.

Power-Up Suite:

Init +8[mass cat's grace, 8 minutes left]

AC 21, touch 10, flat-footed 19

(-2 size, +4 Dex, +9 natural) [mass cat's grace, 8 minutes left]

Melee Tentacle +12 (paralysis) or 8 tentacles +12 (paralysis) and bite +7 (1d6+5) [mass bull's strength, 8 minutes left]

Grp +22[mass bull's strength, 8 minutes left]

ENCOUNTER 6

(VAMPIRE ABILITIES LISTED ONLY UNDER THE STATS FOR KORA)

KORA, VOICE OF CASSITER

CR 11

Vampire, Female Human Mnk9

LE Medium Undead (Augmented Humanoid)

Init +9; **Senses** Darkvision 60 ft., Listen +13, Spot +13

Languages Common, Infernal

AC 27, touch 20, flat-footed 22, Dodge, Mobility, Deflect Arrows (+5 Dex, +1 armor, +1 deflection, +3 Wisdom, +1 Class, +6 natural)

hp 88 (9 HD); fast healing 5; DR 10/silver and magic

Immune undead immunities

Resist cold 10, electricity 10

Fort +7, **Ref** +14, **Will** +10 (+12 against spells and effects from the school of enchantment)

Weakness vampire weaknesses

Speed 60 ft; Spider climb, Spring Attack, slow fall 40 ft.

Melee unarmed strike +13 (1d8+6 bludgeoning plus energy drain) or unarmed strike +12/+12 (1d8+6 bludgeoning plus energy drain) with flurry of blows

Ranged +1 light crossbow +12 (1d8+1 19-20/x2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +16

Atk Options Blood Drain, Children of the Night, Combat Reflexes, Create Spawn, Dominate, Energy Drain, Improved Trip

Special Actions Alternate Form, Gaseous Form, +4 Turn Resistance

Combat Gear bracers of armor +1, ring of protection +1, light crossbow +1, cloak of resistance +1, potion of resist energy (cold) 30, potion of protection from good, potion of blur, potion of protection from energy (cold), ~~potion of greater mage armor~~, potion of greater mage armor x3, 20 bolts

Abilities Str 22, Dex 20, Con -, Int 12, Wis 16, Cha 15

SQ Improved Evasion, Still Mind, Wholeness of Body

Feats Alertness, Combat Reflexes, Deflect Arrows, Dodge, Improved Energy Drain, Improved Grapple, Improved Initiative, Improved Toughness, Improved Trip, Lightning Reflexes, Mobility, Spring Attack, Weapon Focus (Unarmed Strike)

Skills Bluff +10, Diplomacy +16, Escape Artist +17, Hide +22, Jump +22, Move Silently +22, Search +9, Sense Motive +23, Tumble +19

Possessions combat gear plus Noble's Outfit, signet ring, 283 gp worth of jewelry, papers in Lord Fertuine's hand, a Golden Mask

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

Children of the Night (Su) Vampires command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Dominate (Su) A vampire can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save (DC 16) or fall instantly under the vampire's influence as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.

Create Spawn (Su) A humanoid or monstrous humanoid slain by a vampire's energy drain rises as a vampire spawn (see Vampire Spawn entry, page 253) 1d4 days after burial.

If the vampire instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the vampire that created it and remains enslaved until its master's

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

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

Alternate Form (Su) A vampire can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. While in its alternate form, the vampire loses its natural slam attack and dominate ability, but it gains the natural weapons and extraordinary special attacks of its new form. It can remain in that form until it assumes another or until the next sunrise.

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

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

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

Skills Vampires have a +8 racial bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot Checks.

Description The stunning woman standing before you is dressed in a diaphanous umber gown and an ornate golden mask. She has fine, straight beige hair and light-colored skin.

Sources DMG (Page 252)

Power-Up Suite:

AC 32, touch 20, flat-footed 27, Dodge, Mobility, Deflect Arrows (+5 Dex, +6 greater *mage armor*, +1 deflection, +3 Wisdom, +1 Class, +6 natural)

JORM, SQUIRE OF CASSITER

CR 11

Vampire, Male Human Mnk1/Ftr8

LE Medium Undead (Augmented Humanoid)

Init +9; **Senses** Darkvision 60 ft., Listen +10, Spot +10

Languages Common, Infernal, Sylvan

AC 27, touch 16, flat-footed 22, Dodge, Spinning Halberd, Combat Expertise

(+5 Dex, +5 armor, +1 deflection, +6 natural)

hp 88 (9 HD); fast healing 5; DR 10/silver and magic

Immune undead immunities

Resist cold 10, electricity 10

Fort +8, **Ref** +12, **Will** +7

Weakness vampire weaknesses

Speed 30 ft; Spider climb

Melee +1 *magebane halberd* +18 (1d10+13 piercing or slashing 19-20/x3) or +1 *magebane halberd* +18/+13 (1d10+13 piercing or slashing 19-20/x3) and +13 (1d6+6 bludgeoning 19-20/x3) or unarmed strike +15 (1d6+7 bludgeoning plus energy drain)

Melee +1 *magebane halberd* +20 (1d10+15+2d6 piercing or slashing 19-20/x3) or +1 *magebane halberd* +20/+15 (1d10+15+2d6 piercing or slashing 19-20/x3) and +15 (1d6+8+2d6 bludgeoning 19-20/x3) [against creatures that are capable of casting arcane spells]

Ranged masterwork light crossbow +14 (1d8 19-20/x2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +8; **Grp** +19

Atk Options Blood Drain, Children of the Night, Combat Reflexes, Create Spawn, Dominate, Energy Drain, Power Attack

Special Actions Alternate Form, Gaseous Form, +4 Turn Resistance

Combat Gear +1 *magebane halberd*, +1 *chain shirt*, *ring of protection* +1, masterwork light crossbow, *potion of resist energy (cold)* 30, *potion of protection from good*, 20 bolts

Abilities Str 24, Dex 20, Con -, Int 14, Wis 10, Cha 14

Feats Alertness, Combat Expertise, Combat Reflexes, Dodge, Greater Weapon Focus (Halberd), Improved Critical (Halberd), Improved Grapple, Improved Initiative, Improved Toughness, Iron Will, Lightning Reflexes, Power Attack, Spinning Halberd, Two-Weapon Fighting, Weapon Focus (Halberd), Weapon Specialization (Halberd)

Skills Bluff +15, Diplomacy +10, Handle Animal +4, Hide +14, Intimidate +8, Jump +12, Knowledge (local – Sheldomar Valley MR) +4, Knowledge (nobility and royalty) +4, Move Silently +14, Ride +10, Search +10, Sense Motive +12, Tumble +11

Possessions combat gear plus Courtier's Outfit, 153 gp in coin, a Golden Mask

Blood Drain (Ex) As Kora.

Children of the Night (Su) As Kora.

Dominate (Su) As Kora.

Create Spawn (Su) As Kora.

Energy Drain (Su) As Kora.

Alternate Form (Su) As Kora.

Fast Healing (Ex) As Kora.

Gaseous Form (Su) As Kora.

Spider Climb (Su) As Kora

Skills As Kora.

Description The broad-shouldered man has the obvious look of a palace guard, with a well-polished suit of armor and a baroque halberd in his hands. His hair is blonde and curled and his skin in light. The uniform he wears is pristine and he is wearing an ornate golden mask.

Sources DMG (Page 252)

MORDEN, SQUIRE OF CASSITER CR 9

Vampire, Male Human Mnk1/Ftr6

LE Medium Undead (Augmented Humanoid)

Init +9; **Senses** Darkvision 60 ft., Listen +10, Spot +10**Languages** Common, Infernal, Dwarven**AC** 27, touch 16, flat-footed 22, Dodge, Spinning Halberd, Combat Expertise

(+5 Dex, +5 armor, +1 deflection, +6 natural)

hp 68 (7 HD); fast healing 5; DR 10/silver and magic**Immune** undead immunities**Resist** cold 10, electricity 10**Fort** +7, **Ref** +11, **Will** +6**Weakness** vampire weaknesses**Speed** 30 ft; Spider climb**Melee** +1 halberd +15 (1d10+13 piercing or slashing 20/x3) or +1 halberd +15/+10 (1d10+13 piercing or slashing 20/x3) and +10 (1d6+6 bludgeoning 20/x3) or unarmed strike +13 (1d6+7 bludgeoning plus energy drain)**Ranged** masterwork light crossbow +12 (1d8 19-20/x2)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +6; **Grp** +17**Atk Options** Blood Drain, Children of the Night, Combat Reflexes, Create Spawn, Dominate, Energy Drain, Power Attack**Special Actions** Alternate Form, Gaseous Form, +4 Turn Resistance**Combat Gear** +1 halberd, +1 chain shirt, ring of protection +1, masterwork light crossbow, *potion of resist energy (cold)* 30, *potion of protection from good*, 20 bolts**Abilities** Str 24, Dex 20, Con -, Int 14, Wis 10, Cha 14**Feats** Alertness, Combat Expertise, Combat Reflexes, Dodge, Improved Grapple, Improved Initiative, Improved Toughness, Iron Will, Lightning Reflexes, Power Attack, Spinning Halberd, Two-Weapon Fighting, Weapon Focus (Halberd), Weapon Specialization (Halberd)**Skills** Bluff +13, Diplomacy +8, Handle Animal +4, Hide +14, Jump +12, Knowledge (local – Sheldomar Valley MR) +4, Knowledge (nobility and royalty) +4, Move Silently +14, Ride +10, Search +10, Sense Motive +12, Tumble +11**Possessions** combat gear plus Courtier's Outfit, 153 gp in coin, a Golden Mask**Blood Drain (Ex)** As Kora.**Children of the Night (Su)** As Kora.**Dominate (Su)** As Kora. Save DC is 15.**Create Spawn (Su)** As Kora.**Energy Drain (Su)** As Kora.**Alternate Form (Su)** As Kora.**Fast Healing (Ex)** As Kora.**Gaseous Form (Su)** As Kora.**Spider Climb (Su)** As Kora.**Skills** As Kora.**Description** The broad-shouldered man has the obvious look of a palace guard, with a well-polished suit of armor and a baroque halberd in his hands. His hair is blonde and curled and his skin in light. The uniform he wears is pristine and he is wearing an ornate golden mask.**Sources** DMG (Page 252)**BLAST SPHERE CHWECH** CR 6**Description** A 30-foot-by-50-foot room with four exits. Once any living creature comes within 5 feet of the center of the room, the trap activates. A globe of dark stone descends from a hidden compartment in the room's ceiling and targets each creature (including enemy NPCs) with a blast of blue-black force.**Search** DC 21; **Type** magic**Trigger** proximity (*alarm*), **Init** +3**Effect** *fell drain orb of cold* (CL 11), each creature in the room is targeted with a blast of blue-black force (+6 ranged touch attack, 11d6 cold damage, no save. Creatures who take damage from the blast also gain a negative level. Multiple negative levels stack and a creature whose negative levels equal their hit dice dies. The effect of the negative level(s) last for 11 hours.)**Duration** 13 rounds**Destruction** globe of dark stone AC 21, 36 hp, hardness 8 (destroying this disables the entire trap)**Disarm** Disable Device DC 31 (a successful disable check disarms the trap)**Dispel** DC 22 (per blast)**Sources** *Spell Compendium* (Page 151), *Libris Mortis* (Page 27)**ENCOUNTER 9****DUSKWATCHER ALLFAURUK** CR 11

Male Illumian Rog3/Wiz(Illusionist)5/Arcane Trickster3

N Medium Humanoid (Human)

Init +8; **Senses** Listen +3, Spot +3**Languages** Common, Illumian, Draconic, Ancient Baklunish**AC** 16, touch 16, flat-footed 11

(+5 Dex, +1 Deflection)

hp 49 (11 HD)**Fort** +5, **Ref** +13, **Will** +9**Speed** 30 ft**Melee** masterwork rapier +6 (1d6 piercing 18-20/x2) or dagger +5 (1d4 piercing or slashing 19-20/x2)**Ranged** dagger +10 (1d4 piercing or slashing 19-20/x2)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +5; **Grp** +5**Atk Options** sneak attack +3d6**Combat Gear** masterwork rapier, 3 daggers, *potion of invisibility*, *potion of resist energy (electricity)* 20, +1 vest of resistance, *cape of the mountebank*, ring of protection +1, gloves of dexterity +2, ~~*potion of greater mage armor*~~**Illusionist Spells Prepared** (CL 11th): Prohibited Schools:Evocation, Enchantment 4th—*dimension door*, *greater invisibility*, *sculpted fireball*, *orb of cold*3rd—*dispel magic* (x2), *fireball*, *sculpted glitterdust*, *shadow binding*2nd—*blur*, ~~*false life*~~, *sculpted color spray*, *shadow spray*, *melf's acid arrow*1st—*color spray*, ~~*serene visage*~~, *obscuring mist*, *lesser orb or cold* (x4)0—*acid splash*, *daze*, *detect magic*, *mage hand*, *silent portal***Abilities** Str 10, Dex 20, Con 12, Int 14, Wis 10, Cha 12

SQ evasion, luminous sigils, glyphic resonance, power sigils, illumian words, final utterance, +2 saves vs. spells with the shadow descriptor, superior literacy, trapfinding, trap sense +1, ranged legerdemain 1/day

Feats Enhanced Power Sigils, Heighten Spell, Skill Focus (Bluff), Quick Draw, Sculpt Spell, Scribe Scroll

Skills Bluff +21, Concentration +14, Decipher Script +9, Disable Device +9, Escape Artist +22, Forgery +7, Hide +9, Knowledge (arcana) +6, Move Silently +9, Open Lock +12, Search +7, Sense Motive +12, Spellcraft +6, Tumble +16

Possessions combat gear plus Explorer's Outfit, *hat of disguise*, forged papers, tiny viper familiar, 74 gp

Spellbook spells prepared plus 1st—*obscuring mist*, *scholar's touch*; 2nd—*invisibility*; 4th—*shadow conjuration*

Luminous Sigils (Su) The sigils that orbit an Illumian's head glow softly, providing illumination equal to that of a candle. Illumians can make their sigils disappear by concentrating for a moment (a standard action), but they don't receive the sigil's benefits and can't use any special abilities granted by illumian words (see below) while they're doused. Restoring the sigils to visibility is a free action.

Luminous sigils (including power sigils; see below) are insubstantial and disappear into any matter they touch. An illumian's sigils remain present and in effect even when the illumian take another form, unless she would lose her supernatural abilities as a result of the form change. An illumian wizard who cast a polymorph spell on herself retains her sigils, but an illumian who becomes a zombie loses them.

Glyphic Resonance (Ex) Illumians are the physical embodiment of a magical language, so they interact strangely with symbol-based spells. This group includes all spells whose names contain the words glyph, rune, sigil, or symbol (such spells in the Player's Handbook include explosive runes, glyph of warding, greater glyph of warding, sepia snake sigil, and the various symbol spells). When an illumian encounters such magic, one of two things happen: Either the illumian's resonance overpowers the spell, or the foreign magic corrupts the mystical language that defines the illumian. Illumians have a –4 racial penalty on saving throws against these effects if their level is less than the Caster Level of the spell. If an illumian's level is equal or exceeds the spell's Caster Level, she is immune to the effect.

Power Sigils (Su) In addition to the array of dimly glowing luminous sigils that orbits her head, a 1st-level illumian has a single brightly glowing power sigil that grants her certain bonuses. A power sigil can be discerned from other sigils surrounding an illumian with a DC 10 Spot check, and identified with a DC 15 Knowledge [arcana] check.

On attaining 2nd level in any class, an illumian gains a second different power sigil, and the bonus granted by each power sigil increases to +2. Depending on the combination of power sigils she chooses, an illumian gains one or more extra special abilities (see Illumian words below).

The benefit of this Illumian's power sigils is given below, along with the Common translation of each sigil's Illumian name. This includes the benefit of the Enhanced Power Sigils feat.

Uur ("grace"): +3 bonus on Dexterity checks and Dexterity-based skill checks.

Krau ("magic"): +3 bonus to caster level for all spells and spell-like abilities (up to a maximum value equal to the illumian's character level).

Illumian Words (Su) Each combination of two power sigils' names makes an Illumian word of great power, and thus grants extra abilities to a character who possesses those two power sigils. The benefit of this Illumian's power word is described below.

Uurkrau: The illumian can use her Dexterity score to determine the bonus spells she gains for a high ability score, instead of the normal ability score used by her class to determine this feature. If she has more than one spellcasting class, she may use her Dexterity score in place of any or all of the ability score used by her classes for this purpose.

Final Utterance (Ex) When an Illumian dies, her body releases the stored Illumian language within it. For 1 round per Hit Die of the Illumian anyone within earshot hears ululating Illumian syllables – usually gibberish, but occasionally a prophetic phrase or a final curse on the illumian's enemies. The illumian's body need not remain intact for the final utterance to occur. Even if an illumian succumbs to a disintegrate spell, her disembodied voice still utters strange gibberish for several rounds.

Description This dark-skinned man dressed in grays and blacks is clearly an intelligent and canny practitioner of the subtler arts. His head is shaved. Strange symbols rotate around it.

Power-Up Suite:

AC 22, touch 16, flat-footed 17

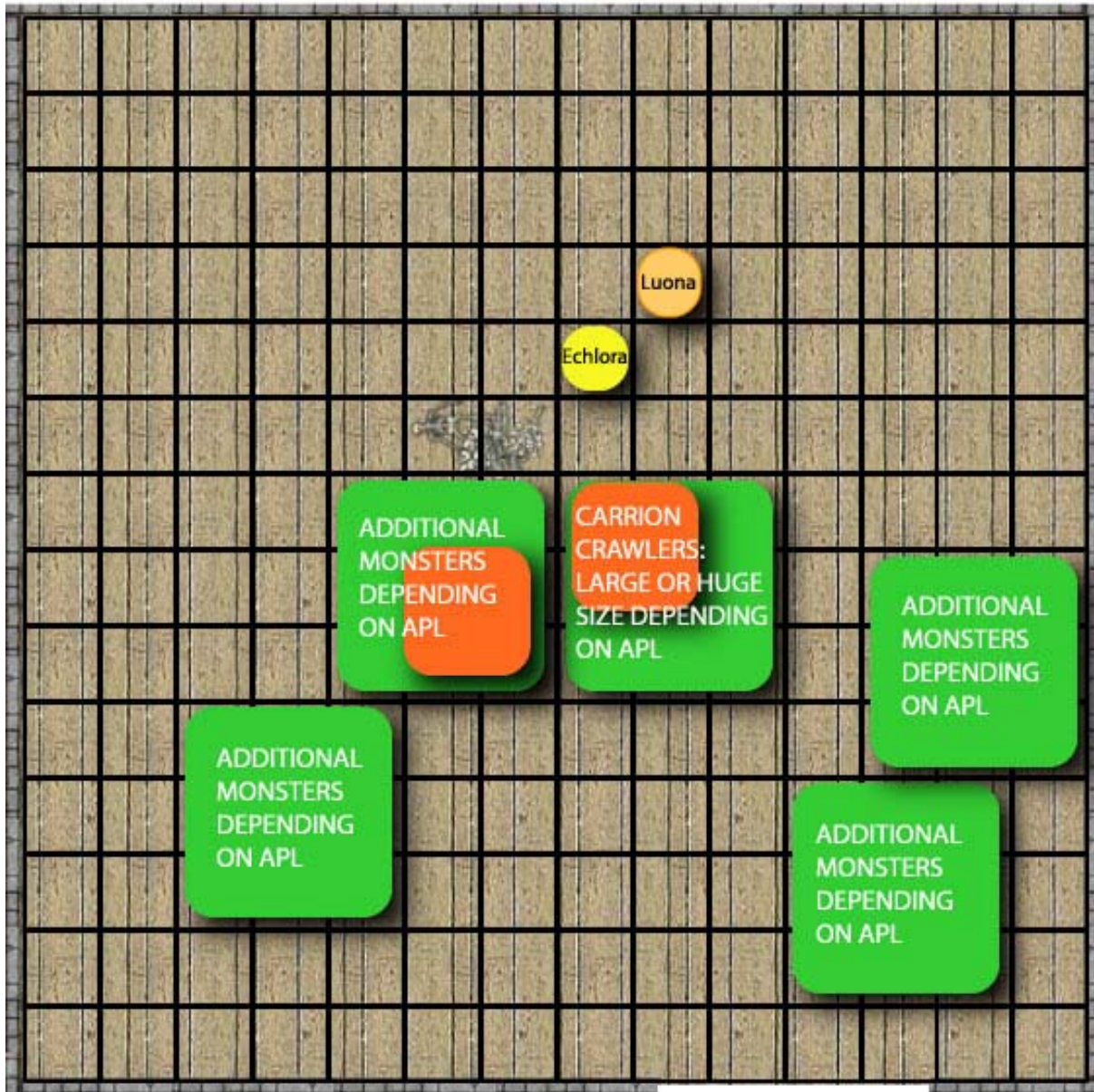
(+5 Dex, +6 armor, +1 Deflection) [*greater mage armor*, 80 minutes left]

hp 66 (11 HD) [*false life*, 80 minutes left]

Skills Bluff +26 [*serene visage*, 2 minutes left]

Sources *Races of Destiny* (Page 53-55)

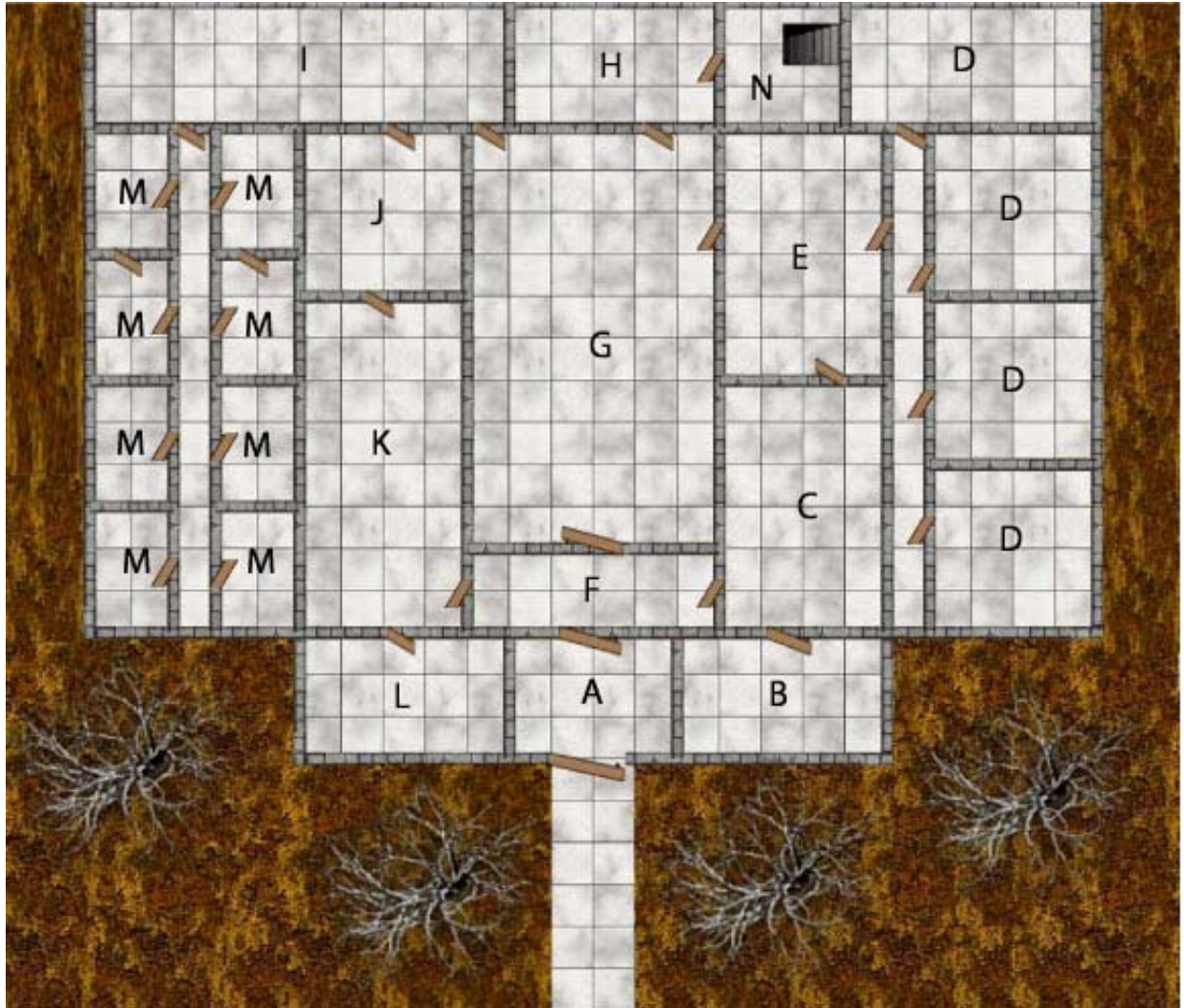
DM AID: MAP #1 – THE NOON WITCH



1 square = 5 feet

PCs begin just outside the break in the warehouse wall.

DM AID: MAP #2 – AN EPISODE DURING MASQUERADE



1 square = 5 feet

DM AID: MAP #3 – THE ORIGIN OF FIRE



DM AID: NEW RULES

NEW FEATS

Corrupted Wild Shape [Monstrous] (*Libris Mortis*, page 25)

You have learned to use the necromantic energy that powers your undead form to overcome the inability of undead creatures to wild shape. You can assume the form of an undead, rotten creature with the use of your wild shape ability.

Prerequisites: Undead type, wild shape class feature.

Benefit: You can use your wild shape ability even though you are undead. The ability functions just as if you were a living creature using the ability, with the following exceptions.

You do not gain a Constitution score in the new form, and you retain all the immunities of the undead type while in your new form. The form you assume looks half-decayed, with missing patches of fur and rotted, worm-eaten flesh. While you are in this form, the rank odor of death hangs around you.

Enhanced Power Sigils [Racial] (*Races of Destiny*, page 152)

You tap into the power of your aesh power sigil to gain enhanced accuracy with your favored melee weapon.

Prerequisites: Illumian, two power sigils

Benefit: The bonus granted by each of your power sigils improve by 1.

Normal: Without this feat, the bonuses granted by each of your power sigils are equal to the number of power sigils you possess.

Fell Drain [Metamagic] (*Libris Mortis*, page 27)

Living Foes damaged by your spells also gain a negative level.

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

Fell Weaken [Metamagic] (*Libris Mortis*, page 27)

Living Foes damaged by your spells are also weakened.

Benefit: You can alter a spell that deals damage to foes so that any living creature that is dealt damage also takes a –4 penalty to Strength for 1 minute. Strength penalties from multiple spells enhanced by the Fell Weakening feat do not stack. A fell weakening spell uses up a spell slot one level higher than the spell's actual level.

Improved Energy Drain [Monstrous] (*Libris Mortis*, page 27)

You draw extra power from your energy-drained victims.

Prerequisites: Cha 15, energy drain supernatural ability

Benefit: Whenever you bestow a negative level upon a creature, you gain a +1 bonus on skill checks, ability checks, attack rolls, and saving throws for 1 hour.

Improved Toughness [General] (*Libris Mortis*, page 27)

You are significantly tougher than normal

Prerequisites: Base Fortitude save bonus +2

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

Improved Turn Resistance [Monstrous] (*Libris Mortis*, page 27)

You have a better than normal chance to resist turning.

Prerequisites: Undead type.

Benefit: You are less easily affected by clerics or paladins than you normally would be (see Turn or Rebuke Undead, page 159 of the *Player's Handbook*). When resolving a turn, rebuke, command, or bolster attempt, add +4 to your character level (monster Hit Dice plus class levels) to determine your Hit Dice for turn, rebuke, command, and bolster attempts. For example, a 4 HD wight with this feat is treated as an 8 HD undead for the purpose of turn, rebuke, command, and bolster attempts, even though it is a 4 HD creature for any other purpose. A vampire that already has +4 turn resistance adds an additional +4 with this feat, for a total of +8.

Rapid Spell [Metamagic] (*Complete Divine*, page 84)

Benefit: Only spells with a casting time greater than 1 standard action can be made rapid. A rapid spell with a casting time of 1 full round can be cast as a standard action. A rapid spell with a casting time measured in rounds can be cast in a full round. Rapid spells with casting times measured in minutes can be cast in 1 minute, and rapid spells with casting times measured in hours can be cast in 1 hour. A rapid spell uses up a spell slot one level higher than the spell's actual level.

Special: A spell can be made rapid and quickened only if its original casting time was 1 full round. This feat can be applied to a spell cast spontaneously as long as its original casting time was longer than 1 full round.

Sculpt Spell [Metamagic] (*Complete Arcane*, page 83)

Prerequisite: Any metamagic feat.

Benefit: You can modify an area spell by changing the area's shape to either a cylinder (10-foot radius, 30 feet high), a 40-foot cone, four 10-foot cubes, a ball (20 foot-radius spread), or a 120-foot line. The sculpted spell works normally in all respects except for its shape. For example, a *lightning bolt* whose area is changed to a ball deals the same amount of damage, but affects a 20-foot-radius spread.

A sculpted spell uses a spell slot one level higher than the spell's actual level.

Spinning Halberd [Weapon Style] (*Complete Warrior*, page 114)

You have mastered the style of fighting with a halberd, and can use all parts of the weapon – blade, spike, hook, or butt – to strike devastating blows.

Prerequisites: Combat Reflexes, Two-Weapon Fighting, Weapon Focus (halberd)

Benefit: When you make a full attack with your halberd, you gain a +1 dodge bonus to your Armor Class as well as an additional attack with the weapon at a –5 penalty. This attack deals bludgeoning damage equal to 1d6 + 1/2 your Strength modifier.

NEW CLASS FEATURE

Alternative Class Feature: Root Walker (*Dungeonscape*, page 9)

You are a child of the underworld. While other druids dwell in lush forests and rolling fields, you tend to the mushroom tangles and lichen beds that lie beneath their feet.

Level: 1st.

Replaces: If you select this alternative class feature, you do not gain any of the following abilities: wild empathy at 1st level, woodland stride at 2nd level, and resist nature's lure at 4th level.

Benefit: At 1st level, you gain vermin empathy. This ability functions just like wild empathy (PH 35) except that you can improve the attitude of vermin instead of animals, even though vermin are usually nonintelligent.

At 2nd level, you gain the ability to move over stone, rock, and earthen debris at your full speed without taking damage or suffering any other impairment. This ability functions only with natural surfaces. Magically altered surfaces, such as those created by *soften earth and stone* or *spike stones*, affect you normally.

At 4th level, you gain resistance to the powers of creatures most abhorrent to nature. You gain a +4 bonus on saving throws against the spell-like abilities of aberrations.

NEW MONSTER TEMPLATE

NECROPOLITAN

"Necropolitan" is an acquired template that can be added to any humanoid or monstrous humanoid (referred to hereafter as the base creature).

A necropolitan speaks any language it knew in life, and it has all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead, and it gains the augmented subtype. Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

Hit Dice: Increases to d12.

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

Resist Control (Ex): Necropolitans have a +2 profane bonus on their Will saving throws to resist the effect of a control undead spell.

Turn Resistance (Ex): A necropolitan has a +2 turn resistance.

Unnatural Resilience (Ex): Necropolitans automatically heal hit point damage and ability damage at the same rate as a living creature. The Heal skill has no effect on necropolitans; however, negative energy (such as an inflict spell) heals them.

Abilities: Same as the base creature, except that as undead creatures, necropolitans have no Constitution score.

Advancement: By character class.

Level Adjustment: Same as the base creature. (Becoming a necropolitan involves losing a level – see Ritual of Crucimigration, below – so the advantages of the undead type cancel out what would otherwise be a larger adjustment.)

Ritual of Crucimigration

Any living humanoid or monstrous humanoid can petition for consideration to undergo the Ritual of Crucimigration, which (if successful) enable the creature to become a necropolitan. The petition for consideration requires a fee of 3,000 gp and a written plea.

The Ritual: The first part of the ritual requires the placement of the petitioner on a standing pole. Cursed nails are used to affix the petitioner, and then the pole is lifted into place. The resultant excruciating pain that shoots like molten metal through the petitioner's fingers and up the arms is not what finally ends the petitioner's mortal life, however, since death usually comes from asphyxiation and heart failure. As petitioners feel death's chill enter their bodies, many have second thoughts, but it is far too late to go back – the cursed nails and chanting of the ritual ensures that the Crucimigration is completed.

The ceremony lasts for 24 hours – the usual time it takes for the petitioner to perish. During this period, two or three zombie servitors keep up a chant initiated by the ritual leader when the petitioner is first placed into position. Upon hearing the petitioner's last breath, the ritual leader calls forth the names of evil powers and gods to forge a link with the Negative Energy Plane, and then impales the petitioner. Dying the petitioner is reborn as a necropolitan, dead but animate.

Game Effect: Immediately upon opening its undead eyes, a new necropolitan loses a level as if the spell *raise dead* had been used upon it and it was alive instead of *animate*. (If the subject has no levels to lose, it is simply destroyed.) It then also loses an additional 1,000 XP. If the loss of this much XP forces the necropolitan to lose another level, then it loses another level. No spell, not even *restoration*, can restore this lost XP. Petitioners may not spend experience points they don't have – if the level loss and the 1,000 XP cost drains a creature to 0 XP or less, it is destroyed, turned to dust, and can never be raised or revived again using any means. If the ritual is interrupted before it is completed the petitioned is merely dead.

NEW ITEMS

Amulet of Aberrant Empathy (Complete Adventurer, page 132)

This strange, twisted amulet allows the wearer to use the *Handle Animal* skill instead of the *Diplomacy* skill when dealing with some aberrations.

While wearing an *amulet of aberrant empathy*, a character can make *Handle Animal* checks instead of *Diplomacy* checks to influence the attitude of aberrations with an intelligence of 9 or lower.

Moderate enchantment; CL 11th; Craft Wondrous Item, *charm monster*, Price 1400gp.

Magebane Weapon Enhancement (Complete Arcane, page 143)

Weapons crafted with the magebane property are rightly feared by all arcane spellcasters. Against any creature with arcane spells currently prepared or spell slots available to cast arcane spells without preparation, or against creatures with the ability to use arcane spell-like abilities, a magebane weapon's effective enhancement level is 2 better than normal (so that a +1 *longsword* becomes a +3 *longsword* when wielded against arcane spellcasters) and deals an extra 2d6 points of damage. Magebane bows, crossbows, and slings bestow this ability upon their ammunition.

Moderate conjuration; CL 8th; Craft Magic Arms and Armor, *dispel magic*, Price +1 bonus.

Mantle of the Beast (Complete Champion, page 140)

This heavy cloak is made of a rough, gray fur from some unidentifiable creature.

The *mantle of the beast* allows you to use your wild shape ability as a swift action. While wild shaped, your natural weapons gain a +1 enhancement bonus on attack and damage rolls.

A *mantle of the beast* is part of a set known collectively as the *trappings of the beast*, which also includes the *armor of the beast* and the *ring of the beast*. When you wear all three items together, you gain additional abilities, as noted in the description of *armor of the beast*.

Moderate transmutation; CL 10th; Craft Wondrous Item, *greater magic fang*, ability to wild shape, Price 18,000 gp; Weight 2 lb.

Vest of Resistance (Complete Arcane, page 150)

These garments offer magic protection in the form of a +1 to +5 resistance bonus on all saving throws.

Faint abjuration; CL 5th; Craft Wondrous Item, *resistance*, caster's level must be at least three times the vest's bonus; Price 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5); Weight 1 lb.

NEW SPELLS

Arc of Lightning (Spell Compendium, page 15)

Conjuration (Creation) [Electricity]

Level: Druid 4, sorcerer/wizard 5, Windstorm 5

Components: V, S, M/DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: A line between two creatures
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: No

Static fills the air as you complete the spell. With a gesture you create magical conductivity between two creatures, and a bolt of electricity arcs between them with a shockingly loud crackle.

This bolt deals 1d6 points of electricity damage per caster level (maximum 15d6) to both creatures and to anything in the line between them.

Both creatures must be in range, and you must be able to target them both (as if this spell had them as its targets). Draw a line from any corner in one creature's space to any corner in the other's space. The bolt affects all squares in this line.

Arcane material component: Two small iron rods.

Lesser Orb of Cold (Spell Compendium, page 151)

Conjuration (Creation) [Cold]
Level: Sorcerer/wizard 1
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft. / 2 levels)
Effect: One orb of cold
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

Your hand takes on a blue tint and your fingers turn numb and unresponsive as you complete the spell. From your chilled palm flies an orb composed of blue ice.

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

For every two caster levels beyond 1st, your orb deals an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

Orb of Cold (Spell Compendium, page 151)

Conjuration (Creation) [Cold]
Level: Sorcerer/wizard 4
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft. / 2 levels)
Effect: One orb of cold
Duration: Instantaneous
Saving Throw: Fortitude partial; see text
Spell Resistance: No

An orb of cold about 3 inches across shoots from your palm at its target dealing 1d6 points of cold damage per caster level (maximum 15d6). You must succeed on a ranged touch attack to hit your target.

A creature struck by the orb takes damage and becomes blinded for 1 round. A successful Fortitude save negates the blinded effect but does not reduce the damage.

Scholar's Touch (Races of Destiny, page 167)

Divination

Level: Bard 1, cleric 1, sorcerer/wizard 1

Components: V, S, M, F

Casting Time: 1 standard action

Range: Personal

Target: One book/round

Duration: Concentration, up to 1 round/level

With this spell you can touch a book or scroll and absorb the knowledge contained within as if you had just read it. This is equivalent to a solid reading but not deep study – the character does not gain perfect recall of the information, just whatever he would have gotten from reading it completely once. If you can't read the language of the source, the spell has no effect. This spell cannot be used to prepare spells or to cast magical scrolls, nor does it have any effect when reading a magical book (such as a *tome of understanding*).

Material Component: A scrap of parchment and a pinch of tinder.

Focus: A thin crystal disc.

Serene Visage (Spell Compendium, page 182)

Illusion (Glamer)

Level: Bard 1, sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

By casting this spell, you imbue yourself with an ephemeral quality that induces others to trust what you say.

Simple illusions aid your attempts to be persuasive. You gain an insight bonus equal to one-half your caster level (maximum +10) on Bluff checks.

Shadow Binding (Spell Compendium, page 182)

Illusion (Shadow)

Level: Sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

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

Area: 10 ft.-radius burst

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

As the links of chain in your hand dissipate to feed the arcane energies of your spell, a multitude of ribbonlike shadows instantaneously explodes outward from an indicated point nearby.

Creatures in the area that fail a Will save are entangled and unable to move. Breaking free of a shadow binding requires a DC 20 Strength check or a DC 20 Escape Artist check, taken as a full-round action.

Material Component: A few links of iron chain.

Shadow Spray (Spell Compendium, page 186)

Illusion (Shadow)

Level: Sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft. / level)

Area: 5 ft.-radius burst

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

As you finish casting the spell, ribbonlike shadows burst outward from the midst of your foes.

You cause a multitude of ribbonlike shadows to instantaneously explode outward from the point of origin. Creatures in the area take 4 points of Strength damage and are dazed for 1 round.

Material Component: A handful of black ribbons.

Silent Portal (Spell Compendium, page 190)

Illusion (Glamer)

Level: Assassin 1, sorcerer/wizard 0

Components: S

Casting Time: 1 standard action

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

Target: One portal

Duration: 1 minute/level (D)

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

The door squeaks slightly as you force it. You pause and wave your finger in a pattern along the opening and it silences.

This simple cantrip negates the sound of the opening and closing a single portal (door, window, gate, drawer, chest, lid, or the like). Even the squeakiest door opens without a sound when under the effect of this spell. *Silent portal* covers only the normal means of opening and closing the targeted portal. Breaking a window or kicking in a door still makes noise, but opening a door that is loosely hanging by its hinges does not (since this is the normal way a door would be opened). Portals composed of magical energy are not affected by this spell.

In the case of magic or even intelligent portals, spell resistance and a Will save (DC 10 + caster's ability modifier + other modifiers as appropriate) apply.

PLAYER HANDOUT #1 – A CURIOUS MISSIVE

The following is written on tear-stained parchment in a deliberate and highly trained script.

Echhora:

With regret I must inform you that your presence is not needed at the manor. Our alliance with our host is tenuous at best. Some of the mortals find your demeanor to be disconcerting. Your skills and knowledge are, of course, a great asset. We are extremely pleased that you are a part of our organization.

The truth is this: some of us are skilled at dealing with the mortals. We put them at ease or else cloud their highly suggestible minds with the lordly abilities given to us in undeath. Likewise your knowledge and skills are of great use in the field, combating intruders and gathering specimen for data. I would not presume to associate with your pets, and I would expect you to not impose unduly upon the hospitality of our host.

They all find you a bit repugnant, I'm afraid. It's nothing personal; the mortals have only a small threshold for creatures such as us. Their squeamishness can cause problems, so please do not return to the manor until called from.

With great respect,

All of us

PLAYER HANDOUT #2 – GLIMPSES OF HORROR

You begin to spin about. Peering through the orb you see not only the appearance of your location but the truth it hides.

About a hundred revelers dressed in the finest clothing you've ever seen fill the room, surrounding you on all sides. Each reveler wears an ornate golden mask. Some sit in lavish furniture while others dance about. Servants attend to the revelers carrying trays of what appear to be hunks of bloody flesh. You don't know how, but you know the meat to have once been human. The revelers tear at the flesh with gnarled claws and feral teeth, hissing and howling all the while. A few desolate and emaciated figures are led into the room, bound in chains and wearing nothing but rags. The revelers leap upon the captives with hunger, and the victims scream as they are eaten alive. In the corner a quartet of performers provide background music.

At the center of it all is a rotund man. His golden mask is the largest and most ornate of all the revelers and his matching golden robes are open at the top to expose his fat belly. He drains a golden cup and then applauds as his guests tear another victim apart.

You realize that you are also a bit hungry.

A moment later, you find yourself back in the empty room with only your companions around you. The glass orb clutched tightly in your hand is jet black with clouds of white swirling upon the surface.

PLAYER HANDOUT #3 – ANOTHER CURIOUS MISSIVE

The following is written on parchment in a deliberate and highly trained script. The ink is barely dry.

My most gracious master:

Things proceed well in Cassiter. The Baron here is easy to please with food and spectacle, and as long as he is provided with the serum we will have free reign over his lands. The barony is empty and forgotten; the perfect staging ground to marshall our forces. This sickness that plagues the humans has proven to be just the opportunity we required, as you foresaw. Still I wonder who we have to thank for its creation...

The Baron's brother came here today – after some brief interrogation we determined that he came here without the knowledge of any official entity. He will not be missed by any comrades that could do us real harm.

As always I strive to act in Erard's Way, with noble toil and sacrifice to the cause of vengeance against mortalkind. I thank your most esteemed lordship for granting me the strength to slay the problems that I can and the immortality to outlast those that resist my powers.

Your servant and child,

Kora

CRITICAL EVENT SUMMARY: *BIS7-06 THE GOLDEN MASQUE*

If you run this event in November or December of 2007, please e-mail the results from this sheet to a member of the Bissel Triad by January 1st, 2008, or have the Senior DM of your event do so.

1. Did the PCs learn as much as possible from Abgriel? Yes No

2. Did the PCs discover Allfauruk's true nature? Yes No
Describe if you can anything unusual that occurred in Encounter 7.

3. Did the PCs make an effort to get Knowel's stolen serum to the proper authorities? Yes No

4. Did the PCs seem to care that Jasmine Besselar was sick with the Black Hand? Yes No

Notes: (Add anything that happened that might be considered out of the ordinary – Strange occurrences, results that may not fit the above, etc):