

BIS8-01

A Terrible Thing to Waste

A One-Round D&D® LIVING GREYHAWK™

Bissel Regional Adventure

Version 1.1

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A horrible legacy lurks in the background. If brought to bear, it could slay thousands of innocents in but a few moments. Only one person knows of its existence, but she is trapped in the most secure of prisons. Setting her free may change the way you think about your chosen profession. A challenging Bissel regional adventure for APLs 2-12, and part of the ongoing *War with Ket* series.

Resources: *Dungeonscape* [Jason Bulmahn and Rich Burlew], *Fiend Folio* [Eric Cagle, Jesse Decker, James Jacobs, Erik Mona, Matt Sernett, Chris Thomasson, James Wyatt], *Planar Handbook* [Bruce Cordell and Gwendolyn Kestrel].

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

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

RPGA[®] SANCTIONED PLAY

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

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

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

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

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

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

In times past, cultists of Iuz in Ket developed a terrible weapon that could cause widespread and indiscriminate death.

Eventually, the Iuzians were driven out of Ket... but the weapon remained. The leaders of that nation recognized its usefulness, and kept it secreted away. Everyone else with any knowledge of the weapon has died or disappeared.

All but one.

One Kettite woman has first-hand knowledge of the weapon, although why is unclear. She survived an attempt on her life, but ended up in a deep coma.

When Bissel forces took control of Lopolla, capital of Ket, they stumbled across the unconscious woman. Based on the protections placed upon her, they guessed that she held the key to some great secret. She was quickly taken to the March, where we begin our story.

ADVENTURE SUMMARY

The PCs meet a young student from the Guild of the Arcane Path. He introduces them to a Guild professor, and together they tell the PCs about their research subject – a comatose woman. They've developed a method to enter her mind, and they ask the PCs to assist them in unlocking the woman's secrets.

The PCs enter the woman's mind, and find themselves in Ket. A fragment of the woman's consciousness leads them to an Iuzian temple, hinting at their involvement.

Something goes wrong, and the PCs are pulled out of her mind. They are sent off to bed, while the professor tries to fix things.

The PCs soon realize that they are still within the girl's mind, as they encounter another aspect of her consciousness. They help her overcome her personal demons.

She leads them to another aspect, which is also in trouble... but can also explain what is going on. She leads them to the last trapped fragment. Where they catch a glimpse of the weapon, and the ominous tidings it bears.

Introduction: Enthusiasm

Estimated Time: 10 minutes

The PCs meet Rani, a student from the Guild of the Arcane Path.

Encounter 1: Connection

Estimated Time: 10 minutes

The PCs are led to the Guild campus, and are introduced to the professor. He explains their mission.

Encounter 2: Understanding

Estimated Time: 10 minutes

The PCs are shown the subject, and given the details of their mission.

Encounter 3: Contact

Estimated Time: 10 minutes

The PCs enter the woman's mind, and encounter a fragment of the consciousness.

Encounter 4: Overtones

Estimated Time: 5 minutes

The PCs explore a secret Iuzian shrine, and learn about the cultists' involvement.

Encounter 5: Asunder

Estimated Time: 50 minutes

The PCs fight the guardians of the temple.

Encounter 6: Rejection

Estimated Time: 10 minutes

The PCs are ejected from the woman's mind. The professor sends them off to get some rest.

Encounter 7: Reclamation

Estimated Time: 5 minutes

The PCs learn that they are still in the woman's mind, and meet another fragment of her consciousness.

Encounter 8: Transference

Estimated Time: 10 minutes

The PCs convince the fragment to take them to the next fragment.

Encounter 9: Horror

Estimated Time: 20 minutes

The PCs are beset by a swarm of imaginary spiders.

Encounter 10: Explanation

Estimated Time: 5 minutes

The PCs meet the second fragment, who explains what is happening. They learn about the third fragment.

Encounter 11: Production

Estimated Time: 10 minutes

The PCs arrive at the ivory tower. They search for a way inside.

Encounter 12: Bewilderment

Estimated Time: 20 minutes

The PCs work out a puzzle lock to gain entrance to the tower.

Encounter 13: Resolution

Estimated Time: 30 minutes

The PCs find the third fragment, and catch a glimpse of the weapon.

Conclusion: Repetition

Estimated Time: 5 minutes

The PCs again wake from the dream world, this time to see the woman led away by Mist Chameleon agents.

PREPARATION FOR PLAY

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.

This adventure contains a number of encounters that may run long at particular tables, and as such may run over time. Keep an eye on the clock, and try to keep things moving.

INTRODUCTION: ENTHUSIASM

Estimated Time: 10 minutes

As CY 598 begins in the March of Bissel, an unusual calm has washed over the land.

Certainly, much is occurring. Just a few months ago, Bissel made landmark strides in the war against Ket. Even without key ally support, the forces of the Great Army surged forward. As the year closed, Ket's capital city lay in ruin.

At the same time, the March worked to bind her wounds. A traitorous baron was routed, and the planar rift in Truelight was closed. The vicious animal attacks in the Nightwatch forest have ceased, and clerics have managed to slow the spread of the Black Hand plague.

Still, not all is calm. Rumors abound of a force of undead that emerged from Lake Hasra... could the necromancer, or his forces, be back? And to the east, it is said that the wheels of war are beginning to turn, once more.

Much has happened, and more is yet to come. But, for now, within Bissel's borders there is peace.

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

DC 10

- Lopolla, the capital city of Ket, has been captured. In a startling move, the order was given to burn it to the ground. Surely, this marks the end of the war.
- Lord Camryn Fertuine, Baron of Cassiter, has been arrested for treason after an army detachment stormed the baronial capital.

DC 15

- Field Marshall Valiscerat has ordered the Great Army to construct permanent structures on the ashes of Lopolla. With them, Army detachments will be able to occupy the area indefinitely.
- It is rumored that Brar the Crusader will be retiring early from his brief – but remarkable – career. The undefeated pit fighter is reportedly going to use his fame in the combat arenas to propel himself into the world of... theater.
- The horde of undead creatures that marched from Lake Hasra was partially responsible for distracting the Kettite defenders in the recent assault on Lopolla. Patrols through the ruined city have reportedly encountered them.
- Kettite guerrillas have begun harassing the resident Bissel forces.
- Margrave Adeur has fallen ill. It is not the plague that wears on him; nor does it appear to be his age.
- It is said that the forces of Iuz have begun to stir. His most powerful minions are searching for something.

DC 20

- An army detachment hurriedly made their way back to Bissel, immediately following the fall of Lopolla. They led a wagon, the contents of which were heavily obscured. Their papers bore the mark of Lady Imycina, baroness of Misty Hills.

DC 25

- Kettite patrols are somehow intercepting those employing magical transport between Ket and Bissel.

DC 30

- The order to burn Lopolla did not come from the Margrave, but rather from Field Marshall Valiscerat. It is unclear why he took it upon himself to issue that order.

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

Morning's first light crests the peaks of the Lorridges, promising a bright and sunny day once the Sun Father has burned away the heavy dew over the Sardee River.

The quiet streets of Sareden begin to slowly fill with life as people start their days - collecting water, tending to animals, and going about their business. In the distance, the smoky smell of cured bacon being prepared for the morning meal wafts through the air.

It is on such a morning that your last adventure ended, and before setting out again, the smells of cured meats, fruits, and fresh eggs has lured you to an early morning breakfast at The Familiar's Perch, a popular local tavern.

The common room of the tavern has sprung to life, packed to the gills. The wait staff attends to the throng of customers, as they groggily discuss their plans for the day. You find yourself sharing a table with some travelers much like yourself.

Allow the PCs a few moments to briefly introduce themselves. Once they are finished, continue with the following:

You have just about finished your meal when a young man of about 19 years of age ungraciously stumbles into the common room. He looks very much like he has not slept in days. You watch as he stumbles up to the table next to you, and as he downs his tea in a single hurried gulp. He slams the

cup onto the counter and – noticing your attention – turns sheepishly to you.

“Heh... ever have one of those days?”

This young man is Rani Mahir. He will happily make small talk. Try to work the following points into conversation:

- His name is Rani Mahir.
- He is originally from Jadarta, but is a student at the Guild of the Arcane Path, here in Sareden.
- He has spent the past year as an apprentice to Professor Sunnan, of the Department of Charms.
- His studies have been neglected, recently, as a result of a new experiment that is taking up all of the Professor's time.
- He's not really supposed to talk about the Professor's experiments... if his research was leaked, the Professor might lose the credit for any valuable discoveries.
- The Professor did mention that he needed the help of some outside staff. He was waiting for the Psychology department to get back to him, but that could take forever. Help from the PCs would save them weeks.

If the PCs express interest in helping out, continue with the following:

“Oh excellent! Well, no time to waste... please, come with me!” Rani is already to the door before you can even lift yourselves from your seats. He waits at the door, looking excited and slightly impatient.

Once the PCs follow the young boy, continue with Encounter 1.

All APLs

🔮 **Rani Mahir:** Male human (B) Adp 2 (Bluff +1, Sense Motive +1); AL CG.

ENCOUNTER 1: CONNECTION

Estimated Time: 10 minutes

The young boy leads you through the twisted maze that is the streets of Sareden with the certainty of someone having spent substantial time in town. After a short walk, the crowded sprawl of townhouses gives way to the open courtyards and ominous stone buildings of the Guild campus. Lush gardens surround the facilities - the most prominent feature being shrubberies carved into

the forms of various animals and beasts. After a moment, you notice that the statues move of their own accord, slowly shifting position and coming to rest a few feet from where they started.

If a PC happens to have a *true seeing* effect active, they notice that a number of students loitering around the campus are actually adults, and are well-armed. They are strategically positioned about such that they can see anyone coming anywhere near the campus buildings. These are Mist Chameleon agents, and will not interact with anyone that sees through their ruse.

Rani leads you to a set of immense double doors, at least twenty feet tall. Above the door is a bestial gargoyle head carved into the stone. Upon your arrival, the carving springs to life and speaks in a deep, gravelly voice.

“Welcome back, master Rani. I do not recognize your companions.”

“I'd like to bring these folk to the Professor. I think they can help us!” Rani speaks excitedly, with an adrenaline-filled edge to his voice.

“Ahh, very good, young sir.” The gargoyle nods slowly. “But first, a question of mind power... answer correctly, and the way will be opened before you.”

*“I slay the vicious evil fiend,
But a hungry squirrel runs me off,
I can make you cry,
But you will be most proud of me,
I make wise men look stupid,
But normal men look wise.
I cook your morning meal,
But have no better use,
Can you guess my riddle?”*

“Oh, you've GOT to be kidding me...” Rani looks annoyed. “I hate it when he gets like this...”

There is really no correct answer to this. Notice that the gargoyle ends the riddle with ‘Can you guess my riddle?’ not ‘What is the answer?’, or the like. An appropriate answer could be ‘What am I?’ or ‘Yes’ or ‘No’ or even ‘Maybe’. Play the gargoyle as erudite and secretive, but be careful not to give the trick away.

If the PCs give an appropriate answer, continue with the following:

“Ahh, a glimmer of wisdom! Surely, you have studied. I welcome you within our halls!”

On the other hand, if they can't come to the answer, or if they gripe about having to deal with a riddle, continue with the following:

"Hmph... the impatience of youth. Fine, I don't care. Don't answer my riddle... just go inside..."

Regardless of whether they answered the riddle, mark the result for Critical Event 1.

☑ **Critical Event 1:** Did the PCs answer the gargoyle's riddle in Encounter 1? If so, what was their answer?

Continue with the following:

The gargoyle issues a strange grating noise, and the doors slowly swing open.

If any of the PCs understands Terran they will realize that the Gargoyle said 'open' in that language.

Inside the antechamber of the facility, you notice no other doors beyond the one you just passed through.

Rani turns back to the door. "Instructors' Offices, please," he mutters.

There is a momentary sense of vertigo, before the door swings back open of its own power. You see that it no longer leads outside, but to a long hallway.

The young man rushes through a series of winding and changing hallways.

"Stay close, this place can be pretty hard to navigate if you get lost."

If the PC's choose not to follow Rani through the halls of the GAP, they find themselves walking around in circles through illusionary corridors, until Rani locates them and insists that they follow more closely.

Rani stops at a door marked 'Office 1232, Professor Ignacius Sunnan'. He throws it open, and heads inside "Professor! I found some folks to help us out, just like you said!"

An aged man looks up from a stack of parchments and opened scrolls. The closet of a room around him is stuffed full of various materials, arranged in precarious stacks. Surprise is evident on his face.

"Ah... Rani. I was... I mean... I wasn't ..." He sighs in resignation. "Well, don't just stand there, come in."

If anyone in the party is an officer in the Great Army, a member of the Bissel Free Companies, a noted hero, a noble, or went on tour in BIS5-01 That's Rhomstaff!, continue with the following:

The professor's eyes go wide in recognition as he looks you over. "Rani! I meant that we'd get a few graduate students or a couple campus guards to help us out... not... I mean..." He gestures in your direction, awe clearly reflected in his features. "... not deities and demigods!"

Regardless, continue with the following text:

The old man looks around the room frantically for a moment, before approaching a chair covered in books. "Hmm... I'm afraid I cannot offer much in the way of seating, so I suppose I will get straight to the point."

"I am Professor Sunnan – call me Ignacius. I have been with the Guild for the better part of two decades. Rani here is my student. Together we've been studying magical afflictions, particularly those of the mind. I suppose that's what attracted their attention..."

"About three months ago, we received a large government grant – funding way out of league with anything we've ever dreamed of. Contingent to its receipt, we were asked to assist in the recovery of an individual. This is obviously very important to Bissel, given the lengths to which they've gone."

"Unfortunately, we don't have enough hands to do all the required lifting. If you are interested, I could use your assistance in completing our work. I can even arrange a respectable honorarium, as well. What do you say?"

The professor can offer the following points of information, if questioned:

- He can't really say more about the subject or their destination until the PCs agree to the mission. The government officials made it clear that certain information must remain confidential.
- The professor believes that the subject is hindered by a magical affliction. The PCs will be helping to cure the subject.
- The PCs will be traveling to a dangerous, unexplored location. Any and all of their skills may come into play.
- The PCs will receive 50 gold pieces apiece, upon successful completion of the research – more than the professor usually makes in a month.

If the PCs agree to help, continue with Encounter 2.

All APLs

🧙 Professor Ignacius Sunnan: Male human (Os)
Wiz 10 (Bluff +2, Sense Motive +2); AL NG.

ENCOUNTER 2: UNDERSTANDING

Estimated Time: 10 minutes

“Very well, we have an accord.” Professor Sunnan settles back in his chair, a look of relief on his face. “Now, where to begin?”

Young Rani raises his hand.

“Boy, I told you not to do that...”

Rani lowers his hand, and smiles weakly. “We could show them the subject, professor.”

“A fair suggestion.” The old man squeezes past you towards the door, gesturing for you to follow. A short walk and another stomach-lurching ride later, you find yourself in another hallway full of identical, austere doors. He moves purposefully towards one of them.

Two figures inside the room leap to their feet, as the door squeaks open.

“Easy there, gentlemen.” The professor gestures for them to calm down. “They’re with us.”

The two men settle back into their seats, but each keeps a hand on the blade sheathed at their side. Each wears a simple black tunic, with a small emblem on the left breast – red and white vertical bars, behind a large, curved lizard.

If the PCs succeed at a Knowledge [local – Sheldomar Valley Metaregion] or Knowledge [nobility and royalty] check (DC 15) they can identify the symbol as that of the Mist Chameleons, the spies of Bissel.

Additionally, if a PC is a member of the Mist Chameleon organization and makes a successful Sense Motive check (DC 10), they will notice a number of innuendos and mannerisms – key phrases and gestures – that indicate that they are also agents.

The left wall of the room holds a single door, and a long glass window. Several panels sit beside the window, studded with levers, wheels, and other mechanical fixtures.

The professor directs your attention to the room on the other side of the glass – a sterile, featureless chamber, except for the table at its center. An unconscious woman, with strong Baklunish

features, lies upon it. A white sheet is draped over her.

“Poor thing.” He stares at her still form for a long moment. “I’ve never seen a coma so deep, without some sort of... obvious injury. Apparently, neither have the powers that be.”

“Anyways... they’re convinced that something of value is held away in her mind, and have charged us with picking the lock. We’ve developed a method by which we can meld a healthy mind – such as yours – into hers. At worst, we should be able to learn her deepest, darkest secrets...”

Rani stifles a giggle, and blushes as Professor Sunnan glares at him.

“... and at best, we may be able to heal her mind of whatever affliction has beset her.” The professor adjusts his glasses on the bridge of his nose, before continuing. “That, my friends, is where I hope you will come in. We will send you into her mind, and hopefully you can gain some insight. Our magic has kept her alive, but there is no telling if we can do so indefinitely.”

“Think you are up to the task?”

The professor can offer the following points of information, if questioned:

- The party’s mission is to enter the subject’s mind and determine the cause of her coma. If they come across any valuable information, they should take note.
- The mind is a complex and unpredictable device. There is no way to set expectations on what they will encounter.
- The PCs should appear in the subject’s mindscape as they believe themselves to be in real life. They should find themselves in possession of their equipment, and able to use all of their abilities.
- Any strange or warped pieces of the environment may be a hint as to the stresses and traumas of the subject’s life.
- The subject’s mind will instinctively resist and attempt to suppress anything that feels abnormal to it.
- The professor will be able to observe their progress during the mission, and may even be able to communicate with the party from time to time. Unfortunately, their own minds aren’t used to having his input, and may filter out his messages.

- If the professor sees any abnormalities, he can abort the mission, and pull the PCs out of the subject's mind.
- If the PCs should die within the subject's mind, their minds will cause them to die in real life, too. Rani will scoff, and claim that *everyone* knows that...

Once the PCs agree to the mission, continue with the following:

"Excellent." Professor Sunnan cracks his knuckles, and rolls up his sleeves. "There are a few things Rani and I have to set up before we can send you in."

"Need a few more chairs, to say the least..." Rani nods his head sagely, missing the old man rolling his eyes.

"If you have anything you need to take care of, do so now. We should be ready for you in about an hour."

The PCs have an hour to make any special preparations. If they wish to purchase equipment or services, they will have mixed results in Sareden. They can purchase anything from the following PHB tables: Table 7-3: Trade Goods, Table 7-8: Goods and Services (except they can't have spells cast by NPCs). They may purchase any potion, oil, or arcane scroll from the DMG Tables 7-17 or 7-23 with a market price of 750 gp or less, and any standard spell components up to 2000 gp in value.

Once the PCs are ready to go, continue with Encounter 3.

All APLs

☛ **Mist Chameleon Agents (2):** Male human Rog 8 (Bluff +10, Sense Motive +7); AL LN.

☛ **Comatose Woman:** Female human Com 4; AL N; hp 22 (currently helpless).

ENCOUNTER 3: CONTACT

Estimated Time: 10 minutes

Returning to the laboratory, you find the professor and Rani ready for you.

Around the subjects table is an uncomfortable-looking chair for each of you, and a black cloth hood. Unwieldy tubes and wires spring from the top of each hood, connecting you to each other and to the contraptions in the other room.

Professor Sunnan lays a similar hood over the face of the comatose woman, and then gestures for you to sit. As the strange apparatus is placed on your

head, the opaque cloth falls over your eyes, leaving you in utter darkness.

You hear the door shut. A moment later, the professor's echoic voice fills the air.

"Testing... testing... good! We'll begin in just a moment. Just a few last minute suggestions... while you are in there you will likely encounter the subject, herself, in some form. Be careful not to give away that you are outsiders... but try to get her to tell you about her life... who she is, and how she got to be this way."

Rani's voice suddenly interrupts. "And ask her what women think about... I've always wondered wha-..."

There is a moment of silence, before the professor's voice returns. "Sorry about that. Are we ready? Here we go..."

There is a loud pop, and a quick scent of acrid smoke. You begin to feel a slight sense of dizziness, almost as if you had consumed a little too much Barrier Brew. As quickly as it came, however, it is gone. You are left in darkness and silence. The only noise is the occasional creaking of one of the other chairs around you.

The PCs are now inside of the subject's mind, though it is not (and should not be) immediately apparent.

Say nothing until the PCs decide to remove their hoods to discover what has happened to them. Once they do, continue:

Removing the hood from your eyes, you discover... nothing different. You still sit in the laboratory with your companions.

Through the glass window, you can see the professor and Rani, fiddling with the controls of their device.

Again, say nothing until the PCs decide to try and leave the room. The professor and Rani are merely figments of their imagination, and will not respond to anything they do. Once they try to open the lab door, continue:

Stepping through the laboratory door, you find yourself somewhere else entirely. It is very warm here, and you are forced to shield your eyes from the blinding light above.

It takes you a moment to orient yourself as the world seems to form from the intense light. Blurred masses begin to sharpen into buildings, towering over your party.

After a moment, your eyes adjust. A cursory look around to take in your surroundings quickly solidifies that you are no longer in the professor's lab, but rather in the streets of some large city.

There are a number of ways the PCs might identify where they are. If they can succeed at the following checks, they can glean the corresponding insight:

- Spot (DC 10): Most of the people bustling about are humans of Baklunish decent.
- Listen (DC 15): The sounds of hawkers plying their trades come from somewhere nearby – likely an open-air bazaar.
- Knowledge [architecture and engineering] (DC 10): The buildings here are of a much different style than those of Sareden.
- Knowledge [architecture and engineering] (DC 15): The architecture resembles that of the northern Baklunish nations.
- Knowledge [nature] or Survival (DC 15): The weather appears to be that of summer, though it should still be winter.
- Knowledge [local - VTF Metaregion] (DC 10): They are in one of the cities of the northern Baklunish nations.
- Knowledge [local - VTF Metaregion] (DC 20): They are in Lopolla, the capital city of Ket. Lopolla was razed months ago, so this can't be real...

If the PCs attempt to interact with any of the individuals on the street, they are ignored as if they didn't exist.

Once the PCs have had a chance to puzzle out where they are, continue with the following:

Suddenly, a beautiful woman breaks from the crowd, walking directly past you down the street. Everything else seems to move in slow motion as she passes, purpose in her step, her hair caught in the wind. She glances towards you, her soft Baklunish features regarding you, making eye contact for just a split-second.

The professor's disembodied voice in the air about you confirms exactly what you were thinking: "Yes... that's her, our subject. Stay on her, see what you can find out."

The woman is extremely easy to follow, as the crowd seems to part around her, giving her a wide berth.

The woman walks steadily until she reaches a wide intersection. A larger crowd of people bustles about,

going about their daily business. You catch a brief glimpse of sadness in her features before she turns away. She quickly heads into the shelter of a small, nearby building.

Once the PCs enter the building, continue:

This small structure is obviously a warehouse of some sort. Crates are stacked in perfectly symmetrical rows, on each side of the room.

There is no sign of the woman.

The crates are empty.

If the PCs succeed on a Search check (DC 20) they find small hinges on the corner of one of the crates – pressing a hidden latch causes the side to swing open, revealing a ladder that descends into darkness.

Once the PCs head down the ladder, continue with Encounter 4.

ENCOUNTER 4: OVERTONES

Estimated Time: 5 minutes

The ladder descends to a floor ten feet below. The floor is smooth granite, the walls rough-hewn bedrock, and the air is musty.

A short distance away, you can discern a light source, and some sort of structure.

Once they approach the light, continue with the following:

At the center of the chamber is a circle of marble pillars, each one carved to look like a valiant hero in excruciating pain. Their arms are held above them, making it appear that the ceiling is crushing them to death.

If the PCs take a close look at the pillars, and succeed at a Knowledge [architecture and engineering] check (DC 12), they note that the pillars serve no structural purpose, as they bear none of the ceiling's weight. A close examination of the top of the column (Search check, DC 15) or a keen eye (Spot check, DC 25) shows that the column is not cemented or joined to the ceiling. Dwarves and other creatures with stonecutting receive a free Search check as though actively looking when they pass within 10 feet of one of the columns.

Success on any of these checks will allow that character to act in the surprise round of the upcoming combat.

A pool of light, without an apparent source, solemnly displays the onyx altar within the circle. A small fixture rests upon its surface.

The object on the altar cannot be examined without getting closer – and thus entering the circle of pillars. Once they do, continue:

The object on the altar is an icon, engraved with a single symbol – a grinning skull.

If the PCs succeed at a Knowledge [religion] check (DC 10) they can identify the symbol as that of Iuz.

“This is where it all started, you know.” The woman’s voice is soft, but full of conviction. She steps out of the darkness, and into the pool of light, without a sound. “They were tolerated. Permitted. But that might have changed if their labor was exposed. So they met in darkness and worked in secret.”

She takes a step towards the altar, looking upon it as one might view an exhibit in a museum.

This is the same woman they have been following – a fragment of the subject’s mind. She currently believes that the PCs are part of herself. If they don’t say anything to contradict that (for instance, like asking “Who are you?” or saying “We’re outsiders, here to help you!”) then she can impart the following information:

Who are ‘they’? ***“They were murderers and betrayers, those of wicked heart. They are gone, now.”***

Where have ‘they’ gone? ***“Many were slain. Others fled. They will be back, in time.”***

Why were ‘they’ cast out? ***“Simply because it makes us stronger.”***

Were ‘they’ worshippers of Iuz? ***“Yes”***

What were ‘they’ working on? ***She exhales slowly. “Our demise – beautiful and dangerous.”***

Was ‘it’ a weapon? ***“Not just a weapon. THE weapon.”***

What happened to ‘it’? ***“We found it. It would make us powerful. So we kept it. And then there was no more ‘we’. It became ‘us’ and ‘them’.”***

What separates ‘us’ from ‘them’? ***“We had seen it, before they did. We knew of it. As long as we knew of it, it was not a secret.”***

Who are ‘they’, this time? ***“Those that have it, now. Those that decide.”***

Are ‘they’ the Kettite leadership? ***“Yes.”***

What happened to ‘us’? ***“Everyone that came in contact with it... disappeared. Only one remains, and she would be a fool to admit what she saw.”***

If the PCs learn about the weapon here, circle ‘Yes’ for Critical Event 2. Otherwise, circle ‘No’.

☒ **Critical Event 2:** Did the PCs learn about the weapon in Encounter 4?

Once the PCs either get all of the information that they are going to get, or give the woman reason to doubt them, continue with Encounter 5.

All APLs

 **Ego Figment:** Female human Com 4; AL N; hp 22.

ENCOUNTER 5: ASUNDER

Estimated Time: 50 minutes

The woman turns to look at you for the first time. Panic and confusion show in her eyes.

“Who are you? You are not supposed to be here... You must leave...”

Suddenly, the ground shakes violently beneath your feet.

“We must leave here... we will not survive...” The woman turns, and flees into the darkness. In a mere moment, she is gone.

At this point, the pool of light in the middle of the room disappears. If the PCs do not have their own light source active, read the following:

Suddenly, the pool of light illuminating the altar disappears, casting you into total darkness. Then you hear the sound of stone crumbling, and something else in the room advances upon you.

If they do have their own light source, or possess darkvision, read the following:

Suddenly, the pool of light illuminating the altar disappears. Then, (one/several) of the pillars wrenches free of its base. It leaps to the attack, drawing its stone sword in midair.

Please refer to DM Aid: Map #1 – Shrine Combat. A number of the columns in the room animate and attack. Choose the first column randomly, and then choose additional ones such that they are as far apart as possible – so that the PCs will be surrounded.

Characters that took the time to examine the statues and made the earlier checks may act in the surprise round.

The woman is nowhere to be found, once the columns animate.

The ELs of this combat take into account both the darkness, and the non-expenditure of resources

(anything expended or broken is returned in Encounter 6).

APL 2 (EL 4)

➤ **Animated Columns** (2): hp 34 each; see Appendix 1.

APL 4 (EL 6)

➤ **Caryatid Column**: hp 65; see Appendix 2.

APL 6 (EL 8)

➤ **Caryatid Columns** (2): hp 65 each; see Appendix 3.

APL 8 (EL 10)

➤ **Caryatid Columns** (4): hp 65 each; see Appendix 4.

APL 10 (EL 12)

➤ **Advanced Caryatid Columns** (3): hp 151 each; see Appendix 5.

APL 12 (EL 14)

➤ **Advanced Caryatid Columns** (6): hp 151 each; see Appendix 6.

Tactics: The defenders will attempt to slay any intruders to the temple.

APL 2: The animated columns will move and attack, in a straightforward manner. They are not intelligent, and so will not employ any outstanding tactics.

APL 4 & higher: The caryatid columns are tactical defenders. They will focus on sunder attempts, grouping their attacks to disarm a PC that is capable of harming them. Keep in mind that any equipment loss here will not be permanent (although the PCs don't know that), so use the caryatid columns' weapon smashing abilities to the fullest.

Developments: Once the PCs defeat their foes or flee, continue with Encounter 6.

ENCOUNTER 6: REJECTION

Estimated Time: 10 minutes

The harsh lines of the foul shrine waver and shift, and the scene around you dissolves. Edges blur, and your eyes strain. Then your stomach is lurching once more.

You feel a rough impact. Blurry figures move about you, speaking in distorted tones. Gradually, your eyes and ears begin to focus, and you find yourself back in your seats in the laboratory. The

professor and Rani bustle about you, freeing you from the apparatus.

Slowly, your hearing comes back to normal. "...and thank the gods you are all okay," Rani exclaims as he helps you up.

Waves of dizziness wash over you, as well as a feeling of exhaustion - as if sleep hadn't come for weeks.

Professor Sunnan alternates between looking you over, and pouring over a set of notes. He looks stressed as he mutters under his breath. "Things seemed dicey, so we pulled you out. I don't understand; this should not have been a problem..."

"I suppose that we are done for tonight. We've arranged housing for you, over in the dormitories. How about we all get some rest, and pick this up in the morning?"

The PC's wounds are all now healed, and their possessions are intact. Any consumables that they used are replenished. However, they are now exhausted. Rest is the best idea at this point. Once they decide to head to the dormitories, continue with Encounter 7.

ENCOUNTER 7: RECLAMATION

Estimated Time: 5 minutes

Rani leads you through the Guild hall and back out into the open air of the campus grounds. Night has encroached upon the town, and a light rain has begun to fall.

The grounds are much quieter now; only a few students are still out and about: A few hurriedly running from one building to another, an amorous couple huddling in the eaves of a library, and a bored girl whacking away at one of the animate topiaries with a stick.

Rani leads you to simple rooms in one of the dormitories. With a yawn, he quickly departs, leaving you to your own devices.

There is really nothing else that the PCs can achieve. Emphasize that they are dead tired, and encourage them to get some rest. Make sure that they are aware that if they choose to stay awake for even part of the night (as guards, or such) they will not fully recover from their exhaustion.

The next section occurs after an indeterminate amount of time; PCs that chose to rest were asleep, and PCs standing guard zoned out from boredom. Neither

have any idea how much time has passed. Have them roll Listen checks. Sleeping PCs have a -10 penalty. The highest result determines which PC is alerted first. Read the following to that PC:

You are shaken out of your (slumber/daze) by an annoying, repetitive sound.

Tap, tap, tap.

You try to settle back in, but the sound keeps intruding upon your attention. It echoes through your mind.

Tap, tap, tap.

If the PCs decide to investigate, continue with the following:

The repetitive tapping echoes through the halls and corridors of the dormitory, disturbing the otherwise tranquil scene. The sound appears to get louder as you approach the building entrance.

Tap, tap, tap.

Crossing the threshold, you are stopped dead in your tracks by a grisly scene: the Guild of the Arcane Path has been almost totally destroyed.

All of the guild buildings lie in ruins – little more than piles of rubble. The animated shrubbery has been reduced to scattered piles of leaves. Statues and fountains have been shattered. Even the skyline buildings of Sareden are missing from the horizon.

The only feature of the landscape still standing is the dormitory you just left. The girl you saw here earlier stands near its corner, slowly beating it with her stick.

Tap, tap, tap.

This young girl is another figment of the subject's personality, representing the Id portion. The Id Figment is impulsive, focusing on basic drives such as food, sex, and aggressive impulses. She is amoral and egocentric, completely illogical, and possesses infantile emotions. She will not take "no" for an answer. Play her as such.

Particularly, if you have a table of adults, feel free to have her lust after a male PC. If he's not scared, you're not trying hard enough.

The PCs will likely want to question the young girl. This should be met with anger and protest, as appropriate. She is destroying the campus because it's 'not right, doesn't belong here'. She recognizes that it is something not of her making (it is a fragment brought in by the PCs' minds).

If she realizes that the PCs aren't of her making, either, she will attack them. She will not accomplish anything with her stick. Should they choose to attack her, she will be greatly wounded, but cannot die – she has no concept of death.

Of particular interest is if the PCs expend effort to calm the girl down. If they do so, circle 'Yes' for Critical Event 3. Otherwise, circle 'No'.

☒ **Critical Event 3:** Did the PCs placate the Id Figment in Encounter 7?

All in all, there is only one valuable piece of information to be gleaned from her: if the PCs ask something that she considers 'stupid', like 'Where are your parents?' or 'Is there an adult we can talk to?', continue with the following:

The young girl rolls her eyes at you.

"Oh great, another one of YOU. You sound JUST like her." She shakes her head in disgust, and walks away.

If pressed, she will tell the PCs that they sound just like someone she hates. She spends her time at 'the river shore'.

Of course, now the PCs are going to want to go to the river shore, looking for that person. Let them wander aimlessly for a bit, if they try to go there on foot. The truth is that the figment of the guild campus, and their intended destination, are two completely separate existences. And only the girl can take them from one to the other... she just doesn't know it.

Once the PCs try to deal with this situation, continue with Encounter 8.

All APLs

 **Id Figment:** Female human Com 4; AL CE; hp 22.

ENCOUNTER 8: TRANSFERENCE

Estimated Time: 10 minutes

This encounter provides a challenging situation for the PCs, and a framework that allows them to adapt their own unique skills towards overcoming it.

In this case, the PCs need to travel from the mock Guild of the Arcane Path to the riverside sanctuary described by the Id Figment. However, if they try to make the journey physically (walking there on foot) they simply wander aimlessly for a while, before they realize that they don't know where they are going. Asking the Id

Figment to lead them is just met with 'I thought you knew where you were going! I've never been here before... I don't know how to get there from here'.

To succeed the PCs must convince the Id Figment that this landscape is under her control, and that she must erase one reality, and replace it with the desired one. To achieve this, the PCs must score six points. Points are scored by declaring a specific skill use, and then succeeding at a check with that skill. However, how difficult a check will be is up to you. Use the following guidelines:

- **Easy Difficulty:** A check of easy difficulty is one that should obviously work. For example, if the PCs decide to use a Bluff check to convince the Id Figment that the *dancing lights* spell they are casting is really a teleportation spell, that would be a check of this difficulty. A check of easy difficulty has a DC of 15, and grants one point on a success, and takes away two points on a failure.
- **Moderate Difficulty:** A check of moderate difficulty is one that may or may not work, but does not really favor either outcome. For example, if the PCs decide to use a Diplomacy check to convince the Id Figment that she should picture the destination in her mind, that would be a check of this difficulty. A check of moderate difficulty has a DC of 20, and grants one point on a success, and takes away one point on a failure.
- **Hard Difficulty:** A check of hard difficulty is one that has little chance of working, but is still not impossible. For example, if the PCs decide to use a Knowledge [the planes] check to explain the mechanics behind a mental-morphic environment, in hopes that she will understand, that would be a check of this difficulty. A check of hard difficulty has a DC of 25, and grants two points on a success, and takes away one point on a failure.

Successes grant points, and failures take them away. It is possible for the PCs' point score to be negative, if they are particularly unlucky.

You should make sure that as many of the PCs as possible are involved in this challenge. This can be achieved by asking them how they are contributing to the outcome.

As well, it is not enough for a player to say 'I'm using a Perform check'. Require that specific intentions be declared, such as 'I'm using a Perform check. I have the girl close her eyes, while I use my instrument to make sounds that resemble the bubbling and sloshing of a river'.

Once the PCs have scored six points, continue with the following:

A cool breeze wafts past you, carrying with it the earthy scent and low, rumbling sound of flowing water.

You didn't move from where you last stood, but are definitely now somewhere else entirely. You stand on the banks of a slow-moving river. It is no longer spring; now the trees are painted with gold and red. The first few leaves are just beginning to fall, as if the artist's brush dripped here and there.

At the edges of the scene, you can make out a few small, stone buildings – a hamlet, nestled around the river.

Record the amount of time elapsed and any difficulties for Critical Event 4.

☑ **Critical Event 4:** How long (game time, and real time) did it take for the PCs to complete Encounter 8? How difficult did they find it?

Continue with Encounter 9.

ENCOUNTER 9: HORROR

Estimated Time: 20 minutes

Following the shore, you make your way down the river, passing more of the same rural landscape.

Eventually, you come to an old stone bridge over the river. Footprints lead under the arch of the bridge, along the shore.

The footprints are those of a medium-sized humanoid, wearing common shoes. When the PCs decide to proceed under the bridge, continue with the following:

Suddenly, the young girl freezes mid-step.

"I don't want to go under there. There's probably... spiders... I hate spiders."

Just then, you feel something crawling up your arm.

Trap: Any PC in the area must make a Spot check (DC 15 + APL) to notice the spiders starting to climb up the limbs of their party members. A character that fails this check is surprised. Roll initiative for the PCs AND the trap, allowing those not surprised to act in the surprise round.

On the traps turn a swarm of spiders in each 5-ft. square attacks each PC in the room. A bitten creature suffers damage. Characters that cover more than one

square are affected by spiders for every square they occupy.

The PCs can do two things:

- Kill the individual spiders. Doing so reduces and eventually prevents further attacks in that square.
- Convince the girl that the spiders are only a figment of her imagination. Doing so requires a Diplomacy check, and disarms the entire trap.

APL 2 (EL 4)

🕸 **Mind Spider Trap:** see Appendix 1.

APL 4 (EL 6)

🕸 **Mind Spider Trap:** see Appendix 2.

APL 6 (EL 8)

🕸 **Mind Spider Trap:** see Appendix 3.

APL 8 (EL 10)

🕸 **Mind Spider Trap:** see Appendix 4.

APL 10 (EL 12)

🕸 **Mind Spider Trap:** see Appendix 5.

APL 12 (EL 14)

🕸 **Mind Spider Trap:** see Appendix 6.

Developments: Once the trap has been dealt with, continue with Encounter 10.

ENCOUNTER 10: EXPLANATION

Estimated Time: 5 minutes

Passing under the bridge, you find huge webs – vast curtains of silk.

Cutting through the obstructing webs, you find a large, bound form – a humanoid, cocooned in the sticky strands.

Once the PCs cut the cocoon open, continue with the following:

The form within the cocoon breaks free, taking a huge breath of air into her lungs.

The old woman stumbles free of her former tomb, and looks you over with grandmotherly care. She bears a strong resemblance to the young girl that travels with you.

“Thank... thank you. I knew that someone had to come by.”

“Oh, you knew that, did you?” The young girl is defiant. “Well, I guess you know everything, now, don’t you?”

At this point, circle ‘Yes’ for Critical Event 5.

☒ **Critical Event 5:** Did the PCs save the Super Ego Figment in Encounter 10?

This woman is another fragment of the subject’s personality, her Super Ego. The Super Ego is idealistic and refined, the seat of the conscience. Play her as a preachy old woman, with hints of a stern grandmother. Particularly, play up the tension between the Id and Super Ego, as they are always in direct conflict.

The Super Ego Figment can provide the following information, if questioned:

Who are you? *“Just an old woman, who likes her peace and tranquility.”*

What happened to you? *“I wasn’t paying attention, and I guess I got caught in a situation I couldn’t quite handle. Thank you for saving me.”*

Do you know this girl? *“Yes, very well. She is a brat.” The young girl shoots her a death glare.*

Do you know anything about this weapon we’ve heard of? *“No, and I highly doubt any such thing would exist. Why would anyone make such a thing?”*

What should we do, now? *“Well, you seem to be on a roll, helping us out of our respective troubles. Perhaps you could do so again?”*

What can we do to help? *“There is a third in trouble. You should save her, as well. Then we will be free.”*

Where is this third being? *“She is trapped within the ivory tower.” She points to the horizon, behind you. Jutting from the landscape is a stark white structure. Odd... you didn’t notice it before...)*

If the PCs decide to head to the ivory tower, continue with the following:

The old woman leads you away from the river. Within a few minutes, you stand at the base of the ivory tower. About 50 feet tall, it appears to be a single, seamless piece of stone.

“Well?” The young girl snorts. “What now?”

Continue with Encounter 11.

All APLs

👤 **Super Ego Figment:** Female human Com 4; AL LG; hp 22.

ENCOUNTER 11: PRODUCTION

Estimated Time: 10 minutes

This encounter provides a challenging situation for the PCs, and a framework that allows them to adapt their own unique skills towards overcoming it.

In this case, the PCs need to find a way into the ivory tower. To succeed the PCs must convince the Id and SuperEgo Figments that they can simply create an entrance. To achieve this, the PCs must score six points. Points are scored by declaring a specific skill use, and then succeeding at a check with that skill. However, how difficult a check will be is up to you. Use the following guidelines:

- **Easy Difficulty:** A check of easy difficulty is one that should obviously work. For example, if the PCs decide to use a Diplomacy check to convince the Super Ego Figment that there **MUST** be an entrance, as building a tower without an entrance would be dumb, that would be a check of this difficulty. A check of easy difficulty has a DC of 15, and grants one point on a success, and takes away two points on a failure.
- **Moderate Difficulty:** A check of moderate difficulty is one that may or may not work, but does not really favor either outcome. For example, if the PCs decide to use a Search check to look around for signs of a secret entrance on the North side (convincing them that there must be an entrance on the South), that would be a check of this difficulty. A check of moderate difficulty has a DC of 20, and grants one point on a success, and takes away one point on a failure.
- **Hard Difficulty:** A check of hard difficulty is one that has little chance of working, but is still not impossible. For example, if the PCs decide to use a Knowledge [nature] check to point out moss growth patterns on the tower that indicate that a door must lay underneath, that would be a check of this difficulty. A check of hard difficulty has a DC of 25, and grants two points on a success, and takes away one point on a failure.

Successes grant points, and failures take them away. It is possible for the PCs' point score to be negative, if they are particularly unlucky.

You should make sure that as many of the PCs as possible are involved in this challenge. This can be achieved by asking them how they are contributing to the outcome.

As well, it is not enough for a player to say 'I'm using a Climb check'. Require that specific intentions be declared, such as 'I'm using a Climb check. I'm climbing a nearby tree, and then calling down that I think I can see an entrance'.

Once the PCs have scored six points, continue with the following:

The old woman looks you over, and then carefully studies the bleached walls of the tower.

"You're right. There has to be a way in... it would be ridiculous to build a tower without a door." She traces her hands along the smooth surface. "There is probably a door here, somewhere... probably with a big lock on it..."

She suddenly jumps back as the ivory wall beneath her hands begins to shake and shudder. The grating sound of stone moving against stone issues through the air, just before part of it cracks and falls away.

There is now a hollow on the side of the tower, a few feet off the ground. Odd symbols and the glitter of gemstones can be seen from within.

Record the amount of time elapsed and any difficulties for Critical Event 4.

☒ **Critical Event 6:** How long (game time, and real time) did it take for the PCs to complete Encounter 11? How difficult did they find it?

Continue with Encounter 12.

ENCOUNTER 12: BEWILDERMENT

Estimated Time: 20 minutes

Looking into the hollow, you find a number of colored gem stones embedded into the side of the ivory wall – a blue sapphire, a green emerald, a black onyx, a purple amethyst, a red ruby, and a yellow topaz. A number of diamonds are embedded in the wall above that.

Words are inscribed into the stone around the gems.

Give the PCs Player Handout 1 – Gemstone Puzzle.

Roll 4d6, and record the results in order. Consult the following chart:

Result	Gemstone
1	Sapphire

2	Emerald
3	Onyx
4	Amethyst
5	Ruby
6	Topaz

These values are the current combination of the lock. The PCs attempt to open the lock by pressing the gemstones in order. A gem can appear multiple times in the combination. After the fourth gemstone is pressed, the diamonds will begin to glow with a pale white light. One stone on the left will glow for each answer that was correct, even if it was in the wrong order. One stone on the right will glow for each answer that is correct, and in the right order.

For example, if the combination is 'Onyx, Topaz, Ruby, Emerald' and the PCs enter 'Sapphire, Onyx, Ruby, Emerald', three of the gems on the left would glow (as the Onyx, Ruby, and Emerald are correct) and two of the gems on the right would glow (as the Ruby and Emerald are correct, and in the correct position).

If the PCs guess incorrectly 10 times, the lock resets. The PCs hear a whirring, mechanical sound. Roll a new combination, and begin again.

Once the PCs enter the correct combination, continue with the following:

As you press the last gemstone, the tower shakes once more. This time, a whole section of the wall collapses, revealing a spiral staircase that makes its way up the interior of the structure.

The Id and Super Ego Figments will remain here. The rest of this journey must be completed by the PCs, alone.

Once the PCs enter the tower and climb the stairs, continue with Encounter 13.

ENCOUNTER 13: RESOLUTION

Estimated Time: 30 minutes

The winding staircase leads to an austere chamber at the top of the tower.

An unornamented pedestal sits in the middle of the room. Upon it is a simple brass candlestick, bearing an unlit white candle.

To proceed, the PCs must light the candle. There is absolutely nothing else in this room and no other

doorway out, so it should be obvious. Once they have done so, continue with the following:

The candle flares to life. Immediately, wax drippings slide their way down the side of the candlestick and begin to pool on the floor.

Where the wax meets the floor, it becomes black as night. A firm breeze whips by your heads and stokes the flame. The candle begins burning ferociously and melted wax runs in rivulets to the floor. The pool grows across the floor turning its entire surface into a bleak void of utter darkness.

Around you, the blackness sweeps up the walls and washes across the ceiling. Even the candle has extinguished and disappeared. You can hear the breathing of your party members all around you, but are unable to see them.

Above, pinpricks of light appear in what was the ceiling. You can recognize some of the constellations as familiar, although you are sure you were in a building just a moment ago.

Far ahead of you, a point of golden-brown light appears. The light continues to move toward you. As it moves closer, it is apparent that the light is actually a path on the ground. The path extends towards you and stops just inches in front of your group. The sides of the path are not defined clearly, fading away into the darkness.

The PCs can only see the path in front of them and the "stars" on the ceiling. The path is 10 feet wide and they cannot see the end in the distance – if there indeed is one.

If the PCs venture near the edge of the path at any point, interject the following:

As you near the edge of the path, your feet begin to take on the same hazy appearance. They start to lose their opacity.

This does not cause the PC pain. If they move back away from the edge, their feet return to what they would consider normal.

However, if they decide to wander away into the darkness, they never seem to get anywhere.

Once the PCs choose to start down the path, continue with the following:

Stepping onto the path, you find it to be as solid as the rest of this place. As you begin heading down its length, a figure appears on the left side of the path, just off the edge. The man is translucent but you can tell he is heavily armored. His Baklunish features

are unmistakable, even in his current form. The shield that sits at his feet bears the heraldry of Ket. He watches your group with interest, but does not speak to you.

This apparition will not interact with the PCs in any way. If they attempt to reach out to him, he steps back from the path. If they somehow manage to touch him, their arms/weapons/etc pass through him. He does not react in any way to the “attack.”

It should also be noted that none of these apparitions are undead.

Once the PCs decide there is nothing they can do and proceed along the path, continue with the following:

Leaving the man behind and continuing down the pathway, it is only a few hundred feet before another figure appears on the right edge of the path. He, too, is translucent. The robes of this man move slightly about him, as if he feels a slight breeze you cannot sense. Lying against the man's chest is a small medallion engraved with a grinning skull.

If the PCs succeed at a Knowledge[religion] check (DC 10), they can identify the symbol as that of Iuz.

As your journey continues, more figures appear along the path – Kettite soldiers, civilians, and occasionally more of the robed figures. In a matter of a few minutes, several hundred have amassed at the edges of the path – merely watching your progress.

The path seems to be endless, with no variation in environment around it except the silent figures observing your group. Abruptly, the crowd of figures ends and as you approach their edge, their heads turn in unison – no longer watching you, but the path ahead of you.

The light of the pathway ahead of you extends to fill a much larger area, surrounded by the translucent figures.. At the center of this clearing is a large, pyramidal structure made of brass.

In front of the pyramid, with her back turned to you, is a solitary figure. She is not translucent.

Once the PCs decide to move toward the figure, continue with the following:

As you approach her, the woman slowly turns to face you. You recognize her instantly – she is the same young woman that you first saw in the dream world, the comatose figure from the laboratory.

Sadness on her face, she utters just a few words. “It is too late...”

As if on cue, the pyramidal structure opens. A burst of wind issues forth, twisting and flowing about the top of the structure.

If the PCs can succeed at a Knowledge [the planes] check (DC 10) they can identify the creature as an air elemental – a particularly big one.

Suddenly, dark energy crackles about the top of the pyramid. The living wind convulses as it is ripped apart, but never stops moving. Then it is torn again. And again.

The elemental is torn into smaller pieces, until you cannot discern one from another. These smaller creatures dart off into the crowd, disappearing from view. The translucent forms begin grasping at their chests, struggling to breathe. They collapse to the ground and do not move again.

A swarm of the small elementals moves in your direction.

Please refer to DM Aid: Map #2 – Elemental Swarms.

APL 2 (EL 4)

🔥 **Air Elementite Swarm, Variant:** hp 42; see Appendix 1.

APL 4 (EL 6)

🔥 **Air Elementite Swarms, Variant (2):** hp 42 each; see Appendix 2.

APL 6 (EL 8)

🔥 **Air Elementite Swarms, Variant (4):** hp 42 each; see Appendix 3.

APL 8 (EL 10)

🔥 **Advanced Air Elementite Swarms (2):** hp 105 each; see Appendix 4.

APL 10 (EL 12)

🔥 **Advanced Air Elementite Swarms (4):** hp 105 each; see Appendix 5.

APL 12 (EL 14)

🔥 **Advanced Air Elementite Swarms (8):** hp 105 each; see Appendix 6.

Tactics: The elementite swarms will act very simply – they will attempt to swarm the PCs, dealing them damage and attempting to suffocate them.

Developments: Once the PCs defeat their foes, they have saved the Ego Figment. Circle ‘Yes’ for Critical Event 7.

☒ **Critical Event 7:** Did the PCs save the Ego Figment in Encounter 13?

Continue with the Conclusion.

CONCLUSION: REPETITION

Estimated Time: 5 minutes

Your dark surroundings waver and shift, and the scene around you dissolves. Edges blur, and your eyes strain. Then your stomach is lurching once more.

You feel a rough impact. Blurry figures move about you, speaking in distorted tones. Gradually, your eyes and ears begin to focus, and you find yourself back in your seats in the laboratory. The professor and Rani bustle about you, freeing you from the apparatus.

Slowly, your hearing comes back to normal. "...and thank the gods you are all okay," Rani exclaims as he helps you up.

Waves of dizziness wash over you, as well as a feeling of exhaustion - as if sleep hadn't come for weeks.

Professor Sunnan alternates between looking you over, and pouring over a set of notes. He looks stressed as he mutters under his breath. "Things seemed dicey, so we pulled you out. I don't understand; this should not have been a problem..."

"I suppose that we are done for tonight. We've arranged housing for you, over in the dormitories. How about we all get some rest, and pick this up in the morning?"

You've been here before, seen this all before. Are you awake, or still dreaming?

Then, you notice something different: The figure under the sheet is moving.

The professor notices this, as well. He quickly uncovers the young woman, and helps her sit up.

"You've done it! At long last... what a triumph!"

The next few minutes are a blur, and you miss most of what is said. You do remember the young woman looking at you, a flash of recognition crossing her features.

As you watch the agents of the March lead her away, she whispers the words 'thank you', and smiles softly.

The PC's wounds are all now healed, and their possessions are intact. Any consumables that they used are replenished.

The adventure is now over. The PCs receive all of the special items on the Adventure Record.

The End

CAMPAIGN CONSEQUENCES

If you run this event in March or April of 2008, please fill out the Critical Events Summary page at the end of this scenario with the following information:

☒ **Critical Event 1:** Did the PCs answer the gargoyle's riddle in Encounter 1? If so, what was their answer?

☒ **Critical Event 2:** Did the PCs learn about the weapon in Encounter 4?

☒ **Critical Event 3:** Did the PCs placate the Id Figment in Encounter 7?

☒ **Critical Event 4:** How long (game time, and real time) did it take for the PCs to complete Encounter 8? How difficult did they find it?

☒ **Critical Event 5:** Did the PCs save the Super Ego Figment in Encounter 10?

☒ **Critical Event 6:** How long (game time, and real time) did it take for the PCs to complete Encounter 11? How difficult did they find it?

☒ **Critical Event 7:** Did the PCs save the Ego Figment in Encounter 13?

In addition, please note any unusual or special circumstances that arose in the scenario.

Once completed, the Critical Event Summary should be e-mailed to a member of the Bissel Triad by May 1st, 2008. If you are running this scenario as part of a convention, the Senior DM of your event may collect and return the summaries for you.

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 5

Defeat the shrine defenders.

APL 2: 120 xp.

APL 4: 180 xp.

APL 6: 240 xp.

APL 8: 300 xp.

APL 10: 360 xp.

APL 12: 420 xp.

Encounter 9

Survive the mind spider trap.

APL 2: 120 xp.

APL 4: 180 xp.

APL 6: 240 xp.

APL 8: 300 xp.

APL 10: 360 xp.

APL 12: 420 xp.

Encounter 13

Defeat the elemental weapon.

APL 2: 120 xp.

APL 4: 180 xp.

APL 6: 240 xp.

APL 8: 300 xp.

APL 10: 360 xp.

APL 12: 420 xp.

Story Award

Answered the gargoyle's riddle in Encounter 1.

All APLs: 5 xp.

Reach the river scene in Encounter 8.

All APLs: 25 xp.

Find the tower entrance in Encounter 11.

All APLs: 25 xp.

Solve the puzzle in Encounter 12.

All APLs: 15 xp.

Discretionary Roleplaying Award

APL 2: 20 xp.

APL 4: 65 xp.

APL 6: 110 xp.

APL 8: 155 xp.

APL 10: 200 xp.

APL 12: 245 xp.

Total possible experience

APL 2: 450 xp.

APL 4: 675 xp.

APL 6: 900 xp.

APL 8: 1,125 xp.

APL 10: 1,350 xp.

APL 12: 1,575 xp.

TREASURE SUMMARY

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the

number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional adventure, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Conclusion:

APL 2: L: 0 gp, C: 450 gp, M: 0 gp.

APL 4: L: 0 gp, C: 650 gp, M: 0 gp.

APL 6: L: 0 gp, C: 900 gp, M: 0 gp.

APL 8: L: 0 gp, C: 1,300 gp, M: 0 gp.

APL 10: L: 0 gp, C: 2,300 gp, M: 0 gp.

APL 12: L: 0 gp, C: 3,300 gp, M: 0 gp.

Total Possible Treasure (Maximum Reward Allowed)

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

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

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

APL 8: L: 0 gp, C: 1,300 gp, M: 0 gp – Total: 1,300 gp (1,300 gp).

APL 10: L: 0 gp, C: 2,300 gp, M: 0 gp – Total: 2,300 gp (2,300 gp).

APL 12: L: 0 gp, C: 3,300 gp, M: 0 gp – Total: 3,300 gp (3,300 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

↗ **Wide Awake and Dreaming:** It is unclear whether you ever woke up from the dream world, and this has instilled fearlessness like no other. Once per adventure, you may use this favor to achieve one of the following effects:

- Automatically succeed on a saving throw versus a fear effect. You may declare this after you've rolled the dice, but before the result has been declared as a success or failure.

- Automatically succeed on a Concentration check. You may declare this after you've rolled the dice, but before the result has been declared as a success or failure.
- Remove all fatigue and exhaustion effects from yourself.
- Continue to remain conscious after being reduced to -1 to -9 hit points, as if you possessed the Diehard feat. You may declare this effect after taking damage that would reduce your hit points into that range, and the effect lasts until the end of the current encounter.

However, you are also vulnerable to illusions, suffering a -4 penalty to any saving throw made versus illusions and illusionary effects.

At any point, you may freely declare that something has convinced you definitively that you are awake and in the real world. Cross off this curse immediately.

👁 **Bissel Military Commendation:** You have unlocked valuable intelligence concerning the war with Ket. The Great Army of Bissel hereby grants you a military commendation, per the Bissel Omnibus.

👁 **Favor of the Guild of the Arcane Path:** You have helped Professor Sunnan perfect his mind-transference device. This new technology has led to some amazing breakthroughs. As a gesture of their gratitude, the Guild grants you access to the items listed below.

Furthermore, this favor counts as an influence point with the Guild of the Arcane Path.

You may also expend this favor to have Professor Sunnan speak on your behalf to the Guild Council. This fulfills the sponsorship requirement for joining the Guild of the Arcane Path. Mark this favor as USED when it is consumed.

👁 **A New Threat:** You have seen a Kettite weapon within the mind of the comatose woman. It could cause unimaginable harm to innocent people if put into use. This will have future consequences.

Item Access

APL 2:

- ❖ *Least Crystal Of Mind Cloaking* (Adventure; MIC)
- ❖ *Pearl Of Brain Lock* (Adventure; MIC)
- ❖ *Aroma Of Dreams* (Adventure; MIC)

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

- ❖ *Sphere Of Awakening* (Adventure; MIC)
- ❖ *Mindarmor Armor Upgrade* (Adventure; MIC)
- ❖ *Mask Of Mental Armor* (Adventure; MIC)

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

- ❖ *Farspeaking Amulet* (Adventure; MIC)
- ❖ *Dreaming Blindfold* (Adventure; MIC)
- ❖ *Ring Of Mind Shielding* (Adventure; DMG)

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

- ❖ *Mesmerist's Gloves* (Adventure; MIC)
- ❖ *Mindvault* (Adventure; MIC)
- ❖ *Crystal Mask Of Mindarmor* (Adventure; MIC)

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

- ❖ *Gauntlets Of Mindfire* (Adventure; MIC)
- ❖ *Medallion Of Thoughts* (Adventure; DMG)
- ❖ *Aporter Armor Upgrade* (Adventure; MIC)

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

- ❖ *Orb Of Mental Renewal* (Adventure; MIC)
- ❖ *Boots Of Temporal Acceleration* (Adventure; MIC)
- ❖ *Runestaff Of Insanity* (Adventure; MIC)

APPENDIX 1 – APL 2

ENCOUNTER 5

ANIMATED COLUMNS

CR 2

N Medium Construct

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

AC 14, touch 10, flat-footed 14 (+4 natural)

hp 34 (2d10+20 HD)

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

Speed 40 ft. (8 squares)

Melee slam +2 (1d6+1)

Base Atk +1; **Grp** +2

Abilities Str 12, Dex 10, Con –, Int –, Wis 1, Cha 1

SQ Construct traits, Hardness, Improved Speed

Hardness (Ex) An animated column has a hardness of 8, just like the stone it was carved from.

Improved Speed (Ex) An animated column has an increased base speed.

ENCOUNTER 9

MIND SPIDER TRAP

CR 4

Description See encounter description.

Search DC 14; **Type** mechanical

Trigger location, **Init** +2

Effect 3 spider bites (Atk +4, 1d6 damage) per square per round

Duration 7 rounds

Destruction AC 14, hardness 4, 5 hp (each spider)

Disarm Diplomacy DC 23 (disadvantage: central disarm, convincing the girl that it is all in her mind)

ENCOUNTER 13

AIR ELEMENTITE SWARM, VARIANT

CR 4

N Tiny elemental (Air, Extraplanar, Swarm)

Init +6; **Senses** Darkvision 60', Listen +7, Spot +7

AC 15, touch 14, flat-footed 13, Dodge (+2 size, +2 Dex, +1 natural)

hp 42 (7d8 HD)

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

Speed Fly 80 ft. (perfect) (16 squares)

Melee swarm (2d6)

Space 10 ft.; **Reach** 0 ft.

Base Atk +5; **Grp** –

Abilities Str 10, Dex 15, Con 10, Int 2, Wis 11, Cha 11

SQ Air mastery, distraction, suffocation, elemental traits, swarm traits

Feats Alertness, Dodge, Improved Initiative

Skills Hide +10, Listen +7, Spot +7

Air Mastery (Ex) Airborne creatures take a -1 penalty on attack and damage rolls against an air elementite swarm.

Distraction (Ex) Any living creature vulnerable to a swarm's damage that begins its turn with an air elementite swarm in its square must succeed on a DC 13 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Suffocation (Ex) Air elementites swarm over and into any creature in the same space, filling its lungs (or other breathing apparatus) and stopping normal breathing. Holding one's breath is not possible in the middle of the swarm; a victim is immediately at risk of suffocating and must make a Constitution check every round (see *Suffocating*, page 304 of the *Dungeon Master's Guide*).

Description A light, cloudlike shimmer in the air moves of its own accord.

Sources *Planar Handbook* (Page 114)

APPENDIX 2 – APL 4

ENCOUNTER 5

CARYATID COLUMN

CR 6

N Medium Construct

Init +3; **Senses** Darkvision 60', Listen +0, Spot +0

AC 22, touch 13, flat-footed 19 (+3 Dex, +9 natural)

hp 65 (6d10+20 HD)

Fort +2, **Ref** +5, **Will** -3

Speed 30 ft. (6 squares)

Melee +2 *bastard sword* +12 (1d10+9 two-handed) or

Melee 2 slams +9 (1d4+7) or

Melee +2 *bastard sword* +12 (1d10+7) and

Melee slam +4 (1d4+2)

Base Atk +4; **Grp** +9

Abilities Str 20, Dex 16, Con —, Int 6, Wis 1, Cha 1

SQ Break weapon, column form, hardness 8, magic weapon

Feats Improved Sunder, Power Attack, Weapon Focus (bastard sword) (b)

Skills Diplomacy -3, Sense Motive +4

Break Weapon (Su) A caryatid column is imbued with a supernatural defense against weapon attacks. Whenever a creature strikes a caryatid column with a melee weapon, the weapon must succeed on a Fortitude save (DC 13) or break and become useless, dealing no damage to the caryatid column. As usual, a magic weapon uses either the wielders save bonus or its own save bonus, whichever is better. Non-magic ranged weapons automatically shatter upon hitting the caryatid column, dealing no damage. Magic ranged weapons receive a Fortitude save (DC 13) to resist this effect.

Column Form (Ex) When at rest (not commanded, or waiting to fulfill a command), a caryatid column takes the form of a simple column of stone. This column is about 2 feet in diameter, and it extends up to the ceiling of the chamber or to a height of 25 feet, whichever is less. Unless commanded otherwise, a caryatid column remains in this form until attacked, and it even allows creatures to climb it (Climb check DC 15). A caryatid column in column form looks like a pillar in most respects. It does not radiate magic, and *true seeing* does not reveal its humanoid form. Careful examination of the column (Search check DC 25) reveals very faint and distorted lines that make the pillar resemble a woman with a sword. Anyone who successfully makes a Knowledge (architecture and engineering) check (DC 12) notes that the column serves no structural purpose since it bears none of the ceiling's weight. A close examination of the top of the column (Search check DC 15) or a keen eye (Spot check DC 20) shows that the column is not cemented or joined to the ceiling. Dwarves and other creatures with stonecutting receive a free Search check as though actively looking when they pass within 10 feet of a caryatid column. Changing forms is a free action, and a caryatid column can change once per round.

Hardness (Ex) Like an animated object made of stone, a caryatid column has a hardness of 8.

Magic Weapon A magic weapon is incorporated into a caryatid column at the time of its creation. This weapon, usually a +2 *bastard sword*, functions in all respects like a normal magic weapon of its type, with one exception: Whenever it is out of the caryatid column's hands, it reverts to stone and becomes a non-magical sculpture. Should the caryatid column then pick up the weapon, it regains its normal form and magical abilities. If a caryatid column needs both hands free, it can stow its weapon by simply pressing it against its side; the weapon then merges with the caryatid column's body and can be retrieved by the caryatid column as any character would draw a weapon.

Sources *Fiend Folio* (Page 30)

ENCOUNTER 9

MIND SPIDER TRAP

CR 6

Description See encounter description.

Search DC 16; **Type** mechanical

Trigger location, **Init** +3

Effect 4 spider bites (Atk +6, 1d6 damage) per square per round

Duration 9 rounds

Destruction AC 16, hardness 6, 5 hp (each spider)

Disarm Diplomacy DC 27 (disadvantage: central disarm, convincing the girl that it is all in her mind)

ENCOUNTER 13

AIR ELEMENTITE SWARM, VARIANT CR 4

N Tiny elemental (Air, Extraplanar, Swarm)

Init +6; **Senses** Darkvision 60', Listen +7, Spot +7

AC 15, touch 14, flat-footed 13, Dodge

(+2 size, +2 Dex, +1 natural)

hp 42 (7d8 HD)

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

Speed Fly 80 ft. (perfect) (16 squares)

Melee swarm (2d6)

Space 10 ft.; **Reach** 0 ft.

Base Atk +5; **Grp** –

Abilities Str 10, Dex 15, Con 10, Int 2, Wis 11, Cha 11

SQ Air mastery, distraction, suffocation, elemental traits, swarm traits

Feats Alertness, Dodge, Improved Initiative

Skills Hide +10, Listen +7, Spot +7

Air Mastery (Ex) Airborne creatures take a -1 penalty on attack and damage rolls against an air elementite swarm.

Distraction (Ex) Any living creature vulnerable to a swarm's damage that begins its turn with an air elementite swarm in its square must succeed on a DC 13 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Suffocation (Ex) Air elementites swarm over and into any creature in the same space, filling its lungs (or other breathing apparatus) and stopping normal breathing. Holding one's breath is not possible in the middle of the swarm; a victim is immediately at risk of suffocating and must make a Constitution check every round (see *Suffocating*, page 304 of the *Dungeon Master's Guide*).

Description A light, cloudlike shimmer in the air moves of its own accord.

Sources *Planar Handbook* (Page 114)

APPENDIX 3 – APL 6

ENCOUNTER 5

CARYATID COLUMN

CR 6

N Medium Construct

Init +3; **Senses** Darkvision 60', Listen +0, Spot +0

AC 22, touch 13, flat-footed 19 (+3 Dex, +9 natural)

hp 65 (6d10+20 HD)

Fort +2, **Ref** +5, **Will** -3

Speed 30 ft. (6 squares)

Melee +2 *bastard sword* +12 (1d10+9 two-handed) or

Melee 2 slams +9 (1d4+7) or

Melee +2 *bastard sword* +12 (1d10+7) and

Melee slam +4 (1d4+2)

Base Atk +4; **Grp** +9

Abilities Str 20, Dex 16, Con —, Int 6, Wis 1, Cha 1

SQ Break weapon, column form, hardness 8, magic weapon

Feats Improved Sunder, Power Attack, Weapon Focus (bastard sword)

Skills Diplomacy -3, Sense Motive +4

Break Weapon (Su) A caryatid column is imbued with a supernatural defense against weapon attacks. Whenever a creature strikes a caryatid column with a melee weapon, the weapon must succeed on a Fortitude save (DC 13) or break and become useless, dealing no damage to the caryatid column. As usual, a magic weapon uses either the wielders save bonus or its own save bonus, whichever is better. Non-magic ranged weapons automatically shatter upon hitting the caryatid column, dealing no damage. Magic ranged weapons receive a Fortitude save (DC 13) to resist this effect.

Column Form (Ex) When at rest (not commanded, or waiting to fulfill a command), a caryatid column takes the form of a simple column of stone. This column is about 2 feet in diameter, and it extends up to the ceiling of the chamber or to a height of 25 feet, whichever is less. Unless commanded otherwise, a caryatid column remains in this form until attacked, and it even allows creatures to climb it (Climb check DC 15). A caryatid column in column form looks like a pillar in most respects. It does not radiate magic, and *true seeing* does not reveal its humanoid form. Careful examination of the column (Search check DC 25) reveals very faint and distorted lines that make the pillar resemble a woman with a sword. Anyone who successfully makes a Knowledge (architecture and engineering) check (DC 12) notes that the column serves no structural purpose since it bears none of the ceiling's weight. A close examination of the top of the column (Search check DC 15) or a keen eye (Spot check DC 20) shows that the column is not cemented or joined to the ceiling. Dwarves and other creatures with stonecutting receive a free Search check as though actively looking when they pass within 10 feet of a caryatid column. Changing forms is a free action, and a caryatid column can change once per round.

Hardness (Ex) Like an animated object made of stone, a caryatid column has a hardness of 8.

Magic Weapon A magic weapon is incorporated into a caryatid column at the time of its creation. This weapon, usually a +2 *bastard sword*, functions in all respects like a normal magic weapon of its type, with one exception: Whenever it is out of the caryatid column's hands, it reverts to stone and becomes a non-magical sculpture. Should the caryatid column then pick up the weapon, it regains its normal form and magical abilities. If a caryatid column needs both hands free, it can stow its weapon by simply pressing it against its side; the weapon then merges with the caryatid column's body and can be retrieved by the caryatid column as any character would draw a weapon.

Sources *Fiend Folio* (Page 30)

ENCOUNTER 9

MIND SPIDER TRAP

CR 8

Description See encounter description.

Search DC 18; **Type** mechanical

Trigger location, **Init** +4

Effect 6 spider bites (Atk +8, 1d6 damage) per square per round

Duration 11 rounds

Destruction AC 18, hardness 8, 5 hp (each spider)

Disarm Diplomacy DC 31 (disadvantage: central disarm, convincing the girl that it is all in her mind)

ENCOUNTER 13

AIR ELEMENTITE SWARM, VARIANT CR 4

N Tiny elemental (Air, Extraplanar, Swarm)

Init +6; **Senses** Darkvision 60', Listen +7, Spot +7

AC 15, touch 14, flat-footed 13, Dodge

(+2 size, +2 Dex, +1 natural)

hp 42 (7d8 HD)

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

Speed Fly 80 ft. (perfect) (16 squares)

Melee swarm (2d6)

Space 10 ft.; **Reach** 0 ft.

Base Atk +5; **Grp** –

Abilities Str 10, Dex 15, Con 10, Int 2, Wis 11, Cha 11

SQ Air mastery, distraction, suffocation, elemental traits, swarm traits

Feats Alertness, Dodge, Improved Initiative

Skills Hide +10, Listen +7, Spot +7

Air Mastery (Ex) Airborne creatures take a -1 penalty on attack and damage rolls against an air elementite swarm.

Distraction (Ex) Any living creature vulnerable to a swarm's damage that begins its turn with an air elementite swarm in its square must succeed on a DC 13 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Suffocation (Ex) Air elementites swarm over and into any creature in the same space, filling its lungs (or other breathing apparatus) and stopping normal breathing. Holding one's breath is not possible in the middle of the swarm; a victim is immediately at risk of suffocating and must make a Constitution check every round (see *Suffocating*, page 304 of the *Dungeon Master's Guide*).

Description A light, cloudlike shimmer in the air moves of its own accord.

Sources *Planar Handbook* (Page 114)

APPENDIX 4 – APL 8

ENCOUNTER 5

CARYATID COLUMN

CR 6

N Medium Construct

Init +3; **Senses** Darkvision 60', Listen +0, Spot +0

AC 22, touch 13, flat-footed 19 (+3 Dex, +9 natural)

hp 65 (6d10+20 HD)

Fort +2, **Ref** +5, **Will** -3

Speed 30 ft. (6 squares)

Melee +2 *bastard sword* +12 (1d10+9 two-handed) or

Melee 2 slams +9 (1d4+7) or

Melee +2 *bastard sword* +12 (1d10+7) and

Melee slam +4 (1d4+2)

Base Atk +4; **Grp** +9

Abilities Str 20, Dex 16, Con —, Int 6, Wis 1, Cha 1

SQ Break weapon, column form, hardness 8, magic weapon

Feats Improved Sunder, Power Attack, Weapon Focus (bastard sword)

Skills Diplomacy -3, Sense Motive +4

Break Weapon (Su) A caryatid column is imbued with a supernatural defense against weapon attacks. Whenever a creature strikes a caryatid column with a melee weapon, the weapon must succeed on a Fortitude save (DC 13) or break and become useless, dealing no damage to the caryatid column. As usual, a magic weapon uses either the wielders save bonus or its own save bonus, whichever is better. Non-magic ranged weapons automatically shatter upon hitting the caryatid column, dealing no damage. Magic ranged weapons receive a Fortitude save (DC 13) to resist this effect.

Column Form (Ex) When at rest (not commanded, or waiting to fulfill a command), a caryatid column takes the form of a simple column of stone. This column is about 2 feet in diameter, and it extends up to the ceiling of the chamber or to a height of 25 feet, whichever is less. Unless commanded otherwise, a caryatid column remains in this form until attacked, and it even allows creatures to climb it (Climb check DC 15). A caryatid column in column form looks like a pillar in most respects. It does not radiate magic, and *true seeing* does not reveal its humanoid form. Careful examination of the column (Search check DC 25) reveals very faint and distorted lines that make the pillar resemble a woman with a sword. Anyone who successfully makes a Knowledge (architecture and engineering) check (DC 12) notes that the column serves no structural purpose since it bears none of the ceiling's weight. A close examination of the top of the column (Search check DC 15) or a keen eye (Spot check DC 20) shows that the column is not cemented or joined to the ceiling. Dwarves and other creatures with stonemasonry receive a free Search check as though actively looking when they pass within 10 feet of a caryatid column. Changing forms is a free action, and a caryatid column can change once per round.

Hardness (Ex) Like an animated object made of stone, a caryatid column has a hardness of 8.

Magic Weapon A magic weapon is incorporated into a caryatid column at the time of its creation. This weapon, usually a +2 *bastard sword*, functions in all respects like a normal magic weapon of its type, with one exception: Whenever it is out of the caryatid column's hands, it reverts to stone and becomes a non-magical sculpture. Should the caryatid column then pick up the weapon, it regains its normal form and magical abilities. If a caryatid column needs both hands free, it can stow its weapon by simply pressing it against its side; the weapon then merges with the caryatid column's body and can be retrieved by the caryatid column as any character would draw a weapon.

Sources *Fiend Folio* (Page 30)

ENCOUNTER 9

MIND SPIDER TRAP

CR 10

Description See encounter description.

Search DC 20; **Type** mechanical

Trigger location, **Init** +5

Effect 7 spider bites (Atk +10, 1d6 damage) per square per round

Duration 13 rounds

Destruction AC 20, hardness 10, 5 hp (each spider)

Disarm Diplomacy DC 35 (disadvantage: central disarm, convincing the girl that it is all in her mind)

ENCOUNTER 13

ADVANCED AIR ELEMENTITE SWARM CR 8

N Tiny elemental (Air, Extraplanar, Swarm)

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

AC 19, touch 14, flat-footed 17, Dodge, Mobility
(+2 size, +2 Dex, +5 natural)

hp 105 (15d8+15 HD)

Fort +6, **Ref** +11, **Will** +5

Speed Fly 80 ft. (perfect) (16 squares)

Melee swarm (2d6)

Space 10 ft.; **Reach** 0 ft.

Base Atk +11; **Grp** –

Abilities Str 10, Dex 15, Con 12, Int 2, Wis 11, Cha 11

SQ Air mastery, distraction, suffocation, elemental traits, swarm traits

Feats Ability Focus [Distraction], Alertness, Dodge, Improved Initiative, Mobility

Skills Hide +10, Listen +11, Spot +11

Air Mastery (Ex) Airborne creatures take a -1 penalty on attack and damage rolls against an air elementite swarm.

Distraction (Ex) Any living creature vulnerable to a swarm's damage that begins its turn with an air elementite swarm in its square must succeed on a DC 18 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Suffocation (Ex) Air elementites swarm over and into any creature in the same space, filling its lungs (or other breathing apparatus) and stopping normal breathing. Holding one's breath is not possible in the middle of the swarm; a victim is immediately at risk of suffocating and must make a Constitution check every round (see Suffocating, page 304 of the *Dungeon Master's Guide*).

Description A light, cloudlike shimmer in the air moves of its own accord.

Sources *Planar Handbook* (Page 114)

APPENDIX 5 – APL 10

ENCOUNTER 5

ADVANCED CARYATID COLUMN CR 9

N Large Construct

Init +2; **Senses** Darkvision 60', Listen +0, Spot +0

AC 22, touch 11, flat-footed 20 (+2 Dex, +11 natural, -1 size)

hp 151 (14d10+46 HD)

Fort +4, **Ref** +6, **Will** -1

Speed 30 ft. (6 squares)

Melee +3 *bastard sword* +23 (2d8+18 two-handed) or

Melee 2 slams +19 (1d6+10) or

Melee +3 *bastard sword* +23 (2d8+13) and

Melee slam +14 (1d6+5)

Base Atk +10; **Grp** +20

Abilities Str 30, Dex 14, Con —, Int 6, Wis 1, Cha 1

SQ Break weapon, column form, hardness 12, magic weapon

Feats Cleave, Great Cleave, Improved Sunder, Power Attack, Weapon Focus (bastard sword)

Skills Diplomacy -3, Sense Motive +8

Break Weapon (Su) A caryatid column is imbued with a supernatural defense against weapon attacks. Whenever a creature strikes a caryatid column with a melee weapon, the weapon must succeed on a Fortitude save (DC 17) or break and become useless, dealing no damage to the caryatid column. As usual, a magic weapon uses either the wielders save bonus or its own save bonus, whichever is better. Non-magic ranged weapons automatically shatter upon hitting the caryatid column, dealing no damage. Magic ranged weapons receive a Fortitude save (DC 17) to resist this effect.

Column Form (Ex) When at rest (not commanded, or waiting to fulfill a command), a caryatid column takes the form of a simple column of stone. This column is about 2 feet in diameter, and it extends up to the ceiling of the chamber or to a height of 25 feet, whichever is less. Unless commanded otherwise, a caryatid column remains in this form until attacked, and it even allows creatures to climb it (Climb check DC 15). A caryatid column in column form looks like a pillar in most respects. It does not radiate magic, and *true seeing* does not reveal its humanoid form. Careful examination of the column (Search check DC 25) reveals very faint and distorted lines that make the pillar resemble a woman with a sword. Anyone who successfully makes a Knowledge (architecture and engineering) check (DC 12) notes that the column serves no structural purpose since it bears none of the ceiling's weight. A close examination of the top of the column (Search check DC 15) or a keen eye (Spot check DC 20) shows that the column is not cemented or joined to the ceiling. Dwarves and other creatures with stonemasonry receive a free Search check as though actively looking when they pass within 10 feet of a caryatid column. Changing forms is a free action, and a caryatid column can change once per round.

Hardness (Ex) Like an animated object made of reinforced stone, a caryatid column has a hardness of 12.

Magic Weapon A magic weapon is incorporated into a caryatid column at the time of its creation. This weapon, usually a +3 *bastard sword*, functions in all respects like a normal magic weapon of its type, with one exception: Whenever it is out of the caryatid column's hands, it reverts to stone and becomes a non-magical sculpture. Should the caryatid column then pick up the weapon, it regains its normal form and magical abilities. If a caryatid column needs both hands free, it can stow its weapon by simply pressing it against its side; the weapon then merges with the caryatid column's body and can be retrieved by the caryatid column as any character would draw a weapon.

Sources *Fiend Folio* (Page 30)

ENCOUNTER 9

MIND SPIDER TRAP

CR 12

Description See encounter description.

Search DC 22; **Type** mechanical

Trigger location, **Init** +6

Effect 9 spider bites (Atk +12, 1d6 damage) per square per round

Duration 15 rounds

Destruction AC 22, hardness 12, 42 hp (each spider)

Disarm Diplomacy DC 39 (disadvantage: central disarm, convincing the girl that it is all in her mind)

ENCOUNTER 13

ADVANCED AIR ELEMENTITE SWARM CR 8

N Tiny elemental (Air, Extraplanar, Swarm)

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

AC 19, touch 14, flat-footed 17, Dodge, Mobility
(+2 size, +2 Dex, +5 natural)

hp 105 (15d8+15 HD)

Fort +6, **Ref** +11, **Will** +5

Speed Fly 80 ft. (perfect) (16 squares)

Melee swarm (2d6)

Space 10 ft.; **Reach** 0 ft.

Base Atk +11; **Grp** –

Abilities Str 10, Dex 15, Con 12, Int 2, Wis 11, Cha 11

SQ Air mastery, distraction, suffocation, elemental traits, swarm traits

Feats Ability Focus [Distraction], Alertness, Dodge, Improved Initiative, Mobility

Skills Hide +10, Listen +11, Spot +11

Air Mastery (Ex) Airborne creatures take a -1 penalty on attack and damage rolls against an air elementite swarm.

Distraction (Ex) Any living creature vulnerable to a swarm's damage that begins its turn with an air elementite swarm in its square must succeed on a DC 18 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Suffocation (Ex) Air elementites swarm over and into any creature in the same space, filling its lungs (or other breathing apparatus) and stopping normal breathing. Holding one's breath is not possible in the middle of the swarm; a victim is immediately at risk of suffocating and must make a Constitution check every round (see *Suffocating*, page 304 of the *Dungeon Master's Guide*).

Description A light, cloudlike shimmer in the air moves of its own accord.

Sources *Planar Handbook* (Page 114)

APPENDIX 6 – APL 12

ENCOUNTER 5

ADVANCED CARYATID COLUMN

CR 9

N Large Construct

Init +2; **Senses** Darkvision 60', Listen +0, Spot +0

AC 22, touch 11, flat-footed 20 (+2 Dex, +11 natural, -1 size)

hp 151 (14d10+46 HD)

Fort +4, **Ref** +6, **Will** -1

Speed 30 ft. (6 squares)

Melee +3 *bastard sword* +23 (2d8+18 two-handed) or

Melee 2 slams +19 (1d6+10) or

Melee +3 *bastard sword* +23 (2d8+13) and

Melee slam +14 (1d6+5)

Base Atk +10; **Grp** +20

Abilities Str 30, Dex 14, Con —, Int 6, Wis 1, Cha 1

SQ Break weapon, column form, hardness 12, magic weapon

Feats Cleave, Great Cleave, Improved Sunder, Power Attack, Weapon Focus (bastard sword)

Skills Diplomacy -3, Sense Motive +8

Break Weapon (Su) A caryatid column is imbued with a supernatural defense against weapon attacks. Whenever a creature strikes a caryatid column with a melee weapon, the weapon must succeed on a Fortitude save (DC 17) or break and become useless, dealing no damage to the caryatid column. As usual, a magic weapon uses either the wielders save bonus or its own save bonus, whichever is better. Non-magic ranged weapons automatically shatter upon hitting the caryatid column, dealing no damage. Magic ranged weapons receive a Fortitude save (DC 17) to resist this effect.

Column Form (Ex) When at rest (not commanded, or waiting to fulfill a command), a caryatid column takes the form of a simple column of stone. This column is about 2 feet in diameter, and it extends up to the ceiling of the chamber or to a height of 25 feet, whichever is less. Unless commanded otherwise, a caryatid column remains in this form until attacked, and it even allows creatures to climb it (Climb check DC 15). A caryatid column in column form looks like a pillar in most respects. It does not radiate magic, and *true seeing* does not reveal its humanoid form. Careful examination of the column (Search check DC 25) reveals very faint and distorted lines that make the pillar resemble a woman with a sword. Anyone who successfully makes a Knowledge (architecture and engineering) check (DC 12) notes that the column serves no structural purpose since it bears none of the ceiling's weight. A close examination of the top of the column (Search check DC 15) or a keen eye (Spot check DC 20) shows that the column is not cemented or joined to the ceiling. Dwarves and other creatures with stonemasonry receive a free Search check as though actively looking when they pass within 10 feet of a caryatid column. Changing forms is a free action, and a caryatid column can change once per round.

Hardness (Ex) Like an animated object made of reinforced stone, a caryatid column has a hardness of 12.

Magic Weapon A magic weapon is incorporated into a caryatid column at the time of its creation. This weapon, usually a +3 *bastard sword*, functions in all respects like a normal magic weapon of its type, with one exception: Whenever it is out of the caryatid column's hands, it reverts to stone and becomes a non-magical sculpture. Should the caryatid column then pick up the weapon, it regains its normal form and magical abilities. If a caryatid column needs both hands free, it can stow its weapon by simply pressing it against its side; the weapon then merges with the caryatid column's body and can be retrieved by the caryatid column as any character would draw a weapon.

Sources *Fiend Folio* (Page 30)

ENCOUNTER 9

MIND SPIDER TRAP

CR 14

Description See encounter description.

Search DC 24; **Type** mechanical

Trigger location, **Init** +7

Effect 10 spider bites (Atk +14, 1d6 damage) per square per round

Duration 17 rounds

Destruction AC 24, hardness 14, 5 hp (each spider)

Disarm Diplomacy DC 43 (disadvantage: central disarm, convincing the girl that it is all in her mind)

ENCOUNTER 13

ADVANCED AIR ELEMENTITE SWARM CR 8

N Tiny elemental (Air, Extraplanar, Swarm)

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

AC 19, touch 14, flat-footed 17, Dodge, Mobility
(+2 size, +2 Dex, +5 natural)

hp 105 (15d8+15 HD)

Fort +6, **Ref** +11, **Will** +5

Speed Fly 80 ft. (perfect) (16 squares)

Melee swarm (2d6)

Space 10 ft.; **Reach** 0 ft.

Base Atk +11; **Grp** –

Abilities Str 10, Dex 15, Con 12, Int 2, Wis 11, Cha 11

SQ Air mastery, distraction, suffocation, elemental traits, swarm traits

Feats Ability Focus [Distraction], Alertness, Dodge, Improved Initiative, Mobility

Skills Hide +10, Listen +11, Spot +11

Air Mastery (Ex) Airborne creatures take a -1 penalty on attack and damage rolls against an air elementite swarm.

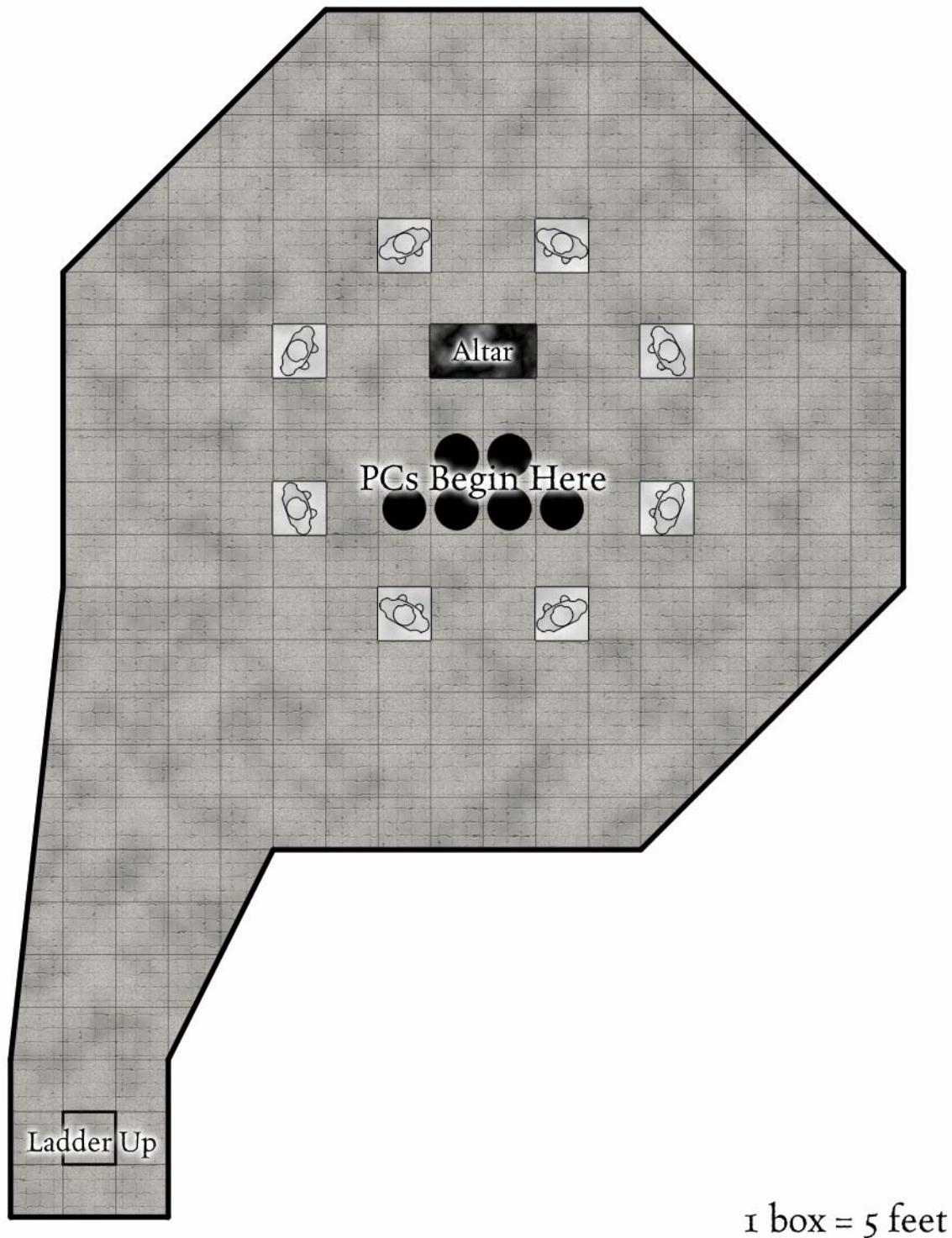
Distraction (Ex) Any living creature vulnerable to a swarm's damage that begins its turn with an air elementite swarm in its square must succeed on a DC 18 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Suffocation (Ex) Air elementites swarm over and into any creature in the same space, filling its lungs (or other breathing apparatus) and stopping normal breathing. Holding one's breath is not possible in the middle of the swarm; a victim is immediately at risk of suffocating and must make a Constitution check every round (see Suffocating, page 304 of the *Dungeon Master's Guide*).

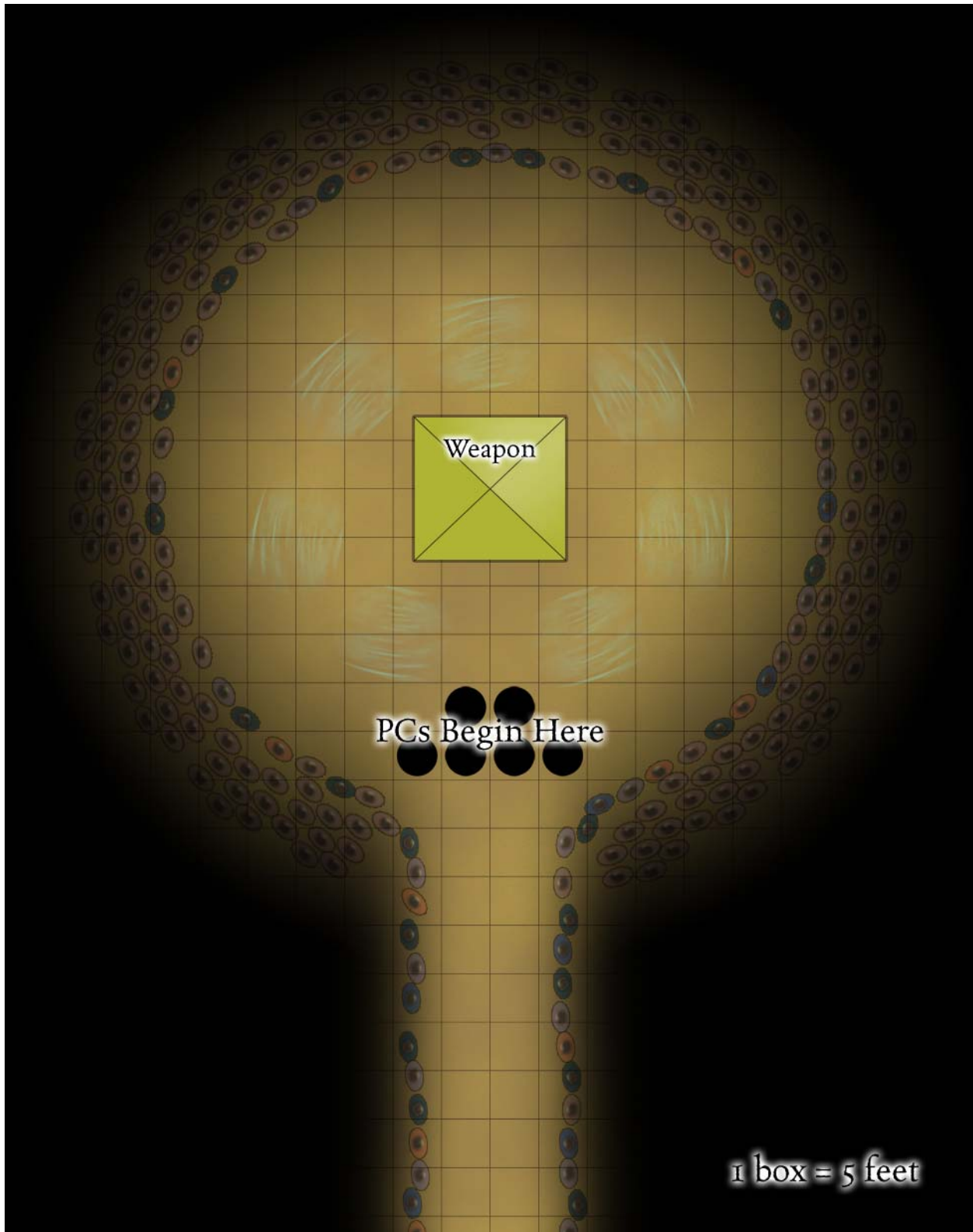
Description A light, cloudlike shimmer in the air moves of its own accord.

Sources *Planar Handbook* (Page 114)

DM AID: MAP #1 – SHRINE COMBAT



DM AID: MAP #2 – ELEMENTAL SWARMS



PLAYER HANDOUT 1 – GEMSTONE PUZZLE

The following is inscribed inside the hollow of the ivory tower wall. Several gemstones are embedded into the wall, as well.

four locks needing keys, of those which are these.
touch a gem face, to set it in place.
the left will ensue, if the count be thus true.
the right you have got, if in the true spot.
fail on guess ten, and begin again.

correct



correct in the right spot



sapphire



emerald



onyx



amethyst



ruby



topaz

CRITICAL EVENT SUMMARY: *BIS8-01 A TERRIBLE THING TO WASTE*

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

- | | | | |
|----|---|-----|----|
| 1. | Did the PCs answer the gargoyle's riddle in Encounter 1?
If so, what was their answer? | Yes | No |
| 2. | Did the PCs learn about the weapon in Encounter 4? | Yes | No |
| 3. | Did the PCs placate the Id Figment in Encounter 7? | Yes | No |
| 4. | How long (game time, and real time) did it take for the PCs to complete Encounter 8? How difficult did they find it? | | |
| 5. | Did the PCs save the Super Ego Figment in Encounter 10? | Yes | No |
| 6. | How long (game time, and real time) did it take for the PCs to complete Encounter 11? How difficult did they find it? | | |
| 7. | Did the PCs save the Ego Figment in Encounter 13? | 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):