

BIS8-05

Necromancers on Ice

A One-Round D&D[®] LIVING GREYHAWK[™]

Bissel Regional Adventure

Version 1.2

by Jay and Crystal Babcock

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From the shadows, Bissel's greatest enemy has planned a bid for control. The March's heroes are trapped, far from home, while the final insurrection begins. Can you fight your way free, and make a difference? Can you tell friend from foe? A Bissel regional adventure for APLs 2-16, and Part 3 of *That's Rhomstaff!* II, the Bissel finale. It is highly recommended that all four parts be run in order, with the same character.

Resources: *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *Libris Mortis* [Andy Collins, Bruce R. Cordell], *Magic Item Compendium* [Andy Collins, Eytan Bernstein, Frank Brunner, Owen K.C. Stephens, John Snead].

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.

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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

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

BIS8-03 Battle of the Bands

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

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

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

BIS8-04 Flailing in the Dark

Hextorite cultists took control of the *book of history not yet written* and headed for an abandoned keep in the Barrier Peaks. This fortress – known as the Bodkin – was built on the ruins of an old dwarven stronghold. Unbeknownst to the builders, however, that dwarven stronghold was built on the ruins of one of Vecna's old safeholds. Within lay a shadow gate – a device that the Archlich used to quickly travel across his Sheldomar domain.

The Hextorites have long sought possession of these gates – but their motives have never been explained.

The book itself appeared to be immune to divination, but in obtaining it, the cultists had created an opportunity. An object belonging to the murdered young bard gave a magical trail that could be followed. A tracker

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

The PCs managed to follow his trail to the Bodkin, and witnessed a Hextorite force heading through the portal. As they followed, they were captured by Sil'C'Baoth and his yugoloth mercenaries.

Meanwhile...

Larrangin, Chosen of Hextor and exiled former Margrave of Bissel, knows that his arch-enemy Evard had many clones. It seemed that the original had been destroyed at the Battle under the Dome in CY 595.

However, when an undead army marched out of Lake Hasra and into Ket, the Hextorites cast enough divinations to give a deity a migraine. The results were unambiguous – Evard had survived, asleep on the Plane of Shadow.

They redoubled their efforts, and delved through their newly-acquired gate... and right into the grasp of a yugoloth patrol. Many Hextorites were killed, and the book was lost. However, Larrangin survived, and he already had the answer he needed.

The remaining Hextorites found Evard's mausoleum, and began breaking their way through the wards protecting her. Soon, their reign would be undisputed.

ADVENTURE SUMMARY

The PCs are prisoners in Sil'C'Baoth's camp – free to do what they please, as long as they don't interfere or try to leave.

Sil summons them, and inquires about the book – he is bound to giving it to the necromancer's forces, but wants to know more. In the end, the PCs secure permission to accompany the book as it is taken to the Remnant forces.

The PCs learn that the Hextorites are seeking Evard's tomb. Galen Luchelyn uses the book to gain the same information, and dispatches forces to stop the cultists and awaken his mistress.

It becomes clear that the PCs need to stop both groups. They break into Galen's stronghold, and wrest the book from his undead grip.

The PCs arrive at Evard's tomb to find the wards breeched, and the two forces in conflict. They face some

tough undead opponents, and witness the final coming of Evard.

Introduction: Captured

Estimated Time: 10 minutes

The PCs are prisoners in Sil'C'Baoth's camp, and are introduced to the situation at hand.

Encounter 1: Malto's Heroes

Estimated Time: 20 minutes

The PCs meet with Sil'C'Baoth. He agrees to let them accompany the book to the Remnant forces.

Encounter 2: Motley Crew

Estimated Time: 20 minutes

The PCs travel with their guide to Shadow Thornward, where they learn of the plot at hand.

Encounter 3: Decision Time

Estimated Time: 10 minutes

The PCs decide that they must get the book back, and get the yugoloths to assist them.

Encounter 4: Reversal of Fortune

Estimated Time: 25 minutes

The PCs break into Thornward Keep, in pursuit of the book.

Encounter 5: Final Death

Estimated Time: 35 minutes

The PCs fight Galen Luchelyn for the *book of history not yet written*.

Encounter 6: Fast Break

Estimated Time: 10 minutes

The PCs use the book to head to Evard's mausoleum. They find the wards broken, and the two forces at odds.

Encounter 7: Smash and Grab

Estimated Time: 20 minutes

The PCs deal with a magical protection conjured by the Hextorite forces.

Encounter 8: Breech? What Breech?

Estimated Time: 45 minutes

The PCs fight one of Evard's powerful undead minions.

Conclusion: Back to Light

Estimated Time: 10 minutes

The PCs witness the return of Evard, the Necromancer.

Epilogue: Mixed Tidings

Estimated Time: 5 minutes

The final war for Bissel begins.

PREPARATION FOR PLAY

Before beginning play, ask to see if the PCs have either of the following AR items:

- BIS4-07 *Legions of Extinction* – Recognition of Sil'C'Baoth
- BIS4-07 *Legions of Extinction* – Respect of Sil'C'Baoth

If a PC has any of these items, they will have easier relations with Sil'C'Baoth in Encounter 1.

Also check for the following items:

- BIS4-03 *Face of the Enemy* – Deathmask of Evard
- BIS5-04 *Uncovered Truths* – Marked by Evard
- BIS7-01 *It Always Rains on the Damned* – Blades of Ether
- BIS7-IN5 *Steady Currents Beneath Still Waters* – Touch of the Dread Spinner

If a PC has any of these items, he will be affected peculiarly in Encounter 8.

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

INTRODUCTION: CAPTURED

Estimated Time: 10 minutes

The patrons whisper in hushed tones to each other. An intermission is a chance to socialize and stretch the legs – but the mood is subdued, as the members of the audience anxiously await the continuance of the story.

The house lights are dimmed, and the patrons quickly make their way back to their seats. Moments later, the lights go completely dark.

There is a long silence. Then suddenly, a woman's voice shrieks in terror. All heads turn, and eyes strain in the darkness – just making out a dark silhouette slowly moving down the aisle.

Other patrons gasp as another of the creatures is spotted – this time on the other side of the hall. Then another, and another. Soon, it seems like every aisle and walkway is filled with the forms, slowly moving about in the dark.

Soft lights come alive around the stage, showing the vague outline of a dark landscape. In the distance, the tall towers of a castle can be seen.

The orchestra does not yet stir, but a single, menacing voice echoes through the theater:

If you are old enough to remember Vincent Price's monologue in the Michael Jackson song *Thriller*, keep that creepy tone in mind as you read this next section. If not, get off my lawn.

*“Plunging into darkened land
The midnight hour close at hand
Evil stalks, and waits for prey
And waits upon the coming day.*

*And whosoever shall be found
Without a soul yet darkness bound,
Must stand and face the lord of hell
And rot inside a corpse's shell*

*But an evil pall is in the air
The fear of all our greatest men
As grizzly ghouls from every tomb
Are closing in to seal their doom*

*And though they fight to stay alive
Their resolve begins to waver
For no mere mortal can resist
The evil of... the Necromancer.”*

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.

The PCs may notice that rumors, at this point in time, are fewer in number, and more difficult to obtain.

DC 15

- A group of adventurers disappeared while tracking a group of Hextorites into the Barrier Peaks, north of Ebbernant. Several patrols that followed also disappeared without a trace.
- The recent Hextorite uprisings have become less sporadic. It now would seem that they are openly gathering an army.
- Several townships, such as Sareden and Dountham, have already fallen to Hextorite control.

DC 20

- Thornward and Pellak have closed their gates, as what remaining forces are left can be mustered and called to action.

DC 25

- Clerics of several smaller followings have reported that their prayers and communes have gone unanswered in the past weeks.

DC 30

- The March of Swordfields – the new nation founded within Ket's borders by Steich Valiscerat, is outfitting its armed forces. It's possible that they are taking advantage of the new imbalance, to try to conquer their old homeland.

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

The Plane of Shadow is a dark, subdued place shrouded in perpetual midnight. The light cast by your lantern is pale, barely illuminating the tents as you pass by. It is as if the oppressive darkness seeks to smother all memory of the light.

You can still tell that the other prisoners are from your world, and not this one – a hint of color still remains in their skin. Some of them came here through the shadow gate, weeks ago, and were quickly captured by the fiends that control the camp. Others came looking for them... and found the same fate.

You stop, and wait for two of the monstrous brutes to pass by – one is a squat, canine creature with armor plates and a barbed tongue. The other, a tall, winged beast out of the worst of nightmares. The latter glances at you, but neither pays you heed.

A brisk walk takes you across the encampment to the tents where you and the other prisoners sleep. You nod at the stocky dwarf near the entrance to one large tent, and head inside. Several men are huddled around a map of the encampment, scratched into the dirt. They look up suddenly at your approach, but relax when they recognize you.

One of the men – Rhiner Dall – waves for you to come closer.

"We did pretty well this morning." The grizzled man passes you a flask of water, while pointing at a spot near the edge of the map. "Silas managed to find a blind spot in the wall. We could probably squeeze someone through without being noticed, and get them back in without too much trouble."

Feel free to continue talking about logistical details, as long as it interests the PCs. Rhiner Dall can relay the following information:

- He is Rhiner Dall, a quartermaster in the Great Army, 1st Ebbernant.
- All of the people here are prisoners, captured after crossing into the Plane of Shadow by the yugoloths.
- The first group of Bisselites that came here were seeking some book. He does not know anything more about it.
- The yugoloths are mercenaries, fiends for hire. These ones are currently allied with the Remnant forces of Evard, here in the shadow plane.
- The yugoloths have shown no desire to harm the prisoners. In fact, they are allowed to roam freely through the camp. Any attempt to interfere or leave, however, would be dealt with harshly.
- This freedom has given the prisoners a unique position – they've been able to gather valuable intelligence, to send back home. So while a true escape might be possible, it has been undesirable.
- Upon capturing the prisoners, the yugoloths confiscated everyone's equipment. Dall has a vague idea of where it all may be kept, but he's not willing to compromise the operation, yet.
- A few of the prisoners have caught a glimpse of the leader of the yugoloths – a tall humanoid with a wolf's head.

The PCs may be curious about the properties of the Plane of Shadow. If they succeed on a Knowledge [the planes] check (DC 15) they know the information contained in DM Aid: *The Plane of Shadow*.

The PCs may consider doing something foolish, like trying to escape or fight the yugoloths. Use Rhiner Dall to discourage any such idea... the yugoloths have their equipment, and are great in number and strength. And besides, this imprisonment is proving to be a valuable opportunity for the forces of good.

Once the PCs are ready to move on, continue with Encounter 1.

ENCOUNTER 1: MALTO'S HEROES

Estimated Time: 20 minutes

Suddenly, there is a scratching sound at the tent flap. The men within scramble to their feet, moving cots and tucking away supplies. Within seconds, the map is hidden, and the tent looks completely normal.

Moments after the signal, the tent flap opens, and a tall fiend enters. Long, clawed hands reach up and pull back the cowl of its robe. His dark skin seems to absorb the little light around him while its protruding, yellow eyes rivet your attention to its long face.

If the PCs succeed on a successful Knowledge [the planes] check (DC 15) they can identify this creature as an ultraloth, a powerful type of yugoloth.

The creature utters something in a terrible, guttural tongue, then gestures at several of you.

If the PCs speak Infernal, they can translate what the creature said as roughly “What is that smell?”

As it does so, you hear a voice in your head – a commanding, powerful presence that is easily distinguished from your own thoughts.

“You will come with me. The general wishes to see you.”

When the PCs agree to follow the ultraloth, continue with the following:

The fiend escorts you to the largest pavilion, and leads you within.

Inside the tent is the very epitome of opulence. Riches and objects of value from countless locales around the planes decorate the pavilion. Some are horrific (the desk made of human bones and bedecked in preserved eyeballs), and others are beautiful (a seven-foot golden statue of a dog-headed celestial raising a sword to the heavens).

Behind the desk is a robed man dressed in finery. Rings fill his fingers and wands hang from his belt. The being would look just like any other adventuring wizard you’d seen in your travels if it weren’t for the fact that his head is that of a feral wolf, with curved, bull-like horns coming out of its skull.

If the PCs can succeed on a Knowledge [the planes] check (DC 15) they can identify this creature as an arcanaloth. (Although Sil is much more powerful than a typical member of his race)

The creature nods as he looks you over. “Yes... yes... welcome, little fleshies. I have been looking forward to this,” he says to you with a smile.

This is Sil’C’Baoth (seel - CAH – bay - AUTH), the arcanaloth leader of this yugoloth mercenary band. A foul fiend thousands of years old, he has always offered his services to the highest bidder (currently Evard, before the necromancer’s death)...but he grows restless with

this current assignment. He is a charming being. He’s the kind of person that it’s hard not to like...but he IS a fiend and has the cruel streak to show it.

With his high Sense Motive score, he will likely catch the PCs in any ruse they attempt. What may surprise them, though, is that he doesn’t care. He is growing bored, and sees them as his ticket to a little excitement. He wants to know what their real purpose is (but can respect them if they choose not to share), and what news and stories they bring from Oerth...he has had little to do since Evard was slain in CY 595.

Allow the PCs to role-play their conversations with Sil’C’Baoth. He initially starts as quietly “hostile”. They should get 3 checks (he’ll happily chat with them for thirty minutes), and each check could move him closer to “friendly”. The PCs should be able to modify their rolls based on how they treat him:

- Flattery will get them everywhere. Give them a secret +2 bonus for each flattering remark they make to him (max +6).
- Should they mention any of the attacks his yugoloths have performed, whether it be good or bad, give them a +2 bonus to the roll. Sil’C’Baoth so loves to hear about the aftermath of his work.
- Sil’C’Baoth also loves magic and the strategy of war. Should any PCs discuss it with him, give a +2 to the roll.
- If the speaker has the favor ‘Recognition of Sil’C’Baoth’ from BIS4-07 *Legions of Extinction*, give them a +2 bonus to the roll. If they have the ‘Respect of Sil’C’Baoth’ item, give them a +4 bonus instead.

Ultimately, he wants to like the PCs, as they may shake things up and bring some excitement to his current lot in life. If the PCs still cannot get him to “friendly” in three attempts, he’ll bore of them, and send them back into the camp. The PCs will have failed.

Sil’C’Baoth is willing to share pretty much anything he knows. However, he will NOT offer any information up unless they ask first. For every question he answers, he will ask one of them a question about their powers, abilities or magic items, so that the flow of information goes both ways.

Sil’C’Baoth particularly wants to know about the *book of history not yet written*. A group of Hextorites came through the shadow gate shortly before the first Bisselites did. He suspects that both groups are intertwined, and wants to know why.

Here are sample questions and answers for this conversation:

Why are you here? *"My men and I are currently in the service of one Evard Markavan, necromancer and something of a local celebrity in Bissel if I understand correctly..."*

What is Evard doing here? *"Why planning for an invasion of Bissel, of course."*

But wait... isn't Evard dead? *"Yes, of course. But death does not nullify our contract. Many of Evard's forces remain in Shadow, and we must still serve their purposes."*

Evard has forces here? *"Yes... for simplicity, let us refer to them as the Remnants. They remain under the control of one of Evard's generals. With her death, they have sat stagnant, and have made no move to continue her work. Pity."*

What general leads the Remnant forces? *"The vampire... Luchelyn, I believe he is called. A decent general, if not a diplomat."*

What is your role in this? *"Ah! This I can answer with great authority. We were hired on as "specialists". My men and I can do things that his little fleshies cannot. We bring a certain... panache to the battlefield."*

How much are you being paid? *"FAR more than you can imagine...she really did have quite an eye for magical trinkets and such. And a LOT of gold..."*

Why are you sharing this all with us? *"As I said...it gets boring here. And besides, it's not like a handful of Primes like you can do much to affect things... <grinning evilly>"*

Why are you letting us roam free through the camp? Why aren't you torturing us, and such? *"Too much effort. And besides, our contract says no such thing. Mind you, when we started out, we were full of enthusiasm... we would have flayed you, just for the sport of it. But now... why bother?"*

Once the PCs have shifted Sil'C'Baoth to 'Friendly', continue with the following:

Sil'C'Baoth opens a drawer of the macabre desk, and withdraws a small, leather-bound book. "Enough with the pleasantries. What can you tell me about this?"

PCs that participated in BIS8-03 Battle of the Bands immediately recognize the item as the book of history not

yet written, a rather powerful artifact, and the impetus for this adventure.

Sil'C'Baoth can now answer the following questions:

What is that? *"A powerful magic item, infused with the power of divination."*

Where did you get it? *"A group of fleshies came through the shadow gate, just before the first of your kind. They were stupid, and resisted. One of the ones that we slew carried it."*

Why did the Hextorites have it? *"I do not know, or care. It is no longer theirs."*

What happened to the Hextorites that you didn't slay? *"A number managed to flee. If we cared more, we would have likely pursued them. We didn't."*

What are you planning to do with the book? *"Our contract specifies that it must be handed over to Evard or her lieutenants immediately. As such, it will be sent to Thornward shortly."*

Can you just give the book to us? *"No."*

The PCs should now be trying to find some way to bargain for the book, or convince Sil not to send it to Thornward. If so, continue with the following:

Sil'C'Baoth drums the arms of his throne with his seven fingered hands, eyes narrowed to slits, looking off into the distance. He abruptly rises, and returns with a decanter of violet liquid. Wordlessly, he fills a glass for each of you and places it on the desk, before doing the same for himself.

The PCs may drink the wine without issue – it is extremely strong, but not poisonous. If the PCs are skeptical of Sil, it will only amuse him further.

As he sips the colorful beverage, the arcanaloth scratches his furry chin with a long claw. His gaze remains steady on you the entire time.

"Our contract with the Black Margrave is explicit – I must deliver the book to her without delay. However, we may be able to settle on an arrangement..."

He gestures at the ultraloth that has been silently standing near the entrance all this time. "One of my most trusted – and powerful – men will be taking the book to Thornward. You may accompany him. In exchange, I demand two things: assurance that you will not betray me; and any information you come across is to be reported to me immediately. I want to know what is going on, for all involved." He grins toothily. "What do you say?"

Acceptance of these terms is the only way that Sil'C'Baoth will allow the PCs to leave. If they agree, he will place a *geas* upon each of them:

The fiend raises a clawed hand, and draws glowing glyphs in the air with his fingers.

"You will accompany my man as he brings the book to Thornward. You will not attempt to harm him, or interfere with its delivery in any way."

The glowing symbols expand into tendrils of softly-glowing haze, which reach out to you and envelope you.

"You will not attempt to flee."

The tendrils tighten around you, and you feel the air squeezed out from your lungs. You struggle to catch your breath.

"And you will inform me of any intelligence you gain during the delivery. On the promise of your souls."

The bands of magic tighten one last time, before their pressure is gone, and you are able to breathe once more. You can still feel the weight of Sil'C'Baoth's missive on your soul.

The fiend grins wickedly.

Sil'C'Baoth will now return their equipment to them. Once the PCs agree to travel with Dral'nagrateen and the book, continue with Encounter 2.

All APLs

☞ **Dral'Nagrateen:** Ultraloth (Bluff +22, Sense Motive +21); AL NE.

☞ **Sil'C'Baoth:** Arcanaloth Wiz17 (Bluff +15, Sense Motive +29); AL NE.

ENCOUNTER 2: MOTLEY CREW

Estimated Time: 20 minutes

Wandering the colorless plane of shadow, the world around you seems to flow past. It takes hours rather than days for you to begin to see the beginnings of the Fals river basin. Less than three hours after arriving, you think you are closing on the boundary of Thornward.

Your fiendish companion stalks silently along with you. Every so often, his deep voice appears in your head.

"Keep up the pace, fleshies. We are almost there." He looks you over – or at least, you think he is looking you over; it is difficult to tell where his bulbous eyes are looking. "You will want to be subtle when we arrive. You cannot afford mistakes."

The ultraloth will look over the PCs, pointing out obvious features that should be concealed, such as visible holy symbols and Bissel uniforms.

The PCs will likely try to engage the ultraloth in conversation as they travel. The following are sample questions and answers:

Who are you? (telepathic) *"I am Slayer of Defenseless Fleshy Creatures."*

Who are you? (vocal, in Infernal) *"I am Dral'Nagrateen." You mentally recall Infernal verb tenses, and translate his name roughly as 'Slayer of Defenseless Fleshy Creatures'. How quaint.*

Can we have the book? *"Sure."*

Really? *"No."*

Why won't you give it to us? *"Because Sil'C'Baoth gave me other instructions – to deliver it to Thornward Keep."*

Couldn't we just kill you and take it from you? *"You could try. You might even be powerful enough to have a shot at it. But I am certainly powerful enough to last a few moments... long enough to get away. Then those bindings the general placed upon you would activate, and you'd be crippled. You wouldn't have the trinket... or your skills... or the satisfaction of killing me... or whatever it is that you seek, by coming along."*

I thought you fiends were supposed to be mean, but you're aren't so bad. Why is that? *"Why pick on lesser creatures, without good cause? Besides, I get the feeling that I'll get to kill something before the day is over, just by keeping company with you."*

What do you think of Evard and the undead? *"I grow tired of this place. If there was a way for our forces to return home, I would hunt it aggressively."*

Once the PCs are thoroughly creeped out by their companion, proceed with the following:

Cresting a steep hill, you get your first glimpse of your destination, and are stopped in your tracks. Below you, in the bowl below the cliffs and spires of Thornward, is assembled a sizeable army encampment.

The Remnant army extends as far as your eye can see, and even at this distance, you can make out some of the companies – nightstalkers, undead, yugoloths, devils, mercenaries, and shadar-kai. While the different troops are segregated from each other, the overall encampment seems orderly. The main road into Thornward below you is full of traffic headed into and out of the encampment and the city.

Your hellish companion swiftly guides you past the gates, and into the streets of Thornward. The experience is jarring. You walk down familiar avenues through a familiar place, but small details are different – the names of the shops and taverns, the faces of the travelers passing by. Most noticeably, the banner of the March that normally hangs from the central tower of the Keep has been replaced with the upside-down rook of the Necromancer. Evard has been gone for years, and yet her influence here can still be felt.

You are led to the central square of the city, and through the gates of Thornward Keep. Many guards stand alert at their posts, their uniforms bearing the same inverted rook. They eye you warily, but do not interfere.

Finally, you arrive in the throne room. Many faces look with displeasure in your direction as you enter. Foul undead creatures mingle with the living, and you can even make out a few alien, extraplanar forms. Shadows and ethereal forms flit through the air above.

You notice, in particular, that the shadowy throne sits empty.

“What have we here?” A deep, commanding voice issues over the crowd, as the cloaked figure steps into view. Beneath his cloak you can see the glint of plate armor, and there is a great sword slung across his back. You would mistake him for human, if not for his unearthly, pale skin and glowing red eyes.

Your yugoloth companion steps forward, and bows slightly. He does not speak, but Galen reacts just the same.

“Oh, he does, does he? Well, let’s have it, then.” The vampire’s eyes narrow to slits.

The fiend retrieves the book from his robes, and offers it to the other in silence. Galen hesitates a moment before taking it. “What is this?” He flips loosely through the pages, looking less than enthusiastic.

Suddenly, Galen stops and looks squarely at the fiend. “Interesting. This could prove to be of use. Where did it come from?”

There is a long, silent pause. A furious look begins to grow on the vampire’s face. “What?! When was this? [pause] What were they doing here?”

The fiend takes a step away from the vampire, again bowing slightly. This gesture doesn’t seem to alleviate his frustration.

Galen pauses for a moment, and holds up the book. “Well, it would seem we have the answer, right here.” He flips open the Book of History Not Yet Written, and produces a quill. He begins to write within its pages.

“Why are... the Followers... of Hextor... in the Shadow Realm...”

Galen finishes, and then peers silently at the open pages. A look of shock crosses his face.

“It’s true... she yet lives...”

Several voices rise at once. Galen continues, a determined look in his glowing eyes.

“The mistress... Months ago, an army of the unliving climbed out of Lake Hasra. That was not our doing... in fact, only the Black Margrave had such power. Since then, we’ve suspected that it was one of her clones that was killed, and not her. But we’ve had no way to find her.”

The vampire paces back towards the throne. “And now the cultists have brought us the means... and are headed there, themselves.”

He turns to a nearby soldier. “Captain! Rally your forces! Tonight we return Evard to her throne!”

Continue with Encounter 3.

ENCOUNTER 3: DECISION TIME

Estimated Time: 10 minutes

The assembled crowd in the throne room springs to life, leaving you to your own devices.

Your yugoloth companion turns towards the exit of the throne room without fanfare. The eyes of the many Remnant forces present follow your party closely as you trail behind him. You can’t help but get the feeling that they would quickly destroy or devour you if given the opportunity - or the nod from their vampire general.

You are led back through the hallways to the main gates, and the central square of the city.

At this point, the PCs should not be comfortable leaving the book with Galen. They may be trying to devise a way to get it back. If they don't seem to be 'getting it', you may need to influence them in that direction.

Continue with the following:

In the distance, you can hear the sounds of the Remnant armies mustering, heading off in search of their lost mistress.

While you are discussing your next steps, you see the yugoloth's face go momentarily blank (or at least what you'd consider blank – it is difficult to discern). His bulbous eyes refocus on you and in your head you hear his commanding voice.

"The general is waiting to hear from you."

The fiend twirls a clawed finger in the air before him. It shimmers in response, quickly coalescing into the canine head of Sil'C'Baoth.

"Why, hello, my little fleshies." The arcanaloth's voice fills the air as his lip curls into a smirk. "Dral'Nagrateen has told me that his mission has been fulfilled. What have you learned?"

Give the PCs a chance to impart to Sil'C'Baoth what information they learned from Galen regarding Evard. If they refuse to do so, have Sil gently remind them of their obligation.

If the PCs do not seem to understand the whole picture, raise the following points in conversation:

- Evard the Necromancer was the major villain in Bissel until CY 595.
- Evard was fond of clones, and had many.
- Evard was believed killed during the Battle of Thornward in CY 595. Apparently, that was just another clone.
- Hextorite cultists have been noticed in Bissel for many years. They've often been observed opposing Evard and her forces.
- Both the Hextorites and the Remnant forces are currently looking for Evard's current location, either to help her or stop her.

Once the PCs have told Sil'C'Baoth everything and understand the situation, continue with the following:

Sil'C'Baoth drums his fingers as he ponders the situation. "It would seem that this current situation

is not conducive to either of our goals. Our contract was with Evard – not with the vampire. I believe our obligations here are complete."

He looks you over for a long moment in silence. "You have been most helpful to me. Most helpful. If you wish it, Dral'Nagrateen will help you get safely back home."

The image in the air shimmers, and disappears.

The PCs may decide to go home at this point. The ultraloth will escort them to the Bodkin shadow gate without incident. If they choose to do so, however, the adventure is over.

It should be pretty obvious that the PCs need to get involved. If they express interest in doing so, the ultraloth can relay the following information:

- Galen has already used the *book of history not yet written* to get the information he needs to find Evard. Taking the book from him now will not stop that.
- However, if the PCs can take the book, they can likely ask it the same questions, and find Evard's mausoleum on their own. Not to mention, keep it from being used further by the forces of evil.
- Galen is unlikely to let the *book of history not yet written* far out of his grasp. It is most likely in his chambers.
- Dral'Nagrateen knows where Galen's chambers are within the Keep. He can get the PCs there, past the Keep guards.
- Dral'Nagrateen will not steal the book, or kill Galen for them. If they want to do either of those things, they are on their own.

If the PCs wish to head after the book, continue with Encounter 4.

ENCOUNTER 4: REVERSAL OF FORTUNE

Estimated Time: 25 minutes

"Very well. There are two ways to get to Galen from here - the long way and the short way. The long way will put you - and me - in harm's way multiple times. The path through winding hallways, affording the Remnant forces ample time to discover us."

"The short way is a little more... unconventional. It will limit our exposure - but that exposure will be more dangerous I suspect."

Without waiting for your response, the yugoloth heads back towards the entrance to Thornward Keep.

Once the PCs decide to go after him, continue with the following:

Hurrying to keep up with him, you notice that the guards posted near the entrance are different than those from just a short time before. While they eye you as warily as their predecessors, they make no motion to raise an alarm at your entrance into the Keep.

The yugoloth walks purposefully, turning down various hallways as if he knew exactly where he was going. The Remnant forces that you pass shrink to the edges of the hallway to get out of your way.

Continue with the Location A subsection, below.

Location A – Puzzle Door

Without pause, the yugoloth opens a door on the left side of the hall and steps through. Following behind, you find yourself in a supply storeroom. Moving a few crates away from the far wall, he points out a hidden door.

Looking closer at the door, you see it has a large padlock holding it shut.

The lock is partially rusted, and so is more difficult to open than usual. It can be opened with an Open Lock check (DC 25).

The hidden door, however, is made of wood and is easily bypassed through sheer brutality.

Once the PCs get past the door, continue with the Location B subsection, below.

Location B – The Library

Pulling open the hidden door, it appears that the way continues to be blocked. A woven black cloth covers the doorway.

If the PCs push against the cloth, they will find it to be loose. The cloth is actually the back of a tapestry that covers the hidden door in the room the PCs will be entering. If the PCs do not think to push against the cloth, Dral'Nagrateen will stride forward, chuckle in their minds and push aside the tapestry. Once the way is clear, continue with the following:

Stepping beneath the tapestry, you find yourself in a library. Shelves line the walls with all manner of books. Your yugoloth guide leads you through winding aisles - you'd swear you were actually doubling-back at some points but can't be absolutely sure. Leading you into a dead end, you suddenly suspect he has gotten you lost.

The yugoloth steps up to the wall in front of you. He makes a few motions with his hands and red light flares for a moment before him. When the light fades, nothing seems to have changed.

Bulbous yellow eyes turn to you. "Hurry!" says the voice in your mind.

If the PCs succeed on a Spellcraft check (DC 20) they can tell that the yugoloth just cast a *passwall* spell.

While the wall does not appear any different, physical inspection will reveal that it is now insubstantial. The PCs can freely walk through. Let them figure this out on their own, for comedic value.

Once the PCs decide to step through the wall, continue with the Location C subsection, below:

Location C – Map Chamber

The room beyond the passable wall is completely dark.

The PCs either need darkvision, or a light source, to continue. PCs that can see find candle niches in the wall that can be lit to assist their comrades.

Once they can see, continue with the following:

The sole feature of this room is a long table, upon which is a large and heavily-detailed relief map.

If the PCs take a moment to look at the map, read the following:

Looking closely at the map, you see it is actually two side-by-side maps - almost identical. Flags have been marked at various places on both maps, but there is no indication as to what these flags actually represent. Both appear to represent the March of Bissel.

If the PCs succeed at a Knowledge [geography], Knowledge [local – Sheldomar Valley Metaregion], or Knowledge [the planes] check (DC 15) they can recognize that one map is Bissel on the Prime Material Plane, and one is Bissel on the Shadow Plane.

After the PCs have had a moment to look at the map, continue with the following:

From the far end of the room, the darkest corner of shadow begins to move towards your group. As if pulling the darkness with it, a huge humanoid figure steps from the wall where it had been standing guard. Its long clawed fingers almost reach the floor and its sinewy muscle is covered in smooth, hairless skin the color of night.

A successful Knowledge [religion] check (DC 15) will identify this is a nightwalker. Some high-level PCs may wish to eradicate this threat on their own. However, Dral'Nagrateen feels this is his chance to alleviate his boredom. Continue with the following:

The yugoloth sees the foul creature, and leaps to the attack with blinding speed. The two come together in a mass of limbs and bodies. In a manner of seconds, the yugoloth has gained the upper hand, its blade protruding from the nightwalker's chest. The huge form slumps to the ground.

There is only one door out of this room. Once the PCs decide to head that way, continue with the Location D subsection, below:

Location D – Guard Post

You throw the door open and stride into the next room, stopping short. Several Remnant guards sit around a table playing cards or otherwise not at attention. They stare at you, with looks of bewilderment.

Force the PCs to decide, quickly, how they plan to react. They may deal with this situation in any number of ways; they may try to bluff their way by, or they may resort to violence, or many other such options.

However, the PCs have entered from a room that the guards did not anticipate being a threat – the only folks that go to the map room are those that belong there. So while they are startled, they are not alarmed. The PCs can simply walk on by, without a word, if they so choose.

If the PCs do anything stupid, a few guards will run off to sound an alarm, while the others attack and are slaughtered. This doesn't impact the PCs or their mission, but should change the tone of this section.

Once the PCs bypass the guards, continue with the Location E subsection, below.

Location E – Hallway

Exiting into the hallway outside the guard room, the yugoloth leads you a short distance to a T-

intersection. Each end of the intersection ends in a doorway. Motioning to the right passage, the yugoloth's deep voice enters your head for what may be the last time.

"Through that door lies Galen's chambers. This is where he will be weakest – at rest. I don't believe you have any chance of success - but if you do, this is the best opportunity you'll have."

"I can not accompany you inside, as that would be against my orders."

At APLs 2 and 4, he will lend the PCs a bit of assistance. Read the following:

"I do not think you are prepared for what you will face. You do not have the tools to take on a vampire lord, even in a weakened state. Give me your weapons."

Dral'Nagrateen will accept up to three of the PC's melee weapons. Alternatively, he can upgrade fifty pieces of ammunition, in place of one weapon.

The yugoloth withdraws a small flask of silvery liquid from his robes, and pours the contents over your weapons. Noxious fumes fill the air, and they take on a silvery sheen.

He then chants a few syllables in the infernal tongue, and your weapons begin to exude a soft, red light.

"Take these – now you will have a sporting chance."

The treated weapons are now granted a +1 enhancement bonus, and are treated as silver, for the duration of the next encounter.

Regardless, continue with the following:

The yugoloth steps back into the shadows, concealing himself from view.

Once the PCs are ready to enter Galen's sanctum, continue with Encounter 5.

ENCOUNTER 5: FINAL DEATH

Estimated Time: 35 minutes

The door to the inner sanctum swings silently open. The chamber before you is elegantly decorated, as one would expect the bedroom of some noble of great esteem. Velvet drapery of deep crimson adorns the walls, and the dim candlelight reflects on the polished armor and shields that adorn the alcoves.

Along the far wall, a wooden coffin rests solemnly upon a marble dais.

Galen has been alerted by the presence of the PCs, and is in gaseous form. Once the PCs enter the room, continue with the following:

As you continue, a deep voice fills the air.

"I see that one meeting is not enough for you." Glowing red eyes appear in mid-air before the dais. "Now you invade my privacy. You are either very brave, or very foolish." A dark body coalesces around the eyes. "Perhaps both. You will pay for this transgression."

Refer to DM Aid: Map #1 – Galen's Sanctum.

Creatures: Galen begins the combat in corporeal form, in front of his coffin. The book of history not yet written is in his possession.

Several other undead creatures emerge from the adjoining chambers once the fight begins.

APL 2 (EL 5)

☛ **Galen Luchelyn (Weakened), Male Vampire Ftr2:** hp 18; see Appendix 1.

☛ **Ghouls (2):** hp 18; see *Monster Manual*, page 118.

APL 4 (EL 7)

☛ **Galen Luchelyn, Male Vampire Ftr4:** hp 36; see Appendix 2.

☛ **Owlbear Skeletons (2):** hp 45 each; see *Monster Manual*, page 225.

APL 6 (EL 9)

☛ **Galen Luchelyn, Male Vampire Ftr6:** hp 54; see Appendix 3.

☛ **Vampire Spawn (2):** hp 39 each; see *Monster Manual*, page 253.

APL 8 (EL 11)

☛ **Galen Luchelyn, Male Vampire Ftr8:** hp 72; see Appendix 4.

☛ **Mummies (3):** hp 75 each; see *Monster Manual*, page 190.

APL 10 (EL 13)

☛ **Galen Luchelyn, Male Vampire Ftr10:** hp 90; see Appendix 5.

☛ **Bodaks (2):** hp 81 each; see *Monster Manual*, page 28.

APL 12 (EL 15)

☛ **Galen Luchelyn, Male Vampire Ftr12:** hp 108; see Appendix 6.

☛ **Bodaks (4):** hp 81 each; see *Monster Manual*, page 28.

APL 14 (EL 17)

☛ **Galen Luchelyn, Male Vampire Ftr14:** hp 126; see Appendix 7.

☛ **Dread Wraiths (3):** hp 144 each; see *Monster Manual*, page 257.

APL 16 (EL 19)

☛ **Galen Luchelyn, Male Vampire Ftr16:** hp 144; see Appendix 8.

☛ **Mummy Lords (3):** hp 132 each; see *Monster Manual*, page 190.

Disadvantages: There are a few factors in play that make this combat possible at low levels:

APL 2: The PCs enter the combat with some weapons that can bypass Galen's damage reduction. Galen does not have access to his *energy drain* ability. Galen's sword is in its scabbard, on the far side of the room.

APL 4: The PCs enter the combat with some weapons that can bypass Galen's damage reduction. Galen's sword is in its scabbard, on the far side of the room.

APL 6 and above: The PCs are on their own.

Treasure: Galen has the following treasure on his person:

APL 2: L: 65 gp, C: 3 gp, M: *potion of inflict moderate wounds* x2 (25 gp each), *potion of enlarge person* (20 gp), *potion of shield of faith* +2 (4 gp), *oil of magic weapon* (4 gp), *The Book of History Not Yet Written* (1,784 gp).

APL 4: L: 35 gp, C: 3 gp, M: +1 *breastplate* (112 gp), *oil of magic weapon* (4 gp), *potion of bull's strength* (25 gp), *potion of enlarge person* (20 gp), *potion of inflict moderate wounds* x2 (25 gp each), *potion of shield of faith* +2 (4 gp), *The Book of History Not Yet Written* (1,784 gp).

APL 6: L: 6 gp, C: 3 gp, M: +1 *breastplate* (112 gp), +1 *greatsword* (195 gp), *potion of bull's strength* (25 gp), *potion of enlarge person* (20 gp), *potion of inflict moderate wounds* x2 (25 gp each), *potion of shield of faith* +2 (4 gp), *The Book of History Not Yet Written* (1,784 gp).

APL 8: L: 10 gp, C: 3 gp, M: +1 *breastplate* (112 gp), +1 *greatsword* (195 gp), *gauntlets of ogre power* (333 gp), *potion of enlarge person* (20 gp), *potion of inflict moderate*

wounds x2 (25 gp each), *potion of shield of faith* +2 (4 gp) *The Book of History Not Yet Written* (1,784 gp).

APL 10: L: 14 gp, C: 3 gp, M: +1 *breastplate* (112 gp), +1 *wounding greatsword* (1,529 gp), *gauntlets of ogre power* (333 gp), *potion of enlarge person* (20 gp), *potion of inflict serious wounds* (62 gp), *potion of protection from arrows* 10/magic (25 gp), *potion of shield of faith* +2 (4 gp), *The Book of History Not Yet Written* (1,784 gp).

APL 12: L: 14 gp, C: 3 gp, M: +1 *breastplate* (112 gp), +1 *wounding greatsword* (1,529 gp), *boots of speed* (1,000 gp), *gauntlets of ogre power* (333 gp), *potion of enlarge person* (20 gp), *potion of inflict serious wounds* (62 gp), *potion of protection from arrows* 10/magic (25 gp), *potion of shield of faith* +2 (4 gp), *The Book of History Not Yet Written* (1,784 gp).

APL 14: L: 14 gp, C: 3 gp, M: +1 *wounding greatsword* (1,529 gp), *boots of speed* (1,000 gp), *breastplate of command* (2,116 gp), *gauntlets of ogre power* (333 gp), *potion of enlarge person* (20 gp), *potion of inflict serious wounds* (62 gp), *potion of protection from arrows* 10/magic (25 gp), *potion of shield of faith* +2 (4 gp), *The Book of History Not Yet Written* (1,784 gp).

APL 16: L: 14 gp, C: 3 gp, M: *boots of speed* (1,000 gp), *breastplate of command* (2,116 gp), *gauntlets of ogre power* (333 gp), large +1 *wounding greatsword* (1,529 gp), *potion of enlarge person* (20 gp), *potion of inflict serious wounds* (62 gp), *potion of protection from arrows* 10/magic (25 gp), *potion of shield of faith* +2 (4 gp), *ring of protection* +4 (2,666 gp), *The Book of History Not Yet Written* (1,784 gp).

Developments: The PCs do not need to kill the undead to succeed in this combat; they only need to obtain the *book of history not yet written* from Galen. If they do so, they earn access to it on the Adventure Record:

☛ **The Book of History Not Yet Written:** You have recovered the magical tome that started this whirlwind adventure, and may now choose what to do with it.

Write a question within the blank pages of this book, and within seconds it is replaced by the answer – although it is always presented in some cryptic verse. In all ways, this is identical to a divination spell.

Unfortunately, excessive use has damaged the book. Attempting to use it more than once per day results in its immediate and irrevocable destruction.

Many Bisselites died to recover this artifact. Use it wisely.

Strong divination; cannot be crafted; Price 21,410 gp.

If the PCs do manage to kill Galen, he is forced back into gaseous form and reforms within his coffin. They then

have the opportunity to kill him once and for all. If they do so, they receive the *Blood of the Fallen* item on the Adventure Record:

☛ **Blood of the Fallen:** You have slain Galen Luchelyn, the vampire lord commanding the Remnant forces, and returned home with some of his blood. His aunt, the Baroness Elina Luchelyn, will be able to have him resurrected, improving Bissel's odds in the battles ahead.

As well, she has personally rewarded you. This counts as an influence point with the Knights of the Watch. You may spend this favor to obtain access (Frequency: Adventure) to any one standard weapon or fifty pieces of ammunition, made from any one of the following materials – steel, cold iron, adamantine, or alchemical silver – with a +1 enhancement bonus and any one bane enchantment. For example, you could gain access to a +1 bane [undead] cold iron long sword, or a +1 bane [construct] adamantine heavy mace. Mark this favor as USED once it is expended.

Once the PCs are in possession of the book, continue with Encounter 6.

ENCOUNTER 6: FAST BREAK

Estimated Time: 10 minutes

You make your way out of Thornward Keep with all speed. Finally getting a moment of peace, you look down at the nondescript leather tome in your hands.

It seems odd to think of how many people have died because of this thing.

The natural course of action would be for the PCs to use the book to seek Evard's mausoleum. When they choose to do so, continue with the following:

You open the pages of the book, and begin to write.

Two days later, you find yourself trudging through a constricted gorge. You arrive at a darkened ridge, the narrow passage opening out to a larger valley. Your torchlight catches upon a feature of the otherwise plain landscape – an ominous mausoleum, set deep within this hidden gap.

The rocky walls at the entrance are scorched and blackened, the residue of an epic arcane conflict.

The valley is full of fighting soldiers – flail-wielding knights of Hextor, and vile undead of the Remnant army. Flashes of light ripple through the air as implausible amounts of magic are flung around.

The PCs can approach this situation in any manner they wish – subtly, or with guns blazing. The armies are powerful, but are generally preoccupied with each other.

If the PCs approach the entrance to the mausoleum, read the following:

As you approach the entrance to the mausoleum, you witness a fierce battle taking place within the antechamber. Dread wraiths twist and flow through the air, sucking the life out of several Hextorite knights.

Suddenly, dark energy erupts from the center of the pack, and the wraiths flee in terror.

You catch a quick glimpse of the cleric responsible – a tall and sturdy fighting man of mixed Oeridian-Suel blood. His dark brown hair comes to a sharp widows peak, and he carries himself with a tangible bearing of nobility and strength, but as he turns towards you, the dark creases on his face show the malevolence and hatred that are carried by Larrangin, Chosen of Hextor, the former Margrave of Bissel.

Seconds later, the group has disappeared deeper into the mausoleum.

The PCs now receive the *Face of the Enemy* item on the Adventure Record:

☛ **Face of the Enemy:** You have seen Larrangin, the Chosen of Hextor and former Margrave of Bissel, at the head of the Hextorite forces in the Plane of Shadow. This does not bode well.

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

ENCOUNTER 7: SMASH AND GRAB

Estimated Time: 20 minutes

You make your way through the marble halls of the mausoleum. Everywhere, the scene is the same – Hextorite and Remnant soldiers, locked in mortal battle.

You see no signs of Larrangin or his entourage.

Without warning, you stumble into a large chamber. At the far end of the room, large stone doors, covered with elaborate runes, block further passage. The doors pulse with dark energy.

At almost the same moment, a group of Hextorites charges in from a door opposite you.

They hesitate for only a moment, before moving to attack.

Refer to DM Aid: Map #2 – Evard's Mausoleum.

This encounter is not actually intended to be a combat – it is actually a trap.

Stats are not provided for the Hextorites. Roll a single initiative roll. When that initiative comes up, a Hextorite knight will charge across the room at the PCs, setting off the trap. If the PCs cross the chamber first, the trap is activated earlier.

Once the trap is tripped, stop the 'combat', and start the trap. Disregard the Hextorites from this point forward.

Trap: As soon as a character moves more than 20 feet from either entrance to the room, the trap is triggered. Any PC in the room must make a Listen check (DC 15 + APL) to note a high pitched hum coming from the floor a split second before the effect is activated. 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 trap's turn metal portcullises slam shut in the entrance portals, and a tendril of negative energy reaches up from each 5-ft. square of the floor, and tries to touch any living targets in the room. A touched creature suffers debilitating magical effects, depending on the APL. Characters that cover more than one square are affected by every tendril in their space.

The PCs can do two things:

- Destroy the individual tendrils. Doing so prevents further attacks in that square.
- A hidden tube is embedded in wall. Finding it requires a Search check (DC 15 + APL). Destroying the tube destroys the entire trap.

All APLs

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

APL 2 (EL 2)

☛ **Enfeeblement Trap:** see Appendix 1.

APL 4 (EL 4)

☛ **Blindness/Deafness Trap:** see Appendix 2.

APL 6 (EL 6)

☛ **Exhaustion Trap:** see Appendix 3.

APL 8 (EL 8)

✦ **Enervation Trap:** see Appendix 4.

APL 10 (EL 10)

✦ **Feeblemind Trap:** see Appendix 5.

APL 12 (EL 12)

✦ **Harm Trap:** see Appendix 6.

APL 14 (EL 14)

✦ **Insanity Trap:** see Appendix 7.

APL 16 (EL 16)

✦ **Polymorph Trap:** see Appendix 8.

Development: Once the PCs have survived the trap – either through disarming it or its duration expiring – proceed immediately with Encounter 8.

ENCOUNTER 8: BREECH? WHAT BREECH?

Estimated Time: 45 minutes

Suddenly, there is a great crash of stone and metal. The large stone slabs on the far end of the chamber grate open. A wave of death and decay washes over you, shaking you to the bone. A howl of anguish and anger fills the air, shaking dust loose from the walls. Many of the Hextorites flee, their resolve broken.

Undead creatures swarm into the chamber, seemingly drawn to the dismal howl.

At the beginning of this scenario, you were instructed to check the PCs for the following Adventure Record items:

- BIS4-03 Face of the Enemy – Deathmask of Evard
- BIS5-04 Uncovered Truths – Marked by Evard
- BIS7-01 It Always Rains on the Damned – Blades of Ether
- BIS7-IN5 Steady Currents Beneath Still Waters – Touch of the Dread Spinner

If a PC has any of these items, read the following:

You glance back, and see <Affected PC> on his knees, clutching at his chest. He issues a low moan, but does not move – apparently oblivious to the creatures that are approaching.

The affected PCs, if any, gain the *Something Strange Within* item on the Adventure Record:

✦ **Something Strange Within:** You've been touched by the dark mistress' power before, and felt your scars

come to life when she woke. It was painful, and frightening... and strangely exhilarating. What is happening to you?

Refer, once more, to DM Aid: Map #2 – Evard's Mausoleum. This combat occurs in the same chamber as the trap.

PCs that had any of the mentioned Adventure Record items are dazed at the beginning of this fight. However, the undead will ignore them, where possible, and they are not affected by the gaze attacks present at some APLs.

Dazed PCs can shrug off this effect in two particular ways:

- Another PC can shake them out of it. Treat this as if a PC was trying to wake up a sleeping ally.
- They can succeed on a Will save (DC 20). They may attempt this as a full-round action on their turn.

Shrugging off the daze effect, however, also means that the undead will now target that PC. That's the breaks.

Creatures: A number of undead emerge from the side passages of the mausoleum, drawn to the opening of Evard's tomb.

APL 2 (EL 5)

✦ **Wight:** hp 36; see *Monster Manual*, page 255.

✦ **Troglodyte Zombies (3):** hp 39 each; see *Monster Manual*, page 265.

APL 4 (EL 7)

✦ **Wraith:** hp 45; see *Monster Manual*, page 257.

✦ **Bugbear Zombies (2):** hp 57 each; see *Monster Manual*, page 265.

APL 6 (EL 9)

✦ **Spectre:** hp 63; see *Monster Manual*, page 232.

✦ **Minotaur Zombies (3):** hp 111 each; see *Monster Manual*, page 265.

APL 8 (EL 11)

✦ **Greater Shadow:** hp 81; see *Monster Manual*, page 221.

✦ **Grey Render Zombies (4):** hp 183 each; see *Monster Manual*, page 265.

APL 10 (EL 13)

✦ **Dread Wraith:** hp 144; see *Monster Manual*, page 257.

☛ **Grey Render Zombies** (6): hp 183 each; see *Monster Manual*, page 265.

APL 12 (EL 15)

☛ **Nightwing**: hp 187; see *Monster Manual*, page 195.

☛ **Greater Shadows** (4): hp 81 each; see *Monster Manual*, page 221.

APL 14 (EL 17)

☛ **Nightwalker**: hp 231; see *Monster Manual*, page 195.

☛ **Bodaks** (3): hp 81 each; see *Monster Manual*, page 221.

☛ **Greater Shadows** (4): hp 81 each; see *Monster Manual*, page 221.

APL 16 (EL 19)

☛ **Nightcrawler**: hp 275; see *Monster Manual*, page 195.

☛ **Dread Wraiths** (4): hp 144 each; see *Monster Manual*, page 257.

☛ **Bodaks** (4): hp 81 each; see *Monster Manual*, page 221.

Treasure: Several valuable items can be found on the dead Hextorites and around the chamber:

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

APL 4: L: 10 gp, C: 0 gp, M: elixir of adamantine blood (41 gp), eternal wand of magic missile (68 gp).

APL 6: L: 10 gp, C: 0 gp, M: elixir of adamantine blood (41 gp), eternal wand of magic missile (68 gp), vanisher cloak (208 gp), vest of defense (166 gp).

APL 8: L: 10 gp, C: 0 gp, M: aroma of curdled death (375 gp), elixir of adamantine blood (41 gp), eternal wand of magic missile (68 gp), tunic of steady spellcasting (208 gp), vanisher cloak (208 gp), vest of defense (166 gp).

APL 10: L: 10 gp, C: 0 gp, M: aroma of curdled death (375 gp), elixir of adamantine blood (41 gp), eternal wand of magic missile (68 gp), tunic of steady spellcasting (208 gp), vanisher cloak (208 gp), vest of defense (166 gp).

APL 12: L: 10 gp, C: 0 gp, M: aroma of curdled death (375 gp), elixir of adamantine blood (41 gp), eternal wand of fireball (908 gp), eternal wand of magic missile (68 gp), tunic of steady spellcasting (208 gp), vanisher cloak (208 gp), vest of defense (166 gp).

APL 14: L: 10 gp, C: 0 gp, M: aroma of curdled death (375 gp), elixir of adamantine blood (41 gp), eternal wand of fireball (908 gp), eternal wand of magic missile (68 gp), tunic of steady spellcasting (208 gp), vanisher cloak (208 gp), vest of defense (166 gp).

APL 16: L: 10 gp, C: 0 gp, M: aroma of curdled death (375 gp), elixir of adamantine blood (41 gp), eternal wand of fireball (908 gp), eternal wand of magic missile (68 gp), robe of mysterious conjuration (833 gp), tunic of steady spellcasting (208 gp), vanisher cloak (208 gp), vest of defense (166 gp).

Developments: Once the undead are defeated, continue with the Conclusion.

CONCLUSION: BACK TO LIGHT

Estimated Time: 10 minutes

The last of the undead falls before you, leaving you as the lone victors on the field of battle.

The chamber is silent, except for a deep reverberation coming from the open stone doors at the far end of the room. It sounds eerie, like the heartbeat of some great, infernal beast.

Through the gap in the stone doors, you can see movement. A desiccated, withered arm reaches forward into the light, the drapery of dark robes clinging to it. The voice that follows it is feminine, but commanding and full of power.

"I... have... returned..."

The PCs now receive the Rise of the True Dark Mistress item on the Adventure Record:

☛ **Rise of the True Dark Mistress**: Evard the Archlich has awoken, and assumed control of her Remnant forces. The Hextorites that have been ravaging Bissel have been stymied, for now... but at what cost?

Continue with the Epilogue.

EPILOGUE: MIXED TIDINGS

Estimated Time: 5 minutes

The rider urges his mount on, until he reaches the top of the hill.

Below him stretch the fertile crossroads of the March. Countless battles have been fought on this soil. The blood, sweat, and tears of generations rest

atop each other, each strata fighting for the same ends... freedom.

His gaze shifts to the rising sun in the east. The first ranks of the cultist army can be seen entering the valley, flanked by their powerful constructs and hell-spawned devils.

He glances to the west. The first glints of morning sunlight illuminate something dark and ominous in the sky. Dark storm clouds brew above it, slowly blotting out the light.

Behind him, the rider can hear the horns and drums of a third army approaching. He turns his horse, and starts back down the hill to spread the word. The final war for Bissel has begun.

This portion of the adventure is now over. The story will be concluded in BIS8-06 All Good Things.

To Be Continued...

EXPERIENCE POINT SUMMARY

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

Encounter 5: Final Death

Defeat Galen and his minions

APL 2: 150 xp.

APL 4: 210 xp.

APL 6: 270 xp.

APL 8: 330 xp.

APL 10: 390 xp.

APL 12: 450 xp.

APL 14: 510 xp.

APL 16: 570 xp.

Encounter 7: Smash and Grab

Survive the magical conflagration

APL 2: 60 xp.

APL 4: 120 xp.

APL 6: 180 xp.

APL 8: 240 xp.

APL 10: 300 xp.

APL 12: 360 xp.

APL 14: 420 xp.

APL 16: 480 xp.

Encounter 8: Breech? What Breech?

Defeat the undead abominations

APL 2: 150 xp.

APL 4: 210 xp.

APL 6: 270 xp.

APL 8: 330 xp.

APL 10: 390 xp.

APL 12: 450 xp.

APL 14: 510 xp.

APL 16: 570 xp.

Story Award

Convince Sil'C'Baoth to let the PCs leave his camp in Encounter 1

APL 2: 22 xp.

APL 4: 33 xp.

APL 6: 45 xp.

APL 8: 56 xp.

APL 10: 67 xp.

APL 12: 78 xp.

APL 14: 90 xp.

APL 16: 101 xp.

Recover the book of history not written in Encounter 5

APL 2: 22 xp.

APL 4: 33 xp.

APL 6: 45 xp.

APL 8: 56 xp.

APL 10: 67 xp.

APL 12: 78 xp.

APL 14: 90 xp.

APL 16: 101 xp.

Breech the inner sanctum of Evard's mausoleum in Encounter 8

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

Discretionary Roleplaying Award

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

Total possible experience

APL 2: 450 xp.
APL 4: 675 xp.
APL 6: 900 xp.
APL 8: 1,125 xp.
APL 10: 1,350 xp.
APL 12: 1,575 xp.
APL 14: 1,800 xp.
APL 16: 2,025 xp.

TREASURE SUMMARY

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you

feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

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

Encounter 5: Final Death

APL 2: L: 65 gp, C: 3 gp, M: *potion of inflict moderate wounds* x2 (25 gp each), *potion of enlarge person* (20 gp), *potion of shield of faith* +2 (4 gp), *oil of magic weapon* (4 gp), *The Book of History Not Yet Written* (1,784 gp).

APL 4: L: 35 gp, C: 3 gp, M: +1 *breastplate* (112 gp), *oil of magic weapon* (4 gp), *potion of bull's strength* (25 gp), *potion of enlarge person* (20 gp), *potion of inflict moderate wounds* x2 (25 gp each), *potion of shield of faith* +2 (4 gp), *The Book of History Not Yet Written* (1,784 gp).

APL 6: L: 6 gp, C: 3 gp, M: +1 *breastplate* (112 gp), +1 *greatsword* (195 gp), *potion of bull's strength* (25 gp), *potion of enlarge person* (20 gp), *potion of inflict moderate wounds* x2 (25 gp each), *potion of shield of faith* +2 (4 gp), *The Book of History Not Yet Written* (1,784 gp).

APL 8: L: 10 gp, C: 3 gp, M: +1 breastplate (112 gp), +1 greatsword (195 gp), gauntlets of ogre power (333 gp), potion of enlarge person (20 gp), potion of inflict moderate wounds x2 (25 gp each), potion of shield of faith +2 (4 gp) *The Book of History Not Yet Written* (1,784 gp).

APL 10: L: 14 gp, C: 3 gp, M: +1 breastplate (112 gp), +1 wounding greatsword (1,529 gp), gauntlets of ogre power (333 gp), potion of enlarge person (20 gp), potion of inflict serious wounds (62 gp), potion of protection from arrows 10/magic (25 gp), potion of shield of faith +2 (4 gp), *The Book of History Not Yet Written* (1,784 gp).

APL 12: L: 14 gp, C: 3 gp, M: +1 breastplate (112 gp), +1 wounding greatsword (1,529 gp), boots of speed (1,000 gp), gauntlets of ogre power (333 gp), potion of enlarge person (20 gp), potion of inflict serious wounds (62 gp), potion of protection from arrows 10/magic (25 gp), potion of shield of faith +2 (4 gp), *The Book of History Not Yet Written* (1,784 gp).

APL 14: L: 14 gp, C: 3 gp, M: +1 wounding greatsword (1,529 gp), boots of speed (1,000 gp), breastplate of command (2,116 gp), gauntlets of ogre power (333 gp), potion of enlarge person (20 gp), potion of inflict serious wounds (62 gp), potion of protection from arrows 10/magic (25 gp), potion of shield of faith +2 (4 gp), *The Book of History Not Yet Written* (1,784 gp).

APL 16: L: 14 gp, C: 3 gp, M: boots of speed (1,000 gp), breastplate of command (2,116 gp), gauntlets of ogre power (333 gp), large +1 wounding greatsword (1,529 gp), potion of enlarge person (20 gp), potion of inflict serious wounds (62 gp), potion of protection from arrows 10/magic (25 gp), potion of shield of faith +2 (4 gp), ring of protection +4 (2,666 gp), *The Book of History Not Yet Written* (1,784 gp).

Encounter 8: Breech? What Breech?

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

APL 4: L: 10 gp, C: 0 gp, M: elixir of adamantine blood (41 gp), eternal wand of magic missile (68 gp).

APL 6: L: 10 gp, C: 0 gp, M: elixir of adamantine blood (41 gp), eternal wand of magic missile (68 gp), vanisher cloak (208 gp), vest of defense (166 gp).

APL 8: L: 10 gp, C: 0 gp, M: aroma of curdled death (375 gp), elixir of adamantine blood (41 gp), eternal wand of magic missile (68 gp), tunic of steady spellcasting (208 gp), vanisher cloak (208 gp), vest of defense (166 gp).

APL 10: L: 10 gp, C: 0 gp, M: aroma of curdled death (375 gp), elixir of adamantine blood (41 gp), eternal wand of magic missile (68 gp), tunic of steady spellcasting

(208 gp), vanisher cloak (208 gp), vest of defense (166 gp).

APL 12: L: 10 gp, C: 0 gp, M: aroma of curdled death (375 gp), elixir of adamantine blood (41 gp), eternal wand of fireball (908 gp), eternal wand of magic missile (68 gp), tunic of steady spellcasting (208 gp), vanisher cloak (208 gp), vest of defense (166 gp).

APL 14: L: 10 gp, C: 0 gp, M: aroma of curdled death (375 gp), elixir of adamantine blood (41 gp), eternal wand of fireball (908 gp), eternal wand of magic missile (68 gp), tunic of steady spellcasting (208 gp), vanisher cloak (208 gp), vest of defense (166 gp).

APL 16: L: 10 gp, C: 0 gp, M: aroma of curdled death (375 gp), elixir of adamantine blood (41 gp), eternal wand of fireball (908 gp), eternal wand of magic missile (68 gp), robe of mysterious conjuration (833 gp), tunic of steady spellcasting (208 gp), vanisher cloak (208 gp), vest of defense (166 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 75 gp, C: 3 gp, M: 1,863 gp – Total: 1,941 gp (450 gp).

APL 4: L: 45 gp, C: 3 gp, M: 2,109 gp – Total: 2,157 gp (650 gp).

APL 6: L: 16 gp, C: 3 gp, M: 2,675 gp – Total: 2,694 gp (900 gp).

APL 8: L: 20 gp, C: 3 gp, M: 3,566 gp – Total: 3,589 gp (1,300 gp).

APL 10: L: 24 gp, C: 3 gp, M: 4,937 gp – Total: 4,964 gp (2,300 gp).

APL 12: L: 24 gp, C: 3 gp, M: 6,845 gp – Total: 6,872 gp (3,300 gp).

APL 14: L: 24 gp, C: 3 gp, M: 8,849 gp – Total: 8,876 gp (6,600 gp).

APL 16: L: 24 gp, C: 3 gp, M: 12,365 gp – Total: 12,392 gp (9,900 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

☛ **The Book of History Not Yet Written:** You have recovered the magical tome that started this whirlwind adventure, and may now choose what to do with it.

Write a question within the blank pages of this book, and within seconds it is replaced by the answer – although it is always presented in some cryptic verse. In all ways, this is identical to a divination spell.

Unfortunately, excessive use has damaged the book. Attempting to use it more than once per day results in its immediate and irrevocable destruction.

Many Bisselites died to recover this artifact. Use it wisely.

Strong divination; cannot be crafted; Price 21,410 gp.

☛ **Blood of the Fallen:** You have slain Galen Luchelyn, the vampire lord commanding the Remnant forces, and returned home with some of his blood. His aunt, the Baroness Elina Luchelyn, will be able to have him resurrected, improving Bissel's odds in the battles ahead.

As well, she has personally rewarded you. This counts as an influence point with the Knights of the Watch. You may spend this favor to obtain access (Frequency: Adventure) to any one standard weapon or fifty pieces of ammunition, made from any one of the following materials – steel, cold iron, adamantine, or alchemical silver – with a +1 enhancement bonus and any one bane enchantment. For example, you could gain access to a +1 bane [undead] cold iron long sword, or a +1 bane [construct] adamantine heavy mace. Mark this favor as USED once it is expended.

☛ **Face of the Enemy:** You have seen Larrangin, the Chosen of Hextor and former Margrave of Bissel, at the head of the Hextorite forces in the Plane of Shadow. This does not bode well.

☛ **Rise of the True Dark Mistress:** Evard the Archlich has awoken, and assumed control of her Remnant forces. The Hextorites that have been ravaging Bissel have been stymied, for now... but at what cost?

☛ **Something Strange Within:** You've been touched by the dark mistress' power before, and felt your scars come to life when she woke. It was painful, and frightening... and strangely exhilarating. What is happening to you?

Item Access

APL 2:

- ❖ *The Book of History Not Yet Written* (Adventure; Limit 1; See Above)
- ❖ *Potion of Inflict Moderate Wounds* (Adventure; DMG)

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

- ❖ *Elixir of Adamantine Blood* (Adventure; Limit 1; MIC)
- ❖ *Eternal Wand of Magic Missile* (Adventure; Limit 1; MIC)

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

- ❖ *Vest of Defense* (Adventure; Limit 1; MIC)
- ❖ *Vanisher Cloak* (Adventure; Limit 1; MIC)

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

- ❖ *Tunic of Steady Spellcasting* (Adventure; Limit 1; MIC)
- ❖ *Aroma of Curdled Death* (Adventure; Limit 1; MIC)

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

- ❖ +1 Wounding Greatsword (Adventure; DMG)
- ❖ *Potion of Inflict Serious Wounds* (Adventure; DMG)

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

- ❖ *Boots of Speed* (Adventure; DMG)
- ❖ *Eternal Wand of Fireball* (Adventure; Limit 1; MIC)

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

- ❖ *Breastplate of Command* (Adventure; DMG)

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

- ❖ Large +1 Wounding Greatsword (Adventure; DMG)
- ❖ *Robe of Mysterious Conjuraction* (Adventure; Limit 1; MIC)

ENCOUNTER 5

GALEN LUCHELYN (WEAKENED)

CR 4

Male Vampire Fighter 2

LE Medium undead (augmented humanoid)

Init +8; **Senses** Listen +9, Spot +9

Languages Common

AC 24, touch 13, flat-footed 21, (+3 Dex, +5 armor, +6 natural)

hp 18 (2d12 HD); fast healing 5; DR 10/silver and magic

Resist cold 10, electricity 10

Fort +3, **Ref** +4, **Will** +1

Speed 20 ft. (4 squares)

Melee masterwork greatsword +10 (2d6+9/19-20) or

Melee slam +8 (1d6+6) or

Ranged longbow +6 (1d8/x3)

Base Atk +2; **Grp** +8

Special Actions Blood drain, children of the night, dominate, gaseous form

Combat Gear longbow, masterwork breastplate, masterwork greatsword, tanglefoot bag

Abilities Str 22, Dex 18, Con —, Int 12, Wis 12, Cha 18

SQ Alternate form, spider climb, turn resistance +4

Feats Cleave, Improved Initiative, Power Attack, Weapon Focus [greatsword]

Skills Bluff +12, Climb +8, Hide +12, Intimidate +9, Listen +9, Move Silently +12, Ride +6, Search +9, Sense Motive +9, Spot +9

Possessions combat gear plus *potion of inflict moderate wounds* x2, *potion of enlarge person*, *potion of shield of faith* +2, *oil of magic weapon*, thunderstone, 18 gp.

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

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

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

Create Spawn (Su) A humanoid or monstrous humanoid slain by a vampire's energy drain rises as a vampire spawn (see Vampire Spawn entry, page 253) 1d4 days after burial. If the vampire instead drains the victim's Constitution to 0 or

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

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

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

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

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

Child of the Deluge (Ex) Galen does not suffer a vampire's normal vulnerability to running water, due to the odd circumstances of his creation.

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

ENCOUNTER 7

ENFEEBLEMENT TRAP

CR 2

Description: See encounter description.

Search DC 17; **Type** magical

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

Effect *ray of enfeeblement* (1d6+1 Str penalty) against each target in the room each round (+4 melee touch, includes +2 Atk upgrade).

Duration 5 rounds

Destruction each tendril AC 12, hp 5; pillar tube AC 13, hp 9 (disadvantage: destroying this disarms the entire trap)

Disarm Disable Device 26 (per tendril)

Dispel DC 12 (per tendril); DC 12 (pillar tube, disadvantage: dispelling this disarms the entire trap)

APPENDIX 2 – APL 4

ENCOUNTER 5

GALEN LUCHELYN

CR 6

Male Vampire Fighter 4

LE Medium undead (augmented humanoid)

Init +8; **Senses** Listen +9, Spot +9

Languages Common

AC 25, touch 13, flat-footed 22 (+3 Dex, +6 armor, +6 natural)

hp 36 (4d12 HD); fast healing 5; DR 10/silver and magic

Resist cold 10, electricity 10

Fort +4, **Ref** +5, **Will** +2

Speed 20 ft. (4 squares)

Melee masterwork greatsword +12 (2d6+11/19-20) or

Melee slam +10 (1d6+6 plus energy drain) or

Ranged longbow +8 (1d8/x3)

Base Atk +4; **Grp** +10

Atk Options Energy drain

Special Actions Blood drain, children of the night, dominate, gaseous form

Combat Gear +1 breastplate, longbow, masterwork greatsword

Abilities Str 23, Dex 18, Con —, Int 12, Wis 12, Cha 18

SQ Alternate form, spider climb, turn resistance +4

Feats Cleave, Combat Reflexes, Improved Initiative, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword)

Skills Bluff +12, Climb +10, Hide +12, Intimidate +11, Listen +9, Move Silently +12, Ride +8, Search +9, Sense Motive +9, Spot +9

Possessions combat gear plus *potion of bull's strength*, *potion of inflict moderate wounds* x2, *potion of enlarge person*, *potion of shield of faith* +2, *oil of magic weapon*, thunderstone, 18 gp.

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

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

Dominate (Su) A vampire can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save (DC 16) or fall instantly under the vampire's influence as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.

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

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

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

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

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

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

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

Child of the Deluge (Ex) Galen does not suffer a vampire's normal vulnerability to running water, due to the odd circumstances of his creation.

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

ENCOUNTER 7

BLINDNESS/DEAFNESS TRAP

CR 4

Description: See encounter description.

Search DC 19 **Type** magical

Trigger proximity; **Init** +2

Effect *blindness/deafness* (permanent blindness or deafness, randomly chosen, Fort DC 13 negates) against each target in the room each round (+6 melee touch, includes +2 Atk upgrade).

Duration 7 rounds

Destruction each tendril AC 14, hp 10; pillar tube AC 16, hp 18 (disadvantage: destroying this disarms the entire trap)

Disarm Disable Device 27 (per tendril)

Dispel DC 14 (per tendril); DC 14 (pillar tube, disadvantage: dispelling this disarms the entire trap)

APPENDIX 3 – APL 6

ENCOUNTER 5

GALEN LUCHELYN

CR 8

Male Vampire Fighter 6

LE Medium undead (augmented humanoid)

Init +8; **Senses** Listen +9, Spot +12

Languages Common

AC 25, touch 13, flat-footed 22 (+3 Dex, +6 armor, +6 natural)

hp 54 (6d12 HD); fast healing 5; DR 10/silver and magic

Resist cold 10, electricity 10

Fort +5, **Ref** +6, **Will** +3

Speed 20 ft. (4 squares)

Melee +1 *greatsword* +14/+9 (2d6+12 /19-20) or

Melee slam +12 (1d6+6 plus energy drain) or

Ranged longbow +10/+5 (1d8/x3)

Base Atk +6; **Grp** +12

Atk Options Energy drain

Special Actions Blood drain, children of the night, dominate, gaseous form

Combat Gear +1 *breastplate*, +1 *greatsword*, longbow

Abilities Str 23, Dex 18, Con —, Int 12, Wis 12, Cha 18

SQ Alternate form, spider climb, turn resistance +4

Feats Cleave, Close-Quarters Fighting^{CW}, Combat Reflexes, Improved Initiative, Power Attack, Power Critical [*greatsword*]^{CW}, Weapon Focus (*greatsword*), Weapon Specialization (*greatsword*)

CW Complete Warrior

Skills Bluff +12, Climb +10, Hide +12, Intimidate +11, Listen +9, Move Silently +12, Ride +8, Search +9, Sense Motive +9, Spot +12

Possessions combat gear plus *potion of bull's strength*, *potion of inflict moderate wounds* x2, *potion of enlarge person*, *potion of shield of faith* +2, tanglefoot bag, thunderstone, 18 gp.

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

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

Dominate (Su) A vampire can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save (DC 17) or fall instantly under the vampire's influence as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.

Create Spawn (Su) A humanoid or monstrous humanoid slain by a vampire's energy drain rises as a vampire spawn (see Vampire Spawn entry, page 253) 1d4 days after burial. If the vampire instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the vampire that created it and remains enslaved until its master's destruction. At any given time a vampire may have an enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires or vampire spawn. A vampire that is enslaved may create and enslave spawn of its own, so a master vampire can control a number of lesser vampires in this fashion. A vampire may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

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

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

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

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

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

Child of the Deluge (Ex) Galen does not suffer a vampire's normal vulnerability to running water, due to the odd circumstances of his creation.

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

ENCOUNTER 7

EXHAUSTION TRAP

CR 6

Description: See encounter description.

Search DC 21 **Type** magical

Trigger proximity; **Init** +3

Effect *ray of exhaustion* (target exhausted for 7 minutes, Fort DC 14 partial) against each target in the room each round (+8 melee touch, includes +2 Atk upgrade).

Duration 9 rounds

Destruction each tendril AC 16, hp 15; pillar tube AC 19, hp 27 (disadvantage: destroying this disarms the entire trap)

Disarm Disable Device 28 (per tendril)

Dispel DC 16 (per tendril); DC 16 (pillar tube, disadvantage: dispelling this disarms the entire trap)

APPENDIX 4 – APL 8

ENCOUNTER 5

GALEN LUCHELYN

CR 10

Male Vampire Fighter 8

LE Medium undead (augmented humanoid)

Init +8; **Senses** Listen +12, Spot +14

Languages Common

AC 25, touch 13, flat-footed 22 (+3 Dex, +6 armor, +6 natural)

hp 72 (8d12 HD); fast healing 5; DR 10/silver and magic

Resist cold 10, electricity 10

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

Speed 20 ft. (4 squares)

Melee +1 *greatsword* +18/+13 (2d6+15 /17-20) or

Melee slam +16 (1d6+8 plus energy drain) or

Ranged longbow +12/+7 (1d8/x3)

Base Atk +8; **Grp** +16

Atk Options Energy drain

Special Actions Blood drain, children of the night, dominate, gaseous form

Combat Gear +1 *breastplate*, +1 *greatsword*, *gauntlets of ogre power*, longbow

Abilities Str 26, Dex 18, Con —, Int 12, Wis 12, Cha 18

SQ Alternate form, spider climb, turn resistance +4

Feats Cleave, Close-Quarters Fighting^{CW}, Combat Reflexes, Improved Critical [*greatsword*], Improved Initiative, Power Attack, Power Critical [*greatsword*]^{CW}, Weapon Focus [*greatsword*], Weapon Specialization [*greatsword*]

CW Complete Warrior

Skills Bluff +12, Climb +12, Hide +12, Intimidate +11, Listen +12, Move Silently +12, Ride +8, Search +9, Sense Motive +9, Spot +14

Possessions combat gear plus *potion of inflict moderate wounds* x2, *potion of enlarge person*, *potion of shield of faith* +2, tanglefoot bag x2, thunderstone, 18 gp.

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

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

Dominate (Su) A vampire can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save (DC 18) or fall instantly under the vampire's influence as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.

Create Spawn (Su) A humanoid or monstrous humanoid slain by a vampire's energy drain rises as a vampire spawn (see Vampire Spawn entry, page 253) 1d4 days after burial. If the vampire instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the vampire that created it and remains enslaved until its master's destruction. At any given time a vampire may have an enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires or vampire spawn. A vampire that is enslaved may create and enslave spawn of its own, so a master vampire can control a number of lesser vampires in this fashion. A vampire may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

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

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

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

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

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

Child of the Deluge (Ex) Galen does not suffer a vampire's normal vulnerability to running water, due to the odd circumstances of his creation.

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

ENCOUNTER 7

ENERVATION TRAP

CR 8

Description: See encounter description.

Search DC 23; **Type** magical

Trigger proximity; **Init** +4

Effect *enervation* (1d4 negative levels) against each target in the room each round (+10 melee touch, includes +2 Atk upgrade).

Duration 11 rounds

Destruction each tendril AC 18, hp 20; pillar tube AC 22, hp 36
(disadvantage: destroying this disarms the entire trap)

Disarm Disable Device 29 (per tendril)

Dispel DC 18 (per tendril); DC 18 (pillar tube, disadvantage: dispelling this disarms the entire trap)

APPENDIX 5 – APL 10

ENCOUNTER 5

GALEN LUCHELYN

CR 12

Male Vampire Fighter 10

LE Medium undead (augmented humanoid)

Init +8; **Senses** Listen +12, Spot +15

Languages Common

AC 25, touch 13, flat-footed 22 (+3 Dex, +6 armor, +6 natural)

hp 90 (10d12 HD); fast healing 5; DR 10/silver and magic

Resist cold 10, electricity 10

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

Speed 20 ft. (4 squares)

Melee +1 *wounding greatsword* +21/+16 (2d6+15 plus 1 Con /17-20) or

Melee slam +18 (1d6+8 plus energy drain) or

Ranged longbow +14/+9 (1d8/x3)

Base Atk +10; **Grp** +18

Atk Options Energy drain

Special Actions Blood drain, children of the night, dominate, gaseous form

Combat Gear +1 *breastplate*, +1 *wounding greatsword*, *gauntlets of ogre power*, *longbow*

Abilities Str 26, Dex 18, Con —, Int 12, Wis 12, Cha 18

SQ Alternate form, spider climb, turn resistance +4

Feats Cleave, Close-Quarters Fighting^{CW}, Combat Reflexes, Greater Weapon Focus [greatsword], Improved Critical [greatsword], Improved Initiative, Improved Unarmed Strike, Power Attack, Power Critical [greatsword]^{CW}, Weapon Focus [greatsword], Weapon Specialization [greatsword]

CW Complete Warrior

Skills Bluff +12, Climb +12, Hide +12, Intimidate +11, Listen +12, Move Silently +12, Ride +8, Search +9, Sense Motive +9, Spot +15

Possessions combat gear plus *potion of inflict serious wounds*, *potion of enlarge person*, *potion of protection from arrows 10/magic*, *potion of shield of faith* +2, *smokestick* x2, *tanglefoot bag* x2, *thunderstone*, 18 gp.

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

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

Dominate (Su) A vampire can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save (DC 19) or fall

instantly under the vampire's influence as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.

Create Spawn (Su) A humanoid or monstrous humanoid slain by a vampire's energy drain rises as a vampire spawn (see Vampire Spawn entry, page 253) 1d4 days after burial. If the vampire instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the vampire that created it and remains enslaved until its master's destruction. At any given time a vampire may have an enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires or vampire spawn. A vampire that is enslaved may create and enslave spawn of its own, so a master vampire can control a number of lesser vampires in this fashion. A vampire may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

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

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

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

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

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

Child of the Deluge (Ex) Galen does not suffer a vampire's normal vulnerability to running water, due to the odd circumstances of his creation.

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

ENCOUNTER 7

Feeblemind Trap

CR 10

Description: See encounter description.

Search DC 25; **Type** magical

Trigger proximity; **Init** +5

Effect *feeblemind* (Will DC 17 negates) against each target in the room each round (+12 melee touch, includes +2 Atk upgrade).

Duration 13 rounds

Destruction each tendril AC 20, hp 25; pillar tube AC 25, hp 45 (disadvantage: destroying this disarms the entire trap)

Disarm Disable Device 30 (per tendril)

Dispel DC 20 (per tendril); DC 20 (pillar tube, disadvantage: dispelling this disarms the entire trap)

APPENDIX 6 – APL 12

ENCOUNTER 5

GALEN LUCHELYN

CR 14

Male Vampire Fighter 12

LE Medium undead (augmented humanoid)

Init +8; **Senses** Listen +12, Spot +16

Languages Common

AC 25, touch 13, flat-footed 22 (+3 Dex, +6 armor, +6 natural)

hp 108 (12d12 HD); fast healing 5; DR 10/silver and magic

Resist cold 10, electricity 10

Fort +8, **Ref** +8, **Will** +5

Speed 20 ft. (4 squares)

Melee +1 *wounding greatsword* +23/+18/+13 (2d6+17 plus 1 Con /17-20) or

Melee slam +20 (1d6+8 plus energy drain) or

Ranged longbow +16/+11/+6 (1d8/x3)

Base Atk +12; **Grp** +20

Atk Options Energy drain

Special Actions Blood drain, children of the night, dominate, gaseous form

Combat Gear +1 *breastplate*, +1 *wounding greatsword*, *boots of speed*, *gauntlets of ogre power*, longbow

Abilities Str 27, Dex 18, Con —, Int 12, Wis 12, Cha 18

SQ Alternate form, spider climb, turn resistance +4

Feats Cleave, Close-Quarters Fighting^{CW}, Combat Reflexes, Great Cleave, Greater Weapon Focus [greatsword], Greater Weapon Specialization [greatsword], Improved Critical [greatsword], Improved Initiative, Improved Unarmed Strike, Power Attack, Power Critical [greatsword]^{CW}, Weapon Focus [greatsword], Weapon Specialization [greatsword]

CW Complete Warrior

Skills Bluff +12, Climb +12, Hide +12, Intimidate +12, Listen +12, Move Silently +12, Ride +9, Search +9, Sense Motive +9, Spot +16

Possessions combat gear plus *potion of inflict serious wounds*, *potion of enlarge person*, *potion of protection from arrows 10/magic*, *potion of shield of faith* +2, *smokestick* x2, *tanglefoot bag* x2, *thunderstone*, 18 gp.

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

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

Dominate (Su) A vampire can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the

vampire targets must succeed on a Will save (DC 20) or fall instantly under the vampire's influence as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.

Create Spawn (Su) A humanoid or monstrous humanoid slain by a vampire's energy drain rises as a vampire spawn (see Vampire Spawn entry, page 253) 1d4 days after burial. If the vampire instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the vampire that created it and remains enslaved until its master's destruction. At any given time a vampire may have an enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires or vampire spawn. A vampire that is enslaved may create and enslave spawn of its own, so a master vampire can control a number of lesser vampires in this fashion. A vampire may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

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

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

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

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

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

Child of the Deluge (Ex) Galen does not suffer a vampire's normal vulnerability to running water, due to the odd circumstances of his creation.

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

ENCOUNTER 7

HARM TRAP

CR 12

Description: See encounter description.

Search DC 27; **Type** magical

Trigger proximity; **Init** +6

Effect *harm* (110 damage, Will DC 19 half) against each target in the room each round (+14 melee touch, includes +2 Atk upgrade).

Duration 15 rounds

Destruction each tendril AC 22, hp 30; pillar tube AC 28, hp 54 (disadvantage: destroying this disarms the entire trap)

Disarm Disable Device 31 (per tendril)

Dispel DC 22 (per tendril); DC 22 (pillar tube, disadvantage: dispelling this disarms the entire trap)

ENCOUNTER 5

GALEN LUCHELYN

CR 16

Male Vampire Fighter 14

LE Medium undead (augmented humanoid)

Init +8; Senses Listen +13, Spot +17

Languages Common

AC 26, touch 13, flat-footed 23 (+3 Dex, +7 armor, +6 natural)

hp 126 (14d12 HD); fast healing 5; DR 10/silver and magic

Resist cold 10, electricity 10

Fort +9, Ref +8, Will +5

Speed 20 ft. (4 squares)

Melee +1 wounding greatsword +25/+20/+15 (2d6+17 plus 1 Con /17-20) or

Melee slam +22 (1d6+8 plus energy drain) or

Ranged longbow +18/+13/+8 (1d8/x3)

Base Atk +14; Grp +22

Atk Options Energy drain

Special Actions Blood drain, children of the night, dominate, gaseous form

Combat Gear +1 wounding greatsword, boots of speed, breastplate of command, gauntlets of ogre power, longbow

Abilities Str 27, Dex 18, Con —, Int 12, Wis 12, Cha 18

SQ Alternate form, spider climb, turn resistance +4

Feats Cleave, Close-Quarters Fighting^{CW}, Combat Reflexes, Great Cleave, Greater Weapon Focus [greatsword], Greater Weapon Specialization [greatsword], Hold the Line^{CW}, Improved Critical [greatsword], Improved Initiative, Improved Unarmed Strike, Power Attack, Power Critical [greatsword]^{CW}, Weapon Focus [greatsword], Weapon Specialization [greatsword]

CW Complete Warrior

Skills Bluff +12, Climb +12, Hide +12, Intimidate +12, Listen +13, Move Silently +12, Ride +9, Search +9, Sense Motive +9, Spot +17

Possessions combat gear plus *potion of inflict serious wounds*, *potion of enlarge person*, *potion of protection from arrows 10/magic*, *potion of shield of faith* +2, smokestick x2, tanglefoot bag x2, thunderstone, 18 gp.

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

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

Dominare (Su) A vampire can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and

those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save (DC 21) or fall instantly under the vampire's influence as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.

Create Spawn (Su) A humanoid or monstrous humanoid slain by a vampire's energy drain rises as a vampire spawn (see Vampire Spawn entry, page 253) 1d4 days after burial. If the vampire instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the vampire that created it and remains enslaved until its master's destruction. At any given time a vampire may have an enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires or vampire spawn. A vampire that is enslaved may create and enslave spawn of its own, so a master vampire can control a number of lesser vampires in this fashion. A vampire may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

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

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

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

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

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

Child of the Deluge (Ex) Galen does not suffer a vampire's normal vulnerability to running water, due to the odd circumstances of his creation.

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

ENCOUNTER 7

INSANITY TRAP

CR 14

Description: See encounter description.

Search DC 29; **Type** magical

Trigger proximity; **Init** +7

Effect *insanity* (Will DC 20 negates) against each target in the room each round (+16 melee touch, includes +2 Atk upgrade).

Duration 17 rounds

Destruction each tendril AC 24, hp 35; pillar tube AC 31, hp 63 (disadvantage: destroying this disarms the entire trap)

Disarm Disable Device 32 (per tendril)

Dispel DC 24 (per tendril); DC 24 (pillar tube, disadvantage: dispelling this disarms the entire trap)

ENCOUNTER 5

GALEN LUCHELYN

CR 18

Male Vampire Fighter 16

LE Medium undead (augmented humanoid)

Init +8; **Senses** Listen +14, Spot +18**Languages** Common**AC** 30, touch 17, flat-footed 27 (+3 Dex, +7 armor, +6 natural, +4 deflection)**hp** 144 (16d12 HD); fast healing 5; DR 10/silver and magic**Resist** cold 10, electricity 10**Fort** +10, **Ref** +9, **Will** +6**Speed** 20 ft. (4 squares)**Melee** large +1 *wounding greatsword* +26/+21/+16/+11 (3d6+18 plus 1 Con /17-20) or**Melee** slam +25 (1d6+9 plus energy drain) or**Ranged** longbow +20/+15/+10/+5 (1d8/x3)**Base Atk** +16; **Grp** +25**Atk Options** Energy drain, Improved Energy Drain**Special Actions** Blood drain, children of the night, dominate, gaseous form**Combat Gear** +1 *wounding greatsword*, *boots of speed*, *breastplate of command*, *gauntlets of ogre power*, *ring of protection* +4, longbow**Abilities** Str 28, Dex 18, Con –, Int 12, Wis 12, Cha 18**SQ** Alternate form, spider climb, turn resistance +4**Feats** Cleave, Close-Quarters Fighting^{CW}, Combat Reflexes, Great Cleave, Greater Weapon Focus [greatsword], Greater Weapon Specialization [greatsword], Hold the Line^{CW}, Improved Critical [greatsword], Improved Energy Drain^{LM}, Improved Initiative, Improved Unarmed Strike, Monkey Grip^{CW}, Power Attack, Power Critical [greatsword]^{CW}, Weapon Focus [greatsword], Weapon Specialization [greatsword]**CW** Complete Warrior, **LM** Libris Mortis**Skills** Bluff +12, Climb +13, Hide +12, Intimidate +12, Listen +14, Move Silently +12, Ride +9, Search +9, Sense Motive +9, Spot +18**Possessions** combat gear plus *potion of inflict serious wounds*, *potion of enlarge person*, *potion of protection from arrows* 10/magic, *potion of shield of faith* +2, smokestick x2, tanglefoot bag x2, thunderstone, 18 gp.**Blood Drain (Ex)** A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each successful attack, the vampire gains 5 temporary hit points.**Children of the Night (Su)** Vampires command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.**Dominate (Su)** A vampire can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save (DC 22) or fall instantly under the vampire's influence as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.**Create Spawn (Su)** A humanoid or monstrous humanoid slain by a vampire's energy drain rises as a vampire spawn (see Vampire Spawn entry, page 253) 1d4 days after burial. If the vampire instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the vampire that created it and remains enslaved until its master's destruction. At any given time a vampire may have an enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires or vampire spawn. A vampire that is enslaved may create and enslave spawn of its own, so a master vampire can control a number of lesser vampires in this fashion. A vampire may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.**Energy Drain (Su)** Living creatures hit by a vampire's slam attack (or any other natural weapon the vampire might possess) gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain ability once per round.**Alternate Form (Su)** A vampire can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. While in its alternate form, the vampire loses its natural slam attack and dominate ability, but it gains the natural weapons and extraordinary special attacks of its new form. It can remain in that form until it assumes another or until the next sunrise.**Fast Healing (Ex)** A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Any additional damage dealt to a vampire in gaseous form has no effect. Once at rest in its coffin, a vampire is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.**Gaseous Form (Su)** As a standard action, a vampire can assume gaseous form at will as the spell (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.**Spider Climb (Su)** A vampire can climb sheer surfaces as though with a spider climb spell.

Child of the Deluge (Ex) Galen does not suffer a vampire's normal vulnerability to running water, due to the odd circumstances of his creation.

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

ENCOUNTER 7

POLYMORPH TRAP

CR 16

Description: See encounter description.

Search DC 31; **Type** magical

Trigger proximity; **Init** +8

Effect *polymorph any object* (permanently turns target into a monkey, Fort DC 22 negates) against each target in the room each round (+18 melee touch, includes +2 Atk upgrade).

Duration 19 rounds

Destruction each tendril AC 26, hp 40; pillar tube AC 34, hp 72 (disadvantage: destroying this disarms the entire trap)

Disarm Disable Device 33 (per tendril)

Dispel DC 26 (per tendril); DC 26 (pillar tube, disadvantage: dispelling this disarms the entire trap)

DM AID: THE PLANE OF SHADOW

The Plane of Shadow is a dimly lit dimension that is both coterminous to and coexistent with the Material Plane. It overlaps the Material Plane much as the Ethereal Plane does, so a planar traveler can use the Plane of Shadow to cover great distances quickly.

The Plane of Shadow is also coterminous to other planes. With the right spell, a character can use the Plane of Shadow to visit other realities.

The Plane of Shadow is a world of black and white; color itself has been bleached from the environment. It is otherwise appears similar to the Material Plane.

Despite the lack of light sources, various plants, animals, and humanoids call the Plane of Shadow home.

The Plane of Shadow is magically morphic, and parts continually flow onto other planes. As a result, creating a precise map of the plane is next to impossible, despite the presence of landmarks.

The Plane of Shadow has the following traits:

- Magically morphic. Certain spells modify the base material of the Plane of Shadow. The utility and power of these spells within the Plane of Shadow make them particularly useful for explorers and natives alike.
- Mildly neutral-aligned.
- Enhanced magic. Spells with the shadow descriptor are enhanced on the Plane of Shadow. Such spells are cast as though they were prepared with the Maximize Spell feat, though they don't require the higher spell slots. Furthermore, specific spells become more powerful on the Plane of Shadow. *Shadow conjuration* and *shadow evocation* spells are 30% as powerful as the conjurations and evocations they mimic (as opposed to 20%). *Greater shadow conjuration* and *greater shadow evocation* are 70% as powerful (not 60%), and a *shades* spell conjures at 90% of the power of the original (not 80%).
- Impeded magic. Spells that use or generate light or fire may fizzle when cast on the Plane of Shadow. A spellcaster attempting a spell with the light or fire descriptor must succeed on a Spellcraft check (DC 20 + the level of the spell). Spells that produce light are less effective in general, because all light sources have their ranges halved on the Plane of Shadow.

Despite the dark nature of the Plane of Shadow, spells that produce, use, or manipulate darkness are unaffected by the plane.

DM AID: NEW RULES

NEW FEATS

Close-Quarters Fighting (*Complete Warrior*, page 97)

Prerequisite: Base Attack +3.

Benefit: You gain an attack of opportunity whenever an enemy attempts to grapple you, even if the enemy has a feat or special ability that would normally bypass the attack. If you deal damage with this attack, the enemy fails to start the grapple, unless it has the Improved Grapple feat or a special ability such as improved grab. If the enemy has such an ability, you may add the damage you deal as a bonus on your opposed check to resist being grappled. This feat does not give you an extra attack of opportunity during a round or allow you to make an attack of opportunity when you would be denied one for being surprised, helpless, or in a similar situation.

For example, an ogre attempts to grapple Tordek. Tordek gains an attack of opportunity, hits, and causes damage. Since the ogre does not have any type of grappling special ability or feat, it fails to start a grapple. Then an ankheg – a creature with the improved grab special ability – attempts to grapple Tordek. He takes an attack of opportunity, hits, and deals 10 points of damage to the creature. Tordek then adds a +10 to his opposed check to resist being grappled.

Normal: Creatures with Improved Grapple, improved grab, or similar feats or special abilities do not provoke attacks of opportunity when attempting to start a grapple.

Special: A fighter may select Close-Quarters Fighting as one of his bonus fighter feats.

Hold the Line (*Complete Warrior*, page 100)

Prerequisite: Combat Reflexes, base attack bonus +2

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

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

Improved Energy Drain (*Libris Mortis*, page 27)

Prerequisite: Cha 15, energy drain supernatural ability.

Benefit: Whenever you bestow a negative level upon a creature, you gain a +1 bonus on skill checks, ability checks, attack rolls, and saving throws for 1 hour.

Monkey Grip (*Complete Warrior*, page 103)

Prerequisite: Base attack bonus +1

Benefit: You can use melee weapons one size category larger than you are with a -2 penalty on the attack roll, but the amount of effort it takes you to use the weapon does not change. For instance, a Large longsword (a one-handed weapon for a Large creature) is considered a two-handed weapon for a Medium creature that does not have this feat. For a Medium creature that has this feat, it is still considered a one-handed weapon. You can wield a larger light weapon as a light weapon, or a larger two-handed weapon in two hands. You cannot wield a larger weapon in your off hand, and you cannot use this feat with a double weapon.

Normal: You can use a melee weapon one size category larger than you are with a -2 penalty on the attack roll, and the amount of effort it takes to use the weapon increases. A larger light weapon is considered a one-handed weapon, a larger one-handed weapon is considered a two-handed weapon, and you cannot use a larger two-handed weapon at all.

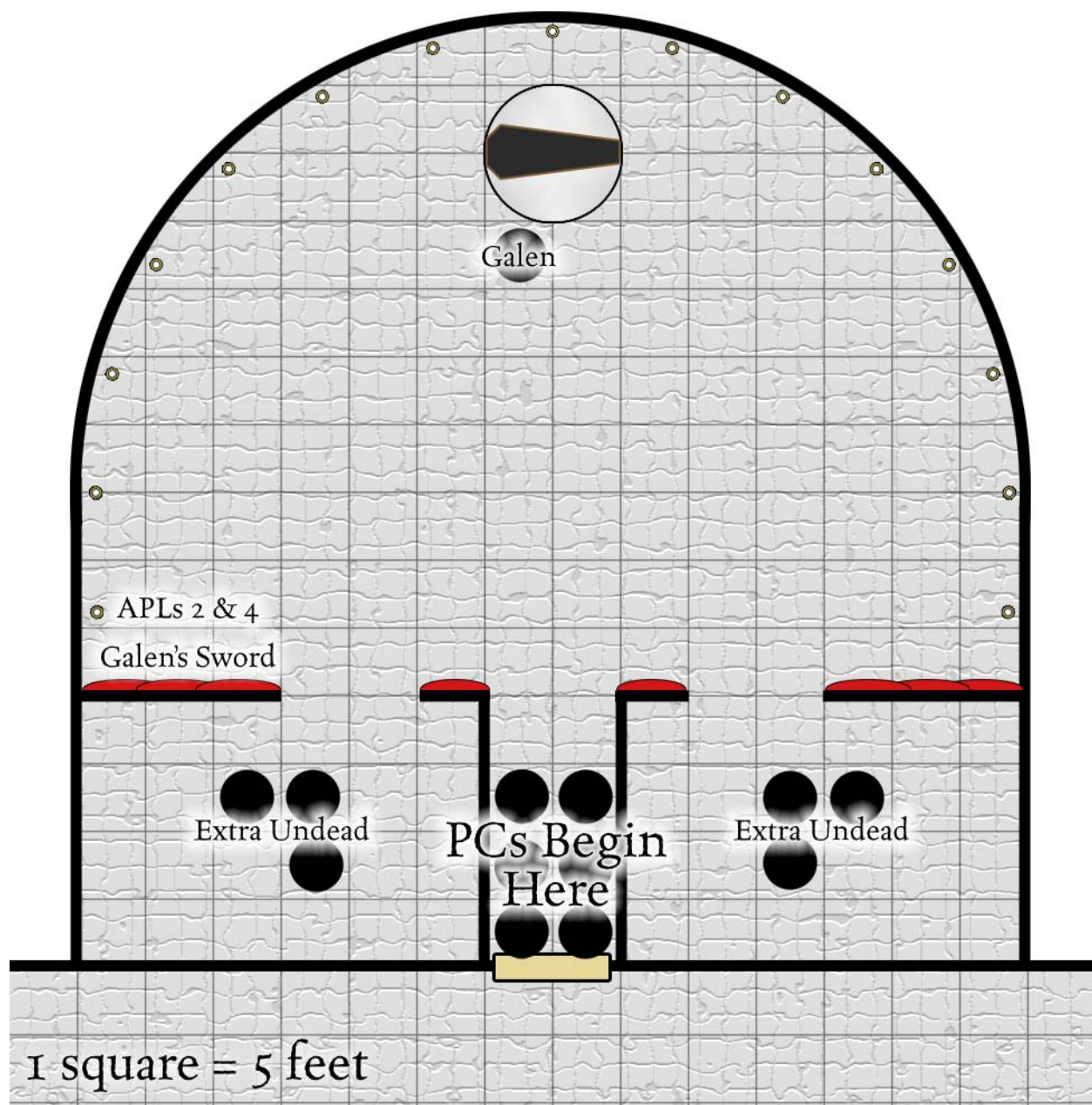
Power Critical (*Complete Warrior*, page 103)

Prerequisite: Weapon focus with weapon, base attack bonus +4.

Benefit: When using the weapon you selected, you gain a +4 bonus on the roll to confirm a threat.

Special: A fighter may select Power Critical as one of his fighter bonus feats. You can gain the Power Critical multiple times. Each time you take the feat, it may be with a different weapon or the same weapon. If you take it with the same weapon, the effects of the feats stack.

DM AID: MAP #1 – GALEN'S SANCTUM



DM AID: MAP #2 – EVARD’S MAUSOLEUM

