

BIS8-06

All Good Things

A One-Round D&D[®] LIVING GREYHAWK[™]

Bissel Regional Adventure

Version 1.1

by Jay and Crystal Babcock

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The end is nigh. Bissel's two strongest enemies have taken the field, each vying for control of the land. Without the help of her heroes, the forces of good do not stand a chance. A Bissel regional adventure for APLs 2-16, and Part 4 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], *Fiend Folio* [Eric Cagle, Jesse Decker, James Jacobs, Erik Mona, Matt Sernett, Chris Thomasson, James Wyatt], *Magic Item Compendium* [Andy Collins, Eytan Bernstein, Frank Brunner, Owen K.C. Stephens, John Snead], *Players Handbook II* [David Noonan],

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.

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

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

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

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

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

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

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

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

TIME UNITS AND UPKEEP

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

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

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

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

ADVENTURE BACKGROUND

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.

BIS8-05 Necromancers on Ice

The *book of history not yet written* fell into the hands of Sil'C'Baoth when the Hextorites crossed through into the Plane of Shadow. However, they already had the information they needed.

The PCs were brought before the arcanaloth, who wanted to know about the significance of the book. Obligated to hand the book over to the Remnant forces of Evard's armies in the Shadow Plane, Sil'C'Baoth was convinced to let the PCs travel with it to Shadow Thornward.

The book was presented to Galen Luchelyn, the vampire lord and current commander of the Remnant armies. He used it to learn that the true Evard was still alive, and that the Hextorite forces were heading for her resting place. The Remnant forces mobilized to assist their lost mistress.

The PCs snuck back into Thornward Keep, defeated Galen, and took the book for their own. They arrived at Evard's mausoleum just in time to find the Remnant and Hextorite forces clashing at its gates.

Fighting their way inside, they caught a glimpse of the true Evard, as she arose as an archlich.

Meanwhile...

Evard has taken control of her old armies, and led them into the Prime Material. In a matter of weeks, her forces have taken control of Ebbernant and Dountham. She now leads her troops east to Thornward.

The Hextorites are not content to see their progress bowled over. Under the leadership of Larrangin, the Chosen of Hextor, they have amassed their own army and are marching on the capital, as well.

The remaining forces of the Great Army have been mustered south of Thornward, in a desperate and impossible bid to head off both forces.

ADVENTURE SUMMARY

The PCs are sent out onto the battlefield to eliminate a point of interest. They are out in the thick of things when the Great Army of the Swordfields arrives to help.

After patching up a wound in the front line, the PCs are approached by the necromancer herself, whom offers to cease her part of the battle and withdraw.

Larrangin attempts to do the same, but is killed by his own forces. Minions of Hextor are gated in, leading to a final battle for control of the March.

Introduction: Dire Straits

Estimated Time: 10 minutes

The PCs are briefed and sent onto the battlefield.

Encounter 1: Half the Fun

Estimated Time: 45 minutes

The PCs work their way past a variety of obstacles to reach a point of interest on the battlefield.

Encounter 2: Death From Above

Estimated Time: 20 minutes

The PCs fight to capture a point of interest on the battlefield while being barraged by fierce magic.

Encounter 3: Into the Breech

Estimated Time: 10 minutes

The army of the March of Swordfields arrives on the battlefield, giving the forces of good a fighting chance. The PCs see a breach open, and jump into the battle to seal the gap.

Encounter 4: On All Sides

Estimated Time: 60 minutes

The PCs get embroiled in a desperate combat with both Hextorite and Necromancer forces.

Encounter 5: Strange Allies

Estimated Time: 20 minutes

The PCs are approached by Evard, who offers to cease hostilities with Bissel.

Encounter 6: The Chosen One

Estimated Time: 55 minutes

Evard pulls back her forces, and Larrangin attempts to do the same. The Hextorites kill him, and call forth the devils of Hextor.

Conclusion: Curtain Call

Estimated Time: 10 minutes

The Hextorites defeated, Evard honors her word and leaves the Prime Material for good.

PREPARATION FOR PLAY

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

INTRODUCTION: DIRE STRAITS

Estimated Time: 10 minutes

The curtain goes up for the final act, and the orchestra starts to play again. A pool of light appears on the center of the stage, illuminating a solitary figure. The man wears golden robes, and has his head bowed. He slowly raises his eyes to peer out at the audience, the crown on his head marking him as the Margrave of Bissel, Malto Aneur. The symbol of Heironeous around his neck sparkles like a beacon.

A chorus of voices rises in the background as one:

*“Where had the battle led us?
What foes still must be fought?
Our actions had brought us to the field
But would it all be for naught?”*

The pool of light slowly expands around the Margrave. Gradually, fighting men are illuminated – an army of soldiers in the red and white of the March – standing beside him.

*“Our strength was once more sapped
Our demise was coming near
Still we stood - together strong
To face our looming fear.”*

Slowly, men in blood-red robes begin marching down the left aisle. They bear the fist and arrows symbol of Hextor before them, the zeal noticeable in their step.

*“A new foe entered upon the scene
A scourge both dark and cruel
The March was caught within their web
And crushed beneath their rule.”*

A parallel column of twisted black forms begin heading down the right aisle, towards the stage. In contrast to the Hextorites, the Necromancer's horde of undead moves forward haphazardly, a mob of ravenous teeth and claws.

*“But out of shadow, evil came
Our legendary foe
Evard returned to fight again*

And towards the throne did go.”

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 Hextorite army has been spotted in eastern Bissel. They've already seized control of Sareden and Falsford. Now they march on Thornward.
- Forces of the necromancer have appeared out of the Barrier Peaks. They've quickly taken control of Ebbernant and Dountham, and are marching towards Thornward.

DC 20

- The remaining forces of Bissel have been mustered to Thornward for one last stand.

DC 25

- 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:

You have been assembled within the command tent for what seems like hours. The early sun that burnt off the morning fog has risen to a fiery orb overhead, heating the tent to uncomfortable levels. Around you are faces you recognize from your travels around the Sheldomar Valley - some you have adventured with, others you have heard of only through song.

As news of the return of Evard and Larrangin has spread over the March, it did not take long to see they would be marching on the capital. In the days that have passed, the forces of the Necromancer and the Hextorites have begun positioning for control over all of Bissel. As such, the call to arms was expected.

The flaps of the tent part to allow entry to a single man. He wears the uniform of an army general, and around his neck is a chain of office.

If the PCs succeed at a Knowledge [local - Sheldomar Valley Metaregion] check (DC 15), they identify the man as General Jerius Greenblade, Lord Mayor of Thornward.

"Good morning. You are the elite troops of our remaining forces. As I'm sure you know, we face insurmountable odds. The skills you have acquired in your time of service to the March are about to be tested in ways like no other. The very future of Bissel may lie in your hands."

Greenblade pauses, waiting for his words to sink in and take effect.

"A Hextorite force is marching on Thornward from the East. As well, the Necromancer's army of the dead marches from the West, out of the Barrier Peaks.

What forces we have left we've moved south through the Fals basin to intercept both armies. Skirmishes have begun, and our odds of survival appear slim.

There are several key points we need to take on the battlefield. Each group will be assigned to an objective. While you will all be working separately, each link is important in our efforts."

The general gives assignments to several groups, before turning to yours.

"As our men are falling to the undead, they are being raised to fight against us. Near the middle of the battlefield is some sort of... device. The undead near it seem stronger than elsewhere. If you can get to it and disable it, we will gain a substantial advantage against Evard's forces."

Once the PCs are ready to head to the battlefield, continue with Encounter 1.

ENCOUNTER 1: HALF THE FUN

Estimated Time: 45 minutes

In this encounter, the PCs work their way past a variety of obstacles to reach the device on the battlefield.

LOCATION A - TAKE A MOMENT

You depart the command tents, and make your way onto the battlefield. The three armies are clashing at numerous points on the landscape, each vying for a little bit more ground, looking for some advantage.

There is a terrible crash to your left - a cart bearing the insignia of the March - carrying fresh

supplies for the front lines - has overturned. Supplies are scattered all over but will take just a moment for the handlers to recover... unless those enemy soldiers manage to overtake it.

Nearby, there is a terrible grating noise. One of the great Hextorite constructs grinds to a halt, smoke issuing from its joints. Nearby clerics begin pelting it with spells, in an effort to get it running again.

The PCs have to make a choice, and in a hurry. They may also choose to bypass this encounter without doing anything, which is certainly an option.

Regardless, once they choose, continue on with the next subsection.

LOCATION B - RUN? I THINK NOT!

Your path takes you down near the battlefield once more. You emerge from cover and come face to face with a group of Bissel soldiers. Their number is few, and most of those left alive are greatly wounded. It is immediately obvious that they are fleeing the battlefield.

This section provides a challenging situation for the PCs, and a framework that allows them to adapt their own unique skills towards overcoming it. In this case, the PCs need to approach a group of disheartened Great Army soldiers who appear to be leaving the battlefield.

To succeed the PCs must convince the soldiers to remain and fight to defend the March. To achieve this, the PCs must score six points. Points are scored by declaring a specific skill use, and then succeeding at a check with that skill. However, how difficult a check will be is up to you. Use the following guidelines:

- **Easy Difficulty:** A check of easy difficulty is one that should obviously work. For example, if the PCs decide to use a Bluff check to convince the soldiers that they are reinforcements, and will be charging back into the fray with them, that would be a check of this difficulty. A check of easy difficulty has a DC of 15, and grants one point on a success, and takes away two points on a failure.
- **Moderate Difficulty:** A check of moderate difficulty is one that may or may not work, but does not really favor either outcome. For example, if the PCs decide to use a Heal check to heal and cure the wounded enough to be combat-able, that would be a check of this difficulty. A check of moderate difficulty has a DC of 20, and grants one point on a success, and takes away one point on a failure.

- **Hard Difficulty:** A check of hard difficulty is one that has little chance of working, but is still not impossible. For example, if the PCs decide to use a Knowledge [arcana] check to explain a weakness in the enemy magic, that would be a check of this difficulty. A check of hard difficulty has a DC of 25, and grants two points on a success, and takes away one point on a failure.

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

You should make sure that as many of the PCs as possible are involved in this challenge. This can be achieved by asking them how they are contributing to the outcome. As well, it is not enough for a player to say 'I'm using a Diplomacy check'. Require that specific intentions be declared, such as 'I'm using a Diplomacy check. I tell the soldiers that they have new orders to defend the left ridge of the battlefield'.

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

The soldiers seem full of renewed vigor. They turn once more towards the battlefield, ready their weapons, and charge into the fray.

Regardless of whether the PCs succeed, fail, or even decide to skip this encounter, proceed with the next subsection.

LOCATION C – ANOTHER CHOICE

You estimate that you are more than halfway to your destination. Ground travel here is slowed significantly by a low, loose-stone wall, left ages ago by farmers working this land. The soldiers ahead of you take the extra time to scale the wall or walk around its short length, but the great Hextorite constructs are not so hindered, striding over it with ease.

A quick look at the wall tells you that a few moments of effort could break it down enough to give Bissel forces a fighting chance, before the constructs are upon them.

Just a few yards away, you also spy two Hextorite scouts. It appears that they are attempting to set a trap for unsuspecting soldiers to stumble into.

The PCs have to make another choice, and in a hurry. They may also choose to bypass this encounter without doing anything, which is certainly an option.

Regardless, once they choose, continue on with the next subsection.

LOCATION D – IN CHARGE

Your path turns, and you find yourself moving through the battlefield. All around you soldiers clash with the undead and mechanical monstrosities. It is difficult to tell what progress, if any, is being made.

Turning a corner, you come across an embattled group of Great Army soldiers. One of them approaches you in earnest.

"Please... we need help! Our commander was killed, and we are getting overrun. We need orders!"

A quick survey of the battlefield shows that your journey would proceed much quicker if these soldiers could manage to push forward...

In this encounter, the PCs have the chance to lead a group of Great Army soldiers against a horde of undead. To accomplish this, a PC must step up and become the commander of the unit. If no PC wants to take part, then the soldiers are overrun and slaughtered.

The troops can only follow one PC at a time; the others are welcome to offer their advice, but the soldiers need to hear a single voice in command. The PC in charge will henceforth be referred to as the Leader.

Give the PCs *Player Handout 1 – Military Commands*, and refer to *DM Aid: Tactical Combat*.

The encounter begins with a score of zero – if this score goes negative, it means the undead have gained that many yards on the battlefield. If the score is positive, then the soldiers have gained ground.

On each turn, the Leader must choose an action from the list of commands, and keep it secret. At the same time, you must choose an action for the hordes. Once you've both chosen an action, reveal your choices, and consult the chart on *DM Aid: Tactical Combat*.

Finding the appropriate intersection in the table, you will find a number: this is the modifier that is applied to the Leader's roll. The Leader also gets an additional bonus based his skills, as is noted on the sheet. Roll 1d20, add the table modifier and skill modifier to the result, and this is the number of yards that are lost or gained this round.

Repeat this process until the score reaches either 100 (the soldiers win) or -100 (the undead horde wins). In either case, once the combat is over, proceed with the next subsection.

LOCATION E – BIRD IN THE HAND

You head past the front lines, into the deeply-contested hills around the main conflict. You reach the top of a rise, and take a moment to look at your surroundings. You stand atop a small hill near the edge of the battlefield, loose rock making travel difficult.

Movement catches your eye. A large group of undead creatures – thirty or forty at least – are skulking through a ravine at the foot of the slope. If they exit the far end undeterred, they will have earned a substantial advantage in the conflict.

It would only take a slight disturbance to cause the entire rocky slope to collapse down upon them, ending their plans.

However, you also notice red and white amongst the rocks - two Great Army soldiers lie unconscious, pinned under some of the rubble.

If you cause an avalanche, the men will certainly perish. If you take the time to save them, your window of opportunity with the passing undead will be lost.

The PCs have to make another choice, and in a hurry. They may also choose to bypass this encounter without doing anything, which is certainly an option.

Regardless, once they choose, continue on with Encounter 2.

ENCOUNTER 2: DEATH FROM ABOVE

Estimated Time: 20 minutes

You crest a ridge and get your first glimpse of the device that you were sent after. A tall spire of obsidian stands in the middle of the small valley. At its base are several arrays of colorful crystals – controls of some sort.

All around the device, soldiers of the two enemy armies fight back and forth, amid violent spell impacts.

Refer to DM Aid: Map #1 – Battlefield Barrage.

Trap: Roll initiative for the PCs AND the trap. On the trap's turn, every square is bombarded by a random spell effect.

As well, on every turn add 1d3 Hextorite soldiers or undead on one side of the map or the other. These characters are unstatted, and will not interact with the PCs. They will simply head past the device, and off the other side of the map. If the PCs really want to kill them off, they can... but they are just allowing themselves to be distracted.

The PCs are attacked by the trap until they secure the device. To attempt to secure it, a PC must spend a full-round action manipulating the controls marked on the map. All three controls must be manipulated to have any effect. When a control is manipulated, secretly roll 1d6 and note the result. Once all three are manipulated, compare the results. If the values are the same, the device is disabled (and thus secured). If not, all three controls reset.

As you can guess, the odds of a PC stumbling upon a combination that works are fairly small. A PC can increase their chances in the following manners:

- If the PC has ranks in Knowledge [arcana], he gains a +2 bonus.
- If the PC has ranks in Knowledge [religion], he gains a +1 bonus.
- If the PC has ranks in Knowledge [architecture and engineering], he gains a +1 bonus.
- If the PC has ranks in Disable Device, he gains a +1 bonus.

This bonus is applied to the 1d6 roll – but the result is capped at 6. For instance, if the PC has a +2 bonus, and rolls a 4, 5, or 6, then the result is 6.

APL 2 (EL 2)

↗ Battlefield Barrage: see Appendix 1.

APL 4 (EL 4)

↗ Battlefield Barrage: see Appendix 2.

APL 6 (EL 6)

↗ Battlefield Barrage: see Appendix 3.

APL 8 (EL 8)

↗ Battlefield Barrage: see Appendix 4.

APL 10 (EL 10)

↗ Battlefield Barrage: see Appendix 5.

APL 12 (EL 12)

↗ Battlefield Barrage: see Appendix 6.

APL 14 (EL 14)

➤ **Battlefield Barrage:** see Appendix 7.

APL 16 (EL 16)

➤ **Battlefield Barrage:** see Appendix 8.

Treasure: Many items can be recovered from the battlefield:

APL 2: L: 300 gp, C: 0 gp, M: least crystal of lifekeeping (16 gp), watch lamp (41 gp).

APL 4: L: 300 gp, C: 0 gp, M: least crystal of lifekeeping (16 gp), watch lamp (41 gp), lesser crystal of lifekeeping (83 gp), spellsink scarab (166 gp).

APL 6: L: 300 gp, C: 0 gp, M: least crystal of lifekeeping (16 gp), watch lamp (41 gp), lesser crystal of lifekeeping (83 gp), spellsink scarab (166 gp), greater crystal of lifekeeping (416 gp), true strike gauntlets (291 gp).

APL 8: L: 300 gp, C: 0 gp, M: least crystal of lifekeeping (16 gp), watch lamp (41 gp), lesser crystal of lifekeeping (83 gp), spellsink scarab (166 gp), greater crystal of lifekeeping (416 gp), true strike gauntlets (291 gp), wrapped tower (515 gp), light swordbow (527 gp).

APL 10: L: 300 gp, C: 0 gp, M: least crystal of lifekeeping (16 gp), watch lamp (41 gp), lesser crystal of lifekeeping (83 gp), spellsink scarab (166 gp), greater crystal of lifekeeping (416 gp), true strike gauntlets (291 gp), wrapped tower (515 gp), light swordbow (527 gp), swordbow (531 gp), great swordbow (564 gp).

APL 12: L: 300 gp, C: 0 gp, M: least crystal of lifekeeping (16 gp), watch lamp (41 gp), lesser crystal of lifekeeping (83 gp), spellsink scarab (166 gp), greater crystal of lifekeeping (416 gp), true strike gauntlets (291 gp), wrapped tower (515 gp), light swordbow (527 gp), swordbow (531 gp), great swordbow (564 gp), ghost net (693 gp), wight hide shield (763 gp).

APL 14: L: 300 gp, C: 0 gp, M: least crystal of lifekeeping (16 gp), watch lamp (41 gp), lesser crystal of lifekeeping (83 gp), spellsink scarab (166 gp), greater crystal of lifekeeping (416 gp), true strike gauntlets (291 gp), wrapped tower (515 gp), light swordbow (527 gp), swordbow (531 gp), great swordbow (564 gp), ghost net (693 gp), wight hide shield (763 gp), ghoul shell armor (846 gp), wight armor (1181 gp).

APL 16: L: 300 gp, C: 0 gp, M: least crystal of lifekeeping (16 gp), watch lamp (41 gp), lesser crystal of lifekeeping (83 gp), spellsink scarab (166 gp), greater crystal of lifekeeping (416 gp), true strike gauntlets (291 gp), wrapped tower (515 gp), light swordbow (527 gp), swordbow (531 gp), great swordbow (564 gp), ghost net

(693 gp), wight hide shield (763 gp), ghoul shell armor (846 gp), wight armor (1181 gp), zombie hide armor (1347 gp), vampire hide armor (1764 gp).

Development: It is possible that the PCs are unable to secure the device. If so, you may have to move directly to Encounter 3, with modified text. In this case, they do not earn the experience for this encounter.

Otherwise, once the PCs have secured the device, continue with Encounter 3.

ENCOUNTER 3: INTO THE BREECH

Estimated Time: 10 minutes

Having survived the barrage and secured the device, you take a minute to catch your breath and survey your surroundings.

All around you, Hextorites and Necromancer forces are embroiled in heated battle with the dwindling Bisselite soldiers. It is clear that Bissel is far outnumbered.

As if sensing the desperate situation, a horn blast fills the air. Several minutes later, troops from another army crest over the left ridge of the battlefield. Pennants fly high from the front of the ranks, depicting three swords piercing a red heart on a purple field – the crest of Swordfields. This new army quickly moves into the valley, joining the fight and bolstering the forces of the March.

Many of the troops on the ground have also spotted the newcomers. In their momentary distraction from the skirmish at hand, several are wiped out, having not even seen a blow coming. Sensing the tide turning, the Hextorite and Necromancer forces redouble their efforts.

Just yards from where you stand, a line holding back the enemies breaks. The soldiers are overtaken and a flood of enemy forces surges through the gap. Within moments, they will be able to cut deep into the ranks of the Great Army forces.

When the PCs choose to close the gap, continue to Encounter 4.

ENCOUNTER 4: ON ALL SIDES

Estimated Time: 60 minutes

In an effort to keep the front line intact, you move in to cover the space left by your recently fallen comrades-at-arms. Within moments, undead and

Hextorites swarm the very same spot - in their effort to exploit the hole in the front lines.

Creatures: The enemies begin the combat in three groups – PCs, Undead, and Hextorites – in a triangular pattern, with 100 feet between each group.

In each APL group are additional creatures, listed with preceding asterisks. These creatures will fight each other, instead of the PCs. As such, they are not factored into the EL. They will not affect the PCs, unless the PCs ignore their own targets to intervene. If the PCs defeat their targets, these additional units will either kill each other or retreat.

APL 2 (EL 4)

- ☛ **Ghoul:** hp 18; see *Monster Manual*, page 118.
- ☛ **Human Commoner Zombies (2):** hp 21 each; see *Monster Manual*, page 265.
- ☛ **Hextorite Fighter:** Ftr1; hp 9; see *Appendix 1*.
- ☛ **Hextorite Cleric:** Clr1; hp 8; see *Appendix 1*.
- ☛ ***Ghouls (3):** hp 18 each; see *Monster Manual*, page 118.
- ☛ ***Hextorite Clerics (2):** Clr1; hp 8 each; see *Appendix 2*.

APL 4 (EL 6)

- ☛ **Ghouls (3):** hp 18 each; see *Monster Manual*, page 118.
- ☛ **Human Commoner Zombies (2):** hp 21 each; see *Monster Manual*, page 265.
- ☛ **Hextorite Fighters (2):** Ftr1; hp 9 each; see *Appendix 2*.
- ☛ **Hextorite Clerics (2):** Clr1; hp 8 each; see *Appendix 2*.
- ☛ ***Bugbear Zombies (2):** hp 57 each; see *Monster Manual*, page 265.
- ☛ ***Hextorite Clerics (2):** Clr2; hp 16 each; see *Appendix 3*.

APL 6 (EL 8)

- ☛ **Bugbear Zombies (2):** hp 57 each; see *Monster Manual*, page 265.
- ☛ **Ghouls (4):** hp 18 each; see *Monster Manual*, page 118.
- ☛ **Hextorite Fighters (2):** Ftr2; hp 19 each; see *Appendix 3*.

☛ **Hextorite Clerics (2):** Clr2; hp 16 each; see *Appendix 3*.

☛ ***Wight (3):** hp 36 each; see *Monster Manual*, page 255.

☛ ***Hextorite Clerics (2):** Clr4; hp 32 each; see *Appendix 4*.

APL 8 (EL 10)

☛ **Wight (3):** hp 36 each; see *Monster Manual*, page 255.

☛ **Bugbear Zombies (4):** hp 57 each; see *Monster Manual*, page 265.

☛ **Hextorite Fighters (2):** Ftr4; hp 38 each; see *Appendix 4*.

☛ **Hextorite Clerics (2):** Clr4; hp 32 each; see *Appendix 4*.

☛ ***Grey Render Zombies (3):** hp 183 each; see *Monster Manual*, page 265.

☛ ***Blood Golems of Hextor (2):** hp 105; see *Appendix 5*.

APL 10 (EL 12)

☛ **Grey Render Zombies (3):** hp 183 each; see *Monster Manual*, page 265.

☛ **Wight (3):** hp 36 each; see *Monster Manual*, page 255.

☛ **Hextorite Fighters (2):** Ftr4; hp 38 each; see *Appendix 5*.

☛ **Hextorite Clerics (2):** Clr4; hp 32 each; see *Appendix 5*.

☛ **Blood Golem of Hextor:** hp 105; see *Appendix 5*.

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

☛ ***Blood Golems of Hextor (2):** hp 105 each; see *Appendix 6*.

APL 12 (EL 14)

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

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

☛ **Hextorite Fighters (2):** Ftr6; hp 57 each; see *Appendix 6*.

☛ **Hextorite Clerics (2):** Clr6; hp 48 each; see *Appendix 6*.

✦ **Blood Golems of Hextor** (2): hp 105 each; see Appendix 6.

✦ ***Lich, Wizard** (2): hp 102; see *Monster Manual*, page 166.

✦ ***Advanced Blood Golems of Hextor** (CR 10) (2): hp 189 each; see Appendix 7.

APL 14 (EL 16)

✦ **Lich, Wizard**: hp 102; see *Monster Manual*, page 166.

✦ **Spectres** (3): hp 63 each; see *Monster Manual*, page 232.

✦ **Hextorite Fighters** (2): Ftr8; hp 76 each; see Appendix 7.

✦ **Hextorite Clerics** (2): Clr8; hp 64 each; see Appendix 7.

✦ **Advanced Blood Golems of Hextor** (CR 10) (2): hp 189 each; see Appendix 7.

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

✦ ***Advanced Blood Golems of Hextor** (CR 12) (2): hp 273 each; see Appendix 8.

APL 16 (EL 18)

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

✦ **Mummy Lord**: hp 132; see *Monster Manual*, page 190.

✦ **Spectres** (4): hp 63 each; see *Monster Manual*, page 232.

✦ **Hextorite Fighters** (2): Ftr10; hp 95 each; see Appendix 8.

✦ **Hextorite Clerics** (2): Clr10; hp 80 each; see Appendix 8.

✦ **Advanced Blood Golems of Hextor** (CR 12) (2): hp 273 each; see Appendix 8.

✦ ***Nightwalkers** (2): hp 231 each; see *Monster Manual*, page 195.

✦ ***Advanced Blood Golems of Hextor** (CR 12) (4): hp 273 each; see Appendix 8.

Treasure: A variety of useful items can be recovered from the battlefield:

APL 2: L: 92 gp, C: 3 gp, M: oil of magic weapon (4 gp), potion of cure light wounds (4 gp), potion of cure moderate wounds (25 gp), potion of shield of faith +3 (25 gp).

APL 4: L: 188 gp, C: 7 gp, M: oil of magic weapon (x2) (4 gp each), potion of cure light wounds (x2) (4 gp each), potion of cure moderate wounds (x2) (25 gp each), potion of shield of faith +3 (x2) (25 gp each).

APL 6: L: 221 gp, C: 7 gp, M: oil of magic weapon (x2) (4 gp each), potion of cure moderate wounds (x6) (25 gp each), potion of enlarge person (x2) (20 gp each), potion of shield of faith +2 (x2) (4 gp each), potion of shield of faith +3 (x2) (25 gp each).

APL 8: L: 114 gp, C: 7 gp, M: +1 breastplate (x2) (112 gp each), +1 full plate (x2) (220 gp each), oil of magic weapon (x2) (4 gp each), potion of bull's strength (x2) (25 gp each), potion of cure moderate wounds (x6) (25 gp each), potion of enlarge person (x2) (20 gp each), potion of lesser restoration (x2) (25 gp each), potion of shield of faith +2 (x2) (4 gp each).

APL 10: L: 114 gp, C: 7 gp, M: +1 breastplate (x2) (112 gp each), +1 full plate (x3) (220 gp each), oil of magic weapon (x2) (4 gp each), potion of bull's strength (x2) (25 gp each), potion of cure moderate wounds (x6) (25 gp each), potion of enlarge person (x2) (20 gp each), potion of lesser restoration (x2) (25 gp each), potion of shield of faith +2 (x2) (4 gp each).

APL 12: L: 39 gp, C: 7 gp, M: +1 breastplate (x2) (112 gp each), +1 full plate (x3) (220 gp each), +1 heavy steel shield (x4) (97 gp each), +1 longsword (x2) (192 gp each), cloak of resistance +1 (x2) (83 gp each), divine scroll of lesser restoration (x2) (12 gp each), potion of bull's strength (x2) (25 gp each), potion of cure moderate wounds (x6) (25 gp each), potion of enlarge person (x2) (20 gp each), potion of lesser restoration (x2) (25 gp each).

APL 14: L: 47 gp, C: 7 gp, M: +1 breastplate (x2) (112 gp each), +1 full plate (x2) (220 gp each), +1 heavy steel shield (x4) (97 gp each), +1 longsword (x2) (192 gp each), +3 full plate (x2) (887 gp each), cloak of resistance +1 (x2) (83 gp each), divine scroll of lesser restoration (x2) (12 gp each), gauntlets of ogre power (x2) (333 gp each), periapt of wisdom +2 (x2) (333 gp each), potion of cure moderate wounds (x6) (25 gp each), potion of enlarge person (x2) (20 gp each), potion of pass without trace (x2) (4 gp each), potion of remove fear (x2) (4 gp each), potion of shield of faith +2 (x2) (4 gp each).

APL 16: L: 71 gp, C: 7 gp, M: +1 breastplate (x2) (112 gp each), +1 full plate (x2) (220 gp each), +1 heavy steel shield (x4) (97 gp each), +1 spell-storing longsword (x2) (692 gp each), +5 full plate (x2) (2220 gp each), cloak of resistance +1 (x2) (83 gp each), divine scroll of lesser restoration (x2) (12 gp each), gauntlets of ogre power (x2) (333 gp each), horn of goodness/evil (x2) (541 gp each),

percept of wisdom +2 (x2) (333 gp each), potion of cure moderate wounds (x2) (25 gp each), potion of cure serious wounds (x2) (62 gp each), potion of endure elements (x4) (4 gp each), potion of enlarge person (x2) (20 gp each), potion of pass without trace (x2) (4 gp each), potion of protection from arrows 10/magic (x2) (25 gp each), potion of remove fear (x2) (4 gp each), potion of shield of faith +2 (x2) (4 gp each).

Developments: Once the PCs have defeated their enemies, continue with Encounter 5.

ENCOUNTER 5: STRANGE ALLIES

Estimated Time: 20 minutes

The last of the enemies falls to the ground. Moments later, army soldiers surge forward, and reform the lines. Victorious shouts are directed at you.

Then, the shouts die down, and the soldiers back away.

From the direction of the heaviest Necromancer forces strides a figure, a tall, nightmarish humanoid with jet-black skin. This nightwalker is at least 25 feet tall – much larger than its already-dangerous kin.

As you ready your weapons for another battle, it raises a hand in a peaceful gesture. A voice intrudes into your head.

"I wish not to duel with you. I bear a message from my Mistress. She wishes to speak with you directly."

If the PCs choose to engage the creature in battle, they are welcome to do so. Evard will retract her offer to meet and the adventure will be over for these PCs.

Once the PCs choose to follow the creature, continue with the following:

Crossing the battlefield heading for the enemy command tent feels much like walking into a lion's den. Undead leer at you from all sides but none make a single step in your direction.

Your guide leads you to an unadorned tent near the far end of the undead army. Pulling aside the flaps, you are ushered inside.

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:

Instantly, a fire begins to burn within your veins. Your vision blurs, and you feel your arms go limp.

Continue with the following:

Sparsely accommodated, the main features of the tent are its occupants. Several mummies stand guard near the entrance and four incorporeal creatures shift in and out of sight on each side.

An old woman waits in the center of the tent, her back to you. At the sound of your entrance, she turns, giving you a better view of her desiccated flesh. Her gaze pierces through you, and you can feel the sheer power that surrounds her.

She greets you - one might even say warmly. "You have accepted my invitation. I am pleased."

"Through the eyes of those under my command, I have seen the lengths you have gone through to defend Bissel. This is why you have been chosen for this meeting."

Evard begins to pace around the tent, continuing to address you. "It has often been said that my sole intention was to conquer Bissel and take her land for my own profit. I can see, given my actions of the past, why that would be an obvious conclusion."

She stops and looks squarely at you. "However, that has never been the case. My only concern was for the protection of Bissel. Now, I seek peace."

Wait for the PCs to either pick their jaws up off of the floor, or to stop laughing, and they will surely have questions. Here are some likely questions and answers:

Why is it you have called us here? *"I propose a withdrawal from battle. I do not believe that the March is any longer in need of protection - at least the protection I can offer. I will withdraw my forces back to the plane of Shadow, where I will remain."*

Why would you do this? *"In the past, there have been leaders whose actions have led to the decline of the March - and I have sought to dethrone those leaders rather than see the March fall to ruin."*

My only goal was to keep the March intact. I do not fear that it will fall any longer."

Why should we believe you? *"That is a choice you must make. Orders for withdrawal take but a moment to carry out, and we can leave this battlefield now."*

Why are you willing to leave, all of a sudden? *"This was not a sudden decision. In my slumber, I've come to realize that I actually prefer the Plane of Shadow. It suits me."*

What of the Hextorites? *"I do not command them, so have no sway over their actions."*

Can we trust you to stay in the plane of Shadow? *"You have my word. Besides... I've decided that it is more suited to me and my followers."*

How many licks does it take to get to the center of a Tootsie Roll pop? *"Not even in my many years of hiding was I able to find out this answer."*

If the PCs do not accept Evard's offer, the PCs will spend the remainder of their days locked in battle with her forces and with the Hextorites. The adventure is over for them.

Once the PCs accept Evard's offer, continue with the following:

Evard nods solemnly. You see a moment of what can only be called sadness in her eyes.

"Very well. It is done."

Continue with Encounter 6.

ENCOUNTER 6: THE CHOSEN ONE

Estimated Time: 55 minutes

And just like that, the hordes of undead simply stop fighting.

After all this time of mistrusting Evard, it is almost unimaginable that she would honor any agreement made - especially with mere adventurers.

Nearing the front lines, you see several undead bearing hoisted white flags of parley. Approaching from different directions are two groups - one bearing the Bissel and Swordfields standards, and the other the fist of Hextor. As the three come together, the tension is almost palpable in the air - never has there been such a meeting in the history of the March.

The men that stand before you are a portfolio of nobles and dignitaries. The first group contains the

leaders of the Bissel forces: Margrave Malto Adeur, the monarch of the March; General Cainlan Rashedra, the Baron of Parulla; General Jerius Greenblade, the Lord Mayor of Thornward; and Steich Valiscerat, the Margrave of Swordfields.

The second group is a number of robed clerics of Hextor, led by Larrangin, Chosen of Hextor and former Margrave of Bissel.

"My appreciation at your meeting me here," Evard begins, addressing all those assembled. "I am withdrawing those under my command from the battlefield. I no longer wish to fight you for Bissel. I will return to my new home in shadow and let the March move on without me."

"I don't believe that for a second," Margrave Adeur sputters. "Why would we trust you after all that you have done? I scarcely believe you would honor your word!"

"My reasons are my own. Accept that what I offer is the truth." The Necromancer speaks with a calm, even tone. "You can see that those under my command have already stopped fighting. It will take but a few minutes to withdraw them all from the field of battle."

Stepping forward, Larrangin lays his sword on the ground before him. "My whole command has been focused on saving the March from this woman's rule. In my experience, I have never known Evard to go back on her word - for better or for worse. I trust that what she proposes now to be true as well. Without her as a threat to Bissel, my troops will stand down as well."

From behind Larrangin, several of his Hextorite followers scowl. "We will do no such thing."

Larrangin quickly spins on his heels and stares down the dissenters. "You will stand down. You do not get to choose how I command. I am your Chosen. My goal was to protect the March from Evard. The March no longer needs that protection."

"It would seem that we have different goals. It is time to serve the purpose for which you were chosen."

In a swift, fluid motion, the Hextorite pulls a curved dagger from his robes and buries it deep in Larrangin's chest. Larrangin falls unceremoniously to his knees, his blood staining the ground.

Instantly, the ground begins to shake violently. The sky darkens and turns a deep rusty hue. The air shimmers and fills with haze.

If the PCs succeed at a Knowledge [the planes] check (DC 25) they realize that the Hextorites just created a planar conjunction, effectively causing this place to overlap with the Nine Hells. This is a bad thing.

"Scourge of Battle, Herald of Hell!" The cleric begins to shout maniacally. "We offer this land unto you! Bring forth your servants and the unending darkness of your tyranny!"

The landscape in the distance shifts – becoming a different place, entirely: endless fields of battle, a grim, bloodied war zone. The haziness around the battlefield takes shape – devilish forms appear everywhere, twisted fiends and nightmares. They begin to butcher the soldiers and undead on the battlefield, laying waste to everything in their path.

A particularly large swirl of haze solidifies right in front of you, taking the shape of a huge pit fiend. It grins wickedly, and raises its claws to strike.

You feel a chilling cold hand touch your shoulder, and hear Evard shout a few arcane syllables.

Your stomach lurches, and the world blurs before you. Just as quickly, it clears and you discover that you are no longer at the front lines, but on a ridge over looking the battlefield. You are safe - for the moment.

"What is this madness?" Margrave Malto looks infuriated.

"It would appear that not everyone shares our goals." Even with this turn of events, Evard speaks calmly. She turns directly to you. "The tide of this battle lies in your hands. If this is not undone, Bissel will fall completely into the Hells."

Evard studies the battlefield for a long time, making a few arcane gestures as she watches. Finally, she turns back to you.

"Larrangin yet lives. They are using his life force to make this all happen. If you can get to him and put him out of his misery, it should all be reversed. If you do not or can not, the March will surely be overrun."

"Don't listen to her - she will betray us any chance she gets!" Margrave Aneur shouts at you, his face red with anger. "Kill her now! I order it!"

General Greenblade silently watches the Margrave, and then looks to Valiscerat. The legendary warlord does not respond, instead peering over the battlefield and troops below.

"I can draw our troops to the left flank." Valiscerat ignores Malto, turning instead to you. "That should pull enough of them away to give you a shot."

Once the PCs are ready to try, continue with the following:

Valiscerat issues commands to his lieutenants, and the forces of both Bissel and Swordfields respond fluidly. Many of the fiends follow, and you can once more make out the spot where Larrangin fell.

The Necromancer again weaves her magic, and you are transported back to the battlefield. Instantly, a number of the remaining devils are upon you.

Creatures: Powerful fiends still remain in the vicinity of Larrangin's body. They must be defeated before the PCs can get to him.

APL 2 (EL 6)

➤ **Bearded Devil:** hp 54; see *Monster Manual*, page 50.

➤ **Lemures (3):** hp 12 each; see *Monster Manual*, page 50.

APL 4 (EL 8)

➤ **Chain Devil:** hp 64; see *Monster Manual*, page 50.

➤ **Imps (2):** hp 18 each; see *Monster Manual*, page 50.

➤ **Lemures (5):** hp 12 each; see *Monster Manual*, page 50.

APL 6 (EL 10)

➤ **Bone Devil:** hp 110; see *Monster Manual*, page 50.

➤ **Imps (3):** hp 18 each; see *Monster Manual*, page 50.

➤ **Lemures (5):** hp 12 each; see *Monster Manual*, page 50.

APL 8 (EL 12)

➤ **Barbed Devil:** hp 144; see *Monster Manual*, page 50.

➤ **Chain Devils (2):** hp 64 each; see *Monster Manual*, page 50.

➤ **Lemures (5):** hp 12 each; see *Monster Manual*, page 50.

APL 10 (EL 14)

➤ **Ice Devil:** hp 168; see *Monster Manual*, page 50.

☛ Erinyes (2): hp 99 each; see Monster Manual, page 50.

☛ Lemures (5): hp 12 each; see Monster Manual, page 50.

APL 12 (EL 16)

☛ Ice Devil: hp 168; see Monster Manual, page 50.

☛ Barbed Devils (4): hp 144 each; see Monster Manual, page 50.

☛ Lemures (5): hp 12 each; see Monster Manual, page 50.

APL 14 (EL 18)

☛ Horned Devil: hp 195; see Monster Manual, page 50.

☛ Barbed Devils (6): hp 144 each; see Monster Manual, page 50.

☛ Lemures (5): hp 12 each; see Monster Manual, page 50.

APL 16 (EL 20)

☛ Pit Fiend: hp 252; see Monster Manual, page 50.

☛ Barbed Devils (2): hp 144 each; see Monster Manual, page 50.

☛ Lemures (5): hp 12 each; see Monster Manual, page 50.

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

CONCLUSION: CURTAIN CALL

Estimated Time: 10 minutes

The final devil blocking your way to Larrangin falls, giving you an opportunity. Approaching his body, you find him motionless, the curved dagger sticking from his chest.

Larrangin cannot be harmed as long as the dagger remains in his chest.

As soon as the PCs touch the dagger, continue with the following:

You stoop next to Larrangin's body. As your hand touches the handle, his eyes jerk open. He looks directly into your eyes, and his arm shoots up to pull you close. Through gritted teeth, the former Margrave quickly whispers in your ear. His words are rapid, and profound, as he imparts to you one of

the most weighty secrets in the history of the March.

When he lets you go, he looks down to the dagger. He simply nods, and then whispers to you through his pain.

"I was... mistaken."

Once the PCs pull the dagger free, continue with the following:

You pull the dagger free from Larrangin's body. He gasps sharply. Instantly, the ground begins to shake again. The devilish horde screams in pain and anguish as they are wrenched back into Hell. As they go, their claws ensnare the clerics of Hextor, dragging them along into eternal damnation.

Within moments, the landscape becomes green and the battlefield calm. The Hextorite plot has been foiled.

You catch a glimpse of the ridge line above the battlefield. The Archlich Evard looks down upon you and Larrangin. There is the appearance of sadness in her desiccated features, but also that of relief. Wordlessly, she departs the field – her army silently in tow.

The forces of the two Marches are left alone on the plains. Slowly, the clouds above begin to part, and sunshine pours down upon the heroes of the battle.

At that very moment, the audience jumps to their feet. Everyone in the Pellak Grand applauds with all their might – from the youngest child to the oldest adult; rich noble and poor commoner. But they applaud not just for the performance before them, but for the story beneath. A story only a few weeks old, but one they know by heart.

The playwright Estander joins you on stage, his own hands applauding you, as well. "I may have written a few words on paper, but you are the real artists behind this one."

"Without your courage, your valiant deeds, your strength... we would be lost. I am going to make sure that everyone knows what you've done. Everything we have is built on the blood, sweat, and tears of our heroes, and you will forever number in their ranks."

And with that, the actors take a final bow, and the curtain falls for the last time.

The adventure – and indeed the Bissel storyline - is now over. The PCs receive all of the items on the Adventure Record.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 2: Death From Above

Survive the Magical Barrage.

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 4: On All Sides

Defeat the enemy forces and hold the breach.

APL 2: 120 xp.

APL 4: 180 xp.

APL 6: 240 xp.

APL 8: 300 xp.

APL 10: 360 xp.

APL 12: 420 xp.

APL 14: 480 xp.

APL 16: 540 xp.

Encounter 6: The Chosen One

Defeat the summoned devils.

APL 2: 180 xp.

APL 4: 240 xp.

APL 6: 300 xp.

APL 8: 360 xp.

APL 10: 420 xp.

APL 12: 480 xp.

APL 14: 540 xp.

APL 16: 600 xp.

Story Award

Get to the Point of Interest in Encounter 1.

APL 2: 30 xp.

APL 4: 45 xp.

APL 6: 60 xp.

APL 8: 75 xp.

APL 10: 90 xp.

APL 12: 105 xp.

APL 14: 120 xp.

APL 16: 135 xp.

Negotiate with Evard in Encounter 5.

APL 2: 30 xp.

APL 4: 45 xp.

APL 6: 60 xp.

APL 8: 75 xp.

APL 10: 90 xp.

APL 12: 105 xp.

APL 14: 120 xp.

APL 16: 135 xp.

Discretionary Roleplaying Award

APL 2: 30 xp.

APL 4: 45 xp.

APL 6: 60 xp.

APL 8: 75 xp.

APL 10: 90 xp.

APL 12: 105 xp.

APL 14: 120 xp.

APL 16: 135 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 2: Death From Above

APL 2: L: 300 gp, C: 0 gp, M: least crystal of lifekeeping (16 gp), watch lamp (41 gp).

APL 4: L: 300 gp, C: 0 gp, M: least crystal of lifekeeping (16 gp), watch lamp (41 gp), lesser crystal of lifekeeping (83 gp), spellsink scarab (166 gp).

APL 6: L: 300 gp, C: 0 gp, M: least crystal of lifekeeping (16 gp), watch lamp (41 gp), lesser crystal of lifekeeping (83 gp), spellsink scarab (166 gp), greater crystal of lifekeeping (416 gp), true strike gauntlets (291 gp).

APL 8: L: 300 gp, C: 0 gp, M: least crystal of lifekeeping (16 gp), watch lamp (41 gp), lesser crystal of lifekeeping (83 gp), spellsink scarab (166 gp), greater crystal of lifekeeping (416 gp), true strike gauntlets (291 gp), wrapped tower (515 gp), light swordbow (527 gp).

APL 10: L: 300 gp, C: 0 gp, M: least crystal of lifekeeping (16 gp), watch lamp (41 gp), lesser crystal of lifekeeping (83 gp), spellsink scarab (166 gp), greater crystal of lifekeeping (416 gp), true strike gauntlets (291 gp), wrapped tower (515 gp), light swordbow (527 gp), swordbow (531 gp), great swordbow (564 gp).

APL 12: L: 300 gp, C: 0 gp, M: least crystal of lifekeeping (16 gp), watch lamp (41 gp), lesser crystal of lifekeeping (83 gp), spellsink scarab (166 gp), greater crystal of lifekeeping (416 gp), true strike gauntlets (291 gp), wrapped tower (515 gp), light swordbow (527 gp), swordbow (531 gp), great swordbow (564 gp), ghost net (693 gp), wight hide shield (763 gp).

APL 14: L: 300 gp, C: 0 gp, M: least crystal of lifekeeping (16 gp), watch lamp (41 gp), lesser crystal of lifekeeping (83 gp), spellsink scarab (166 gp), greater crystal of lifekeeping (416 gp), true strike gauntlets (291 gp), wrapped tower (515 gp), light swordbow (527 gp), swordbow (531 gp), great swordbow (564 gp), ghost net (693 gp), wight hide shield (763 gp), ghoull shell armor (846 gp), wight armor (1181 gp).

APL 16: L: 300 gp, C: 0 gp, M: least crystal of lifekeeping (16 gp), watch lamp (41 gp), lesser crystal of lifekeeping (83 gp), spellsink scarab (166 gp), greater crystal of lifekeeping (416 gp), true strike gauntlets (291 gp), wrapped tower (515 gp), light swordbow (527 gp), swordbow (531 gp), great swordbow (564 gp), ghost net (693 gp), wight hide shield (763 gp), ghoull shell armor

(846 gp), wight armor (1181 gp), zombie hide armor (1347 gp), vampire hide armor (1764 gp).

Encounter 4: On All Sides

APL 2: L: 92 gp, C: 3 gp, M: oil of magic weapon (4 gp), potion of cure light wounds (4 gp), potion of cure moderate wounds (25 gp), potion of shield of faith +3 (25 gp).

APL 4: L: 188 gp, C: 7 gp, M: oil of magic weapon (x2) (4 gp each), potion of cure light wounds (x2) (4 gp each), potion of cure moderate wounds (x2) (25 gp each), potion of shield of faith +3 (x2) (25 gp each).

APL 6: L: 221 gp, C: 7 gp, M: oil of magic weapon (x2) (4 gp each), potion of cure moderate wounds (x6) (25 gp each), potion of enlarge person (x2) (20 gp each), potion of shield of faith +2 (x2) (4 gp each), potion of shield of faith +3 (x2) (25 gp each).

APL 8: L: 114 gp, C: 7 gp, M: +1 breastplate (x2) (112 gp each), +1 full plate (x2) (220 gp each), oil of magic weapon (x2) (4 gp each), potion of bull's strength (x2) (25 gp each), potion of cure moderate wounds (x6) (25 gp each), potion of enlarge person (x2) (20 gp each), potion of lesser restoration (x2) (25 gp each), potion of shield of faith +2 (x2) (4 gp each).

APL 10: L: 114 gp, C: 7 gp, M: +1 breastplate (x2) (112 gp each), +1 full plate (x3) (220 gp each), oil of magic weapon (x2) (4 gp each), potion of bull's strength (x2) (25 gp each), potion of cure moderate wounds (x6) (25 gp each), potion of enlarge person (x2) (20 gp each), potion of lesser restoration (x2) (25 gp each), potion of shield of faith +2 (x2) (4 gp each).

APL 12: L: 39 gp, C: 7 gp, M: +1 breastplate (x2) (112 gp each), +1 full plate (x3) (220 gp each), +1 heavy steel shield (x4) (97 gp each), +1 longsword (x2) (192 gp each), cloak of resistance +1 (x2) (83 gp each), divine scroll of lesser restoration (x2) (12 gp each), potion of bull's strength (x2) (25 gp each), potion of cure moderate wounds (x6) (25 gp each), potion of enlarge person (x2) (20 gp each), potion of lesser restoration (x2) (25 gp each).

APL 14: L: 47 gp, C: 7 gp, M: +1 breastplate (x2) (112 gp each), +1 full plate (x2) (220 gp each), +1 heavy steel shield (x4) (97 gp each), +1 longsword (x2) (192 gp each), +3 full plate (x2) (887 gp each), cloak of resistance +1 (x2) (83 gp each), divine scroll of lesser restoration (x2) (12 gp each), gauntlets of ogre power (x2) (333 gp each), periapt of wisdom +2 (x2) (333 gp each), potion of cure moderate wounds (x6) (25 gp each), potion of enlarge person (x2) (20 gp each), potion of pass without trace (x2) (4 gp each), potion of remove fear (x2) (4 gp each), potion of shield of faith +2 (x2) (4 gp each).

APL 16: L: 71 gp, C: 7 gp, M: +1 breastplate (x2) (112 gp each), +1 full plate (x2) (220 gp each), +1 heavy steel shield (x4) (97 gp each), +1 spell-storing longsword (x2) (692 gp each), +5 full plate (x2) (2220 gp each), cloak of resistance +1 (x2) (83 gp each), divine scroll of lesser restoration (x2) (12 gp each), gauntlets of ogre power (x2) (333 gp each), horn of goodness/evil (x2) (541 gp each), periapt of wisdom +2 (x2) (333 gp each), potion of cure moderate wounds (x2) (25 gp each), potion of cure serious wounds (x2) (62 gp each), potion of endure elements (x4) (4 gp each), potion of enlarge person (x2) (20 gp each), potion of pass without trace (x2) (4 gp each), potion of protection from arrows 10/magic (x2) (25 gp each), potion of remove fear (x2) (4 gp each), potion of shield of faith +2 (x2) (4 gp each).

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 392 gp, C: 3 gp, M: 115 gp – Total: 510 gp (450 gp).

APL 4: L: 488 gp, C: 7 gp, M: 422 gp – Total: 917 gp (650 gp).

APL 6: L: 521 gp, C: 7 gp, M: 1,270 gp – Total: 1,798 gp (900 gp).

APL 8: L: 414 gp, C: 7 gp, M: 3,028 gp – Total: 3,449 gp (1,300 gp).

APL 10: L: 414 gp, C: 7 gp, M: 4,344 gp – Total: 4,765 gp (2,300 gp).

APL 12: L: 339 gp, C: 7 gp, M: 6,750 gp – Total: 7,096 gp (3,300 gp).

APL 14: L: 347 gp, C: 7 gp, M: 11,587 gp – Total: 11,941 gp (6,600 gp).

APL 16: L: 371 gp, C: 7 gp, M: 19,538 gp – Total: 19,916 gp (9,900 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

☛ **Free at Last:** Evard and her armies have left the Prime Material, happy to remain in shadow. Ket has been defeated through contest of arms. The separatist March of Swordfields has proven themselves to be loyal allies. The cultists of Hextor have given up their veil of secrecy, and have been crushed. The former-Margrave Larrangin's machinations are ended, and his tortured soul has been redeemed.

Free from the tyranny of her foes, the March can finally be at peace. This is the beginning of a golden age for Bissel.

☛ **Last Words of a Fallen Man:** As he lay dying, the former Margrave Larrangin whispered a secret into your ear. What was said will not be revealed here; only time will tell whether you will be a worthy recipient of that great knowledge.

☛ **Idle Time:** With Bissel at peace, the March's wizards and clerics finally have time to tend to the needs of her heroes. They will cast any one of the following spells, for free, for the purpose of removing a curse or affliction (CL 20th): break enchantment, remove curse, wish, or miracle. Mark this favor as USED once it is expended.

☛ **Forged in Iron:** Adventuring is tough; adventuring in Bissel is tougher. The heroes of the March are renowned for the scars that they bear – trophies of difficult times defending their homeland. When dealing with citizens of the Sheldomar Valley you receive a circumstance bonus to Diplomacy and Intimidate checks equal to the number of curses that currently appear on your Adventure Records. If a curse is removed through any means, it no longer counts towards this bonus. To qualify as a 'curse', an effect must have some sort of drawback. The judge has final discretion over which items count as curses.

☛ **Bissel Military Commendations:** You have been instrumental in freeing the March from her enemies. The Great Army of Bissel (or Great Army of Swordfields, if you are so aligned) has granted you a military commendation, as per the Bissel Omnibus.

In addition, you receive an addition commendation for each of the following scenarios, if you played them before this one: BIS8-03 Battle of the Bands, BIS8-04 Flailing in the Dark, BIS8-05 Necromancers on Ice.

☛ **Gratitude of the Powers that Be:** The shadowy figures behind the wheels and machinations of the March would like to express their sincere gratitude to you, the adventurers of Bissel. You've made every plot, every intrigue, and every conspiracy worthwhile. They've raised a pint of Barrier Brew, and toasted your good names.

Item Access

APL 2:

- ❖ *Least Crystal of Lifekeeping* (Adventure; Limit 1; MIC)

- ❖ *Watch Lamp* (Adventure; Limit 1; MIC)

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

- ❖ *Lesser Crystal of Lifekeeping* (Adventure; Limit 1; MIC)
- ❖ *Spellsink Scarab* (Adventure; Limit 1; MIC)

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

- ❖ *Greater Crystal of Lifekeeping* (Adventure; Limit 1; MIC)
- ❖ *True Strike Gauntlets* (Adventure; Limit 1; MIC)

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

- ❖ *Wrapped Tower* (Adventure; Limit 1; MIC)
- ❖ *Light Swordbow* (Adventure; Limit 1; MIC)

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

- ❖ *Swordbow* (Adventure; Limit 1; MIC)
- ❖ *Great Swordbow* (Adventure; Limit 1; MIC)

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

- ❖ *Ghost Net* (Adventure; Limit 1; MIC)
- ❖ *Wight Hide Shield* (Adventure; Limit 1; MIC)

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

- ❖ *Ghoul Shell Armor* (Adventure; Limit 1; MIC)
- ❖ *Wight Armor* (Adventure; Limit 1; MIC)

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

- ❖ *Zombie Hide Armor* (Adventure; Limit 1; MIC)
- ❖ *Vampire Hide Armor* (Adventure; Limit 1; MIC)

APPENDIX 1 – APL 2

ENCOUNTER 2

BATTLEFIELD BARRAGE

CR 2

Description See encounter description.

Type magic

Trigger location, **Init** +1

Effect *cause fear* (Will DC 11 negates) OR

Effect *doom* (Will DC 11 negates) OR

Effect *magic missile* (1d3 missiles, 1d4+1 damage) OR

Effect *magic stone* (+2 Atk, 1d6+1 damage) OR

Effect *ray of enfeeblement* (+2 ranged touch, 1d6+1 Str penalty), one target per square

ENCOUNTER 4

HEXTORITE FIGHTER

CR 1

Male Human Fighter 1

LE Medium humanoid (human)

Init +6; **Senses** Listen +0, Spot +0

Languages Common

AC 19, touch 12, flat-footed 17 (+2 Dex, +5 armor, +2 shield)

hp 9 (1d10+2 HD)

Fort +4, **Ref** +2, **Will** +0

Speed 20 ft. (4 squares)

Melee masterwork longsword +6 (1d8+3 /19-20) or

Ranged longbow +3 (1d8/x3)

Base Atk +1; **Grp** +4

Combat Gear longbow, heavy steel shield, masterwork breastplate, masterwork longsword

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

Feats Improved Initiative, Power Attack, Weapon focus (longsword)

Skills Climb +2, Intimidate +4, Ride +1

Possessions combat gear plus *potion of cure light wounds*, *oil of magic weapon*, crowbar, silk rope (50 ft.), thunderstone, 3 gp.

HEXTORITE CLERIC

CR 1

Male Human Cleric 1

LE Medium humanoid (human)

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

Languages Common

AC 19, touch 11, flat-footed 18 (+1 Dex, +6 armor, +2 shield)

hp 8 (1d8+2 HD)

Fort +4, **Ref** +1, **Will** +5

Speed 20 ft. (4 squares)

Melee flail +1 (1d8)

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

Special Actions Rebuke Undead 4/day, Spontaneous inflict

Combat Gear banded mail, flail, heavy steel shield

Cleric Spells Prepared (CL 1st):

1st—*bless*, *magic weapon*^D, *obscuring mist*

0—*detect magic*, *light*, *resistance*

D: Domain spell. Deity: Hextor. Domains: Destruction, War

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

Feats Improved Initiative, Weapon Focus [flail]

Skills Concentration +6, Heal +7, Listen +3, Spot +3, Survival +7

Possessions combat gear plus *potion of cure moderate wounds*, *potion of shield of faith* +3, holy symbol, spell component pouch, 18 gp.

APPENDIX 2 – APL 4

ENCOUNTER 2

BATTLEFIELD BARRAGE CR 4

Description See encounter description.

Type magic

Trigger location, **Init** +2

Effect *glitterdust* (Will DC 13 partial) OR

Effect *Melf's acid arrow* (+4 ranged touch, 2d4 damage for 2 rounds) OR

Effect *scorching ray* (+4 ranged touch, 4d6 fire damage) OR

Effect *silence* (Will DC 13 negates) OR

Effect *spiritual weapon* (+4 Atk, 1d8+1 for 3 rounds), one target per square

ENCOUNTER 4

HEXTORITE FIGHTER CR 1

Male Human Fighter 1

LE Medium humanoid (human)

Init +6; **Senses** Listen +0, Spot +0

Languages Common

AC 19, touch 12, flat-footed 17 (+2 Dex, +5 armor, +2 shield)

hp 9 (1d10+2 HD)

Fort +4, **Ref** +2, **Will** +0

Speed 20 ft. (4 squares)

Melee masterwork longsword +6 (1d8+3 /19-20) or

Ranged longbow +3 (1d8/x3)

Base Atk +1; **Grp** +4

Combat Gear longbow, heavy steel shield, masterwork breastplate, masterwork longsword

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

Feats Improved Initiative, Power Attack, Weapon focus (longsword)

Skills Climb +2, Intimidate +4, Ride +1

Possessions combat gear plus *potion of cure light wounds*, oil of *magic weapon*, crowbar, silk rope (50 ft.), thunderstone, 3 gp.

HEXTORITE CLERIC

CR 1

Male Human Cleric 1

LE Medium humanoid (human)

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

Languages Common

AC 19, touch 11, flat-footed 18 (+1 Dex, +6 armor, +2 shield)

hp 8 (1d8+2 HD)

Fort +4, **Ref** +1, **Will** +5

Speed 20 ft. (4 squares)

Melee flail +1 (1d8)

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

Special Actions Rebuke Undead 4/day, Spontaneous inflict

Combat Gear banded mail, flail, heavy steel shield

Cleric Spells Prepared (CL 1st):

1st—*bless*, *magic weapon*^b, *obscuring mist*

0—*detect magic*, *light*, *resistance*

D: Domain spell. Deity: Hextor. Domains: Destruction, War

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

Feats Improved Initiative, Weapon Focus [flail]

Skills Concentration +6, Heal +7, Listen +3, Spot +3, Survival +7

Possessions combat gear plus *potion of cure moderate wounds*, *potion of shield of faith* +3, holy symbol, spell component pouch, 18 gp.

APPENDIX 3 – APL 6

ENCOUNTER 2

BATTLEFIELD BARRAGE

CR 6

Description See encounter description.

Type magic

Trigger location, **Init** +3

Effect *bestow curse* (random effect, Will DC 14 negates) OR

Effect *blindness/deafness* (random effect, Fort DC 14 negates) OR

Effect *dispel magic* (targeted, dispel check 1d20+5 vs DC 11 + CL) OR

Effect *fireball* (5d6 fire damage, Reflex DC 14 half) OR

Effect *ray of exhaustion* (+6 ranged touch, Fort DC 14 partial), one target per square

ENCOUNTER 4

HEXTORITE FIGHTER

CR 2

Male Human Fighter 2

LE Medium humanoid (human)

Init +6; **Senses** Listen +0, Spot +0

Languages Common

AC 19, touch 12, flat-footed 17, (+2 Dex, +5 armor, +2 shield)

hp 19 (1d10+4 HD)

Fort +5, **Ref** +2, **Will** +0

Speed 20 ft. (4 squares)

Melee masterwork longsword +7 (1d8+3/19-20) or

Ranged longbow +4 (1d8/x3)

Base Atk +2; **Grp** +5

Combat Gear longbow, masterwork heavy steel shield, masterwork breastplate, masterwork longsword, tanglefoot bag

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

Feats Cleave, Improved Initiative, Power Attack, Weapon focus [longsword]

Skills Climb +4, Intimidate +5, Listen +0, Ride +3, Spot +0

Possessions combat gear plus *potion of cure moderate wounds* x2, *potion of enlarge person*, *potion of shield of faith* +2, *oil of magic weapon*, crowbar, silk rope (50 ft.), thunderstone, 3 gp.

HEXTORITE CLERIC

CR 2

Male Human Cleric 2

LE Medium humanoid (human)

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

Languages Common

AC 19, touch 11, flat-footed 18 (+1 Dex, +6 armor, +2 shield)

hp 16 (2d8+4 HD)

Fort +5, **Ref** +1, **Will** +6

Speed 20 ft. (4 squares)

Melee flail +2 (1d8)

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

Special Actions Rebuke Undead 4/day, Spontaneous inflict

Combat Gear banded mail, flail, heavy steel shield

Cleric Spells Prepared (CL 2nd):

1st—*bless*, *magic weapon*^D, *obscuring mist*, *shield of faith*

0—*detect magic*, *guidance*, *light*, *resistance*

D: Domain spell. Deity: Hextor. Domains: Destruction, War

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

Feats Improved Initiative, Weapon Focus [flail]

Skills Concentration +7, Heal +8, Listen +3, Spot +3, Survival +7

Possessions combat gear plus *potion of cure moderate wounds*, *potion of shield of faith* +3, holy symbol, spell component pouch, 18 gp.

APPENDIX 4 – APL 8

ENCOUNTER 2

BATTLEFIELD BARRAGE CR 8

Description See encounter description.

Type magic

Trigger location, **Init** +4

Effect *confusion* (Will DC 16 negates) OR

Effect *crushing despair* (Will DC 16 negates) OR

Effect *enervation* (+8 ranged touch, 1d4 negative levels) OR

Effect *Evard's black tentacles* (7 rounds, +15 Grp, 1d6+4 damage)
OR

Effect *phantasmal killer* (Will DC 16 disbelief, Fort DC 16 partial), one target per square

ENCOUNTER 4

HEXTORITE FIGHTER CR 4

Male Human Fighter 4

LE Medium humanoid (human)

Init +6; **Senses** Listen +0, Spot +0

Languages Common

AC 20, touch 12, flat-footed 18 (+2 Dex, +6 armor, +2 shield)

hp 38 (4d10+8 HD)

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

Speed 20 ft. (4 squares)

Melee masterwork longsword +9 (1d8+5 /19-20) or

Ranged longbow +6 (1d8/x3)

Base Atk +4; **Grp** +7

Combat Gear +1 breastplate, longbow, masterwork heavy steel shield, masterwork longsword

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

Feats Cleave, Combat Reflexes, Improved Initiative, Power Attack, Weapon focus (longsword), Weapon specialization (longsword)

Skills Climb +6, Intimidate +7, Listen +0, Ride +5, Spot +0

Possessions combat gear plus *potion of bull's strength*, *potion of cure moderate wounds* x2, *potion of enlarge person*, *potion of shield of faith* +2, *oil of magic weapon*, crowbar, silk rope (50 ft.), thunderstone, 3 gp.

HEXTORITE CLERIC

CR 4

Male Human Cleric 4

LE Medium humanoid (human)

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

Languages Common

AC 22, touch 11, flat-footed 21 (+1 Dex, +9 armor, +2 shield)

hp 32 (4d8+8 HD)

Fort +6, **Ref** +2, **Will** +7

Speed 20 ft. (4 squares)

Melee flail +4 (1d8)

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

Special Actions Rebuke Undead 4/day, Spontaneous inflict

Combat Gear +1 full plate, flail, heavy steel shield

Cleric Spells Prepared (CL 2nd):

2nd—*cure moderate wounds* (x2), *hold person*, *spiritual weapon*^D

1st—*bless*, *cure light wounds* (x2), *magic weapon*^D, *obscuring mist*

0—*detect magic*, *guidance*, *light*, *mending*, *resistance*

D: Domain spell. Deity: Hextor. Domains: Destruction, War

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

Feats Divine Ward^{CM}, Improved Initiative, Weapon Focus [flail]

CM: Complete Mage

Skills Concentration +9, Heal +10, Listen +3, Spot +3, Survival +10

Possessions combat gear plus *potion of cure moderate wounds*, *potion of lesser restoration*, holy symbol, spell component pouch, 18 gp.

APPENDIX 5 – APL 10

ENCOUNTER 2

BATTLEFIELD BARRAGE CR 10

Description See encounter description.

Type magic

Trigger location, **Init** +5

Effect *baleful polymorph* (Fort DC 17 negates, Will DC 17 partial)
OR

Effect *cone of cold* (9d6 cold, Reflex DC 17 half) OR

Effect *feeblemind* (Will DC 17 negates) OR

Effect *flame strike* (9d6 fire/divine, Reflex DC 17 half) OR

Effect *hold monster* (Will DC 17 negates), one target per square

ENCOUNTER 4

HEXTORITE FIGHTER CR 4

Male Human Fighter 4

LE Medium humanoid (human)

Init +6; **Senses** Listen +0, Spot +0

Languages Common

AC 20, touch 12, flat-footed 18 (+2 Dex, +6 armor, +2 shield)

hp 38 (4d10+8 HD)

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

Speed 20 ft. (4 squares)

Melee masterwork longsword +9 (1d8+5 /19-20) or

Ranged longbow +6 (1d8/x3)

Base Atk +4; **Grp** +7

Combat Gear +1 breastplate, longbow, masterwork heavy steel shield, masterwork longsword

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

Feats Cleave, Combat Reflexes, Improved Initiative, Power Attack, Weapon focus (longsword), Weapon specialization (longsword)

Skills Climb +6, Intimidate +7, Listen +0, Ride +5, Spot +0

Possessions combat gear plus *potion of bull's strength*, *potion of cure moderate wounds* x2, *potion of enlarge person*, *potion of shield of faith* +2, *oil of magic weapon*, crowbar, silk rope (50 ft.), thunderstone, 3 gp.

HEXTORITE CLERIC

CR 4

Male Human Cleric 4

LE Medium humanoid (human)

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

Languages Common

AC 22, touch 11, flat-footed 21 (+1 Dex, +9 armor, +2 shield)

hp 32 (4d8+8 HD)

Fort +6, **Ref** +2, **Will** +7

Speed 20 ft. (4 squares)

Melee flail +4 (1d8)

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

Special Actions Rebuke Undead 4/day, Spontaneous inflict

Combat Gear +1 full plate, flail, heavy steel shield

Cleric Spells Prepared (CL 2nd):

2nd—*cure moderate wounds* (x2), *hold person*, *spiritual weapon*^D

1st—*bless*, *cure light wounds* (x2), *magic weapon*^D, *obscuring mist*

0—*detect magic*, *guidance*, *light*, *mending*, *resistance*

D: Domain spell. Deity: Hextor. Domains: Destruction, War

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

Feats Divine Ward^{CM}, Improved Initiative, Weapon Focus [flail]

CM: Complete Mage

Skills Concentration +9, Heal +10, Listen +3, Spot +3, Survival +10

Possessions combat gear plus *potion of cure moderate wounds*, *potion of lesser restoration*, holy symbol, spell component pouch, 18 gp.

BLOOD GOLEM OF HEXTOR**CR 8**

LE Large Construct

Init -1; **Senses** Listen +0, Spot +0**AC** 26, touch 8, flat-footed 26

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

hp 105 (10d10+30 HD); DR 10/adamantine**Immune** magic**Fort** +3, **Ref** +2, **Will** +3**Weakness** rust**Speed** 20 ft. (4 squares), can't run**Melee** 2 masterwork heavy flails +13 (1d10+6) or**Melee** 2 slams +12 (1d8+6)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +7; **Grp** +17**Atk Options** Blood siphon, whirlwind of death**Special Actions** Construct traits**Combat Gear** +1 full plate**Abilities** Str 22, Dex 8, Con –, Int –, Wis 10, Cha 1**SQ** Blood dependency, Blood reservoir

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

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

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

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

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

Magic Immunity A blood golem is immune to all spells, spell-like abilities, and supernatural effects, except as follows. A *gentle repose* spell acts as a *slow* spell for 3 rounds with no saving throw. *Regenerate* restores 1 hit point of damage per

caster level. *Horrid wilting* does half or one-quarter damage if the golem fails or succeeds on its saving throw, respectively.

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

Sources *Fiend Folio* (Page 83)

APPENDIX 6 – APL 12

ENCOUNTER 2

BATTLEFIELD BARRAGE

CR 12

Description See encounter description.

Type magic

Trigger location, **Init** +6

Effect *blade barrier* (11d6 damage, Reflex DC 19 negates) OR

Effect *disintegrate* (+12 ranged touch, 22d6 damage, Fort DC 19 partial) OR

Effect *eyebite* (Fort DC 19 negates) OR

Effect *flesh to stone* (Fort DC 19 negates) OR

Effect *greater dispel magic* (targeted, dispel check 1d20 + 11 vs DC 11 + CL), one target per square

ENCOUNTER 4

HEXTORITE FIGHTER

CR 6

Male Human Fighter 6

LE Medium humanoid (human)

Init +6; **Senses** Listen +0, Spot +3

Languages Common

AC 21, touch 12, flat-footed 19 (+2 Dex, +6 armor, +3 shield)

hp 57(6d10+12 HD)

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

Speed 20 ft. (4 squares)

Melee +1 *longsword* +11/+6 (1d8+6 /19-20) or

Ranged *longbow* +8/+3 (1d8/x3)

Base Atk +6; **Grp** +9

Combat Gear +1 *breastplate*, +1 *heavy steel shield*, +1 *longsword*, *longbow*

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

Feats *Cleave*, *Close-Quarters Fighting*^{CW}, *Combat Reflexes*, *Improved Initiative*, *Power Attack*, *Power Critical*^{CW}, *Weapon focus* (longsword), *Weapon specialization* (longsword)

CW Complete Warrior

Skills Climb +6, Intimidate +7, Listen +0, Ride +5, Spot +3

Possessions combat gear plus *potion of bull's strength*, *potion of cure moderate wounds* x2, *potion of enlarge person*, crowbar, silk rope (50 ft.), tanglefoot bag, thunderstone, 3 gp.

HEXTORITE CLERIC

CR 6

Male Human Cleric 6

LE Medium humanoid (human)

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

Languages Common

AC 23, touch 11, flat-footed 22 (+1 Dex, +9 armor, +3 shield)

hp 48 (6d8+12 HD)

Fort +8, **Ref** +4, **Will** +9

Speed 20 ft. (4 squares)

Melee flail +5 (1d8)

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

Special Actions *Rebuke Undead* 4/day (3 remaining), *Spontaneous inflict*

Combat Gear +1 *full plate*, +1 *heavy steel shield*, *cloak of resistance* +1, flail

Cleric Spells Prepared (CL 6th):

3rd—*dispel magic*, *invisibility purge*, *magic vestment*^D, *prayer*.

2nd—*cure moderate wounds* (x2), *hold person*, *spiritual weapon*^D

1st—*bless*, *cure light wounds* (x2), *magic weapon*^D, *shield of faith*

0—*detect magic*, *guidance*, *light*, *mending*, *resistance*

D: Domain spell. Deity: Hextor. Domains: Destruction, War

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

Feats *Combat Casting*, *Divine Ward*^{CM}, *Improved Initiative*, *Weapon Focus* [flail]

CM: Complete Mage

Skills Concentration +11, Heal +12, Listen +3, Spot +3, Survival +12

Possessions combat gear plus *divine scroll of lesser restoration*, *potion of cure moderate wounds*, *potion of lesser restoration*, holy symbol, spell component pouch, 18 gp.

BLOOD GOLEM OF HEXTOR**CR 8**

LE Large Construct

Init -1; **Senses** Listen +0, Spot +0**AC** 26, touch 8, flat-footed 26

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

hp 105 (10d10+30 HD); **DR** 10/adamantine**Immune** magic**Fort** +3, **Ref** +2, **Will** +3**Weakness** rust**Speed** 20 ft. (4 squares), can't run**Melee** 2 masterwork heavy flails +13 (1d10+6) or**Melee** 2 slams +12 (1d8+6)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +7; **Grp** +17**Atk Options** Blood siphon, whirlwind of death**Special Actions** Construct traits**Combat Gear** +1 full plate**Abilities** Str 22, Dex 8, Con –, Int –, Wis 10, Cha 1**SQ** Blood dependency, Blood reservoir

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

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

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

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

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

Magic Immunity A blood golem is immune to all spells, spell-like abilities, and supernatural effects, except as follows. A *gentle repose* spell acts as a *slow* spell for 3 rounds with no saving throw. *Regenerate* restores 1 hit point of damage per

caster level. *Horrid wilting* does half or one-quarter damage if the golem fails or succeeds on its saving throw, respectively.

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

Sources *Fiend Folio* (Page 83)

APPENDIX 7 – APL 14

ENCOUNTER 2

BATTLEFIELD BARRAGE

CR 14

Description See encounter description.

Type magic

Trigger location, **Init** +7

Effect *delayed blast fireball* (13d6 fire, Reflex DC 20 half) OR

Effect *finger of death* (Fort DC 20 partial) OR

Effect *insanity* (Will DC 20 negates) OR

Effect *power word blind* OR

Effect *prismatic spray* (random effect, DC 20), one target per square

ENCOUNTER 4

HEXTORITE FIGHTER

CR 8

Male Human Fighter 8

LE Medium humanoid (human)

Init +6; **Senses** Listen +3, Spot +5

Languages Common

AC 21, touch 12, flat-footed 19 (+2 Dex, +6 armor, +3 shield)

hp 76 (8d10+16 HD)

Fort +8, **Ref** +4, **Will** +2

Speed 20 ft. (4 squares)

Melee +1 longsword +15/+10 (1d8+8 / 17-20) or

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

Base Atk +8; **Grp** +13

Combat Gear +1 breastplate, +1 heavy steel shield, +1 longsword, gauntlets of ogre power, longbow

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

Feats Cleave, Close-Quarters Fighting^{CW}, Combat Reflexes, Improved Critical [longsword], Improved Initiative, Power Attack, Power Critical^{CW}, Weapon focus [longsword], Weapon specialization [longsword]

CW Complete Warrior

Skills Climb +8, Intimidate +7, Listen +3, Ride +5, Spot +5

Possessions combat gear plus *potion of cure moderate wounds* x2, *potion of enlarge person*, *potion of shield of faith* +2, crowbar, silk rope (50 ft.), tanglefoot bag x2, thunderstone, 3 gp.

HEXTORITE CLERIC

CR 8

Male Human Cleric 8

LE Medium humanoid (human)

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

Languages Common

AC 23, touch 11, flat-footed 22 (+1 Dex, +9 armor, +3 shield)

hp 64 (8d8+16 HD)

Fort +9, **Ref** +4, **Will** +12

Speed 20 ft. (4 squares)

Melee flail +7/+2 (1d8)

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

Special Actions Rebuke Undead 4/day (3 remaining), Spontaneous inflict

Combat Gear +1 full plate, +1 heavy steel shield, cloak of resistance +1, flail

Cleric Spells Prepared (CL 8th):

4th—*dismissal*, *divine power*^D, *freedom of movement*, *greater magic weapon*.

3rd—*cure serious wounds*, *dispel magic*, *magic vestment*^D, *invisibility* *purge*, *prayer*.

2nd—*bull's strength*, *cure moderate wounds*, *hold person*, *spiritual weapon*^D, *silence*

1st—*bless*, *cure light wounds* (x3), *magic weapon*^D, *obscuring mist*
0—*detect magic*, *guidance*, *light*, *mending*, *resistance*, *virtue*

D: Domain spell. Deity: Hextor. Domains: Destruction, War

Abilities Str 10, Dex 12, Con 14, Int 10, Wis 20, Cha 12

Feats Combat Casting, Divine Ward^{CM}, Improved Initiative, Weapon Focus [flail]

CM: Complete Mage

Skills Concentration +13, Heal +16, Listen +5, Spot +5, Survival +16

Possessions combat gear plus *divine scroll of lesser restoration*, *periapt of wisdom* +2, *potion of cure moderate wounds*, *potion of pass without trace*, *potion of remove fear*, holy symbol, spell component pouch, 18 gp.

ADVANCED BLOOD GOLEM OF HEXTOR CR 10

LE Large Construct

Init -1; **Senses** Listen +0, Spot +0**AC** 28, touch 8, flat-footed 28

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

hp 189 (18d10+54 HD); **DR** 10/adamantine**Immune** magic**Fort** +5, **Ref** +4, **Will** +5**Weakness** rust**Speed** 20 ft. (4 squares), can't run**Melee** 2 masterwork heavy flails +20 (1d10+7) or**Melee** 2 slams +19 (1d8+7)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +13; **Grp** +24**Atk Options** Blood siphon, whirlwind of death**Special Actions** Construct traits**Combat Gear** +3 full plate**Abilities** Str 24, Dex 8, Con –, Int –, Wis 10, Cha 1**SQ** Blood dependency, Blood reservoir

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

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

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

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

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

Magic Immunity A blood golem is immune to all spells, spell-like abilities, and supernatural effects, except as follows. A *gentle repose* spell acts as a *slow* spell for 3 rounds with no saving throw. *Regenerate* restores 1 hit point of damage per

caster level. *Horrid wilting* does half or one-quarter damage if the golem fails or succeeds on its saving throw, respectively.

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

Sources *Fiend Folio* (Page 83)

APPENDIX 8 – APL 16

ENCOUNTER 2

BATTLEFIELD BARRAGE

CR 16

Description See encounter description.

Type magic

Trigger location, **Init** +8

Effect *Bigby's clenched fist* (+25 Atk, 1d8+11 damage plus stun, Fort DC 22 negates stun) OR

Effect *fire storm* (15d6 fire, Reflex DC 22 half) OR

Effect *horrid wilting* (15d6 damage, Fort DC 22 half) OR

Effect *maze* OR

Effect *Otto's irresistible dance*, one target per square

ENCOUNTER 4

HEXTORITE FIGHTER

CR 10

Male Human Fighter 10

LE Medium humanoid (human)

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

Languages Common

AC 21, touch 12, flat-footed 19 (+2 Dex, +6 armor, +3 shield)

hp 95 (10d10+20 HD)

Fort +9, **Ref** +5, **Will** +3

Speed 20 ft. (4 squares)

Melee +1 *spell-storing longsword* +18/+13 (1d8+8 / 17-20) or

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

Base Atk +10; **Grp** +15

Combat Gear +1 *breastplate*, +1 *heavy steel shield*, +1 *spell-storing longsword* (containing *slow*, CL 13th, Will DC 18), *gauntlets of ogre power*, longbow

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

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

CW Complete Warrior

Skills Climb +8, Intimidate +7, Listen +3, Ride +5, Spot +6

Possessions combat gear plus *potion of cure serious wounds*, *potion of enlarge person*, *potion of protection from arrows* 10/magic, *potion of shield of faith* +2, crowbar, everburning torch, silk rope (50 ft.), smokestick x2, tanglefoot bag x2, thunderstone, 3 gp.

HEXTORITE CLERIC

CR 10

Male Human Cleric 10

LE Medium humanoid (human)

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

Languages Common

AC 23, touch 11, flat-footed 22 (+1 Dex, +9 armor, +3 shield)

hp 80 (10d8+20 HD)

Fort +10, **Ref** +5, **Will** +13

Speed 20 ft. (4 squares)

Melee flail +8/+3 (1d8)

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

Special Actions Rebuke Undead 4/day, Spontaneous inflict

Combat Gear +1 *full plate*, +1 *heavy steel shield*, *cloak of resistance* +1, flail

Cleric Spells Prepared (CL 10th):

5th— *flame strike*^D, *righteous might*, *spell resistance*, *true seeing*.

4th— *cure critical wounds*, *death ward*, *divine power*^D, *freedom of movement*, *greater magic weapon*.

3rd— *cure serious wounds*, *dispel magic*, *magic vestment*^D, *invisibility purge*, *prayer*.

2nd— *bull's strength*, *cure moderate wounds*, *hold person*, *spiritual weapon*^D, *silence*, *resist energy*

1st— *bless*, *cure light wounds* (x4), *magic weapon*^D, *obscuring mist*

0— *detect magic*, *guidance*, *light*, *mending*, *resistance*, *virtue*

D: Domain spell. Deity: Hextor. Domains: Destruction, War

Abilities Str 10, Dex 12, Con 14, Int 10, Wis 20, Cha 12

Feats *Augment Healing*^{CD}, *Combat Casting*, *Divine Ward*^{CM}, *Improved Initiative*, *Weapon Focus* [flail]

CM: Complete Mage

Skills Concentration +15, Heal +18, Listen +5, Spot +5, Survival +18

Possessions combat gear plus *divine scroll of lesser restoration*, *horn of goodness/evil*, *peripat of wisdom* +2, *potion of cure moderate wounds*, *potion of endure elements* x2, *potion of pass without trace*, *potion of remove fear*, holy symbol, spell component pouch, 18 gp.

ADVANCED BLOOD GOLEM OF HEXTOR CR 12

LE Huge Construct

Init -2; **Senses** Listen +0, Spot +0**AC** 31, touch 6, flat-footed 32

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

hp 273 (26d10+78 HD); DR 10/adamantine**Immune** magic**Fort** +8, **Ref** +6, **Will** +8**Weakness** rust**Speed** 20 ft. (4 squares), can't run**Melee** 2 masterwork heavy flails +30 (2d8+12) or**Melee** 2 slams +29 (2d6+12)**Space** 15 ft.; **Reach** 15 ft.**Base Atk** +19; **Grp** +39**Atk Options** Blood siphon, whirlwind of death**Special Actions** Construct traits**Combat Gear** +5 full plate**Abilities** Str 34, Dex 6, Con –, Int –, Wis 10, Cha 1**SQ** Blood dependency, Blood reservoir

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

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

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

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

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

Magic Immunity A blood golem is immune to all spells, spell-like abilities, and supernatural effects, except as follows. A *gentle repose* spell acts as a *slow* spell for 3 rounds with no saving throw. *Regenerate* restores 1 hit point of damage per

caster level. *Horrid wilting* does half or one-quarter damage if the golem fails or succeeds on its saving throw, respectively.

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

Sources *Fiend Folio* (Page 83)

DM AID: NEW RULES

NEW FEATS

Augment Healing (*Complete Divine*, page 79)

Prerequisite: Heal 4 ranks.

Benefit: Add +2 points per spell level to the amount of damage healed by any Conjuration [Healing] spell that you cast.

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.

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.

Divine Ward (*Player's Handbook II*, page 88)

Prerequisite: Ability to turn or rebuke undead.

Benefit: Once every 24 hours, you can spend 10 minutes creating a magical ward between you and one willing target. For the rest of the 24-hour period, you can increase the range of a touch spell to short range (25 feet + 5 feet per two caster levels) if you target the warded creature, and only the warded creature. When you cast a spell in this manner, you must expend a turn or rebuke undead attempt.

You can create a ward between you and more than one target, so long as you expend the necessary time and turning attempts. You must spend a turn or rebuke undead attempt to create each ward beyond the first.

DM AID: TACTICAL COMBAT

The Leader may add one and only one of the following bonuses to their rolls:

- Their leadership score, should they have the Leadership feat.
- Their Diplomacy or Intimidate skill bonus, up to +10.
- Their Wisdom, Intelligence, or Charisma bonus, up to +5.

		Horde Action									
		Frontal Assault	Left Flank	Right Flank	Wedge	Bombard	Charge!	Fake Left	Fake Right	Defensive Line	Regroup*
Leader Action	Frontal Assault	-10	-15	-15	-20	0	-15	-20	-20	-20	-5
	Left Flank	-5	-10	-10	-5	0	-15	-40	0	-20	-5
	Right Flank	-5	-10	-10	-5	0	-15	0	-40	-20	-5
	Wedge	0	-15	-15	-10	0	0	0	0	-15	0
	Bombard	-20	-20	-20	-20	-10	-40	0	0	+20	+20
	Charge!	-5	-5	-5	-20	+20	-10	0	0	-15	0
	Fake Left	0	+20	-20	-20	-20	-20	-10	-10	-20	-5
	Fake Right	0	-20	+20	-20	-20	-20	-10	-10	-20	-5
	Defensive Line	0	0	0	-5	-40	-5	0	0	-10	-10
	Regroup*	-15	-15	-15	-20	-40	-20	-15	-15	-10	-10

*The Regroup action gives the using force a +10 bonus on the next action

DM AID: MAP #1 – BATTLEFIELD BARRAGE



PLAYER HANDOUT 1 - MILITARY COMMANDS

This is a list of common commands used by commanders to address their troops:

Frontal Assault – Directs your forces to move straight ahead. A good, all-purpose attack without any glaring weaknesses.

Left Flank – Directs your forces to concentrate on the left side of the battlefield. Leaves your right side vulnerable to attack.

Right Flank – Directs your forces to concentrate on the right side of the battlefield. Leaves your left side vulnerable to attack.

Wedge – Directs your forces to form around a strong center, pushing deep though the front lines. A strong attack that is vulnerable to attack from the side.

Bombard – Directs your forces to pull back and assault the enemy with ranged attacks. Vulnerable to heavy assault, but strong against defensive postures.

Charge! – Directs your forces to rush forward across the entire battlefield. A strong attack that is vulnerable to defensive postures.

Fake Left – Directs your forces to appear strong on the left, but then follow it up with a strong rush from the right. Strong against attacks without a strong right flank.

Fake Right – Directs your forces to appear strong on the right, but then follow it up with a strong rush from the left. Strong against attacks without a strong left flank.

Defensive Line – Directs your forces to pull back and assume a guarded posture. Strong against most attacks, but vulnerable against ranged attacks.

Regroup – Directs your forces to pull back and reform their ranks. Vulnerable to most attacks, but gives them an advantage on their next move.