

BIS7-08

Under a Platinum Sky

A One-Round D&D[®] LIVING GREYHAWK[™]

Bissel Regional Adventure

Version 1.0.0

by Cameron Logan

Reviewers: Bissel Triad Circle Reviewer: Steven Conforti

“Convergences draws near, and with every feint and dodge of blade and arrow extinction draws near. The dead who walk are finished; they know not the truth. All that remains to be seen are all that remains after the death knell.” A Bissel regional adventure for APLs 2-12, and Part 4 of the *Shadows and Sigils* series. PCs must have played BIS7-06 *The Golden Masque* before playing this adventure.

Note: This adventure will be of particular interest to members of the Great Army of Bissel or the Paercine Camerata.

Resources: *Complete Adventurer* [Jesse Decker], *Complete Arcane* [Richard Baker], *Complete Champion* [Ed Stark, Chris Thomasson, Rhiannon Louve, Ari Marmell, Gary Astleford], *Complete Divine* [David Noonan], *Complete Scoundrel* [Mike McArtor, F. Wesley Schneider], *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *Fiend Folio* [Eric Cagle, Jesse Decker, James Jacobs, Erik Mona, Matthew Sernett, Chris Thomasson, James Wyatt], *Heroes of Horror* [James Wyatt, Ari Marmell, C.A. Suleiman], *Libris Mortis* [Andy Collins, Bruce R. Cordell], *Magic Item Compendium* [Andy Collins, Eytan Bernstein, Frank Brunner, Owen K.C. Stephens, John Snead], *Player's Handbook II* [David Noonan], *Sandstorm* [Bruce R. Cordell, Jennifer Clarke Wilkes, JD Wiker], *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor].

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

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

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

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

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

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

RPGA[®] SANCTIONED PLAY

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

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

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

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

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

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

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

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

TIME UNITS AND UPKEEP

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

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

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

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

ADVENTURE BACKGROUND

Lord Camryn Fertuine has made some interesting choices. In addition to murdering his predecessor, financing the Thieves' Guild of Dountham, and consistently selling his vote on the Council of Barons to the highest bidder, Lord Fertuine has formed an alliance with the vampire Galen Luchelyn. In exchange for an endless supply of an elixir that guards against the disease known as the Mark of the Black Hand, Lord Fertuine has granted free and safe travels throughout his lands to Galen and those who serve him. Necromancers and undead roam freely in the court at Cassiter and throughout lands emptied of their people.

When Margrave Malto Adeur learned of Lord Fertuine's treachery, he decided to send a heavy force into Cassiter to meet the Baron's challenge to his authority. The PCs are part of this incursion into Cassiter to deliver the heavy hammer of vengeance directly onto Baron Fertuine's head.

ADVENTURE SUMMARY

The PCs begin at a military encampment about mile outside Rabechele, baronial capital of Cassiter. There they are briefed on their mission: while the main companies of soldiers fight against an undead army holding in Cassiter, the PCs are asked to enter the pocket dimension where Lord Fertuine is hiding and to capture him alive. They will only have a few short hours to do this.

The PCs are transported to the pocket dimension, where they meet with resistance on the main floor of the mansion. Also in the mansion they can meet with Lord Fertuine's wife, who is somewhat of a willing captive in the pocket dimension. She can be convinced to aid the PCs in the capture of her husband.

On the mansion's lower level the PCs find Lord Fertuine and some elite undead companions torturing a Cleric of Fharlanghn. The PCs must vanquish the undead and capture Lord Fertuine without killing him to succeed at their mission.

Introduction: Mouth for War

Estimated Time: 5 minutes

The 1st Menawyk battalion is camped near Rabechel, and confidence is high among the troops. The PCs are here as part of the incursion force and have an opportunity to learn some rumors.

Encounter 1: Master of Puppets

Estimated Time: 15 minutes

The PCs see some familiar faces as Watcher Jerius Greenblade briefs them as to their part in the ensuing battle. Jerius's timetable is moved up when signs begin to surface that the undead are about to attack the camp.

Encounter 2: Hostile

Estimated Time: 60 minutes

As Watcher Jerius Greenblade and the 1st Menawyk begin battle on the Prime Material Plane, the PCs are transported to the pocket dimension where they meet the first line of defenders.

Encounter 3: Bringin' on the Heart Break

Estimated Time: 60 minutes

In this encounter, the PCs explore Fertuine Manor and encounter some resistance in the form of incorporeal undead. They can also find an ally in E'yfa Fertuine, forgotten wife to Lord Camryn Fertuine.

Encounter 4: Living Dead Girl

Estimated Time: 60 minutes

In the dungeon below Fertuine Manor the PCs have a chance to rescue a damsel in distress from Lord Fertuine and his evil allies.

Conclusion A: For Those About to Rock

Estimated Time: 5 minutes

The PCs succeed in clearing the pocket dimension and capturing Lord Fertuine alive.

Conclusion B: You Got Another Thing Coming

Estimated Time: 5 minutes

The PCs succeed in clearing the pocket dimension but wind up killing Lord Fertuine instead of capturing him alive.

PREPARATION FOR PLAY

In this adventure the PCs are given an unambiguous and uncomplicated objective to achieve. The wrinkle is this: they have three hours in-game time to achieve it. This means there is no time for rest at any APL. A particularly skilled judge who is well prepared might try to run the game in real time, but this is neither recommended nor required.

It is required that the players have completed the module BIS7-06 *The Golden Masque* before playing through this adventure.

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

INTRODUCTION: MOUTH FOR WAR

Estimated Time: 5 minutes

"And once more the mighty battleaxe came down, this time felling seven hoch-jebline in one sweeping arc. Still the ambushers came, but when all was said and done – the visiting King had not a hair harmed on him. That my friends, is how a dwarf named Grimalh True Sight saved Bissel!" The soldiers gathered at the tables to break their fast all raise their mugs and salute. It is the fourth time this morning you've heard this story.

The soldiers of the 1st Menawyk are justifiably proud of their heritage. In 477 CY, Margrave Rollo and his elite guard valiantly defended the visiting King of Furyondy, Hugh III, from an army of jebli. Among that guard was Grimalh True Sight, a priest of Heironeous who fearlessly swung his battleaxe in defense of the visiting monarch. The thankful king declared Bissel a "March Palatine," and thus an independent nation. In turn, Rollo granted to the courageous Grimalh True Sight rulership over the Menawyk barony. Today Grimalh's direct descendant Albrecht True Sight rules the barony.

About 500 strong, the 1st Menawyk is a large Battle combining conscripts from Gerorgos, Menawyk and the township of Sareden. Humans make up only about half of the diverse soldiery; the diverse battle features about 180 dwarves and almost 70 mixed halflings and gnomes. This reflects the Battle's origins in the baronies and lands bordering the Lorridges.

Today the men and women of the 1st Menawykh are far from their homes in the hills. They camp just about a mile from Rabechel, the baronial capital of Cassiter. The Baron of these lands has formed an alliance with dark powers, an unforgivable slight to the ruling Margrave, Malto Aneur. On this day, the 1st Menawykh are to act as the Margrave's instrument of vengeance, felling the enemies of Bissel just as Grimalh True Sight did all those years ago.

The PCs are here as part of the incursion ordered by Margrave Malto Aneur in BIS7-06 *The Golden Masque*. Their orders will be coming soon, but for now they've had the morning to cast whatever long-term buff spells they feel they need.

PCs who succeed at a Knowledge [nobility and royalty] or Knowledge [Local – Sheldomar Valley MR] check (DC 15) know that the story told of Grimalh True Sight is accurate though slanted toward the dwarf's actions.

This is a good time for the PCs to introduce themselves to each other, if necessary.

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

DC 10

- A significant portion of the Bramblewood south of Avernan Keep has been razed, and a large camp has been constructed. It hasn't given Bissel forces the leverage to retake Avernan, but has allowed a stalemate.
- The village of New Clunther, on the shores of Lake Hasra, has been temporarily abandoned. Residents have been tight-lipped as to why.

DC 15

- Rumors are circulating that Lord Camryn Fertuine, Baron of Cassiter, has betrayed the March. Allegedly, an army detachment is being formed to relieve him of his posting.
- Watcher Jerius Greenblade, Lord Mayor of Thornward, has taken personal command of the incursion force and the Margrave's request. Also here is Baron Albrecht True Sight, lending his skill and advice to the effort.
- A recent public appearance of Brar the Crusader, the famed pit fighter, sparked a small riot in Sareden. The local barracks commander, responsible for

restoring order, has chosen not to comment on the incident.

DC 20

- A horde of undead creatures marched out of Lake Hasra last month. All attempts to locate the army since then have failed. Powerful magic must be masking their presence.
- Jasmine Besselar has fallen ill; she is succumbing to the Mark of the Black Hand. Her husband, Cainlan Rashedra seems untouched by the illness.
- A red and silver pavilion tent on the outer edge of the camp is off limits. The tent is lit all through the night and sometimes the soldiers hear shouting coming from that direction.
- It is said the forces of Iuz have begun to stir. His most powerful minions are searching for something.

DC 25

- Great Army engineers have been seen around the township of Ebbernant, helping to fortify the almost-nonexistent defenses. It is unclear why.
- It's not just Jasmine Besselar who is sick; her infant daughter Kira has also fallen ill with the Mark of the Black Hand.
- A priestess of Fharlanghn arrived in the camp, but no one's seen much of her. She was called "Ballata."
- Some of the residents of Truelight are being allowed to return to the city after the Barony was retaken by a contingent of the army. The Temple of Pelor is under guard at all times and no one is allowed to enter.

DC 30

- A number of sensitive Mist Chameleon assignments have been issued to agents in the field. It is suspected to be a prelude to an attempt to push into central Ket.

Once the PCs are done with rumors and introductions, continue with Encounter 1.

ENCOUNTER 1: MASTER OF PUPPETS

Estimated Time: 15 minutes

In this encounter the PCs meet and speak with Jerius Greenblade where they learn the exact nature of their mission. This occurs shortly before noon, so the PCs have had all morning to cast whatever long-term buffs they

wish to have up, and to make the requisite PC introductions, if necessary. When you are ready to proceed, read or paraphrase the following:

As you pick at what crumbs remain on the plates in front of you, a shadow falls over your table. A human woman dressed in well-worn leather armor and a scout's uniform stands before you. Her dark hair is tied back in a pony tale and a strange, faint rune is etched on her face.

"You must be the specialists," she says. "The General wants to see you right away!"

The woman delivering the message is Luona Tar. The PCs probably have met her before, as she appears in BIS7-06 *The Golden Masque*. The PCs may depart immediately for the meeting with General Greenblade, though they can chat with Luona if they wish. Since her appearance in BIS7-06 *The Golden Masque*, Luona has had her curse removed, possibly due to the actions of PCs at the table. If that is the case then she thanks those PCs profusely. Even though the curse has been removed the faint outline of the rune remains to mark her face.

If the PCs decide not to interact with Luona, then skip the read-aloud text below.

"Since I'm from Gerorgos I'm a member of the 1st Menawyk. When we were activated I reported for duty quick as I could. I've been mostly doing light scout work with Wolf Company. Of course I've been to Rabechel before, so I've got an edge on the scouting. I will say: those guys in Wolf Company are pretty crazy. A few of them are still out there. Going above and beyond, as they say."

Luona begins to make quick work of a plate of food placed in front of her. "Say," she says between mouthfuls, "The General wouldn't want to be kept waiting."

This is a subtle hint that the PCs should make haste to answer the summons. Once they decide to do so, read or paraphrase the following:

You make your way to a small hill where a man and a dwarf stand together in silence. The man seems to be predominantly of Suel heritage, though his olive-colored eyes betray a mixed-parentage common to most humans of Bissel. The dwarf has long blonde hair and a long beard braided with intricate silver jewelry. From your previous dealings and from the talk of the soldiers, you know them to be Watcher Jerius Greenblade and Baron Albrecht True Sight. Both are dressed in plate armor, and seem ready for battle.

The dwarf, Baron Albrecht True Sight, has an opinion to share about his first meeting with the PCs. Depending on the party's racial make up he has something different to say. If the party has no dwarves present, read or paraphrase the following:

The dwarf fixes iron gray eyes on your party, a frowns with obvious concern. "Look at these beardless wonders," he exclaims. "Are these are the specialists I've heard so much about?"

If the party has at least one dwarf present, read or paraphrase the following:

The dwarf fixes iron gray eyes on your party, and smiles warmly. "By my grandfather's axe, I can see we're in good hands" he exclaims. He steps forward and clasps [dwarven PC]'s shoulder warmly. "Here's an iron-forged soul for sure."

Regardless of Baron True Sight's opinion, continue with the following:

"They do have the confidence of me and - more importantly - the confidence of the Margrave," says Jerius as he begins to walk to the camp's edge. He speaks as you follow. "Let me be direct, as our work here is too important for fancy speech. Scouts report an undead army holed up in Rabechel. I plan on striking this afternoon while the foul-beings are subject to the daylight that is their weakness. While we strike, it will be your task to capture Lord Fertuine. The Margrave wants him brought in alive to face his punishment in Thornward. Do you understand?"

At this point it is only necessary for the PCs to indicate that they understand. More details are forthcoming.

"Good," say Jerius. "Now let's go talk to the eggheads."

Jerius leads you to the camp's edge where a large red and silver pavilion tent has been pitched. You follow the General inside where you see a number of strange folk going about various tasks. Three people seated at a table catch your eye. One is a short, middle-aged human man dressed in a white tunic, trimmed with gold, and a holy symbol shaped like a sunburst with a face. His head is bald, and his skin appears unusually radiant. He passes a strange metal fork to a young man dressed in traveler's clothes. Looking on is a golden-haired half-elf woman in red and gold robes; a heavy bejeweled pendant hanging about her neck displays the symbol of hands gripping a large money purse.

The young man taps the fork and holds it to his ear, as if listening closely to sound that is not there.

PCs that succeed at a Listen check (DC 40) can hear a faint sound emanating from the strange-metal fork.

“What’s your status?” asks Jerius to the people seated at the table.

The young man speaks, but not in answer to Jerius. “It’s still a 38th of a tone too low,” he says. “That means the longer prong needs to be...” the young man stops as if doing some calculation in his head.

PCs that succeed at a Knowledge [the planes] or Spellcraft check (DC 40) will be able to calculate that the longer prong must be shorter by a $13/1000^{\text{th}}$ of an inch.

“A $13/1000^{\text{th}}$ of an inch shorter,” finishes the half-elven woman with a smug smile of satisfaction.

The white-robed man takes back the fork and points a wand toward it. The metal of the fork begins to glow red as it is heated. He addresses General Greenblade as he speaks, “We still need some time here, Jerius.”

What the PCs have just seen in the pavilion tent are the assembled members of the Paercine Camerata. PCs who participated in BIS7-03 *All that for a Bag of Silver?* will have encountered the Camerata before. Their names and jobs are summarized below. Feel free to improvise some role-play here, if time allows. Otherwise you can paint the Camerata’s presence with wider brush strokes, figuratively speaking.

- Seated at the table is the Holy Clerk Loriti Lorgrave (LG female half-elf), an administrator in the Church of Zilchus. She uses the resources of the Church of Zilchus to keep the Camerata stocked with rare items useful to their researches. She is also an expert in the planes.
- The young man at the table is the bard Bince Rupel (CG male human). He is an expert in history and is also skilled with magic devices.
- The man in white robes at the table is Father Sollus Illuminus (NG male human). He is a religious scholar. Incidentally, he is under the effect of a *mind blank* spell, at all times.
- Standing in the opposite corner of the tent from Sollus is a tall, wizened man with an unkempt mane of gray hair. He is Prefect Levenor Curanis (LG male human), also a religious scholar.

- Helping Levenor put on his armor is a tall, gaunt woman with long silver hair. She is Lady Abia Sanoose (LG female human). Lady Abia is something of a rogue philosopher who possesses an interesting outlook on life.
- Standing at a slate board with a number of odd calculations written in chalk is a middle-age human in comfortable-looking robes and a fine looking headband. He is Tsogath (NG male human) and serves as the Camerata’s expert in the arcane arts. He is also a cunning linguist.
- Standing with Tsogath at a slate board is a half-elven woman with dark hair and skin. She is Mehri la’Feyvim (NG female half-elf), an expert in the mundane healing arts and herbology.

Jerius leads you back outside the tent. The sun has almost reached its noonday position, rather low in the sky, as it is late autumn. “Here are the details.”

“Lord Fertuine and maybe some elite undead creatures are holed up in a pocket dimension, coterminous with this area. The ‘scholars’ inside this tent are creating what will be the second planar fork attuned to this pocket dimension. Your job will be to go in, neutralize the threats and capture Lord Fertuine.”

“You’ll use the battle here as a distraction, to make sure no reinforcements come in to harass you. Once you’re in the battle here will be over in a few hours I’d expect, so you won’t have time for a second chance. Delays may give Lord Fertuine the opportunity to escape, and I want him brought to justice.”

“Any questions?”

Likely questions and their answers are listed below.

- “How do we get into the pocket dimension? How do we get out of the pocket dimension?”

“One of the Camerata will use the fork to shift you there. We will synchronize your entry to coincide with our first thrust into Rabechel. Once the battle is over we will send someone in to come retrieve you.”
- “What did you mean when you said the Camerata was constructing the “second” planar fork?”

“The first fork constructed was tested by a priestess of Fharlanghn named Alia Besselar. She has not yet returned, and I expect her fate to be a dire one.” Jerius grows quiet and holds the bridge of his nose as if a pain shoots through his mind. “While I am

supremely confident that we will be victorious here today, I fear that Alia is only the first brave soul to die on our errand."

- "What do you know about the pocket dimension?"

"Absolutely nothing. The Camerata would know more about that."

- "What sort of elite undead are you expecting to be with Lord Fertuine?"

"Since Galen Luchelyn is involved in this madness, I would expect any undead creature that Evard was capable of creating – though maybe not. Who knows what secrets he actually possesses?"

- "What can you tell us about Galen Luchelyn?"

"He was a great hero – nephew to Baroness Elina Luchelyn and a Knight of the Watch. He was made a vampire by Evard – and he is now a soulless creature twisted by evil."

- "Can you spare any soldiers or magic items for us?"

"No. What resources I have must be used on the effort here. I was told that you would be well-equipped and could provide for yourself – was that not true?"

PCs curious about the pocket dimension they are being sent to may consult with Paercine Camerata. Feel free to use any member of the Camerata as the voice for the following:

"The pocket dimension seems to be very well crafted, and large – big enough to hold a copy of Fertuine Manor, but probably not much larger. Unique planar traits will likely be similar to those found on the Plane of Shadow."

The PCs will have approximately fifteen minutes game time since their summons at the beginning of this encounter until the following happens:

As you wait for the Camerata to finish their work a soldier hastily approaches your position, and gives a crisp salute to General Greenblade.

"Sir," he exclaims, "Scouts report that members of Wolf Company are engaged in a fighting retreat with overwhelming undead creatures. They are heading our way."

Jerius scowls as he says, "I told those hotshots not to engage." His words are punctuated by a loud crack through the air not unlike the roll of thunder. The clouds begin to swirl about the sun in an eldritch dance, beginning to obscure the light.

"Soon it will be black as night!" exclaims Baron True Sight. As if on cue a huge creature seemingly made of nothing but utter blackness flies overhead. Cries of surprise and fear come from the main camp a distance away.

"Albrecht!" exclaims Jerius Greenblade, "I need you to rally your people." Then the Watcher halfway enters the tent behind him.

"That thing better be finished or you've failed us all!" he shouts before turning his head toward you.

"The undead will be upon us in moments, I must see to the forming of lines. You have two minutes to ready yourself for your mission. Good luck."

With that the General takes his leave.

The planar fork is finished and the PCs literally have 2 minutes (20 rounds) to prepare before the Camerata shifts them to the pocket dimension. PCs are invited to cast whatever buffs they feel they need at this time.

PCs who are also members of the Paercine Camerata (i.e. they accepted the invitation as detailed on the AR for BIS7-03 *All that for a Bag of Silver?*) may get additional help from the Camerata if they ask. While the casters don't have any buff spells to spare (as they will be involved in the battle against the undead), Loriti Lorgrave can gift the PCs with two potions, but only if there is at least one member of the Paercine Camerata at the table.

Treasure:

All APLs: L: 0 gp, C: 0 gp, M: 29 gp, Potion of Cure Moderate Wounds (25 gp), Potion of Lesser Restoration (25 gp).

ENCOUNTER 2: HOSTILE

Estimated Time: 60 minutes

In this encounter, the PCs are transported to the pocket dimension and must deal with guards posted at the front of the manor. As stated in the previous encounter, the PCs have some time to buff and can receive a couple of potions if they are members of the Paercine Camerata. Once they are ready to proceed, read or paraphrase the following:

The seven scholars of the Paercine Camerata gather outside their tent, some of them now hastily donning armor for the upcoming battle. At the appointed time, the Holy Clerk Loriti Lorgrave approaches and asks if you are ready.

The PCs don't really have a choice; Loriti is simply being polite. Once they indicate that they are ready, she is the one who will *plane shift* the PCs to their destination.

Brandishing the newly constructed planar fork, Loriti calls to the great and holy Zilchus to cast her spell. Once the spell is completed the air all around flashes brilliant silver and you are suddenly shunted up and to your left about 20 feet. Though you feel and see the ground beneath your feet you can see the Holy Clerk Loriti, Father Sollus and the other members of the Paercine Camerata standing in front of their tent, but their world seems to be at an impossible 90° angle. It's as if you look upon their world while lying on your side, though you are standing on solid ground.

Once again there is a bright silver flash and the world of Oerth is left behind.

You stand on featureless copper-colored rock. The sky above your head is a swirling vortex of shades of platinum, dotted by eldritch streaks of black lightning.

Before you sits Fertuine Manor, looking much as you remember from the last time you were here. Even the bare trees before the manor's door have been transplanted, or more accurately copied, to this plane. Their presence is an odd imposition of banality on this impossible landscape.

There is the taste of darkness on the air, and you know in your being that this place is not right.

PCs that succeed at a Knowledge [the planes] check (DC 20) will recognize that the pocket dimension has the same properties as the Plane of Shadow. Summarize the information on DM Aid: *The Plane of Shadow* for PCs who don't already have this memorized.

The size of the pocket dimension is actually quite small, extending only about 20 feet beyond what is shown in DM Aid: *Map #2 – Fertuine Manor*. The “sky” extends to a solid ceiling about 50 feet off the ground. The effects described in the read aloud text do not harm anyone coming in contact with it.

The PCs have no time to spare before they are attacked by a troop of guardians. Use DM Aid: *Map #1 – Hostile* to note the position of the PCs and the NPCs. Read or paraphrase the following:

Near the manor door is an ephemeral looking being carrying wicked looking chains. Nearby is a mad-looking wretch in heavy armor, uttering prayers to the darkest of powers.

APL 2 (EL 4)

🔥 Torum the Doorkeeper, Male Swordwraith
Human Ftr1: hp 15; see Appendix 1.

🔥 “Mad” Moran, Male Human Clr1 of Nerull:
hp 10; see Appendix 1.

APL 4 (EL 6)

🔥 Torum the Doorkeeper, Male Swordwraith
Human Ftr3: hp 29; see Appendix 2.

🔥 “Mad” Moran, Male Human Clr3 of Nerull:
hp 23; see Appendix 2.

🔥 Cior Atiq, Female Human Sct1: hp 10; see Appendix 2.

APL 6 (EL 8)

🔥 Urnuth the Weaponsmith, Male
Swordwraith Minotaur Ftr1: hp 63; see Appendix 3.

🔥 “Mad” Moran, Male Human Clr5 of Nerull:
hp 38; see Appendix 3.

🔥 Cior Atiq, Female Human Sct2: hp 17; see Appendix 3.

APL 8 (EL 10)

🔥 Urnuth the Weaponsmith, Male
Swordwraith Minotaur Ftr2/Exotic Weapon
Master1: hp 88; see Appendix 4.

🔥 “Mad” Moran, Male Human Clr7 of Nerull:
hp 58; see Appendix 4.

🔥 Cior Atiq, Female Human Sct4: hp 30; see Appendix 4.

APL 10 (EL 12)

🔥 Urnuth the Weaponsmith, Male
Swordwraith Minotaur Ftr4/Exotic Weapon
Master1: hp 107; see Appendix 5.

🔥 “Mad” Moran, Male Human Clr9 of Nerull:
hp 74; see Appendix 5.

🔥 Cior Atiq, Female Human Sct6: hp 45; see Appendix 5.

APL 12 (EL X)

🔥 Urnuth the Weaponsmith, Male
Swordwraith Minotaur Ftr4/Exotic Weapon
Master1: hp 107; see Appendix 6.

🔥 “Mad” Moran, Male Human Clr13 of Nerull:
hp 107; see Appendix 6.

✶ **Cior Atiq, Female Human Sct8:** hp 60; see Appendix 6.

Preparation: As soon as members of Wolf Company engaged with undead on the Prime Material Plane (see Encounter 1), a messenger delivered the news of impending attack to the pocket dimension. These outside guards have some short-term buff spells up as they await the PCs.

Note: The Incorporeal Undead at Location B of DM Aid: Map #2 – *Fertuine Manor* observe(s) the battle from a nearby window. They are opportunistic and will attack PCs who get within 30 feet of their location, either during this combat or while looting the bodies (see “Floaters” in Encounter 3).

Tactics: Torum or Urnuth acts in the melee threat, dealing strength damage with each successful melee hit. Note that they will appear incorporeal, though they are definitely not. At APL 4 and higher, “Mad” Moran has cast *desecrate* on the *anklet of translocation* worn by Torum (APL 4) and Urnuth (APL 6-12). This means clerics who attempt to turn them are at -3. “Mad” Moran works best as a support caster, and at higher APLs will have potent attack spells at his disposal. For the purposes of the *Recitation* spell, count Urnuth and Cior Atiq as worshippers of Nerull. At APL 4 and higher, “Mad” Moran has a *Divine Ward* up between himself and his allies, so he can cast beneficial spells with a touch range at close range instead. Cior stays on the move to take advantage of her *Skirmish* ability, firing at PCs from point-blank range.

APL 2 and 4: Torum closes to melee, while “Mad” Moran opens with a *cause fear* against a PC who appears weak-willed, likely a PC who appears to be a fighter or rogue.

APL 6: Urnuth should likely forego his *Powerful Charge* ability in favor of simply closing and making full attacks with his spiked chain. *Unholy Storm* makes a good opener for “Mad” Moran, and he can also attempt an area *dispel magic* to take the PCs down a peg.

APL 8: *Recitation* followed by *Unholy Blight* is likely the best opener for “Mad” Moran. Cior starts the battle invisible and has a *brooch of shielding* at this APL and higher.

APL 10: *Righteous Wrath of the Faithful* could be the best spell for “Mad” Moran to cast in the first round. It now becomes important for Cior to move at least 20 feet between shots to take advantage of her *Improved Skirmish* feat.

APL 12: “Mad” Moran should let the PCs have it with a *blood to water* spell followed the next round by blasphemy. Cior can now move before and after firing due to her *Shot on the Run* feat.

Treasure: The following can be found on the defeated carcasses of “Mad” Moran and his allies. Note that the *anklet of translocation* has a *desecrate* effect on it, making life difficult for PCs who wear it. Also, at APLs 2 and 4 note the *scroll of magic weapon*, likely necessary for dealing with the “floaters” in Encounter 3:

APL 2: L: 94 gp, C: 0 gp, M: 177 gp, +1 *mithral shirt* (175 gp), *scroll of magic weapon* (2 gp).

APL 4: L: 267 gp, C: 0 gp, M: 293 gp, +1 *mithral shirt* (175 gp), *anklet of translocation* (116 gp), *scroll of magic weapon* (2 gp).

APL 6: L: 106 gp, C: 0 gp, M: 932 gp, +1 *Large Breastplate* (129 gp), +1 *Large Spiked Chain* (195 gp), *anklet of translocation* (116 gp), +1 *heavy steel shield* (97 gp), +1 *full plate* (304 gp), *book of all knowledge* (250 gp), *mithral shirt* (91 gp).

APL 8: L: 106 gp, C: 0 gp, M: 1765 gp, +1 *Large Breastplate* (129 gp), +1 *Large Adamantine Spiked Chain* (445 gp), *anklet of translocation* (116 gp), +1 *heavy steel shield* (97 gp), +1 *full plate* (304 gp), *metamagic rod, lesser (silent)* (250 gp), *mithral shirt* (91 gp), *brooch of shielding* (83 gp), *book of all knowledge* (250 gp).

APL 10: L: 80 gp, C: 0 gp, M: 2896 gp, +2 *Large Breastplate* (462 gp), +2 *Large Adamantine Spiked Chain* (696 gp), *anklet of translocation* (116 gp), +1 *heavy steel shield* (97 gp), +1 *full plate* (304 gp), *metamagic rod, lesser (silent)* (250 gp), *periapt of wisdom +2* (333 gp), +1 *composite shortbow (+2 Str)* (214 gp), *mithral shirt* (91 gp), *brooch of shielding* (83 gp), *book of all knowledge* (250 gp).

APL 12: L: 54 gp, C: 0 gp, M: 5110 gp, +2 *Large Breastplate* (462 gp), +2 *Large Adamantine Spiked Chain* (696 gp), *anklet of translocation* (116 gp), +2 *heavy steel shield* (395 gp), +3 *full plate* (887 gp), *metamagic rod, lesser (silent)* (250 gp), *periapt of wisdom +4* (1333 gp), +1 *composite shortbow (+2 Str)* (214 gp), *mithral shirt* (91 gp), *brooch of shielding* (83 gp), *gloves of dexterity +2* (333 gp), *book of all knowledge* (250 gp).

Developments: There isn’t much more to do outside, so the PCs should make their way into the manor.

ENCOUNTER 3: BRINGIN' ON THE HEART BREAK

Estimated Time: 60 minutes

In this encounter, the PCs explore Fertuine Manor and encounter some resistance in the form of incorporeal undead (see “Floaters” below). Once they are ready to proceed, read or paraphrase the following:

The highly decorated façade of Fertuine Manor appears much as you remember. This time no sounds whatsoever emanate from inside.

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

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

The PCs may, if they wish, use a window as an entry point at the judge's discretion. Windows are located at locations B, L, all locations marked D, and all locations marked M that are on an outside wall. No other locations will have windows. All windows are locked and have the following characteristics.

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

Once any PC enters the manor, read or paraphrase the following:

You feel a sudden wrenching in your stomach and the ground you are on tilts 45° to the left. You think you can hear a woman's sobs as well as...laughing. Suddenly the world rights itself and the sounds are no more.

PCs that succeed at a Will saving throw (DC 18) know that what they experienced is real.

PCs that succeed at a Knowledge [the planes] check (DC 25) might note that this pocket dimension is artificial and may be unstable.

Floaters

Some incorporeal creatures haunt the upper level of Fertuine Manor, and attack the PCs whenever convenient. They begin at Location B, but may attack the PCs at any place except Location O (see below).

APL 2 (EL 3)

👤 **Shadow:** hp 27; see *Monster Manual*, page 221.

APL 4 (EL 5)

👤 **Wraith:** hp 45; see *Monster Manual*, page 258.

APL 6 (EL 7)

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

APL 8 (EL 9)

👤 **Spectres (2):** hp 63 each; see *Monster Manual*, page 232.

APL 10 (EL 11)

👤 **Dread Wraith:** hp 146; see *Monster Manual*, page 258.

APL 12 (EL 13)

👤 **Dread Wraiths (2):** hp 146 each; see *Monster Manual*, page 258.

Tactics: The “floaters” use hit-and-run tactics, fleeing when necessary only to return later on. If critically damaged, they can make their way to the dungeon level where Juniphel can use *inflict* spells to restore their hit points (mark those spells used off her daily allowed). If it seems that the PCs are too powerful, the floaters may just stay in the dungeon to battle them alongside Juniphel and the others.

E'ya Fertuine: E'ya is Lord Fertuine's wife. She sits alone in her room (Location O), and has been there for days. She sobs almost constantly, and her crying can be heard throughout the manor. The base DC to hear her with a Listen check is DC 15; this assumes the PCs are right outside her door. Modify the DC due to distance as the PCs explore the manor.

Location A

The front room to Fertuine Manor is stark; the only furniture being a small table turned on its side to the left as you enter. The only exit is a double door in front of you. On the walls to the left and right hang long red and silver banners on which is depicted the image of an upside-down rook.

The banners are similar to the heraldry of Bissel. PCs who succeed at a Knowledge [local – Sheldomar Valley MR] check (DC 15) know that Evard used these symbols.

Location B

This room contains about a half dozen richly decorated chairs flanked by small wooden tables.

The chairs are marred by what appear to be claw marks and a wicked smell emanates from this room.

The revels of the Golden Masque caused the smell. Don't ask how.

Location C

Three large plush chairs sit on their side, torn to shreds. Empty bottles sit among piles of tattered paper. Two tall bookshelves stand completely empty.

The revelers of the Golden Masque destroyed all of the books in the name of fun.

Location D

A plush four-poster bed sits unmade and stained in the center of the room. The thick smell of incense lingers on the air.

None of the quarters were spared from the excesses of the Golden Masque. Only the master bedroom (Location O), where E'yfa Fertuine hides, was spared.

Location E

In the center of this room is a long wooden table surrounded by seven wooden chairs. On the table are dozens of empty bottles and goblets. A nauseating aroma of iron lingers on the air. A painting hangs defaced on one wall and an ornately decorated cabinet lies on its side, smashed.

The bottles are empty, but PCs succeeding at a Craft (alchemy) or Heal check (DC 15) can determine that the bottles and goblets all contained blood of some kind.

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

This painting depicts a very curious scene: a group of individuals all seated around a round green table. Around the table there is a stunningly beautiful dark-haired woman in forester's garb, a brown haired man with rakish good-looks, a blue-eyed woman dressed for battle, and two old men: one with wild hair and a golden beard, the other with a gray beard and green robes. They all appear to be engaged in some kind of strange game of chance involving cards.

The painting has been defaced, with rude sayings and drawing defiling the gods depicted in the image.

The details of the graffiti are left to the judge to fill, but suffice they should be particularly rude sayings or drawings with the gods depicted (Ehlonna, Olidammara,

Mayaheine, Pelor, and Fharlanghn) as the butt of defilement.

Location F

This wide hallway sports several streaks of red across the walls.

PCs succeeding at a Craft (alchemy) or Heal check (DC 15) can determine that the streaks of red are blood splatters.

Location G

This large room is likely used by the Baron for holding court among his subjects, or perhaps for balls in fancy dress. Right now the room is empty – but it is a complete mess. Broken bottles and torn clothing are strewn about the floor. Various liquids streak the walls. A corpse lies discarded, slumped over a turned over chair.

The corpse is of a human servant, one of many victims of the Golden Masque. A Heal check (DC 15) determines that the man's neck was opened and he died of blood loss.

Location H

The only things in this stark room are a few manacles attached to the wall. A line of red leads to a door off to the left.

Those individuals who incur the Baron's anger are quickly ushered into this room by guards so that they can be taken to the dungeons below. One such individual was Alia Besselar (see Encounter 4).

Location I

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

Maggots gather around hunks of raw meat stacked haphazardly on the tables.

The PCs can find mundane kitchen tools and food ingredients, but nothing else of interest. PCs that succeed at a Heal or Survival check (DC 15) can identify the hunks of raw meat as human flesh.

Location J

This small and stark room contains naught but a few small tables and a large cabinet. A foul odor worse than the grave emanates from the cabinet.

Inside the cabinet is a dead gnome. A Heal check (DC 15) determines that the gnome was torn apart by a clawed beast before being stuffed into the cabinet.

Location K

A long polished table surrounded by more than twenty chairs fills this room almost completely. Streaks of red cross the walls and many of the wooden chairs are streaked by claw marks.

PCs succeeding at a Craft (alchemy) or Heal check (DC 15) can determine that the streaks of red are blood splatters.

Location L

Inside this room a half dozen plush chairs have been torn to shreds and a dirty smell lingers on the air.

During the Masque the fiendish attendants - a few of them full-blown bestial undead - set about to tear this room to pieces.

Location M

A stark bed is unmade and stained. A small chest lies open with the items torn and strewn about the room.

The items here are just mundane clothing, nothing more interesting than that.

Location N

Behind the secure door is a narrow staircase leading downward.

The stairs lead to the dungeons below. If PCs go down to the dungeons, proceed to Encounter 4.

Location O

Note that Location O is under a continuous *consecrate* effect. The “floaters” will not enter this room under any circumstances.

You immediately see that this room is occupied, for seated on a plush four-poster bed is a pulchritudinous if svelte woman. She wears a striking green dress and her visage is marred by a dour expression. She seems to be caressing some type of talisman cradled in her hands.

PCs that succeed at Knowledge [nobility] or Knowledge [Local – Sheldomar Valley Metaregion] check (DC 20) can identify this woman as E'yfa Fertuine, wife to Lord Camryn Fertuine.

The talisman she caresses is the symbol of a red skull surrounded by flames, the holy symbol of Wee Jas.

Once the PCs make their presence known, read or paraphrase the following:

The woman raises her head to look upon you, and it is clear from her expression that she has given herself solely to despair. “You are agents of the Margrave,” she states before adding, “Please put me out of my misery.”

E'yfa Fertuine is a proud Suel woman, a priestess of Wee Jas and husband to Lord Camryn Fertuine. Initially she was silent about her husband's dealings with necromancers, though she quickly learned her mistake when she realized the chaotic nature of Juniphel and the others. E'yfa then found herself in a moral quandary: she could violate the lawful bond of marriage and oppose her husband or she could violate the laws of Bissel, and of her faith, by tacitly accepting the presence of chaotic undead. She choose not to oppose her husband and now she finds herself trapped in this pocket dimension, forgotten by her husband if favor of profane companions. She is denied her divine powers by Wee Jas with the exception of a *consecrate* spell that allows her to ward her room against the harassment of undead.

E'yfa wishes only for the release of death, but she can aid the PCs if they can restore her spirit (see below). First, it is probably that the PCs have questions for E'yfa. Likely questions and their answers are listed below.

- “Who are you?”

“I am Lady E'yfa Fertuine, wife to the Baron of these lands.”

- “Where is Lord Fertuine?”

“Most likely finding new and wicked pleasures with which to indulge his increasingly evil appetites. It matters not to me; I am as discarded by him as his sense of propriety and piety.”

- “What are you doing here?”

“For my part in the descent of this house into madness, I face the wrath of my goddess. She grants me but one power – the ability to consecrate this room so that I may sit without being harassed by the creatures of this place. Left alone, but without the freedom to leave.”

- “Tell us how this dire situation came to be?”

“At first I was pleased that my husband was hosting itinerant necromancers – the rulers in Thornward are so unenlightened about the uses of necromancy. Steadily I grew aware of the chaotic nature of the necromancers and their undead servants. My faith could not suffer their presence yet I could not violate the lawful bonds of marriage and oppose my husband. I choose to do nothing, and no decision

proved to be my undoing. Now I sit here, forgotten and spurned for the wicked depravities by which these chaotic necromancers keep my husband entertained."

- "Who do you worship?"

"Before these sad events, I was a minor priestess of Death's Guardian, the most revered and mighty Wee Jas."

- "Wee Jas? Are you kidding? I thought Wee Jas was, like, all about the undead and stuff?"

"Wee Jas opposes the use of necromancy for chaotic ends and also the misuse of undead. Chaotic undead are an anathema to the Ruby Sorceress, a faithful servant must not suffer their existence."

- "How'd a priestess of Wee Jas get mixed up with a ne'er-do-well like Lord Fertuine?"

"Initially I found his free spirit to be, intoxicating."

- "Can you help us?"

"What possible aid can I provide?"

At this point the PCs may attempt a Diplomacy check to convince E'yfa to help them. Her initial attitude is "Indifferent" though her great despair increases the DC to make her "Friendly" or "Helpful" by 5 (see page 72 of the PHB for more details on influencing NPC attitude). One PC makes the check, though other PCs may assist.

The PCs can add the following circumstantial modifiers as they make their appeal for E'yfa to come back from despair and regain her sense of faith:

- The PC speaks favorably about the use of beneficial necromancy: +2.
- The PC mentions E'yfa's great faith and that she can seek forgiveness for her misdeeds: +2.
- The PC mentions that they are not here to kill her husband: +2.
- The PC agrees that the rulers in Thornward have an unenlightened view of necromancy: +2.
- The PC is complementary or respectful in speaking about Wee Jas: +2.
- PC is an obvious worshipper of Wee Jas: +2 per PC.
- PC is a cleric/favored soul of Wee Jas: +2 per PC.
- PC is female: +2 per PC.
- PC is Suel: +2 per PC.
- PC is Baklunish: -2 per PC.

If the PCs are successful at a Diplomacy check (DC 20) then they are able to shift E'yfa's attitude to Friendly. Read or paraphrase the following:

E'yfa lifts herself to a standing position, and you can see that some of the despair in her face has been lifted as well. "I will not go with you to confront my husband," she begins, "But I can give you these items to help you." She opens a richly appointed chest and brings forth two items; one a wand of some kind and the other is a hunk of Ruby shaped into the form of a skull. "This wand will heal wounds of a serious nature, and the skull will increase your ability to use those magics most favored by the Ruby Sorceress."

Treasure: A description of the Ruby Skill of Wee Jas can be found in the New Rules section:

All APLs: L: 0 gp, C: 0 gp, M: 29 gp, Ruby Skull of Wee Jas (29 gp), Wand of Cure Serious Wounds (4 charges) (75 gp).

At APLs 2 and 4 E'yfa finds that her spellcasting ability is returning. She can cast up to 6 levels worth of healing spells, with a highest possible level of 3rd level. These could include, but are not limited to, *lesser restoration*, *cure spells*, or *remove disease*. For example, PCs could request two *lesser restoration* spells and a *cure moderate wounds* and then E'yfa would be done as far as aid she can give the PCs. She could also potentially cast *magic weapon* if the "floaters" are still a problem. At APLs 6 and above, she cannot provide any aid with spells.

If the PCs are successful at a Diplomacy check (DC 35) then they are able to shift E'yfa's attitude to Helpful. Read or paraphrase the following:

E'yfa lifts herself to a standing position, and you can see that the despair in her face has been lifted as well. "I will come with you to confront my husband," she begins, "And I have some helpful items as well." She opens a richly appointed chest and brings forth two items; one a wand of some kind and the other is a hunk of Ruby shaped into the form of a skull. "This wand will heal wounds of a serious nature, and the skull will increase your ability to use those magics most favored by the Ruby Sorceress."

Treasure: A description of the Ruby Skill of Wee Jas can be found in the New Rules section:

All APLs: L: 0 gp, C: 0 gp, M: 29 gp, Ruby Skull of Wee Jas (29 gp), Wand of Cure Serious Wounds (4 charges) (75 gp).

At APLs 2 and 4 E'yfa finds that her spellcasting ability is returning. She can cast up to 6 levels worth of healing spells, with a highest possible level of 3rd level. These

could include, but are not limited to, *lesser restoration*, *cure spells*, or *remove disease*. For example, PCs could request two *lesser restoration* spells and a *cure moderate wounds* and then E'yfa would be done as far as aid she can give the PCs. She could also potentially cast *magic weapon* if the “floaters” are still a problem. At APLs 6 and above, she cannot provide any aid with spells.

E'yfa now follows the PCs, though she will not be involved in combats nor will she be targeted by the “floaters,” if they are still around.

All APLs

👤 **E'yfa Fertuine:** Female Human Clr5 of Wee Jas (Heal +11, Sense Motive +6); AL LN; hp 38.

ENCOUNTER 4: LIVING DEAD GIRL

Estimated Time: 60 minutes

In this encounter, the PCs enter the dungeon to face down Camryn Fertuine and his entourage of evil. Refer to DM Aid: Map #3 – Living Dead Girl for the positions of PCs and NPCs when combat begins.

Descending the stairs you come upon a dungeon area quite different from what you remember from your last visit. Sconces encased in magic flame light this area. A blasphemous sigil has been drawn on the floor. Lying on the sigil restrained is a delicate-looking woman with honey-blond hair dressed in green robes. Her body bears several wounds and her robes are torn in places. She is restrained and has obviously been tortured.

PCs that have played BIS7-06 The Golden Masque will recognize this woman as Alia Besselar, a priestess of Fharlanghn. PCs that succeed at a Knowledge [nobility] check (DC 15) will also be able to recognize the woman for who she is.

Standing over this woman is a host of undead abominations, dragging their foul tongues over rows of dagger-like teeth. Two living figures are among the torturers. One is a pale-skinned woman with blond hair and a lithe black-clad body. The other is an overweight man wearing light armor over his richly appointed clothing. At his hip is a richly decorated rapier.

PCs that have played BIS6-04 Face of Copper will recognize the pale-skinned woman as Juniphel, someone who definitely claimed to not be a necromancer. PCs that succeed at a Knowledge [nobility] check (DC 15) will recognize the overweight man as Lord Camryn Fertuine, Baron of Cassiter.

The next bit of text will be affecting by the presence or absence of E'yfa Fertuine.

If E'yfa is present, read or paraphrase the following to lead into the *Combat Ensues* subsection below:

The slight woman E'yfa Fertuine, wife to the wicked Baron of these lands, strides forward. She speaks in a high-pitched, but firm voice: “Thusly was Yag the many-eyed, known as Yag of the devout fire, besieged by the iniquitous and savage of undead – who knew not wisdom nor knowledge nor a ordered spirit but who only held the chaos of the Abyss at their core...”

It might be your imagination but it seems that E'yfa grows taller as she speaks, perhaps merely standing straighter. Her hair seems redder of shade by the light cast in this dungeon and wasn't her dress some other color and not black?

When E'yfa continues, it is with a voice other than her own: “Yag spake thusly, saying: ‘I shall suffer not the horrid mind nor the savage creature in my presence for their existence is an abomination and those who create such monstrosities are wrong in the sight of my mistress.’”

There is a flash in your mind and E'yfa Fertuine appears not as she is but as a tall woman, the most radiant woman you have ever seen, wearing a dark gown and a diadem of ruby skulls. She whispers a single word, a word of remonstrance against the chaotic.

If a flash many of the undead creatures before you are instantaneously incinerated; they cry out the foulest curses just before their existence is ended.

Turning back to E'yfa she seems more like the svelte woman of small stature you recall. She falls to the floor unconscious. The skirt of her green dress is gathered around her and looks as if she slept in a pool of calm water.

Only Juniphel, Camryn Fertuine and a pair of undead creatures (type depending on APL) remain, along with the “floaters” from Encounter 3 if they are here. Those PCs who witnessed E'yfa's display and are non-chaotic gain the benefit of an *aid* spell (Caster Level 5) for the duration of the combat. Proceed to the *Combat Ensues* subsection below.

If E'yfa is absent from this scene, read or paraphrase the following instead to lead into the *Combat Ensues* subsection below:

The undead eye you hungrily, but the woman with the ivory colored skin speaks a horrific word of necromantic might and they shrink away.

“Gaze upon the weaklings sent by the Margrave. Watch as it will only take a few of us to dispatch with them.”

Only Juniphel, Camryn Fertuine and a pair of undead creatures (type depending on APL) participate in the fight, along with the “floaters” from Encounter 3 if they are here. The other undead merely watch, and are not present for the purposes of movement within the room. Proceed to the *Combat Ensues* subsection below.

COMBAT ENSUES

Lord Fertuine draws his rapier, which glints in the torchlight. According to the lore, it was Lord Fertuine's blade that killed Faren Cassiter, the former Baron of these lands and a traitor to the March. Now it is Lord Fertuine himself who is the traitor, and perhaps it is now his time to fall. You remember then Jerius's instructions: Lord Fertuine is to be captured alive.

APL 2 (EL 5)

- ✚ Juniphel, Female Human DrN3: hp 20; see Appendix 1.
- ✚ Camryn Fertuine, Male Human Sws1: hp 12; see Appendix 1.
- ✚ Ghoul (2): hp 18; see *Monster Manual*, page 119.

APL 4 (EL 7)

- ✚ Juniphel, Female Human DrN5: hp 37; see Appendix 2.
- ✚ Camryn Fertuine, Male Human Rog1/Sws1: hp 15; see Appendix 2.
- ✚ Ghast (2): hp 38; see *Monster Manual*, page 119.

APL 6 (EL 9)

- ✚ Juniphel, Female Human DrN7: hp 53; see Appendix 3.
- ✚ Mynyrdrztt, Quasit Familiar: hp 26; see Appendix 3.
- ✚ Camryn Fertuine, Male Human Rog3/Sws2: hp 36; see Appendix 3.
- ✚ Soucello, Vampire Spawn Female human: hp 38; see Appendix 3.
- ✚ Cotesse, Vampire Spawn Female human: hp 38; see Appendix 3.

APL 8 (EL 11)

- ✚ Juniphel, Female Human DrN9: hp 68; see Appendix 4.
- ✚ Mynyrdrztt, Quasit Familiar: hp 34; see Appendix 4.
- ✚ Camryn Fertuine, Male Human Rog4/Sws2: hp 42; see Appendix 4.
- ✚ Soucello, Vampire Female Human Mnk5: hp 50; see Appendix 4.
- ✚ Cotesse, Vampire Female Human Mnk1/Ftr4: hp 50; see Appendix 4.

APL 10 (EL 13)

- ✚ Juniphel, Female Human DrN11: hp 83; see Appendix 5.
- ✚ Mynyrdrztt, Quasit Familiar: hp 41; see Appendix 5.
- ✚ Camryn Fertuine, Male Human Rog4/Sws4: hp 60; see Appendix 5.
- ✚ Soucello, Vampire Female Human Mnk7: hp 68; see Appendix 5.
- ✚ Cotesse, Vampire Female Human Mnk1/Ftr6: hp 68; see Appendix 5.

APL 12 (EL 15)

- ✚ Juniphel, Female Human DrN13: hp 98; see Appendix 6.
- ✚ Mynyrdrztt, Quasit Familiar: hp 49; see Appendix 6.
- ✚ Camryn Fertuine, Male Human Rog4/Sws6: hp 78; see Appendix 6.
- ✚ Soucello, Vampire Female Human Mnk9: hp 88; see Appendix 6.
- ✚ Cotesse, Vampire Female Human Mnk1/Ftr8: hp 88; see Appendix 6.

Preparation: At APL 12, “Mad” Moran has cast a *forbiddance* on the area of the blasphemous sigil. For game purposes, the *forbiddance* effect centers on the sigil and extends for two squares all around the sigil. The *forbiddance* is attuned to those of chaotic evil alignment; all others take damage. Juniphel and Camryn Fertuine know about the *forbiddance* and avoid using spells and abilities that would be negated, like *summon* spells or an *anklet of translocation*. They also know where the boundaries of the *forbiddance* are and can take advantage of that as well.

Also at APL 12, Camryn Fertuine has an *inflict serious wounds* from Juniphel cast into his +1 *spell storing rapier*.

Tactics: The ghouls and ghosts of APL 2 and 4 attack in a very straightforward manner. Soucello likes the taste of arcanists, so she will attempt to grapple and blood drain obvious arcane spellcasters. Cotesse attacks with her halberd if possible but will resort to other attack options if necessary. Camryn is an opportunistic attacker, and will tumble or Spring Attack as necessary to gain a flank advantage. Juniphel is not afraid to be in melee; she is tougher and more combat hearty than most mages. She casts her spells intelligently and without remorse, concentrating on taking heavy-hitting PCs out of the fight and then slaying the weaker members of the party.

At APL 6 and higher, Juniphel has a scabrous touch ability that inflicts disease as the *contagion* spell, with no incubation period. The disease she chooses to inflict is *mummy rot* (Fortitude save DC 20 or immediately lose 1d6 Con plus 1d6 Con each subsequent day).

Treasure: The following can be looted from Juniphel, Camryn Fertuine, and any allies with equipment.

APL 2: L: 98 gp, C: 0 gp, M: 0 gp.

APL 4: L: 98 gp, C: 0 gp, M: 332 gp, *vest of resistance +1* (83 gp), *ring of protection +1* (166 gp), *cloak of resistance +1* (83 gp).

APL 6: L: 201 gp, C: 66 gp, M: 808 gp, *vest of resistance +1* (83 gp), *ring of protection +1* (166 gp), *cloak of resistance +1* (83 gp), +1 *scimitar* (192 gp), +1 *rapier* (193 gp), *mithral shirt* (91 gp).

APL 8: L: 169 gp, C: 436 gp, M: 1852 gp, *vest of resistance +2* (333 gp), *ring of protection +1* (166 gp), *cloak of resistance +1* (83 gp), +1 *scimitar* (192 gp), +1 *rapier* (193 gp), +1 *mithral shirt* (175 gp), *anklet of translocation* (116 gp), *bracers of armor +1* (83 gp), *potion of protection from good* (4 gp), +1 *halberd* (192 gp), *potion of resist energy fire* (20) (58 gp), *potion of resist energy fire* (30) (91 gp), *ring of protection +1* (166 gp).

APL 10: L: 156 gp, C: 383 gp, M: 4793 gp, *vest of resistance +2* (333 gp), *brooch of shielding* (83 gp), *ring of protection +1* (166 gp), *cloak of charisma +2* (333 gp), *cloak of resistance +1* (83 gp), +1 *scimitar* (192 gp), +1 *rapier* (193 gp), +2 *mithral shirt* (425 gp), *anklet of translocation* (116 gp), *gloves of dexterity +2* (333 gp), *bracers of armor +1* (83 gp), *potion of protection from good* x2 (8 gp), +1 *halberd* (192 gp), *potion of resist energy fire* (30) x2 (182 gp), *ring of protection +1* x2 (332 gp), *light crossbow +1* (194 gp), +1 *chain shirt* (104 gp), *potion of blur* (25 gp), *mask of lies* (1416 gp).

APL 12: L: 202 gp, C: 383 gp, M: 7550 gp, *vest of resistance +2* (333 gp), *brooch of shielding* (83 gp), *ring of protection +1* (166 gp), *cloak of charisma +4* (1333 gp), *cloak of resistance +2* (333 gp), +1 *scimitar* (192 gp), +1 *spellstoring rapier* (693 gp), +2 *mithral shirt* (425 gp), *anklet of translocation* (116 gp), *gloves of dexterity +2* (333 gp), +1 *mithral shirt* (175 gp), *bracers of armor +1* (83 gp), *potion of protection from good* x2 (8 gp), *potion of resist energy (fire)* (30) x2 (182 gp), *ring of protection +1* x2 (332 gp), *light crossbow +1* (194 gp), +1 *chain shirt* (104 gp), *potion of blur* (25 gp), *cloak of resistance +1* (83 gp), *potion of protection from energy (fire)* (62 gp), *potion of greater mage armor* x3 (187 gp), +1 *magebane halberd* (692 gp), *mask of lies* (1416 gp).

Developments: With the threat vanquished, the PCs are free to rescue the damsel in distress: Alia Besselar.

After you have destroyed the restraints that bind her, Alia Besselar sits up slowly, obviously weakened from her ordeal. "Thanks for the rescue," she says as she pats your arm, "Perhaps I should travel with you for a while."

CONCLUSION

Estimated Time: 5 minutes

There is an odd explosive sound coming from behind you followed by the sound of metal on stone. Descending the stairs are three members of the Paercine Camerata; Father Sollus Illuminus, Prefect Levenor Curanis and the mage Tsogath. Both Sollus and Levenor are dressed in heavy armor, stained with the gore of battle. Tsogath's lithe form glows visibly from the multiple wards guarding him.

If the PCs brought E'yfa with them to Encounter 4, read the following:

"Odd," says Father Sollus, "I would have thought we would shift right in front of the manor."

Tsogath kicks his foot at a pile of ash that was once an undead creature. "I take it you've had no problems overcoming our enemies?"

The members of the Camerata are interested in the PCs' experiences here, especially E'yfa Fertuine's part in Encounter 4. Role-play a bit here if you like, then proceed to the appropriate conclusion path: *For those about to Rock* if the PCs were able to capture (and not kill) Camryn Fertuine OR *You've got another thing coming* if Camryn Fertuine was killed.

If the PCs did not bring E'yfa with them to Encounter 4, read the following:

“Odd,” says Father Sollus, “I would have thought we would shift right in front of the manor.”

“Shut up and turn!” cries Prefect Levenor, pointing to the host of minor undead still present.

It takes no time for the PCs and their allies in the Camerata to overcome the remaining undead.

The members of the Camerata are interested in the PCs' experiences here. Role-play a bit here if you like, then proceed to the appropriate conclusion path: *For those about to Rock* if the PCs were able to capture (and not kill) Camryn Fertuine OR *You've got another thing coming* if Camryn Fertuine was killed.

CONCLUSION: FOR THOSE ABOUT TO ROCK

Back on the Prime Material Plane, Jerius taps in unconscious and restrained form of Lord Fertuine with his boot. “You’ve done well,” he says. “It was much the same here – an overwhelming victory.” He pauses as if some dark thought has crossed his mind, but whatever it was he doesn’t say.

“I’ll make sure the Margrave knows that it was you who captured this brigand. For now, go get some rest. You’ve earned it, heroes.”

PCs earn a Bissel Military Commendation for their good service. If they also played BIS7-06 *The Golden Masque* then they earn an Additional Military Commendation.

Since the PCs captured, and did not slay, Lord Fertuine, they receive the *Favor of the Margrave* AR item.

The PCs gain access to purchase the *Blade Fertuine* AR item.

If the PCs brought E'yfa to Encounter 4 then they earn the *Right in the Eyes of Wee Jas* AR item.

For rescuing Alia Besselar they earn the *A Fellow Traveler* AR item.

CONCLUSION: YOU GOT ANOTHER THING COMING

Back on the Prime Material Plane, Jerius frowns when you show him the dead form of Lord Fertuine. “This is not good – His Lofty Grace will not be pleased when he learns that Baron Fertuine was given an honorable death in battle,” he says with sadness. “As for the battle here – an overwhelming victory.” He pauses as if some dark thought has crossed his mind, but whatever it was he doesn’t say.

“I’ll speak to the Margrave about the results of our errand here. For now, go get some rest.”

PCs earn a Bissel Military Commendation for their good service. If they also played BIS7-06 *The Golden Masque* then they earn an Additional Military Commendation.

The PCs do NOT gain the *Favor of the Margrave* AR item since they killed, and did not capture, Lord Fertuine.

The PCs gain access to purchase the *Blade Fertuine* AR item.

If the PCs brought E'yfa to Encounter 4 then they earn the *Right in the Eyes of Wee Jas* AR item.

For rescuing Alia Besselar they earn the *A Fellow Traveler* AR item.

CAMPAIGN CONSEQUENCES

If you run this event in December of 2007 or January of 2008, please e-mail the results from this sheet to a member of the Bissel Triad by February 1st, 2008, or have the Senior DM of your event do so.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 2

Defeat the guards outside.

APL 2: 120 xp.

APL 4: 180 xp.

APL 6: 240 xp.

APL 8: 300 xp.

APL 10: 360 xp.

APL 12: 420 xp.

Encounter 3

Defeat the incorporeal undead.

APL 2: 90 xp.

APL 4: 150 xp.

APL 6: 210 xp.

APL 8: 270 xp.

APL 10: 330 xp.

APL 12: 390 xp.

Encounter 4

Defeat undead and their allies in the dungeon.

APL 2: 150 xp.

APL 4: 210 xp.

APL 6: 270 xp.

APL 8: 330 xp.

APL 10: 390 xp.

APL 12: 450 xp.

Story Award

Capture Lord Fertuine alive.

APL 2: 45 xp.

APL 4: 68 xp.

APL 6: 90 xp.

APL 8: 113 xp.

APL 10: 135 xp.

APL 12: 158 xp.

Discretionary Roleplaying Award

APL 2: 45 xp.

APL 4: 67 xp.

APL 6: 90 xp.

APL 8: 112 xp.

APL 10: 135 xp.

APL 12: 157 xp.

Total possible experience

APL 2: 450 xp.

APL 4: 675 xp.

APL 6: 900 xp.

APL 8: 1,125 xp.

APL 10: 1,350 xp.

APL 12: 1,575 xp.

TREASURE SUMMARY

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

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

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

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

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

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

Encounter 1:

All APLs: L: 0 gp, C: 0 gp, M: 50 gp, *Potion of Cure Moderate Wounds* (25 gp), *Potion of Lesser Restoration* (25 gp).

Encounter 2:

APL 2: L: 94 gp, C: 0 gp, M: 177 gp, +1 *mithral shirt* (175 gp), *scroll of magic weapon* (2 gp).

APL 4: L: 267 gp, C: 0 gp, M: 293 gp, +1 *mithral shirt* (175 gp), *anklet of translocation* (116 gp), *scroll of magic weapon* (2 gp).

APL 6: L: 106 gp, C: 0 gp, M: 932 gp, +1 *Large Breastplate* (129 gp), +1 *Large Spiked Chain* (195 gp), *anklet of translocation* (116 gp), +1 *heavy steel shield* (97 gp), +1 *full plate* (304 gp), *book of all knowledge* (250 gp), *mithral shirt* (91 gp).

APL 8: L: 106 gp, C: 0 gp, M: 1765 gp, +1 *Large Breastplate* (129 gp), +1 *Large Adamantine Spiked Chain* (445 gp), *anklet of translocation* (116 gp), +1 *heavy steel shield* (97 gp), +1 *full plate* (304 gp), *metamagic rod, lesser (silent)* (250 gp), *mithral shirt* (91 gp), *brooch of shielding* (83 gp), *book of all knowledge* (250 gp).

APL 10: L: 80 gp, C: 0 gp, M: 2896 gp, +2 *Large Breastplate* (462 gp), +2 *Large Adamantine Spiked Chain* (696 gp), *anklet of translocation* (116 gp), +1 *heavy steel shield* (97 gp), +1 *full plate* (304 gp), *metamagic rod, lesser (silent)* (250 gp), *periapt of wisdom* +2 (333 gp), +1 *composite shortbow* (+2 Str) (214 gp), *mithral shirt* (91 gp), *brooch of shielding* (83 gp), *book of all knowledge* (250 gp).

APL 12: L: 54 gp, C: 0 gp, M: 5110 gp, +2 *Large Breastplate* (462 gp), +2 *Large Adamantine Spiked Chain* (696 gp), *anklet of translocation* (116 gp), +2 *heavy steel shield* (395 gp), +3 *full plate* (887 gp), *metamagic rod, lesser (silent)* (250 gp), *periapt of wisdom* +4 (1333 gp), +1 *composite shortbow* (+2 Str) (214 gp), *mithral shirt* (91 gp), *brooch of shielding* (83 gp), *gloves of dexterity* +2 (333 gp), *book of all knowledge* (250 gp).

Encounter 3:

All APLs: L: 0 gp, C: 0 gp, M: 104 gp, *Ruby Skull of Wee Jas* (29 gp), *Wand of Cure Serious Wounds* (4 charges) (75 gp).

Encounter 4:

APL 2: L: 98 gp, C: 0 gp, M: 0 gp.

APL 4: L: 98 gp, C: 0 gp, M: 332 gp, *vest of resistance* +1 (83 gp), *ring of protection* +1 (166 gp), *cloak of resistance* +1 (83 gp).

APL 6: L: 201 gp, C: 66 gp, M: 808 gp, *vest of resistance* +1 (83 gp), *ring of protection* +1 (166 gp), *cloak of resistance* +1 (83 gp), +1 *scimitar* (192 gp), +1 *rapier* (193 gp), *mithral shirt* (91 gp).

APL 8: L: 169 gp, C: 436 gp, M: 1852 gp, *vest of resistance* +2 (333 gp), *ring of protection* +1 (166 gp), *cloak of resistance* +1 (83 gp), +1 *scimitar* (192 gp), +1 *rapier* (193 gp), +1 *mithral shirt* (175 gp), *anklet of translocation* (116 gp), *bracers of armor* +1 (83 gp), *potion of protection from good* (4 gp), +1 *halberd* (192 gp), *potion of resist energy fire* (20) (58 gp), *potion of resist energy fire* (30) (91 gp), *ring of protection* +1 (166 gp).

APL 10: L: 156 gp, C: 383 gp, M: 4793 gp, *vest of resistance* +2 (333 gp), *brooch of shielding* (83 gp), *ring of protection* +1 (166 gp), *cloak of charisma* +2 (333 gp), *cloak of resistance* +1 (83 gp), +1 *scimitar* (192 gp), +1 *rapier* (193 gp), +2 *mithral shirt* (425 gp), *anklet of translocation* (116 gp), *gloves of dexterity* +2 (333 gp), *bracers of armor* +1 (83 gp), *potion of protection from good* x2 (8 gp), +1 *halberd* (192 gp), *potion of resist energy fire* (30) x2 (182 gp), *ring of protection* +1 x2 (332 gp), *light crossbow* +1 (194 gp), +1 *chain shirt* (104 gp), *potion of blur* (25 gp), *mask of lies* (1416 gp).

APL 12: L: 202 gp, C: 383 gp, M: 7550 gp, *vest of resistance* +2 (333 gp), *brooch of shielding* (83 gp), *ring of protection* +1 (166 gp), *cloak of charisma* +4 (1333 gp), *cloak of resistance* +2 (333 gp), +1 *scimitar* (192 gp), +1 *spellstoring rapier* (693 gp), +2 *mithral shirt* (425 gp), *anklet of translocation* (116 gp), *gloves of dexterity* +2 (333 gp), +1 *mithral shirt* (175 gp), *bracers of armor* +1 (83 gp), *potion of protection from good* x2 (8 gp), *potion of resist energy fire* (30) x2 (182 gp), *ring of protection* +1 x2 (332 gp), *light crossbow* +1 (194 gp), +1 *chain shirt* (104 gp), *potion of blur* (25 gp), *cloak of resistance* +1 (83 gp), *potion of protection from energy (fire)* (62 gp), *potion of greater mage armor* x3 (187 gp), +1 *magebane halberd* (692 gp), *mask of lies* (1416 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 192 gp, C: 0 gp, M: 331 gp – Total: 523 gp (450 gp).

APL 4: L: 365 gp, C: 0 gp, M: 779 gp – Total: 1144 gp (650 gp).

APL 6: L: 307 gp, C: 66 gp, M: 1894 gp – Total: 2267 gp (900 gp).

APL 8: L: 275 gp, C: 436 gp, M: 3771 gp – Total: 4482 gp (1,300 gp).

APL 10: L: 236 gp, C: 383 gp, M: 7843 gp – Total: 8462 gp (2,300 gp).

APL 12: L: 256 gp, C: 383 gp, M: 12814 gp – Total: 13453 gp (3,300 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

☛ **Bissel Military Commendation:** You have been granted a commendation in the Great Army of Bissel, per the Bissel Omnibus.

☛ **Additional Military Commendation:** Only PCs who participated in BIS7-06 *The Golden Masque* are eligible for this commendation. For your continued service and good work, the power on high have granted you a commendation in the Great Army of Bissel, per the Bissel Omnibus.

Played BIS7-06 – AR# _____.

☛ **Favor of the Margrave:** This PC has earned the favor of the Margrave. As the former Archpriest of Heironeous, Margrave Malto Adeur can see that special rites and items of the Church of Heironeous be made to you. Spending this favor gives you access (Frequency: Adventure) to purchase one of the following items or upgrades: *sacred scabbard* (Complete Warrior), *sacred armor/shield* special ability (Arms and Equipment Guide), *shock weapon* special ability, or *Bolt of Heironeous* (Complete Champion). Alternatively, spending the favor allows a spellcaster to learn two of the following spells, all from PHBII: *crown of clarity*, *crown of might*, *crown of protection*, and *crown of smiting*.

☛ **Blade Fertuine:** You have taken the sword of Lord Fertuine as a trophy of your victory. The ornate, masterwork rapier bears distinctive patterns on the pommel and blade, and the guard is shaped like the laughing mask of Olidammara. Displaying the sheathed blade grants the owner of the blade a +2 on Bluff, Diplomacy and Gather Information with good-aligned NPCs in Bissel. The blade is otherwise a standard masterwork rapier. The possessor of the Blade Fertuine has access to purchase any of the following upgrades for this weapon only: *keen* special ability, *merciful* special ability, and *spell storing* special ability.

Prerequisites: can't be crafted. *Market Price:* 320 gp. *Weight:* 2 lbs.

☛ **Right in the Eyes of Wee Jas:** By slaying the chaotic undead in Cassiter, and restoring her servant to the faith, you have acted as the agent of Wee Jas' will. You have access to the feat Undying Fate (RD).

☛ **A Fellow Traveler:** You were able to rescue Alia Besselar, and she has decided she'd like to travel with you for a while. If you possess the Leadership feat, you can take Alia Besselar as a cohort. She is a devout worshipper of Fharlanghn and will only follow a good-aligned PC. She can only advance as a Cleric, Ranger or Sorcerer and can only take levels in the Horizon Walker or Mystic Theurge prestige classes. Alia Besselar: CR 3; Female Human Clr3 of Fharlanghn; Medium Humanoid; HD 3d8+3 (21 hp); Init +2; AC 12 (+12 Dex), touch 12, flat-footed 10; BAB/Grapple +2/+1; SV Fort +4, Ref +3, Will +5; Str 8, Dex 14, Con 12, Int 12, Wis 14, Cha 15. *Skills and Feats:* Concentration +7, Diplomacy +9, Heal +6, Knowledge [nobility and royalty] +2, Knowledge [religion] +7, Perform [dance] +3, Sense Motive +4; *Far Horizons* (RD), Negotiator. Domains: Luck, Travel. AL: NG

Item Access

APL 2:

- ❖ +1 Mithral Shirt (Adventure; DMG)
- ❖ Blade Fertuine (Regional; Above)
- ❖ Ruby Skull of Wee Jas (Adventure; Complete Champion)
- ❖ Wand of Cure Serious Wounds (4 charges) (Adventure; DMG)

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

- ❖ Anklet of Translocation (Adventure; Magic Item Compendium)

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

- ❖ Book of All Knowledge (Adventure; Complete Champion)

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

- ❖ Metamagic Rod, Lesser (silent) (Adventure; DMG)
- ❖ Brooch of Shielding (Adventure; DMG)
- ❖ +1 Large Adamantine Spiked Chain (Adventure; DMG)
- ❖ Potion of Resist Energy, Fire (30) (Adventure; DMG)

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

- ❖ Mask of Lies (Adventure; Complete Adventurer)

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

- ❖ Potion of Greater Mage Armor (Adventure; DMG)
- ❖ +1 Magebane Halberd (Adventure; Complete Arcane)

APPENDIX 1 – APL 2

ENCOUNTER 2

TORUM THE DOORKEEPER **CR 3**
Male Swordwraith Human Ftr 1
CE Medium undead
Init +3; **Senses** Darkvision 60', Listen +2, Spot +2
Languages Common, Abyssal

AC 18, touch 13, flat-footed 15
(+3 Dex, +5 armor)
hp 15 (1 HD); DR 10/magic and slashing
Undead Immunities
Turn Resistance +2
Fort +2, **Ref** +3, **Will** +1

Speed 30t. (6squares)
Melee mwk spiked chain +7 (2d4+6/x2)
Ranged light crossbow +4 (1d8 19-20/x2)
Space 5 ft.; **Reach** 5 ft.
Base Atk +1; **Grp** +5
Combat Gear +1 mithral shirt, mwk Spiked Chain, light crossbow, 20 bolts

Abilities Str 18, Dex 16, Con -, Int 13, Wis 8, Cha 8
SQ Strength Damage
Feats Alertness, Iron Will, Exotic Weapon Proficiency (Spiked Chain), Toughness, Weapon Focus (Spiked Chain)
Skills Climb +8, Hide +7, Jump +8, Move Silently +8, Sense Motive +1
Possessions combat gear plus explorer's outfit, 40 gp

Strength Damage (Su) A creature struck by a swordwraith's melee weapon takes 1 point of Strength damage.

Description The thug before you wears a gleaming chainshirt and wields a wicked-looking spiked chain. He appears slightly translucent in the shadows cast by the eldritch sky above.
Sources *Fiend Folio* (Page 174)

"MAD" MORAN **CR 1**
Male human Clr1 of Nerull
CE Medium humanoid (human)
Init +1; **Senses**, Listen +2, Spot +2
Languages Common

AC 19, touch 11, flat-footed 18
(+1 Dex, +6 armor, +2 shield)
hp 10 (1 HD)
Fort +4, **Ref** +1, **Will** +4

Speed 20 ft. in heavy armor, base movement 30 ft.
Melee mwk heavy mace +2 (1d8+1)
Ranged light crossbow +2 (1d8 19-20/x2)
Space 5 ft.; **Reach** 5 ft.
Base Atk +0; **Grp** +1
Special Actions Rebuke Undead 8/day
Combat Gear mwk heavy mace, mwk heavy steel shield, banded mail, light crossbow, 20 bolts
Cleric Spells Prepared (CL 1st):
1st—*bless*, *cause fear*^D, *cure light wounds*
o—*cure minor wounds* (x3)
D: Domain spell. Deity: Nerull. Domains: Death, Evil

Abilities Str 12, Dex 12, Con 14, Int 10, Wis 15, Cha 12
Feats Combat Casting, Extra Turning
Skills Concentration +6, Knowledge [religion] +4, Spellcraft +4
Possessions combat gear plus explorer's outfit, holy symbol, *scroll of magic weapon*, spell component pouch

Description A vile gleam of madness lies behind the narrow eyes of this heavily armored villain. He wears the symbol of a skull and scythe and utters dark mutterings to the Hater of Life, the Bringer of Darkness...Nerull!

ENCOUNTER 4

JUNIPHEL

CR 3

Female human DrN3

CE Medium humanoid (human)

Init +5; **Senses** Listen -1, Spot -1

Languages Common

AC 15, touch 11, flat-footed 14

(+1 Dex, +4 armor)

hp 20 (3 HD); DR 2/bludgeoning and magic

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

Speed 30 ft. in light armor (6 squares)

Melee channeled touch +2 (1d8 negative energy 20/x2) or scimitar +2 (1d6+1 slashing 18-20/x2)

Ranged light crossbow +2 (1d8 piercing 19-20/x2)

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

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

Atk Options Negative Energy Burst 1/day (DC 13)

Special Actions Rebuke Undead 5/day

Combat Gear ~~potion of barkskin +2, potion of cat's grace~~, masterwork chain shirt, light crossbow, dagger, scimitar, spell component pouch

Dread Necromancer Spells Known (CL 5th):

1st (6/day)—*bane*, *bestow wound*^N, *cause fear*^N, *chill touch*^N, *detect magic*, *detect undead*, *doom*^N, *hide from undead*, *inflict light wounds*^N, *ray of enfeeblement*^N, *summon undead* I^N, *undetectable alignment*

*: New Spell Described below. N: Necromancy school spell.

Abilities Str 12, Dex 12, Con 16, Int 10, Wis 8, Cha 16

SQ Lich body

Feats Improved Initiative, Spell Focus (Necromancy)

Skills Bluff +9, Concentration +9, Decipher Script +1, Knowledge [arcana] +1, Knowledge [religion] +2, Spellcraft +2

Possessions combat gear plus explorer's outfit

Channeled Touch (Su) Negative energy flows through a dread necromancer's body, concentrating in her hands. At will, but no more than once per round, she can make a melee touch attack against a living foe that deals 1d8 points of damage, +1 per four class levels. This touch heals undead creatures, restoring 1 hit point per touch, +1 per four class levels.

A dread necromancer can use the spectral hand spell to deliver this attack from a distance.

Rebuke Undead (Su) A dread necromancer can rebuke or command undead creatures by channeling negative energy through her body. See the cleric class feature described on page 33 of the Player's Handbook.

Lich Body: Starting at 2nd level, a dread necromancer begins her journey into undeath. The first symptom is her body's increased resilience to physical harm. She gains DR 2/bludgeoning and magic. As the dread necromancer increases in level, this DR increases in effectiveness, to DR 4 at 7th level, DR 6 at 11th level, and DR 8 at 15th level.

Negative Energy Burst (Su) Beginning at 3rd level, a dread necromancer gains the ability to emit a burst of negative energy from her body, harming living creatures within 5 feet of her. This burst deals 1d4 points of damage per class level.

A successful Will save (DC 10 + ½ her class level + Cha modifier) reduces damage by half. Undead creatures within this burst are healed the same amount of hit points as the damage she deals to living creatures. A dread necromancer can use this ability once per day at 3rd level, and one additional time per day for every five levels she attains beyond third (2/day at 8th level, 3/day at 13th level, and 4/day at 18th level).

Description The young pale skinned woman tosses back a lock of long blonde hair before uttering dark words of necromantic blasphemy. Shadowy eldritch energies gather about her black-clad body.

Sources *Heroes of Horror* (Page 84)

Power-Up Suite: [*barkskin* (10 minutes), *cat's grace* (1 minute left)]

Init +7

AC 19, touch 13, flat-footed 16

(+3 Dex, +4 armor, +1 deflection, +2 natural)

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

Ranged light crossbow +4 (1d8 piercing 19-20/x2)

CAMRYN FERTUINE

CR 1

Male human Sws1

CE Medium humanoid (human)

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

Languages Common, Abyssal, Ancient Suel

AC 17, touch 13, flat-footed 14

(+3 Dex, +4 armor), Dodge, Mobility

hp 12 (1 HD)

Fort +4, **Ref** +3, **Will** +0

Speed 30 ft.

Melee mw rapier +5 (1d6+1 18-20/x2) or dagger +5 (1d4+1 19-20/x2)

Ranged mw dagger (thrown) +5 (1d4+1 19-20/x2)

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

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

Combat Gear mwk rapier, mwk dagger, mwk chainshirt

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

Feats Dodge, Mobility, Weapon Finesse

Skills Balance +6, Bluff +5, Diplomacy +5, Escape Artist +6, Jump +4, Sense Motive +4, Tumble +6

Possessions combat gear plus noble's outfit

Description The overweight man wears light armor over his richly appointed clothing. His steel-gray eyes exude extreme confidence and he wields his rapier with an obviously practiced hand.

APPENDIX 2 – APL 4

ENCOUNTER 2

TORUM THE DOORKEEPER **CR 5**
Male Swordwraith Human Ftr 3
CE Medium undead
Init +3; **Senses** Darkvision 60', Listen +2, Spot +2
Languages Common, Abyssal

AC 18, touch 13, flat-footed 15
(+3 Dex, +5 armor)
hp 29 (3 HD); **DR** 10/magic and slashing
Undead Immunities
Turn Resistance +2
Fort +3, **Ref** +4, **Will** +2

Speed 30 ft. (6squares)
Melee mwk spiked chain +9 (2d4+6/x2)
Ranged mwk light crossbow +7 (1d8 19-20/x2)
Space 5 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** +7 **Atk Options** Combat Reflexes, Power Attack
Special Actions Anklet of Translocation
Combat Gear +1 mithral shirt, anklet of translocation, mwk Spiked Chain, mwk light crossbow, 140 bolts

Abilities Str 18, Dex 16, Con -, Int 13, Wis 8, Cha 8
SQ Strength Damage
Feats Alertness, Iron Will, Exotic Weapon Proficiency (Spiked Chain), Combat Reflexes, Power Attack, Toughness, Weapon Focus (Spiked Chain)
Skills Climb +8, Hide +7, Jump +8, Move Silently +8, Sense Motive +1
Possessions combat gear plus explorer's outfit, 140 gp

Strength Damage (Su) A creature struck by a swordwraith's melee weapon takes 1 point of Strength damage.

Description The thug before you wears a gleaming chainshirt and wields a wicked-looking spiked chain. He appears slightly translucent in the shadows cast by the eldritch sky above.
Sources *Fiend Folio* (Page 174)

Power-Up Suite: [*desecrate*, *stones bones* from "Mad" Moran (25 minutes)]
AC 21, touch 13, flat-footed 18
(+3 Dex, +5 armor, +3 natural)
Fort +4, **Ref** +5, **Will** +3
Melee mwk spiked chain +10 (2d4+7/x2)
Ranged mwk light crossbow +8 (1d8+1 19-20/x2)

"MAD" MORAN **CR 3**
Male human Clr3 of Nerull
CE Medium humanoid (human)
Init +1; **Senses**, Listen +2, Spot +2
Languages Common

AC 21, touch 11, flat-footed 20
(+1 Dex, +8 armor, +2 shield)
hp 23 (3 HD)
Fort +5, **Ref** +2, **Will** +5

Speed 20 ft. in heavy armor, base movement 30 ft.
Melee mwk heavy mace +4 (1d8+1)
Ranged light crossbow +4 (1d8 19-20/x2)
Space 5 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** +3
Special Actions Rebuke Undead 8/day (2 used)
Combat Gear mwk heavy mace, mwk heavy steel shield, mwk full plate, light crossbow, 20 bolts
Cleric Spells Prepared (CL 3rd):
2nd—*cure moderate wounds*, *desecrate*^D, *stone bones*^{SC}
1st—*bless*, *cause fear*^D, *cure light wounds*, *shield of faith*
0—*cure minor wounds* (x4)
D: Domain spell. Deity: Nerull. Domains: Death, Evil
SpC: Spell Compendium

Abilities Str 12, Dex 12, Con 14, Int 10, Wis 15, Cha 12
Feats Combat Casting, Divine Ward, Extra Turning
Skills Concentration +8, Knowledge [religion] +6, Spellcraft +6
Possessions combat gear plus explorer's outfit, holy symbol, *scroll of magic weapon*, spell component pouch
Description A vile gleam of madness lies behind the narrow eyes of this heavily armored villain. He wears the symbol of a skull and scythe and utters dark mutterings to the Hater of Life, the Bringer of Darkness...Nerull!

Power-Up Suite: [*shield of faith* (2 minutes)]
AC 23, touch 13, flat-footed 22
(+1 Dex, +8 armor, +2 shield, +2 deflection)

CIOR ATIQ **CR 1**
 Female human Sct1
 CE Medium humanoid (human)
Init +4; **Senses** Listen +1, Spot +1
Languages Common

AC 18, touch 14, flat-footed 14
 (+4 Dex, +4 armor)
hp 10 (1 HD)
Fort +2, **Ref** +6, **Will** -1

Speed 30 ft.
Melee short sword +2 (1d6+2 19-20/x2) or dagger +2 (1d4+2 19-20/x2)
Ranged mwk composite shortbow (+2 Str) +5 (1d6+2 20/x3)
Space 5 ft.; **Reach** 5 ft.
Base Atk +0; **Grp** +1
Atk Options Skirmish +1d6/o
Combat Gear mwk composite shortbow (+2 strength bonus), short sword, dagger, chainshirt, 80 arrows

Abilities Str 14, Dex 18, Con 14, Int 8, Wis 8, Cha 8
SQ Trapfinding
Feats Point Blank Shot, Precise Shot
Skills Climb +4, Hide +6, Jump +4, Move Silently +6, Search +3, Survival +3, Tumble +6
Possessions combat gear plus explorer's outfit, ~~poti~~ *expeditious retreat*

Description The dark-haired woman in equally dark clothing takes careful aim with her bow. Then she is a blur of black and gray as she darts to her next position.

Power-Up Suite: [*expeditious retreat* (5 rounds)]
Speed 60 ft.
Skills Jump +16

ENCOUNTER 4

JUNIPHEL **CR 5**
 Female human DrN5
 CE Medium humanoid (human)
Init +5; **Senses** Listen -1, Spot -1
Aura Fear Aura 5 ft. (Will DC 15)
Languages Common

AC 16, touch 12, flat-footed 15
 (+1 Dex, +4 armor, +1 deflection)
hp 37 (5 HD); DR 2/bludgeoning and magic
Fort +5(+7 against stunning, paralysis, poison, disease), **Ref** +3, **Will** +4(+6 against sleep)

Speed 30 ft. in light armor (6 squares)
Melee charnel touch +3 (1d8+1 negative energy 20/x2) or scimitar +3 (1d6+1 slashing 18-20/x2)
Ranged light crossbow +3 (1d8 piercing 19-20/x2)
Space 5 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** +3
Atk Options Negative Energy Burst 1/day (DC 15)
Special Actions Rebuke Undead 6/day
Combat Gear ~~vest of resistance~~ +1, ~~ring of protection~~ +1, ~~poti~~ *vest of resistance* +1, ~~ring of cat's grace~~, masterwork chain shirt, light crossbow, dagger, scimitar, spell component pouch

Dread Necromancer Spells Known (CL 5th):
 2nd (5/day)—~~blindness/deafness~~^N, ~~command undead~~^N, darkness, death knell^N, ~~dessicate~~^N, ~~false life~~^N, gentle repose^N, ghoul touch^N, inflict moderate wounds^N, scare^N, spectral hand^N, summon swarm, summon undead II^N
 1st (7/day)—bane, bestow wound^N, cause fear^N, chill touch^N, detect magic, detect undead, doom^N, hide from undead, inflict light wounds^N, ray of enfeeblement^N, summon undead I^N, undetectable alignment

*: New Spell Described below. N: Necromancy school spell.

Abilities Str 12, Dex 12, Con 16, Int 10, Wis 8, Cha 16
SQ Lich body, Mental Bastion
Feats Improved Initiative, Tomb-Tainted Soul, Spell Focus (Necromancy)
Skills Bluff +11, Concentraion +11, Decipher Script +2, Knowledge [arcana] +2, Knowledge [religion] +2, Spellcraft +2

Possessions combat gear plus explorer's outfit

Charnel Touch (Su) Negative energy flows through a dread necromancer's body, concentrating in her hands. At will, but no more than once per round, she can make a melee touch attack against a living foe that deals 1d8 points of damage, +1 per four class levels. This touch heals undead creatures, restoring 1 hit point per touch, +1 per four class levels.
 A dread necromancer can use the spectral hand spell to deliver this attack from a distance.

Rebuke Undead (Su) A dread necromancer can rebuke or command undead creatures by channeling negative energy through her body. See the cleric class feature described on page 33 of the Player's Handbook.

Lich Body: Starting at 2nd level, a dread necromancer begins her journey into undeath. The first symptom is her body's increased resilience to physical harm. She gains DR

2/bludgeoning and magic. As the dread necromancer increases in level, this DR increases in effectiveness, to DR 4 at 7th level, DR 6 at 11th level, and DR 8 at 15th level.

Negative Energy Burst (Su) Beginning at 3rd level, a dread necromancer gains the ability to emit a burst of negative energy from her body, harming living creatures within 5 feet of her. This burst deals 1d4 points of damage per class level. A successful Will save (DC 10 + ½ her class level + Cha modifier) reduces damage by half. Undead creatures within this burst are healed the same amount of hit points as the damage she deals to living creatures. A dread necromancer can use this ability once per day at 3rd level, and one additional time per day for every five levels she attains beyond third (2/day at 8th level, 3/day at 13th level, and 4/day at 18th level).

Advanced Learning (Ex) At 4th level, a dread necromancer can add a new spell to her list, representing the result of personal study and experimentation. The spell must be a cleric or wizard spell of the necromancy school, and of a level no higher than that of the highest-level spell the dread necromancer already knows. Once a new spell is selected, it is added to that dread necromancer's spell list and can be cast just like any other spell she knows. If a spell is both a cleric spell and a wizard spell, use the lower of the two spell levels (when different) to determine what level the spell is for a dread necromancer.

A dread necromancer gains an additional new spell at 8th, 12th, 16th, and 20th level.

Juniphel has used her Advanced Learning to gain the spell *desiccate* at 4th level.

Mental Bastion: Starting at 4th level, a dread necromancer gains a +2 bonus on saving throws made to resist sleep, stunning, paralysis, poison, or disease. This bonus increases to +4 at 14th level.

Fear Arua Beginning at 5th level, a dread necromancer radiates a 5-foot-radius aura as a free action. Enemies in the area must succeed on a Will save (DC 10 + ½ her class level + her Cha modifier) or become shaken. A creature who successfully saves cannot be affected by that dread necromancer's fear aura for 24 hours.

Description The young pale skinned woman tosses back a lock of long blonde hair before uttering dark words of necromantic blasphemy. Shadowy eldritch energies gather about her black-clad body.

Sources *Heroes of Horror* (Page 84)

Power-Up Suite: [*barkskin* (10 minutes), *cat's grace* (1 minute left), *false life* (1 hour left)]

Init +7

AC 20, touch 14, flat-footed 17

(+3 Dex, +4 armor, +1 deflection, +2 natural)

hp 48 (5 HD); DR 2/bludgeoning and magic

Fort +5(+7 against stunning, paralysis, poison, disease), **Ref** +4,

Will +4(+6 against sleep)

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

CAMRYN FERTUINE

CR 2

Male human RogI/Sws1

CE Medium humanoid (human)

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

Languages Common, Abyssal, Ancient Suel

AC 17, touch 13, flat-footed 14

(+3 Dex, +4 armor), Dodge, Mobility

hp 15 (2 HD)

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

Speed 30 ft.

Melee mw rapier +5 (1d6+1 18-20/x2) or dagger +5 (1d4+1 19-20/x2)

Ranged mw dagger (thrown) +5 (1d4+1 19-20/x2)

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

Base Atk +1; **Grp** +2 **Atk Options** Sneak Attack +1d6

Combat Gear mwk rapier, mwk dagger, mwk chainshirt

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

SQ Trapfinding

Feats Dodge, Mobility, Weapon Finesse

Skills Balance +10, Bluff +6, Diplomacy +10, Escape Artist +7, Intimidate +3, Jump +7, Search +6, Sense Motive +5, Tumble +9

Possessions combat gear plus noble's outfit, *cloak of resistance* +1

Description The overweight man wears light armor over his richly appointed clothing. His steel-gray eyes exude extreme confidence and he wields his rapier with an obviously practiced hand.

APPENDIX 3 – APL 6

ENCOUNTER 2

URNUTH THE WEAPONSMITH

CR 7

Male Swordwraith Minotaur Ftr 1

CE Large undead

Init +2; **Senses** Darkvision 60', Listen +8, Spot +8

Languages Common, Giant

AC 22, touch 11, flat-footed 22

(-1 Size, +2 Dex, +6 armor, +5 natural)

hp 63 (7 HD); DR 10/magic and slashing

Undead Immunities

Turn Resistance +2

Fort +4, **Ref** +7, **Will** +8

Speed 20 ft. in medium armor; base 30 ft.

Melee +1 *large spiked chain* +15/+10 (2d6+11/x2) and gore +8 (1d8+7/x2)

Melee gore +13 (1d8+7/x2)

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

Base Atk +7; **Grp** +18 **Atk Options** Combat Reflexes, Power Attack, Powerful Charge

Special Actions *Anklet of Translocation*

Combat Gear +1 *large breastplate*, *anklet of translocation*, +1 *large spiked chain*, mwk *large spiked chain*

Abilities Str 24, Dex 14, Con -, Int 9, Wis 12, Cha 10

SQ Strength Damage, Natural Cunning

Feats Alertness, Iron Will, Exotic Weapon Proficiency (*Spiked Chain*), Combat Reflexes, Power Attack, Weapon Focus (*Spiked Chain*)

Skills Craft (weapon smithing) +2, Hide +3, Move Silently +3, Search +4, Sense Motive +2

Possessions combat gear plus explorer's outfit

Strength Damage (Su) A creature struck by a swordwraith's melee weapon takes 1 point of Strength damage.

Powerful Charge (Ex) A minotaur typically begins a battle by charging an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +13 attack bonus that deals 4d6+10 points of damage.

Natural Cunning (Ex) Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to *maze* spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

Skills Minotaurs have a +4 racial bonus on Search, Spot and Listen checks.

Description The creature looks like an incredibly tall, powerfully muscled humanoid, covered in shaggy fur, with the head of a bull. It wears a gleaming breastplate and wields a wicked-looking spiked chain. It appears slightly translucent in the shadows cast by the eldritch sky above.

Sources *Fiend Folio* (Page 174)

Power-Up Suite: [*desecrate*, *stones bones* from "Mad" Moran (25 minutes)]

AC 25, touch 11, flat-footed 25

(-1 Size, +2 Dex, +6 armor, +8 natural)

Fort +5, **Ref** +8, **Will** +9

Melee +1 *large spiked chain* +16/+11 (2d6+11/x2) and gore +9 (1d8+7/x2)

Melee gore +14 (1d8+7/x2)

"MAD" MORAN

CR 5

Male human Clr5 of Nerull

CE Medium humanoid (human)

Init +1; **Senses**, Listen +3, Spot +3

Languages Common

AC 23, touch 11, flat-footed 22

(+1 Dex, +9 armor, +3 shield)

hp 38 (5 HD)

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

Speed 20 ft. in heavy armor, base movement 30 ft.

Melee mwk heavy mace +5 (1d8+1)

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

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

Base Atk +3; **Grp** +4

Special Actions Rebuke Undead 8/day (2 used)

Combat Gear mwk heavy mace, +1 *heavy steel shield*, +1 *full plate*, light crossbow, 20 bolts

Cleric Spells Prepared (CL 5th):

3rd—*dispel magic*, ~~*magic circle against good*~~^D, *unholy storm*^{SpC}

2nd—*cure moderate wounds*, ~~*desecrate*~~^D, *silence*, ~~*stone bones*~~^{SpC}

1st—*bleed*, *cure light wounds*, ~~*protection from good*~~^D *resurgence*^{SpC}, ~~*shield of faith*~~

0—*cure minor wounds* (x5)

D: Domain spell. Deity: Nerull. Domains: Death, Evil

SpC: Spell Compendium

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

Feats Combat Casting, Divine Ward, Extra Turning

Skills Concentration +10, Knowledge [religion] +8, Spellcraft +8

Possessions combat gear plus explorer's outfit, holy symbol, spell component pouch, *book of all knowledge*

Description A vile gleam of madness lies behind the narrow eyes of this heavily armored villain. He wears the symbol of a skull and scythe and utters dark mutterings to the Hater of Life, the Bringer of Darkness...Nerull!

Power-Up Suite: [*shield of faith*, *magic circle against good* (2 minutes)]

AC 25, touch 13, flat-footed 24

(+1 Dex, +9 armor, +3 shield, +2 deflection)

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

CIOR ATIQ **CR 2**
 Female human Sct2
 CE Medium humanoid (human)
Init +5; **Senses** Listen +2, Spot +2
Languages Common

AC 18, touch 14, flat-footed 18
 (+4 Dex, +4 armor)
hp 17 (2 HD)
Fort +3, **Ref** +7, **Will** -1

Speed 30 ft.
Melee short sword +3 (1d6+2 19-20/x2) or dagger +3 (1d4+2 19-20/x2)
Ranged mwk composite shortbow (+2 Str) +6 (1d6+2 20/x3)
Space 5 ft.; **Reach** 5 ft.
Base Atk +1; **Grp** +2
Atk Options Skirmish +1d6/o
Combat Gear mwk composite shortbow (+2 strength bonus), short sword, mithral shirt, 80 arrows

Abilities Str 14, Dex 18, Con 14, Int 8, Wis 8, Cha 8
SQ Trapfinding, Uncanny Dodge
Feats Point Blank Shot, Precise Shot
Skills Climb +7, Hide +9, Jump +9, Move Silently +9, Search +4, Survival +4, Tumble +11
Possessions combat gear plus explorer's outfit, ~~potion of expeditious retreat~~
Description The dark-haired woman in equally dark clothing takes careful aim with her bow. Then she is a blur of black and gray as she darts to her next position.

Power-Up Suite: [expeditious retreat (5 rounds), protection from good from "Mad" Moran (2 minutes)]
AC 20, touch 16, flat-footed 20
 (+4 Dex, +4 armor, +2 deflection) against good
Fort +5, **Ref** +9, **Will** +1 against good

Speed 60 ft.
Skills Jump +21

ENCOUNTER 4

JUNIPHEL **CR 7**
 Female human DrN7
 CE Medium humanoid (human)
Init +5; **Senses** Listen +1, Spot +1
Aura Fear Aura 5 ft. (Will DC 16)
Languages Common, Abyssal

AC 16, touch 12, flat-footed 15
 (+1 Dex, +4 armor, +1 deflection)
hp 53 (7 HD); DR 4/bludgeoning and magic
Fort +6(+8 against stunning, paralysis, poison, disease), **Ref** +4, **Will** +5(+7 against sleep)

Speed 30 ft. in light armor (6 squares)
Melee charnel touch +4 (1d8+1 negative energy 20/x2) or +1 scimitar +5 (1d6+2 slashing 18-20/x2)
Ranged masterwork light crossbow +5 (1d8 piercing 19-20/x2)
Space 5 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** +4
Atk Options Negative Energy Burst 1/day (DC 16), Scabrous Touch 1/day (DC 16)
Special Actions Rebuke Undead 6/day
Combat Gear vest of resistance +1, ring of protection +1, ~~potion of barkskin~~ +2, ~~potion of cat's grace~~, mithral shirt, masterwork light crossbow, dagger, +1 scimitar, spell component pouch
Dread Necromancer Spells Known (CL 7th):
 3rd (5/day)—crushing despair, death ward^N, halt undead^N, inflict serious wounds^N, ray of exhaustion^N, speak with dead^N, summon undead III^N, vampiric touch^N
 2nd (7/day)—blindness/deafness^N, command undead^N, darkness, death knell^N, dessicate^N, false life^N, gentle repose^N, ghoul touch^N, inflict moderate wounds^N, scare^N, spectral hand^N, summon swarm, summon undead II^N
 1st (7/day)—bane, bestow wound^N, cause fear^N, chill touch^N, detect magic, detect undead, doom^N, hide from undead, inflict light wounds^N, ray of enfeeblement^N, summon undead I^N, undetectable alignment

*: New Spell Described below. N: Necromancy school spell.

Abilities Str 12, Dex 12, Con 16, Int 10, Wis 8, Cha 16
SQ Lich body, Mental Bastion
Feats Improved Initiative, Improved Toughness, Tomb-Tainted Soul, Spell Focus (Necromancy), Alertness
Skills Bluff +11, Concentration +13, Decipher Script +2, Knowledge [arcana] +2, Knowledge [religion] +2, Spellcraft +6
Possessions combat gear plus explorer's outfit

Charnel Touch (Su) Negative energy flows through a dread necromancer's body, concentrating in her hands. At will, but no more than once per round, she can make a melee touch attack against a living foe that deals 1d8 points of damage, +1 per four class levels. This touch heals undead creatures, restoring 1 hit point per touch, +1 per four class levels.
 A dread necromancer can use the spectral hand spell to deliver this attack from a distance.
Rebuke Undead (Su) A dread necromancer can rebuke or command undead creatures by channeling negative energy

through her body. See the cleric class feature described on page 33 of the Player's Handbook.

Lich Body: Starting at 2nd level, a dread necromancer begins her journey into undeath. The first symptom is her body's increased resilience to physical harm. She gains DR 2/bludgeoning and magic. As the dread necromancer increases in level, this DR increases in effectiveness, to DR 4 at 7th level, DR 6 at 11th level, and DR 8 at 15th level.

Negative Energy Burst (Su) Beginning at 3rd level, a dread necromancer gains the ability to emit a burst of negative energy from her body, harming living creatures within 5 feet of her. This burst deals 1d4 points of damage per class level. A successful Will save (DC 10 + ½ her class level + Cha modifier) reduces damage by half. Undead creatures within this burst are healed the same amount of hit points as the damage she deals to living creatures. A dread necromancer can use this ability once per day at 3rd level, and one additional time per day for every five levels she attains beyond third (2/day at 8th level, 3/day at 13th level, and 4/day at 18th level).

Advanced Learning (Ex) At 4th level, a dread necromancer can add a new spell to her list, representing the result of personal study and experimentation. The spell must be a cleric or wizard spell of the necromancy school, and of a level no higher than that of the highest-level spell the dread necromancer already knows. Once a new spell is selected, it is added to that dread necromancer's spell list and can be cast just like any other spell she knows. If a spell is both a cleric spell and a wizard spell, use the lower of the two spell levels (when different) to determine what level the spell is for a dread necromancer.

A dread necromancer gains an additional new spell at 8th, 12th, 16th, and 20th level.

Juniphel has used her Advanced Learning to gain the spell desiccate at 4th level.

Mental Bastion: Starting at 4th level, a dread necromancer gains a +2 bonus on saving throws made to resist sleep, stunning, paralysis, poison, or disease. This bonus increases to +4 at 14th level.

Fear Arou: Beginning at 5th level, a dread necromancer radiates a 5-foot-radius aura as a free action. Enemies in the area must succeed on a Will save (DC 10 + ½ her class level + her Cha modifier) or become shaken. A creature who successfully saves cannot be affected by that dread necromancer's fear aura for 24 hours.

Scabrous Touch (Su): Starting at 6th level, once per day a dread necromancer can use her charnel touch to inflict disease on a creature she touches. This ability works like the contagion spell (see page 213 of the Player's Handbook), inflicting the disease of her choice immediately, with no incubation period, unless the target makes a successful Fortitude save (DC 10 + ½ her class level + her Cha modifier). The DC for subsequent saving throws to resist the effects of the disease depends on the disease inflicted, see page 292 of the Dungeon Master's Guide for details.

Activating this class feature is a swift action. The effect lasts until the dread necromancer makes a successful charnel touch attack. The spectral hand spell enables a dread

necromancer to deliver a scabrous touch attack from a distance.

A dread necromancer can use this ability once per day at 6th level, twice per day at 11th level, and three times per day at 16th level.

Summon Familiar: At 7th level or anytime thereafter, a dread necromancer can obtain a familiar. The familiar she acquires is more powerful than a standard wizard's or sorcerer's familiar, but it is unequivocally evil. The player of a dread necromancer chooses one of the following creatures: imp (devil), quasit (demon), vargouille, or ghostly visage. All these creatures are described in the Monster Manual except for the ghostly visage, an undead symbiont described on page 221 of the Fiend Folio.

A dread necromancer's familiar gains the usual familiar benefits given on pages 52-53 of the Player's Handbook, with two exceptions. Its type does not change, and it does not gain the exceptional ability to speak with other creatures of its kind.

A dread necromancer's familiar can use its ability to deliver touch spell such as its master's charnel touch, scabrous touch, or enervating touch attack. The master must use a standard action to imbue the touch attack into her familiar.

Description The young pale skinned woman tosses back a lock of long blonde hair before uttering dark words of necromantic blasphemy. Shadowy eldritch energies gather about her black-clad body.

Sources *Heroes of Horror* (Page 84)

Power-Up Suite: [barkskin (10 minutes), cat's grace (1 minute left), false life (1 hour left), spectral hand]

Init +7

AC 20, touch 14, flat-footed 17

(+3 Dex, +4 armor, +1 deflection, +2 natural)

hp 66 (7 HD); DR 2/bludgeoning and magic

Fort +6(+8 against stunning, paralysis, poison, disease), **Ref** +6, **Will** +5(+7 against sleep)

Ranged masterwork light crossbow +7 (1d8 piercing 19-20/x2)

MYNYDRZZT

CR 2

Quasit familiar

CE Tiny outsider (Chaotic, Extraplanar, Evil)

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

Languages Common, Abyssal

AC 22, touch 15, flat-footed 19

(+2 Size, +3 Dex, +7 natural)

hp 26 (2 HD); fast healing 2; DR 5/cold iron or good

Immune poison

Resist fire 10

Fort +3, **Ref** +6, **Will** +4

Speed 20 ft.; fly 50 ft. (perfect)

Melee 2 claws +8 (1d3-1 plus poison 20/x2) and bite +3 (1d4-1 20/x2)

Space 2½ ft.; **Reach** 2½ ft.

Base Atk +3; **Grp** -6

Atk Options Poison

Special Actions Alternate form, spell-like abilities

Spell-Like Abilities (CL 6th):

At will—*detect good*, *detect magic*, and *invisibility* (self only)
1/day—*casue fear* (as the spell, except that area is a 30-foot radius from the quasit, save DC 11)

Abilities Str 8, Dex 17, Con 10, Int 10, Wis 12, Cha 10

SQ improved evasion, share spells, empathic link, deliver touch spells, speak with master

Feats Improved Initiative, Weapon Finesse

Skills Bluff +10, Diplomacy +2, Disguise +0 (+2 acting), Hide +17, Intimidate +2, Knowledge [the planes] +6, Move Silently +9, Search +6, Spellcraft +6

Poison (Ex) Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex. The save is Constitution-based and includes a +2 racial bonus.

Spell-like abilities: At will – *detect good*, *detect magic*, and *invisibility* (self only); 1/day – *cause fear* (as the spell, except that its area is a 30-foot radius from the quasit, save DC 11). CL 6th. The save DCs are Charisma based.

Once per week a quasit can use *commune* to ask six questions. The ability otherwise works as the spell (CL 12th).

Alternate form (Su): A quasit can assume other forms at will as a standard action. A *true seeing* spell or ability reveals the creature's natural form. A creature using alternate form reverts to its natural form when killed, but separated body parts retain their shape. A creature cannot use alternate form to take the form of a creature with a template. If the new form has the aquatic subtype, the creature gains that subtype as well. The creature loses the natural weapons, natural armor and movement modes of its original form, as well as any extraordinary special attacks of its original form not derived from class levels (such as the barbarian's rage class feature).

Any individual quasit can assume only one or two forms no larger than Medium. Common forms include bat, monstrous centipede, toad, and wolf. A quasit in alternate form loses its poison attack. Mynydrztt uses this ability to change into a raven, appearing as a more mundane familiar for Juniphel. In combat he will often take on a hardier form.

Description A tiny humanoid-shaped creature with spiky horns and bat wings hovers nearby. Its hands and feet are long and slender, with long, claw-tipped digits. Warts or pustules cover its greenish skin

Sources *Monster Manual* (Page 46)

Power-Up Suite: [*false life* (1 hour left)]

hp 39 (2 HD); fast healing 2; DR 5/cold iron or good

CAMRYN FERTUINE

CR 5

Male human Rog3/Sws2

CE Medium humanoid (human)

Init +3; **Senses**, Listen +4, Spot +4

Languages Common, Abyssal, Ancient Suel

AC 17, touch 13, flat-footed 14

(+3 Dex, +4 armor), Dodge, Mobility

hp 36 (5 HD)

Fort +7, **Ref** +8, **Will** +4

Speed 30 ft.

Melee +1 rapier +8 (1d6+2 18-20/x2) or dagger +8 (1d4+1 19-20/x2)

Ranged mw dagger (thrown) +8 (1d4+1 19-20/x2)

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

Base Atk +4; **Grp** +5 **Atk Options** Sneak Attack +2d6

Combat Gear +1 rapier, mwk dagger, mwk dagger, mwk chainshirt

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

SQ Trapfinding, Evasion, Trap Sense +1, Grace +1

Feats Dodge, Iron Will, Mobility, Weapon Finesse

Skills Balance +12, Bluff +9, Diplomacy +10, Escape Artist +10, Intimidate +3, Jump +9, Search +10, Sense Motive +8, Tumble +12

Possessions combat gear plus noble's outfit, *cloak of resistance* +1

Description The overweight man wears light armor over his richly appointed clothing. His steel-gray eyes exude extreme confidence and he wields his rapier with an obviously practiced hand.

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

SOUCELLO, CONSORT OF CASSITER

CR 4

Vampire Spawn, Female Human

CE Medium Undead

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

Languages Common, Infernal

AC 15, touch 12, flat-footed 13

(+2 Dex, +3 natural)

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

Immune undead immunities

Resist cold 10, electricity 10

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

Weakness vampire weaknesses

Speed 30 ft; Spider climb

Melee slam +5 (1d6+4 bludgeoning plus energy drain)

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

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

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

Atk Options Blood Drain, Dominate, Energy Drain

Special Actions Gaseous Form, +2 Turn Resistance

Combat Gear masterwork light crossbow, 20 bolts

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

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

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

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

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

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

and those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save (DC 14) or fall instantly under the vampire's influence as though by a *dominate person* spell (caster level 5th). The ability has a range of 30 feet.

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

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

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

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

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

Description The stunning woman before you is dressed in a diaphanous violet gown that leaves little to the imagination. She has fine, straight beige hair and light-colored skin.

Sources DMG (Page 253-254)

COTESSE, CONSORT OF CASSITER

CR 4

Vampire Spawn, Female Human

CE Medium Undead

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

Languages Common, Infernal

AC 19, touch 12, flat-footed 17

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

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

Immune undead immunities

Resist cold 10, electricity 10

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

Weakness vampire weaknesses

Speed 30 ft; Spider climb

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

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

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

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

Atk Options Blood Drain, Dominate, Energy Drain

Special Actions Gaseous Form, +2 Turn Resistance

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

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

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

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

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

Blood Drain (Ex) As Soucello.

Dominate (Su) As Soucello.

Energy Drain (Su) As Soucello.

Fast Healing (Ex) As Soucello.

Gaseous Form (Su) As Soucello.

Spider Climb (Su) As Soucello.

Skills As Kora.

Description The supple woman is much stronger than she looks. She wears a well-polished suit of armor and carries a baroque halberd in her hands. Her hair is blonde and curled and her skin in light.

Sources DMG (Page 253-254)

APPENDIX 4 – APL 8

ENCOUNTER 2

URNUTH THE WEAPONSMITH **CR 9**

Male Swordwraith Minotaur Ftr 2/Exotic Weapon Master I
CE Large undead

Init +2; **Senses** Darkvision 60', Listen +8, Spot +10

Languages Common, Giant

AC 22, touch 11, flat-footed 22

(-1 Size, +2 Dex, +6 armor, +5 natural)

hp 88 (9 HD); **DR** 10/magic and slashing

Undead Immunities

Turn Resistance +2

Fort +7, **Ref** +7, **Will** +8

Speed 20 ft. in medium armor; base 30 ft.

Melee +1 *adamantine large spiked chain* +17/+12 (2d6+11 19-20/x2) and *gore* +10 (1d8+7/x2) or +1 *adamantine large spiked chain* +15/+15/+10 (2d6+11 19-20/x2) flurry of strikes and *gore* +8 (1d8+7/x2)

Melee *gore* +15 (1d8+7/x2)

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

Base Atk +9; **Grp** +20 **Atk Options** Combat Reflexes, Power Attack, Powerful Charge

Special Actions *Anklet of Translocation*

Combat Gear +1 *large breastplate*, *anklet of translocation*, +1 *adamantine large Spiked Chain*, *mwk large Spiked Chain*

Abilities Str 24, Dex 14, Con -, Int 10, Wis 12, Cha 10

SQ Strength Damage, Natural Cunning

Feats Alertness, Iron Will, Exotic Weapon Proficiency (Spiked Chain), Improved Critical (Spiked Chain), Improved Toughness, Combat Reflexes, Power Attack, Weapon Focus (Spiked Chain)

Skills Craft (weapon smithing) +3, Hide +3, Move Silently +3, Search +5, Sense Motive +3

Possessions combat gear plus explorer's outfit

Strength Damage (Su) A creature struck by a swordwraith's melee weapon takes 1 point of Strength damage.

Powerful Charge (Ex) A minotaur typically begins a battle by charging an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single *gore* attack with a +15 attack bonus that deals 4d6+10 points of damage.

Natural Cunning (Ex) Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to *maze* spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

Skills Minotaurs have a +4 racial bonus on Search, Spot and Listen checks.

Description The creature looks like an incredibly tall, powerfully muscled humanoid, covered in shaggy fur, with the head of a bull. It wears a gleaming breastplate and wields a wicked-looking spiked chain. It appears slightly translucent in the shadows cast by the eldritch sky above.

Sources *Fiend Folio* (Page 174)

Power-Up Suite: [*desecrate*, *stones bones* from "Mad" Moran (25 minutes)]

AC 25, touch 11, flat-footed 25

(-1 Size, +2 Dex, +6 armor, +8 natural)

Fort +7, **Ref** +8, **Will** +9

Melee +1 *adamantine large spiked chain* +18/+13 (2d6+12 19-20/x2) and *gore* +10 (1d8+7/x2) or +1 *adamantine large spiked chain* +16/+16/+11 (2d6+12 19-20/x2) flurry of strikes and *gore* +9 (1d8+8/x2)

Melee *gore* +16 (1d8+8/x2)

"MAD" MORAN

CR 7

Male human Clr7 of Nerull

CE Medium humanoid (human)

Init +1; **Senses**, Listen +3, Spot +3

Languages Common

AC 23, touch 11, flat-footed 22

(+1 Dex, +9 armor, +3 shield)

hp 58 (7 HD)

Fort +7, **Ref** +3, **Will** +8

Speed 20 ft. in heavy armor, base movement 30 ft.

Melee *mwk heavy mace* +7 (1d8+1)

Ranged light crossbow +7 (1d8 19-20/x2)

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

Base Atk +5; **Grp** +6

Special Actions Rebuke Undead 8/day (2 used)

Combat Gear *mwk heavy mace*, +1 *heavy steel shield*, +1 *full plate*, *metamagic rod*, *lesser (silent)*, light crossbow, 20 bolts

Cleric Spells Prepared (CL 7th):

4th—*recitation*^{SPC}, *unholy blight*^D

3rd—*dispel magic*, *invisibility purge*, ~~*magic circle against good*^D~~, *unholy storm*^{SPC}

2nd—*close wounds*^{SPC}, *cure moderate wounds*, ~~*desecrate*^D~~, *silence*, ~~*stone bones*^{SPC}~~

1st—*cure light wounds* (x3), ~~*protection from good*^B~~ *resurgence*^{SPC}, ~~*shield of faith*~~

0—*cure minor wounds* (x6)

D: Domain spell. Deity: Nerull. Domains: Death, Evil

SPC: Spell Compendium

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

Feats Combat Casting, Divine Ward, Improved Toughness, Extra Turning

Skills Concentration +12, Knowledge [religion] +10, Spellcraft +10

Possessions combat gear plus explorer's outfit, holy symbol, spell component pouch, *book of all knowledge*

Description A vile gleam of madness lies behind the narrow eyes of this heavily armored villain. He wears the symbol of a skull and scythe and utters dark mutterings to the Hater of Life, the Bringer of Darkness...Nerull!

Power-Up Suite: [*shield of faith*, *magic circle against good* (6 minutes)]

AC 26, touch 14, flat-footed 25
(+1 Dex, +9 armor, +3 shield, +3 deflection)
Fort +9, **Ref** +5, **Will** +10 against good

CIOR ATIQ **CR** 4
Female human Sct4
CE Medium humanoid (human)
Init +5; **Senses** Listen +3, Spot +3
Languages Common

AC 18, touch 14, flat-footed 18
(+4 Dex, +4 armor) Dodge, Mobility, Skirmish +1d6/+1
hp 30 (4 HD)
Fort +4, **Ref** +8, **Will** +0

Speed 40 ft.
Melee short sword +5 (1d6+2 19-20/x2) or dagger +5 (1d4+2 19-20/x2)
Ranged mwk composite shortbow (+2 Str) +8 (1d6+2 20/x3)
Space 5 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** +4
Atk Options Skirmish +1d6/+1
Combat Gear mwk composite shortbow (+2 strength bonus), short sword, mithral shirt, 80 arrows

Abilities Str 14, Dex 19, Con 14, Int 8, Wis 8, Cha 8
SQ Trapfinding, Uncanny Dodge, Trackless step
Feats Dodge, Mobility, Point Blank Shot, Precise Shot
Skills Climb +9, Hide +11, Jump +15, Move Silently +11, Search +6, Survival +6, Tumble +13
Possessions combat gear plus explorer's outfit, brooch of shielding, ~~potion of expeditious retreat~~, ~~potion of invisibility~~

Description The dark-haired woman in equally dark clothing takes careful aim with her bow. Then she is a blur of black and gray as she darts to her next position.

Power-Up Suite: [expeditious retreat (5 rounds), invisible (1 minute), protection from good from "Mad" Moran (2 minutes)]
AC 20, touch 16, flat-footed 20
(+4 Dex, +4 armor, +2 deflection) Dodge, Mobility, Skirmish +1d6/+1 against good
Fort +6, **Ref** +10, **Will** +2 against good

Speed 70 ft.
Skills Jump +27

ENCOUNTER 4

JUNIPHEL **CR** 9
Female human DrN9
CE Medium humanoid (human)
Init +5; **Senses** Listen +1, Spot +1
Aura Fear Aura 5 ft. (Will DC 17)
Languages Common, Abyssal

AC 17, touch 12, flat-footed 16
(+1 Dex, +5 armor, +1 deflection)
hp 68 (9 HD); DR 4/bludgeoning and magic
Fort +8(+10 against stunning, paralysis, poison, disease), **Ref** +6, **Will** +7(+9 against sleep)

Speed 30 ft. in light armor (6 squares)
Melee charnel touch +5 (1d8+2 negative energy 20/x2) or +1 scimitar +6 (1d6+2 slashing 18-20/x2)
Ranged masterwork light crossbow +6 (1d8 piercing 19-20/x2)
Space 5 ft.; **Reach** 5 ft.
Base Atk +4; **Grp** +5
Atk Options Negative Energy Burst 2/day (DC 17), Scabrous Touch 1/day (DC 17)
Special Actions Rebuke Undead 6/day
Combat Gear vest of resistance +2, ring of protection +1, ~~potion of barkskin~~ +2, ~~potion of cat's grace~~, +1 mithral shirt, masterwork light crossbow, dagger, +1 scimitar, spell component pouch, 175 gp worth of runebones

Dread Necromancer Spells Known (CL 9th):
4th (5/day)—animate dead^N, bestow curse^N, contagion^N, death ward^N, dispel magic, enervation^N, Evard's black tentacles, fear^N, giant vermin, inflict critical wounds^N, phantasmal killer, poison^N, summon undead IV^{*}, wither^N
3rd (7/day)—crushing despair, death ward^N, halt undead^N, inflict serious wounds^N, ray of exhaustion^N, speak with dead^N, summon undead III^{*}, vampiric touch^N
2nd (7/day)—blindness/deafness^N, command undead^N, darkness, death knell^N, dessicate^N, false life^N, gentle repose^N, ghoul touch^N, inflict moderate wounds^N, scare^N, spectral hand^N, summon swarm, summon undead II^{*}
1st (7/day)—bane, bestow wound^{*}, cause fear^N, chill touch^N, detect magic, detect undead, doom^N, hide from undead, inflict light wounds^N, ray of enfeeblement^N, summon undead I^{*}, undetectable alignment

*: New Spell Described below. N: Necromancy school spell.

Abilities Str 12, Dex 12, Con 16, Int 10, Wis 8, Cha 17
SQ Lich body, Mental Bastion
Feats Black Lore of Moil, Improved Initiative, Improved Toughness, Tomb-Tainted Soul, Spell Focus (Necromancy), Alertness
Skills Bluff +11, Concentration +15, Decipher Script +2, Knowledge [arcana] +2, Knowledge [religion] +2, Spellcraft +10
Possessions combat gear plus explorer's outfit

Charnel Touch (Su) Negative energy flows through a dread necromancer's body, concentrating in her hands. At will, but no more than once per round, she can make a melee touch attack against a living foe that deals 1d8 points of damage, +1

per four class levels. This touch heals undead creatures, restoring 1 hit point per touch, +1 per four class levels.

A dread necromancer can use the spectral hand spell to deliver this attack from a distance.

Rebuke Undead (Su) A dread necromancer can rebuke or command undead creatures by channeling negative energy through her body. See the cleric class feature described on page 33 of the Player's Handbook.

Lich Body: Starting at 2nd level, a dread necromancer begins her journey into undeath. The first symptom is her body's increased resilience to physical harm. She gains DR 2/bludgeoning and magic. As the dread necromancer increases in level, this DR increases in effectiveness, to DR 4 at 7th level, DR 6 at 11th level, and DR 8 at 15th level.

Negative Energy Burst (Su) Beginning at 3rd level, a dread necromancer gains the ability to emit a burst of negative energy from her body, harming living creatures within 5 feet of her. This burst deals 1d4 points of damage per class level. A successful Will save (DC 10 + ½ her class level + Cha modifier) reduces damage by half. Undead creatures within this burst are healed the same amount of hit points as the damage she deals to living creatures. A dread necromancer can use this ability once per day at 3rd level, and one additional time per day for every five levels she attains beyond third (2/day at 8th level, 3/day at 13th level, and 4/day at 18th level).

Advanced Learning (Ex) At 4th level, a dread necromancer can add a new spell to her list, representing the result of personal study and experimentation. The spell must be a cleric or wizard spell of the necromancy school, and of a level no higher than that of the highest-level spell the dread necromancer already knows. Once a new spell is selected, it is added to that dread necromancer's spell list and can be cast just like any other spell she knows. If a spell is both a cleric spell and a wizard spell, use the lower of the two spell levels (when different) to determine what level the spell is for a dread necromancer.

A dread necromancer gains an additional new spell at 8th, 12th, 16th, and 20th level.

Juniphel has used her Advanced Learning to gain the spell desiccate at 4th level, and the spell wither at 8th level.

Mental Bastion: Starting at 4th level, a dread necromancer gains a +2 bonus on saving throws made to resist sleep, stunning, paralysis, poison, or disease. This bonus increases to +4 at 14th level.

Fear Arouse: Beginning at 5th level, a dread necromancer radiates a 5-foot-radius aura as a free action. Enemies in the area must succeed on a Will save (DC 10 + ½ her class level + her Cha modifier) or become shaken. A creature who successfully saves cannot be affected by that dread necromancer's fear aura for 24 hours.

Scabrous Touch (Su): Starting at 6th level, once per day a dread necromancer can use her charnel touch to inflict disease on a creature she touches. This ability works like the contagion spell (see page 213 of the Player's Handbook), inflicting the disease of her choice immediately, with no incubation period, unless the target makes a successful Fortitude save (DC 10 + ½ her class level + her Cha modifier). The DC for subsequent saving throws to resist the

effects of the disease depends on the disease inflicted, see page 292 of the Dungeon Master's Guide for details.

Activating this class feature is a swift action. The effect lasts until the dread necromancer makes a successful charnel touch attack. The spectral hand spell enables a dread necromancer to deliver a scabrous touch attack from a distance.

A dread necromancer can use this ability once per day at 6th level, twice per day at 11th level, and three times per day at 16th level.

Summon Familiar: At 7th level or anytime thereafter, a dread necromancer can obtain a familiar. The familiar she acquires is more powerful than a standard wizard's or sorcerer's familiar, but it is unequivocally evil. The player of a dread necromancer chooses one of the following creatures: imp (devil), quasit (demon), vargouille, or ghostly visage. All these creatures are described in the Monster Manual except for the ghostly visage, an undead symbiont described on page 221 of the Fiend Folio.

A dread necromancer's familiar gains the usual familiar benefits given on pages 52-53 of the Player's Handbook, with two exceptions. Its type does not change, and it does not gain the exceptional ability to speak with other creatures of its kind.

A dread necromancer's familiar can use its ability to deliver touch spell such as its master's charnel touch, scabrous touch, or enervating touch attack. The master must use a standard action to imbue the touch attack into her familiar.

Undead Mastery: All undead creatures created by a dread necromancer who has reached 8th level or higher gain a +4 enhancement bonus to Strength and Dexterity and 2 additional hit points per Hit Die.

In addition, when a dread necromancer uses the animate dead spell to create undead, she can control 4+her Charisma bonus HD worth of undead creatures per class level (rather than the 4 HD per level normally granted by the spell).

Similarly, when a dread necromancer casts the control undead spell, the spell targets up to (2 + her Cha bonus) HD/level of undead creatures, rather than the 2 HD/level normally granted by the spell.

Negative Energy Resistance: Beginning at 9th level, a dread necromancer gains a +4 bonus on saving throws made to resist negative energy effects, including energy drain, some ability drain, and inflict spells.

Description The young pale skinned woman tosses back a lock of long blonde hair before uttering dark words of necromantic blasphemy. Shadowy eldritch energies gather about her black-clad body.

Sources *Heroes of Horror* (Page 84)

Power-Up Suite: [barkskin (10 minutes), cat's grace (1 minute left), false life (1 hour left), spectral hand]

Init +7

AC 21, touch 14, flat-footed 18

(+3 Dex, +5 armor, +1 deflection, +2 natural)

hp 83 (9 HD); DR 4/bludgeoning and magic

Fort +8(+10 against stunning, paralysis, poison, disease), **Ref** +8, **Will** +7(+9 against sleep)

Ranged masterwork light crossbow +8 (1d8 piercing 19-20/x2)

MYNYDRZZT**CR 2**

Quasit familiar

CE Tiny outsider (Chaotic, Extraplanar, Evil)

Init +7; **Senses** Darkvision 60', Listen +7, Spot +6**Languages** Common, Abyssal**AC** 22, touch 15, flat-footed 19

(+2 Size, +3 Dex, +7 natural)

hp 34 (2 HD); fast healing 2; DR 5/cold iron or good**Immune** poison**Resist** fire 10**Fort** +3, **Ref** +6, **Will** +4**Speed** 20 ft.; fly 50 ft. (perfect)**Melee** 2 claws +8 (1d3-1 plus poison 20/x2) and bite +3 (1d4-1 20/x2)**Space** 2½ ft.; **Reach** 2½ ft.**Base Atk** +3; **Grp** -6**Atk Options** Poison**Special Actions** Alternate form, spell-like abilities**Spell-Like Abilities** (CL 6th):At will—*detect good*, *detect magic*, and *invisibility* (self only)1/day—*casue fear* (as the spell, except that area is a 30-foot radius from the quasit, save DC 11)**Abilities** Str 8, Dex 17, Con 10, Int 10, Wis 12, Cha 10**SQ** improved evasion, share spells, empathic link, deliver touch spells, speak with master**Feats** Improved Initiative, Weapon Finesse**Skills** Bluff +10, Diplomacy +2, Disguise +0 (+2 acting), Hide +17, Intimidate +2, Knowledge [the planes] +6, Move Silently +9, Search +6, Spellcraft +6**Poison (Ex)** Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex. The save is Constitution-based and includes a +2 racial bonus.**Spell-like abilities:** At will – detect good, detect magic, and invisibility (self only); 1/day – cause fear (as the spell, except that its area is a 30-foot radius from the quasit, save DC 11). CL 6th. The save DCs are Charisma based.

Once per week a quasit can use commune to ask six questions. The ability otherwise works as the spell (CL 12th).

Alternate form (Su): A quasit can assume other forms at will as a standard action. A *true seeing* spell or ability reveals the creature's natural form. A creature using alternate form reverts to its natural form when killed, but separated body parts retain their shape. A creature cannot use alternate form to take the form of a creature with a template. If the new form has the aquatic subtype, the creature gains that subtype as well. The creature loses the natural weapons, natural armor and movement modes of its original form, as well as any extraordinary special attacks of its original form not derived from class levels (such as the barbarian's rage class feature).

Any individual quasit can assume only one or two forms no larger than Medium. Common forms include bat, monstrous centipede, toad, and wolf. A quasit in alternate form loses its poison attack. Mynydrzzt uses this ability to

change into a raven, appearing as a more mundane familiar for Juniphel. In combat he will often take on a hardier form.

Description A tiny humanoid-shaped creature with spiky horns and bat wings hovers nearby. Its hands and feet are long and slender, with long, claw-tipped digits. Warts or pustules cover its greenish skin

Sources *Monster Manual* (Page 46)**Power-Up Suite:** [*false life* (1 hour left)]**hp** 49 (2 HD); fast healing 2; DR 5/cold iron or good**CAMRYN FERTUINE****CR 6**

Male human Rog4/Sws2

CE Medium humanoid (human)

Init +3; **Senses**, Listen +4, Spot +4**Languages** Common, Abyssal, Ancient Suel**AC** 17, touch 13, flat-footed 17

(+3 Dex, +4 armor), Dodge, Mobility

hp 42 (6 HD)**Fort** +7, **Ref** +9, **Will** +4**Speed** 30 ft.**Melee** +1 rapier +9 (1d6+2 18-20/x2) or dagger +9 (1d4+1 19-20/x2)**Ranged** mw dagger (thrown) +9 (1d4+1 19-20/x2)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +5; **Grp** +6 **Atk Options** Sneak Attack +3d6**Combat Gear** +1 rapier, mwk dagger, mwk dagger, mwk chainshirt**Abilities** Str 12, Dex 17, Con 14, Int 14, Wis 10, Cha 12**SQ** Trapfinding, Evasion, Trap Sense +1, Grace +1, Uncanny Dodge, Anklet of Translocation**Feats** Daring Outlaw, Dodge, Iron Will, Mobility, Weapon Finesse**Skills** Balance +13, Bluff +10, Diplomacy +10, Escape Artist +11, Intimidate +3, Jump +11, Search +10, Sense Motive +9, Tumble +13**Possessions** combat gear plus noble's outfit, *cloak of resistance* +1, *anklet of translocation*

Description The overweight man wears light armor over his richly appointed clothing. His steel-gray eyes exude extreme confidence and he wields his rapier with an obviously practiced hand.

(VAMPIRE ABILITIES LISTED ONLY UNDER THE STATS FOR SOUCELLO)

SOUCELLO, CONSORT OF CASSITER**CR 7**

Vampire, Female Human Mnk5

CE Medium Undead (Augmented Humanoid)

Init +9; **Senses** Darkvision 60 ft., Listen +13, Spot +13**Languages** Common, Infernal**AC** 27, touch 20, flat-footed 22, Dodge, Mobility, Deflect Arrows (+5 Dex, +1 armor, +1 deflection, +3 Wisdom, +1 Class, +6 natural)**hp** 50 (5 HD); fast healing 5; DR 10/silver and magic**Immune** undead immunities**Resist** cold 10, electricity 10**Fort** +4, **Ref** +11, **Will** +7 (+9 against spells and effects from the school of enchantment)

Weakness vampire weaknesses

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

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

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

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

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

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

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

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

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

SQ Evasion, Still Mind

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

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

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

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

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

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

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

If the vampire instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the vampire that created it and remains enslaved until its master's destruction. At any given time a vampire may have an enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires or vampire spawn. A vampire that is enslaved may create and enslave spawn of its own, so a

master vampire can control a number of lesser vampires in this fashion. A vampire may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

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

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

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

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

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

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

Description The stunning woman before you is dressed in a diaphanous violet gown that leaves little to the imagination. She has fine, straight beige hair and light-colored skin.

Sources DMG (Page 252)

COTESSE, CONSORT OF CASSITER CR 7

Vampire, Female Human Mnk1/Ftr4

CE Medium Undead (Augmented Humanoid)

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

Languages Common, Infernal, Sylvan

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

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

Immune undead immunities

Resist cold 10, electricity 10

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

Weakness vampire weaknesses

Speed 30 ft; Spider climb

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

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

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

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

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

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

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

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

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

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

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

Blood Drain (Ex) As Soucello.

Children of the Night (Su) As Soucello.

Dominate (Su) As Soucello.

Create Spawn (Su) As Soucello.

Energy Drain (Su) As Soucello.

Alternate Form (Su) As Soucello.

Fast Healing (Ex) As Soucello.

Gaseous Form (Su) As Soucello.

Spider Climb (Su) As Soucello.

Skills As Soucello.

Description The supple woman is much stronger than she looks. She wears a well-polished suit of armor and carries a baroque halberd in her hands. Her hair is blonde and curled and her skin is light.

Sources DMG (Page 252)

APPENDIX 5 – APL 10

ENCOUNTER 2

URNUTH THE WEAPONSMITH **CR 11**

Male Swordwraith Minotaur Ftr 4/Exotic Weapon Master I
CE Large undead

Init +2; **Senses** Darkvision 60', Listen +8, Spot +10

Languages Common, Giant

AC 23, touch 11, flat-footed 23

(-1 Size, +2 Dex, +7 armor, +5 natural)

hp 107 (11 HD); **DR** 10/magic and slashing

Undead Immunities

Turn Resistance +2

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

Speed 20 ft. in medium armor; base 30 ft.

Melee +2 *adamantine large spiked chain* +20/+15/+10 (2d6+14 19-20/x2) and gore +12 (1d8+7/x2) or +2 *adamantine large spiked chain* +18/+18/+13/+8 (2d6+14 19-20/x2) flurry of strikes and gore +12 (1d8+7/x2)

Melee gore +17 (1d8+7/x2)

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

Base Atk +11; **Grp** +22 **Atk Options** Combat Reflexes, Power Attack, Powerful Charge

Special Actions Anklet of Translocation

Combat Gear +2 *large breastplate*, *anklet of translocation*, +2 *adamantine large Spiked Chain*, *mwk large Spiked Chain*

Abilities Str 24, Dex 14, Con -, Int 10, Wis 12, Cha 10

SQ Strength Damage, Natural Cunning

Feats Alertness, Iron Will, Exotic Weapon Proficiency (Spiked Chain), Improved Critical (Spiked Chain), Improved Toughness, Combat Reflexes, Power Attack, Weapon Focus (Spiked Chain), Weapon Specialization (Spiked Chain)

Skills Craft (weapon smithing) +3, Hide +3, Move Silently +3, Search +5, Sense Motive +5

Possessions combat gear plus explorer's outfit

Strength Damage (Su) A creature struck by a swordwraith's melee weapon takes 1 point of Strength damage.

Powerful Charge (Ex) A minotaur typically begins a battle by charging an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +17 attack bonus that deals 4d6+10 points of damage.

Natural Cunning (Ex) Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to *maze* spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

Skills Minotaurs have a +4 racial bonus on Search, Spot and Listen checks.

Description The creature looks like an incredibly tall, powerfully muscled humanoid, covered in shaggy fur, with the head of a bull. It wears a gleaming breastplate and wields a wicked-looking spiked chain. It appears slightly translucent in the shadows cast by the eldritch sky above.

Sources *Fiend Folio* (Page 174)

Power-Up Suite: [*desecrate*, *iron bones* from "Mad" Moran (25 minutes)]

AC 29, touch 11, flat-footed 29

(-1 Size, +2 Dex, +7 armor, +11 natural)

Fort +8, **Ref** +9, **Will** +10

Melee +2 *adamantine large spiked chain* +21/+16/+11 (2d6+15 19-20/x2) and gore +13 (1d8+8/x2) or +2 *adamantine large spiked chain* +19/+19/+14/+9 (2d6+15 19-20/x2) flurry of strikes and gore +13 (1d8+8/x2)

Melee gore +18 (1d8+8/x2)

"MAD" MORAN

CR 9

Male human Clr9 of Nerull

CE Medium humanoid (human)

Init +1; **Senses**, Listen +4, Spot +4

Languages Common

AC 23, touch 11, flat-footed 22

(+1 Dex, +9 armor, +3 shield)

hp 74 (9 HD)

Fort +8, **Ref** +4, **Will** +10

Speed 20 ft. in heavy armor, base movement 30 ft.

Melee *mwk heavy mace* +8/+3 (1d8+1)

Ranged light crossbow +8 (1d8 19-20/x2)

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

Base Atk +6; **Grp** +7

Special Actions Rebuke Undead 8/day (2 used)

Combat Gear *mwk heavy mace*, +1 *heavy steel shield*, +1 *full plate*, *metamagic rod*, *lesser (silent)*, light crossbow, 20 bolts

Cleric Spells Prepared (CL 9th):

5th—*righteous wrath of the faithful*^{SpC}, *slay living*^D

4th—~~*freedom of movement*~~, *iron bones*^{SpC}, *recitation*^{SpC}, *unholy blight*^D

3rd—*dispel magic*, ~~*magic circle against good*~~^D, *magic vestment*, *unholy storm*^{SpC}

2nd—*close wounds*^{SpC}, *cure moderate wounds*, *deific vengeance*^{SpC}, ~~*desecrate*~~^D, ~~*resist energy (electricity)*~~, *silence*

1st—*cure light wounds* (x3), *protection from good*^D, *resurgence*^{SpC}, ~~*shield of faith*~~

0—*cure minor wounds* (x6)

D: Domain spell. Deity: Nerull. Domains: Death, Evil

SpC: Spell Compendium

Abilities Str 12, Dex 12, Con 14, Int 10, Wis 19, Cha 12

Feats Combat Casting, Divine Ward, Domain Spontaneity (Evil), Improved Toughness, Extra Turning

Skills Concentration +14, Knowledge [religion] +12, Spellcraft +12

Possessions combat gear plus explorer's outfit, holy symbol, spell component pouch, *book of all knowledge*, *periapt of wisdom* +2

Description A vile gleam of madness lies behind the narrow eyes of this heavily armored villain. He wears the symbol of a skull and scythe and utters dark mutterings to the Hater of Life, the Bringer of Darkness...Nerull!

Power-Up Suite: [*shield of faith, magic circle against good, freedom of movement, resist energy (electricity)* (7 minutes)]

Resist electricity 20

AC 26, touch 14, flat-footed 25
(+1 Dex, +9 armor, +3 shield, +3 deflection)

Fort +10, **Ref** +6, **Will** +12 against good

Cior Atiq

CR 6

Female human Sct6

CE Medium humanoid (human)

Init +5; **Senses** Listen +4, Spot +4

Languages Common

AC 18, touch 14, flat-footed 18

(+4 Dex, +4 armor) Dodge, Mobility, Skirmish +2d6/+1,
Improved Skirmish +4d6/+3

hp 45 (6 HD)

Fort +5, **Ref** +9, **Will** +1

Speed 40 ft.

Melee mwk short sword +7 (1d6+2 19-20/x2) or dagger +6
(1d4+2 19-20/x2)

Ranged +1 composite shortbow (+2 Str) +9 (1d6+3 20/x3)

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

Base Atk +4; **Grp** +5

Atk Options Skirmish +2d6/+1, Improved Skirmish +4d6/+3

Combat Gear +1 composite shortbow (+2 strength bonus), mwk
short sword, mithral shirt, 80 arrows

Abilities Str 14, Dex 19, Con 14, Int 8, Wis 8, Cha 8

SQ Trapfinding, Uncanny Dodge, Trackless step, Evasion,
Flawless Stride

Feats Dodge, Improved Skirmish, Mobility, Point Blank Shot,
Precise Shot

Skills Climb +11, Hide +13, Jump +17, Move Silently +13,
Search +8, Survival +8, Tumble +15

Possessions combat gear plus explorer's outfit, brooch of
shielding, ~~potion of expeditious retreat, potion of invisibility~~

Description The dark-haired woman in equally dark clothing
takes careful aim with her bow. Then she is a blur of black
and gray as she darts to her next position.

Power-Up Suite: [*expeditious retreat* (5 rounds), *invisible* (1
minute), *protection from good* (2 minutes), *magic vestment* (2
hours) from "Mad" Moran]

AC 22, touch 16, flat-footed 22

(+4 Dex, +6 armor, +2 deflection) Dodge, Mobility, Skirmish
+2d6/+1, Improved Skirmish +4d6/+3 against good

Fort +7, **Ref** +11, **Will** +3 against good

Speed 70 ft.

Skills Jump +29

ENCOUNTER 4

JUNIPHEL

CR 11

Female human DrN11

CE Medium humanoid (human)

Init +5; **Senses** Listen +1, Spot +1

Aura Fear Aura 5 ft. (Will DC 19)

Languages Common, Abyssal

AC 18, touch 12, flat-footed 17

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

hp 83 (11 HD); DR 6/bludgeoning and magic; light fortification
25%

Fort +8(+10 against stunning, paralysis, poison, disease), **Ref** +6,
Will +8(+10 against sleep)

Speed 30 ft. in light armor (6 squares)

Melee charnel touch +6 (1d8+2 negative energy 20/x2) or +1
scimitar +7 (1d6+2 slashing 18-20/x2)

Ranged masterwork light crossbow +7 (1d8 piercing 19-20/x2)

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

Base Atk +5; **Grp** +6

Atk Options Negative Energy Burst 2/day (DC 19), Scabrous
Touch 2/day (DC 19)

Special Actions Rebuke Undead 6/day

Combat Gear vest of resistance +2, brooch of shielding, ring of
protection +1, cloak of charisma +2, ~~potion of barkskin~~ +2, ~~potion of~~
~~cat's grace~~, +2 mithral shirt, masterwork light crossbow, dagger,
+1 scimitar, spell component pouch, 350 gp worth of
runebones

Dread Necromancer Spells Known (CL 11th):

5th (4/day)—*blight*^N, *cloudkill*, *fire in the blood*^N, *greater dispel*
magic, *insect plague*, *magic jar*^N, *mass inflict light wounds*^N,
nightmare, *oath of blood*^N, *slay living*^N, *summon undead* V^N,
undeath to death^N, *unhallow*, *waves of fatigue*^N

4th (7/day)—*animate dead*^N, *bestow curse*^N, *contagion*^N, *death*
ward^N, *dispel magic*, *enervation*^N, *Evard's black tentacles*, *fear*^N,
giant vermin, *inflict critical wounds*^N, *phantasmal killer*, *poison*^N,
summon undead IV^N, *wither*^N

3rd (7/day)—*crushing despair*, *death ward*^N, *halt undead*^N, *inflict*
serious wounds^N, *ray of exhaustion*^N, *speak with dead*^N, *summon*
undead III^N, *vampiric touch*^N

2nd (7/day)—*blindness/deafness*^N, *command undead*^N, *darkness*,
death knell^N, *dessicate*^N, *false life*^N, *gentle repose*^N, *ghoul touch*^N,
inflict moderate wounds^N, *scare*^N, *spectral hand*^N, *summon*
swarm, *summon undead* II^N

1st (7/day)—*bane*, *bestow wound*^N, *cause fear*^N, *chill touch*^N, *detect*
magic, *detect undead*, *doom*^N, *hide from undead*, *inflict light*
wounds^N, *ray of enfeeblement*^N, *summon undead* I^N, *undetectable*
alignment

*: New Spell Described below. N: Necromancy school spell.

Abilities Str 12, Dex 12, Con 16, Int 10, Wis 8, Cha 19

SQ Lich body, Mental Bastion

Feats Black Lore of Moil, Improved Initiative, Improved
Toughness, Tomb-Tainted Soul, Spell Focus (Necromancy),
Alertness

Skills Bluff +12, Concentraion +17, Decipher Script +2,
Knowledge [arcana] +2, Knowledge [religion] +2, Spellcraft
+14

Possessions combat gear plus explorer's outfit, *mask of lies*

Charnel Touch (Su) Negative energy flows through a dread necromancer's body, concentrating in her hands. At will, but no more than once per round, she can make a melee touch attack against a living foe that deals 1d8 points of damage, +1 per four class levels. This touch heals undead creatures, restoring 1 hit point per touch, +1 per four class levels.

A dread necromancer can use the spectral hand spell to deliver this attack from a distance.

Rebuke Undead (Su) A dread necromancer can rebuke or command undead creatures by channeling negative energy through her body. See the cleric class feature described on page 33 of the Player's Handbook.

Lich Body: Starting at 2nd level, a dread necromancer begins her journey into undeath. The first symptom is her body's increased resilience to physical harm. She gains DR 2/bludgeoning and magic. As the dread necromancer increases in level, this DR increases in effectiveness, to DR 4 at 7th level, DR 6 at 11th level, and DR 8 at 15th level.

Negative Energy Burst (Su) Beginning at 3rd level, a dread necromancer gains the ability to emit a burst of negative energy from her body, harming living creatures within 5 feet of her. This burst deals 1d4 points of damage per class level. A successful Will save (DC 10 + $\frac{1}{2}$ her class level + Cha modifier) reduces damage by half. Undead creatures within this burst are healed the same amount of hit points as the damage she deals to living creatures. A dread necromancer can use this ability once per day at 3rd level, and one additional time per day for every five levels she attains beyond third (2/day at 8th level, 3/day at 13th level, and 4/day at 18th level).

Advanced Learning (Ex) At 4th level, a dread necromancer can add a new spell to her list, representing the result of personal study and experimentation. The spell must be a cleric or wizard spell of the necromancy school, and of a level no higher than that of the highest-level spell the dread necromancer already knows. Once a new spell is selected, it is added to that dread necromancer's spell list and can be cast just like any other spell she knows. If a spell is both a cleric spell and a wizard spell, use the lower of the two spell levels (when different) to determine what level the spell is for a dread necromancer.

A dread necromancer gains an additional new spell at 8th, 12th, 16th, and 20th level.

Juniphel has used her Advanced Learning to gain the spell desiccate at 4th level, and the spell wither at 8th level.

Mental Bastion: Starting at 4th level, a dread necromancer gains a +2 bonus on saving throws made to resist sleep, stunning, paralysis, poison, or disease. This bonus increases to +4 at 14th level.

Fear Arua: Beginning at 5th level, a dread necromancer radiates a 5-foot-radius aura as a free action. Enemies in the area must succeed on a Will save (DC 10 + $\frac{1}{2}$ her class level + her Cha modifier) or become shaken. A creature who successfully saves cannot be affected by that dread necromancer's fear aura for 24 hours.

Scabrous Touch (Su): Starting at 6th level, once per day a dread necromancer can use her charnel touch to inflict disease on a creature she touches. This ability works like the

contagion spell (see page 213 of the Player's Handbook), inflicting the disease of her choice immediately, with no incubation period, unless the target makes a successful Fortitude save (DC 10 + $\frac{1}{2}$ her class level + her Cha modifier). The DC for subsequent saving throws to resist the effects of the disease depends on the disease inflicted, see page 292 of the Dungeon Master's Guide for details.

Activating this class feature is a swift action. The effect lasts until the dread necromancer makes a successful charnel touch attack. The spectral hand spell enables a dread necromancer to deliver a scabrous touch attack from a distance.

A dread necromancer can use this ability once per day at 6th level, twice per day at 11th level, and three times per day at 16th level.

Summon Familiar: At 7th level or anytime thereafter, a dread necromancer can obtain a familiar. The familiar she acquires is more powerful than a standard wizard's or sorcerer's familiar, but it is unequivocally evil. The player of a dread necromancer chooses one of the following creatures: imp (devil), quasit (demon), vargouille, or ghostly visage. All these creatures are described in the Monster Manual except for the ghostly visage, an undead symbiont described on page 221 of the Fiend Folio.

A dread necromancer's familiar gains the usual familiar benefits given on pages 52-53 of the Player's Handbook, with two exceptions. Its type does not change, and it does not gain the exceptional ability to speak with other creatures of its kind.

A dread necromancer's familiar can use its ability to deliver touch spell such as its master's charnel touch, scabrous touch, or enervating touch attack. The master must use a standard action to imbue the touch attack into her familiar.

Undead Mastery: All undead creatures created by a dread necromancer who has reached 8th level or higher gain a +4 enhancement bonus to Strength and Dexterity and 2 additional hit points per Hit Die.

In addition, when a dread necromancer uses the animate dead spell to create undead, she can control 4+her Charisma bonus HD worth of undead creatures per class level (rather than the 4 HD per level normally granted by the spell).

Similarly, when a dread necromancer casts the control undead spell, the spell targets up to (2 + her Cha bonus) HD/level of undead creatures, rather than the 2 HD/level normally granted by the spell.

Negative Energy Resistance: Beginning at 9th level, a dread necromancer gains a +4 bonus on saving throws made to resist negative energy effects, including energy drain, some ability drain, and inflict spells.

Light Fortification: Starting at 10th level, a dread necromancer gains 25% resistance to critical hits; this is the equivalent of the light fortification armor special ability described on page 219 of the Dungeon Master's Guide. At 17th level, this fortification increases to 50%.

Description The young pale skinned woman tosses back a lock of long blonde hair before uttering dark words of necromantic blasphemy. Shadowy eldritch energies gather about her black-clad body.

Sources *Heroes of Horror* (Page 84)

Power-Up Suite: [*barkskin* (10 minutes), *cat's grace* (1 minute left), *false life* (1 hour left), *spectral hand*, *fire in the blood*]

Init +7

AC 22, touch 14, flat-footed 19

(+3 Dex, +6 armor, +1 deflection, +2 natural)

hp 100 (11 HD); DR 6/bludgeoning and magic

Fort +8(+10 against stunning, paralysis, poison, disease), **Ref** +8, **Will** +8(+10 against sleep)

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

MYNYDRZZT**CR 2**

Quasit familiar

CE Tiny outsider (Chaotic, Extraplanar, Evil)

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

Languages Common, Abyssal

AC 22, touch 15, flat-footed 19

(+2 Size, +3 Dex, +7 natural)

hp 41 (2 HD); fast healing 2; DR 5/cold iron or good

Immune poison

Resist fire 10

Fort +3, **Ref** +6, **Will** +4

Speed 20 ft.; fly 50 ft. (perfect)

Melee 2 claws +8 (1d3+1 plus poison 20/x2) and bite +3 (1d4+1 20/x2)

Space 2½ ft.; **Reach** 2½ ft.

Base Atk +3; **Grp** -6

Atk Options Poison

Special Actions Alternate form, spell-like abilities

Spell-Like Abilities (CL 6th):

At will—*detect good*, *detect magic*, and *invisibility* (self only)

1/day—*cause fear* (as the spell, except that area is a 30-foot radius from the quasit, save DC 11)

Abilities Str 8, Dex 17, Con 10, Int 10, Wis 12, Cha 10

SQ improved evasion, share spells, empathic link, deliver touch spells, speak with master

Feats Improved Initiative, Weapon Finesse

Skills Bluff +10, Diplomacy +2, Disguise +0 (+2 acting), Hide +17, Intimidate +2, Knowledge [the planes] +6, Move Silently +9, Search +6, Spellcraft +6

Poison (Ex) Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex. The save is Constitution-based and includes a +2 racial bonus.

Spell-like abilities: At will – detect good, detect magic, and invisibility (self only); 1/day – cause fear (as the spell, except that its area is a 30-foot radius from the quasit, save DC 11). CL 6th. The save DCs are Charisma based.

Once per week a quasit can use commune to ask six questions. The ability otherwise works as the spell (CL 12th).

Alternate form (Su): A quasit can assume other forms at will as a standard action. A *true seeing* spell or ability reveals the creature's natural form. A creature using alternate form reverts to its natural form when killed, but separated body parts retain their shape. A creature cannot use alternate form to take the form of a creature with a template. If the new form has the aquatic subtype, the creature gains that subtype

as well. The creature loses the natural weapons, natural armor and movement modes of its original form, as well as any extraordinary special attacks of its original form not derived from class levels (such as the barbarian's rage class feature).

Any individual quasit can assume only one or two forms no larger than Medium. Common forms include bat, monstrous centipede, toad, and wolf. A quasit in alternate form loses its poison attack. Mynyrzzt uses this ability to change into a raven, appearing as a more mundane familiar for Juniphel. In combat he will often take on a hardier form.

Description A tiny humanoid-shaped creature with spiky horns and bat wings hovers nearby. Its hands and feet are long and slender, with long, claw-tipped digits. Warts or pustules cover its greenish skin

Sources *Monster Manual* (Page 46)

Power-Up Suite: [*false life* (1 hour left)]

hp 58 (2 HD); fast healing 2; DR 5/cold iron or good

CAMRYN FERTUINE**CR 8**

Male human Rog4/Sws4

CE Medium humanoid (human)

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

Languages Common, Abyssal, Ancient Suel

AC 19, touch 15, flat-footed 19

(+5 Dex, +4 armor), Dodge, Mobility

hp 60 (8 HD)

Fort +8, **Ref** +12, **Will** +5

Speed 30 ft.

Melee +1 rapier +13/+8 (1d6+4 18-20/x2) or dagger +13/+8 (1d4+3 19-20/x2)

Ranged mw dagger (thrown) +13 (1d4+1 19-20/x2)

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

Base Atk +7; **Grp** +8 **Atk Options** Sneak Attack +4d6

Combat Gear +1 rapier, mwk dagger, mwk dagger, mwk chainshirt

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

SQ Trapfinding, Evasion, Trap Sense +1, Grace +1, Uncanny Dodge, Insightful Strike, *Anklet of Translocation*

Feats Daring Outlaw, Dodge, Iron Will, Mobility, Weapon Finesse

Skills Balance +16, Bluff +12, Diplomacy +10, Escape Artist +14, Intimidate +3, Jump +13, Search +10, Sense Motive +11, Tumble +16

Possessions combat gear plus noble's outfit, *cloak of resistance* +1, *anklet of translocation*, *gloves of dexterity* +2

Description The overweight man wears light armor over his richly appointed clothing. His steel-gray eyes exude extreme confidence and he wields his rapier with an obviously practiced hand.

(VAMPIRE ABILITIES LISTED ONLY UNDER THE STATS FOR SOUCELLO)

SOUCELLO, CONSORT OF CASSITER**CR 9**

Vampire, Female Human Mnk7

CE Medium Undead (Augmented Humanoid)

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

Languages Common, Infernal

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

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

Immune undead immunities

Resist cold 10, electricity 10

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

Weakness vampire weaknesses

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

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

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

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

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

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

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

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

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

SQ Evasion, Still Mind, Wholeness of Body

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Description The stunning woman before you is dressed in a diaphanous violet gown that leaves little to the imagination. She has fine, straight beige hair and light-colored skin.

Sources DMG (Page 252)

COTESSE, CONSORT OF CASSITER

CR 9

Vampire, Female Human Mnk1/Ftr6

CE Medium Undead (Augmented Humanoid)

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

Languages Common, Infernal, Sylvan

AC 27, touch 16, flat-footed 22, Dodge, Spinning Halberd, Combat Expertise
(+5 Dex, +5 armor, +1 deflection, +6 natural)

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

Immune undead immunities

Resist cold 10, electricity 10

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

Weakness vampire weaknesses

Speed 30 ft; Spider climb

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

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

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

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

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

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

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

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

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

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

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

Blood Drain (Ex) As Soucello.

Children of the Night (Su) As Soucello.

Dominate (Su) As Soucello.

Create Spawn (Su) As Soucello.

Energy Drain (Su) As Soucello.

Alternate Form (Su) As Soucello.

Fast Healing (Ex) As Soucello.

Gaseous Form (Su) As Soucello.

Spider Climb (Su) As Soucello.

Skills As Soucello.

Description The supple woman is much stronger than she looks. She wears a well-polished suit of armor and carries a baroque halberd in her hands. Her hair is blonde and curled and her skin in light.

Sources DMG (Page 252)

APPENDIX 6 – APL 12

ENCOUNTER 2

URNUTH THE WEAPONSMITH **CR 11**

Male Swordwraith Minotaur Ftr 4/Exotic Weapon Master
CE Large undead

Init +2; **Senses** Darkvision 60', Listen +8, Spot +10

Languages Common, Giant

AC 23, touch 11, flat-footed 23

(-1 Size, +2 Dex, +7 armor, +5 natural)

hp 107 (11 HD); **DR** 10/magic and slashing

Undead Immunities

Turn Resistance +2

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

Speed 20 ft. in medium armor; base 30 ft.

Melee +2 *adamantine large spiked chain* +20/+15/+10 (2d6+14 19-20/x2) and *gore* +12 (1d8+7/x2) or +2 *adamantine large spiked chain* +18/+18/+13/+8 (2d6+14 19-20/x2) flurry of strikes and *gore* +12 (1d8+7/x2)

Melee *gore* +17 (1d8+7/x2)

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

Base Atk +11; **Grp** +22 **Atk Options** Combat Reflexes, Power Attack, Powerful Charge

Special Actions Anklet of Translocation

Combat Gear +2 *large breastplate*, *anklet of translocation*, +2 *adamantine large Spiked Chain*, *mwk large Spiked Chain*

Abilities Str 24, Dex 14, Con -, Int 10, Wis 12, Cha 10

SQ Strength Damage, Natural Cunning

Feats Alertness, Iron Will, Exotic Weapon Proficiency (Spiked Chain), Improved Critical (Spiked Chain), Improved Toughness, Combat Reflexes, Power Attack, Weapon Focus (Spiked Chain), Weapon Specialization (Spiked Chain)

Skills Craft (weapon smithing) +3, Hide +3, Move Silently +3, Search +5, Sense Motive +5

Possessions combat gear plus explorer's outfit

Strength Damage (Su) A creature struck by a swordwraith's melee weapon takes 1 point of Strength damage.

Powerful Charge (Ex) A minotaur typically begins a battle by charging an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +17 attack bonus that deals 4d6+10 points of damage.

Natural Cunning (Ex) Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to *maze* spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

Skills Minotaurs have a +4 racial bonus on Search, Spot and Listen checks.

Description The creature looks like an incredibly tall, powerfully muscled humanoid, covered in shaggy fur, with the head of a bull. It wears a gleaming breastplate and wields a wicked-looking spiked chain. It appears slightly translucent in the shadows cast by the eldritch sky above.

Sources *Fiend Folio* (Page 174)

Power-Up Suite: [*desecrate*, *iron bones*, *shield of faith* from "Mad" Moran (25 minutes)]

AC 33, touch 15, flat-footed 33

(-1 Size, +2 Dex, +7 armor, +11 natural, +4 deflection)

Fort +8, **Ref** +9, **Will** +10

Melee +2 *adamantine large spiked chain* +21/+16/+11 (2d6+15 19-20/x2) and *gore* +13 (1d8+8/x2) or +2 *adamantine large spiked chain* +19/+19/+14/+9 (2d6+15 19-20/x2) flurry of strikes and *gore* +13 (1d8+8/x2)

Melee *gore* +18 (1d8+8/x2)

"MAD" MORAN

CR 13

Male human Clr 13 of Nerull

CE Medium humanoid (human)

Init +1; **Senses**, Listen +4, Spot +4

Languages Common

AC 26, touch 11, flat-footed 25

(+1 Dex, +11 armor, +4 shield)

hp 107 (13 HD)

Fort +10, **Ref** +5, **Will** +12

Speed 20 ft. in heavy armor, base movement 30 ft.

Melee *mwk heavy mace* +11/+6 (1d8+1)

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

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

Base Atk +9; **Grp** +10

Special Actions Rebuke Undead 8/day (2 used)

Combat Gear *mwk heavy mace*, +2 *heavy steel shield*, +3 *full plate*, *metamagic rod*, *lesser (silent)*, light crossbow, 20 bolts

Cleric Spells Prepared (CL 13th):

7th—*blasphemy*^D, *blood to water*^{SPC}

6th—*create undead*^D, ~~*forbiddance*~~, ~~*harm*~~, ~~*heroes' feast*~~

5th—~~*death throes*~~^{SPC}, *flame strike*, *righteous wrath of the faithful*^{SPC}, *slay living*^D, ~~*spell resistance*~~

4th—*castigate*^{SPC}, *delay death*^{SPC}, ~~*freedom of movement*~~, ~~*iron bones*~~^{SPC}, *recitation*^{SPC}, *unholy blight*^D

3rd—*dispel magic*, *invisibility purge*, ~~*lesser visage of the deity*~~^{SPC}, ~~*magic circle against good*~~^D, ~~*magic vestment*~~, *unholy storm*^{SPC}

2nd—*close wounds*^{SPC}, *cure moderate wounds* (x2), *deific vengeance*^{SPC}, ~~*desecrate*~~^D, ~~*resist energy (electricity)*~~ (x2), *silence*

1st—*cure light wounds* (x3), *protection from good*^D *resurgence*^{SPC} (x2), ~~*shield of faith*~~ (x2)

0—*cure minor wounds* (x6)

D: Domain spell. Deity: Nerull. Domains: Death, Evil

SPC: Spell Compendium

Abilities Str 12, Dex 12, Con 14, Int 10, Wis 22, Cha 12

Feats Combat Casting, Divine Ward, Domain Spontaneity (Evil), Domain Focus (Evil), Improved Toughness, Extra Turning

Skills Concentration +18, Knowledge [religion] +16, Spellcraft +16

Possessions combat gear plus explorer's outfit, holy symbol, spell component pouch, *book of all knowledge*, *periapt of wisdom* +4

Description A vile gleam of madness lies behind the narrow eyes of this heavily armored villain. He wears the symbol of a skull and scythe and utters dark mutterings to the Hater of Life, the Bringer of Darkness...Nerull!

Power-Up Suite: [*shield of faith, magic circle against good, freedom of movement, resist energy (electricity), spell resistance, lesser visage of the deity, death throes, heroes' feast* (10 minutes)]

AC 30, touch 15, flat-footed 29

(+1 Dex, +11 armor, +4 shield, +4 deflection)

Immune poison, fear

Resist fire 10, cold 10, electricity 30; **SR** 25

Will +11 **Fort** +10, **Ref** +6, **Will** +13 against good

Melee mwk heavy mace +12/+7 (1d8+1)

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

CIOR ATIQ

CR 8

Female human Sct8

CE Medium humanoid (human)

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

Languages Common

AC 20, touch 16, flat-footed 20

(+6 Dex, +4 armor) Dodge, Mobility, Skirmish +2d6/+2,

Improved Skirmish +4d6/+4

hp 60 (8 HD)

Fort +5, **Ref** +12, **Will** +1

Speed 40 ft.; Shot on the Run

Melee mwk short sword +9/+4 (1d6+2 19-20/x2) or dagger +8/+3 (1d4+2 19-20/x2)

Ranged +1 composite shortbow (+2 Str) +13/+8 (1d6+3 20/x3)

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

Base Atk +6; **Grp** +7

Atk Options Skirmish +2d6/+2, Improved Skirmish +4d6/+4

Combat Gear +1 composite shortbow (+2 strength bonus), mwk short sword, mithral shirt, 80 arrows

Abilities Str 14, Dex 22, Con 14, Int 8, Wis 8, Cha 8

SQ Trapfinding, Uncanny Dodge, Trackless step, Evasion, Flawless Stride, Camouflage

Feats Dodge, Improved Skirmish, Mobility, Point Blank Shot, Precise Shot, Shot on the Run

Skills Climb +11, Hide +15, Jump +17, Move Silently +15, Search +8, Survival +8, Tumble +17

Possessions combat gear plus explorer's outfit, brooch of shielding, gloves of dexterity +2, ~~potion of expeditious retreat, potion of invisibility~~

Description The dark-haired woman in equally dark clothing takes careful aim with her bow. Then she is a blur of black and gray as she darts to her next position.

Power-Up Suite: [*expeditious retreat* (5 rounds), *invisible* (1 minute), *protection from good* (2 minutes), *resist energy (electricity), heroes' feast, magic vestment* (2 hours) from "Mad" Moran]

AC 25, touch 18, flat-footed 25

(+6 Dex, +7 armor, +2 deflection) Dodge, Mobility, Skirmish +2d6/+2, Improved Skirmish +4d6/+4 against good

Immune poison, fear

Resist electricity 30

Will +2

Fort +7, **Ref** +14, **Will** +4 against good

Melee mwk short sword +10/+5 (1d6+2 19-20/x2) or dagger +9/+4 (1d4+2 19-20/x2)

Ranged +1 composite shortbow (+2 Str) +14/+9 (1d6+3 20/x3)

Speed 70 ft.; Shot on the Run

Skills Jump +31

ENCOUNTER 4

JUNIPHEL

CR 13

Female human DrN13

NE Medium humanoid (human)

Init +5; **Senses** Listen +1, Spot +1

Aura Fear Aura 5 ft. (Will DC 21)

Languages Common, Abyssal

AC 18, touch 12, flat-footed 17

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

hp 98 (13 HD); DR 6/bludgeoning and magic; light fortification 25%

Fort +9(+11 against stunning, paralysis, poison, disease), **Ref** +7, **Will** +9(+11 against sleep)

Speed 30 ft. in light armor (6 squares)

Melee charnel touch +7 (1d8+2 negative energy 20/x2) or +1 scimitar +8/+3 (1d6+2 slashing 18-20/x2)

Ranged masterwork light crossbow +8 (1d8 piercing 19-20/x2)

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

Base Atk +6; **Grp** +7

Atk Options Negative Energy Burst 3/day (DC 21), Scabrous Touch 2/day (DC 21)

Special Actions Rebuke Undead 6/day

Combat Gear vest of resistance +2, brooch of shielding, ring of protection +1, cloak of charisma +4, ~~potions of barkskin +2, potions of cat's grace~~, +2 mithral shirt, masterwork light crossbow, dagger, +1 scimitar, spell component pouch, 900 gp worth of runebones

Dread Necromancer Spells Known (CL 13th):

6th (4/day)— acid fog, circle of death^N, create undead^N, eyebite^N, gaes/quest, harm^N, mass inflict moderate wounds^N, waves of exhaustion^N

5th (7/day)— blight^N, cloudkill, fire in the blood^N, greater dispel magic, insect plague, magic jar^N, mass inflict light wounds^N, nightmare, oath of blood^N, slay living^N, spiritwall^N, summon undead V^N, undeath to death^N, unhallow, waves of fatigue^N

4th (7/day)— animate dead^N, bestow curse^N, contagion^N, death ward^N, dispel magic, enervation^N, Evard's black tentacles, fear^N, giant vermin, inflict critical wounds^N, phantasmal killer, poison^N, summon undead IV^N, wither^N

3rd (7/day)— crushing despair, death ward^N, halt undead^N, inflict serious wounds^N, ray of exhaustion^N, speak with dead^N, summon undead III^N, vampiric touch^N

2nd (7/day)— blindness/deafness^N, command undead^N, darkness, death knell^N, dessicate^N, false life^N, gentle repose^N, ghoulish touch^N, inflict moderate wounds^N, scare^N, spectral hand^N, summon swarm, summon undead II^N

1st (8/day)—bane, bestow wound^N, cause fear^N, chill touch^N, detect magic, detect undead, doom^N, hide from undead, inflict light wounds^N, ray of enfeeblement^N, summon undead I^N, undetectable alignment

*: New Spell Described below. **N**: Necromancy school spell.

Abilities Str 12, Dex 12, Con 16, Int 10, Wis 8, Cha 22

SQ Lich body, Mental Bastion

Feats Black Lore of Moil, Empower Spell, Improved Initiative, Improved Toughness, Tomb-Tainted Soul, Spell Focus (Necromancy), Alertness

Skills Bluff +14, Concentration +19, Decipher Script +2, Knowledge [arcana] +2, Knowledge [religion] +2, Spellcraft +16

Possessions combat gear plus explorer's outfit, *mask of lies*

Charnel Touch (Su) Negative energy flows through a dread necromancer's body, concentrating in her hands. At will, but no more than once per round, she can make a melee touch attack against a living foe that deals 1d8 points of damage, +1 per four class levels. This touch heals undead creatures, restoring 1 hit point per touch, +1 per four class levels.

A dread necromancer can use the spectral hand spell to deliver this attack from a distance.

Rebuke Undead (Su) A dread necromancer can rebuke or command undead creatures by channeling negative energy through her body. See the cleric class feature described on page 33 of the Player's Handbook.

Lich Body: Starting at 2nd level, a dread necromancer begins her journey into undeath. The first symptom is her body's increased resilience to physical harm. She gains DR 2/bludgeoning and magic. As the dread necromancer increases in level, this DR increases in effectiveness, to DR 4 at 7th level, DR 6 at 11th level, and DR 8 at 15th level.

Negative Energy Burst (Su) Beginning at 3rd level, a dread necromancer gains the ability to emit a burst of negative energy from her body, harming living creatures within 5 feet of her. This burst deals 1d4 points of damage per class level. A successful Will save (DC 10 + ½ her class level + Cha modifier) reduces damage by half. Undead creatures within this burst are healed the same amount of hit points as the damage she deals to living creatures. A dread necromancer can use this ability once per day at 3rd level, and one additional time per day for every five levels she attains beyond third (2/day at 8th level, 3/day at 13th level, and 4/day at 18th level).

Advanced Learning (Ex) At 4th level, a dread necromancer can add a new spell to her list, representing the result of personal study and experimentation. The spell must be a cleric or wizard spell of the necromancy school, and of a level no higher than that of the highest-level spell the dread necromancer already knows. Once a new spell is selected, it is added to that dread necromancer's spell list and can be cast just like any other spell she knows. If a spell is both a cleric spell and a wizard spell, use the lower of the two spell levels (when different) to determine what level the spell is for a dread necromancer.

A dread necromancer gains an additional new spell at 8th, 12th, 16th, and 20th level.

Juniphel has used her Advanced Learning to gain the spell desiccate at 4th level, the spell wither at 8th level, and the spell spiritwall at 12th level.

Mental Bastion: Starting at 4th level, a dread necromancer gains a +2 bonus on saving throws made to resist sleep, stunning, paralysis, poison, or disease. This bonus increases to +4 at 14th level.

Fear Arua: Beginning at 5th level, a dread necromancer radiates a 5-foot-radius aura as a free action. Enemies in the area must succeed on a Will save (DC 10 + ½ her class level + her Cha modifier) or become shaken. A creature who successfully

saves cannot be affected by that dread necromancer's fear aura for 24 hours.

Scabrous Touch (Su): Starting at 6th level, once per day a dread necromancer can use her charnel touch to inflict disease on a creature she touches. This ability works like the contagion spell (see page 213 of the Player's Handbook), inflicting the disease of her choice immediately, with no incubation period, unless the target makes a successful Fortitude save (DC 10 + ½ her class level + her Cha modifier). The DC for subsequent saving throws to resist the effects of the disease depends on the disease inflicted, see page 292 of the Dungeon Master's Guide for details.

Activating this class feature is a swift action. The effect lasts until the dread necromancer makes a successful charnel touch attack. The spectral hand spell enables a dread necromancer to deliver a scabrous touch attack from a distance.

A dread necromancer can use this ability once per day at 6th level, twice per day at 11th level, and three times per day at 16th level.

Summon Familiar: At 7th level or anytime thereafter, a dread necromancer can obtain a familiar. The familiar she acquires is more powerful than a standard wizard's or sorcerer's familiar, but it is unequivocally evil. The player of a dread necromancer chooses one of the following creatures: imp (devil), quasit (demon), vargouille, or ghostly visage. All these creatures are described in the Monster Manual except for the ghostly visage, an undead symbiont described on page 221 of the Fiend Folio.

A dread necromancer's familiar gains the usual familiar benefits given on pages 52-53 of the Player's Handbook, with two exceptions. Its type does not change, and it does not gain the exceptional ability to speak with other creatures of its kind.

A dread necromancer's familiar can use its ability to deliver touch spell such as its master's charnel touch, scabrous touch, or enervating touch attack. The master must use a standard action to imbue the touch attack into her familiar.

Undead Mastery: All undead creatures created by a dread necromancer who has reached 8th level or higher gain a +4 enhancement bonus to Strength and Dexterity and 2 additional hit points per Hit Die.

In addition, when a dread necromancer uses the animate dead spell to create undead, she can control 4+her Charisma bonus HD worth of undead creatures per class level (rather than the 4 HD per level normally granted by the spell).

Similarly, when a dread necromancer casts the control undead spell, the spell targets up to (2 + her Cha bonus) HD/level of undead creatures, rather than the 2 HD/level normally granted by the spell.

Negative Energy Resistance: Beginning at 9th level, a dread necromancer gains a +4 bonus on saving throws made to resist negative energy effects, including energy drain, some ability drain, and inflict spells.

Light Fortification: Starting at 10th level, a dread necromancer gains 25% resistance to critical hits; this is the equivalent of the light fortification armor special ability described on page 219 of the Dungeon Master's Guide. At 17th level, this fortification increases to 50%.

Enervating Touch (Su): When a dread necromancer reaches 12th level, she gains the ability to bestow negative levels when she uses her charnel touch attack. Each day, she can bestow a total number of negative levels equal to one-half her class level, but no more than two negative levels with a single touch. The saving throw to remove negative levels has a DC of 10 + ½ her class level + her Charisma modifier.

Activating this class feature is a swift action. The effect lasts until she makes a successful charnel touch attack.

Beginning at 17th level, the number of negative levels a dread necromancer can bestow per day increases to equal her class level.

Description The young pale skinned woman tosses back a lock of long blonde hair before uttering dark words of necromantic blasphemy. Shadowy eldritch energies gather about her black-clad body.

Sources *Heroes of Horror* (Page 84)

Power-Up Suite: [barkskin (10 minutes), cat's grace (1 minute left), false life (1 hour left), spectral hand, fire in the blood, heroes' feast from "Mad" Moran]

Init +7

AC 22, touch 14, flat-footed 19
(+3 Dex, +6 armor, +1 deflection, +2 natural)

hp 117 (13 HD); DR 6/bludgeoning and magic

Immune poison, fear

Fort +9(+11 against stunning, paralysis, poison, disease), **Ref** +9,
Will +10(+12 against sleep)

Melee charnel touch +8 (1d8+2 negative energy 20/x2) or +1 scimitar +9/+4 (1d6+2 slashing 18-20/x2)

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

MYNYDRZZT

CR 2

Quasit familiar

CE Tiny outsider (Chaotic, Extraplanar, Evil)

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

Languages Common, Abyssal

AC 22, touch 15, flat-footed 19
(+2 Size, +3 Dex, +7 natural)

hp 49 (2 HD); fast healing 2; DR 5/cold iron or good

Immune poison

Resist fire 10

Fort +3, **Ref** +6, **Will** +4

Speed 20 ft.; fly 50 ft. (perfect)

Melee 2 claws +8 (1d3-1 plus poison 20/x2) and bite +3 (1d4-1 20/x2)

Space 2½ ft.; **Reach** 2½ ft.

Base Atk +3; **Grp** -6

Atk Options Poison

Special Actions Alternate form, spell-like abilities

Spell-Like Abilities (CL 6th):

At will—*detect good*, *detect magic*, and *invisibility* (self only)

1/day—*casue fear* (as the spell, except that area is a 30-foot radius from the quasit, save DC 11)

Abilities Str 8, Dex 17, Con 10, Int 10, Wis 12, Cha 10

SQ improved evasion, share spells, empathic link, deliver touch spells, speak with master

Feats Improved Initiative, Weapon Finesse

Skills Bluff +10, Diplomacy +2, Disguise +0 (+2 acting), Hide +17, Intimidate +2, Knowledge [the planes] +6, Move Silently +9, Search +6, Spellcraft +6

Poison (Ex) Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex. The save is Constitution-based and includes a +2 racial bonus.

Spell-like abilities: At will – detect good, detect magic, and invisibility (self only); 1/day – cause fear (as the spell, except that its area is a 30-foot radius from the quasit, save DC 11). CL 6th. The save DCs are Charisma based.

Once per week a quasit can use commune to ask six questions. The ability otherwise works as the spell (CL 12th).

Alternate form (Su): A quasit can assume other forms at will as a standard action. A *true seeing* spell or ability reveals the creature's natural form. A creature using alternate form reverts to its natural form when killed, but separated body parts retain their shape. A creature cannot use alternate form to take the form of a creature with a template. If the new form has the aquatic subtype, the creature gains that subtype as well. The creature loses the natural weapons, natural armor and movement modes of its original form, as well as any extraordinary special attacks of its original form not derived from class levels (such as the barbarian's rage class feature).

Any individual quasit can assume only one or two forms no larger than Medium. Common forms include bat, monstrous centipede, toad, and wolf. A quasit in alternate form loses its poison attack. Mynydrztt uses this ability to change into a raven, appearing as a more mundane familiar for Juniphel. In combat he will often take on a harder form.

Description A tiny humanoid-shaped creature with spiky horns and bat wings hovers nearby. Its hands and feet are long and slender, with long, claw-tipped digits. Warts or pustules cover its greenish skin

Sources *Monster Manual* (Page 46)

Power-Up Suite: [false life (1 hour left)]

hp 66 (2 HD); fast healing 2; DR 5/cold iron or good

CAMRYN FERTUINE **CR 10**

Male human Rog4/Sws6

CE Medium humanoid (human)

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

Languages Common, Abyssal, Ancient Suel

AC 20, touch 15, flat-footed 20

(+5 Dex, +5 armor), Dodge, Mobility, Dodge Bonus +1

hp 78 (10 HD)

Fort +10, **Ref** +14, **Will** +7

Speed 30 ft.; Spring Attack

Melee +1 spell storing rapier +15/+10 (1d6+4 18-20/x2) or dagger +15/+10 (1d4+3 19-20/x2)

Ranged mw dagger (thrown) +15 (1d4+1 19-20/x2)

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

Base Atk +9; **Grp** +10 **Atk Options** Sneak Attack +5d6

Combat Gear +1 spell storing rapier, mwk dagger, mwk dagger, +1 mithral shirt

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

SQ Trapfinding, Evasion, Trap Sense +1, Grace +1, Uncanny Dodge, Insightful Strike, *Anklet of Translocation*

Feats Daring Outlaw, Dodge, Iron Will, Mobility, Spring Attack, Weapon Finesse

Skills Balance +19, Bluff +14, Diplomacy +10, Escape Artist +17, Intimidate +3, Jump +16, Search +10, Sense Motive +13, Tumble +19

Possessions combat gear plus noble's outfit, *cloak of resistance* +2, *anklet of translocation*, *gloves of dexterity* +2

Description The overweight man wears light armor over his richly appointed clothing. His steel-gray eyes exude extreme confidence and he wields his rapier with an obviously practiced hand.

Power-Up Suite: [heroes' feast from "Mad" Moran]

Immune poison, fear

Will +8

Melee +1 spell storing rapier +16/+11 (1d6+4 18-20/x2) or dagger +16/+11 (1d4+3 19-20/x2)

Ranged mw dagger (thrown) +16 (1d4+1 19-20/x2)

(VAMPIRE ABILITIES LISTED ONLY UNDER THE STATS FOR SOUCELLO)

SOUCELLO, CONSORT OF CASSITER **CR 11**

Vampire, Female Human Mnk9

CE Medium Undead (Augmented Humanoid)

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

Languages Common, Infernal

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

hp 88 (9 HD); fast healing 5; DR 10/silver and magic

Immune undead immunities

Resist cold 10, electricity 10

Fort +7, **Ref** +14, **Will** +10 (+12 against spells and effects from the school of enchantment)

Weakness vampire weaknesses

Speed 60 ft; Spider climb, Spring Attack, slow fall 40 ft.

Melee unarmed strike +13 (1d8+6 bludgeoning plus energy drain) or unarmed strike +12/+12 (1d8+6 bludgeoning plus energy drain) with flurry of blows

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

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

Base Atk +6; **Grp** +16

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

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

Combat Gear bracers of armor +1, ring of protection +1, light crossbow +1, *cloak of resistance* +1, *potion of resist energy* (fire) 30, *potion of protection from good*, *potion of blur*, *potion of protection from energy* (fire), ~~*potion of greater magic armor*~~, *potion of greater magic armor* x3, 20 bolts

Abilities Str 22, Dex 20, Con -, Int 12, Wis 16, Cha 15

SQ Improved Evasion, Still Mind, Wholeness of Body

Feats Alertness, Combat Reflexes, Deflect Arrows, Dodge, Improved Energy Drain, Improved Grapple, Improved

Initiative, Improved Toughness, Improved Trip, Lightning Reflexes, Mobility, Spring Attack, Weapon Focus (Unarmed Strike)

Skills Bluff +10, Diplomacy +16, Escape Artist +17, Hide +22, Jump +22, Move Silently +22, Search +9, Sense Motive +23, Tumble +19

Possessions combat gear plus Noble's Outfit, signet ring, 283 gp worth of jewelry, papers in Lord Fertuine's hand

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

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

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

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

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

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

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

Fast Healing (Ex) A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit

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

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

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

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

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

Sources DMG (Page 252)

Power-Up Suite:

AC 32, touch 20, flat-footed 27, Dodge, Mobility, Deflect Arrows (+5 Dex, +6 *greater mage armor*, +1 deflection, +3 Wisdom, +1 Class, +6 natural)

COTESSE, CONSORT OF CASSITER CR 11

Vampire, Female Human Mnk1/Ftr8

CE Medium Undead (Augmented Humanoid)

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

Languages Common, Infernal, Sylvan

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

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

hp 88 (9 HD); fast healing 5; DR 10/silver and magic

Immune undead immunities

Resist cold 10, electricity 10

Fort +8, **Ref** +12, **Will** +7

Weakness vampire weaknesses

Speed 30 ft; Spider climb

Melee +1 *magebane halberd* +18 (1d10+13 piercing or slashing 19-20/x3) or +1 *magebane halberd* +18/+13 (1d10+13 piercing or slashing 19-20/x3) and +13 (1d6+6 bludgeoning 19-20/x3) or unarmed strike +15 (1d6+7 bludgeoning plus energy drain)

Melee +1 *magebane halberd* +20 (1d10+15+2d6 piercing or slashing 19-20/x3) or +1 *magebane halberd* +20/+15 (1d10+15+2d6 piercing or slashing 19-20/x3) and +15 (1d6+8+2d6 bludgeoning 19-20/x3) [against creatures that are capable of casting arcane spells]

Ranged masterwork light crossbow +14 (1d8 19-20/x2)

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

Base Atk +8; **Grp** +19

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

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

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

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

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

Skills Bluff +15, Diplomacy +10, Handle Animal +4, Hide +14, Intimidate +8, Jump +12, Knowledge (local – Sheldomar Valley MR) +4, Knowledge (nobility and royalty) +4, Move Silently +14, Ride +10, Search +10, Sense Motive +12, Tumble +11

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

Blood Drain (Ex) As Soucello.

Children of the Night (Su) As Soucello.

Dominant (Su) As Soucello.

Create Spawn (Su) As Soucello.

Energy Drain (Su) As Soucello.

Alternate Form (Su) As Soucello.

Fast Healing (Ex) As Soucello.

Gaseous Form (Su) As Soucello.

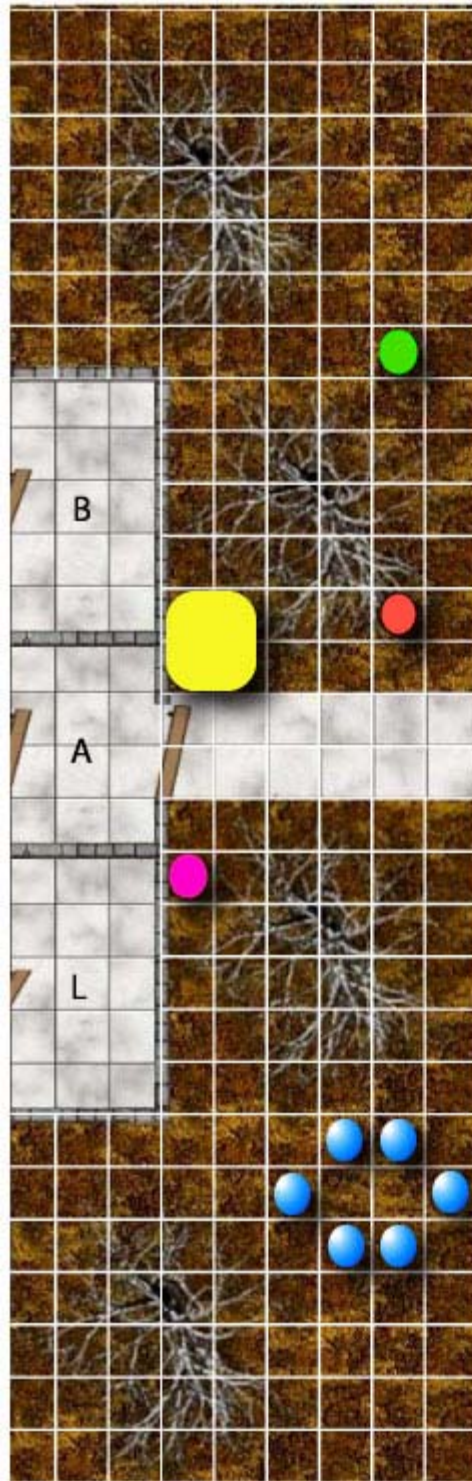
Spider Climb (Su) As Soucello.

Skills As Soucello.

Description The supple woman is much stronger than she looks. She wears a well-polished suit of armor and carries a baroque halberd in her hands. Her hair is blonde and curled and her skin is light.

Sources DMG (Page 252)

DM AID: MAP #1 – HOSTILE



Uruth



Torum



Cior Atic



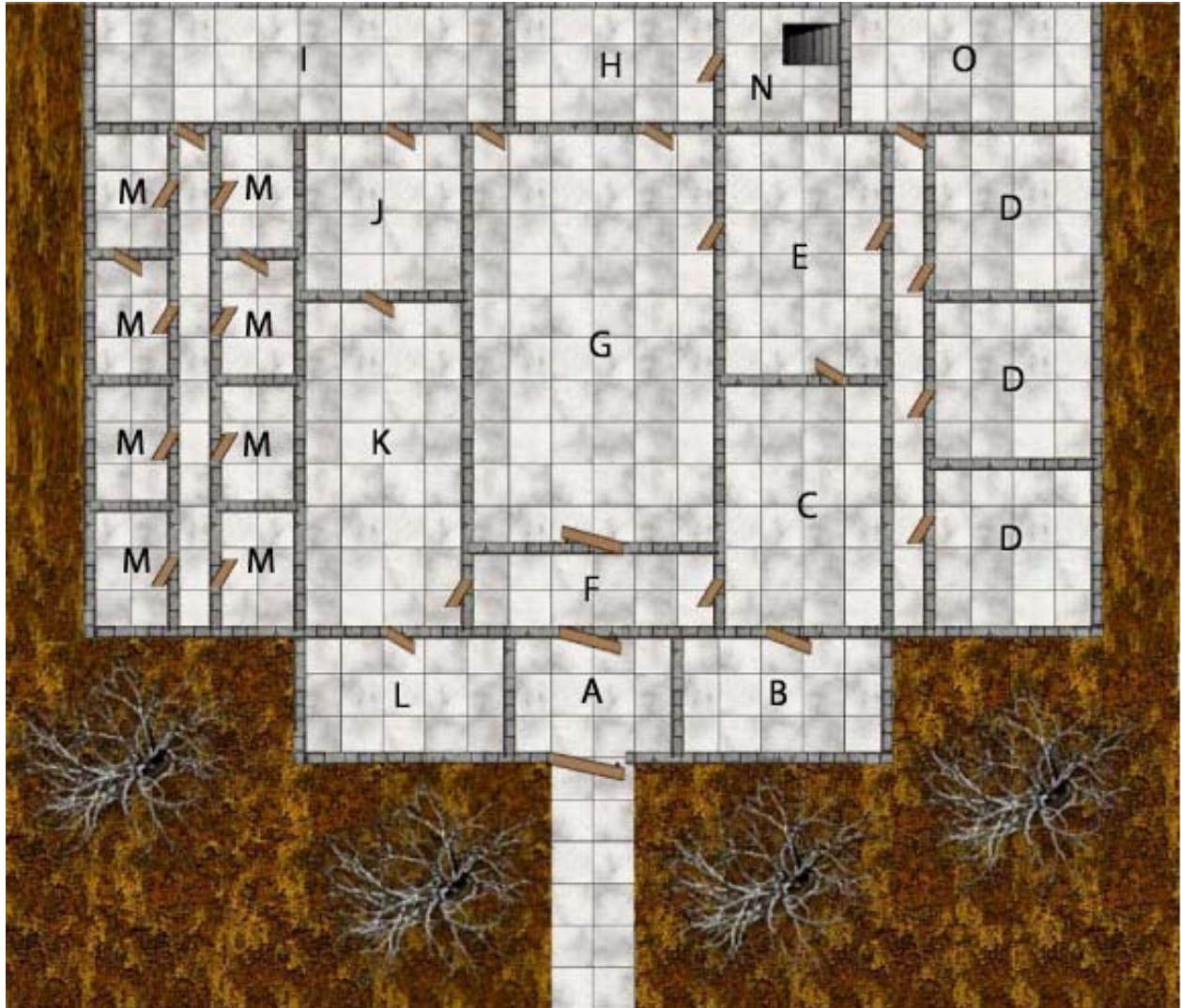
"Mad" Moran



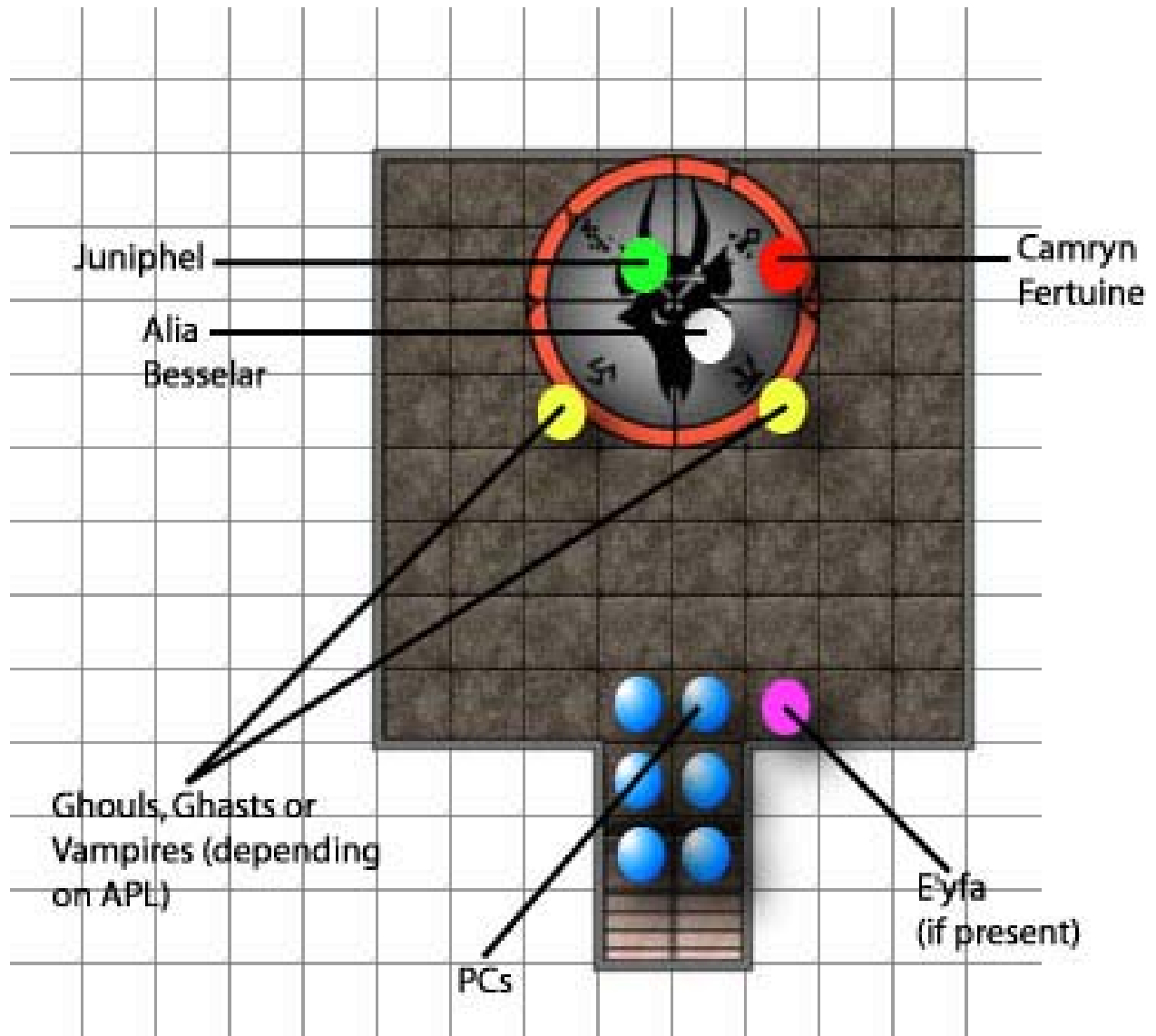
PCs

1 square =
5 feet

DM AID: MAP #2 – FERTUINE MANOR



DM AID: MAP #3 – LIVING DEAD GIRL



1 square = 5 feet

DM AID: THE PLANE OF SHADOW

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

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

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

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

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

The Plane of Shadow has the following traits.

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

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

DM AID: NEW RULES

NEW FEATS

Black Lore of Moil [Metamagic] (*Complete Arcane*, page 75)

Your study of the sinister knowledge and spellcasting techniques of the long-dead Nightlords of Moil makes your necromancy spells especially potent.

Prerequisite: Spell Focus (necromancy), CL 7th.

Benefit: Any necromancy spell you cast can instead as a Moilian spell, dealing an 1d6 points of damage +1d6 per two spell levels (+1d6 for 1st-level spells, +2d6 for 2nd- or 3rd-level spells, and so on). If the spell normally allows a saving throw, the target takes half the negative energy damage on a successful save, regardless of the outcome of the save on the spell's normal effect.

In addition to its normal spell components, a Moilian spell requires the creation and expenditure of a Moilian runebone – a small human bone (often a finger bone) scribed with carefully prepared arcane markings. Only a character trained in the Black Lore of Moil knows the secrets of creating a runebone, which takes 1 hour to craft and requires special inks and powders costing 25 gp per die of negative energy damage to be generated. For example, a runebone capable of adding 3d6 points of negative energy damage to a spell costs 75 gp to craft.

While the maximum negative energy damage dealt by a Moilian spell is based on the spell's level, the actual damage is limited by the runebone. For example, if a sorcerer casts *finger of death* (a 7th-level spell, so normally +4d6) with a 75-gp (3d6) runebone, the spell deals only 3d6 points of additional negative energy damage.

Daring Outlaw [General] (*Complete Scoundrel*, page 76)

You combine grace and stealth to deadly effect.

Prerequisites: Grace +1, sneak attack +2d6

Benefit: Your rogue and swashbuckler levels stack for the purpose of determining your competence bonus on Reflex saves from the grace class feature and the swashbuckler's dodge bonus to AC. For example, a 7th-level rogue/4th-level swashbuckler has a grace +2 and gains a +2 dodge bonus to AC, as if she were an 11th-level swashbuckler.

Your rogue and swashbuckler levels also stack for the purpose of determining your sneak attack bonus damage. For example, a 7th-level rogue/4th-level swashbuckler would deal an extra 6d6 points of damage with her sneak attack, as if she were an 11th-level rogue.

Domain Focus [General] (*Complete Divine*, page 80)

You have mastered the subtle intricacies of the divine power you've devoted yourself to.

Prerequisite: Access to relevant domain.

Benefit: You can cast spells associated with one of your domains at +1 caster level. This benefit also applies to caster level checks to overcome a target's spell resistance as well as other variables such as spell duration. If you cast a spell from one of your nondomain spell slots, this feat does not help you, even if the spell also happens to appear on your domain list.

Special: You can take Domain Focus multiple times. Its effects do not stack. Each time you take the feat, it applies to a new domain to which you have access.

Domain Spontaneity [General] (*Complete Divine*, page 80)

You are so familiar with one of your domains that you can convert other prepared spells into spells from that domain.

Prerequisite: Ability to turn or rebuke undead.

Benefit: Each time you take this feat, choose a domain that you have access to. You may now convert prepared divine spells into any spell from that domain. You expend a spell of equal or higher level, as well as expending one of your daily turn undead attempts. This works just as good clerics spontaneously cast prepared spells as *cure* spells.

Special: You can take this feat multiple times. Each time you take the feat, it applies to a new domain.

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

You create a channel of divine energy between yourself and a willing ally. This link allows you to cast your spells upon him from greater than normal range.

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 expend a turn or rebuke undead attempt to create each ward beyond the first.

Improved Energy Drain [Monstrous] (*Libris Mortis*, page 27)

You draw extra power from your energy-drained victims.

Prerequisites: Cha 15, energy drain supernatural ability

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

Improved Skirmish (*Complete Scoundrel*, page 78)

Prerequisite: Skirmish +2d6/+1 AC

Benefit: If you move at least 20 feet away from where you were at the start of your turn, your skirmish damage increases by 2d6 and your competence bonus to AC from skirmish improves by 2.

Normal: A scout's bonus damage and AC bonus apply if she moves at least 10 feet away from where she was at the start of her turn (see skirmish class feature).

Special: A scout can select Improved Skirmish as one of her scout bonus feats (*Complete Adventurer* 13).

Improved Toughness [General] (*Libris Mortis*, page 27)

Prerequisites: Base Fortitude save bonus +2

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a Hit Die (such as by gaining a level), you gain 1 additional hit point. If you lose a Hit Dice (such as by losing a level), you lose 1 hit point permanently.

Spinning Halberd [Weapon Style] (*Complete Warrior*, page 114)

You have mastered the style of fighting with a halberd, and can use all parts of the weapon – blade, spike, hook, or butt – to strike devastating blows.

Prerequisites: Combat Reflexes, Two-Weapon Fighting, Weapon Focus (halberd)

Benefit: When you make a full attack with your halberd, you gain a +1 dodge bonus to your Armor Class as well as an additional attack with the weapon at a –5 penalty. This attack deals bludgeoning damage equal to 1d6 + 1/2 your Strength modifier.

Tomb-Tainted Soul [General] (*Libris Mortis*, page 31)

Your soul is tainted by the foul touch of undeath.

Prerequisites: Nongood alignment.

Benefit: You are healed by negative energy and harmed by positive energy and harmed by positive energy as if you were an undead creature. This feat gives no other penalties or benefits of the undead type.

NEW ITEMS

Anklet of Translocation (Magic Item Compendium, page 71)

An anklet of translocation allows you to make short dimensional hops. When it is activated, you can instantly teleport (with no chance of error) up to 10 feet. The new space must be within line of sight and line of effect. You can't use the anklet to move into a space occupied by another creature, nor can you teleport into a solid object; if you attempt to do so, the anklet's activation is wasted. You can bring along objects weighing up to your maximum load, but you can't bring another creature with you. An anklet of translocation functions two times per day.

Moderate conjuration; CL 7th; Craft Wondrous Item, *dimension door*; Price 1,400 gp; Weight –

Magebane Weapon Enhancement (Complete Arcane, page 143)

Weapons crafted with the magebane property are rightly feared by all arcane spellcasters. Against any creature with arcane spells currently prepared or spell slots available to cast arcane spells without preparation, or against creatures with the ability to use arcane spell-like abilities, a magebane weapon's effective enhancement level is 2 better than normal (so that a +1 *longsword* becomes a +3 *longsword* when wielded against arcane spellcasters) and deals an extra 2d6 points of damage. Magebane bows, crossbows, and slings bestow this ability upon their ammunition.

Moderate conjuration; CL 8th; Craft Magic Arms and Armor, *dispel magic*; Price +1 bonus.

Ruby Skull of Wee Jas (Complete Champion, page 134)

This stylized symbol carved from ruby resembles a skull stretched and twisted by magic. Its empty eye sockets stare unceasingly at the viewer.

When used as a focus for Death domain or necromancy spells, a ruby skull of Wee Jas increases your effective caster level by 1. In addition, when used to rebuke or command (not turn or destroy) undead, it grants a +1 bonus on your turning damage rolls.

Price 350 gp.

NEW SPELLS

Bestow Wound (Heroes of Horror, page 127)

Transmutation

Level: Dread necromancer 1, sorcerer/wizard 1, Spite 1

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

If wounded, you can cast this spell and touch a living creature. The target takes damage equal to your wounds at the rate of 1 point of damage per your CL, or the amount needed to bring you up to your maximum hit points, whichever is less. At the same time, you heal that much damage, as if a cure spell had been cast on you.

Material Component: A small eye agate worth at least 10 gp.

Blood to Water (*Spell Compendium*, page 33)

Necromancy [Water]

Level: Cleric 7

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Up to five living creatures, no two of which are more than 30 ft. apart

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

You forcefully spit, ending your spellcasting. From where you spat arise a sea-green orb of energy for each creature you intend as a subject of the spell. The orbs fly to their designated targets and turn blood red as they impact.

You transmute the subjects' blood into pure water, dealing 2d6 points of Constitution damage. A successful Fortitude save halves the Constitution damage.

The spell has no effect on living creatures with the fire or water subtype.

Castigate (*Spell Compendium*, page 44)

Evocation [Sonic]

Level: Cleric 4, paladin 4, Purification 4

Components: V

Casting Time: 1 standard action

Range: 10 ft.

Area: 10-ft.-radius burst centered on you

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

Shouting your deity's teachings, you rebuke your foes with the magic of your sacred words.

This spell has no effect on creatures that cannot hear. All creatures whose alignment differs from yours on both the law-chaos and the good-evil axes take 1d4 points of damage per caster level (maximum 10d4). All creatures whose alignment differs from yours on one component take half damage, and this spell does not deal damage to those who share your alignment.

For example, a lawful good cleric who casts this spell deals full damage to any creature that is not lawful and not good, half damage to any creature that is lawful or good (but not both), and no damage to lawful good creatures.

A Fortitude saving throw reduces damage by half.

Close Wounds (*Spell Compendium*, page 48)

Conjuration (Healing)

Level: Clr 2

Components: V

Casting Time: 1 immediate action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell cures 1d4 points of damage +1 point per caster level (maximum +5). If you cast this spell immediately after the subject takes damage, it effectively prevents the damage. It would keep alive someone who had just dropped to -10 hit points, for example, leaving the character at negative hit points, but stable. Used against an undead creature, close wounds deals damage instead of curing the creature (which takes half damage if it makes a Will saving throw).

Death Throes (*Spell Compendium*, page 60-61)

Necromancy [Force]

Level: Cleric 5, sorcerer/wizard 5

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level or until you are killed

Saving Throw: None

Spell Resistance: No

As the killing blow falls, you smile with grim satisfaction even as the light of life fades, knowing that your enemy will soon be joining you in the afterlife.

If you are killed, your body is instantaneously destroyed in an explosion that deals 1d8 points of damage per caster level to everyone in a 30-foot-radius burst.

This explosion destroys your body, preventing any form of raising or resurrection that requires part of the corpse. A wish, miracle, or true resurrection spell can restore life.

Deific Vengeance (*Spell Compendium*, page 62)

Necromancy [Force]

Level: Cleric 2, Purification 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will half

Spell Resistance: Yes

You call out to your deity, declaring your foe's crimes and asking you deity to punish him.

This spell deals 1d6 points of damage per two caster level (maximum 5d6), or 1d6 points per caster level (maximum 10d6) if the target is undead.

Delay Death (*Spell Compendium*, page 63)

Necromancy

Level: Clr 4

Components: V, S, DF

Casting Time: 1 immediate action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject of this powerful spell is unable to die from hit point damage. While under the protection of this spell, the normal limit of -9 hit points before a character dies is extended without limit. A condition or spell that destroys enough of the subject's body so as to not allow raise dead to work, such as a disintegrate effect, still kills the creature, as does death brought about by ability score damage, level drain, or a death effect. The spell does not prevent the subject from entering the dying state by dropping to -1 hit points. It merely prevents death as a result of hit point loss. If the subject has fewer than -9 hit points when the spell's duration expires, it dies instantly.

Desiccate (*Sandstorm*, page 114)

Necromancy

Level: Cleric 2, druid 2, sorcerer/wizard 2, Thirst 2

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

You evaporate moisture from the body of a living creature, dealing it 1d6 points of desiccation damage per two CLs (maximum 5d6) and making it dehydrated (see appendix four). A successful fortitude save results in half damage and negates the dehydration. A plant or elemental of the water subtype takes 1d8 points of damage per CL (maximum 10d8). An elemental of the earth subtype takes only 1d4 points of damage per two CLs (maximum 5d4).

Material Component: A pinch of dust.

Fire in the Blood (*Heroes of Horror*, page 129)

Transmutation

Level: Cleric 5, Spite 5

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

This unsettling spell enables you to make a deadly weapon out of your own arteries and veins. Once the spell is cast, your blood takes on a mystical potency that makes it more corrosive than the strongest acid to anyone who draws it from you. From then on, until the spell's duration has elapsed, anyone who deals slashing or piercing melee damage on you is sprayed with your blood in retribution. The blood deals a cumulative of 1d6 points of damage per attack upon your attacker, with no save or spell resistance applicable, up to a maximum of 5d6. Thus, the first time a foe hits you with a slashing or piercing weapon, he instantly takes 1d6 points of damage from the sanguinary backlash. The second time that same foe strikes you, he takes 2d6 points of damage. As soon as any single foe has taken 5d6 points of damage in a single spray from your corrosive blood, the spell ends.

Opponents striking you with magical attacks that do not manifest in a slashing or piercing manner, or those striking you with only bludgeoning weapons, do not trigger the retributive blood spray.

The arc and direction of the blood is magical in nature, and the spray does not splatter adjacent squares or parties, no matter how close together they might be. Each spray strikes only the one responsible for the wound.

Material Component: A drop of your own blood.

Iron Bones (*Spell Compendium*, page 125)

Level: Cleric 5, sorcerer/wizard 5

A brief flash engulfs your undead ally, and through its flesh you can see its skeleton. The skeleton glows a dusky red for a moment.

This spell functions like stone bones (below), except that the subject creature's skeleton changes to iron. The gains a +6 natural armor bonus to AC.

Oath of Blood (*Heroes of Horror*, page 131)

Necromancy

Level: Cleric 5, sorcerer/wizard 5

Components: V, S, M, DF

Casting Time: 1 minute

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: See below

Saving Throw: None

Spell Resistance: Yes

Oath of blood functions only when cast on a creature that has recently been subject to a gaes or similar spell. It extends the reach of gaes beyond death. If the individual subject to the gaes dies before completing the task, oath of blood animates him as an undead creature in order that he might continue his quest. The nature of the undead creature is determined by the CL of this spell, as per create undead (see page 215 of the Player's Handbook). Once the task is complete or the original gaes (or similar spell) expires, the magic animating the subject ends and he returns to death.

Material Component: Grave dirt mixed with powdered onyx worth at least 40 gp per HD of the target.

Recitation (*Spell Compendium*, page 170)

Conjuration (Creation)

Level: Cleric 4, Purification 3

Components: V, S, DF

Casting Time: 1 standard action

Range: 60 ft.

Target: All allies within a 60-ft.-radius burst centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes (harmless)

By reciting a sacred passage or declaration, you invoke your deity's blessing upon yourself and your allies.

The spell affects all allies within the spell's area at the moment you cast it. Your allies gain a +2 luck bonus to AC, on attack rolls, and on saving throws, or a +3 luck bonus if they worship the same deity as you.

Divine Focus: In addition to your holy symbol, this spell requires a sacred text as a divine focus.

Righteous Wrath of the Faithful (*Spell Compendium*, page 177)

Enchantment (Compulsion) [Mind-Affecting]

Level: Cleric 5, Purification 7

Components: V, S, DF

Casting Time: 1 standard action

Range: 30 ft.

Target: Allies within a 30-ft.-radius burst centered on you

Duration: 1 round/level

Saving Throw: None

When you cast this spell, you fire your allies and companions with a divine madness of fury, greatly enhancing their combat ability.

Spiritwall (*Spell Compendium*, page 203)

Level: Sorcerer/wizard 5

Casting Time: 1 standard action

Effect: Swirling wall whose area is up to one 10-ft. square/level, or a sphere or hemisphere with a radius of up to 10 ft./level

Saving Throw: None; see text

With a deep groan, as from being subjected to eternal pain, you unleash this spell. An immobile, swirling mass of green-white energy forms resembling tortured spirit forms nearby. The mass continues the low groaning you uttered while casting the spell.

The barrier is semimaterial and opaque, providing cover and concealment against physical attacks, and it blocks line of effect for magical effects (including spells, spell-like abilities, and supernatural abilities).

Stone Bones (*Spell Compendium*, page 208)

Level: Cleric 2, sorcerer/wizard 2

Casting Time: 1 standard action

Target: Corporeal undead creature touched

Saving Throw: Will negates (harmless)

A brief flash engulfs your ally, and through his flesh you can see his skeleton. The skeleton glows a foggy gray for a moment, thickening with eldritch power, then all is as it was before.

Arcane Focus: A miniature skull carved of granite.

Conjuration (Summoning) [Evil]

Components: V, S, F/DF

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned creature

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

This spell functions like summon monster I (see page 285 of the *Player's Handbook*), except that you summon an undead creature.

Summon undead I conjures one of the creatures from the 1st-level list in the Summon Undead table below. You choose which creature to summon, and you can change the choice each time you cast the spell. Summoned undead do not count toward the total Hit Dice of the undead that you can control with animate dead, plague of undead, or other command undead abilities. No undead creature you summon can have more Hit Dice than your CL +1.

Focus: A tiny bag, a small candle (not lit), and a carved bone from any humanoid.

Note: The description of the *summon undead* spells presented here supersede earlier published descriptions.

Summon Undead II (*Heroes of Horror*, page 132)

Conjuration (Summoning) [Evil]

Level: Blackguard 2, cleric 2, dread necromancer 2, sorcerer/wizard 2

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like summon undead I, except you can summon one undead from the 2nd-level list or two undead of the same kind from the 1st-level list.

Summon Undead

1st Level

Human warrior
skeleton

Kobold zombie

2nd Level

Owlbear skeleton

Bugbear zombie

3rd Level

Ghoul

Troll skeleton

Ogre zombie

4th Level

Allip

Ghast

Wyvern zombie

5th Level

Mummy

Shadow

Vampire Spawn

Wight

Summon Undead III (*Heroes of Horror*, page 132)

Conjuration (Summoning) [Evil]

Level: Blackguard 3, cleric 3, dread necromancer 3, sorcerer/wizard 3

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like summon undead I, except you can summon one undead from the 3rd-level list or two undead of the same kind from the 2nd-level list, or four undead of the same kind from the 1st-level list.

Summon Undead IV (*Heroes of Horror*, page 133)

Conjuration (Summoning) [Evil]

Level: Blackguard 4, cleric 4, dread necromancer 4, sorcerer/wizard 4

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like summon undead I, except you can summon one undead from the 4th-level list or two undead of the same kind from the 3rd-level list, or four undead of the same kind from a lower-level list.

Summon Undead V (*Heroes of Horror*, page 133)

Conjuration (Summoning) [Evil]

Level: Cleric 5, dread necromancer 5, sorcerer/wizard 5

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like summon undead I, except you can summon one undead from the 5th-level list or two undead of the same kind from the 4th-level list, or four undead of the same kind from a lower-level list.

Unholy Storm (*Spell Compendium*, page 227)

Conjuration (Creation) [Evil, Water]

Level: Blackguard 3, cleric 3

Components: V, S, M, DF

Casting Time: 1 standard action

Area: Cylinder (20-ft. radius, 20 ft. high)

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

You call upon the forces of evil, and a heavy rain begins to fall in the area you indicate, its raindrops foul and steaming.

A driving rain falls around you. It falls in a fixed area once created. This storm reduces hearing and visibility, resulting in a –4 penalty on Listen, Spot, and Search checks. It also applies a –4 penalty on ranged attacks made into, out of, or through the storm. Finally, it automatically extinguishes any unprotected flames and has a 50% chance to extinguish protected flames (such as those of lanterns).

The rain damages good creatures, dealing 2d6 points of damage per round (good outsiders take double damage).

Material Component: A flask of unholy water (25 gp).

Visage of the Deity, Lesser (*Spell Compendium*, page 231)

Transmutation [Evil or Good]

Level: Blackguard 4, cleric 3, Mysticism 3, paladin 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

As you end your prayer, you can feel the hand of your deity upon you. Your appearance reflects her divine power, and her touch rants you resistance from some of the damage of this world.

You gain a +4 enhancement bonus to Charisma. You also gain resistance to acid 10, cold 10, and electricity 10 if you are good, or resistance to cold 10 and fire 10 if you are evil.

Wither (*Sandstorm*, page 128)

Necromancy

Level: Sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

The spell drains moisture from the body of a living creature. The target takes 1d6 points of dessication damage per CL (maximum 10d6) and is dehydrated (see below). A character that makes a successful saving throw takes half damage and is not dehydrated. A plant or elemental of the water subtype instead takes 1d8 points of dessication damage per CL (maximum 15d8).

Material Component: A pinch of powdered bone.

CRITICAL EVENT SUMMARY: *BIS7-08 UNDER A PLATINUM SKY*

If you run this event in December of 2007 or January of 2008, please e-mail the results from this sheet to a member of the Bissel Triad by February 1st, 2008, or have the Senior DM of your event do so.

1. Did the PCs bring E'yfa to Encounter 4? Yes No

2. Did the PCs capture or kill Lord Fertuine? Yes No

3. Did it seem as if any PCs would take Alia Besselar as a cohort? Yes No

Notes: (Add anything that happened that might be considered out of the ordinary – Strange occurrences, results that may not fit the above, etc):