

BIS2-03



THE BODKIN

A One-Round D&D[®] LIVING GREYHAWK[®]
Bissel Regional Adventure

Version 1

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The Revenuer General of Bissel has ordered all of his clerks to reexamine the official tax rolls for the past 250 years. One of his clerks recently discovered an item of interest, a grant of land high in the Barrier Peaks. Are you prepared for a journey into hostile terrain? An adventure for characters levels 1-10

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

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This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

First, print this scenario. This scenario was created to support double-sided printing, but printing it single sided works as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before running the event. Familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *DUNGEON MASTER's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It's also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. You cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for both the players and the DM to keep track of who is playing what character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. But, as the DM, you can bar the use of even Core Rulebooks during certain times of play. For example, usually the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

of the adventure. You should review all of these statistics before the game starts to refresh your memory of the creatures' abilities.

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1-No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

2-Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the DMs are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK adventure. As a LIVING™ adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site (www.wizards.com/rpga), and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK Gazetteer.

LIVING GREYHAWK LEVELS OF PLAY

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

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 and 1/6 0	0	0	1	
1/3 and 1/2 0	0	1	1	
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

4) If you are running a table of six characters, add one to that average.

By following these four steps, you have determined the modified APL. Throughout this adventure, APLs categorize the level of challenge that the characters 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 you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that

either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see DUNGEON MASTER'S Guide Chapter 2: Characters) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to join them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in Bissel. All characters playing in region pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp. Characters playing out of region pay double these amounts.

ADVENTURE SUMMARY AND BACKGROUND

Suspicious that lands in Bissel have changed hands, during or since the war with Ket, without appropriate taxation being levied, Gilys Gildeferre, the Revenuer General of Bissel, has ordered all of his clerks to reexamine the official tax rolls for the past 250 years. Gilys hopes to increase the tax revenue flowing into the Margrave's coffers, now that the costs of maintaining Bissel's national defenses are at an all time high. One of the clerks recently discovered an item of interest, a grant of land high in the Barrier Peaks to a warrior/priest of Heironeous, Fohalia Illiri. The land was granted to Fohalia free of taxation because she promised to build a keep to guard the pass she had discovered there, a well-hidden and forgotten pass connecting Ket and Bissel through the Barrier Peaks. The pass represents a dangerous hole in Bissel's defenses and a potential new trade route through the region. The discovery, made prior to Ket's invasion, was lost in the confusion of the subsequent war with Ket. Gilys wants the characters to investigate the pass and see if Fohalia still lives. He'd also like the characters to investigate if the keep, named the Bodkin by Fohalia, was ever built and whether or not the forces of Ket have discovered the pass. The investigation needs to be conducted quietly as enemies of Bissel could use knowledge of the existence of this keep to their advantage. Military characters are required to undertake this mission to scout the keep out before a full military force is sent in to secure the keep.

Ketites have discovered the keep (actually a single tower as Fohalia never completed the Bodkin), but they haven't reported the information home. A group of Ketite army deserters found the keep while fleeing Ket through the Barrier Peaks. They have been hiding in the keep, stealing food from villages on either end of the pass. They cannot return to Ket, and they fear their treatment by Bissel will be no better. As winter worsens, the food situation is becoming desperate at the deserter camp outside the tower. Furthermore, the de facto leader of the deserters, Khaspale Al'Qorad, has been acting more and more erratic and is likely to lead the camp into more trouble. Khaspale is going mad, the effects of his unintentional communications with an evil force beneath the surface of the Bodkin. This area of the Barrier Peaks was once a dwarven outpost, many centuries ago. Early in the outpost's existence, the dwarves encountered a malignant creature and its minions that they were hard-pressed to defeat. Using a powerful magic item in their possession, they managed to imprison the creature (as per the *imprisonment* spell) beneath the earth. The minions fled at the defeat of their leader. Centuries later, the dwarves were forced to abandon their outpost. They collapsed the tunnels leading to the magic item, an orb of obsidian imprisoning the creature, and left the area.

When Fohalia arrived, she began building her keep. The first tower was unfortunately built directly over the underground chamber holding the orb, and it caused a

collapse that opened a way into the chamber. Fohalia and her workers found the orb, but decided it was safer not to touch it until they knew more about it. They built a secret door to reseal the chamber and trapped the door to prevent unwanted visitors from gaining entry to the chamber.

However, the collapse that opened up the chamber damaged the orb as well. The orb's magic began to fail; the imprisoned creature was awakened and its body has moved up closer to the surface, almost free of its prison. The creature cannot free itself still, but it can use its telepathy to communicate with those within the tower or the underground chamber. The creature used its telepathy to slowly drive Fohalia's workers mad. They gained entry into the chamber, but were stopped by Fohalia from taking the orb. Fohalia slew them all, but not before sustaining mortal wounds of her own. She died in the chamber with her workers. The creature waited patiently for someone else to arrive at the keep. When the Ketite deserters arrived, the creature began to work its evil again. It drove one of the deserters mad, and Khaspale is close to the breaking point himself.

The characters need to reach the keep, fighting a battle along the way. They need to find some way past the Ketite deserters if they want to investigate the keep. They may battle Khaspale and possibly the creature, if they are foolish enough to release it. They need to report their discoveries to Gilys and decide what to do with the deserters.

INTRODUCTION

The characters arrive at the offices of Gilys Gildeferre in Pellak. It is the month of Ready'reat. Gilys is the Revenuer General for Bissel. Bissel military characters were ordered to appear at the office for an assignment. Other characters heard rumors of employment opportunities for adventurers being available at Gilys' office.

You arrive at the offices of the Revenuer General of Bissel. Some of you came to Pellak, the capital of Bissel, under the orders of your military commanders. They've ordered you to undertake a mission for Gilys Gildeferre, the Revenuer General. The rest of you have heard rumors of some good opportunities for adventurers being available at this office. You open the door and enter an expensively decorated waiting room. A clerk asks your business.

Rygle, the clerk, asks the characters to wait a moment once they state their business here. The characters can take the opportunity to introduce themselves. A few minutes later, Rygle returns and escorts the characters into see Gilys.

ENCOUNTER 1: WORKING FOR THE TREASURY

You enter a spacious office decorated with beautiful silk fabrics and furniture of the finest wood available in the Dim Forest. The owner of this space, who stands behind his desk, must be very well connected. He greets you warmly, "Welcome, my name is Gilys Gildeferre. I am in need of some adventurers for a mission of national importance. Can I trust your discretion in this matter?"

Gilys awaits the characters' response. If they agree to keep the matter confidentially, he explains to them the mission he needs undertaken. One of the clerks recently discovered an item of interest, a grant of land high in the Barrier Peaks to a warrior/priest of Heironeous, Fohalia Illiri. The land was granted to Fohalia free of taxation because she promised to build a keep to guard the pass she had discovered there, a well-hidden and forgotten pass connecting Ket and Bissel through the Barrier Peaks. The pass represents a dangerous hole in Bissel's defenses and a potential new trade route through the region. The discovery, made prior to Ket's invasion, was lost in the confusion of the subsequent war with Ket. Gilys wants the characters to investigate the pass and see if Fohalia still lives. He'd also like the characters to investigate if the keep, named the Bodkin by Fohalia, was ever built and whether or not the forces of Ket have discovered the pass. The investigation needs to be conducted quietly as enemies of Bissel could use knowledge of the existence of this keep to their advantage.

Military characters are under orders to undertake this mission. Other characters are asked to undertake the mission for the good of the March. If this fails, Gilys offers the characters gold for their troubles. The amount varies based on the APL and is only paid on completion of the mission; see the Conclusion for details. If the characters are still not convinced, Gilys subtly threatens characters from Bissel with a full investigation by his office. If the characters refuse the mission, the adventure is over.

Characters who agree to the mission are provided with directions to a plot of land in the Barrier Peaks. It is north of the barony of Jadarta, on the border between Ket and Bissel. If characters ask around the city for information on that region of the Barrier Peaks, they can learn the following on a successful Gather Information, Knowledge (local or geography), or Wilderness Lore check:

- **(DC 12)** The area the characters are headed to is in an area right on the border with Ket. Though technically in Bissel, it is realistically not under the direct control of either nation.
- **(DC 15)** Food is scarce in the mountains. It's a good idea to bring extra food with you. For characters reaching this DC on a Gather Information check, they also hear rumors of small raids on local villages and farms in this area of the Peaks. The raiders, who

appear to be of Baklunish descent, are only stealing food and other basic supplies.

- **(DC 18)** The weather this time of year is normally not bad, but it can be brutal in the Barrier Peaks. You suspect you may encounter temperatures near freezing on your journey.

ENCOUNTER 2: JOURNEY TO THE BODKIN

It takes the characters seven days to reach the edge of the Barrier Peaks where the trail into the mountains is located. The weather is very comfortable for this portion of the trip. The characters won't encounter any trouble on the way, but they do begin to hear rumors of raids on villages nearby from locals passing by along the road. A group of Baklunish warriors (the Ketite deserters) have been raiding nearby villages for food and other necessities. They have not slain anyone, but they have caused some serious injuries.

You've reached the infamous Barrier Peaks. The Peaks are the home to numerous dangerous beasts and tribes of evil humanoids. If this wasn't enough, the section of the Barrier Peaks you are about to explore borders both Bissel and Ket, two nations whose relations of late have been anything but friendly. You realize you'd best tread carefully from here on in.

The trip into the Peaks takes four days. Within a few hours of the first day into the mountains, the temperature drops to 30° F. Unprotected characters subjected to this cold weather may suffer damage (see DUNGEON MASTER'S Guide). This weather lasts for the entire time the characters are in the mountains.

Creatures: Near dusk, on the second day of travel in the mountains, a resident of the area attacks the characters. At APL 2, the characters and an ice mephrit stumble across one another. At higher APLs, a local beast smells their intrusion into their domain and attempts to hunt them down by scent.

APL 2 (EL 3)

❧ **Ice Mephrit:** hp 13; see *Monster Manual*.

APL 4 (EL 5)

❧ **Winter Wolf:** hp 51; see *Monster Manual*.

APL 6 (EL 7)

❧ **Six-Headed Cryohydra:** hp 63; see *Monster Manual*.

APL 8 (EL 9)

❧ **Eight-Headed Cryohydra:** hp 84; see *Monster Manual*.

APL 10 (EL 11)

➤ **Eight-Headed Lernaean Cryohydra:** hp 84; see *Monster Manual*.

ENCOUNTER 3: ARRIVAL

You appear to have arrived at the Bodkin. The area before you is a relatively flat, but the land to the east and west of this pass is marked by extremely steep and unstable cliffs and slopes. A towering spike of stone, probably the source of the keep's name, mars the flat space before you. At the foot of the gray spike of volcanic basalt is a squat, round tower that appears to be the only portion of the keep that was completed. Perhaps of greater concern is the collection of striped tents spread around the tower.

The tower, probably twelve yards tall and an equal amount across, is surrounded by a low wall of dark colored stone not more than five feet high. The wall partially encircles the tower and runs up to the edge of the spike. All of the tents seem, from this distance, to lie outside the wall. You notice groups of humanoid guards posted at regular intervals around the camp. You can't make out their race from here, and they seem oblivious to your arrival so far.

Any character that spent much time around a Baklunish community immediately recognizes the tents to be of Baklunish design. Anyone who has spent time in Ket or around Ketite military forces recognizes the tents to be of Ketite military origin.

Characters can attempt to sneak past the guards and patrols if they desire. The guards are doing a poor job of guarding the camp since they don't expect anyone to come into the mountains. Assume that the guards 'Take 10' on all Spot and Listen checks until they are alerted to the presence of intruders. A typical set of guards the characters encounter is detailed below. The guards always attempt to capture intruders alive so they can be questioned; they only fight to the death if given no alternative. The full compliment of Ketite forces around the Bodkin are detailed in *Encounter 4*.

ALL APLS (EL 2)

➤ **Ketite Soldier (2):** Male human War2; hp 17, 17; see Appendix 1: NPCs.

If the characters successfully sneak into the camp, they have the opportunity to overhear an important conversation the first time they do so. A successful Listen check (DC 14 + the APL) allows the characters to hear a portion of a conversation between Voyaza Akrakur (the spiritual leader of the deserters) and Siboyirin (an elite soldier). Both of these individuals are detailed in *Encounter 4*.

Voyaza Akrakur (female voice): *"Siboyirin, how goes your watch?"*

Siboyirin (male voice): *"Well and quiet so far. Quite routine, but I remain alert."*

V: *"I'm not here to make sure you are awake; I know you take your duties seriously. I am here on graver matters."*

S: *"Commander Al'Qorad?"*

V: *"Sigh, yes. He seems to be losing all interest in our dwindling food reserves or the dropping temperature. He locks himself in the tower for days on end. I've been forced to order the men on raids to keep us from starving, as much as I loathe to. Eventually someone will be hurt if we are forced to continue this way. I don't think we can last the winter."*

S: *"I hate to see the Commander this way. He led us out of Ket without the loss of a single soldier, but he is not the same man we left Ket with."*

V: *"He's still our leader though. I am beginning to distrust his judgment, but he's not lost touch with reality the way Zrin did. If he did, we'd have to lock him in a room the way we did with Zrin."*

S: *"Zrin lost it a few days after we arrived at the tower. The desolation up here is really tough on the soul. The rest of us are starting to feel it too; we're at each other's throats most days. Something needs to be done."*

V: *"We'll discuss it more tomorrow. Good luck with the rest of your watch."*

S: *"Thanks."*

ENCOUNTER 4: THE DESERTERS' CAMP

The characters can take a number of actions here. If they approach the camp and attempt to negotiate, the Ketites attempt to capture and imprison them without using deadly force. They can attempt to sneak or bluff their way into the camp, which requires opposed checks based on the soldiers they are attempting to pass. They can fight their way in (you should discourage this option), but they are only likely to succeed at a high APL. If the characters successfully manage to penetrate the camp and enter the tower, proceed to *Encounter 5*. Otherwise, the characters are captured (alive if they characters don't attack the Ketites viciously) and held prisoner. The crazed Khaspale who causes them significant pain interrogates them. Eventually, Voyaza Akrakur, who fears for the characters' safety as Khaspale's condition worsens, frees the characters when she can get to them unseen. She asks them to investigate the tower in return for their freedom.

If the characters don't attempt anything and simply wait, after another day, the effects of the evil presence under the tower and Khaspale's madness causes the Ketites to fight amongst themselves. Full-scale violence ensues, and the characters can take advantage of it to easily penetrate the camp and enter the tower.

Under no circumstances does Khaspale engage the characters in combat before *Encounter 6*.

ALL APLS (EL 13)

➤ **Voyaza Akarakur:** Male human Mnk10; hp 53; see Appendix 1: NPCs.

➤ **Ketite Elite Soldiers (5):** Male human War4; hp 31, 31, 31, 31; see Appendix 1: NPCs.

➤ **Ketite Elite Archers (5):** Male human War4; hp 31, 31, 31, 31; see Appendix 1: NPCs.

➤ **Ketite Soldiers (12):** Male human War2; hp 17, 17, 17, 17, 17, 17, 17, 17, 17, 17, 17, 17; see Appendix 1: NPCs.

➤ **Ketite Archers (12):** Male human War2; hp 17, 17, 17, 17, 17, 17, 17, 17, 17, 17, 17, 17; see Appendix 1: NPCs.

Treasure: None of the equipment the Ketites have is in sufficiently good condition to sell.

ENCOUNTER 5: THE TOWER

Eventually the characters sneak their way into the tower or find themselves in it after being captured and released by Voyaza. Khaspale Al'Qorad resides in the tower, and the characters can look through his personal things if they desire. The only item of interest they may find in his room, at the top of the tower, is the journal of Fohalia Illiri (see Player's Handout 1). The journal details the events that occurred during her attempt to build a keep here, including the existence of the secret door and the traps placed around it. Characters can find the journal on a successful Search check (DC 15 + the APL).

Khaspale Al'Qorad is nowhere to be seen when the characters begin searching the tower. He has found the secret door and a way to bypass the traps around it thanks to the assistance of the journal and the advice of the prisoner below. He is headed for the underground chamber, but does not have time to destroy the orb before the characters find the underground chamber, unless they take a very long time to do so.

The secret door is inside the tower on the ground floor. It is very well hidden, requiring a successful Search check (DC 25), but it is easy to find if the characters have looked at Fohalia's journal, requiring only a Search check (DC 5). Finding the traps around the secret door is also easier if the characters have read the journal (+4 to Search checks). You should note that there is more than one trap for the characters to deal with at APL 10 and 12. All traps are located immediately beyond the secret door except for the glyph and door handle traps, which are on the secret door itself.

APL 2 (EL 1)

➤ **Deeper Pit Trap:** CR 1; mechanical; location trigger; manual reset; hidden switch bypass (Search, DC 25); Reflex save (DC 15) avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search (DC 20); Disable Device (DC 23).

APL 4 (EL 2)

➤ **Camouflaged Pit Trap:** CR 2; mechanical; location trigger; manual reset; Reflex save (DC 20) avoids; 40 ft. deep (4d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search (DC 24); Disable Device (DC 19).

APL 6 (EL 4)

➤ **Spiked Pit Trap:** CR 4; mechanical; location trigger; manual reset; Reflex save (DC 20) avoids; 60 ft. deep (6d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 each); Search (DC 21); Disable Device (DC 20).

APL 8 (EL 6)

➤ **Flame Strike Trap:** CR 6; magic device; proximity trigger (*detect magic*); automatic reset; spell effect (*flame strike*, 9th-level cleric, Reflex save (DC 17) half damage, 9d6 fire); Search (DC 30); Disable Device (DC 30).

APL 10 (EL 8)

➤ **Flame Strike Trap:** CR 6; magic device; proximity trigger (*detect magic*); automatic reset; spell effect (*flame strike*, 9th-level cleric, Reflex save (DC 17) half damage, 9d6 fire); Search (DC 30); Disable Device (DC 30).

➤ **Whirling Poisoned Blades:** CR 6; mechanical; timed trigger; automatic reset; hidden lock bypass (Search, DC 25; Open Lock, DC 30); Atk +10 melee (1d4+4/19-20 plus poison, dagger); poison (purple worm poison, Fort save (DC 24) resists, 1d6 Str/1d6 Str); multiple targets (one target in each of three selected 5-ft. squares); Search (DC 20); Disable Device (DC 20).

ENCOUNTER 6: KHASPALE

The secret door leads to a sloping, rough-hewn passageway 10-foot wide. It progresses 50 feet and ends in a large hole. Underneath the hole is a chamber roughly 80-foot square and 15 feet tall, with smooth walls unlike those in the passageway the characters followed. The characters need to descend 30 feet from the hole to reach the floor of this chamber. There is already a 50-foot rope secured to the edge of the hole with pitons. The characters can descend it to reach the southeastern corner of the room.

The chamber is covered with 30 or more human skeletons. Many of them are charred. These are the remains of Fohalia and her workers. Fohalia died here keeping her workers from touching the object on the far end of the room. The floor is also strewn with debris from the ceiling that dropped during the collapse that opened this chamber up. In the northwestern corner of the room is a raised dais. Atop the dais is a black obsidian orb on a

small stand. It looks very valuable. If the characters *detect magic*, the orb radiates powerful abjuration magic. The orb is the key to an *imprisonment* spell holding a creature the dwarves of this region locked away years ago. The magic of the orb is unstable because of the damage it has taken over the years from the collapse of the ceiling. If anyone touches or moves the orb, it shatters unleashing its prisoner from beneath the floor of this chamber. In this case, proceed to *Encounter 7*.

The floor of the chamber is strewn with some coins and gems that were once in Fohalia's possession. Inside the chamber is Khaspale. He has lit torches sitting in sockets every 10 feet along the walls of the chamber. He has just fought his last battle with the voices in his head and lost. He is completely mad by the time the characters arrive at the chamber and is standing just to the west of the rope. Check to see if the characters surprise him with opposing Listen/Move Silently checks. He cannot surprise the characters as he is talking loudly to himself. Roll for initiative as well; Khaspale's first actions, if he is not prevented from doing so, is to head toward the dais, quaffing his potions as he goes. He lifts the orb up as soon as he can. If he does, proceed to *Encounter 7*.

There are five tunnels leading off from this chamber for only five to ten feet before ending in collapses. Anyone with knowledge of underground construction or dwarven construction recognizes that the chamber is of dwarven origin from centuries ago, and that the tunnels were intentionally and methodically collapsed to seal this chamber.

APL 2 (EL 4)

✚Khaspale Al'Qorad: Male human Ftr4; hp 40; see Appendix 1: NPCs.

APL 4 (EL 6)

✚Khaspale Al'Qorad: Male human Ftr6; hp 58; see Appendix 1: NPCs.

APL 6 (EL 8)

✚Khaspale Al'Qorad: Male human Ftr8; hp 76; see Appendix 1: NPCs.

APL 8 (EL 10)

✚Khaspale Al'Qorad: Male human Ftr10; hp 94; see Appendix 1: NPCs.

APL 10 (EL 12)

✚Khaspale Al'Qorad: Male human Ftr12; hp 112; see Appendix 1: NPCs.

Treasure: The treasure in this encounter is Khaspale's possessions.

ENCOUNTER 7: THE PRISONER

If Khaspale or the characters disturb the orb, it shatters and its magic is destroyed. This releases Vel-Ythr, a prisoner of this area since its failed attack on the former dwarven outpost here. Vel-Ythr rises out of the ground (this takes one full round from when the orb was destroyed). At APL 2, Vel-Ythr voices a hideous laugh, gives the characters a long glare, and teleports away, unless the characters are foolish enough to attack. Otherwise, Vel-Ythr thanks whoever freed it and then begins attacking everyone else present besides its releaser (unless attacked by that individual) and Khaspale. If Vel-Ythr is in danger of being slain, it teleports away and plans its revenge against the characters at a future date. If the characters choose to flee the Bodkin, Vel-Ythr does not follow them, but Khaspale chases them and fights them to the death if he can catch them.

APL 2 OR 4 (EL 7)

✚Vel-Ythr (Erinyes): hp 33; see *Monster Manual*.

APL 6 (EL 9)

✚Vel-Ythr (Advanced Erinyes): hp 65; see Appendix 1: NPCs.

APL 8 (EL 11)

✚Vel-Ythr (Advanced Cornugon): hp 108; see Appendix 1: NPCs.

APL 10 (EL 13)

✚Vel-Ythr (Gelugon): hp 114; see *Monster Manual*.

Treasure: The treasure in this encounter is Vel-Ythr's possessions.

CONCLUSION

If the characters freed, but did not drive off or defeat, Vel-Ythr, it slays all who remain at the Bodkin. If the characters drive off or defeat Vel-Ythr, they have earned its animosity. If the orb is untouched, the characters, and later the Bissel military, can secure the area and keep the creature imprisoned for many years to come.

The deserters can be negotiated with (Diplomacy check DC 16 + the APL), or they can be left to their own devices. Some of them are willing to become citizens of Bissel, and others simply want safe passage to another nation. Characters who go to Gilys with this information without concern for the deserters gain an Influence Point with Gilys (see below), but the deserters are arrested and turned over to Ket in a prisoner exchange. If the characters make some effort to help the deserters, arrangements can be made to gain them citizenship or

find them safe passage elsewhere. The characters then gain an Influence Point with Gilys and one with the Baklunish of Bissel as well (see below). Gilys gives the characters their reward payment if they are successful in bringing back information from the Bodkin.

Treasure: The treasure is the reward from Gilys.

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 to each character.

Encounter 2: Journey to the Bodkin

Defeat the beast hunting the characters.

APL 2	90 XP
APL 4	120 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP

Encounter 3 or Encounter 4

Avoid killing the deserters.

APL 2	30 XP
APL 4	60 XP
APL 6	90 XP
APL 8	120 XP
APL 10	150 XP

Encounter 5: The Tower

Defeat the trap(s).

APL 2	30 XP
APL 4	60 XP
APL 6	120 XP
APL 8	180 XP
APL 10	270 XP

Encounter 6: Khaspale

Defeat Khaspale.

APL 2	150 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP

Encounter 7: The Prisoner

Defeat Vel-Ythr.

APL 2	0 XP
APL 4	180 XP
APL 6	240 XP
APL 8	330 XP
APL 10	390 XP

Total Possible Experience

APL 2	300 XP
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APL 4	600 XP
APL 6	900 XP
APL 8	1200 XP
APL 10	1500 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 minute 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 (that is, 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 piece 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 treasures from each encounter add it up and that is 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.

TREASURE KEY:

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

Encounter 6: Khaspale

Defeat Khaspale and strip his gear.

APL 2: L: 256 gp; C: 0 gp; M: 0

APL 4: L: 256 gp; C: 0 gp; M: *potion of bull's strength*, *potion of endurance* (Value 45 gp per potion per character).

APL 6: L: 254 gp; C: 0 gp; M: *potion of bull's strength*, *potion of endurance* (Value 45 gp per potion per character);

+1 *large steel shield* (Value 176 gp per character); *cloak of resistance +1* (Value 150 gp per character).

APL 8: L: 220 gp; C: 0 gp; M: *potion of bull's strength*, *potion of endurance* (Value 45 gp per potion per character); +1 *large steel shield* (Value 176 gp per character); *cloak of resistance +1* (Value 150 gp per character); *potion of heroism* (Value 135 gp per character); +1 *bastard sword* (Value 350 gp per character).

APL 10: L: 55 gp; C: 0 gp; M: *potion of bull's strength*, *potion of endurance* (Value 45 gp per potion per character); +1 *large steel shield* (Value 176 gp per character); *cloak of resistance +1* (Value 150 gp per character); *potion of heroism* (Value 135 gp per character); +1 *bastard sword* (Value 350 gp per character); +1 *full plate armor* (Value 397 gp per character).

Encounter 7: The Prisoner

Defeat Vel-Ythr and take its gear.

APL 2: L: 10 gp; C: 0 gp; M: 0

APL 4: L: 10 gp; C: 0 gp; M: 0

APL 6: L: 10 gp; C: 0 gp; M: 0

APL 8: L: 0 gp; C: 0 gp; M: 0

APL 10: L: 1 gp; C: 0 gp; M: 0

Conclusion

Reward from Gilys.

APL 2: L: 0 gp; C: 25 gp; M: 0.

APL 4: L: 0 gp; C: 50 gp; M: 0.

APL 6: L: 0 gp; C: 75 gp; M: 0.

APL 8: L: 0 gp; C: 100 gp; M: 0.

APL 10: L: 0 gp; C: 125 gp; M: 0.

Total Possible Treasure

APL 2: 291 gp

APL 4: 406 gp

APL 6: 755 gp

APL 8: 1221 gp

APL 10: 1478 gp

Items for the Adventure Certificate

Each Adventure Certificate should list the following items with a note to the DM to cross out any item not received and circle any item received:

Influence Point with Baklunish of Bissel

This character possesses an influence point with the Baklunish citizens of Bissel. It may be used to influence any NPC or NPC organization of Baklunish descent. Please contact the Bissel Triad for details.

Influence Point with Gilys Gildeferre

This character possesses an influence point with Gilys Gildeferre, the Revenuer General of Bissel. Please contact the Bissel Triad for details.

APPENDIX I: NPCS

ENCOUNTER 3: ARRIVAL

All APLs (EL 2)

➤ **Ketite Soldier (2):** Male human War2; CR 1; Medium-size humanoid (human); HD 2d8+4; hp 17; Init +5; Spd 20 ft.; AC 18 (touch 11, flat-footed 17); Atk +5 melee (1d6+2/18-20, scimitar) or +4 melee (1d8+3/x3, longsphear); AL N; SV Fort +5, Ref +1, Will +1; Str 15, Dex 12, Con 14, Int 11, Wis 12, Cha 12.

Skills and Feats: Handle Animal +6, Intimidate +6, Ride +6; Improved Initiative, Weapon Focus (scimitar).

Possessions: chainmail, large wooden shield, scimitar, longsphear.

ENCOUNTER 4: THE DESERTERS' CAMP

➤ **Voyaza Akarakur:** Male human Mnk10; CR 10; Medium-size humanoid (human); HD 10d8; hp 53; Init +3; Spd 60 ft.; AC 19 (touch 19, flat-footed 16); Atk +10/+7/+4 melee (1d10+2, unarmed strike); SA Unarmed strike, stunning attack (10/day), ki strike (+1); SQ Evasion, still mind, slow fall (50 ft.), purity of body, wholeness of body (20 hp/day), leap of the clouds, improved evasion; AL LN; SV Fort +7, Ref +10, Will +11; Str 14, Dex 16, Con 10, Int 8, Wis 18, Cha 8.

Skills and Feats: Hide +16, Jump +15, Move Silently +16, Tumble +16; Circle Kick*, Deflect Arrows, Fists of Iron*, Improved Trip, Lightning Fists*, Mantis Leap*, Weapon Focus (unarmed strike).

*See Appendix 2: New Rules for additional information.

➤ **Ketite Elite Soldiers (5):** Male human War4; CR 3; Medium-size humanoid (human); HD 4d8+8; hp 31; Init +5; Spd 20 ft.; AC 18 (touch 11, flat-footed 17); Atk +7 melee (1d6+2/18-20, scimitar) or +6 melee (1d8+3/x3, longsphear); AL N; SV Fort +6, Ref +2, Will +2; Str 15, Dex 12, Con 14, Int 11, Wis 12, Cha 13.

Skills and Feats: Handle Animal +8, Intimidate +8, Ride +8; Improved Initiative, Power Attack, Weapon Focus (scimitar).

Possessions: chainmail, large wooden shield, scimitar, longsphear.

➤ **Ketite Elite Archers (5):** Male human War4; CR 3; Medium-size humanoid (human); HD 4d8+8; hp 31; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atk +5 melee (1d6+1/18-20, scimitar) or +8 ranged (1d6/x3, shortbow); AL N; SV Fort +6, Ref +4, Will +2; Str 12, Dex 16, Con 14, Int 11, Wis 12, Cha 13.

Skills and Feats: Handle Animal +8, Intimidate +8, Ride +10; Point Blank Shot, Rapid Shot, Weapon Focus (shortbow).

Possessions: chain shirt, scimitar, shortbow, 20 arrows.

➤ **Ketite Soldiers (12):** Male human War2; CR 1; Medium-size humanoid (human); HD 2d8+4; hp 17; Init +5; Spd 20 ft.; AC 18 (touch 11, flat-footed 17); Atk +5 melee (1d6+2/18-20, scimitar) or +4 melee (1d8+3/x3, longsphear); AL N; SV Fort +5, Ref +1, Will +1; Str 15, Dex 12, Con 14, Int 11, Wis 12, Cha 12.

Skills and Feats: Handle Animal +6, Intimidate +6, Ride +6; Improved Initiative, Weapon Focus (scimitar).

Possessions: chainmail, large wooden shield, scimitar, longsphear.

➤ **Ketite Archers (12):** Male human War2; CR 1; Medium-size humanoid (human); HD 2d8+4; hp 17; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +3 melee (1d6+1/18-20, scimitar) or +5 ranged (1d6/x3, shortbow); AL N; SV Fort +5, Ref +2, Will +1; Str 12, Dex 15, Con 14, Int 11, Wis 12, Cha 12.

Skills and Feats: Handle Animal +6, Intimidate +6, Ride +7; Point Blank Shot, Weapon Focus (shortbow).

Possessions: chain shirt, scimitar, shortbow, 20 arrows.

ENCOUNTER 6: KHASPALE

APL 2 (EL 4)

➤ **Khaspale Al'Qorad:** Male human Ftr4; CR 4; Medium-size humanoid (human); HD 4d10+12; hp 40; Init +0; Spd 20 ft.; AC 20 (touch 10, flat-footed 20); Atk +9 melee (1d10+5/19-20, bastard sword) or +5 ranged (1d8+3/x3, mighty composite longbow); AL N; SV Fort +7, Ref +1, Will +1; Str 17, Dex 10, Con 16, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +2, Jump +2, Ride +7; Exotic Weapon Proficiency (bastard sword), Improved Sunder*, Power Attack, Sunder, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: large steel shield, full plate armor, masterwork bastard sword, masterwork mighty composite longbow (+3), 20 arrows.

APL 4 (EL 6)

➤ **Khaspale Al'Qorad:** Male human Ftr6; CR 6; Medium-size humanoid (human); HD 6d10+18; hp 58; Init +4; Spd 20 ft.; AC 20 (touch 10, flat-footed 20); Atk +11/+6 melee (1d10+5/19-20, bastard sword) or +7/+2 ranged (1d8+3/x3, mighty composite longbow); AL N; SV Fort +8, Ref +2, Will +4; Str 17, Dex 10, Con 16, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +4, Jump +4, Ride +9; Exotic Weapon Proficiency (bastard sword), Improved Initiative, Improved Sunder*, Iron Will, Power Attack, Sunder, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: large steel shield, full plate armor, masterwork bastard sword, masterwork mighty composite longbow (+3), 20 arrows, *potion of bull's strength*, *potion of endurance*.

APL 6 (EL 8)

➤ **Khaspale Al'Qorad:** Male human Ftr8; CR 8; Medium-size humanoid (human); HD 8d10+24; hp 76; Init +4; Spd 20 ft.; AC 20 (touch 10, flat-footed 20); Atk +14/+9 melee (1d10+6/17-20, bastard sword) or +9/+4 ranged (1d8+3/x3, mighty composite longbow); AL N; SV Fort +10, Ref +3, Will +5; Str 18, Dex 10, Con 16, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +7, Jump +7, Ride +11; Exotic Weapon Proficiency (bastard sword), Improved Critical (bastard sword), Improved Initiative, Improved Sunder*, Iron Will, Power Attack, Sunder, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: +1 large steel shield, full plate armor, masterwork bastard sword, masterwork mighty composite longbow (+3), 20 arrows, *potion of bull's strength*, *potion of endurance*, *cloak of resistance* +1.

APL 8 (EL 10)

➤ **Khaspale Al'Qorad:** Male human Ftr10; CR 10; Medium-size humanoid (human); HD 10d10+30; hp 94; Init +4; Spd 20 ft.; AC 21 (touch 10, flat-footed 21); Atk +16/+11 melee (1d10+6/17-20, bastard sword) or +11/+6 ranged (1d8+3/x3, mighty composite longbow); AL N; SV Fort +11, Ref +4, Will +6; Str 18, Dex 10, Con 16, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +9, Jump +9, Ride +13; Cleave, Exotic Weapon Proficiency (bastard sword), Improved Critical (bastard sword), Improved Initiative, Improved Bull Rush, Improved Sunder*, Iron Will, Power Attack, Sunder, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: +1 large steel shield, full plate armor, +1 bastard sword, masterwork mighty composite longbow (+3), 20 arrows, *potion of bull's strength*, *potion of endurance*, *potion of heroism*, *cloak of resistance* +1.

APL 10 (EL 12)

➤ **Khaspale Al'Qorad:** Male human Ftr12; CR 12; Medium-size humanoid (human); HD 12d10+36; hp 112; Init +4; Spd 20 ft.; AC 23 (touch 11, flat-footed 23); Atk +18/+13/+8 melee (1d10+6/17-20, bastard sword) or +13/+8/+3 ranged (1d8+3/x3, mighty composite longbow); AL N; SV Fort +12, Ref +5, Will +7; Str 18, Dex 10, Con 17, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +12, Jump +12, Ride +15; Cleave, Exotic Weapon Proficiency (bastard sword), Improved Critical (bastard sword), Improved Initiative, Improved Bull Rush, Improved Sunder*, Iron Will, Power Attack, Power Critical (bastard sword)*, Resistance to Energy (fire)*, Sunder, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: +1 large steel shield, +1 full plate armor, +1 masterwork bastard sword, masterwork mighty composite longbow (+3), 20 arrows, *potion of bull's strength*, *potion of endurance*, *potion of heroism*, *cloak of resistance* +1, *ring of protection* +1.

ENCOUNTER 7: THE PRISONER

APL 6 (EL 9)

➤ **Vel-Ythr (Advanced Erinyes):** CR 9; Medium-size outsider (evil, lawful); HD 10d8+10; hp 65; Init +1; Spd 30 ft., fly 50 ft. (average); AC 20 (touch 11, flat-footed 19); Atk +12/+7 melee (1d8+3/19-20, longsword) or +11/+6 ranged (1d8/x3, longbow) or +11 ranged (rope entangle, rope); SA Rope entangle, charm person, summon baatezu; SQ DR 10/+1, baatezu qualities, tongues; SR 12; AL LE; SV Fort +8, Ref +8, Will +9; Str 14, Dex 13, Con 13, Int 14, Wis 14, Cha 20.

Skills and Feats: Concentration +14, Disguise +16, Escape Artist +13, Hide +14, Listen +15, Move Silently +14, Search +14, Spot +15; Dodge, Mobility, Spring Attack.

Spell-like Abilities: At will – *animate dead*, *charm monster*, *desecrate*, *invisibility* (self only), *magic circle against good* (self only), *major image*, *polymorph self*, *produce flame*, *see invisibility*, *suggestion*, and *unholy blight*. These abilities are as the spells cast by an 8th-level sorcerer (save DC 15 + spell level). An erinyes also can *teleport without error* (self plus 50 pounds of objects only) at will as the spell cast by a 12th-level sorcerer.

Possessions: longsword, longbow, rope.

APL 8 (EL 11)

➤ **Vel-Ythr (Advanced Cornugon):** CR 11; Large outsider (evil, lawful); HD 13d8+39; hp 108; Init +1; Spd 20 ft., fly 50 ft. (average); AC 25 (touch 9, flat-footed 25); Atk +17/+12/+7 melee (1d6+5 and stun, whip) or +17 melee (1d4+5, 2 claws) and +11 melee (1d4+2, bite) and +11 melee (1d3+2 and wound, tail); Face/Reach 10 ft. by 10 ft./15 ft.; SA Spell-like abilities, fear aura, stun, wound, summon baatezu; SQ DR 20/+2, baatezu qualities, regeneration 5; SR 24; AL LE; SV Fort +11, Ref +9, Will +10; Str 21, Dex 12, Con 17, Int 14, Wis 14, Cha 14.

Skills and Feats: Bluff +16, Climb +18, Concentration +17, Hide +11, Listen +16, Move Silently +16, Search +16, Sense Motive +16, Spot +16; Cleave, Power Attack, Sunder.

Spell-like Abilities: At will – *animate dead*, *charm person*, *desecrate*, *detect good*, *detect magic*, *detect thoughts*, *dispel chaos*, *dispel good*, *magic circle against good*, *major image*, *produce flame*, *pyrotechnics*, *suggestion*, and *teleport without error* (self plus 50 pounds of objects only); 3/day – *fireball* and *lightning bolt*; 1/day – *wall of fire*. These abilities are as the spells cast by a 12th-level sorcerer (save DC 12 + spell level).

APPENDIX 2: NEW RULES

CIRCLE KICK [GENERAL] AS PRESENTED IN *SWORD AND FIST*

You kick multiple opponents with the same attack action.

Prerequisites: Base attack bonus +3, Improved Unarmed Strike, Dex 15+

Benefit: A successful unarmed attack roll allows you to make a second attack roll against a different opponent that is within the area that you threaten. This feat requires the full attack action.

FISTS OF IRON [GENERAL] AS PRESENTED IN *SWORD AND FIST*

You have learned the secrets of imbuing your unarmed attacks with extra force.

Prerequisites: Base attack bonus +2, Improved Unarmed Strike.

Benefit: Declare that you are using this feat before you make your attack roll (thus, a missed attack roll ruins the attempt). You deal an extra 1d4 points of damage when you make a successful unarmed attack. You may use this feat a number of times per day equal to 3 + your Wisdom modifier.

IMPROVED SUNDER [GENERAL] AS PRESENTED IN *SWORD AND FIST*

You are adept at placing your attacks precisely where you want them to land.

Prerequisites: Base attack bonus +2, Sunder.

Benefit: When you strike an opponent's weapon, you inflict double damage.

LIGHTNING FISTS [GENERAL] AS PRESENTED IN *SWORD AND FIST*

Your skill and agility allow you to attempt a series of blindingly fast blows.

Prerequisites: Monk level 4th+, Dex 15+

Benefit: You can make two extra attacks in a round. All attacks made this round suffer a –5 attack penalty. This feat requires the full attack action.

MANTIS LEAP [GENERAL] AS PRESENTED IN *SWORD AND FIST*

You deliver a powerful attack after making a jump.

Prerequisites: Monk level 7th+, 5 ranks in Jump.

Benefit: Designate an opponent who is within the maximum distance you can reach with a successful Jump check. Make a normal Jump check; if your check is successful, you can make a normal charge attack against the opponent you designated as part of the same action. If your charge attack is successful, you inflict normal damage plus your Strength modifier multiplied by 2.

POWER CRITICAL [GENERAL] AS PRESENTED IN *MASTERS OF THE WILD*

Choose one weapon, such as a longsword or a greataxe. With that weapon, you know how to hit where it hurts.

Prerequisites: Improved Critical with weapon, base attack bonus +12, proficiency with weapon.

Benefit: Once per day, you can declare a single melee attack with your chosen kind of weapon to be an automatic threat before you make the attack roll. If the attack is successful, you roll to confirm the critical, regardless of whether the actual attack roll was a threat.

Special: You can take this feat multiple times. Each time you do, it applies to a new kind of weapon. You may use this ability only once per day per kind of weapon to which it applies.

RESISTANCE TO ENERGY [GENERAL] AS PRESENTED IN *MASTERS OF THE WILD*

You channel the power of nature to resist a particular energy type (fire, cold, electricity, acid, or sonic).

Prerequisites: Base Fort save bonus +8.

Benefit: Choose an energy form. You gain resistance 5 against that type of energy. For example, if you choose fire, you ignore the first 5 points of fire damage you take each round, regardless of whether that damage stems from a mundane or a magical source.

Special: You can take this feat multiple times. If you choose the same energy form two or more times, the effects stack. This resistance does not stack with that provided by any spell or magic item.

PLAYER'S HANDOUT 1 – THE JOURNAL OF FOHALIA ILLIRI

Interesting Entry 1

We've completed the first tower but the construction has caused a collapse beneath the tower. We've discovered an underground chamber of dwarven origins that obviously hasn't been used for hundreds of years. A number of tunnels lead off from the chamber but they collapsed years ago. We discovered an orb within the chamber that appears to be magical. I've decided it's too dangerous to deal with now. We've sealed the chamber with a secret door and trapped it to keep everyone away.

[details of the trapped secret door follow]

Interesting Entry 2

The workers are acting odd. Everyone is complaining about restless nights. Everyone looks to be on edge. I've given the workers the day off.

Interesting Entry 3

As I'm writing this, I hear the workers breaking into the underground chamber. Something has driven them to it, but I can't tell what. I've got to stop them before they try to use the orb.

ENLISTING THE ICONIC

☛ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☛ **Miale, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or –6 melee (1d6, quarterstaff) and –10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☛ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☛ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init –1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or –1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref –1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—*detect poison, guidance, read magic*; 1st—*bless, protection from evil**, *shield of faith*.

* Domain spell; Deity: Pelor; Domains: Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.