

BIS6-06

Opportunity NOCs

A Two-Round D&D® LIVING GREYHAWK™

Bissel Regional Adventure

Version 1.1

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"The mission is simple," he said. "Travel through hostile, uncharted lands... to a place that few men have ever seen... break into a secure fortress... sneak past the Sheldomar's most skilled rogues... and steal something that might not even be there." His featureless grey face leaned closer, and his yellow eyes met yours. "...all for Bissel. What do you say?" A Bissel regional adventure for APLs 2-12, Part 6 of the *Rebuilding the March* series, and sequel to BIS5-IS1 *Lizards in the Mist*.

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

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

RPGA SANCTIONED PLAY

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

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

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

This adventure retires from RPGA-sanctioned play on December 31, 2007.

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on

running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in the *Appendices*.

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard two-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

The Mist Chameleons are an organization of spies based out of the barony of Misty Hills. Their members have earned a certain reputation working for the Margrave, Regent, and Bissel Ruling Council. However, their origins and dealings are shrouded in mystery.

The Chameleons have been particularly influential during the recent war against Evard. Much of Bissel's success during the Second Insurrection can be tied to surgical strikes based on the spies' intelligence. The Regent Saralind was freed from her captivity during a Mist Chameleon-planned raid on Evard's fortress of Calignosis. And the weapon that set the turning point in the war was designed from research located by the Chameleons. However, in most cases, the soldiers and operatives that followed the plans got the credit for the milestones, rather than the spies that made it happen.

Regardless of their many unsung accomplishments, in recent years the Mist Chameleons have been branded with three significant failures. They failed to notify Margrave Walgar in time to prevent significant losses during Evard's First Insurrection. They have been accused of not warning Margrave Walgar of the Ket invasion during the Greyhawk Wars. Finally, loyalty blinded them to the fact that the Margrave Larraingin was an agent of the dark god Hextor.

With these black eyes, the Mist Chameleons have reacted particularly harshly to recent opportunities to affect the game board. Tales abound of midnight raids on the homes of suspected necromancers and traitors, fueling a witch-hunt that has neighbors making surreptitious glances at each other – believing that any slight can be countered by crying 'traitor', but afraid that the same might be done back to them.

Many people have grown to fear the unchecked power and veil of secrecy possessed by the organization – including some of the Chameleons. One such individual has decided to probe the depth of that power and secrecy.

ADVENTURE SUMMARY

The PCs are gathered under false pretenses by Grey Egg, a Mist Chameleon agent. He requests that they travel to Mistyvale, infiltrate the Mist Chameleon headquarters, and steal evidence of wrong doing.

They travel to a small village in the Misty Hills, looking for a guide to lead them through the uncharted and hazardous hills to Mistyvale. They locate a guide, but he is killed during the trek, leaving the PCs wandering the mists. After surviving some of the dangers lurking within the mists, they catch sight of the capital township.

Rather than plunge directly into the Mist Chameleon headquarters, the PCs enter Baroness Imycina's manor and the Temple of the Mists beneath it. Exploring its hidden mysteries and walking the same path taken by initiates of the order, the PCs find their way into the heart of the headquarters.

The PCs obtain the information requested by Grey Egg, but learn that it isn't really evidence of wrongdoing... but rather information that could damage the workings of the Mist Chameleons. They fight their way out of the stronghold, but then must wrestle with the decision of what to do with the liberated information.

Introduction: The More Things Change...

Estimated Time: 20 minutes

The PCs are gathered together by Grey Egg, a Mist Chameleon agent. He requests that they infiltrate the Mist Chameleon headquarters, and investigate his suspicions.

Encounter 1: Under the Weather

Estimated Time: 15 minutes

The PCs stop overnight in Haven Underhill, a dwarven community that has been struck with the plague that is ravaging Bissel.

Encounter 2: Hitching a Ride

Estimated Time: 60 minutes

The PCs arrive in Borderwatch, where they must find a guide to Mistyvale.

Encounter 3: Bad Lair Day

Estimated Time: 45 minutes

The PCs encounter a fierce creature in the mists. Their guide is woefully injured in the combat.

Encounter 4: This Isn't So Tough

Estimated Time: 10 minutes

The PCs find themselves lost in the mists, but the dying guide is able to help.

Encounter 5: Who Saw That Coming?

Estimated Time: 45 minutes

The guide succumbs to his wounds. He offers some last cryptic advice. The PCs are forced to fight the shadowy creature that emerges from his body.

Encounter 6: Now It's Tough

Estimated Time: 10 minutes

The PCs find themselves lost in the mists once more. They must find their way out on their own.

Encounter 7: On the Other Side

Estimated Time: 10 minutes

The PCs arrive in the capital, Mistyvale.

Encounter 8: Halfway There

Estimated Time: 10 minutes

The PCs investigate Mistyvale and head to the Temple of the Mists.

Encounter 9: Cryptic Words

Estimated Time: 30 minutes

The PCs find a puzzle lock. Solving it allows them admission to the Temple of the Mists.

Encounter 10: Standing Outside the Light

Estimated Time: 30 minutes

The PCs investigate the antechamber of the Temple of the Mists.

Encounter 11: Breaking the Surface

Estimated Time: 30 minutes

The PCs investigate the outer chamber of the Temple of the Mists.

Encounter 12: Probing the Depths

Estimated Time: 30 minutes

The PCs investigate the middle chamber of the Temple of the Mists.

Encounter 13: Just a Bit Creepy

Estimated Time: 30 minutes

The PCs reach the inner chamber of the Temple of the Mists. They encounter the blind oracle, who can offer them visions and cryptic prophecies.

Encounter 14: Eavesdropping on the Stars

Estimated Time: 15 minutes

The PCs enter the Mist Chameleon headquarters, and overhear Lady Imycina and a Mist Chameleon agent conversing.

Encounter 15: So Close, and Yet...

Estimated Time: 45 minutes

The PCs attempt to escape, and are confronted by the same Mist Chameleon agent. The PCs must fight their way to freedom.

Conclusion A: Left Behind

Estimated Time: 15 minutes

The PCs are captured by the Mist Chameleons.

Conclusion B: Out in the Open

Estimated Time: 15 minutes

The PCs obtain the NOC List and escape from the Mist Chameleon fortress.

PREPARATION FOR PLAY

This scenario is a sequel to BIS5-IS1 *Lizards in the Mist*. It would be helpful to note, ahead of time, which PCs have played that adventure.

It also is important to find out if any PCs at the table are members of the Mist Chameleon meta-organization. They will not want to announce this to the other players, so you will need to be discreet.

The expected running time of this adventure is 7 hours, 30 minutes. If this is running during two standard 4-hour convention slots, this allows 25 minutes for marshalling, and 5 minutes for paperwork distribution.

INTRODUCTION: THE MORE THINGS CHANGE...

Estimated Time: 20 minutes

Before beginning, give each PC one of the first six Player Handouts. Each of these is an adventure hook, where a person in need leads them to a safe house in Thornward. Once they have read these, continue with the following:

A solitary snow flake dances and weaves through the air above the cliffs of Thornward, blissfully unaware of the chill wind that is manipulating it. In like manner, most of the citizens within the capital city go about the hustle and bustle of their daily lives, unaware of the elaborate game that is taking place and how they are mere pawns.

The last weeks of Sunsebb have brought with them another bout of the bitter cold for which Bissel's winters are famous. Undeterred, the Knight-Barons and their entourages have descended upon Thornward for this year's Baron's Council, which will begin in a week's time. While the general unrest across the March has settled down in the past few months, the machinations of the barons have increased... and with good reason: The Baron's Council has vowed to appoint a new Margrave by the end of their meeting, and a number of the barons would relish the chance to write the next chapter of Bissel's history.

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

DC 15

- A large number of citizens in Central Bissel have contracted some unknown malady – they've developed odd black marks on their skin, and several have died. Accusations are flying that it is some sort of mishap that occurred while messing around with forbidden magic during Evard's reign.
- Bandit attacks along the Fals River have prompted the Lord Mayors of Thornward and Falsford to increase patrols along the busy trade lanes.
- A new champion has emerged in the Sareden combat arenas - Brar the Crusader. It has been a long time since the sport has seen such a promising new combatant.

DC 20

- Rebellion in the barony of Saltrenhill has been quelled by detachments from the Great Army. Rumor has it that Baron Saltren had been urging the people to secede from the March, and that he has been arrested for treason.
- The construction of the town of New Clunther, on the shores of Lake Hasra, has ground to a halt as the Baron's Council has called for an investigation into the Shaela River Trading Company. Allegations range from unfair employment practices to manslaughter. An inquiry is pending.
- Recovery and repair work has begun on Siltmourne, a fortress in the hills of Kynneret. It is estimated that the site will be usable again within months.

DC 25

- Most of the bandit attackers on the Fals River have been of noticeable Baklunish decent. It is possible that one of the northern baronies – where Baklunish populations are higher – is on the brink of another rebellion.
- The 1st Kynneret Battalion was dispatched to the ruins of Siltmourne last month. It is reported that they encountered token bandit resistance, but were able to drive them out.
- Another Mist Chameleon raid has been reported – this time on a library in Burning Stalks. It is unclear what, if anything was seized.

DC 30

- A number of bandits preying upon the Fals river traffic were slain. They bore insignia resembling that of the Ket military. The timing can be no coincidence – a baron is trying to stir up racial and nationalistic tensions before the Baron's Council... it is just not clear which baron is behind it.
- Something sinister was found beneath Siltmourne Keep. None of the soldiers that encountered it have spoken on the subject, but it is known that there were a few casualties, and part of the castle was sealed off.

When they are finished with rumors, continue:

Your guide has led you through the back streets of Thornward to this nondescript house. You're not quite sure why you decided to follow... but somehow, that doesn't seem to matter. You've been ushered inside, and as the door closes behind you,

you are led into a dining room. <Number of other PCs> other individuals are already seated around the table. Each looks as confused as you feel.

Your guide points you toward an empty seat, and then sits down as well. "Good... now we can begin." As you watch, the form of your guide blurs and changes, eliciting stunned gasps from the others. It becomes a withered old man... then a young girl... then a town watchman. Then it changes into something alien – a gaunt, grey-skinned humanoid with a featureless face. Its large, bulging yellow eyes regard you through slitted pupils.

If the PCs succeed at a Knowledge [nature] check (DC 14) they can identify this creature as a doppelganger, a natural shapechanger. If the check is higher (DC 19) they know that doppelgangers can read the thoughts of those around them.

If a PC played BIS5-IS1 Lizards in the Mist, they have encountered this being before. They were part of a Mist Chameleon mission to rescue him – a secret agent – from Evard-occupied Thornward. Of course, how can you tell one doppelganger from another?

"Ahh, SO much better. Now..." The alien form that was once your guide settles back into his chair with a soft sigh. "You have many questions – that is to be expected. You also feel betrayed. I apologize for the deception, but it was necessary to insure... discretion. I hope that we can begin again, and this time with complete honesty and trust. How about we start off by getting acquainted?"

At this point, allow the PCs a few moments to briefly introduce themselves to each other. Once they are finished, continue:

"Good. Then I suppose it is my turn... I have no name. There is almost no record that I even exist. But that makes for a rough patch of conversation... there are a few that have known me as Grey Egg – an odd attempt at humor that unfortunately stuck. If you like, you may call me that."

"So, now we have the 'who' out of the way... let's get down to the 'what' and the 'why'."

"There is an organization at the edge of our society, hidden in the shadows. It is said that they are spies, working for the good of the March. They are called the Mist Chameleons."

"Frankly, though, everything they do is shrouded in mystery..." He shakes his head, and looks intently at you. "So how can anyone be sure of their motives?"

"Do not misunderstand me - they have done great things in the past. Without them, we would not have slipped from the grasp of our enemies... any of them."

"But some say they could have done more. They didn't warn anyone that Ket was on our doorstep. They didn't see Evard and his necromancers approaching. They did not even realize that the Margrave Larraingin – the man they swore to protect – was a traitorous lout."

"As of late, there have been... rumors. They've tired of their perceived failings, and have become overzealous in response. There have been secret raids – anyone suspected of being a necromancer, or one of Evard's supporters... they just disappear. No judge, no jury, no trial."

"With no checks or balances, the Chameleons have virtually unlimited power. If they were up to something nefarious... I think you see where I'm going with this."

"I've been led to believe that there is evidence of exactly that. The problem is, it's locked away in the middle of the Mist Chameleon's headquarters – a veritable fortress, built by professional infiltrators."

"Worse, their headquarters is located in Mistyvale, the baronial seat of the Misty Hills. Few people have ever been there, and with good reason. A perpetual fog covers the land, which is an uncharted maze, by itself. A maze filled with terrible things. Dangerous things."

"The mission is simple," he says. "Travel through hostile, uncharted lands... to a place that few men have ever seen... break into a secure fortress... sneak past the Sheldomar's most skilled rogues... and steal something that might not even be there." His featureless grey face leans closer, and his yellow eyes meet yours. "...all for Bissel. What do you say?"

Keep in mind that Grey Egg has a doppelganger's ability to use detect thoughts (Will DC 18 negates) at will, and he does not hesitate to use it – season his dialogue with snippets that reflect this.

If a PC is a member of the Mist Chameleon meta-organization, they will notice a number of innuendos in his dialog - key phrases and gestures - that indicate that Grey Egg is a Mist Chameleon agent.

Grey Egg can impart quite a bit of information. The following are likely questions and answers.

Grey Egg

Who are you? *"A patriot. One who has risked everything for Bissel... many times."*

What are you? *"I'm just like you, except I am not bound by the limitations of a single form. I have the freedom to be whomever I need to be, from one moment to the next."*

Huh? I thought you were a doppelganger? *"Sigh. Yes, that is what your kind has named my kind."*

There are some that I protect that would call me a 'monster'. Such is life."

Aren't doppelgangers evil? *"No, most assuredly not. Besides, you can't paint every individual with the same brush."*

Look, I have the Monster Manual right here, and it says doppelgangers "are interested only in themselves and regard all others as playthings to be manipulated and deceived." *"Ahem... I'm an 'advanced' doppelganger. I've evolved beyond that, and decided that the problems of my homeland are my problems as well. And I've been fighting those problems longer than you've been alive."*

Are you a Mist Chameleon? *"Yes, and have been longer than we've been called by that name."*

Why would a Mist Chameleon want to steal something from the Mist Chameleons? *"Being an agent doesn't automatically give you access to the entire organization. I'd wager that only a few individuals at the top would even know if anything was amiss. Don't get me wrong – most of us are good people fighting for the best cause. Nothing would make me happier than finding out the rumors are false."*

Why should we trust you? *"You shouldn't. You shouldn't trust anyone! Do this for yourselves and for the March, not for me. Obtain the evidence, and do with it as you will. Give it to me, or expose it to the light on your own. As long as the truth comes out, I'm satisfied."*

The Mission

Why can't you do this yourself? *"The headquarters is protected against... those that change shape and appearance. I would stand out rather starkly."*

Why did you choose us? *"You have a wide array of skills and experience. I think you will have the skills necessary to pull this off."*

Where is the evidence located? *"In an inner vault, within Mist Chameleon Headquarters. The last time I was there, I sketched out a map of the quickest route to the vault. It'll be waiting for you at a dead drop in Mistyvale."*

Where is this dead drop? *"There is a bookstore in Mistyvale. There is a book entitled "A History of Economic Providence" on the shelves. I've hidden everything you need within. Don't worry about that for now... as I said, it'll be waiting for you when you reach Mistyvale."*

How did you find out about this evidence? *"Are you sure you really want to know?"*

Yes, tell us! *"I was posing as a consort to a fairly high-level diplomat. I read his mind as he slept."*

We didn't want to know that! *"I warned you. My job is to get the information through any means necessary. I'm good at my job."*

What do we do with the evidence once we have it? *"If you choose to bring it to me, meet me at the Farstrider's Repose – a roadhouse in Rhomstaff. Otherwise, do what you deem necessary."*

What are we being paid for doing this? *"How about this... I'll pay you exactly what I get paid."*

How much do you get paid? *"I don't get paid at all. I do what I do for the good of our nation, not for some reward."*

Isn't this an evil thing to do? *"No. There must be the assurances that those with power do not abuse it. And should that not be, it is our right, it is our duty, to throw off such government, and provide new guards for our future security."*

The Mist Chameleon Headquarters

Where is the Mist Chameleon Headquarters? *"In Mistyvale, the baronial capital of the Misty Hills."*

How do we get inside? *"Not through the front entrance – it's heavily guarded and fortified. You'd never make it. No, there is another way... a second entrance, within the Temple of the Mists."*

What kind of resistance can we expect to encounter? *"The Baron's Council has many of the Chameleons – including myself – distracted here in Thornward. There should only be a token force presence."*

The Temple of the Mists

What is the Temple of the Mists? *"A relic of our order. Every new initiate passes through its halls, on their way to becoming an agent."*

What will we find in the Temple? *"History, mostly. There are a few wards and protections, but they're intended to catch initiates that aren't paying attention, not intruders."*

Where is the entrance to the Headquarters? *"Hidden in the inner chamber of the temple."*

Mistyvale

How do we get to Mistyvale? *"Few people know how to safely navigate the mists. Stray off course, and you may never find your way out. Fortunately, there is local traffic between Mistyvale and a village known as Borderwatch. You should be able to find a guide there."*

What dangers lurk in the mists? *"Fierce creatures that do not like being disturbed. It's said that the mists can steal away your soul, if you linger too long."*

Once the PCs accept the mission, read the following:

The spy pauses for a long moment, studying you carefully, probing your minds. After a moment, he seems satisfied.

“Good. I have faith that we are doing the right thing, and that you will succeed. Godspeed, until we meet again.”

Grey Egg rises from the table, and heads towards the door. By the time he passes through, he appears to be someone completely different. The door closes behind him, and he is gone.

Proceed to Encounter 1.

All APLs

☛ **Grey Egg:** Doppelganger Rog10 (Bluff +18, Sense Motive +17); AL CG; hp 70.

ENCOUNTER 1: UNDER THE WEATHER

Estimated Time: 15 minutes

You make your way out into the streets of Thornward. The capital is alive with activity as always – the locals scrambling about, the cries of merchants selling their wares, the steady stream of travelers passing through the gates. But as often seems the case, it goes on without you, like an uncaring machine. If anything, it is easier than normal to get out of the city; most folks, intrigued by the hubbub of the approaching Baron’s Council, are trying to get in to the city, not out.

Within a few hours, you’ve passed out of the Fals River valley, headed south on the Watchtower Road.

On the afternoon of the second day, the fog creeping through the lowland valleys signals that you have entered the Barony of Misty Hills. Pelor’s light crests on the horizon as you begin looking for shelter for the night. Just off the path, you find stone doors set into the side of a large hill – the dwarven mining community of Haven Underhill.

However, a large wooden sign is leaned against one of the entrances, with the following hastily scrawled upon it: ‘Black Hand. Be warned, ye who would enter. May All-Father have mercy on our souls.’

If the PCs have played BIS5-IS4 Faith No More, they remember stopping here overnight during that journey. However, the community was much healthier, then.

If the PCs succeed at a Knowledge [local – Sheldomar Valley Metaregion] check (DC 10) they can recognize the term ‘Black Hand’ as the popular name for the malady that has been sweeping the March in the past year.

It is quite possible that the PCs realize that this is a quarantine zone, and wish to avoid this community like the plague. If so, continue on with Encounter 2.

If a PC has the Curiosity Compulsion from BIS5-05 Strange Bedfellows, and fails the saving throw, they cannot resist the urge to enter.

Otherwise, once they head inside, read the following:

The scene inside the dwarven halls is subdued. The few dwarves that are out and about go about their business silently, without taking notice of you.

In the background, a number of sick individuals cough and wheeze, suffering from some debilitating illness. Their faces and arms are covered in small black blotches that vaguely resemble hands. The whole place reeks of pus and decay.

“Heart-breaking, isn’t it?” A wizened voice issues from behind you, and you turn to find a matronly dwarven cleric. Around her neck is a holy symbol fashioned to look like a pair of silver rings. “I’ve watched it creep upon us. They all look to me for answers, and I don’t know what to do.”

If the PCs can succeed at a Knowledge [religion] check (DC 10) they can tell that there are several dwarven gods spanning all aspects of life, and dwarves tend to worship the entire pantheon as a whole. The cleric that is present here worships Berronar Truesilver, deity of safety, home, and healing.

“I am Clanmother Tharsis. I have the unfortunate plight of watching my sons and daughters as this evil kills them.”

If the PCs approach within 10 feet of a diseased dwarf (close enough to closely examine a victim, for example) they must succeed on a Fortitude save (DC 15) or contract the disease, themselves. Afflicted PCs receive the Mark of the Black Hand item on the Special Adventure Record.

There really isn’t much that the PCs can do to help the dwarves. If they make at least a passing effort, read the following:

The clanmother watches your efforts with sadness in her eyes.

“I fear that there is nothing that can be done. Still, you have tried to help us, so I will do what I can to help you in your quest.”

The elderly dwarf woman lights a small bit of incense, and closes her eyes. In a steady voice, she speaks. “Oh, Great Protector, what dangers await these valiant heroes in the days ahead?” The chamber grows silent, as all attention is upon her.

A moment of silence passes. Then, she speaks once more. This time, however, she speaks in a much

different voice – a heavier, masculine tone; definitely not her own:

*“Sharpened claws, and bated breath,
Blurs of fog and swirls of mist,
Errant blow, and stumbled path,
And indecision make the list.*

*Many paths through the hills,
All the same road, in the end,
One wrong step, a perilous fall,
To shadowy grave, a mistake shall send.”*

The clanmother sighs deeply, and her eyes reopen. “The Protector has spoken. Think carefully upon his words.”

In particular, PCs may possess the Favor of Mehri la’Feyvim from BIS6-04 Face of Copper. This possibility should not be suggested – the PCs must come to the idea on their own. If a PC decides to spend this favor to help the dwarves, mark it USED, and read the following:

The clanmother seems thrilled by your promise of aid.

“Wonderful! You are very great to offer such a thing. Such sacrifice should not go unrewarded... allow me to offer the blessings of the Great Protector.”

The elderly dwarf woman withdraws a small vial of holy water from her tunic. She chants a few syllables, and then dabs your forehead with a few drops. As the water touches your skin, it feels like it is instead fire. Its warmth spreads throughout your body, lingers for a few moments, and is gone.

This PC now receives a death ward effect that lasts until the end of Encounter 5.

Once the PCs are ready to proceed, continue with Encounter 2.

All APLs

🔱 **Clanmother Tharsis:** Female dwarf Clr 8 (Bluff +1, Sense Motive +8); AL NG.

ENCOUNTER 2: HITCHING A RIDE

Estimated Time: 60 minutes

Leaving the plague-stricken town behind, you once more set out into the mists, heading south on the Watchtower Road.

The midday sun is at peak when the trail opens up before you, and a small village comes into view. The sounds of civilization are a welcome change from the silence of the hills. Children are at play, and from somewhere nearby comes the peal of a smith’s hammer.

If your employer’s directions were correct, this must be the village of Borderwatch. The village is little more than a single dirt path with a few thatched-roofed buildings lined up along it. At the northern end, the path trails off into a stand of twisted trees, their leaves blown away and branches littering the ground, marking the passage of a recent storm. Beyond the grove, the earth drops away into a shallow rocky quarry. A few more small houses are scattered among the rolling hills of the countryside.

The first part of your quest is complete. Now, you must find a guide to lead you to Mistyvale.

If a PC played BIS5-IS1 Lizards in the Mist, they will recognize this as the village they stopped in, before departing for the capital.

This is an encounter with one goal – the PCs need to find a guide – but with multiple ways of achieving that goal. There are a number of locals that can help the PCs find a guide, but each wants something in return.

Each path is broken down into three smaller parts, described in the subsections below. If the PCs succeed on all three parts of a subsection, that person will point the PC towards the guide. If the PCs decide, once they’ve started helping one group, that they want to seek information from someone else, that’s fine too. Just try to keep them on task, and make sure that they don’t take too long.

General Information

Any of the villagers can provide the following information, if questioned:

- This is the village of Borderwatch. It is named for its proximity to the Watchtower Road, which guards the borderlands of the barony.
- The locals here are very patriotic. They are intently loyal to the Baroness Trefeloess and the Mist Chameleons.
- There is a tavern and inn in the village – the Scout’s Sanctuary.
- There is a church in the village, currently under construction. It is dedicated to Heironeous, the god of merchants and traders.
- There is a general store in the village, where most folks buy all their goods.
- Plenty of guides come through the village. As for one that is currently available – the PCs will have to ask around.

Location A - The Scout’s Sanctuary

As you step into the tavern, the warmth of a crackling fire and smell of bubbling stew give welcome relief from the damp chill without.

Behind the bar, washing out mugs, is a middle-aged man with dark hair. As he moves, you hear the tell-tale thump of a wooden leg. Standing a little further away is a woman of a similar age, with graying blonde hair and surprisingly broad shoulders. She has a slightly worried look on her face as she wipes down the bar.

These are Hal and Kendra, the proprietors of the inn and tavern.

Hal is a retired adventurer, who gave up his career after he lost a leg in battle. He'd have preferred to keep adventuring, but he used to keep time by tapping his foot... and now, he can't seem to carry a tune. Hal is friendly, intelligent, and has a healthy skepticism that comes from long years of experience. He'll happily sing for the PCs, if they can give him a beat.

Kendra was the rogue of Hal's adventuring party. When he retired, she decided to settle down with him (they found they had plenty of class skills in common), and found she had an affinity for business. She happily keeps track of the inn's supplies and money. She's sensible, practical, and straightforward. She does not really like Hal's singing.

Hal and Kendra are the focus of Path 1: The Worried Parents, described below.

All APLs

♣ **Hal:** Male Human Brd6 (Bluff +5, Sense Motive +5); AL CG.

♣ **Kendra:** Female Elven Rog7 (Bluff +10, Sense Motive +10); AL NG.

Location B - The General Store

Near the center of the village you find a quaint storefront. The sign out front has a picture of a sack, overflowing with trade goods, and reads 'Haern's Crossing - If We Don't Have It, You Can't Get It Here'.

The door opens with the tinkle of a small bell. The walls are lined with shelves and racks full of all sorts of mundane equipment.

A voice carries from behind the counter. "Be with you in a minute!" A moment later, an older man stands, carrying several sacks of flour. He puts them down, and then turns expectantly to you.

This is Haern, the owner of the store. He is a tired and grumpy old man that has little patience for topics outside of his business.

The general store sells all manner of goods. The PCs can purchase anything from the PHB Table 7-3: Trade Goods. Anything more elaborate would need to be specially ordered.

Haern is the focus of Path 3: The Petty Thief, described below.

All APLs

♣ **Haern:** Male Human Com9 (Bluff +1, Sense Motive +1); AL LN.

Location C - The Church

A small church stands near the eastern edge of the village. Scaffolding surrounds it, and you quickly notice that the steeple has not yet been completed.

Making your way inside, you find a young woman deep in prayer before a stone altar. A holy symbol - a fist grasping a lightning bolt - hangs from a chain around her neck.

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

This is Synda, the local cleric. She has recently been sent to Borderwatch to oversee the construction of the new shrine. She is naïve, overly optimistic, and full of zeal for her faith.

Synda is the focus of Path 4: The Object of Desire, described below.

All APLs

♣ **Synda:** Female Human Clr2 (Bluff +2, Sense Motive +4); AL LG.

Location D - The Graveyard

The village graveyard is somber. Judging by the number of tombstones and the size of the village, you'd guess that Borderwatch has been here for a very long time.

This location is not important by itself. It does, however, factor into Path 1: The Worried Parents, described below.

Path 1: The Worried Parents

This path begins with the PC speaking with Hal and Kendra at the Scout's Sanctuary (Location A). When they mention their quest for a guide, read the following:

Hal looks at you with a thoughtful grin. "A guide? Oh, sure... you're definitely in the right spot. Plenty of trail walkers come through town. In fact, I know of one that's not doing anything..."

Kendra shoots her husband a barbed look, and he immediately goes silent. "What my husband means to say... you see, you are outsiders. How can we help you, in good conscience, without really knowing you. Tell you what... we could use a little help. Solve our problem, and we'll happily return the favor. What do you say?"

If the PCs agree to hear more, continue with the following:

“Good. Our children have gotten the notion that they want to be adventurers when they grow up. My husband and I were both adventurers, once, just like you. We know how dangerous it can be. We’d like to nip it in the bud, before it gets out of hand.”

“Convince them to stop pretending to be adventurers, and we’ll introduce you to someone that can help you out.”

If the PCs agree to this task, continue with Stage 1.

Stage 1: Find the Missing Children

The woman looks relieved. “Good. Perhaps they will listen to you. They are just outside, playing...” Her words drift off, as she looks out the window. “Oh, where have they gone off to, now?”

“They’ve run off? Again?” says Hal with a slight chuckle.

Kendra nods, her mouth tightening in a frown. “I can’t leave the inn unattended.”

“And I can’t chase after them.” The man looks wryly down at his wooden leg.

“Well then, I guess finding them would be a good first step.”

The PCs can find the children in several ways:

- On a successful Gather Information check (DC 15), they can find villagers that saw the children heading toward the western end of the village. If the check is higher (DC 20), they find someone that saw the children heading specifically towards the graveyard.
- On a successful Search check (DC 15) or (for PCs with the Track feat) Survival check (DC 10), they can find the children’s trail, heading west away from the tavern. If the Survival check is higher (DC 15), they can follow it all the way to the graveyard.

Once the PCs arrive in the graveyard, read the following:

The children are in the graveyard, stuck in a freshly dug grave. The PCs can notice the grave with a Spot check or Search check (DC 15) or can hear the children talking with a Listen check (DC 18). Once they find the grave, continue with the following:

A lone voice can be heard coming from the open grave, apparently from a young girl. “See? I told you... this is the sort of thing that happens when you don’t have a big enough group.”

“What’s a big enough group?” The voice of an indignant boy comes from the grave, as well.

“Four to six. Don’t you know anything?”

Getting closer, you can see that there are three children down in the bottom of the hole. The first is a young girl, about twelve. There is an enthusiasm in

her eyes matched only by her confidence. She is speaking with an overgrown-looking boy, with dark hair and large clumsy hands. Sitting next to the girl is a younger boy, around ten, wearing a pointed hat that sits slightly askew, and holding onto a toad that threatens to hop away from him even as he tightens his grasp around it. He shares the same dark hair as the girl.

The girl is Trina, the 12 year old leader of the group. Her parents (Hal and Kendra) want her to take over the inn after they retire, because she’s smart and has good business sense. But Trina dreams of being an adventurer, and has recruited several of the other kids in the town to help out. She’s got the brains and the charisma to lead the group, and thinks that she knows everything there is to know about being an adventurer, thanks to her parents’ war stories. She’ll eagerly trade stories with the PCs, and do her best to impress them with tales of her group’s exploits (They went a whole mile into the mist! They found the blacksmith’s lost hammer! They slew the fearsome beast that was terrorizing the town! Well, alright, they caught a stray dog. But it was a fearsome stray dog!)

The older boy is Tad, Trina’s 14 year old lackey. He is big for his age, strong and clunky, and not too bright. He knows that Trina is much smarter than he is, and he’s willing to follow her lead. He’s a decent swordsman (or at least, he swings a mean stick), and strong enough to hold his own in a fight, but he’s a horrible coward. He’d much rather spend his time taking care of his father’s horses – but he won’t easily admit it.

The younger boy is Aiden, Trina’s 10 year old brother. Every proper adventuring group needs a spellcaster, and Trina’s assigned him the part. Aiden doesn’t actually know how to cast spells, even though he’s trying his learn anything he can about magic. So, he just wears a pointy hat and waves around a book. He’s also got a pet toad that he cradles tightly near his chest. Trina bullies Aiden mercilessly, and if he had any backbone, he’d just stop hanging out with her.

It should be trivial for the PCs to rescue the children from their prison. Once they return them to the inn, read the following:

The innkeepers’ eyes brighten as the three children sulk back into inn.

“There you are!” Kendra quickly comes around the bar, and stands with her hands on her hips. “How many times have I told you not to go wandering off like that?”

Trina rolls her eyes. “Mother...”

“You three just stay put this time. You had us so worried...”

The PCs have completed Stage 1 of this path. If they speak with the innkeepers again, continue with Stage 2.

The PCs may also now speak with the children, and begin Path 2: The Junior Adventurers Guild.

All APLs

☛ **Trina:** Female Human Com1 (Bluff +2, Sense Motive +2); AL LN.

☛ **Tad:** Male Human Com1 (Bluff -1, Sense Motive -1); AL N.

☛ **Aiden:** Male Human Com1 (Bluff +0, Sense Motive +0); AL N.

Stage 2: Dissuade the Front-Line Fighter

Kendra stares out the window at the children.

"My Trina's a smart girl, but she is so headstrong. One of these times, she's going to get herself hurt."

"That older boy that she always has around... Tad. He does pretty much anything she says. I'll bet that if he didn't want to play, anymore, she'd think twice before wandering off."

"Get Tad to stop playing adventurer and you'll be one step closer."

Once the PCs decide to head outside, read the following:

You find the older boy, Tad, a short ways away from the other two children. He is furiously hacking away at a boulder with a stick. On a particularly hard swing the stick breaks, and he flinches for a moment. Undeterred, he starts looking around for another stick.

The PCs will have to be creative to get Tad to stop playing adventurer. He is not that bright, and cannot be convinced by conversation.

However, Tad is a coward. If the PCs can prove to him that adventuring is dangerous and scary, he will be too afraid to keep playing. However, just telling him will do no good. He needs to see it with his own eyes. For example, if he saw a scary illusionary monster while on a 'quest' with the other children, he would be convinced.

Once the PCs have suitably scared Tad, read the following:

The older boy hurries over to the girl. "Trina..."

"What are you doing? You are supposed to be at the front, not back here? What happens if we run into the bad guys? They'll be able to get to Aiden and me!"

"Trina... I... I need to go. I think I hear my father calling me." Without another word, Tad runs off.

The PCs have completed Stage 2 of this path. If they speak with the innkeepers again, continue with Stage 3.

Stage 3: Dissuade the Remaining Wannabes

Kendra looks at her children, sitting at one of the inn tables. "Well, that's a start... at least they're in here, and not out running amuck. Why don't you talk to them? Maybe they will see that adventuring is not as glamorous as they think. Convince them, and we'll introduce you to your guide."

Once the PCs agree, continue with the following:

Trina and Aiden are sitting at one of the inn tables.

"What are we doing?" The young boy whines with irritation in his voice. "I thought we were going to play?"

"We need to be given a quest, first. Everyone knows you get quests by sitting around in taverns. So, just sit there and be quiet."

The final part of this path must be completed through diplomacy. The children begin with a reaction of Hostile, and must be shifted to Friendly to be fully convinced. Every time the PCs present a reasonable argument, allow them to make a Diplomacy check.

Once the PCs convince the children, read the following:

Aiden takes off his wizard hat, tosses it on the table, and crosses his arms. "Trina, I don't want to be an adventurer anymore."

"What?!" Trina's eyes go wide. "But... I... we... come on, it'll be great!"

"No! I wanna play something else."

The young girl ponders for a long moment. "Fine. Let's go..." Trina marches up to Hal and Kendra at the bar. "Mom, can we have a couple of the old rags?"

Kendra looks at her in puzzlement. "Why? What for, dear?"

"We're going to play tavern keepers now."

"Oh, really?"

"Yeah. Everyone knows that all tavern keepers are former adventurers..."

Hal chuckles to himself, and turns to you.

"Looks like we are in your debt..."

If the PCs complete this goal, the innkeepers will introduce them to the guide. Proceed to Encounter 3.

Path 2: The Junior Adventurers Guild

This path begins with the PCs rescuing the children in Path 1 – The Worried Parents. If they mention their quest for a guide to the children, read the following:

Trina looks at you, her eyes wide with amazement. "Are you... are you... adventurers?"

"Wow!" Tad utters with a hero-struck look on his face. "Real adventurers!"

"You must be going off on a quest!" Aiden pushes past the older boy, to get as close to you as he can. "Why else would you need a guide? I know a man..."

"Shhhh!" Trina hisses at him – not unkindly, but very emphatically. "You know what father says – real adventurers never do anything for free!" She turns back to you, a determined look on her small face. "We'll help you find a guide, but we need some help. We want a quest, too!"

"Yeah, a quest!"

"What good are adventurers without a mission. You give us a quest, and we'll help you out. But it's got to be a real one. Alright?"

If the PCs agree to this task, continue with Stage 1.

Stage 1: Find the Missing Familiar

"Really? This is going to be soooo great!"

Suddenly, the younger boy starts looking around in a panic. "Cammy?! Where is Cammy!"

Trina throws up her arms. "Oh, not again... That stupid toad!"

Aiden crosses his arms. "You can't go on a quest without a wizard, and you can't be a wizard without a familiar!"

The girl sighs. "I guess we have to find the stupid toad, first."

The missing toad was dropped outside, and has hopped under the foundation of the inn. The PCs can find it if they search around that area, and make a successful Search or Listen check (DC 20).

However, there isn't much space under the foundation. A small-sized PC can squeeze underneath, and can capture the toad with a Dexterity check (DC 15). Larger PCs will need to find other means to capture it.

Once they recover the toad, read the following:

"Cammy!" Aiden snatches the toad from you, and hugs it tightly. "You're back! I was so worried about you... Don't you go running off, anymore..."

The PCs have completed Stage 1 of this path. If they speak with the children again, continue with Stage 2.

Stage 2: The Quest

"Great!" Trina looks at you confidently. "Now we can get going! So, what's our quest?"

This goal is free-form; the PCs can use their creativity to put together an 'adventure' for the kids.

At a bare minimum, Trina expects a 'real adventure' to contain the following (and she will emphatically mention anything that is missing):

- A clearly defined goal.
- An important document. (A 'Player Handout')
- A cryptic map.
- A trap.
- A fearsome monster.
- A villain.
- Treasure.

Once the PCs have entertained the children to your satisfaction, read the following:

"We did it!" Trina beams and squeals with delight. "We're real adventurers!"

Even the normally subdued Aiden is smiling. "That was awesome!"

Trina turns to you. "A deal is a deal. We'll help you out, now."

If the PCs complete this goal, the children will introduce them to the guide. Proceed to Encounter 3.

Path 3: The Petty Thief

This path begins with the PC speaking with Haern at the General Store (Location B). When they mention their quest for a guide, read the following:

"A guide, huh?" Haern rubs his chin thoughtfully. "Aye, I know a few. They all stop here to grab supplies before headin' off into the hills. But nothing in this world is free, my lad. Nothing."

"Tell you what... I've got a bit of a problem. If you can scratch my back, I'll scratch yours. A little tit for tat, right? Interested?"

If the PCs agree to hear more, continue with the following:

"Good, good. I'm glad to hear that." He rubs his hands together anxiously. "For the past couple weeks, I've been pretty sure that someone's been stealing from my store. If you can put an end to it, I'll do you a favor in return, and introduce you to a guide. Deal?"

If the PCs agree to this task, continue with Stage 1.

Stage 1: Find the Culprit

"I'll admit - it's just a suspicion. I don't know for certain that someone is robbing me. It's just that things keep going missing, almost every day."

I'd like you to find out what's going on, and let me know. Then I can decide what we need to do."

An hour after the PCs start staking out the store, a nervous young man comes in. If the PCs succeed on a Spot check (DC 20) they notice as he pockets a small necklace, before hurrying out the door. If they follow him, they see him head to the church (Location C). He stands on his tiptoes, peeking in through a window.

This is Brytt, a young bachelor. He is completely infatuated with Synda, the cleric of the church.


If the PCs report this to Haern, read the following:

The old shopkeeper's face wrinkles in dismay. "I knew it. I knew someone was takin' things from me. There was no way it could be just me miscounting. Not every day."

The PCs have completed Stage 1 of this path. If they speak with the shopkeeper again, continue with Stage 2.

The PCs may also now speak with Brytt, and begin Path 4: The Object of Desire.

All APLs

 **Brytt:** Male Human Com3 (Bluff +4, Sense Motive +4); AL CG.

Stage 2: Catch the Thief

"Good work, friends." Haern nervously paces the floor. "Now what we need to do is catch him in the act. The folks around these parts won't believe it, otherwise."

The PCs need to set some kind of trap to catch the thief, when he returns the next day. The tricky part is being subtle; if Brytt suspects that anything is awry, he won't go anywhere near the shop.

As well, it will be very difficult to restrain Haern, the shopkeeper. When he sees Brytt enter his store, he will glare and scowl, likely scaring away the thief unless the PCs intervene.

Once the PCs manage to catch the thief in the act, read the following:

Haern glares at the young thief harshly. "Aha! Caught you, whippersnapper! You won't be stealing from me, anymore."

The old man turns to you. "Fantastic work. That'll put an end to his shenanigans. Looks like I'm in your debt."

If the PCs complete this goal, the storekeeper will introduce them to the guide. Proceed to Encounter 3.

Path 4: The Object of Desire

This path begins with the PCs following Brytt in Path 3 – The Petty Thief. If they mention their quest for a guide to the thief, read the following:

"A guide?" Brytt scratches his head. "You know, I think I can help you out. I know a fellow..."

He glances over at the windows of the church. "Tell you what... I've... been hoping to meet that gorgeous new priestess. Get us together, and I'll introduce you to someone that can help. How 'bout it?"

Once the PCs decide to help, proceed to Stage 1.

Stage 1: Reconnaissance

"Good, good." The young man clasps his hands together nervously. "Okay, where to start? Oh, I'm absolutely no good at this..."

"I... suppose I don't really know anything about Synda. Let's take care of that. Go talk to her for me. Find out something about her. But you can't let her know what you're doing. Be... subtle."

To succeed at this goal, the PCs need to bring three personal details about Synda back to Brytt, without letting her know what's going on. Here are a few possible personal details that they can learn:

- Synda likes heroes and chivalry. She dreams about a shining knight on a white horse.
- She likes to talk about books she's read – in particular, her histories of great battles in the March.
- She prefers practical gifts – like a shared meal and wine – to the more traditional, but 'useless' ones, like flowers.

The PCs have completed Stage 1 of this path. If they speak with Brytt again, continue with Stage 2.

Stage 2: Winning Her Over

"Good work... so, she wants to be swept off of her feet? I... I guess I could do that. But I need your help. I need you to help me be really romantic. Make me seem heroic! Do this and you'll get what you need."

To succeed at this goal, the PCs need to put together a situation that will make Brytt seem like a hero. This is left totally to the PCs' imagination and your discretion.

Once the PCs help Brytt win a date, read the following:

"It worked!" Brytt beams, barely able to contain himself. "She wants to have dinner with me! This is better than I could have hoped."

"Thank you for all your help! Now, I believe we had a deal..."

If the PCs complete this goal, the thief will introduce them to the guide. Proceed to Encounter 3.

ENCOUNTER 3: BAD LAIR DAY

Estimated Time: 45 minutes

You spend an hour sitting at a table in the tavern before the voice pours over you.

"Well, aren't we a sorry-looking bunch of souls?" A tall, lanky man – wizened and well beyond his prime – looks your table over with a disappointed glare.

"The name's Borard. I hear ya need a guide."

Bright and early the next morning, you meet up with Borard at the edge of town. He passes the reins of a pack horse to each of you, and starts up a steep trail into the lonely, mist-shrouded hills.

You hike for hours. At many points the trail becomes treacherous, and the pace is slow. At others, you are mildly aware that you are backtracking. As sure as you are that you are lost, however, your old guide continues forward without hesitation.

Suddenly, Borard pauses. "This is... different. This ain't right."

Taking a step forward, you see what he is referring to: the path between the hills widens into a broad basin. The floor of the basin glimmers with a thousand metallic glints, intermixed with the stark white of bleached bones.

There is sudden movement in the mists, and your guide howls in pain. The fog swirls before you, and coalesces into a large mass of scales, teeth and claws.

This is a mist dragon, and a particularly ornery one. Refer to DM Aid: Map #1 – Mist Dragon's Lair. At APLs 2 – 4, the dragon begins combat 20 feet from the party. At higher APLs, it begins combat 20 feet from the party, on a ledge 15 feet above ground level.

APL 2 (EL 4)

🐉 **Very Young Mist Dragon:** hp 60; see Appendix 1.

APL 4 (EL 6)

🐉 **Juvenile Mist Dragon:** hp 132; see Appendix 2.

APL 6 (EL 8)

🐉 **Young Adult Mist Dragon:** hp 180; see Appendix 3.

APL 8 (EL 10)

🐉 **Adult Mist Dragon:** hp 234; see Appendix 4.

APL 10 (EL 12)

🐉 **Mature Adult Mist Dragon:** hp 294; see Appendix 5.

APL 12 (EL 15)

🐉 **Old Mist Dragon:** hp 336; see Appendix 6.

Preparation: The dragon gets a surprise round action, but spends it dismissing its *mist form* effect.

Tactics: The dragon will use its mobility to its advantage, as much as possible, making flyby attacks, and using its breath weapon and offensive spells when at range. If the PCs run, it will not follow, unless they return – in which case, it will follow and fight to the death.

At APL 2, the dragon will only use its breath weapon if it is cornered by warriors.

At APLs 4 and higher, the dragon will use its breath weapon whenever it can hit multiple enemies with it.

At APL 6, the dragon will use Maximize Breath to inflict as much damage as possible, and will then close to finish off stragglers.

At APL 8, the dragon will couple Maximize Breath and *blinding breath* to cripple as many PCs as possible.

At APL 10, the dragon will add Clinging Breath to Maximize Breath and *blinding breath*, to make for a single devastating strike.

At APL 12, the dragon will use *walls of force* to separate party members, before obliterating them. It will also add *dispelling breath* to its breath weapon regime.

Treasure:

The PCs can gather up a number of interesting items, as well as many coins and gems, from the dragon's lair.

APL 2: L: 621 gp, C: 204 gp, M: *divine scroll of augury* (14 gp), *wand of detect magic* (31 gp).

APL 4: L: 514 gp, C: 204 gp, M: *divine scroll of augury* (14 gp), *pearl of power*, 1st-level spell (83 gp), *wand of detect magic* (31 gp).

APL 6: L: 444 gp, C: 204 gp, M: *divine scroll of augury* (14 gp), *elemental gem [air]* (187 gp), *pearl of power*, 1st-level spell (83 gp), *wand of detect magic* (31 gp).

APL 8: L: 208 gp, C: 204 gp, M: *armbands of might* (341 gp), *divine scroll of augury* (14 gp), *elemental gem [air]* (187 gp), *pearl of power*, 1st-level spell (83 gp), *wand of detect magic* (31 gp).

APL 10: L: 101 gp, C: 204 gp, M: *armbands of might* (341 gp), *divine scroll of augury* (14 gp), *elemental gem [air]* (187 gp), *pearl of power*, 1st-level spell (83 gp), *songblade* (533 gp), *wand of detect magic* (31 gp), *wand of dimensional anchor* (1,750 gp).

APL 12: L: 24 gp, C: 204 gp, M: *armbands of might* (341 gp), *divine scroll of augury* (14 gp), *elemental gem [air]* (187 gp), *pearl of power*, 1st-level spell (83 gp), *songblade*

(533 gp), wand of detect magic (31 gp), wand of dimensional anchor (1,750 gp).

Developments: If the PCs defeat the dragon, they earn the Mist Dragon Hide item on the Adventure Record.

Once the PCs have defeated the dragon, continue with Encounter 4.

ENCOUNTER 4: THIS ISN'T SO TOUGH

Estimated Time: 10 minutes

The dragon falls, and goes still. You quickly survey the condition of your group, and spy the crumpled form of Borard, your guide.

"I'm alright, back off, back off dern ya!" The guide brushes you away as you try to help him to his feet. He takes a swig from a potion bottle, and the bleeding from his chest wound stops. He looks himself over, and doesn't look too pleased. "It'll do, for now. We need to keep moving... far nastier things live in these mists."

Your party presses on through the foggy hills, spurred on by Borard's insistence. You seem to be covering a fair amount of ground, but it is hard to tell – much of the landscape looks identical to the rest.

Borard somberly directs you to make camp for the night. You do your best to get some sleep, and seem to fare better than your guide; every time you stir awake, you see that he is still alert. At the edges of your campsite, just where the mist obscures vision, you see movement: something is lurking, circling, waiting...

You begin moving again shortly after dawn. After another hour, you come to a fork in the path. Borard stops, and for the first time, he looks disoriented. A long moment passes before he speaks, and when he does, it is with discomfort.

"I'm not sure which way to go... look around for one of my markers."

If the PCs succeed on a Search check (DC 20) they find a small set of runes scratched into a boulder at the edge of the trail. Give them Player Handout 7 – The Guide's Marker. If they point this marker out to the guide, continue with the following:

Borard stumbles over to the marker. "Ahh, yes... we go left." Your guide starts forward, and stumbles, grasping his side. As you rush to his aid, you catch a glimpse of the remnants of his wound. The skin around it is a sickly-yellow color, and the wound itself is blurry, as if looking at it through a rain-soaked window.

If the PCs succeed on a Heal check (DC 15), they can tell that the guide's wounds appear to be dreadfully infected. If they could get him to civilization, he might have a chance... but there is nothing that can be done out here.

There is nothing that can be done for the guide, at this point, including *remove disease* or *remove curse*. He's already dead – he just doesn't know it yet.

"I've seen this before... not good. We need to get out of here before... before..." He stumbles on forward.

At APLs 2 and 4, read the following:

"Bah... amateurs... you'll... you'll never be able to... here... take these." Borard retrieves several vials from his backpack. Each one glows with a soft white light. "If something should... happen... use that."

The guide gives them at least one potion of magic weapon.

Treasure:

APL 2: L: 0 gp, C: 0 gp, M: oil of magic weapon x3 (4 gp each).

APL 4: L: 0 gp, C: 0 gp, M: oil of magic weapon (4 gp).

Continue with Encounter 5.

ENCOUNTER 5: WHO SAW THAT COMING?

Estimated Time: 45 minutes

You travel further for another few hours, your movement hampered by the injured guide. The mists are getting denser, however, leading you to suspect that you are making progress.

At a fork in the path, Borard again stops.

"I always forget the second one," he mutters to himself. "Always..."

He turns to you and smiles reassuringly. His eyes then roll back into his head, and he falls to his knees. His form shudders, and then splits open. Ephemeral shapes surge forth from his corpse, like bees defending their nest.

The swarm of shadowy forms moves towards you.

The swarms attack the PCs at this point, beginning 10 feet from the party.

APL 2 (EL 5)

☛ **Mist Shadow Swarm:** hp 84; see Appendix 1.

APL 4 (EL 7)

☛ **Mist Shadow Swarms** (2): hp 84 each; see Appendix 2.

APL 6 (EL 9)

☛ **Mist Shadow Swarms** (4): hp 84 each; see Appendix 3.

APL 8 (EL 11)

☛ **Mist Wraith Swarms** (2): hp 174 each; see Appendix 4.

APL 10 (EL 13)

☛ **Mist Wraith Swarms** (4): hp 174 each; see Appendix 5.

APL 12 (EL 14)

☛ **Mist Wraith Swarms** (8): hp 174 each; see Appendix 6.

Tactics: The swarms will attempt to surround as many PCs as possible to damage them with their swarm attacks.

Keep in mind that undead swarms are particularly vulnerable to turning, and are treated as having half their hit dice for the purpose of turning checks (but not turning damage).

Developments: Once the PCs have dealt with the swarms, continue with Encounter 6.

ENCOUNTER 6: NOW IT'S TOUGH

Estimated Time: 10 minutes

The desiccated remains of your former guide are the only feature of this lonely crossroads. The path splits off into three possible directions. The fog is creeping in closer, and the afternoon light is beginning to fade.

If the PCs succeed on a Search check (DC 20) they find a small set of runes scratched into a tree at the edge of the trail, similar to the ones they found before. Give them Player Handout 8 – The Guide's Second Marker.

If a PC thinks to look for tracks, has Track, and succeeds at a Survival check (DC 22), he can tell that a number of Medium-sized, booted humanoids and several pack mules took the right trail within the past week.

If the PCs decide to go down the left or middle path, they wander for about two hours, before finding themselves right back at the same point. Impress upon them that the daylight is getting very scarce, and they are starting to see vague shapes in the Mist at the edges of their vision. Actually, there is no danger... but the Misty Hills can induce some wonderful paranoia.

Once the PCs go down the right path, continue with Encounter 7.

ENCOUNTER 7: ON THE OTHER SIDE

Estimated Time: 10 minutes

You trudge on through the murky fog, uncertain of whether you will ever find your way out. However, as dusk is approaching, you reach the edge of the mists and your destination. Cresting a ridge, you look down upon a large valley, relatively empty of the ever-present haze. Nestled within is a town – Mistyvale, the baronial seat of the Misty Hills. The architecture is older than most in the region, and in the light of the setting sun, looks breathtaking.

The PCs are roughly halfway through this scenario. Now would be a logical time to take a break. Once they are ready to proceed, continue with Encounter 8.

ENCOUNTER 8: HALFWAY THERE

Estimated Time: 10 minutes

The beds in the Tangled Twine Inn are comfortable, but you still have a sleepless night. The difficulty of what you've already accomplished comes as little comfort, overshadowed by what still lies before you.

Shortly after dawn, you meet up with the rest of your group in the common room for breakfast. A number of other tired-looking travelers are around, as well – no one seems to pay you any mind, so it would appear that the best place to hide is in plain sight.

A few discrete questions lead you to a dusty bookstore full of aging tomes and manuscripts. You quickly locate the book that Grey Egg mentioned – a manuscript entitled "A History of Economic Providence", tucked away on the third shelf of a tottering oak bookcase. You manage to distract the aging proprietor long enough to retrieve the folded parchment tucked away within, before heading back out into winter's chill.

Give the PCs Player Handout 9 – Grey Egg's Message. When they are finished reading them, and are ready to head to the Temple of the Mists, continue with Encounter 9.

ENCOUNTER 9: CRYPTIC WORDS

Estimated Time: 30 minutes

Near the center of Mistyvale is an ominous temple, gilded with obsidian tiles. The entire

structure is otherwise unornamented, giving it a sharp, defined look. If nothing else, it is imposing.

Inside the temple, a number of acolytes are offering up their adorations to their goddess, and are so occupied that they do not seem to notice your passing.

Once the PCs indicate that they are looking for the catacombs, continue:

A stone staircase spirals downwards, steep and narrow. Torches flicker on the walls, their dim light nearly swallowed up in the wide gaps between them. At every turn you expect some dark creature to step out of the shadows and accost you.

After descending for what feels like hundreds of feet, the staircase comes to an end at arched doorway at the edge of a large room. The chamber is somber, constructed of dull, gray stone; the only ornamentations in the room are the heraldic shields that hang above each of the eight stone sarcophagi, and an inscription carved into the far wall, in large block letters.

This room contains a pit trap, 5 feet from the entrance to this chamber. Should the PCs trigger it, particularly mention the noise they make – make them worry that they may alert the acolytes upstairs.

APL 2 & 4 (EL 1)

↗ **Camouflaged Pit Trap:** CR 1; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 10 ft. deep (1d6, fall); Search DC 24; Disable Device DC 20.

APL 6 (EL 2)

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

APL 8 (EL 3)

↗ **Camouflaged Pit Trap:** CR 3; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 30 ft. deep (3d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 24; Disable Device DC 20.

APL 10 (EL 4)

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

APL 12 (EL 5)

↗ **Camouflaged Pit Trap:** CR 5; mechanical; location trigger; manual reset; DC 20 Reflex save

avoids; 50 ft. deep (5d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 24; Disable Device DC 20.

Give the PCs Player Handout 10 – Wall of the Crypt.

One of the sarcophagi conceals a secret staircase that leads to the next room of the temple. The PCs must figure out which is the correct one by using clues from the poem in conjunction with the heraldic images on the shields.

If the PCs are stuck, they may make either a Knowledge [nobility and royalty] or Bardic Knowledge check (DC 10) to gain one of the following clues:

- Men's heraldic devices are shaped like shields; women's are shaped like diamonds.
- Nobles often choose heraldic devices that pun on their names in some manner: for instance, a Lord Baer might have a shield with a bear on it.
- In heraldry, white signifies purity

In the case that you've not printed out the Player Handout in color, these are brief descriptions of what the players are missing (now, don't you feel guilty for not providing the ultimate experience?):

Tomb 1: Quarterly green and gold, bearing four sable quill pens.

Tomb 2: Blue, bearing a gold lion.

Tomb 3: Silver, bearing a sable unicorn.

Tomb 4: Gold, bearing a green chevron and a red rose.

Tomb 5: Silver, bearing a blue stripe and red griffin.

Tomb 6: Red, bearing an ermine stripe.

Tomb 7: Silver, bearing a red dog.

Tomb 8: Gold, bearing a red dragon and red label.

Lifting the lid on a sarcophagus is a daunting (and noisy) task. It requires a successful Strength check (DC 20). Every time the PCs open a sarcophagus, roll a Listen check (DC 20) for the acolytes upstairs (assume they have only a +1 bonus). Success means they hear the noise, and come to investigate. If they find the PCs disturbing the crypts, they will order them to leave.

The incorrect sarcophagi contain desiccated remains. If they open the fifth sarcophagus, however, read the following:

The sarcophagus opens with a swirl of dust. Instead of the remains of some long-dead lord, you find a staircase heading down. A flickering white light issues from below.

Once the PCs decide to head down the stairs, continue with Encounter 10.

ENCOUNTER 10: STANDING OUTSIDE THE LIGHT

Estimated Time: 30 minutes

Please refer to DM Aid: Map #2 – The Temple of the Mists. This encounter occurs at Location A.

A torch is embedded in each wall of the temple antechamber, glowing softly with white flames and casting deep shadows across the floor. In their dim and flickering light, the relief carvings on the granite walls look almost alive – like storytellers spinning yarns from ages past.

The archway you stand beneath is surrounded by a terrible figure, a menacing skeletal king. His arms are outstretched in an expression of victory. Below, tortured humanoids wallow in anguish and misery. However, a few of the figures are depicted escaping the crowd.

The left wall depicts one of the figures, a strong warrior. He is cutting down the minions of evil all around him. However, at the far end, the exhausted warrior is slain by the still-heavy crowd of fiends.

The right wall shows another of the figures, a brave cavalier. He is shown charging past a wall of evil creatures, barreling them over. However, at the far end, the fiends have surrounded the lone soldier, and cut him down.

The far wall holds another door, the only other exit from the chamber. The wall around it depicts a number of evil minions, all writhing in pain. As your eyes adjust to the dim light, you can barely make out the assailant – another of the figures, a stealthy rogue, hidden in the shadows around them. He appears unscathed.

If one of the PCs is a member of the Mist Chameleon meta-organization, give them Player Handout 11 – The Antechamber.

If the PCs spend time studying the carvings, they may be able to grasp their hidden meaning. Have them make an Appraise, Decipher Script, or Bardic Knowledge check, and give them the corresponding results from the following list:

- (DC 5): The carvings on the walls of this room are probably trying to tell a story.
- (DC 10): The skeletal being appears to be some sort of tyrant. The figures below him are likely slaves or otherwise oppressed people.
- (DC 15): The figure on the left wall is an allegory for strength. The warrior relies upon his strength, and fails in his quest.
- (DC 20): The figure on the right wall is an allegory for courage. The cavalier relies upon his daring, and fails in his quest.
- (DC 25): The figure on the far wall is an allegory for secrecy. The rogue relies upon his cunning, and succeeds in his quest.
- (DC 30): Judging from the murals, it would appear that the adherents value stealth above strength or bravery.
- (DC 35): These carvings, and their emphasis on secrecy, probably hint at a way to safely pass through this room.

The PCs need to cross the antechamber to progress. However, the entire room is trapped. The trap has two triggers:

- Visual – The trap is activated if the PC ventures out of the shadowed area created by the torchlight. An invisible PC cannot be ‘seen’ by the trap, and will not set it off.
- Audible – The trap is activated if the PC makes noise while within the chamber. Any normal volume sound (talking, drawing a weapon, retrieving an item from a backpack) will set it off. Safely moving from one 5-foot square to the next requires a Move Silently check (DC 5), modified by all the normal armor check penalties.

The trap has the following attributes:

APL 2 (EL 1)

⚡ **Daze Trap:** CR 1; magic device; touch trigger; automatic reset; spell effect (*daze*, 1st-level wizard, Will DC 10 negates); Search DC 25.

APL 4 (EL 2)

⚡ **Cause Fear Trap:** CR 2; magic device; touch trigger; automatic reset; spell effect (*cause fear*, 1st-level wizard, Will DC 11 partial); Search DC 26.

APL 6 (EL 3)

⚡ **Sound Burst Trap:** CR 3; magic device; touch trigger; automatic reset; spell effect (*sound burst*, 3rd-level cleric, Fort DC 12 partial); Search DC 27.

APL 8 (EL 4)

⚡ **Ray of Exhaustion Trap:** CR 4; magic device; touch trigger; automatic reset; Atk +3 ranged touch; spell effect (*ray of exhaustion*, 5th-level wizard, Fort DC 13 partial); Search DC 28.

APL 10 (EL 5)

⚡ **Fear Trap:** CR 5; magic device; touch trigger; automatic reset; spell effect (*fear*, 7th-level wizard, Will DC 14 partial); Search DC 29.

APL 12 (EL 6)

↗ **Feeblemind Trap:** CR 6; magic device; touch trigger; automatic reset; spell effect (*feeblemind*, 9th-level wizard, Will DC 15 negates); Search DC 30.

When the PCs have bypassed the antechamber, continue with Encounter 11.

ENCOUNTER 11: BREAKING THE SURFACE

Estimated Time: 30 minutes

Please refer to DM Aid: Map #2 – The Temple of the Mists. This encounter occurs at Location B.

The second chamber of the temple is similar to the previous, lit by the soft glow of white torch flame. The tiles of the floor are adorned with a plethora of sigils. More relief carvings adorn the granite walls.

The archway you stand beneath is surrounded by the same terrible, menacing skeleton. However, in this section the previously-enslaved figures stand triumphantly over his crumpled and damaged form.

The left wall depicts a number of the figures, searching far and wide. At every turn, they are depicted defeating evil creatures. However, along the edges are more twisted beasts, hiding away from the crusaders, sneaking by.

The right wall shows more of the figures, standing at the sides of great kings and noble lords. They are shown going forth, doing the will of the rulers, defeating evil wherever it is seen. However, outside of their view, the creatures remain untouched.

The far wall holds another door, the only other exit from the chamber. The wall around it depicts more of the figures, engaged in various activities – farming, laying stone, studying scrolls. Oddly, in each depiction, the figures each bear a sword, which is embedded in the body of a nearby monster.

If one of the PCs is a member of the Mist Chameleon meta-organization, give them Player Handout 12 – The Outer Chamber.

If the PCs spend time studying the carvings, they may be able to grasp their hidden meaning. Have them make an Appraise, Decipher Script, or Bardic Knowledge check, and give them the corresponding results from the following list:

(DC 5): The carvings on the walls of this room are probably trying to tell a story.

(DC 10): The skeletal tyrant from the anteroom is shown as defeated. The slaves appear to have overcome him.

(DC 15): The figures on the left wall are an allegory for force. The warriors rely upon their diligence, and fail in their quest.

(DC 20): The figure on the right wall is an allegory for allegiance. The figures rely upon those they serve, and fail in their quest.

(DC 25): The figure on the far wall is an allegory for skill. The rogues diversify their methods, and succeed in their quest.

(DC 30): Judging from the murals, it would appear that the adherents value skill above force or allegiance.

(DC 35): These carvings, and their emphasis on skill, probably hint at a way to safely pass through this room.

The PCs need to cross the outer chamber to progress. However, the entire floor is trapped. Stepping onto most of the floor tiles will set off the trap. However, there are several ways to get through this room:

- Understanding the tiles – scattered throughout the floor are safe tiles, identifiable by their sigils. A successful Knowledge [arcana] check (DC 25) will allow the PC to identify the safe symbols. Failure by 5 or more means the PC chooses the wrong symbols. If the PC making the check speaks Celestial, Infernal, or Old Oeridian, he gains a +5 circumstance bonus for each one he knows, up to a +15 bonus.
- Finding the safe tiles – once the safe symbols have been identified, if a PC succeeds at a Spot or Search check (DC 15) he can pick out the safe ones in a given 5-foot square, and can thus advance into that square. Failure by 5 or more means the PC mistakenly chooses the wrong tiles. The trapped tiles radiate magic, so if the PC has an active *detect magic* spell (or similar ability), he receives a +5 circumstance bonus on this check.
- Disabling trapped tiles – It is possible, but difficult, to disable the trap in a particular 5-foot square. This can be achieved on a Disable Device check (DC APL + 25). Failure by 5 or more means the trap is inadvertently set off.
- Bypassing trapped squares – The PCs can bypass squares entirely through the use of Jump checks. However, the PC will automatically set off the trap in the square he lands in. A PC can also tumble through squares, but he must make a Tumble check (DC 20) for each 5-foot square that he attempts to bypass in this manner.
- Noticing the column handholds – If the PCs succeed at a Spot check (DC 15) they notice a number of handholds that could be used to scale the column. A narrow beam stretches between the columns.

- Climbing the column – A PC can scale the column, using the handholds, on a successful Climb check (DC 15).
- Negotiating the beam – A PC that has climbed the column can cross the beam by succeeding on a Balance or Climb check (DC 17). A successful Use Rope check (DC 15) will allow a PC to secure a rope, allowing safe traversal of the beam.
- Dismounting the beam – A PC can get down from the beam, without setting off the trap, by making a successful Climb or Tumble check (DC 17).

The trap has the following attributes:

APL 2 (EL 2)

↗ **Inflict Light Wounds Trap:** CR 2; magic device; touch trigger; automatic reset; spell effect (inflict light wounds, 1st-level cleric, 1d8+1, Will DC 11 half); Search DC 26.

APL 4 (EL 4)

↗ **Inflict Serious Wounds Trap:** CR 4; magic device; touch trigger; automatic reset; spell effect (inflict serious wounds, 5th-level cleric, 3d8+5, Will DC 13 half); Search DC 28.

APL 6 (EL 5)

↗ **Inflict Critical Wounds Trap:** CR 5; magic device; touch trigger; automatic reset; spell effect (inflict critical wounds, 7th-level cleric, 4d8+7, Will DC 14 half); Search DC 29.

APL 8 (EL 6)

↗ **Mass Inflict Light Wounds Trap:** CR 6; magic device; touch trigger; automatic reset; spell effect (mass inflict light wounds, 9th-level cleric, 1d8+9, Will DC 15 half); Search DC 30.

APL 10 (EL 8)

↗ **Mass Inflict Serious Wounds Trap:** CR 8; magic device; touch trigger; automatic reset; spell effect (mass inflict serious wounds, 13th-level cleric, 3d8+13, Will DC 17 half); Search DC 32.

APL 12 (EL 9)

↗ **Mass Inflict Critical Wounds Trap:** CR 9; magic device; touch trigger; automatic reset; spell effect (mass inflict critical wounds, 15th-level cleric, 4d8+15, Will DC 18 half); Search DC 33.

When the PCs have bypassed the outer chamber, continue with Encounter 12.

ENCOUNTER 12: PROBING THE DEPTHS

Estimated Time: 30 minutes

Please refer to DM Aid: Map #2 – The Temple of the Mists. This encounter occurs at Location C.

The third chamber of the temple looks drastically different than the first two. It looks like you've stepped into some sort of fortress of evil. The archway you stand beneath is fashioned to look like the maw of some sinister creature. However, other carvings on the walls depict heroic adventurers, and it feels like they are accompanying you into the depths of doom.

The left wall depicts one of the figures, bounding forward. His arms are up, attempting to shield his face from a wicked blade – a trap that is stealing away his life.

The right wall shows another of the figures, his eyes fixed across the room at the first adventurer. He is shown dodging past the trap that slew the other man. However, a second trap is shown springing forth from another point, and soon he, will fall, as well.

The far wall holds another door, the only other exit from the chamber. You'd expect the wall around it to depict a third man, succeeding in his own quest. However, he is not there. A quick search reveals that the third figure is back on the wall nearest you... patiently waiting, watching to see how you avoid the traps.

If one of the PCs is a member of the Mist Chameleon meta-organization, give them Player Handout 13 – The Middle Chamber.

If the PCs spend time studying the carvings, they may be able to grasp their hidden meaning. Have them make an Appraise, Decipher Script, or Bardic Knowledge check, and give them the corresponding results from the following list:

- (DC 5): The carvings on the walls of this room are probably trying to tell a story.
- (DC 10): The design of the room is an allegory for adventurers going forth, and dealing with evil in the world.
- (DC 15): The figure on the left wall acts impulsively, and fails in his quest.
- (DC 20): The figure on the right wall is basing his actions on what he sees from the figure on the left, and fails in his quest.
- (DC 25): The figure near the entrance is an allegory for preparation. The rogue is carefully watching others as they fail, so that he will succeed.

- (DC 30): Judging from the murals, it would appear that the adherents value knowledge and preparation very highly.
- (DC 35): These carvings, and their emphasis on preparation, probably hint at a way to safely pass through this room.

The PCs need to cross the middle chamber to progress. However, the entire room is trapped. If the PCs succeed at a Spot check (DC 20) they notice a shimmering in the air throughout the chamber. There are 6 nearly-invisible fields of energy throughout the room. At any given time, 5 of these are active, and one is deactivated. Passing through an active field sets off the trap. It is perfectly safe to pass through a deactivated field. At the beginning of any given turn, roll a d6 to determine which field is active.

It is very difficult to see if a particular field is active at any given moment – the PC would need to succeed at a Spot check (DC 25). Failure by 5 or more gives the opposite result.

There is a slight hum present when a field is active, detectable by succeeding on a Listen check (DC 15). Failure by 5 or more gives the opposite result.

APL 2 (EL 3)

↗ **Touch of Idiocy Trap:** CR 3; magic device; touch trigger; automatic reset; spell effect (*touch of idiocy*, 3rd-level wizard, 1d6 penalty to Int); Search DC 27.

APL 4 (EL 4)

↗ **Bestow Curse Trap:** CR 4; magic device; touch trigger; automatic reset; spell effect (*bestow curse*, 5th-level cleric, -4 penalty on attack rolls, saves, ability checks, and skill checks, Will DC 13 negates); Search DC 28.

APL 6 (EL 5)

↗ **Enervation Trap:** CR 5; magic device; touch trigger; automatic reset; Atk +4 ranged touch; spell effect (*enervation*, 7th-level wizard); Search DC 29.

APL 8 (EL 7)

↗ **Harm Trap:** CR 7; magic device; touch trigger; automatic reset; spell effect (*harm*, 11th-level cleric, Will DC 16 half); Search DC 31.

APL 10 (EL 8)

↗ **Insanity Trap:** CR 8; magic device; touch trigger; automatic reset; spell effect (*insanity*, 13th-level wizard, Will DC 17 negates); Search DC 32.

APL 12 (EL 10)

↗ **Energy Drain Trap:** CR 10; magic device; touch trigger; automatic reset; Atk +9 ranged touch, spell effect (*energy drain*, 17th-level wizard); Search DC 34.

Once the PCs reach this point, they receive the *Survivor of the Temple of the Mists* item on the Adventure Record.

When the PCs have bypassed the middle chamber, continue with Encounter 13.

ENCOUNTER 13: JUST A BIT CREEPY

Estimated Time: 30 minutes

Please refer to DM Aid: Map #2 – The Temple of the Mists. This encounter occurs at Location D.

Making your way past the third chamber, you come to a dead end. This chamber looks similar to the previous chambers, except that it lacks the story-filled carvings.

A large granite slab serves as an altar at the far side of the chamber. A holy symbol – a stylized onyx mask – is affixed to the wall.

If the PCs succeed at a Knowledge [religion] check (DC 15) they can identify the symbol as that of Johydee, a minor Oeridian goddess, representing deception, espionage, and protection. Her faith is not generally found in Bissel.

Incense burns in a brazier at the center of the chamber. Sitting next to it is a frail-looking woman, clad in a plain grey robe. A strip of cloth is tied around her face, obscuring her eyes. She sits so motionless that at first you didn't notice her, and until she spoke, you weren't sure she was a living creature.

"She was relieved to find they had arrived." The woman speaks softly, but with confidence, to no one in particular. She does not otherwise move. "She knew they would come, but they might have been late."

Suddenly, the woman's head turns to face you, and she continues – but there is a slightly different tone to her voice. "You have come – this I have foreseen. Though some of you still do not know why. Interesting."

The woman looks forward again, and speaks to herself, once more. "She looked into their hearts and minds, and saw that some of them were scared. She decided to reassure them that she meant them no harm."

"I mean you no harm; you need not worry. I have foreseen that once you put your misgivings and surprise behind you, you will ask of me questions. I have also foreseen the answers that you seek."

"She knew that the intruders would not fully trust her words, and as such would not put them to

their fullest use. She saw this, as always, as quite a shame."

The woman goes silent, waiting to hear what you have to say.

The oracle is blind, but can sense the environment around her as if she had perfect vision. More interestingly, she has no inner monologue, and always says what she is thinking.

The PCs may seize the opportunity to question the Oracle. The following is a list of likely questions and answers, but feel free to answer anything you feel is appropriate. The Oracle can effectively use the spell *divination* at will, and her answers should be appropriately cryptic.

Who are you? *"She pondered the question for a while, and could have for a lifetime. 'Who am I? Who is anyone, really?' She wondered if they meant what makes her different, and decided to answer that, as well. 'Everyone has eyes to see. Mine just don't see what is here and now... They see what shall be.'"*

What are you doing here? *"She considered the obvious answer about holding a conversation, but thought better of it. 'Those that would have insight into all things seek my council. I wait here until they have need of me.'"*

Why are you talking about yourself in the third person? *"She stared blankly for a moment, not understanding the question."*

Where is the entrance to the Mist Chameleon headquarters? *"She glanced furtively over towards the curtains. 'That which is hidden, is – for but a time – concealed.'"*

How do we open the door? *"She had never opened the door, and so never needed to know. But the voices had ears, and knew the path."* Give the PCs one of the clues from Player Handout 14 – The Oracle's Clues each time they ask her for help.

Who is in the Headquarters right now? *"She wondered why the intruders didn't just go see for themselves. 'The Lady, the Enforcer, the Righteous Men. All in all, no more than ten.'"*

What is the information we are here to steal? *"She wondered if the intruders were aware of a concept called subtlety. 'You come seeking, but you know not what.' She looked deep into the cloudy fringes, and was stunned by what she saw there. 'You seek that which will expose all to the light.'"*

What are Grey Egg's intentions? *"She did not know the one referred to, but the voices still had much to say. 'A name without a face, eyes watching without a word spoken. Those eyes can only see so far.'"*

Are the Mist Chameleons corrupt? *"She felt irritation at the suggestion, but responded nonetheless. 'Law and lawlessness are in the eye of the beholder. To those in question, their cause is just.'"*

When the PCs appear to be finished with the Oracle, choose a random PC by dice roll, and read the following to them:

Suddenly, the blind woman's arm shoots up, and grabs hold of your sleeve. "She was suddenly terrified by what she saw in her mind. 'Wait... I have seen you... I have seen you in my mind.'"

"She fumbled for a moment, unsure of how to describe the horror she had seen. 'Everyone is twilight. Day and night, night and day. Some of both. But not you... you are night. You are the darkness. You bring the darkness. It is a stain on you. I can smell it on you, taste it on you.' The old woman yanks your arm hard, bringing it to her face. She licks your hand, and jerks away. "Well, maybe not taste it... but I can SEE it! It is... you will... you will..."

The old woman begins humming softly to herself, rocking back and forth, and does not say another word.

The chosen PC receives the Sight of a Blind Woman item on the Adventure Record. The Oracle will not answer any more questions at this point.

Hidden behind one of the nearby tapestries is a heavy iron door that looks drastically out of place in the temple. It is locked, and has the following attributes:

❖ **Secure Door:** 4 in. thick; hardness 10; AC 5; hp 120; Break DC 28.

The door itself contains a puzzle lock. When the PCs examine it, read them the following:

The heavy iron door behind the curtains has no keyhole, but rather a combination lock. Each of the four tumblers is numbered 0 through 9. There are no other markings on the door. A lever protrudes from the door, next to the lock.

The clues to opening this door are obtained by speaking with the Oracle. If the PCs turn the dials on the door to read '2-7-8-3', and pull the lever, the door unlocks. An incorrect guess seals the door (and prevents further attempts) for 1 minute.

Once the PCs pass through the door and enter the Mist Chameleon headquarters, continue with Encounter 14.

All APLs

❖ **The Oracle of the Temple:** Female Human Clr 6/Contemplative 5 (Bluff +3, Sense Motive +10); AL NG; hp 15.

ENCOUNTER 14: EAVESDROPPING ON THE STARS

Estimated Time: 15 minutes

The entire fortress is under a permanent *true seeing* effect: characters under the effects of illusion or shape-changing magic are immediately obvious while within its confines.

You make your way through the halls of the Mist Chameleon headquarters, closely following Grey Egg's map. At several points, you pause at the sound of footsteps, waiting for them to pass before continuing on.

The map leads you to a short staircase and ominous iron door, indicating that your goal is within. You are reaching for the door handle, when suddenly you hear voices on the other side, approaching rapidly.

Allow the PCs a moment to run for cover, before continuing:

The vault door swings open with a grating whine.

"...and they must be thoroughly investigated." A woman's voice floats down the staircase.

"Of course." A man's voice answers her, brisk and professional. There is a brief silence, during which only the sounds are of footsteps on the stairs. "You know you would be an ideal candidate, milady."

"Of course I have considered it..." The woman's voice is light and confident, but cool with refinement. "But I would rather play from the shadows. Center stage is not my venue."

"There has never been a Marchioness in our history. You would be well-suited as the first. After all, should not the crown be the best-informed in the realm?"

"I have considered it. And if it should be necessary, would accept it."

The two sets of footsteps reach the bottom steps and into the corridor, and the speakers enter your view. The woman is middle-aged and of small stature, but visible resolve. Her soft features speak to her Oeridian heritage. Her dark hair is swept up in a jeweled tiara that sparkles dimly in the light. Around her neck is a religious emblem – a small black mask – similar to those you saw in the Temple of the Mists.

If the PCs can succeed at a Knowledge [nobility and royalty] or Knowledge [local – Sheldomar Valley Metaregion] check (DC 12) they can identify her as Lady Imicyna Trefloess, Baroness of Misty Hills. Lady Imicyna

has appeared in a number of Bissel scenarios, so PCs may have met her before. Mist Chameleon PCs know her personally.

The man is taller than she is, with dark black hair and striking Baklunish features. There is a fluid grace to his movements. You catch the glint of a blade beneath his cloak.

If the PCs played BIS5-IS1 *Lizards in the Mist*, they can identify this person as Siraeth, the Mist Chameleon agent that led them on that adventurer.

The man smirks. "... should it be necessary. Well put."

The baroness pauses for a moment, angling her gaze away from the man. Her expression is quiet, her mouth pressed thoughtfully shut. "If I wanted it, I'd have taken it by now."

"And?" the man prompts.

"Old friend, if there were anything to tell, rest assured that I would not hold back. I'd rather hold my station, but if the greater good demands..." She speaks quickly, but not unkindly, and she softens her words with a small, friendly smile. "Regardless, it is well past the point where I should depart. I have much ground to walk before the Council convenes."

"Yes, my lady," her companion agrees, bowing his head.

The baroness gives him another small smile, and turns to head down the far hallway. She pauses in mid-step, and calls back to the man without turning.

"Oh, and Siraeth? Don't let them leave with it."

She quickly departs. The man walks past you, and down the hallway from which you came.

The door at the top of the stairs is locked and *arcane locked*. It has the following characteristics:

❖ **Vault Door:** 2 in. thick; hardness 10; AC 5; hp 60; Open Lock DC 28, Break DC 38.

Once the PCs bypass the door, read the following:

You find yourself in a large chamber, roughly 100 feet long, 40 feet wide, and 20 feet high. The central corridor of the room is stacked full of crates, and every inch of wall space is taken up by small metal doors. Each one is engraved with small, plain numerals.

If the PCs open any of the cabinets a trap goes off:

APL 2 (EL 3)

↗ **Inflict Moderate Wounds Trap:** CR 3; magic device; touch trigger; automatic reset; spell effect (*inflict moderate wounds*, 3rd-level cleric, 2d8+3, Will DC 12 half); Search DC 27; Disable Device DC 27.

APL 4 (EL 5)

✦ **Inflict Critical Wounds Trap:** CR 5; magic device; touch trigger; automatic reset; spell effect (inflict critical wounds, 7th-level cleric, 4d8+7, Will DC 14 half); Search DC 29; Disable Device DC 29.

APL 6 (EL 7)

✦ **Disintegrate Trap:** CR 7; magic device; touch trigger; automatic reset; Atk +6 ranged touch, spell effect (disintegrate, 11th-level wizard, 22d6, Fort DC 16 for 5d6 damage); Search DC 31; Disable Device DC 31.

APL 8 (EL 8)

✦ **Finger of Death Trap:** CR 8; magic device; touch trigger; automatic reset; spell effect (finger of death, 13th-level wizard, Fort DC 17 for 3d6+13 damage); Search DC 32; Disable Device DC 32.

APL 10 (EL 9)

✦ **Trap the Soul Trap:** CR 9; magic device; touch trigger; automatic reset; spell effect (trap the soul, 15th-level wizard, Will DC 18 negates); Search DC 33; Disable Device DC 33.

APL 12 (EL 10)

✦ **Implosion Trap:** CR 10; magic device; touch trigger; automatic reset; spell effect (implosion, 17th-level cleric, Fort DC 19 negates); Search DC 34; Disable Device DC 34.

If they open any of the cabinets, besides the one Grey Egg mentioned in his note, they find various things – paperwork, books, relics. Some of them concern Evard and his necromantic research. Others relate to domestic and foreign espionage. None of it will really have any meaning to the PCs.

If the PCs open the cabinet mentioned in Grey Egg's note, read the following:

With a hollow metallic click, the cabinet slides open. Beyond, you find only a shallow compartment. Within is a neat stack of tightly-wound scrolls.

If the PCs examine one of the scrolls, read the following:

The scroll is divided into three columns: the right-most column seems to depict assignments and missions – 'Conducting surveillance on Keoish noble house', 'Delaying Kettite military mobilization', 'Rooting out suspected necromancers in Sareden'.

The middle column lists seemingly unrelated words – 'Red House', 'Horseman', 'Oaktree'. Your best guess, given the context, is that these are some sort of code word.

However, the left column lists names. It takes a moment before you realize what you hold in your hands – a list of all of the Mist Chameleon agents, their identities, and their assignments. These are the NOCs: agents with non-official cover, working alone to gather information in scattered locations, the ones with the most closely-guarded identities, the ones who depend most strongly on each other's secrecy and skill. If their names and locations were to be made known, it would shake the Mist Chameleon organization to its very core – and it would very likely endanger the lives of the agents themselves.

The scrolls contain a great deal of information. It would take you weeks to read and understand it all.

If the PCs scan the list, they certainly can note missions that sound illegal (or questionable, at least).

When the PCs are ready to depart, continue with Encounter 15.

✦ **Lady Imycina Trefeloess:** Female human Rog5/Clr11 (Bluff +18, Diplomacy +24, Sense Motive +24); AL NG.

✦ **Siraleth:** Male human; AL NG; see Encounter 15.

ENCOUNTER 15: SO CLOSE, AND YET...

Estimated Time: 45 minutes

This encounter assumes that the PCs depart the fortress in the same manner that they entered. If they choose a different path, adjust it accordingly.

You quickly make your way through the halls of the Mist Chameleon Headquarters, retracing your steps. Your soft footsteps and deafening heartbeats form a disconcerting chorus as you reach the hidden door, and race back out through the Temple of the Mists. The trapped chambers of the temple are just a blur in your mind, and before long, you are making your way back up the steps to the catacombs.

You just reach the top of the stairs when you hear it: an eerie, haunting melody. Someone nearby is whistling.

"Good evening." The voice, permeated by a heavy Baklunish accent, floats through the air without an apparent source. "I see that you are in a hurry. I will be brief."

A cloaked figure steps out from an alcove beside the staircase. As he draws back his hood, you recognize him as the same man that you saw speaking with the baroness, outside of the vault.

"I must commend you. I can tell that you're very skilled to have gotten this far. However, I cannot let you leave with those scrolls."

He smirks ever so slightly. "If you surrender now and give them to me, nobody will get hurt. What will it be?"

You notice movement from two of the other alcoves, and become aware of other figures that are watching you.

If the PCs succeed on a Spot check (DC 25) read the following:

The man leans casually against the crypt wall. As he does so, you notice that he depresses one of the stones.

This action activates the counterspelling turret.

The PCs can speak with Siraleth. The following are likely questions and answers:

Who are you? *They call me Siraleth. I serve the Lady.*

Why are you here? *I was instructed to recover the scrolls from you, and that's what I plan to do.*

What is on the scrolls? *I have no idea. Not my business to know.*

Can we negotiate with you? *My first choice is for you to surrender peacefully, of course. There is no need for anything else. I was told that you were invited here by one of our own. You've committed no crime.*

So we can just surrender? *You'll need to be debriefed, of course. That's up to the Lady.*

What if we destroy the list? *He laughs. "Do it. It'll just make my job easier."*

If the PCs attack, or give any other indication that they are not going to surrender, Siraleth and the other agents attack. Refer to DM Aid: Map #3 – The Temple Crypt.

APL 2 (EL 5)

☛ **Siraleth:** Male human Rog2; hp 11; see Appendix 1.

☛ **Mist Chameleon Agents (2):** Male human Ftr2; hp 19; see Appendix 1.

APL 4 (EL 7)

☛ **Siraleth:** Male human Rog4; hp 22; see Appendix 2.

☛ **Mist Chameleon Agents (2):** Male human Ftr3; hp 28; see Appendix 2.

☛ **Lesser Counterspelling Turret:** CR 3; magic device; visual trigger; automatic reset; spell effect (automatically counterspells one spell of 2nd level or

lower per round); AC 5; hardness 10; hp 100; Disable Device DC 27.

APL 6 (EL 9)

☛ **Siraleth:** Male human Rog7; hp 38; see Appendix 3.

☛ **Mist Chameleon Agents (2):** Male human Ftr4; hp 38; see Appendix 3.

☛ **Improved Counterspelling Turret:** CR 4; magic device; visual trigger; automatic reset; spell effect (automatically counterspells one spell of 3rd level or lower per round); AC 5; hardness 10; hp 100; Disable Device DC 28.

APL 8 (EL 11)

☛ **Siraleth:** Male human Rog9; hp 49; see Appendix 4.

☛ **Mist Chameleon Agents (2):** Male human Ftr6; hp 57; see Appendix 4.

☛ **Greater Counterspelling Turret:** CR 6; magic device; visual trigger; automatic reset; spell effect (automatically counterspells one spell of 5th level or lower per round); AC 5; hardness 10; hp 100; Disable Device DC 30.

APL 10 (EL 13)

☛ **Siraleth:** Male human Rog11; hp 60; see Appendix 5.

☛ **Mist Chameleon Agents (2):** Male human Ftr8; hp 76; see Appendix 5.

☛ **Superior Counterspelling Turret:** CR 8; magic device; visual trigger; automatic reset; spell effect (automatically counterspells one spell of 7th level or lower per round); AC 5; hardness 10; hp 100; Disable Device DC 32.

APL 12 (EL 15)

☛ **Siraleth:** Male human Rog13; hp 71; see Appendix 6.

☛ **Mist Chameleon Agents (2):** Male human Ftr10; hp 95; see Appendix 6.

☛ **Dire Counterspelling Turret of Legend:** CR 10; magic device; visual trigger; automatic reset; spell effect (automatically counterspells one spell of 9th level or lower per round); AC 5; hardness 10; hp 100; Disable Device DC 34.

Tactics: Siraleth will attempt to use his mobility to its fullest, tumbling where necessary, attacking where possible to gain sneak attack damage. If he can't get a flank, he will use improved feint to deprive a PC of its Dexterity modifier, before attacking.

The agents will do what they can do to provide a flank for Siraleth, while doing as much damage as they can. They will move to disable an enemy spellcaster as soon as possible.

The turret should be treated like any other combatant. It will effectively ready an action to counterspell each turn. The first spell cast up to its maximum spell level is thus automatically countered.

At APL 6, Siraeth gains Mobility, and will use it in conjunction with tumbling to always attack from an optimal position.

At APL 8, Siraeth will use his mithralmist shirt to gain concealment. He can also Spring Attack.

At APL 10, Siraeth gains Skill Mastery, allowing him to tumble through occupied squares without challenge. He also gains a *deadly precision* weapon, which adds significantly to his ability to do sneak attack damage.

At APL 12, Siraeth can use his ring of blinking to continuously do sneak attack damage. He can also use Staggering Strike and Crippling Strike to shut enemies down fast.

Treasure:

APL 2: L: 217 gp, C: 1 gp, M: *elixir of vision* (20 gp), oil of magic weapon x2 (4 gp each), *potion of cure light wounds* (4 gp), *potion of cure moderate wounds* x4 (25 gp each), *potion of enlarge person* x2 (20 gp each), *potion of shield of faith* +2 x2 (4 gp each).

APL 4: L: 483 gp, C: 1 gp, M: +1 breastplate x2 (112 gp each), *elixir of truth* (41 gp), *elixir of vision* (20 gp), oil of magic weapon x2 (4 gp each), *potion of bull's strength* x2 (25 gp each), *potion of cure light wounds* x3 (4 gp each), *potion of cure moderate wounds* x4 (25 gp each), *potion of enlarge person* x2 (20 gp each), *potion of shield of faith* +2 x2 (4 gp each).

APL 6: L: 111 gp, C: 1 gp, M: +1 breastplate x2 (112 gp each), +1 keen rapier (693 gp), +2 elven chain (679 gp), cloak of resistance +1 (83 gp), *elixir of truth* (41 gp), *elixir of vision* (20 gp), oil of magic weapon x2 (4 gp each), *potion of bull's strength* x2 (25 gp each), *potion of cure moderate wounds* x4 (25 gp each), *potion of cure serious wounds* (62 gp), *potion of enlarge person* x2 (20 gp each), *potion of shield of faith* +2 x2 (4 gp each).

APL 8: L: 30 gp, C: 1 gp, M: +1 breastplate x2 (112 gp each), +1 heavy steel shield x2 (97 gp each), +1 keen rapier (693 gp), +1 longsword x2 (192 gp each), cloak of resistance +1 (83 gp), *elixir of truth* (41 gp), *elixir of vision* (20 gp), hat of disguise (150 gp), mithralmist shirt (177 gp), *potion of bull's strength* x2 (25 gp each), *potion of cure moderate wounds* x4 (25 gp each), *potion of cure serious wounds* (62 gp), *potion of enlarge person* x2 (20 gp each), *potion of sanctuary* (4 gp), ring of protection +1 (166 gp).

APL 10: L: 38 gp, C: 1 gp, M: +1 breastplate x2 (112 gp each), +1 heavy steel shield x2 (97 gp each), +1 keen rapier of deadly precision (2,693 gp), +1 longsword x2 (192 gp each), amulet of natural armor +1 (166 gp), cloak of resistance +1 (83 gp), *elixir of truth* (41 gp), *elixir of vision* (20 gp), gauntlets of ogre power x2 (333 gp each), gloves of dexterity +2 (333 gp), hat of disguise (150 gp), mithralmist shirt (177 gp), *potion of cure moderate*

wounds x4 (25 gp each), *potion of cure serious wounds* (62 gp), *potion of enlarge person* x2 (20 gp each), *potion of sanctuary* (4 gp), *potion of shield of faith* +2 x2 (4 gp each), ring of protection +1 (166 gp).

APL 12: L: 63 gp, C: 1 gp, M: +1 breastplate x2 (112 gp each), +1 flaming longsword x2 (692 gp each), +1 heavy steel shield x2 (97 gp each), +1 keen rapier of deadly precision (2,693 gp), amulet of natural armor +1 (166 gp), cloak of resistance +1 (83 gp), *elixir of truth* (41 gp), *elixir of vision* (20 gp), gauntlets of ogre power x2 (333 gp each), gloves of dexterity +2 (333 gp), hat of disguise (150 gp), mithralmist shirt (177 gp), *potion of cure serious wounds* x4 (62 gp each), *potion of enlarge person* x3 (20 gp each), *potion of protection from arrows* 10/magic x2 (25 gp each), *potion of sanctuary* (4 gp), *potion of shield of faith* +2 x2 (4 gp each), ring of blinking (2,250 gp), ring of protection +3 (1,500 gp).

Developments: If the PCs surrender or are defeated by the Mist Chameleon agents, continue with Conclusion A.

If the PCs defeat the Mist Chameleons, continue with Conclusion B.

CONCLUSION A: LEFT BEHIND

Estimated Time: 15 minutes

Morning sunlight streams through the window of your room as Pelor's light shines over Thornward. Stretching and yawning, you look out over the capital city, watching the people going about their business, huddled against the cold.

Your window gives you a terrific view of Thornward Keep. Oddly, you notice a page raising the banner of one of the March's baronies. That's quite a faux-pas! Everyone knows that those banners are raised only during the Barons' Council, still a week away...

Then, you notice that all of the other banners have already been raised, which can only mean that the Council is already in progress. How can that be?

You contemplate the dream that you had last night – a whirlwind adventure, involving spies, dragons, and creeping mists. Was it a dream, after all?

The adventure is over. The PCs receive the Favor of the Mist Chameleons item on the Adventure Record if they did not kill any Mist Chameleon agents, or Enmity of the Mist Chameleons if they killed agents.

They also receive the Captured by the Mist Chameleons item, unless they are current members of that meta-organization.

CONCLUSION B: OUT IN THE OPEN

Estimated Time: 15 minutes

Bursting forth from the Temple of the Mists, you make your way to the edge of town, and quickly fade away into the concealment of the Misty Hills.

At this point, ask the PCs what they want to do with the information they have liberated from the Mist Chameleon headquarters. Make a note of their answer on the Critical Event Summary, and then continue with the following:

Morning sunlight streams through the window of your room as Pelor's light shines over Thornward. Stretching and yawning, you look out over the capital city, watching the people going about their business, huddled against the cold.

Your window gives you a terrific view of Thornward Keep. Oddly, you notice a page raising the banner of one of the March's baronies. That's quite a faux-pas! Everyone knows that those banners are raised only during the Barons' Council, still a few days away...

Then, you notice that all of the other banners are being raised, as well, which can only mean that the Council is beginning. How can that be?

You contemplate the dream that you had last night – a whirlwind adventure involving spies, dragons, and creeping mists. Then, you notice the handwritten note on the table next to your bed:

"My friends,

There are some that think we hold our secrets too close, and some that think we place too much faith in our grip.

You have done us a great service, even though you may not realize or remember it. The March is greatly in your debt, even though they may not know or celebrate it. And I am grateful, even though you may not understand why.

As well, a mutual friend wished me to give you his regards. He was pleased to watch your progress. He will be sure to come around to thank you himself. I'm afraid that you won't recognize him, alas.

Good luck to you. We will see each other again.

-The Lady of the Mists"

The adventure is over. The PCs receive the Favor of the Mist Chameleons item on the Adventure Record if they did not kill any Mist Chameleon agents, or Enmity of the Mist Chameleons if they killed agents.

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 3: Bad Lair Day

Defeat the dragon.

APL 2: 120 xp.

APL 4: 180 xp.

APL 6: 240 xp.

APL 8: 300 xp.

APL 10: 360 xp.

APL 12: 450 xp.

Encounter 5: Who Saw That Coming?

Defeat the guide's new form.

APL 2: 150 xp.

APL 4: 210 xp.

APL 6: 270 xp.

APL 8: 330 xp.

APL 10: 390 xp.

APL 12: 420 xp.

Encounter 9: Cryptic Words

Survive the trap.

APL 2: 30 xp.

APL 4: 30 xp.

APL 6: 60 xp.

APL 8: 90 xp.

APL 10: 120 xp.

APL 12: 150 xp.

Encounter 10: Standing Outside the Light

Survive the trap.

APL 2: 30 xp.

APL 4: 60 xp.

APL 6: 90 xp.

APL 8: 120 xp.

APL 10: 150 xp.

APL 12: 180 xp.

Encounter 11: Breaking the Surface

Survive the trap.

APL 2: 60 xp.

APL 4: 120 xp.

APL 6: 150 xp.

APL 8: 180 xp.

APL 10: 240 xp.

APL 12: 270 xp.

Encounter 12: Probing the Depths

Survive the trap.

APL 2: 90 xp.
APL 4: 120 xp.
APL 6: 150 xp.
APL 8: 210 xp.
APL 10: 240 xp.
APL 12: 300 xp.

Encounter 14: Eavesdropping on the Stars

Survive the trap.

APL 2: 90 xp.
APL 4: 150 xp.
APL 6: 210 xp.
APL 8: 240 xp.
APL 10: 270 xp.
APL 12: 300 xp.

Encounter 15: So Close, and Yet...

Defeat the Mist Chameleons.

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

Help the Dwarves of Haven Underhill in Encounter 1.

APL 2: 20 xp.
APL 4: 30 xp.
APL 6: 40 xp.
APL 8: 50 xp.
APL 10: 60 xp.
APL 12: 70 xp.

Arrive safely in Mistyvale in Encounter 7.

APL 2: 20 xp.
APL 4: 30 xp.
APL 6: 40 xp.
APL 8: 50 xp.
APL 10: 60 xp.
APL 12: 70 xp.

Obtain the NOC list in Encounter 14.

APL 2: 60 xp.
APL 4: 90 xp.
APL 6: 120 xp.
APL 8: 150 xp.
APL 10: 180 xp.
APL 12: 210 xp.

Escape without killing any of the Mist Chameleons in Encounter 15.

APL 2: 40 xp.
APL 4: 60 xp.

APL 6: 80 xp.
APL 8: 100 xp.
APL 10: 120 xp.
APL 12: 140 xp.

Discretionary Roleplaying Award

APL 2: 40 xp.
APL 4: 60 xp.
APL 6: 80 xp.
APL 8: 100 xp.
APL 10: 120 xp.
APL 12: 140 xp.

Total possible experience

APL 2: 900 xp.
APL 4: 1,350 xp.
APL 6: 1,800 xp.
APL 8: 2,250 xp.
APL 10: 2,700 xp.
APL 12: 3,150 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 3: Bad Lair Day

APL 2: L: 621 gp, C: 204 gp, M: *divine scroll of augury* (14 gp), *wand of detect magic* (31 gp).

APL 4: L: 514 gp, C: 204 gp, M: *divine scroll of augury* (14 gp), *pearl of power*, 1st-level spell (83 gp), *wand of detect magic* (31 gp).

APL 6: L: 444 gp, C: 204 gp, M: *divine scroll of augury* (14 gp), *elemental gem [air]* (187 gp), *pearl of power*, 1st-level spell (83 gp), *wand of detect magic* (31 gp).

APL 8: L: 208 gp, C: 204 gp, M: *armbands of might* (341 gp), *divine scroll of augury* (14 gp), *elemental gem [air]* (187 gp), *pearl of power*, 1st-level spell (83 gp), *wand of detect magic* (31 gp).

APL 10: L: 101 gp, C: 204 gp, M: *armbands of might* (341 gp), *divine scroll of augury* (14 gp), *elemental gem [air]* (187 gp), *pearl of power*, 1st-level spell (83 gp), *songblade* (533 gp), *wand of detect magic* (31 gp), *wand of dimensional anchor* (1,750 gp).

APL 12: L: 24 gp, C: 204 gp, M: *armbands of might* (341 gp), *divine scroll of augury* (14 gp), *elemental gem [air]* (187 gp), *pearl of power*, 1st-level spell (83 gp), *songblade* (533 gp), *wand of detect magic* (31 gp), *wand of dimensional anchor* (1,750 gp).

Encounter 4: This Isn't So Tough:

APL 2: L: 0 gp, C: 0 gp, M: *oil of magic weapon* x3 (4 gp each).

APL 4: L: 0 gp, C: 0 gp, M: *oil of magic weapon* (4 gp).

Encounter 15: So Close, and Yet...:

APL 2: L: 217 gp, C: 1 gp, M: *elixir of vision* (20 gp), *oil of magic weapon* x2 (4 gp each), *potion of cure light wounds* (4 gp), *potion of cure moderate wounds* x4 (25 gp each), *potion of enlarge person* x2 (20 gp each), *potion of shield of faith* +2 x2 (4 gp each).

APL 4: L: 483 gp, C: 1 gp, M: +1 *breastplate* x2 (112 gp each), *elixir of truth* (41 gp), *elixir of vision* (20 gp), *oil of magic weapon* x2 (4 gp each), *potion of bull's strength* x2 (25 gp each), *potion of cure light wounds* x3 (4 gp each), *potion of cure moderate wounds* x4 (25 gp each), *potion of enlarge person* x2 (20 gp each), *potion of shield of faith* +2 x2 (4 gp each).

APL 6: L: 111 gp, C: 1 gp, M: +1 *breastplate* x2 (112 gp each), +1 *keen rapier* (693 gp), +2 *elven chain* (679 gp), *cloak of resistance* +1 (83 gp), *elixir of truth* (41 gp), *elixir*

of vision (20 gp), *oil of magic weapon* x2 (4 gp each), *potion of bull's strength* x2 (25 gp each), *potion of cure moderate wounds* x4 (25 gp each), *potion of cure serious wounds* (62 gp), *potion of enlarge person* x2 (20 gp each), *potion of shield of faith* +2 x2 (4 gp each).

APL 8: L: 30 gp, C: 1 gp, M: +1 *breastplate* x2 (112 gp each), +1 *heavy steel shield* x2 (97 gp each), +1 *keen rapier* (693 gp), +1 *longsword* x2 (192 gp each), *cloak of resistance* +1 (83 gp), *elixir of truth* (41 gp), *elixir of vision* (20 gp), *hat of disguise* (150 gp), *mithralmist shirt* (177 gp), *potion of bull's strength* x2 (25 gp each), *potion of cure moderate wounds* x4 (25 gp each), *potion of cure serious wounds* (62 gp), *potion of enlarge person* x2 (20 gp each), *potion of sanctuary* (4 gp), *ring of protection* +1 (166 gp).

APL 10: L: 38 gp, C: 1 gp, M: +1 *breastplate* x2 (112 gp each), +1 *heavy steel shield* x2 (97 gp each), +1 *keen rapier of deadly precision* (2,693 gp), +1 *longsword* x2 (192 gp each), *amulet of natural armor* +1 (166 gp), *cloak of resistance* +1 (83 gp), *elixir of truth* (41 gp), *elixir of vision* (20 gp), *gauntlets of ogre power* x2 (333 gp each), *gloves of dexterity* +2 (333 gp), *hat of disguise* (150 gp), *mithralmist shirt* (177 gp), *potion of cure moderate wounds* x4 (25 gp each), *potion of cure serious wounds* (62 gp), *potion of enlarge person* x2 (20 gp each), *potion of sanctuary* (4 gp), *potion of shield of faith* +2 x2 (4 gp each), *ring of protection* +1 (166 gp).

APL 12: L: 63 gp, C: 1 gp, M: +1 *breastplate* x2 (112 gp each), +1 *flaming longsword* x2 (692 gp each), +1 *heavy steel shield* x2 (97 gp each), +1 *keen rapier of deadly precision* (2,693 gp), *amulet of natural armor* +1 (166 gp), *cloak of resistance* +1 (83 gp), *elixir of truth* (41 gp), *elixir of vision* (20 gp), *gauntlets of ogre power* x2 (333 gp each), *gloves of dexterity* +2 (333 gp), *hat of disguise* (150 gp), *mithralmist shirt* (177 gp), *potion of cure serious wounds* x4 (62 gp each), *potion of enlarge person* x3 (20 gp each), *potion of protection from arrows* 10/magic x2 (25 gp each), *potion of sanctuary* (4 gp), *potion of shield of faith* +2 x2 (4 gp each), *ring of blinking* (2,250 gp), *ring of protection* +3 (1,500 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 838 gp, C: 205 gp, M: 237 gp – Total: 1,280 gp (900 gp).

APL 4: L: 997 gp, C: 205 gp, M: 635 gp – Total: 1,838 gp (1,300 gp).

APL 6: L: 555 gp, C: 205 gp, M: 2,323 gp – Total: 3,083 gp (1,800 gp).

APL 8: L: 238 gp, C: 205 gp, M: 3,044 gp – Total: 3,487 gp (2,600 gp).

APL 10: L: 139 gp, C: 205 gp, M: 8,450 gp – Total: 8,794 gp (4,600 gp).

APL 12: L: 87 gp, C: 205 gp, M: 13,190 gp – Total: 13,482 gp (6,600 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

☛ **Survivor of the Temple of Mists:** You have passed through the three chambers of the Temple of the Mists – not an easy feat – and it has given you insight into the origins of the Mist Chameleons. This knowledge gives you a +2 circumstance bonus on Cha-based skill checks when dealing with a member of the Mist Chameleons.

☛ **Sight of a Blind Woman:** The blind oracle at the Temple of the Mists saw something in your soul that terrified her. She gave you the following prophetic words, but did not say why or what they mean:

“EVERYONE IS TWILIGHT. DAY AND NIGHT... NIGHT AND DAY... SOME OF BOTH. BUT NOT YOU... YOU ARE NIGHT. YOU ARE THE DARKNESS. YOU BRING THE DARKNESS. IT IS A STAIN ON YOU. I CAN SMELL IT ON YOU... TASTE IT ON YOU.”

☛ **Favor of the Mist Chameleons:** Your party managed to infiltrate the Mist Chameleon headquarters and get out again without killing any of the agents. Accomplishing such a great feat – and with honor – has earned you the respect of the spies. They will return the favor. This counts as an Influence Point with the Mist Chameleons.

Alternatively, you may spend this favor at the beginning of an adventure to enlist their aid. Up to three times during that adventure, you may reroll one roll that has just been made before the DM declares whether the roll results in a success or failure. You must take the results of the reroll, even if it's worse than the original roll. Any unused rerolls expire at the end of the adventure.

Mark this favor as USED once it is spent.

☛ **Captured by the Mist Chameleons:** The last thing you remember was your group infiltrating the Mist Chameleon stronghold and surrendering to the forces within. Now, you are free again... but with a hole in your memory. You can't account for the last two weeks. You immediately lose 2 additional TUs.

☛ **Enmity of the Mist Chameleons:** Your party managed to infiltrate the Mist Chameleon headquarters, but you only escaped by killing agents. They'll be looking for a little payback. For one year from the date on this Adventure Record, if you break any of the laws of Bissel (even if it appears that you are not being observed) while within the borders of the March you will be arrested at the next opportunity and punished as per the guidelines in the Bissel Gazetteer. Show this Enmity to each DM at the beginning of any adventure during this period.

☛ **Mist Dragonhide:** Your party has slain a dragon that attacked you in the Misty Hills and recovered its hide. You gain access (Frequency: Any) to purchase a single suit of masterwork armor (see below) crafted from this dragonhide, but without the normal double cost of dragonhide armor since you are providing the material. This suit is identical to normal dragonhide armor, except the wearer of this suit gains concealment (identical to a *blur* spell) whenever surrounded by mist or fog. Mark this benefit as USED once the armor has been purchased. The armor that can be crafted is: APLs 2, 4 – small hide armor; APLs 6, 8 – small or medium hide armor, small banded mail armor; APLs 10, 12 – small, medium, or large hide armor, small or medium banded mail armor, small half-plate armor.

☛ **Mark of the Black Hand:**

You have been stricken by a mysterious ailment that has been creeping across the March of Bissel. Rumor has it that this illness is the final legacy of Evard the Necromancer.

You immediately begin at Stage 1 of this disease. At the end of each adventure, you must succeed at a Fort save (DC 15) or progress to the next stage of the illness. This should be noted on the Adventure Record for which you fail the save as well as to the right. The effects of the stages are cumulative.

This illness does not affect characters that are immune to magical diseases (such as paladins with the divine health class ability). Currently, it can only be successfully removed by the most powerful of magics (*wish* or *miracle*).

The various stages of the disease are listed to the right:

Stage 1: Your skin is covered in small black pocks that resemble hands. This gives you a -2 penalty to all Gather Information and Diplomacy checks if they are visible (not masked by illusions or disguises). The pocks radiate slight conjuration magic.

Stage 2: More of the pocks appear on your skin. You become heat-intolerant from the disease. You take a -4 penalty on all saving throws against heat or fire.

Advanced to Stage 2 on Adventure Record _____

Stage 3: The pocks ooze greenish puss that smells like decaying flesh. Living creatures within 5 feet of this PC must succeed on a Fort save (DC 10) or be sickened for 1d4 minutes. The pocks now radiate moderate conjuration magic.

Advanced to Stage 3 on Adventure Record _____

Stage 4: The whites of your eyes turn a sickly yellow. You become light-sensitive, dazzled in bright sunlight or within the radius of a *daylight* spell.

Advanced to Stage 4 on Adventure Record _____

Stage 5: Your skin takes on a dull, pallid appearance, and your joints stiffen. Being reduced to below 50% of your maximum hp automatically causes you to become fatigued. The pocks now radiate strong conjuration magic.

Advanced to Stage 5 on Adventure Record ____

Stage 6: Contact the Bissel Triad if you reach this stage. Your PC is removed from play until further notice.

Advanced to Stage 6 on Adventure Record ____

Item Access

APL 2:

- Elixir of Vision (Adventure; Dungeon Master's Guide)
- Wand of Detect Magic (CL 1st; Adventure; Dungeon Master's Guide)

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

- Elixir of Truth (Adventure; Dungeon Master's Guide)
- Elven Chain (Adventure; Dungeon Master's Guide)
- Pearl of Power, 1st Level Spell (Adventure; Dungeon Master's Guide)

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

- +1 Keen Rapier (Adventure; Dungeon Master's Guide)
- +2 Elven Chain (Adventure; Dungeon Master's Guide)
- Elemental Gem, Air (Adventure; Dungeon Master's Guide)

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

- Armbands of Might (Adventure; Complete Adventurer)
- Hat of Disguise (Adventure; Dungeon Master's Guide)
- Mithralmist Shirt (Adventure; Complete Arcane)

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

- +1 Keen Deadly Precision Rapier (Adventure; DMG/Complete Adventurer)
- Songblade (Adventure; Complete Adventurer)
- Wand of Dimensional Anchor (CL 7th; Adventure; DMG)

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

- +1 Flaming Longsword (Adventure; Dungeon Master's Guide)
- Ring of Blinking (Adventure; Dungeon Master's Guide)

- Ring of Protection +3 (Adventure; Dungeon Master's Guide)

ENCOUNTER 3

Very Young Mist Dragon: Small Dragon (Aquatic, Water); CR 4; HD 6d12+6; hp 60; Init +0; Spd 40 ft., fly 100 ft. (average), swim 60 ft.; AC 16, touch 11, flat-footed 16 (+1 size, +5 natural); Base Atk/Grp: +6/+3; Atk +8 melee (1d8+1, bite); Full Atk +8 melee (1d8+1, bite), +6 melee (1d4, 2 claws); SA Breath weapon 3d6; SQ Immune to acid, immune to fire, mist form, spell-like abilities, blindsense 60 ft., low-light vision, darkvision 120 ft.; AL N; SV Fort +6, Ref +5, Will +5; Str 13, Dex 10, Con 13, Int 10, Wis 11, Cha 10.

Skills & Feats: Bluff +9, Concentration +10, Listen +9, Search +9, Sense Motive +9, Spot +9; Flyby Attack, Improved Natural Attack [bite], Multiattack.

Breath Weapon (Su): 20 ft. cone, damage 3d6 fire, Reflex DC 14 half; or 40 ft. line, sickened 1d6+2 rounds, Fort DC 14 negates.

Mist Form (Su): At will as a standard action, a mist dragon can assume a misty form. This power works just like a *gaseous form* spell cast by a character of the dragon's age category or caster level (whichever is higher), except as follows: The dragon loses its natural armor bonus, but gains a +4 deflection bonus to AC. While in mist form the dragon is indistinguishable from mist or fog and gains total concealment when in any kind of natural or magical fog or mist. The dragon gains damage reduction 10/magic. The dragon can fly at half its normal flying speed, with perfect maneuverability. The dragon cannot use its natural weaponry or breath weapon, but it can use its spell-like abilities and spells. The dragon can dismiss the effect as a standard action.

Spell-Like Abilities: 3/day – *fog cloud*. Caster level 2nd; save DC 10 + spell level.

Languages: Draconic.

Description: This dragon has a finlike crest running down its spine from just behind its head all the way to the tip of its long, flattened tail. Its head is very broad near the neck, and it tapers to a long snout, giving it an arrow-like shape. A pair of long barbs hangs from the upper lip and the end of the snout. The dragon has a heavy brow ridges over its eyes, two large horns rising from the back of the head, and clusters or hornlets at the base of the upper jaw. The scent of rain surrounds the dragon.

Adapted from *Monster Mayhem: Mist Dragon* by Skip Williams.

ENCOUNTER 5

Mist Shadow Swarm: Tiny Undead (Incorporeal, Swarm); CR 5; HD 8d12+12; hp 84; Init +2; Spd fly 30 ft. (good); AC 14, touch 14, flat-footed 12 (+2 size, +4 Dex, +4 deflection); Base Atk/Grp: +6/-; Atk melee (1d6 Str, Swarm); Full Atk melee (1d3 Str, Swarm); SA Distraction, strength damage; SQ Darkvision 60 ft., half damage from slashing and piercing, incorporeal traits, swarm traits, undead traits; Space/Reach 10 ft./0 ft.; AL CE; SV Fort +4, Ref +6, Will +8; Str -, Dex 14, Con -, Int 2, Wis 11, Cha 14.

Skills & Feats: Listen +7, Spot +8; Alertness, Toughness (x4).

Distraction (Ex): Any living creature vulnerable to a mist shadow swarm's damage that begins its turn with a swarm in its square is nauseated for 1 round; a DC 14 Fortitude negates the effect. Even after a successful save, spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills requiring patience and concentration requires a DC 20 Concentration check. The save DC is Charisma-based.

Strength Damage (Su): The swarm attack of a mist shadow swarm deals 1d3 points of Strength damage to any living creature whose space it occupies at the end of its move. A creature reduced to Strength 0 by a mist shadow swarm dies. This is a negative energy effect.

Description: A ghostly swarm of ephemeral shapes flitters and glides through the mists.

ENCOUNTER 15

Siraleth, Male Human Rog2: Medium Humanoid (Human); CR 2; HD 2d6+2; hp 11; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14 (+3 Dex, +4 armor); Base Atk/Grp: +1/+2; Atk +3 melee (1d6+1, 18-20, masterwork rapier); Full Atk +3 melee (1d6+1, 18-20, masterwork rapier); SA Sneak attack +1d6; SQ Trapfinding, evasion; AL NG; SV Fort +1, Ref +6, Will +0; Str 12, Dex 16, Con 12, Int 12, Wis 10, Cha 12.

Skills & Feats: Balance +3, Bluff +6, Climb +1, Decipher Script +3, Disable Device +3, Escape Artist +6, Forgery+3, Gather Information +3, Hide +3, Knowledge [local – Sheldomar Valley Metaregion] +3, Listen +2, Move Silently +3, Open Lock +5, Search +3, Sense Motive +2, Sleight of Hand +8, Spot +2, Tumble +6, Use Magic Device +3; Dodge, Improved Feint.

Languages: Common.

Possessions: elixir of vision, potion of cure light wounds, masterwork chain shirt, masterwork rapier, thieves' tools.

Mist Chameleon Agent, Male Human Ftr2: Medium humanoid (human); CR 2; HD 2d10+4; hp 19; Init +6; Spd 20 ft.; AC 19, touch 12, flat-footed 17 (+2 Dex, +5 armor, +2 shield); Base Atk/Grp: +2/+5; Atk +7 melee (1d8+3, 19-20, masterwork longsword) or +4 ranged (1d8, x3, longbow); Full Atk +7 melee (1d8+3, 19-20, masterwork longsword) or +4 ranged (1d8, x3, longbow); SA -; SQ -; AL NG; SV Fort +5, Ref +2, Will +0; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills & Feats: Climb +4, Intimidate +5, Ride +3; Cleave, Improved Initiative, Power Attack, Weapon Focus [longsword].

Languages: Common.

Possessions: potion of cure moderate wounds x2, potion of enlarge person, potion of shield of faith +2, oil of magic weapon, crowbar, longbow, masterwork heavy steel shield, masterwork breastplate, masterwork longsword, silk rope (50 ft.), tanglefoot bag, thunderstone, 3 gp

APPENDIX 2 – APL 4

ENCOUNTER 3

Juvenile Mist Dragon: Medium Dragon (Aquatic, Water); CR 6; HD 12d12+24; hp 132; Init +0; Spd 40 ft., fly 150 ft. (poor), swim 60 ft.; AC 21, touch 10, flat-footed 21 (+11 natural); Base Atk/Grp: +12/+15; Atk +15 melee (2d6+3, bite); Full Atk +15 melee (2d6+3, bite), +13 melee (1d6+1, 2 claws), +13 melee (1d4+1, 2 wings); SA Breath weapon 5d6, spells; SQ Immune to acid, immune to fire, mist form, spell-like abilities, blindsense 60 ft., low-light vision, darkvision 120 ft.; AL N; SV Fort +10, Ref +8, Will +9; Str 17, Dex 10, Con 15, Int 12, Wis 13, Cha 12.

Skills & Feats: Bluff +16, Concentration +17, Listen +16, Search +16, Sense Motive +16, Spot +16, Survival +16; Flyby Attack, Hover, Improved Natural Attack [bite], Multiattack, Wingover.

Breath Weapon (Su): 30 ft. cone, damage 5d6 fire, Reflex DC 18 half; or 60 ft. line, sickened 1d6+4 rounds, Fort DC 18 negates.

Mist Form (Su): At will as a standard action, a mist dragon can assume a misty form. This power works just like a *gaseous form* spell cast by a character of the dragon's age category or caster level (whichever is higher), except as follows: The dragon loses its natural armor bonus, but gains a +8 deflection bonus to AC. While in mist form the dragon is indistinguishable from mist or fog and gains total concealment when in any kind of natural or magical fog or mist. The dragon gains damage reduction 10/magic. The dragon can fly at half its normal flying speed, with perfect maneuverability. The dragon cannot use its natural weaponry or breath weapon, but it can use its spell-like abilities and spells. The dragon can dismiss the effect as a standard action.

Spell-Like Abilities: 3/day – fog cloud, sleet storm, wind wall. Caster level 4th; save DC 11 + spell level.

Languages: Draconic.

Sorcerer Spells Known (6/6, save DC = 11 + spell level): 0 – daze, detect magic, flare, ray of frost, resistance; 1st – breath flare^{DR}, magic missile, ray of enfeeblement. Caster Level 3rd.
^{DR}Draconomicon

Description: This dragon has a finlike crest running down its spine from just behind its head all the way to the tip of its long, flattened tail. Its head is very broad near the neck, and it tapers to a long snout, giving it an arrow-like shape. A pair of long barbs hangs from the upper lip and the end of the snout. The dragon has a heavy brow ridges over its eyes, two large horns rising from the back of the head, and clusters or hornlets at the base of the upper jaw. The scent of rain surrounds the dragon.

Adapted from *Monster Mayhem: Mist Dragon* by Skip Williams.

ENCOUNTER 5

Mist Shadow Swarm: Tiny Undead (Incorporeal, Swarm); CR 5; HD 8d12+12; hp 84; Init +2; Spd fly 30 ft. (good); AC 14, touch 14, flat-footed 12 (+2 size, +4 Dex, +4 deflection); Base Atk/Grp: +6/-; Atk melee (1d6 Str, Swarm); Full Atk melee (1d3 Str, Swarm); SA Distraction, strength damage; SQ Darkvision 60 ft., half damage from slashing and piercing, incorporeal traits, swarm traits, undead traits; Space/Reach 10 ft./0 ft.; AL CE; SV Fort +4, Ref +6, Will +8; Str -, Dex 14, Con -, Int 2, Wis 11, Cha 14.

Skills & Feats: Listen +7, Spot +8; Alertness, Toughness (x4).

Distraction (Ex): Any living creature vulnerable to a mist shadow swarm's damage that begins its turn with a swarm in its square is nauseated for 1 round; a DC 14 Fortitude negates the effect. Even after a successful save, spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills requiring patience and concentration requires a DC 20 Concentration check. The save DC is Charisma-based.

Strength Damage (Su): The swarm attack of a mist shadow swarm deals 1d3 points of Strength damage to any living creature whose space it occupies at the end of its move. A creature reduced to Strength 0 by a mist shadow swarm dies. This is a negative energy effect.

Description: A ghostly swarm of ephemeral shapes flitters and glides through the mists.

ENCOUNTER 15

Siraleth, Male Human Rog4: Medium Humanoid (Human); CR 4; HD 4d6+4; hp 22; Init +3; Spd 30 ft.; AC 18, touch 13, flat-footed 15 (+3 Dex, +5 armor); Base Atk/Grp: +3/+4; Atk +7 melee (1d6+1, 18-20, masterwork rapier); Full Atk +7 melee (1d6+1, 18-20, masterwork rapier); SA Sneak attack +2d6; SQ Trapfinding, evasion, trap sense +1, uncanny dodge; AL NG; SV Fort +2, Ref +7, Will +1; Str 12, Dex 17, Con 12, Int 12, Wis 10, Cha 12.

Skills & Feats: Balance +3, Bluff +8, Climb +1, Decipher Script +3, Disable Device +5, Escape Artist +8, Forgery+3, Gather Information +3, Hide +3, Knowledge [local – Sheldomar Valley Metaregion] +3, Listen +7, Move Silently +3, Open Lock +5, Search +3, Sense Motive +2, Sleight of Hand +10, Spot +7, Tumble +8, Use Magic Device +3; Dodge, Improved Feint, Weapon Finesse [rapier].

Languages: Common.

Possessions: *elixir of truth*, *elixir of vision*, *potion of cure light wounds* x3, elven chain, masterwork rapier, thieves' tools.

Mist Chameleon Agent, Male Human Ftr3: Medium humanoid (human); CR 3; HD 3d10+6; hp 28; Init +6; Spd 20 ft.; AC 20, touch 12, flat-footed 18 (+2 Dex, +6 armor, +2 shield); Base Atk/Grp: +3/+6; Atk +8 melee (1d8+3, 19-20, masterwork longsword) or +5 ranged (1d8, x3, longbow); Full Atk +8 melee (1d8+3, 19-20, masterwork longsword) or +5 ranged (1d8, x3, longbow); SA -; SQ -; AL NG; SV Fort +5, Ref +3, Will +1; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills & Feats: Climb +5, Intimidate +6, Ride +4; Cleave, Combat Reflexes, Improved Initiative, Power Attack, Weapon Focus [longsword].

Languages: Common.

Possessions: +1 breastplate, *potion of bull's strength*, *potion of cure moderate wounds* x2, *potion of enlarge person*, *potion of shield of faith* +2, oil of magic weapon, crowbar, longbow, masterwork heavy steel shield, masterwork longsword, silk rope (50 ft.), tanglefoot bag, thunderstone, 3 gp.

APPENDIX 3 – APL 6

ENCOUNTER 3

Young Adult Mist Dragon: Large Dragon (Aquatic, Water); CR 8; HD 15d12+45; hp 180; Init +0; Spd 40 ft., fly 150 ft. (poor), swim 60 ft.; AC 23, touch 9, flat-footed 23 (-1 size, +14 natural); Base Atk/Grp: +15/+23; Atk +18 melee (3d6+4, bite); Full Atk +18 melee (3d6+4, bite), +16 melee (1d8+2, 2 claws), +16 melee (1d6+2, 2 wings), +16 melee (1d8+6, tail slap); SA Breath weapon 6d6, frightful presence DC 19, spells; SQ Immune to acid, immune to fire, mist form, spell-like abilities, DR 5/magic, SR 16, blindsense 60 ft., low-light vision, darkvision 120 ft.; Space/Reach 10 ft./5 ft. (10 ft. with bite); AL N; SV Fort +12, Ref +9, Will +11; Str 19, Dex 10, Con 17, Int 14, Wis 15, Cha 14.

Skills & Feats: Bluff +20, Concentration +21, Listen +20, Search +20, Sense Motive +20, Spot +20, Survival +20, Swim +22; Flyby Attack, Hover, Improved Natural Attack [bite], Maximize Breath^{DR}, Multiattack, Wingover.
^{DR}Draconomicon

Breath Weapon (Su): 40 ft. cone, damage 6d6 fire, Reflex DC 20 half; or 80 ft. line, sickened 1d6+5 rounds, Fort DC 20 negates.

Mist Form (Su): At will as a standard action, a mist dragon can assume a misty form. This power works just like a *gaseous form* spell cast by a character of the dragon's age category or caster level (whichever is higher), except as follows: The dragon loses its natural armor bonus, but gains a +10 deflection bonus to AC. While in mist form the dragon is indistinguishable from mist or fog and gains total concealment when in any kind of natural or magical fog or mist. The dragon's damage reduction increases to 15/magic. The dragon can fly at half its normal flying speed, with perfect maneuverability. The dragon cannot use its natural weaponry or breath weapon, but it can use its spell-like abilities and spells. The dragon can dismiss the effect as a standard action.

Frightful Presence (Ex): 150 ft. radius, HD 15 or less, Will DC 19 negates.

Spell-Like Abilities: 3/day – fog cloud, sleet storm, wind wall. Caster level 5th; save DC 12 + spell level.

Languages: Draconic.

Sorcerer Spells Known (6/7/5, save DC = 12 + spell level): 0 – daze, detect magic, flare, ray of frost, resistance, touch of fatigue; 1st – breath flare^{DR}, mage armor, magic missile, ray of enfeeblement; 2nd – razorfangs^{DR}, scorching ray. Caster Level 5th. ^{DR}Draconomicon

Description: This dragon has a finlike crest running down its spine from just behind its head all the way to the tip of its long, flattened tail. Its head is very broad near the neck, and it tapers to a long snout, giving it an arrow-like shape. A pair of long barbs hangs from the upper lip and the end of the snout. The dragon has a heavy brow ridges over its eyes, two large horns rising from the back of the head, and clusters or hornlets at the

base of the upper jaw. The scent of rain surrounds the dragon.

Adapted from *Monster Mayhem: Mist Dragon* by Skip Williams.

ENCOUNTER 5

Mist Shadow Swarm: Tiny Undead (Incorporeal, Swarm); CR 5; HD 8d12+12; hp 84; Init +2; Spd fly 30 ft. (good); AC 14, touch 14, flat-footed 12 (+2 size, +4 Dex, +4 deflection); Base Atk/Grp: +6/-; Atk melee (1d6 Str, Swarm); Full Atk melee (1d3 Str, Swarm); SA Distraction, strength damage; SQ Darkvision 60 ft., half damage from slashing and piercing, incorporeal traits, swarm traits, undead traits; Space/Reach 10 ft./0 ft.; AL CE; SV Fort +4, Ref +6, Will +8; Str -, Dex 14, Con -, Int 2, Wis 11, Cha 14.

Skills & Feats: Listen +7, Spot +8; Alertness, Toughness (x4).

Distraction (Ex): Any living creature vulnerable to a mist shadow swarm's damage that begins its turn with a swarm in its square is nauseated for 1 round; a DC 14 Fortitude negates the effect. Even after a successful save, spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills requiring patience and concentration requires a DC 20 Concentration check. The save DC is Charisma-based.

Strength Damage (Su): The swarm attack of a mist shadow swarm deals 1d3 points of Strength damage to any living creature whose space it occupies at the end of its move. A creature reduced to Strength 0 by a mist shadow swarm dies. This is a negative energy effect.

Description: A ghostly swarm of ephemeral shapes flitters and glides through the mists.

ENCOUNTER 15

Siraleth, Male Human Rog7: Medium Humanoid (Human); CR 7; HD 7d6+7; hp 38; Init +3; Spd 30 ft.; AC 20, touch 13, flat-footed 17 (+3 Dex, +7 armor); Base Atk/Grp: +5/+6; Atk +9 melee (1d6+2, 15-20, +1 *keen rapier*); Full Atk +9 melee (1d6+2, 15-20, +1 *keen rapier*); SA Sneak attack +4d6; SQ Trapfinding, evasion, trap sense +2, uncanny dodge; AL NG; SV Fort +4, Ref +9, Will +3; Str 12, Dex 17, Con 12, Int 12, Wis 10, Cha 12.

Skills & Feats: Balance +4, Bluff +11, Climb +2, Decipher Script +5, Disable Device +10, Escape Artist +11, Forgery+4, Gather Information +3, Hide +3, Knowledge [local – Sheldomar Valley Metaregion] +3, Listen +10, Move Silently +4, Open Lock +6, Search +3, Sense Motive +2, Sleight of Hand +13, Spot +10, Tumble +13, Use Magic Device +3; Dodge, Improved Feint, Mobility, Weapon Finesse [rapier].

Languages: Common.

Possessions: +1 *keen rapier*, +2 *elven chain*, *cloak of resistance* +1, *elixir of truth*, *elixir of vision*, *potion of cure serious wounds*, thieves' tools.

Mist Chameleon Agent, Male Human Ftr4: Medium humanoid (human); CR 4; HD 4d10+8; hp 38; Init +6; Spd 20 ft.; AC 20, touch 12, flat-footed 18 (+2 Dex, +6 armor, +2 shield); Base Atk/Grp: +4/+7; Atk +9 melee (1d8+5, 19-20, masterwork longsword) or +6 ranged (1d8, x3, longbow); Full Atk +9 melee (1d8+5, 19-20, masterwork longsword) or +6 ranged (1d8, x3, longbow); SA -; SQ -; AL NG; SV Fort +6, Ref +3, Will +1; Str 17, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills & Feats: Climb +6, Intimidate +7, Ride +5; Cleave, Combat Reflexes, Improved Initiative, Power Attack, Weapon Focus [longsword], Weapon Specialization [longsword].

Languages: Common.

Possessions: +1 *breastplate*, *potion of bull's strength*, *potion of cure moderate wounds* x2, *potion of enlarge person*, *potion of shield of faith* +2, *oil of magic weapon*, crowbar, longbow, masterwork heavy steel shield, masterwork longsword, silk rope (50 ft.), tanglefoot bag, thunderstone, 3 gp.

APPENDIX 4 – APL 8

ENCOUNTER 3

Adult Mist Dragon: Large Dragon (Aquatic, Water); CR 10; HD 18d12+72; hp 234; Init +0; Spd 40 ft., fly 150 ft. (poor), swim 60 ft.; AC 26, touch 9, flat-footed 26 (-1 size, +17 natural); Base Atk/Grp: +18/+28; Atk +23 melee (3d6+6, bite); Full Atk +23 melee (3d6+6, bite), +21 melee (1d8+3, 2 claws), +21 melee (1d6+3, 2 wings), +21 melee (1d8+9, tail slap); SA Breath weapon 7d6, frightful presence DC 21, spells; SQ Immune to acid, immune to fire, mist form, spell-like abilities, DR 5/magic, SR 18, blindsense 60 ft., low-light vision, darkvision 120 ft.; Space/Reach 10 ft./5 ft. (10 ft. with bite); AL N; SV Fort +15, Ref +11, Will +13; Str 23, Dex 10, Con 19, Int 14, Wis 15, Cha 14.

Skills & Feats: Bluff +23, Concentration +25, Listen +23, Search +23, Sense Motive +23, Spot +23, Survival +23, Swim +27; Clinging Breath^{DR}, Flyby Attack, Hover, Improved Natural Attack [bite], Maximize Breath^{DR}, Multiattack, Wingover. ^{DR}Draconomicon

Breath Weapon (Su): 40 ft. cone, damage 7d6 fire, Reflex DC 23 half; or 80 ft. line, sickened 1d6+6 rounds, Fort DC 23 negates.

Mist Form (Su): At will as a standard action, a mist dragon can assume a misty form. This power works just like a *gaseous form* spell cast by a character of the dragon's age category or caster level (whichever is higher), except as follows: The dragon loses its natural armor bonus, but gains a +12 deflection bonus to AC. While in mist form the dragon is indistinguishable from mist or fog and gains total concealment when in any kind of natural or magical fog or mist. The dragon's damage reduction increases to 15/magic. The dragon can fly at half its normal flying speed, with perfect maneuverability. The dragon cannot use its natural weaponry or breath weapon, but it can use its spell-like abilities and spells. The dragon can dismiss the effect as a standard action.

Frightful Presence (Ex): 180 ft. radius, HD 18 or less, Will DC 21 negates.

Spell-Like Abilities: 3/day – fog cloud, gust of wind, sleet storm, wind wall. Caster level 7th; save DC 12 + spell level.

Languages: Draconic.

Sorcerer Spells Known (6/7/7/4, save DC = 12 + spell level): 0 – daze, detect magic, flare, ray of frost, resistance, touch of fatigue; 1st – breath flare^{DR}, grease, mage armor, magic missile, ray of enfeeblement; 2nd – mirror image, razorfangs^{DR}, scorching ray; 3rd – blinding breath^{DR}, fireball. Caster Level 7th. ^{DR}Draconomicon

Description: This dragon has a finlike crest running down its spine from just behind its head all the way to the tip of its long, flattened tail. Its head is very broad near the neck, and it tapers to a long snout, giving it an arrow-like shape. A pair of long barbs hangs from the upper lip and the end of the snout. The dragon has a heavy brow ridges over its eyes, two large horns rising

from the back of the head, and clusters or hornlets at the base of the upper jaw. The scent of rain surrounds the dragon.

Adapted from *Monster Mayhem: Mist Dragon* by Skip Williams.

ENCOUNTER 5

Mist Wraith Swarm: Tiny Undead (Incorporeal, Swarm); CR 9; HD 18d12+12; hp 174; Init +4; Spd fly 30 ft. (good); AC 18, touch 18, flat-footed 14 (+2 size, +4 Dex, +4 deflection); Base Atk/Grp: +9/-; Atk melee (1d6 plus 1d6 Con drain, Swarm); Full Atk melee (1d6 plus 1d6 Con drain); SA Distraction, constitution drain; SQ Darkvision 60 ft., half damage from slashing and piercing, incorporeal traits, swarm traits, undead traits; Space/Reach 15 ft./0 ft.; AL CE; SV Fort +10, Ref +10, Will +11; Str -, Dex 18, Con -, Int 2, Wis 11, Cha 18.

Skills & Feats: Listen +12, Spot +13; Alertness, Toughness (x4).

Distraction (Ex): Any living creature vulnerable to a mist wraith swarm's damage that begins its turn with a swarm in its square is nauseated for 1 round; a DC 19 Fortitude negates the effect. Even after a successful save, spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills requiring patience and concentration requires a DC 20 Concentration check. The save DC is Charisma-based.

Constitution Drain (Su): Living creatures hit by a mist wraith swarm's swarm attack must succeed on a DC 23 Fortitude save or take 1d6 points of Constitution drain. The save DC is Charisma-based. On each successful attack, the mist wraith swarm gains 5 temporary hit points.

Description: A ghostly swarm of ephemeral shapes flitters and glides through the mists.

ENCOUNTER 15

Siraleth, Male Human Rog9: Medium Humanoid (Human); CR 9; HD 9d6+9; hp 49; Init +4; Spd 30 ft.; AC 21, touch 15, flat-footed 17 (+4 Dex, +6 armor, +1 deflection); Base Atk/Grp: +6/+7; Atk +11 melee (1d6+2, 15-20, +1 *keen rapier*); Full Atk +11/+6 melee (1d6+2, 15-20, +1 *keen rapier*); SA Sneak attack +5d6; SQ Trapfinding, evasion, trap sense +3, uncanny dodge, improved uncanny dodge; AL NG; SV Fort +5, Ref +11, Will +4; Str 12, Dex 18, Con 12, Int 12, Wis 10, Cha 12.

Skills & Feats: Balance +8, Bluff +13, Climb +4, Decipher Script +6, Disable Device +13, Escape Artist +16, Forgery+4, Gather Information +3, Hide +6, Knowledge [local – Sheldomar Valley Metaregion] +3, Listen +12, Move Silently +7, Open Lock +8, Search +4, Sense Motive +2, Sleight of Hand +16, Spot +12, Tumble +18, Use Magic Device +4; Dodge, Improved Feint, Mobility, Spring Attack, Weapon Finesse [rapier].

Languages: Common.

Possessions: +1 *keen rapier*, *cloak of resistance* +1, *elixir of truth*, *elixir of vision*, *hat of disguise*, *mithralmist shirt*^{CA}, *potion of cure serious wounds*, *potion of sanctuary*, *ring of protection* +1, thieves' tools. ^{CA}Complete Arcane

Mist Chameleon Agent, Male Human Ftr6: Medium humanoid (human); CR 6; HD 6d10+12; hp 57; Init +6; Spd 20 ft.; AC 21, touch 12, flat-footed 19 (+2 Dex, +6 armor, +3 shield); Base Atk/Grp: +6/+9; Atk +11 melee (1d8+6, 19-20, +1 *longsword*) or +8 ranged (1d8, x3, longbow); Full Atk +11/+6 melee (1d8+6, 19-20, +1 *longsword*) or +8/+3 ranged (1d8, x3, longbow); SA -; SQ -; AL NG; SV Fort +7, Ref +4, Will +2; Str 17, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills & Feats: Climb +6, Intimidate +7, Ride +5, Spot +3; Cleave, Close-Quarters Fighting^{CW}, Combat Reflexes, Improved Initiative, Power Attack, Power Critical^{CW}, Weapon Focus [longsword], Weapon Specialization [longsword]. ^{CW}Complete Warrior

Languages: Common.

Possessions: +1 *breastplate*, +1 *heavy steel shield*, +1 *longsword*, *potion of bull's strength*, *potion of cure moderate wounds* x2, *potion of enlarge person*, crowbar, longbow, silk rope (50 ft.), tanglefoot bag, thunderstone, 3 gp.

APPENDIX 5 – APL 10

ENCOUNTER 3

Mature Adult Mist Dragon: Huge Dragon (Aquatic, Water); CR 12; HD 21d12+105; hp 294; Init +4; Spd 40 ft., fly 150 ft. (poor), swim 60 ft.; AC 28, touch 8, flat-footed 28 (-2 size, +20 natural); Base Atk/Grp: +21/+37; Atk +27 melee (3d8+8, bite); Full Atk +27 melee (3d8+8, bite), +25 melee (2d6+4, 2 claws), +25 melee (1d8+4, 2 wings), +25 melee (2d6+12, tail slap); SA Breath weapon 8d6, frightful presence DC 23, spells; SQ Immune to acid, immune to fire, mist form, spell-like abilities, DR 10/magic, SR 20, blindsense 60 ft., low-light vision, darkvision 120 ft.; Space/Reach 15 ft./10 ft. (15 ft. with bite); AL N; SV Fort +17, Ref +12, Will +15; Str 27, Dex 10, Con 21, Int 16, Wis 17, Cha 16.

Skills & Feats: Bluff +27, Concentration +29, Intimidate +27, Listen +27, Search +27, Sense Motive +27, Spot +27, Survival +27, Swim +32; Clinging Breath^{DR}, Flyby Attack, Hover, Improved Initiative, Improved Natural Attack [bite], Maximize Breath^{DR}, Multiattack, Wingover. ^{DR}Draconomicon

Breath Weapon (Su): 50 ft. cone, damage 8d6 fire, Reflex DC 25 half; or 100 ft. line, sickened 1d6+7 rounds, Fort DC 25 negates.

Mist Form (Su): At will as a standard action, a mist dragon can assume a misty form. This power works just like a *gaseous form* spell cast by a character of the dragon's age category or caster level (whichever is higher), except as follows: The dragon loses its natural armor bonus, but gains a +14 deflection bonus to AC. While in mist form the dragon is indistinguishable from mist or fog and gains total concealment when in any kind of natural or magical fog or mist. The dragon's damage reduction increases to 20/magic. The dragon can fly at half its normal flying speed, with perfect maneuverability. The dragon cannot use its natural weaponry or breath weapon, but it can use its spell-like abilities and spells. The dragon can dismiss the effect as a standard action.

Frightful Presence (Ex): 210 ft. radius, HD 21 or less, Will DC 23 negates.

Crush (Ex): Area 15 ft. by 15 ft.; Small or smaller opponents take 2d8+12 points of bludgeoning damage, and must succeed on a DC 25 Reflex save or be pinned.

Spell-Like Abilities: 3/day – fog cloud, gust of wind, sleet storm, wind wall. Caster level 9th; save DC 13 + spell level.

Languages: Draconic.

Sorcerer Spells Known (6/7/7/7/4, save DC = 13 + spell level): 0 – daze, detect magic, flare, ghost sound, ray of frost, resistance, touch of fatigue; 1st – breath flare^{DR}, grease, mage armor, magic missile, ray of enfeeblement; 2nd – mirror image, razorfangs^{DR}, scintillating scales, scorching ray; 3rd – blinding breath^{DR}, fireball, haste; 4th – enervation, sharptooth^{DR}. Caster Level 9th. ^{DR}Draconomicon

Description: This dragon has a finlike crest running down its spine from just behind its head all the way to

the tip of its long, flattened tail. Its head is very broad near the neck, and it tapers to a long snout, giving it an arrow-like shape. A pair of long barbs hangs from the upper lip and the end of the snout. The dragon has a heavy brow ridges over its eyes, two large horns rising from the back of the head, and clusters or hornlets at the base of the upper jaw. The scent of rain surrounds the dragon.

Adapted from *Monster Mayhem: Mist Dragon* by Skip Williams.

ENCOUNTER 5

Mist Wraith Swarm: Tiny Undead (Incorporeal, Swarm); CR 9; HD 18d12+12; hp 174; Init +4; Spd fly 30 ft. (good); AC 18, touch 18, flat-footed 14 (+2 size, +4 Dex, +4 deflection); Base Atk/Grp: +9/-; Atk melee (1d6 plus 1d6 Con drain, Swarm); Full Atk melee (1d6 plus 1d6 Con drain); SA Distraction, constitution drain; SQ Darkvision 60 ft., half damage from slashing and piercing, incorporeal traits, swarm traits, undead traits; Space/Reach 15 ft./0 ft.; AL CE; SV Fort +10, Ref +10, Will +11; Str -, Dex 18, Con -, Int 2, Wis 11, Cha 18.

Skills & Feats: Listen +12, Spot +13; Alertness, Toughness (x4).

Distraction (Ex): Any living creature vulnerable to a mist wraith swarm's damage that begins its turn with a swarm in its square is nauseated for 1 round; a DC 19 Fortitude negates the effect. Even after a successful save, spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills requiring patience and concentration requires a DC 20 Concentration check. The save DC is Charisma-based.

Constitution Drain (Su): Living creatures hit by a mist wraith swarm's swarm attack must succeed on a DC 23 Fortitude save or take 1d6 points of Constitution drain. The save DC is Charisma-based. On each successful attack, the mist wraith swarm gains 5 temporary hit points.

Description: A ghostly swarm of ephemeral shapes flitters and glides through the mists.

ENCOUNTER 15

Siraleth, Male Human Rog11: Medium Humanoid (Human); CR 11; HD 11d6+11; hp 60; Init +5; Spd 30 ft.; AC 23, touch 16, flat-footed 18 (+5 Dex, +6 armor, +1 deflection, +1 natural); Base Atk/Grp: +8/+9; Atk +14 melee (1d6+2, 15-20, +1 keen rapier); Full Atk +14/+9 melee (1d6+2, 15-20, +1 keen rapier); SA Sneak attack +6d6; SQ Trapfinding, evasion, trap sense +3, uncanny dodge, improved uncanny dodge, skill mastery; AL NG; SV Fort +5, Ref +13, Will +4; Str 12, Dex 20, Con 12, Int 12, Wis 10, Cha 12.

Skills & Feats: Balance +10, Bluff +15, Climb +5, Decipher Script +7, Disable Device +15, Escape Artist

+19, Forgery+5, Gather Information +4, Hide +8, Knowledge [local – Sheldomar Valley Metaregion] +3, Listen +14, Move Silently +8, Open Lock +9, Search +4, Sense Motive +2, Sleight of Hand +19, Spot +14, Tumble +21, Use Magic Device +4; Dodge, Improved Feint, Mobility, Spring Attack, Weapon Finesse [rapier].

Skill Mastery: Siraleth is so certain in the use of certain skills that he can use them reliably even under adverse conditions. When making a Balance, Bluff, Escape Artist, or Tumble check, he may take 10 even if stress and distractions would normally prevent him from doing so.

Languages: Common.

Possessions: +1 keen rapier of deadly precision^{CV}, amulet of natural armor +1, cloak of resistance +1, elixir of truth, elixir of vision, gloves of dexterity +2, hat of disguise, mithralmist shirt^{CA}, potion of cure serious wounds, potion of sanctuary, ring of protection +1, thieves' tools. ^{CA}Complete Arcane ^{CV}Complete Adventurer

Mist Chameleon Agent, Male Human Ftr8: Medium humanoid (human); CR 8; HD 8d10+16; hp 76; Init +6; Spd 20 ft.; AC 21, touch 12, flat-footed 19 (+2 Dex, +6 armor, +3 shield); Base Atk/Grp: +8/+13; Atk +15 melee (1d8+8, 17-20, +1 longsword) or +10 ranged (1d8, x3, longbow); Full Atk +15/+10 melee (1d8+8, 17-20, +1 longsword) or +10/+5 ranged (1d8, x3, longbow); SA -; SQ -; AL NG; SV Fort +8, Ref +4, Will +2; Str 20, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills & Feats: Climb +8, Intimidate +7, Listen +3, Ride +5, Spot +3; Cleave, Close-Quarters Fighting^{CW}, Combat Reflexes, Improved Critical [longsword], Improved Initiative, Power Attack, Power Critical^{CW}, Weapon Focus [longsword], Weapon Specialization [longsword]. ^{CW}Complete Warrior

Languages: Common.

Possessions: +1 breastplate, +1 heavy steel shield, +1 longsword, gauntlets of ogre power, potion of cure moderate wounds x2, potion of enlarge person, potion of shield of faith +2, crowbar, longbow, silk rope (50 ft.), tanglefoot bag x2, thunderstone, 3 gp.

APPENDIX 6 – APL 12

ENCOUNTER 3

Old Mist Dragon: Huge Dragon (Aquatic, Water); CR 15; HD 24d12+120; hp 336; Init +4; Spd 40 ft., fly 150 ft. (poor), swim 60 ft.; AC 31, touch 8, flat-footed 31 (-2 size, +23 natural); Base Atk/Grp: +24/+41; Atk +31 melee (3d8+9, 19-20, bite); Full Atk +31 melee (3d8+9, 19-20, bite), +29 melee (2d6+4, 2 claws), +29 melee (1d8+4, 2 wings), +29 melee (2d6+13, tail slap); SA Breath weapon 9d6, frightful presence DC 25, spells; SQ Immune to acid, immune to fire, mist form, spell-like abilities, DR 10/magic, SR 21, blindsense 60 ft., low-light vision, darkvision 120 ft.; Space/Reach 15 ft./10 ft. (15 ft. with bite); AL N; SV Fort +19, Ref +14, Will +17; Str 29, Dex 10, Con 21, Int 16, Wis 17, Cha 16.

Skills & Feats: Bluff +30, Concentration +32, Intimidate +30, Listen +30, Search +30, Sense Motive +30, Spot +30, Survival +30, Swim +36; Clinging Breath^{DR}, Flyby Attack, Hover, Improved Critical [bite], Improved Initiative, Improved Natural Attack [bite], Maximize Breath^{DR}, Multiattack, Wingover. ^{DR}Draconomicon

Breath Weapon (Su): 50 ft. cone, damage 9d6 fire, Reflex DC 27 half; or 100 ft. line, sickened 1d6+8 rounds, Fort DC 27 negates.

Mist Form (Su): At will as a standard action, a mist dragon can assume a misty form. This power works just like a *gaseous form* spell cast by a character of the dragon's age category or caster level (whichever is higher), except as follows: The dragon loses its natural armor bonus, but gains a +16 deflection bonus to AC. While in mist form the dragon is indistinguishable from mist or fog and gains total concealment when in any kind of natural or magical fog or mist. The dragon's damage reduction increases to 20/magic. The dragon can fly at half its normal flying speed, with perfect maneuverability. The dragon cannot use its natural weaponry or breath weapon, but it can use its spell-like abilities and spells. The dragon can dismiss the effect as a standard action.

Frightful Presence (Ex): 240 ft. radius, HD 24 or less, Will DC 25 negates.

Crush (Ex): Area 15 ft. by 15 ft.; Small or smaller opponents take 2d8+13 points of bludgeoning damage, and must succeed on a DC 27 Reflex save or be pinned.

Spell-Like Abilities: 3/day – fog cloud, gust of wind, sleet storm, wind wall; 1/day – solid fog. Caster level 11th; save DC 13 + spell level.

Languages: Draconic.

Sorcerer Spells Known (6/7/7/7/6/4, save DC = 13 + spell level): 0 – acid splash, daze, detect magic, flare, ghost sound, ray of frost, resistance, touch of fatigue; 1st – breath flare^{DR}, grease, mage armor, magic missile, ray of enfeeblement; 2nd – false life, mirror image, razorfangs^{DR}, scintillating scales, scorching ray; 3rd – blinding breath^{DR}, displacement, fireball, haste; 4th – dispelling breath^{DR}, enervation, sharptooth^{DR}; 5th – dominate person, wall of force. Caster Level 11th. ^{DR}Draconomicon

Description: This dragon has a finlike crest running down its spine from just behind its head all the way to the tip of its long, flattened tail. Its head is very broad near the neck, and it tapers to a long snout, giving it an arrow-like shape. A pair of long barbs hangs from the upper lip and the end of the snout. The dragon has a heavy brow ridges over its eyes, two large horns rising from the back of the head, and clusters or hornlets at the base of the upper jaw. The scent of rain surrounds the dragon.

Adapted from *Monster Mayhem: Mist Dragon* by Skip Williams.

ENCOUNTER 5

Mist Wraith Swarm: Tiny Undead (Incorporeal, Swarm); CR 9; HD 18d12+12; hp 174; Init +4; Spd fly 30 ft. (good); AC 18, touch 18, flat-footed 14 (+2 size, +4 Dex, +4 deflection); Base Atk/Grp: +9/-; Atk melee (1d6 plus 1d6 Con drain, Swarm); Full Atk melee (1d6 plus 1d6 Con drain); SA Distraction, constitution drain; SQ Darkvision 60 ft., half damage from slashing and piercing, incorporeal traits, swarm traits, undead traits; Space/Reach 15 ft./0 ft.; AL CE; SV Fort +10, Ref +10, Will +11; Str -, Dex 18, Con -, Int 2, Wis 11, Cha 18.

Skills & Feats: Listen +12, Spot +13; Alertness, Toughness (x4).

Distraction (Ex): Any living creature vulnerable to a mist wraith swarm's damage that begins its turn with a swarm in its square is nauseated for 1 round; a DC 19 Fortitude negates the effect. Even after a successful save, spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills requiring patience and concentration requires a DC 20 Concentration check. The save DC is Charisma-based.

Constitution Drain (Su): Living creatures hit by a mist wraith swarm's swarm attack must succeed on a DC 23 Fortitude save or take 1d6 points of Constitution drain. The save DC is Charisma-based. On each successful attack, the mist wraith swarm gains 5 temporary hit points.

Description: A ghostly swarm of ephemeral shapes flitters and glides through the mists.

ENCOUNTER 15

Siraeth, Male Human Rog13: Medium Humanoid (Human); CR 13; HD 13d6+13; hp 71; Init +5; Spd 30 ft.; AC 25, touch 18, flat-footed 20 (+5 Dex, +6 armor, +3 deflection, +1 natural); Base Atk/Grp: +9/+10; Atk +15 melee (1d6+2, 15-20, +1 keen rapier); Full Atk +15/+10 melee (1d6+2, 15-20, +1 keen rapier); SA Sneak attack +7d6, crippling strike; SQ Trapfinding, evasion, trap sense +4, uncanny dodge, improved uncanny dodge, skill mastery; AL NG; SV Fort +6, Ref +14, Will +5; Str 12, Dex 21, Con 12, Int 12, Wis 10, Cha 12.

Skills & Feats: Balance +10, Bluff +17, Climb +5, Decipher Script +7, Disable Device +17, Escape Artist +21, Forgery+5, Gather Information +4, Hide +8, Knowledge [local – Sheldomar Valley Metaregion] +3, Listen +16, Move Silently +8, Open Lock +9, Search +10, Sense Motive +2, Sleight of Hand +21, Spot +16, Tumble +23, Use Magic Device +4; Dodge, Improved Feint, Mobility, Spring Attack, Staggering Strike, Weapon Finesse [rapier].

Skill Mastery: Siraeth is so certain in the use of certain skills that he can use them reliably even under adverse conditions. When making a Balance, Bluff, Escape Artist, or Tumble check, he may take 10 even if stress and distractions would normally prevent him from doing so.

Crippling Strike (Ex): Siraeth can sneak attack opponents with such precision that his blows weaken and hamper them. An opponent damaged by one of his sneak attacks also takes 2 points of Strength damage. Ability points lost to damage return on their own at the rate of 1 point per day for each damaged ability.

Languages: Common.

Possessions: +1 keen rapier of deadly precision^{CV}, amulet of natural armor +1, cloak of resistance +1, elixir of truth, elixir of vision, gloves of dexterity +2, hat of disguise, mithralmist shirt^{CA}, potion of cure serious wounds x2, potion of enlarge person, potion of sanctuary, ring of blinking, ring of protection +3, thieves' tools.^{CA}Complete Arcane ^{CV}Complete Adventurer

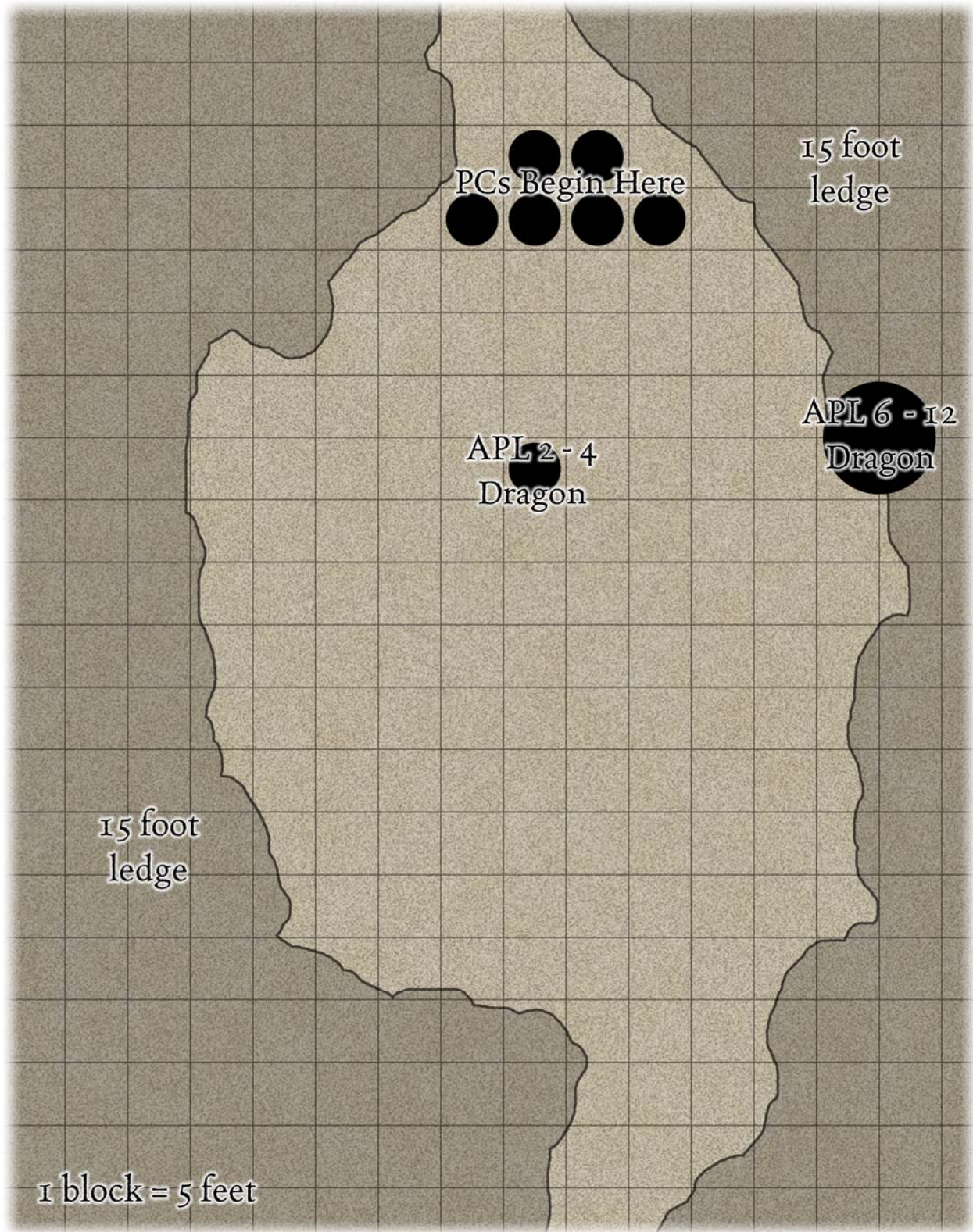
Mist Chameleon Agent, Male Human Ftr10: Medium humanoid (human); CR 10; HD 10d10+20; hp 95; Init +6; Spd 20 ft.; AC 21, touch 12, flat-footed 19 (+2 Dex, +6 armor, +3 shield); Base Atk/Grp: +10/+15; Atk +18 melee (1d8+8 plus 1d6 fire, 17-20, +1 flaming longsword) or +12 ranged (1d8, x3, longbow); Full Atk +18/+13 melee (1d8+8 plus 1d6 fire, 17-20, +1 flaming longsword) or +12/+7 ranged (1d8, x3, longbow); SA -; SQ -; AL NG; SV Fort +9, Ref +5, Will +3; Str 20, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills & Feats: Climb +8, Intimidate +7, Listen +3, Ride +5, Spot +6; Cleave, Close-Quarters Fighting^{CW}, Combat Reflexes, Greater Weapon Focus [longsword], Improved Critical [longsword], Improved Initiative, Improved Unarmed Strike, Power Attack, Power Critical^{CW}, Weapon Focus [longsword], Weapon Specialization [longsword].^{CW}Complete Warrior

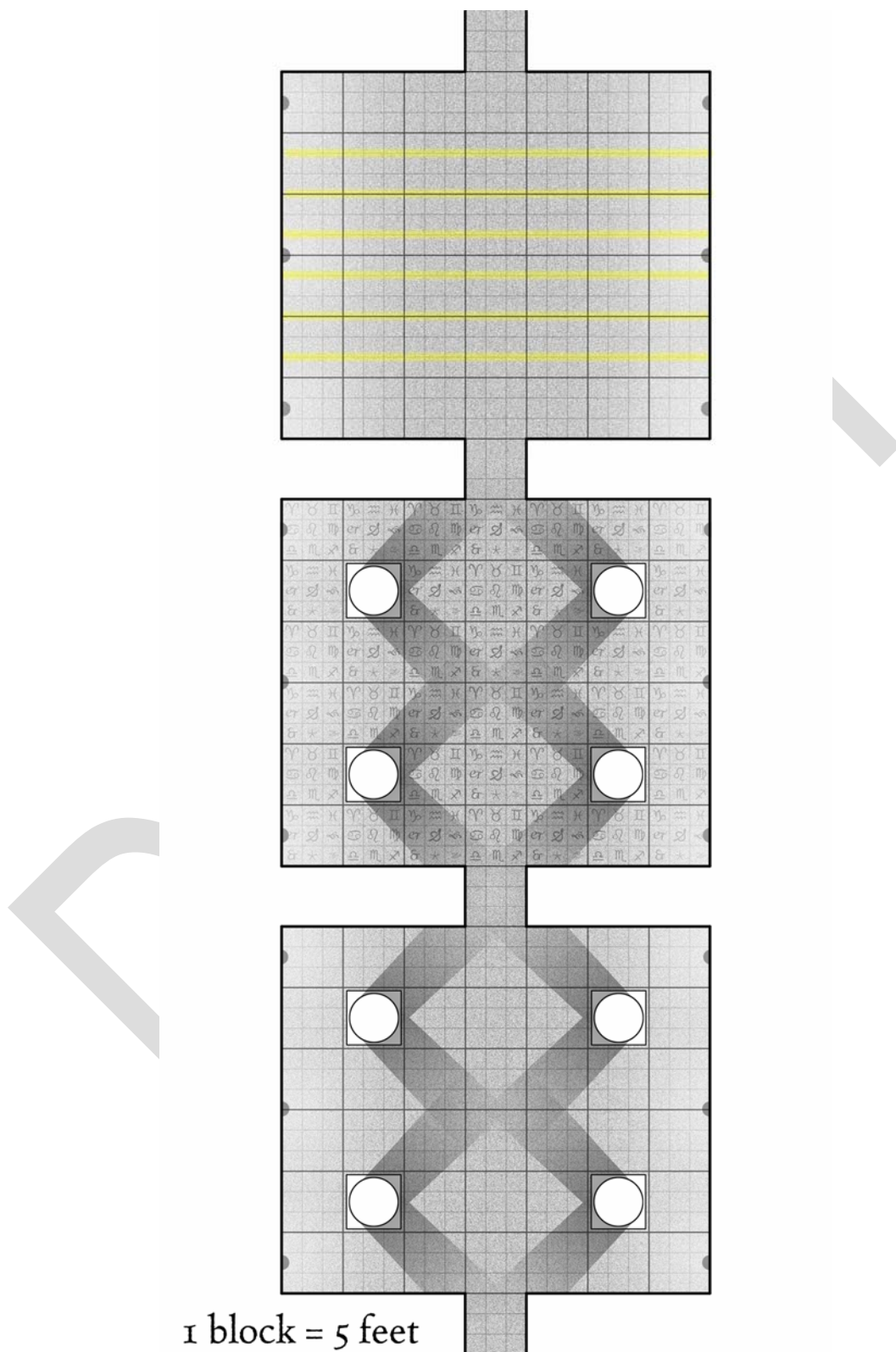
Languages: Common.

Possessions: +1 breastplate, +1 heavy steel shield, +1 flaming longsword, gauntlets of ogre power, potion of cure serious wounds, potion of enlarge person, potion of protection from arrows 10/magic, potion of shield of faith +2, crowbar, everburning torch, longbow, silk rope (50 ft.), smokestick x2, tanglefoot bag x2, thunderstone, 3 gp.

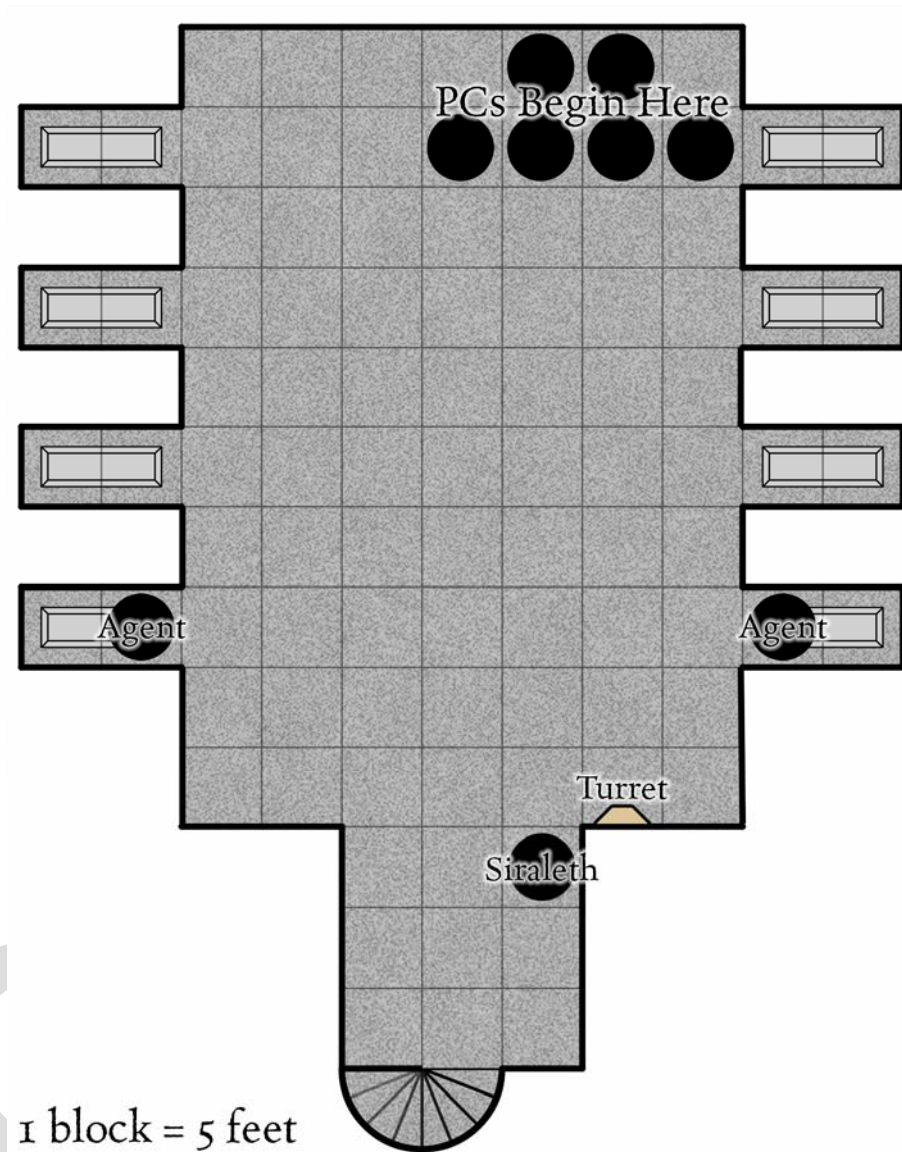
DM AID: MAP #1 – MIST DRAGON'S LAIR



DM AID: MAP #2 – THE TEMPLE OF THE MISTS



DM AID: MAP #3 – THE TEMPLE CRYPT



DM AID: NEW RULES

NEW FEATS

Clinging Breath [Metabreath] (Draconomicon, page 67)

Your breath weapon clings to creatures and continues to affect them in the round after you breathe.

Prerequisites: Con 13, breath weapon.

Benefit: Your breath weapon has its normal effect, but also clings to anything caught in its area. A clinging breath weapon lasts for 1 round. In the round after you breathe, the clinging breath weapon deals half of the damage it dealt in the previous round. Creatures that avoid damage from the breath weapon (such as creatures with the evasion special quality or incorporeal creatures) do not take the extra damage. For example, an old silver dragon uses its cold breath and deals 72 points of cold damage (or 36 points against a target that makes its save). In the following round, foes that failed their saves against the breath weapon initially take an additional 36 points of cold damage, and foes that succeed on their saves take 18 points of cold damage.

A foe can take a full-round action to attempt to remove the clinging breath taking any additional damage. It takes a successful Reflex saving throw (same DC as your normal breath weapon) to remove the effect. Rolling around on the ground grants a +2 on the saving throw, but leaves the foe prone. A clinging breath weapon cannot be removed or smothered by jumping into water. A clinging breath weapon can be magically dispelled (DC equal to your breath weapon save DC).

This feat only works on a breath weapon that has instantaneous duration and that deals some kind of damage, such as energy damage (acid, cold, electricity, fire, or sonic), ability damage, or negative levels.

When you use this feat, add +1 to the number of rounds you must wait before using your breath weapon again.

Special: You can apply this feat more than once to the same breath weapon. Each time you do, the clinging breath lasts an additional round.

Maximize Breath [Metabreath] (Draconomicon, page 71)

You can take a full-round action to use your breath weapon to maximum effect.

Prerequisites: Con 17, breath weapon.

Benefits: If you use your breath weapon as a full-round action, all variable, numeric effects of the attack are maximized. A maximized breath weapon deals maximum damage, lasts for the maximum time, or the like. For example, an old silver dragon using a maximized cold breath weapon (damage 16d8) deals 128 points of damage. An old silver dragon using a maximized paralysis gas breath weapon (duration 1d6+8 rounds) paralyzes creatures for 14 rounds if they fail their saving throws.

The DCs for saving throws against your breath weapon are not affected.

When you use this feat, add +3 to the number of rounds you must wait before using your breath weapon again.

This feat stacks with the effects of breath weapons enhanced with other metabreath feats, but does not maximize them. For example, a maximized breath weapon further enhanced by the Tempest Breath feat produces the type of wind effect noted in the feat description, but the velocity of the wind is not also maximized.

Special: You cannot use this feat and the Quicken Breath feat on the same breath weapon at the same time.

Staggering Strike [General] (Complete Adventurer, page 112)

You can deliver a wound that hampers an opponent's movement.

Prerequisite: Base attack bonus +6, sneak attack.

Benefit: If you deal damage with a melee sneak attack, you can also deliver a wound that limits your foe's mobility. For 1 round (or until the target is the beneficiary of a DC 15 Heal check or any magical healing that restores at least 1 hit point, whichever comes first), your target is treated as if it were staggered, even if its nonlethal damage doesn't exactly equal its current hit points. A target can resist this effect by making a successful Fortitude save (DC equal to damage dealt). Multiple staggering strikes on the same creature do not stack. This feat has no effect on creatures not subject to sneak attack damage.

NEW ITEMS

Armbands of Might (Complete Adventurer, page 132)

These bronze armbands grant their wearer a +2 bonus on Strength checks and Strength-based skill checks. If the wearer has the Power Attack feat, he gains a +2 bonus on melee damage rolls on any attack on which he uses the Power Attack feat and takes a penalty of at least -2 on his attack roll.

Armbands occupy the same space on the body as a pair of bracers or bracelets.

Faint transmutation; CL 3rd; Craft Wondrous Item, *bull's strength*; Price 4,100 gp.

Deadly Precision Weapon Enhancement (Complete Adventurer, page 127)

A *deadly precision* weapon deals an extra 2d6 points of damage when its wielder makes a successful sneak attack. This ability does not bestow the ability to make sneak attacks upon a user who does not already have it.

Moderate transmutation; CL 12th; Craft Magic Arms and Armor; *keen edge*; Price +2 bonus.

Mithralmist Shirt (Complete Arcane, page 142)

Forged from a silver-white mithral alloy, a *mithralmist shirt* is a +2 *mithral shirt* that fills the wearer's square with a billowing silver mist on command. The mist grants the wearer concealment but does not interfere with his vision. The armor sheds silver mist for 1 minute per use, up to seven times per day. Finally, once per day, the wearer of this armor can assume *gaseous form* for up to 10 minutes.

Moderate abjuration; CL 6th; Craft Magic Arms and Armor; *gaseous form*, *obscuring mist*; Price 21,300 gp.

Songblade (Complete Adventurer, page 130)

Every move made with this +1 *rapier* fills the air with sweet sounds. While holding a *songblade* unsheathed, the sword's wielder gains a +2 enhancement bonus on Perform checks. A bard wielding a *songblade* can use her bardic music abilities one additional time per day. The blade is scored in a beautiful, intricate pattern, and air moving across this magical etching generates the music of a *songblade*. The blade's musical qualities do not function underwater, in a vacuum, or in other environments where air can not freely pass over the blade.

Moderate transmutation; CL 9th; Craft Magic Arms and Armor; *sculpt sound*, creator must have bardic music class feature; Price 6,400.

NEW SPELLS

Blinding Breath (Draconomicon, page 73)

Transmutation [Light]

Level: Sor/Wiz 3

As *breath flare*, except that targets that fail their saving throws against your breath weapon are permanently blinded, rather than dazzled.

Breath Flare (Draconomicon, page 73)

Transmutation [Light]

Level: Sorcerer/wizard 1

Components: S, B

Casting Time: 1 standard action

Range: Personal

Target: Your breath weapon

Duration: Instantaneous

If your breath weapon uses fire or electricity, it is infused with bright light. In addition to taking the normal fire or electricity damage, creatures that fail their saving throws against the breath weapon are dazzled for 1 minute per caster level. Sightless creatures are not affected by *breath flare*. The modification applies only to the breath produced as part of casting.

Dispelling Breath (Draconomicon, page 78)

Abjuration

Level: Sorcerer/wizard 4

Components: S, B

Casting Time: 1 standard action

Range: Personal

Target: Your breath weapon

Duration: Instantaneous

Your breath weapon acts as a targeted *dispel magic*, possibly dispelling magical effects affecting creatures caught in its area. The modification applies only to the breath produced as part of casting.

For each creature or object that fails its saving throw against your breath weapon and that is the target of one or more spells, you make a dispel check against each ongoing spell currently in effect on the object or creature. A dispel check is 1d20 + 1 per caster level (maximum +15) against a DC of 11 + the spell's caster level. A creature's magic items are not affected, and creatures and objects that rolled successful saving throws against your breath weapon are likewise not affected.

If a creature that is the effect of an ongoing spell (such as a monster summoned by monster summoning), is in the area and fails its saving throw against your breath weapon, you can also make a dispel check to end the spell that conjured the creature (returning it whence it came).

For each ongoing area or effect spell centered within the area of your breath weapon, you make a dispel check to dispel the spell.

You may choose to automatically succeed on dispel checks against any spell that you have cast.

Razorfangs (Draconomicon, page 80)

Transmutation

Level: Sor/Wiz 3

Components: V

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Choose one of your natural weapons that deals slashing or piercing damage (your bite or a single claw). That natural weapon's threat range doubles (in most cases, becoming 19-20). This spell does not stack with any other effects that increase a weapon's threat range.

This spell's name derives from a marked preference among dragons for improving their bite attack with the spell, but works equally well on a claw attack.

Sharptooth (Draconomicon, page 81)

Transmutation

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Choose one of your natural weapons (your bite, a single claw, a wing, a crush, a tail slap, or a tail sweep). For the duration of the spell, that natural weapon deals damage as though you were one size larger than your actual size. You cannot gain additional attack forms (such as a tail slap) by using the spell; you can only improve attacks you already possess. This spell does not stack with itself.

PLAYER HANDOUT #1 – INTRODUCTION 1

Thornward is truly the center of civilization in the March of Bissel – and with no pressing business, you've decided to enjoy what metropolitan delights it has to offer.

You've spent the past few hours enjoying a leisurely lunch at the Pale Dragon Inn, a small but boisterous establishment in the old Bissel quarter. Your stomach full of smoked meats and winter ale, you pull your cloak tightly about you, and head back out into the winter chill.

You now stroll past a small covered bridge, traversing little more than a stream. A tarnished copper sign reads "Thrushriver Crossing". As you make for the shelter of the bridge, a city watchman emerges from within, startling you.

"You there, stop!" He stops suddenly, a confused look on his face. "Oh... my apologies, citizen. You're not that thief... drats... that means he went the other way... I'll never catch him, now..."

The next thing you know, you are hustling to keep up with the guardsmen, looking for a purse snatcher. You're not sure if it was your idea or his...

Your guide leads you a few blocks through the streets of Thornward. The city is alive with activity, but you are focused on the task at hand, and barely take notice of anyone else. You follow closely behind the watchman as he makes his way down a maze of back alleys. Suddenly, he stops at a nondescript residence and knocks on the door. He pauses for a moment, apparently counting to himself, and then knocks again with a slightly different pattern.

A young woman opens the door, and the watchman ushers you into the house. As the door closes tightly behind you, you are led into a dining room...

PLAYER HANDOUT #2 – INTRODUCTION 2

Thornward is truly the center of civilization in the March of Bissel – and with no pressing business, you've decided to enjoy what metropolitan delights it has to offer.

You've spent the past few hours enjoying a leisurely lunch at the Stone Wind Taproom, a small but busy establishment in the river district. Your stomach full of honeyed meats and winter ale, you pull your cloak tightly about you, and head back out into the winter chill.

You now stroll past a small covered bridge, traversing little more than a stream. A tarnished copper sign reads "Thrushriver Crossing". As you make for the shelter of the bridge, a teenage girl emerges from within, startling you.

"Snookums? Where are you?" She stops suddenly, losing her balance and running into you. "Oh... I'm so sorry! Have you seen Snookums? I can't find my little kitty cat..." A tear wells up in her eye. "I'll never find him, now..."

The next thing you know, you are hustling to keep up with the girl, looking for a lost pet. You're not sure if it was your idea or hers...

Your guide leads you a few blocks through the streets of Thornward. The city is alive with activity, but you are focused on the task at hand, and barely take notice of anyone else. You follow closely behind the girl as she makes her way down a maze of back alleys. Suddenly, she stops at a nondescript residence and knocks on the door. She pauses for a moment, apparently counting to herself, and then knocks again with a slightly different pattern.

A young woman opens the door, and the girl ushers you into the house. As the door closes tightly behind you, you are led into a dining room...

PLAYER HANDOUT #3 – INTRODUCTION 3

Thornward is truly the center of civilization in the March of Bissel – and with no pressing business, you've decided to enjoy what metropolitan delights it has to offer.

You've spent the past few hours enjoying a leisurely lunch at the Prancing Pixie tavern, an upscale establishment along the central square, in the shadow of Thornward Keep. Your stomach full of sweet breads and fine wine, you pull your cloak tightly about you, and head back out into the winter chill.

You now stroll past a small covered bridge, traversing little more than a stream. A tarnished copper sign reads "Thrushriver Crossing". As you make for the shelter of the bridge, a young woman emerges from within, startling you.

"Aiii, no, please!" She stops suddenly, losing her balance and barreling into you. "Oh... I'm so sorry. I thought you were my fiancé... he's so mad at me... I'll never get away from him..."

The next thing you know, you are hustling to keep up with the damsel in distress, helping her find a safe place to hide. You're not sure if it was your idea or hers...

Your guide leads you a few blocks through the streets of Thornward. The city is alive with activity, but you are focused on the task at hand, and barely take notice of anyone else. You follow closely behind the girl as she makes her way down a maze of back alleys. Suddenly, she stops at a nondescript residence and knocks on the door. She pauses for a moment, apparently counting to herself, and then knocks again with a slightly different pattern.

A young woman opens the door, and the girl ushers you into the house. As the door closes tightly behind you, you are led into a dining room...

PLAYER HANDOUT #4 – INTRODUCTION 4

Thornward is truly the center of civilization in the March of Bissel – and with no pressing business, you've decided to enjoy what metropolitan delights it has to offer.

You've spent the past few hours enjoying a leisurely lunch at the Cock and Bull Tavern, a rickety old tavern just inside the Eastern Gate, along the Fals River. Your stomach full of jerked beef and grog, you pull your cloak tightly about you, and head back out into the winter chill.

You now stroll past a small covered bridge, traversing little more than a stream. A tarnished copper sign reads "Thrushriver Crossing". As you make for the shelter of the bridge, a white-robed cleric emerges from within, startling you.

"Eat holy fire, dark one!" He stops suddenly, a confused look on his face. "Oh... my apologies. You're not that necromancer... drats... that means he went the other way... I'll never catch him, now..."

The next thing you know, you are hustling to keep up with the cleric, looking for a necromancer. You're not sure if it was your idea or his...

Your guide leads you a few blocks through the streets of Thornward. The city is alive with activity, but you are focused on the task at hand, and barely take notice of anyone else. You follow closely behind the cleric as he makes his way down a maze of back alleys. Suddenly, he stops at a nondescript residence and knocks on the door. He pauses for a moment, apparently counting to himself, and then knocks again with a slightly different pattern.

A young woman opens the door, and the cleric ushers you into the house. As the door closes tightly behind you, you are led into a dining room...

PLAYER HANDOUT #5 – INTRODUCTION 5

Thornward is truly the center of civilization in the March of Bissel – and with no pressing business, you’ve decided to enjoy what metropolitan delights it has to offer.

You’ve spent the past few hours enjoying a leisurely lunch at the Halfway Inn, a large tavern that extends over and past the southern wall of the city, giving a spectacular view of the waterfalls and Watchtower Gate. Your stomach full of spiced meats and mulled cider, you pull your cloak tightly about you, and head back out into the winter chill.

You now stroll past a small covered bridge, traversing little more than a stream. A tarnished copper sign reads “Thrushriver Crossing”. As you make for the shelter of the bridge, a man in noble attire emerges from within, startling you.

“Aha, I have you now, blackheart!” He stops suddenly, a confused look on his face. “Bah... you are not Montessoro! Blast... that means he went the other way... I’ll never get to duel for my honor, now...”

The next thing you know, you are hustling to keep up with the nobleman, looking for his opponent. You’re not sure if it was your idea or his...

Your guide leads you a few blocks through the streets of Thornward. The city is alive with activity, but you are focused on the task at hand, and barely take notice of anyone else. You follow closely behind the nobleman as he makes his way down a maze of back alleys. Suddenly, he stops at a nondescript residence and knocks on the door. He pauses for a moment, apparently counting to himself, and then knocks again with a slightly different pattern.

A young woman opens the door, and the nobleman ushers you into the house. As the door closes tightly behind you, you are led into a dining room...

PLAYER HANDOUT #6 – INTRODUCTION 6

Thornward is truly the center of civilization in the March of Bissel – and with no pressing business, you’ve decided to enjoy what metropolitan delights it has to offer.

You’ve spent the past few hours enjoying a leisurely lunch at the Talon Rose, a large, upscale establishment near the gates of Thornward Keep. Your stomach full of meat pastries and harvest ale, you pull your cloak tightly about you, and head back out into the winter chill.

You now stroll past a small covered bridge, traversing little more than a stream. A tarnished copper sign reads “Thrushriver Crossing”. As you make for the shelter of the bridge, an older woman emerges from within, startling you.

“Please, I beg of you...” She looks around, searching the surrounding streets with a look of panic. “Please... my grandson ran off... have you seen him? I’ll never find him ...”

The next thing you know, you are hustling to keep up with the old woman, looking for her grandson. You’re not sure if it was your idea or hers...

Your guide leads you a few blocks through the streets of Thornward. The city is alive with activity, but you are focused on the task at hand, and barely take notice of anyone else. You follow closely behind the woman as she makes her way down a maze of back alleys. Suddenly, she stops at a nondescript residence and knocks on the door. She pauses for a moment, apparently counting to herself, and then knocks again with a slightly different pattern.

A young woman opens the door, and the woman ushers you into the house. As the door closes tightly behind you, you are led into a dining room...

PLAYER HANDOUT 7 – THE GUIDE’S MARKER

The following symbols were found scratched onto a boulder at the edge of the path:



PLAYER HANDOUT 8 – THE GUIDE’S SECOND MARKER

The following symbols were found scratched onto a tree trunk at the edge of the path:



PLAYER HANDOUT 9 – GREY EGG’S MESSAGE

The following message was left for you within the covers of a dusty old book, just where Grey Egg told you it would be. The other side of the sheet bears a map of part of the Mist Chameleon headquarters.

Hello my friends;

Welcome to Mistyvale. I trust that you found the terrors of the mists to be mere trifles, and that my faith in your abilities was well founded.

Your next objective is to make your way into the Mist Chameleon Headquarters, obtain the evidence from the vault, and escape.

It would be exceedingly dangerous to try and walk in the front entrance. There is another way, however. Within the catacombs of the Temple of the Mists is the entrance to the Path, where all new agents are initiated into the order. The ceremonial chamber at the end holds an entrance to the fortress.

The map on the reverse of this page will get you from the Temple to the vault. I’ve been told that the evidence we seek is in the bin marked 221.

Remember: assuming that what we seek is actually there, what you do with it is up to you and you alone.

Good luck to you. I’m sure that you will not need it.

Grey

PLAYER HANDOUT 10 – WALL OF THE CRYPT

The following ancient message is inscribed on the wall of the crypts.

Hail to the faithful, loyal, and true.
The Masked Lady's temple is closed to you.
But seek the right path, through one of these tombs,
And you will gain knowledge of the goddess's rooms.

Lords and ladies, of each there are four.
Which of them will have the right door?
Seek not hope in the tombs of men.
A woman's shield to point you, then.

The beasts that sleep, also lie unto thee.
Beware, lest you share their false reverie.
Fear Lady Lyon, as fierce as her name.
And Lord Rosemont, peaceful, is wrong just the same.

Give no quarter, my friends, to Lady Penforth,
Who once was bishop to a see in the north.
But pale before the might of Lord Grayson of Lyne,
Straight down comes the danger – and peril is thine!

What remains? A priest both bold and wise;
With noble heart and knowing eyes.
Purity's hue, and beast of great might,
Mark the true path towards Johydee's light.

The path to the temple stands behind a crypt door.
Struggle, you shall, if your judgment is poor.
But choose the true lady, and the way shall be lit.
According to law, as here it is writ.

Each of the eight sarcophagi is marked with a heraldic device:



PLAYER HANDOUT 11 – THE ANTECHAMBER

Stepping into this ancient chamber, your mind flashes back to the first time you came here...

You were a mere initiate to the order, oblivious as to what was to come. You were led into this chamber by three figures, their identities hidden behind cowls and robes. One of them spoke to you in a deep, resonating voice.

“In the beginning, evil ruled the valley. The Whispered One held the people hostage in his undying grasp. His shadow was cast over every man.”

“But there were those that remembered freedom. Where they could, they took action to return that freedom. Our order was built upon the foundation laid by three men.”

“The first was a strong man, a great warrior. He slew many of the enemy. But where he was one, the enemy was many, and he was bested.”

“The second was a brave man, a font of courage. He pressed forth into arenas where no one else would go. But when he got there, he found he was all alone, and the enemy overcame him.”

“The third was a cunning man, wily and skilled. He bided his time, studied the enemy from the cover of darkness, and learned all he could. When he struck, it was with precision. And before the enemy could react, he was hidden once more.”

“And so was the Age of Shadows. We so learn that the same shadows that follow the enemy can also keep us from his sight. We learn to hold our tongues and stay out of sight. Secrecy and discretion are the tools of our trade. They are the most important qualities that we can possess, because without them, our efforts are haphazard and vulnerable.”

“As a sign that you have learned the lessons of the Age of Shadows, you will now cross the antechamber...”

PLAYER HANDOUT 12 – THE OUTER CHAMBER

Stepping into this ancient chamber, your mind flashes back to the first time you came here...

Having traversed the antechamber, you were led by the same three figures into this second room. The second of them spoke to you with a firm, practiced tone.

“In time, the Whispered One was defeated. The order was pleased with what it had accomplished.”

“But there were those that knew the order’s work was not done. In time, another tyrant would come, and the enslavement of man would return. Three wise members of our order led factions in different directions.”

“The first elder sent his followers to openly hunt down the agents of evil. They were successful at first, but when the next great evil arose, it had learned discretion, and thus knew to elude them.”

“The second elder sent his followers to the side of the leaders of the Sheldomar nations. They directly worked on their behalf, fighting the evils as the leaders saw fit. But they shared in the same short-sightedness, and the evil slipped past both the nations and the order.”

“The third elder sent his followers far and wide, and instructed them to explore every avenue. They lived among the people, they tended the fields, they led normal lives. When the evil came, they saw the signs. They saw the fields wither, and the buildings shake. They heard the whispered rumors. They were able to fight the evil.”

“And so was the Age of Preparation. We so learn that through breadth and diversity, we are best prepared for any situation. We learn to broaden our horizons and hone our talents. Skill and knowledge are the tools of our trade. They are the most important qualities that we can possess, because they allow us to be versatile and ready for any enemy.”

“As a sign that you have learned the lessons of the Age of Preparation, you will now cross the outer chamber...”

PLAYER HANDOUT 13 – THE MIDDLE CHAMBER

Stepping into this ancient chamber, your mind flashes back to the first time you came here...

Having traversed the outer chamber, you were led by the same three figures into this third room. The third of them spoke to you with a loud, matter-of-fact tone.

“The order has persevered through the ages, and we now enter the present.”

“Three initiates of the order stepped into the stronghold of the enemy.”

“The first initiate was quick to act. He moved forth, and was cut down by the perils before him.”

“The second initiate attempted to use cunning to get by the trap. He succeeded in avoiding it, only to stumble into the next one.”

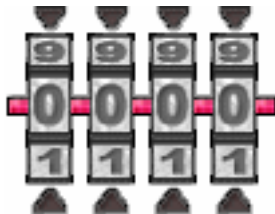
“The third initiate did not immediately act, and instead watched his fellows fail in their endeavors. He learned from their mistakes and successes, and was able to survive.”

“And so is the Age of Vision. We so learn that through perspective and study, we are most aware of the world around us. We learn to open our eyes and ears, as well as our minds. Observation and understanding are the tools of our trade. They are the most important qualities that we can possess, because they allow us to be aware, to make the best decisions, and to best combat our enemies.”

“As a sign that you have learned the lessons of the Age of Vision, you will now cross the middle chamber...”

PLAYER HANDOUT 14 – THE ORACLE’S CLUES

The heavy steel door behind the curtain has no keyhole, but rather a combination lock. Each of the four tumblers is numbered from 0 through 9.



Clue 1:

Four men at the cliffs of the sea;
Stalwart men did hear my plea;
How tall are they that hear my call?
Counted together, twenty, all.

Clue 2:

The greatest man was tall and grand;
The least, so proud, did also stand;
Though very different, they both had tricks;
The difference between? Merely six...

Clue 3:

Help? I'll offer a little more;
The second could number merely four;
I'll offer another, just for fun;
The second could be a half-dozen, plus one.

Clue 4:

They raced to the shore, a speedy burst;
The shortest man was still the first;
I'll say it again as a clearer sign;
The least of the men was first in the line.

Clue 5:

Can't figure my riddle? That's rather sad;
I did not think this one half-bad;
I'll be straightforward – though much less fun;
The second times last is twenty-one.

CRITICAL EVENT SUMMARY: *BIS6-06 OPPORTUNITY NOCS*

If you run this event in December of 2006 or January of 2007, please e-mail the results from this sheet to a member of the Bissel Triad by February 1st, 2007, or have the Senior DM of your event do so.

1. Were any Mist Chameleon PCs present for this mission? Yes No
If so, list player names/PC names here:

2. Did the PCs try to help Haven Underhill in Encounter 1? Yes No
If so, note any particularly interesting measures they took here:

3. Did the PCs kill Siraleth in Encounter 15? Yes No

4. Did the PCs escape with the NOC list? Yes No
If so, what did they decide to do with it?

Notes: (Add anything that happened that might be considered out of the ordinary – Strange occurrences, results that may not fit the above, etc):