

Signed in Blood And Sap

A One-Round Dungeons & Dragons® Living Greyhawk™ Perrenland Regional Adventure

Version 1.0

by Peter Wood

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Sometimes a deal is struck. Sometimes a bargain is made. Sometimes, when payment is due, the price is very high. Valeska Nachtkrijzen has just paid the ultimate price. How much will the deal she was party to making cost all of Perrenland? A one-round Perrenland Regional adventure set in and around Krestible for characters level 1-11 (APLs 2-8).

Resources for this adventure [and the authors of those works] include *Book of Vile Darkness* [Monte Cook], *Complete Divine* (David Noonan), *Complete Mage* (Skip Williams, Penny Williams, Ari Marmell, Kolja Raven Liqueette), *Fiend Folio* (Eric Cagle, Jesse Decker, James Jacobs, Erik Mona, Matt Sernett, Chris Thomasson, James Wyatt), *Fiendish Codex I: Hordes of the Abyss* [Ed Stark, James Jacobs, Erik Mona], *Krestible City Where Mountain Meets Plain* [Mark Somers & others], *Magic Item Compendium* [Andy Collins, Eytan Bernstein, Frank Brunner, Owen K. C. Stephens, John Snead], *Monster Manual III* [Rich Burlew, Eric Cagle, Jesse Decker, Andrew J Finch, Gwendolyn F. M. Kestrel, Rich Redman, Matthew Sernett, Chris Thomasson, P. Nathan Toomey], *Monster Manual V* [David Noonan, Creighton Broadhurst, Jason Bulmahn, David Chart, B. Matthew Conklin III, Jesse Decker, James "Grim" Desborough, Rob Heinsoo, Sterling Hershey, Tim Hitchcock, Luke Johnson, Nicholas Logue, Mike

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McArtor, Aaron Rosenberg, Robert J. Schwalb, Rodney Thompson, Wil Upchurch], *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor], and *The Krestible Project* [Perrenland Community].

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Most likely you ordered this adventure as part of an RPGA event 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 session Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the session 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, players and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

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

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

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D rule 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. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

Along with this adventure, you'll find a RPGA session 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). You need one copy of this for each participating player.

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), use the table below to determine the number of levels you add to the sum of step one. Animals with different CRs are determined separately using the chart below; then, take the highest CR animal (or animals), and add 2 (drop fractions). A single PC may only bring four or fewer animals of this type.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
C R o f A n i m a l	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	5	6	7
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

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.

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

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

TIME UNITS AND UPKEEP

This is a standard one-round Perrenland Regional adventure, set in and around Krestible. Characters from Perrenland pay 1 Time Unit per round. All other characters pay 2 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 that 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 DC 20 Survival check, 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

It is known that souls are a source of power. Creatures are prepared to bargain with their souls for some advantage, and there are creatures who desire these.

During the recent invasion of Perrenland, Eckehard Nachtkrijzen a member of the Grove and his sister Valeska Nachtkrijzen, a member of the Den Zaubers desperately looked for an advantage over the forces that assailed Perrenland. They determined that, if the worst came to the worst, they needed some sort of ultimate weapon, something to destroy the forces of evil. As some of the forces assailing Perrenland were demons, they reasoned that the creatures that know the most about demons were other demons. As a result they made contact with one of the demonic forces that opposed Luz and his kin.

They reasoned that, for maximum protection, they should meet with the demonic emissary in a good place. They chose an ancient wooded valley in the Yatil Mountains near Krestible where a grove of dryads had their trees. The dryads eventually agreed to the meeting, although not all were comfortable with what was proposed. Only the fear of what the forces opposing Perrenland would do with their grove swayed the group. They met the beautiful emissary of the demonic power and a deal was struck. Knowledge of a weapon useful against demons would be provided in return for the promise of the souls of the two well-meaning people and as many of the souls of the dryads that were fearful enough of the enemy to add their sap to the contract.

Those who made the deal were confident that they could extract themselves from the contract if need be. However they had not fully considered the evil nature of their demonic emissary, and what a master manipulator she was. The demonic emissary began work to ensure that she could claim the souls of the foolish before she had to provide them with the promised knowledge. The

demonic emissary contacted evil fey and, with the knowledge obtained, corrupted the dryads using the sap they had willingly added to the contract.

Once she had the dryads, the demonic manipulator began work on the member of the grove. Eckehard was not as good or intelligent as the wizard, and soon agreed to a demonic companion. However Valeska was a different story. In her heart she was good, she was intelligent and knew she would have to find a way to extract herself from the contract quickly. She was already putting contingency plans in place.

The demonic manipulator decided to ensure that the payment would fall due before the wizard could save her soul. Valeska would have to die while the contract was still binding. Who better to ensure this than the evil fey that had already helped with the dryads' corruption.

As the adventure begins, Valeska Nachtkrijzen and her household have been killed by redcaps. A grove containing one last corrupted dryad inhabits one of Perrenland's wooded valleys, Eckehard, a druid of the Grove has accepted a demonic companion, and a demonic master manipulator gathers further recruits for her master. They don't want a war, they want the souls of the people to be freely and voluntarily given...

ADVENTURE SUMMARY

The adventurers have come from Schwarzenbruin, and are making a delivery to Valeska Nachtkrijzen, a wizard who lives near Oskindal, a remote part of Perrenland. They have been hired to deliver a package. When they get there, they find the door open, and a dead body lying at the door.

The adventurers explore the wizard's house and find all the residents have been killed. They have to fight the last remaining redcap from the group of redcaps that slaughtered the wizard and her household. Clues found in the house point to some deal with somebody called "Little Angel" last seen in Krestible.

The PCs might also explore the contents of the package they have been given.

The adventurers come to Krestible to find "Little Angel". They may try to get the wizard raised, but this is unsuccessful. If divinations are used they reveal her soul is captive on the Abyss.

Other sites in Krestible can be explored to locate the wizard's allies and enemies. The adventurers may meet and deal with "Little Angel" and may or may not find out about Corrupted Fey. "Little Angel" resides at an Inn, having convinced all the regular patrons and staff that she is an

innocent persecuted young woman. She will be prepared to deal with the adventurers, information is a tradable commodity, and she will be looking for a contract in return. "Little Angel" will not fight, and if she is attacked, her charmed defenders will protect her. This will also reinforce the perception she is fostering that she is being persecuted.

The adventurers are likely to meet Benedikt, an ally of the dead wizard who arranged for the package to come from Schwarzenbruin. They learn a little of the adventure background. He doesn't know all the details of the deal or what was proposed, but he does have some useful knowledge.

The adventurers may also meet Luna Crestaliz, the nymph of Krestible and a dying dryad. This dryad can provide the adventurers with directions so they can find the locations of the dryad's grove and the druid's home. The adventurers can find out a lot of the adventure background and the location of the grove.

The adventurers encounter the grove of the corrupted dryad. This is primarily designed as a combat encounter, although the corrupted dryad has many abilities so that this encounter could have multiple resolutions.

Finally a clear trail of destruction leads to the druid's new mountainous home, a new seed area. There the adventurers find plenty of evidence of the druid's depravity (including dead fey and fey blood). Following the trail, the adventurers meet and have to defeat the evil druid and his demonically. The druid is using parts of fey creatures in an obscene ritual to corrupt an area declared as a new seed area, where the largest trees have been removed.

The fate of this part of Perrenland rests in the adventurers hands. Will they successfully defeat the druid and prevent the corruption of the new seed area? Will they successfully defeat the druid but not prevent the corruption of the new seed area? Will they have to live with the consequences of making a deal with "Little Angel" or consorting with a corrupted dryad?

PREPARATION FOR PLAY

This is a relatively straightforward adventure based around making deals with evil creatures and the consequences. One of the main protagonists in the adventure is "Little Angel", and exceeding powerful and evil Fiend of Corruption. Although the PCs are not expected to engage this creature in combat, the details of the Fiend of Corruption prestige class are included in Appendix 2, so the DM can adjudicate any relevant uses of

the fiend's special abilities should the PCs deal with the creature.

The corrupted creature template that appears in the template has been updated for 3.5. Errata for the monsters have been included in the appendices and stat blocks.

Encounters 2, 3, and 4 of this adventure take place in Krestible, and draw on information found on the Perrenland website. The DM is encouraged to review the Krestible map, and the documents *Krestible City Where Mountain Meets Plain* and *The Krestible Project* prior to running this adventure.

Finally, please note the various Perrenland Specific Effects on play, as set out in DM's Aid 1: Perrenland Specific Effects.

NEW RULE ITEMS

Living Greyhawk adventures often utilize new rules items –including new classes, prestige classes, races, feats, spells, and equipment (including magic items) – that do not appear in any of the three core D&D books (*Player's Handbook*, *Dungeon Master's Guide*, or *Monster Manual*). The full write-up of any featured feats, spells, or equipment appears in Appendix 2. Information on featured classes, prestige classes, and races appears in the relevant creature's stat block. All the information required to run these characters is presented in this adventure. The DM should double-check that he fully understands any new rule items presented in this adventure before play begins.

INTRODUCTION

Prior to the adventure, advise the players that the PCs have been hired by Gruhmann a member of the Old Kerk in Schwarzenbruin who wants a package delivered to Valeska Nachtkrijsen. Valeska lives in a large country house near Oskindal, a remote part of southwest Perrenland. Any PC a player brings on this adventure will already have accepted half payment and agreed to deliver the package. Gruhmann will be quite open about what the package contains if asked. Directions to Valeska's country house are clear and easy to follow.

You left Schwarzenbruin several days ago, to do a simple job – delivering a package to one Valeska Nachtkrijsen. The deal offered half pay up-front and half on completion of the delivery. Gruhmann of the Schwarzenbruin Old Kerk hired you: "Valeska's very concerned about her brother Eckehard. We're giving her

something that might help. She gave nearly everything she owned to help with the war effort. The least we can do is give her something back."

Valeska's mansion is near Oskindal, in the south-west of Perrenland. The path you are following curves through some beautifully manicured gardens and leads to the mansion. Ahead the country mansion looks grand, standing as it does against the backdrop of the Yatil Mountains. The front door stands open, and visible at the door is a crumpled shape...

The PCs may want to know a little about the people they are visiting. Gruhmann will tell them that Valeska is a respected wizard of the Weisspeer clan. Her brother Eckehard is a member of the grove. She lives in a family mansion. The package contains a letter for Valeska and some prayer beads.

At any point in this adventure, but probably early on, the PCs may choose to open the package they are delivering. The contents of the package and associated letter are included as Player's Handout 1.

Treasure: The PCs gain the following treasure from agreeing to deliver the package (they are also permitted to keep the contents of the package):

ALL APLs: Loot 42 gp; Coin 100 gp; Total 142 gp.

1: HOUSE OF DEATH

The Adventurers explore the wizard's mansion. They have to fight the last remaining redcap from the group of redcaps that slaughtered the wizard and his household. Clues found in the mansion point to some deal with "Little Angel" last seen in Krestible.

The PCs might explore the contents of the package they have been given. Refer the notes in the introduction and Player's Handout 1.

This is a site-based encounter. A cut-down map of Valeska's mansion can be found as DM Map 1. The map only details that part of the mansion needed for this encounter.

1. Vestibule

The crumpled shape at the front door is the body of a man. The top of his head has been removed, and a massive pool of drying blood has spread across the polished marble floor. Blood is splattered all over the walls near the

body. There is another small pool of blood near the door directly across the room.

Examining the body:

- The man's teeth have all been removed, as has the top of his head. He has other injuries inflicted by a sharp blade.
- DC 15 Heal Check – the cause of death was a blow from a relatively large sharp weapon across the chest that sliced open the heart. The top of the head was removed after death, as were all his teeth.
- DC 15 Heal Check – the man was killed within the last hour.

Examining the room:

- DC 5 Search Check – There is a blood trail leading from the smaller pool of blood into the Dining Room.

2. Dining room

This is grand room, obviously designed for entertaining. A chandelier hangs from the ceiling, but there are no candles in place. But instead of a polished grand dining table in the room, a large, crudely-worked simple wooden table and six roughly-hewn chairs looks out of place here.

A trail of blood leads across the dining room, leading from the entry hall to the atrium. If a PC has the Track feat then a DC 15 Survival check confirms the blood trail was left by somebody running.

3. Atrium

This area is open to the sky. The house has a central court, and could be used for entertaining outdoors in good weather. The whole area is paved, and some small shrubs stand in pots at each corner.

The trail of blood leads across the atrium, between the door to the dining room and the door to the long hall. There are windows either side of the door into the long hall. Through these windows a body at the foot of the stairs is visible (refer 4. Long Hall).

4. Long Hall

A long hallway stretches out ahead, many doors on either side. A stairwell leads to the second storey of the house. At the foot of the stairs lies a woman's body, her blood soaking in to the carpet. Small bloody footsteps made by booted feet are clearly visible. They ascend

the stairs, slowly fading as the blood is wiped off on the floor.

Examining the body:

- The woman's teeth have all been removed, as has the top of her head. She has other injuries inflicted by a sharp blade.
- DC 15 Heal Check – the cause of death was a blow from a relatively large sharp weapon across her back that nearly cut her in two. The top of the head was removed after death, as were all her teeth.
- DC 15 Heal Check – the woman was killed less than an hour ago.

5. Upstairs Bedroom

As the PCs approach the open door to this room have them make DC 15 Listen Checks. Those that succeed will hear a faint muttering and a soft sound like a wet cloth being squeezed. This is the sound of the redcap dipping its cap in Valeska Nachtkrijzen's blood.

The PCs may choose to try and sneak up on the intruder. If so, the PCs Move Silently check is opposed by the Redcap's Listen Check

If the PCs surprise the Redcap continue with the following:

The doorway almost perfectly frames a small ugly man with protruding teeth. He stands over the mutilated body of a woman, the blood from her wounds perfectly matches the hat that the creature has apparently just soaked in her blood. Surrounding the dead woman, the remains of a book and several papers are similarly blood-soaked. The man is removing the woman's teeth with the oversized scythe the he holds in his hands.

The PCs have a surprise round before the Redcap acts. If the PCs do not surprise the redcap continue with the following:

The doorway almost perfectly frames the mutilated body of a woman, her blood spreading in a pool across the floor. Surrounding the dead woman, the remains of a book and several papers are similarly blood-soaked. Before there is any opportunity to take in the scene, the flash of a blade right beside you catches your attention, as a small ugly man with protruding teeth lifts his scythe. His hat is moist and the colour of blood, and he has murder in his eyes.

Creatures: The creature is a redcap, a small murderous fey. This particular redcap was asked to kill Valeska Nachtkrijzen by a creature known as “Little Angel”. The redcap did not need to be paid or coerced in any way, it lives for violence. It performed these acts of murder for the fun of it.

APL 2 (EL 2)

Redcap: hp 22; Appendix 1.

APL 4 (EL 4)

Redcap, Advanced 8HD: hp 60; Appendix 1.

APL 6 (EL 6)

Redcap, Advanced 10HD: hp 85; Appendix 1.

APL 8 (EL 8)

Redcap, Advanced 14HD: hp 147; Appendix 1.

Tactics: The redcap is a straightforward physical combatant, and uses its powerful build and deadly scythe to maximum effect.

If the redcap surprises the PCs, he will use his surprise round to attack the most lightly-armoured PC within reach. If it does not surprise the PCs, it will attempt to use its sling from range before it closes with its scythe.

If the redcap dies, its body vanishes, a single tooth drops to the floor. If the redcap is taken alive, he is initially hostile. He killed the wizard and her household because he enjoyed it. He was asked to by an elder redcap. He collects teeth, he removes the top of the head to dip his cap in the blood. He reasons (incorrectly) that the blood around the brain will make him smarter as well as stronger.

Treasure: The PCs can gain the remains of Valeska's spellbook (see Development) and the Redcap's tooth here:

ALL APLs: Magic 251 gp; *redcap's tooth* (84 gp), *remains of Valeska's spellbook* (167 gp); Total 251 gp.

Development: At the end of this battle, the adventurers are able to take stock of the contents of the room. The bedroom contains a bed, chest of drawers, desk, and chair. On the desk are writing implements and a half-finished letter. The text of the half-finished letter is contained in Player's Handout 2. The papers and book are the remains of Valeska's spellbook. It takes about 30 minutes to pick up the papers, sort them, and re-assemble

parts of the book. This book is included in the Treasure section of this encounter.

A PC specifically looking finds the dead wizard is wearing a Den Zauber pin.

If the PCs search the rest of the house, they find it is nearly devoid of furniture, and what remains is valueless. It is as if everything has been moved out of the house.

Krestible is the nearest city to Valeska's house.

2: KRESTIBLE

After the encounters at Valeska's house, the adventurers have many reasons for visiting Krestible. The adventurers are most likely seeking Benedikt, Eckehard (who is not in Krestible at this time), Sarvina, or the Foundry based on the letter with the package and the half-finished letter on Valeska's desk. There is no need for the PCs to visit all of the locations listed. It is possible to take several paths that provide sufficient information to lead to Encounter 5.

The following locations in Krestible are included have a role in this adventure:

- Aldboomgroen. Refer encounter 4. Benedikt can be found here each morning.
- Das Groen. Refer encounter 4. The adventurers may come here seeking Verdone Elestra and can meet the dying druid.
- Den Grót Argyv. Refer encounter 4. Benedikt spends time with Ilya Loselle Hüssen, chief archivist and has expressed an interest in the Great Archive.
- Den Uil. Refer encounter 3. “Little Angel” can be found here.
- Fragrance of the Oerth. Detailed in this encounter. This is Verdone Elestra's shop.
- Klopfer Foundry. Detailed in this encounter. Benedikt has contacted and upset Martina Klopfer.
- Old Kerk of Krestible. Detailed in this encounter. The adventurers may come here to have Valeska raised, or to see Sarvina Weisspeer.

When the adventurers first arrive in Krestible, they may want to seek information on the names they have so far. Simply asking people in the street or at local taverns allows a Gather Information check. Paraphrase the following:

Information about Sarvina.

- DC 10: “Sarvina, I think she's a cleric in town.”
- DC 15: “Sarvina is the head cleric of the Old Kerk, large blue building on Den Rosplein.

Information about Benedikt.

- DC 15: Isn't Benedikt a wizard? I'm not sure.

- DC 20: I met a Benedikt yesterday at Den Grót Argyv. I took the kinder to see the wax figures and he was visiting.

Information about a Foundry.

- DC 10: "There's a foundry in Den Weiden, the lower meadows district."
- DC 15: "The Klopfer Foundry perhaps? On the corner of Koeban and Smidlan."
- DC 20: "I'd talk to Martina Klopfer at the Klopfer Foundry. Her foundry is the biggest and best in Krestible."

Fragrance of the Oerth

This nondescript store is famous for selling exotic herbs and powerful potions. The PCs may have come here looking for Verdonia Elestra, the druid. When they arrive, Verdonia is not at the store. The store is tended by one of Verdonia's three helpers, Ardale, Elessa, or Memor.

Ardale: Male Human Rogue 6

Elessa: Female Elf Rogue 5/Fighter 1

Memor: Male Half-elf Cleric 4/Rogue 2

Verdonia's helpers will advise that Verdonia was not at the store yesterday. Sometimes she feels the need to return to nature, and at those times she can be found at Den Groen behind the Old Kerk.

Klopfer Foundry

The adventurers may visit this foundry based on the half-finished letter from Valeska's house. Benedikt visited this foundry and the PCs may be seeking information about what he was looking for. The Klopfer Foundry is a family business. The building is shaped like a T, is three stories high, and had the appearance of a stone strongbox with wrought iron bands around it. From the outside a faint sound of hammer is audible. Martina Klopfer and her husband Kristiaan von Hohenheim-Klopfer run the foundry. It is Martina that the PCs will meet if they visit the foundry.

Martina Klopfer: Female Human Wizard 13.

Martina does have an office on the ground floor. She arrives wearing her protective leather, and every time the door opens PCs will hear the noise of the hammering without the benefit of thick granite walls to muffle the sound.

Benedikt was here to ask for advice on deals with demons. The main furnace of the foundry is heated by three bound magma mephits. One of the rumours about the place is that Paracelcus Klopfer, who established the foundry in 492 CY,

was in league with a demon prince. The mephits are said to be a gift from the demon for Paracelcus assistance against Iggywilv. Martina considers this rumour an outrageous slander.

Martina's attitude starts off indifferent to the PCs. This will change to hostile very quickly if the PCs mention Benedikt or deals with demons. The PCs can try to modify her attitude, however she was deeply insulted by Benedikt. Assuming that they don't manage to modify her attitude, she orders them to leave. "I am not interested in Benedikt and the baseless accusations he made about my family. Get out of my premises now! You are not welcome here."

If the PCs manage to modify her attitude back to indifferent or better, they will get a little more information. Martina will tell them that Benedikt came and made baseless accusations that her family had made a deal with demons. He wanted to know how to manipulate such agreements, but Martina couldn't help him and wouldn't even if she could. Benedikt was going to Den Uil to see somebody. Maybe he farms in his spare time. If the PCs don't understand what she means, she will elaborate – Den Uil is an inn frequented by farm hands.

Old Kerk of Krestible

The adventurers may come here seeking advice, or maybe to see if Valeska can be raised. The Old Kerk is built entirely of blue marble, and stands in stark contrast to the green of the parkland – Das Groen – behind it. Statues of Beory and Mayaheine flank the main entrance.

Valeska is known and respected here. The adventurers will initially be greeted by acolytes, however if they come with Valeska's body and those of her household, the acolyte will run and get Sarvina Weisspeer, the head of the Old Kerk and the only cleric resident in Krestible capable of casting *Raise Dead* (she has one prepared).

Sarvina Weisspeer: Female Human Cleric 11.

Sarvina will cast *raise dead* on Valeska at no cost to the adventurers, however the spell does not return Valeska's soul to her body. Sarvina knows that the soul must be capable and willing to return. She reasons that either Valeska does not want to return or cannot return.

Sarvina also has a *speak with dead* spell prepared that she can use on Valeska or either of the servants. The servants know very little, they were going about their business when there was a knock at the door. Three vicious creatures with

scythes attacked them. *speak with dead* does not work on Valeska. If divinations are cast, they may reveal Valeska's soul is captive on the Abyss depending on the spells used.

Sarvina knew Valeska and her brother Eckehard well. She is able to tell the adventurers that when Eckehard came to the city he used to seek out Verdona Elestra at the herb and potion shop – “Fragrance of the Oerth”. She also knows that Valeska spent most of her fortune supporting the auszug in the recent war.

Development: If the PC's seek Benedikt or Verdona Elestra refer Encounter 4. If the PCs visit Den Uil refer Encounter 3.

3: LITTLE ANGEL

This encounter takes place if the PCs visit Den Uil. They may have heard about the place from Martina Klopfer (Encounter 2) or from Benedikt (Encounter 4). This is a non-combat encounter. The opponent here is very dangerous, and will go to great lengths not to reveal her true self. She has a cover story and a great deal of support from the common folk who frequent the Inn.

Inns like Den Uil are found in many parts of Perrenland. This is a local tavern, homey and rustic. Business is obviously reasonably good, but possibly not very profitable. There are plenty of people here, but they look poor, herdsman, farmhands, labourers.

Behind the bar a tall weather-beaten man hands cheap ale out to people who make their living on the land. The hands that pass the drinks around are strong, large, and calloused.

The barman's name is Eli, and he is a warm welcoming host. He is very open to answer questions the PCs might have. The inn is profitable enough, but he will never retire wealthy. The people who drink here are good, honest folk, but they don't have much coin to spend. They have two rooms on the upper floor, but one is rented long-term. If asked about Benedikt he certainly remembers the wizard. He upset their “little angel,” Angelika, who has the long-term rental upstairs. If the PCs want to speak with her, he first checks that they aren't going to hurt her. Mercenary types have drawn weapons here before, and the locals will defend her if necessary. Once he has confirmed that the PCs mean Angelika no harm he walks to the bottom of the stairs and thunders in a loud voice: “Hey Angelika, some mercenary-types here to see you.”

The outcome of this encounter depends on what the PCs are expecting. If the PCs are expecting to face a disguised fiend, having spoken to Benedikt, they are likely to approach this encounter in a very different way than if they don't have any inkling of Angelika's true nature. Even if the PCs are hostile and aggressive, Angelika will take the opportunity to try to reinforce the impression the common folk have of her. She will play the poor young woman persecuted because of her family very convincingly. The PCs will find themselves facing angry commoners trying to defend Angelika than the fiend herself (a good thing for the PCs).

Angelika (Little Angel): Succubus (appears as human Suel) Bard 5 Fiend of Corruption 6 (Bluff +30, Diplomacy +23, Disguise +38 (+40 acting) using Alternate Form, Perform (sing) +16, Sense Motive +18).

Even if the PCs have met Luna Crestaliz during this adventure, the woman that comes down the stairs is exceptionally beautiful. She appears to be in her early 20's, and of Suel descent. She wears a red dress, and her eyes are blue-violet. She will ask the PCs to sit with her at a nearby table and ask how she can help.

Angelika is a highly intelligent, extremely charismatic fiend who specializes in the corruption of mortals. Her success comes from not using magical coercion, even though she is quite capable of it. Those who proceed down the path of dealing with Angelika do so of their own free will, or so she claims. She has immunity to detect thoughts, discern lies, and any attempt to discern her alignment.

PCs may not trust her, but she is intelligent, convincing, and very persuasive.

Angelika's story is quite simple, but before she will tell it she will ask the PCs to agree not to harm her. If they confirm they won't harm her, she pricks her finger with a needle, and offers the needle to the PC. The PC is expected to prick their finger then the two fingers touch. Angelika expects this deal to be agreed in blood. This deal has no game effect.

If the PCs have not met Benedikt, or are asking questions of Angelika based on what Benedikt has told her, she will tell them the following:

- Her family has made many powerful enemies (true, she considers demons her family).
- She doesn't really want to talk about how these enemies were made, but if asked

directly she will admit that fiends are involved (true).

- Benedikt was seeking her expertise based on what she knew of her family's dealings (partially true).
- She was not able to help Benedikt (true – Benedikt wasn't prepared to deal with her knowing what she was).
- She knew Valeska and seems genuinely shocked that Valeksa is dead (this is completely false – she sent the redcaps).
- She knows Eckehard as well, however in her opinion he became more and more deranged. The last time they met he ranted about the defence of Perrenland (this is all true, but Eckehard was becoming deranged because of her influence, and she gave him the “formula” for defending Perrenland).

If asked where Eckehard can be found, Angelika will express her concern about Eckehard and offers one PC her favour. Angelika will choose a PC that she believes is easily manipulated, avoiding clerics, druids, and other obviously faithful characters. If the PC that accepts, Angelika will touch that PC, and grant a “Fiend's Favour” (refer the Fiend of Corruption entry in Appendix 2 and the entry on the AR. Angelika knows the location of the druid's grove and can describe how to get there.

This encounter is likely to go very differently if the PCs have been warned about Angelika's true nature. If any accusations are made, her eyes will fill with tears, and she will put on her best “poor little girl” voice. The tangible fear and distress in her voice will attract the local patrons who will offer to defend her honour. Angelika is playing to the common-folk in the bar, ready to enlist their help to defend her, an innocent young woman, from dangerous mercenaries.

If the PCs draw their weapons, everybody in the bar will leap to her defence. The bar patrons are first level commoners and fight with their fists. There is no experience for beating up common folk who have been duped. In the confusion Angelika will try to flee up the stairs to her room and use her greater teleport spell-like ability to escape.

The PCs may search Angelika's room. It isn't hard to find where she is staying and to break in. In reality Angelika doesn't stay there. She uses greater teleport to move around Oerth, and only uses the room for making deals with people. The bed has been made to look slept in, Angelika does not use it as she has no need of sleep. A DC 20 Search check reveals a fragment of paper with a

single letter on it, the letter “a”. A DC 20 Heal check confirms this letter was written in blood.

Development: If the PCs seek Benedikt or Verдона Elestra refer Encounter 4. If the PCs go to the druid's grove, refer to Encounter 5.

4: ALLIES

This encounter details the interaction between the PCs and two potential allies. There are therefore two parts to this encounter. These parts are:

Benedikt. This section gives brief information about where Benedikt can be found, Aldboomgroen or Den Grot Argyv.

Den Groen. This section covers the PC's seeking out Verдона Elestra, and meeting a dying dryad.

Benedikt

Benedikt has a relatively predictable routine at the moment. The PCs can determine that he spends time each day at the Aldboomgroen, usually first thing in the morning. He then has been spending time at Den Grot Argyv.

If the PCs meet Benedikt at the Aldboomgroen in the morning read the following:

The Aldboomgroen is one of the landmarks of Krestible. The early morning sun shines through the leaves of the tree and a multitude of wizards sit reading, memorising spells, and some of them simply chatting.

Benedikt can easily be found, just by asking some of the wizards. They will point him out, resting in the shade of the great oak.

If the PCs meet Benedikt at Den Grot Argyv in the afternoon read the following:

Den Grot Argyv, the great archive, still looks like the “fortress of knowledge” it once was. The large, two-storey building is now a waxworks, little more than a sideshow. The attendant at the door greets you cheerfully, “Welcome to the Argyv, a mere 5 silver pieces grants you access to the largest range of historically accurate re-creations in Perrenland.”

The attendant knows Benedikt, and if the PCs come in the afternoon he will confirm Benedikt's presence.

Creatures: Regardless of the setting, Benedikt can be found. He will be very guarded about what

he says until such time as he is able to confirm Valeska's death, producing the half-finished letter in Valeska's handwriting is sufficient. He had been trying to make discreet enquiries to assist Valeska and protect her reputation. If he finds out about her death, he realises that Valeska is beyond hope and he cannot protect her reputation any longer. Only under these circumstances will he tell the PCs what he knows.

What Benedikt knows (to be paraphrased to the PCs): Valeska and her brother Eckehard are/were Perrenland patriots. Valeska sold nearly everything she owned and donated it the auszug to fight in the recent war against the witch-queen and her daughter. He knew both of them, Eckehard was only interested in protecting the natural features of Perrenland, but Valeska was very concerned for the people. They made a deal with a dangerous creature, an evil outsider to try and secure a means to defend Perrenland. This deal was brokered by a woman named Angelika. Benedikt met her recently in Krestible at Den Uil, and believes this Angelika is really an evil outsider herself.

Soon after the deal was made, Perren was restored to Perrenland, and Valeska sought my help to escape from the deal. He has been working to that end ever since.

When he hears about Valeska's death, Benedikt will come to the conclusion that his meeting with Angelika was the cause. He will tell the PCs that the "Little Angel" Valeska referred to was Angelika, and he believes she must have made sure that Angelika was killed before she could find a way to negate the deal she made.

Benedikt will be very clear – Angelika is dangerous, stay well away from her, and don't agree to anything she says. Also Eckehard must be warned. He is a druid lives with some dryads in a grove near the edge of the Yatils – he can give clear directions (the grove is eight miles west of Krestible). Benedikt believes Eckehard has to be warned – he is likely to be another target. If Benedikt is told about the dying dryad (if the PCs have been to Den Groen), he will very quietly voice his concern that maybe it is already too late.

Den Groen

It is likely that the PCs have come here to meet with Verдона Elestra the druid.

Many people have heard of Den Groen, a beautiful park behind the Old Kerk. Here the people of Krestible come to enjoy the natural beauty of Perrenland, almost literally in their own back yard.

How this encounter proceeds is up to the PCs. They may choose to start calling for Verдона, or searching the park. There is no obvious sign of the druid. If they are up-front about their intentions, or start searching close to the rear of the Old Kerk, then Luna Crestaliz will rise from the pool. Continue with the following:

"You seek Verдона?"

The voice is beautiful flowing, almost liquid. Out of the pool in Den Groen steps a being much like an elf. She is more than merely beautiful, her looks are almost divine, stirring deep emotions. And yet there is a sense of her restraint, as if she was keeping her true beauty in check. Her hair is copper, and her ears are swept back.

"Why do you come here to my home."

Luna Crestaliz: Female Nymph

Creatures: Luna has lived here for some time, and Verдона is her friend. She will not let anybody who shows any violent tendency from approaching Verдона, however she is also very troubled by recent events. Knowing that adventurers often have the answer to difficult problems, she is not opposed to taking the PCs to see Verдона as long as they are peaceful and polite.

If the PCs successfully convince Luna that they mean Verдона no harm, then proceed with the following:

The woman considers for a moment. "Come, Verдона is this way, tending the dying." She walks towards a dense copse of trees, and through them, almost immediately passing from sight.

In amidst the trees lies another female form, her skin the colour of burnished wood, and her hair leafy, but those leaves are dry and withered, and the skin is stained as if rotting. The form is that of a dryad, a dryad that is dying.

A half-elven woman applies oil to the dryad's body. "I'm sorry," she says, "it is nearly over. I can do no more." The druid looks at you. "Why do you intrude during this time of grief?"

The PCs have to persuade Verдона to allow them to stay, a persuasive argument and a DC 20 Diplomacy check allows them to stay. If they mention Valeska Nachtrijzen's name, this is

automatically successful, and the dryad will respond as noted below:

Verdona Elestra: female half-elf druid 3.

Dryad: Monster Manual pg 90.

Creatures: The dryad comes from a grove on the edge of the Yatils, and the half-elf is indeed Verdona Elestra the druid. The dryad is now several miles from her tree, and because of her tree-dependency she is going to die. Nothing more can be done for her.

At the mention of Valeska Nachtrijzen's name, the dryad tries to rise, and then falls back. "Valeska, how is Valeska?" the dryad asks. If advised Valeska is dead, the dryad whispers: "Another victim. Too many victims."

The dryad wishes to share her story. Paraphrase the following to the PCs.

"I am one of the nine sisters. We come from a special place, a circle of the trees of my people. We had a special friend, whose name was Eckehard. He would tend the woods near us, and sometimes invite Valeska his sister as well. It has been a dark time for our people. Servants of the witch queen came close to our grove, and we were threatened. Eckehard, Valeska, and some of my people believed we could not stand against the armies. They sought help and brought to our grove a woman, who said her name was Angelica – our 'little angel'. I did not trust her, but some of my people were so scared, that when she proposed a deal, they agreed. I don't know what the deal was, but it was signed by Eckehard, Valeska, and some of my people. They signed in their own blood and sap.

"Eckehard was very taken with this 'little angel' and signed willingly. Valeska signed out of fear. After the deal was struck, Eckehard spent more and more time away from us. And then, when he did return, it was with creatures that appeared unnatural. He would talk to those who signed in hushed whispers.

"The last time he returned, he came with many creatures. Eckehard and those who signed attacked those of us who didn't sign. I broke free, and I ran. I came here. And I have been away from my tree too long. And I will die."

The PCs may have a number of questions for the dryad. She can only answer two more questions before she falls unconscious for the last time. Sample questions are noted below:

What was in the deal? They never spoke of it, although I once overheard one of my people say it was for a protection against the forces and allies of the Old One.

What were the creatures with Eckehard?

There were redcaps – evil fey with pointed teeth and scythes – and creatures I did not recognize. They had gray flesh and sores with maggots squirming in them.

What is Eckehard doing? He has some idea about painting a ring around Perrenland to keep out the Old One. There is a substance he intends to bathe the land in.

Where is your grove? Eight miles west of Krestible on the edge of the Yatils.

Why did you flee? They started chopping our trees down.

When you die do your trees die as well? We can die and leave our tree unharmed, but if our tree is destroyed we are doomed.

Can you be re-united with your tree? No, I sense my tree is lost.

Can you be bound to another tree? No, I am dependent on my tree. I am lost.

Development: Verdona Elestra knows the location of the grove and is able to give the PCs detailed instructions on how to get there. The PCs may have other leads they want to follow. If the PCs seek out Angelika at Den Uil, refer to encounter 3. If the PCs choose to visit the druid's grove, refer to encounter 5.

5: CORRUPTION

The PCs are likely to make their way here after meeting either Benedikt, Verdona (and the dying dryad), or both. As they approach the grove, the destruction is visible from quite a distance, either by day or moonlight if the PCs travel at night. The grove is eight miles West of Krestible in the foothills of the Yatils. A Map of the Grove appears as DM Map 2.

Eight miles west of Krestible, where the grove of trees should be, a single oak stands. This one tree is all that is left of the nine sisters, the dryads who once lived here. Behind the one remaining tree, there is a clear trail leading into the mountains. Large logs have been dragged away from this grove.

Creatures: The PCs may intend to make contact with the remaining dryad and find out what has happened. This last dryad is one that signed the deal, and accepted Angelika when she offered her temptation. She is now irredeemably evil. She is under strict instructions not to let the PCs follow the trail into the mountains, and will use all the powers at her disposal to prevent the PCs

continuing, while seeking a consort to investigate the nature of pain as a source of power.

At APLs 6 and 8, the dryad's corruption has a physical manifestation. Her eyes have a reddish tinge, and her skin is rougher, more bark-like, and appears slightly mouldy in places.

If captured, the dryad will not volunteer new information. She will confirm that she signed an agreement, along with Valeska and Eckehard. She will honestly say she loves Perrenland, and everything she has done is for the good of the land. She will confirm that included giving up her sisters so Perrenland could be protected forever.

APL 2 (EL 4)

Dryad (Corrupt): hp 14; *Monster Manual* 90 (Alignment CE).

APL 4 (EL 5)

Dryad Fighter L2 (Corrupt): hp 25; Appendix 1.

APL 6 (EL 6)

Corrupted Dryad: hp 22; Appendix 1.

APL 8 (EL 7)

Corrupted Dryad Fighter L2: hp 37; Appendix 1.

Tactics: The corrupted dryad will try to prevent any PCs from following the trail. She will use her charm person on the strongest-looking armoured character, assuming this to be a fighter that will defend her. If any of the PCs try to follow the trail into the mountains, she will use her entangle ability freely to try to prevent that. She is not averse to using her longbow from range. She will also use her deep slumber ability to incapacitate her foes. At APL 8 the corrupted dryad uses her Improved Unarmed Strike in melee. This attack also deals vile damage, summarised in Appendix 2.

Although the dryad was ordered to prevent people following the trail, she is enamoured with the thought of pain as a source of power. As a highly chaotic creature, she doesn't necessarily follow orders. Even though she is initially hostile, she will consider negotiation that she believes will add to her personal power. If an adventurer is prepared to stay with the dryad as her consort, she will let the rest of the party pass.

The corrupted dryad could have party members stay with her either willingly or through her *charm person* ability. These characters gain the consort of the corrupt AR entry.

Treasure: The PCs can gain the following treasure here:

ALL APL's: Loot 32 gp; Total 32 gp.

Development: When the PCs have defeated or bypassed the corrupted dryad, they may follow the trail of destruction into the Yatils.

6: BAD SEED

The trail through the Yatils leads to a secluded mountain valley. It is 12 miles hard walking through mountainous terrain. The trail leads through difficult terrain (DMG 86) but there is no chance of getting lost because the trail is so obvious. The valley itself has been cleared of vegetation. A tactical map of the combat appears as DM Map 3.

Ahead the trail descends from the mountains, into a secluded previously-wooded valley. The large trees in this area have been cut down, and there are the black scars of a recent fire. But all around in this secluded spot are the signs of new growth, new trees being planted. This truly is a new seed area, representing the future of Perrenland.

But this is not the average new seed area. The new trees are not growing straight, and their trunks are twisted and their leaves are dark.

As the PCs enter the valley they have the opportunity to inspect the area. A DC 15 Spot check reveals something has been painted on the new trees. With close examination a DC 20 Heal check or a DC 20 Knowledge nature check determines that many of the trees are painted with a thin layer of blood. If the PCs carry out a search of the area a DC 20 Search check reveals the dismembered bodies of tiny creatures buried in shallow graves at regular intervals between the trees. A DC 15 Knowledge nature checks determines these are the dismembered bodies of fey creatures – pixies, sprites, grigs, and similar creatures.

The trail continues deeper into the valley. If the PCs continue along the path read the following:

The trail winds through the replanted valley, passing through areas where the shadows are deep, stretched across the valley. The valley begins to narrow, until the mountains almost touch. The path appears to pass between two

massive boulders that seem to represent the Yatils closing in on this new, twisted growth.

Between the boulders an animal stands guard, its eyes gleaming with rage and hate. Beyond the creature a small plume of smoke rises. At APL 2 add the following: *Nearby a similar creature snarls.*

APL 2 (EL 2)

Fiendish Wolf (x2): hp 13; Appendix 1.

APL 4 (EL 3)

Fiendish Worg: hp 30; Appendix 1.

APL 6 (EL 4)

Fiendish Dire Wolf: hp 45; Appendix 1.

APL 8 (EL 5)

Fiendish Brown Bear: hp 51; Appendix 1.

Once the PC's have defeated the fiendish creature they are free to continue along the path between the boulders.

Beyond the boulders, the valley opens out again. The dominant feature of the valley is no longer the remains of the old trees, nor the new, twisted growth. Instead the valley is dominated by a vision of evil and torture. A circle of stones is being used for a foul purpose. A beam has been erected between two of the largest stones. Six oak slabs are attached to the beam, and slope down to troughs on either side of a cauldron. A body is nailed to each of the slabs. Three dryads are dead, their throats have been cut, and their sap runs down the slab and drips slowly into a wooden trough that in turn channels it into the cauldron.

The three creatures nailed to the other slabs are alive, twitching, bloated demonic humanoids. Maggots squirm in their sores, and they are covered in wounds that slowly drip ichor into another wooden trough that feeds the same cauldron.

The plume of smoke comes from the fire lit beneath the cauldron where the sap and blood are being mixed together. A tall man wearing the robes of the Grove and another demonic creature stand next to the cauldron.

The man observes you impassively. "This is our future," he says. "This is the first act that will protect the future of Perrenland."

Creatures: The man is Eckehard Nachtkrijsen. There is a clear family resemblance to Valeksa

Nachtkrijsen. The PCs may try to talk Eckehard around, but he will have no part of that. He impassively checks his construction, and orders the PCs to stay out of the stone circle. If the PCs try to argue against him or step into the stone circle, he will simply state: "I can see you don't have Perrenland's best interests at heart, and will raise his hands to begin casting a spell."

APL 2 (EL 4)

Eckehard Nachtkrijsen: male human druid 3; hp 21; Appendix 1.

Wolf Animal Companion: hp 26; Appendix 1.

Manes Demon: hp 6; Appendix 1.

APL 4 (EL 6)

Eckehard Nachtkrijsen: male human druid 5; hp 33; Appendix 1.

Wolf Animal Companion: hp 26; Appendix 1.

Gadacro Demon: hp 26; Appendix 1.

APL 6 (EL 8)

Eckehard Nachtkrijsen: male human druid 7; hp 45; Appendix 1.

Wolf Animal Companion: hp 39; Appendix 1.

Gadacro Demon, Advanced 8HD: hp 52; Appendix 1.

APL 8 (EL 10)

Eckehard Nachtkrijsen: male human druid 9; hp 57; Appendix 1.

Wolf Animal Companion: hp 52; Appendix 1.

Gadacro Demon, Advanced 12HD: hp 90; Appendix 1.

Tactics: When the PCs battle the fiendish creatures, Eckehard and his allies use the opportunity to prepare themselves.

At all APLs Eckehard uses his *briar web* spell to surround as many of his opponents as he can. He is unaffected, as he can use his woodland stride to move through the area. He also keeps a spell in reserve so he can continue to use his Winter's Blast feat. At APL 2 *chill metal* is used, at APL 4 *sleet storm* is kept in reserve, and at APLs 6 and 8 *ice storm* is kept in reserve. He relies on his *healing belt* to keep himself well healed.

At APLs 4 and above Eckehard has an *empowered spellshard* that empowers his *produce flame* spell.

At APLs 4-8 the gadacro uses flyby attack against opponents within the *briar web*. If the gadacro is faced with flying opponents, it uses *earthbind* to maintain its advantage.

At APLs 6 and 8 Eckehard uses his Boar's Ferocity feat to keep fighting instead of being knocked unconscious.

At APL 8 he prepares himself with Elephant's Hide as soon as he has any inclination of trouble. He also uses the *collar of healing* worn by his wolf to keep his wolf alive.

This battle is fought against the backdrop of a new seed area being twisted by the influence of evil. The sap from the dead dryads is being mixed with the ichor from three manes (Fiendish Codex I: Hordes of the Abyss). Eckehard has to keep the manes alive to harvest their ichor – if they die they dissolve into acidic vapour that doesn't help him at all. If any PCs target the manes, Eckehard will concentrate his attacks on that PC.

Treasure: The PCs can gain the following treasure here:

APL 2: Loot 31 gp; Coin 10 gp; Magic 63 gp *healing belt* (63 gp); Total 104 gp.

APL 4: Loot 31 gp; Coin 10 gp; Magic 218 gp *healing belt* (63 gp), *empowered spellshard* (125 gp), *everlasting rations* (30 gp); Total 259 gp.

APL 6: Loot 31 gp; Coin 10 gp; Magic 468 gp *healing belt* (63 gp), *empowered spellshard* (125 gp), *everlasting rations* (30 gp), *lesser metamagic rod, silent* (250 gp); Total 509 gp.

APL 8: Loot 31 gp; Coin 10 gp; Magic 1052 gp *healing belt* (63 gp), *empowered spellshard* (125 gp), *everlasting rations* (30 gp), *lesser metamagic rod, silent* (250 gp), *collar of healing* (417 gp), *goodberry bracelet* (167 gp); Total 1093 gp.

Development: Once the PCs have defeated Eckehard and his companions, they then have time to deal with the unholy brew that Eckehard is creating. Killing the manes, putting out the fire, under the cauldron, cutting down the dryad bodies all prevents any more of the liquid being made. The decision facing the PCs is what to do with the liquid.

Possibly the best solution is to let the fire burn and evaporate the liquid. Leaving it alone is a safe option. If the PCs tip the liquid out on the ground, the land around the cauldron throbs like a giant heartbeat and then is still. *Detect evil* will reveal an evil aura throughout the valley. The ritual is complete. Neither demons nor fey enter into Perrenland through this valley. Making a clear decision to protect Perrenland, even if not the best decision, earns the PCs a story XP award.

CONCLUSION

Once Eckehard and his companions have been defeated, and the PCs have dealt with the cauldron, they are free to mop up the remaining pieces. However the landscape will never be the same, even if the PCs were successful. Read the following, and allow the PCs to conclude their business:

The damage done to the landscape by the deranged druid is evident. Many lives have been lost. And all this was done in an effort to protect Perrenland. It is time to count the cost.

The PCs can follow up on any loose ends they have. Angelika has left Den Uil by the time the PCs return to Krestible. In her mind this has been an extremely successful venture.

Valeska Nachtrijzen is dead, victim of an inviolable bargain made with a fiend of corruption.

If the PCs killed the corrupt dryad, the dryad can never be restored to life, victim of the same bargain. This signals the end of the nine sisters, all the dryads are dead, and eight of them have had their oak trees destroyed. If the PCs killed Eckehard, he is also unable to be returned. All three have lost their souls to the demon.

The PCs can choose to return to Schwarzenbruin and return the prayer beads. Gruhmann will be very interested in what has happened. He allows the PCs to keep the prayer beads, and pays them the other half of the fee as agreed.

Treasure: The PCs gain the following treasure from reporting back to Schwarzenbruin:

ALL APLs: Coin 100 gp; Total 100 gp.

The following are the items from the AR.

If the PC's defeated the redcap they can elect to purchase the redcap's tooth. The PCs receive the Redcap's Tooth AR item.

If the PCs spent the time to salvage Valeska Nachtrijzen's spellbook, they receive the Remains of Valeska's Spellbook AR item.

If any PC received the favour of Angelika, that PC receives the Made a Deal with a Demon AR item.

Any PC that was captured by or willingly stayed with the corrupt dryad receives the Consort of the Corrupt AR item.

If the PCs tipped over the Cauldron, staining the land, they receive the Heartbeat of the Land AR item.

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.

1: House of Death

Defeating the Redcap

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP

5: Corruption

Defeating or bypassing the corrupted dryad

APL 2	120 XP
APL 4	150 XP
APL 6	180 XP
APL 8	210 XP

6: Bad Seed

Defeating the fiendish creatures that protect Ekehard

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

Defeating Ekehard and his demon companion

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

Story Award

Taking steps to ensure Perrenland is not contaminated by the cauldron of fey and fiend blood.:

APL 2	30 XP
APL 4	45 XP
APL 6	60 XP
APL 8	75 XP

Discretionary roleplaying award

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

Total Possible Experience

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1,125 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.

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

Introduction

ALL APLs: Loot 42 gp; Coin 100 gp; Total 142 gp.

1: House of Death

ALL APLs: Magic 251 gp; *redcap's tooth* (84 gp), *remains of Valeska's spellbook* (167 gp); Total 251 gp.

5: Corruption

ALL APL's: Loot 32 gp; Total 32 gp.

6: Bad Seed

APL 2: Loot 31 gp; Coin 10 gp; Magic 63 gp *healing belt* (63 gp); Total 104 gp.

APL 4: Loot 31 gp; Coin 10 gp; Magic 218 gp *healing belt* (63 gp), *empowered spellshard* (125 gp), *everlasting rations* (30 gp); Total 259 gp.

APL 6: Loot 31 gp; Coin 10 gp; Magic 468 gp *healing belt* (63 gp), *empowered spellshard* (125 gp), *everlasting rations* (30 gp), *lesser metamagic rod, silent* (250 gp); Total 509 gp.

APL 8: Loot 31 gp; Coin 10 gp; Magic 1052 gp *healing belt* (63 gp), *empowered spellshard* (125 gp), *everlasting rations* (30 gp), *lesser metamagic rod, silent* (250 gp), *collar of healing* (417 gp), *goodberry bracelet* (167 gp); Total 1093 gp.

Conclusion

ALL APLs: Coin 100 gp; Total 100 gp.

Treasure Cap

APL 2: 450 gp
APL 4: 650 gp
APL 6: 900 gp
APL 8: 1,300 gp

Total Possible Treasure

APL 2: 629 gp
APL 4: 784 gp
APL 6: 1034 gp
APL 8: 1618 gp

ADVENTURE RECORD ITEMS

Redcap's Tooth: You have defeated the Redcap murderer, and have gained access to purchase his tooth. Wearing this tooth gives you a +2 circumstance bonus on Charisma-based checks

when dealing with fey, and a +4 circumstance bonus when dealing with other redcaps.

Remains of Valeska's Spellbook: You have gained access to the remains of Valeska Nachtrijzen's spellbook. The following spells are readable: 0 – *acid splash*, *arcane mark*, *detect magic*, *detect poison*, *ray of frost*, *read magic*, *resistance*, *touch of fatigue*; 1st – *alarm*, *chill touch*, *feather fall*, *jump*, *magic missile*, *unseen servant*, *ventriloquism*; 2nd – *fox's cunning*, *tasha's hideous laughter*.

Deal with a Demon: You have made a deal with Angelika, a fiend dedicated to the corruption of mortals, and have received her favour. You desire receiving her favour again, and fear the consequences this may have for your soul.

Consort of the Corrupt: You became the consort of the corrupted dryad, the last of the nine sisters, either willingly or through her *charm person* ability. You spend two TU's while she extracts your pain and begin your next adventure with three points of Constitution damage from her care. You also radiate a faint evil aura for the next three adventures.

Heartbeat of the Land: You tipped over the cauldron containing the brew of fey and fiend blood, and you heard the heart of the land beat with distress. Before each adventure you dream of the land's heartbeat labouring with pain, and must make a DC 10 Will save. Failure means you wake up exhausted, as if you had no sleep at all. This condition can be removed normally. The dreams continue for 1 year after the date on this AR.

ITEM ACCESS

APL 2:

- *Redcap's tooth* (Adventure; 1,000 gp; see above)
- *Remains of Valeska's spellbook* (Adventure; 2,000 gp; see above)
- *Healing belt* (Adventure; CL 3rd; *Magic Item Compendium*; 750 gp)

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

- *Empowered spellshard* (Adventure; CL 5th; *Magic Item Compendium*; 1,500 gp)
- *Everlasting rations* (Adventure; CL 5th; *Magic Item Compendium*; 350 gp)

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

- *Lesser metamagic rod, silent* (Adventure; DMG)

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

- *Collar of healing* (Adventure; CL 11th; *Magic Item Compendium*; 5,000 gp)
- *Goodberry bracelet* (Adventure; CL 3rd; *Magic Item Compendium*; 2,000 gp)

APPENDIX 1: APL 2

1: HOUSE OF DEATH

REDCAP

CR 2

CE Small fey

Init +5; **Senses** Listen +8, Spot +8, low-light vision

Aura Faint Chaos and Evil

Languages Common, Sylvan

AC 13, touch 12, flat-footed 12

(+1 size, +1 Dex, +1 natural)

hp 22 (4 HD); DR 5/cold iron

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

Speed 30 ft. (6 squares);

Melee Medium scythe +3 (2d4+7/x4) or

Ranged Medium sling eldritch stone +5 (1d6+3)

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

Base Atk +2; **Grp** +4

Atk Options Eldritch stone, powerful build, Power Attack (always used, adjustment included in stat block).

Abilities Str 14, Dex 13, Con 14, Int 11, Wis 12, Cha 13

Feats Improved Initiative, Power Attack

Skills Hide +12, Intimidate +8, Listen +8, Move Silently +8, Spot +8, Survival +8

Possessions medium scythe, medium sling

Eldritch Stone (Su): Bullets fired from a redcap's sling glow with a greenish-blue magical energy, giving them a +1 enhancement bonus on attack rolls and damage rolls as well as dealing 1d6 points of damage (instead of the 1d4 points an ordinary bullet deals).

Powerful Build (Ex): The physical stature of a redcap lets it function in many ways as if he were one size category larger. Whenever a redcap is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the redcap is treated as one size larger if doing so is advantageous to it. A redcap is also considered one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect it. A redcap can use weapons designed for a creature one size larger without penalty. However, its space and reach remain those of a creature of its actual size. The benefits of this characteristic stack with the effects of powers, abilities, and spells that change the subject's size category.

6: BAD SEED

FIENDISH WOLF

CR 1

NE Medium magical beast (augmented animal, extraplanar)

Init +2; **Senses** Listen +3, Spot +3; 60 ft. darkvision, low-light vision

Aura Faint Evil

AC 14, touch 12, flat-footed 12

(+2 Dex, +2 natural)

hp 13 (2 HD)

Resist cold 5, fire 5; **SR** 7

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

Speed 50 ft. (10 squares);

Melee bite +3 (1d6+1)

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

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

Atk Options Smite good, Trip

Abilities Str 13, Dex 15, Con 15, Int 3, Wis 12, Cha 6

SQ Scent

Feats Track, Weapon Focus (bite)

Skills Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1

Smite Good (Su) Once per day a fiendish wolf can make a normal melee attack to deal +2 damage against a good foe.

Trip (Ex) A wolf that hits with its bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Skills Wolves have a +4 racial bonus on Survival checks when tracking by scent.

ECKEHARD

CR 3

Male human druid 3

NE Medium humanoid (human)

Init +3; **Senses** Listen +2, Spot +2

Aura Faint Evil

Languages Common, Druidic

AC 14, touch 9, flat-footed 14

(-1 Dex, +3 armor, +2 shield)

hp 21 (3 HD)

Fort +4, **Ref** +0, **Will** +5

Speed 20 ft. in hide armour (4 squares), base movement 30 ft.;

Melee masterwork scimitar +4 (1d6+1/18-20) or

Ranged sling +1 (1d4+1)

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

Base Atk +2; **Grp** +3

Atk Options Spells, spontaneous casting, Winter's Blast

Combat Gear Healing belt

Druid Spells Prepared (CL 3rd):

2nd—*briar web*, *chill metal* (DC 14)

1st—*charm animal* (DC 13), *entangle* (DC 13), *produce flame*

0—*create water*, *detect magic*, *read magic*, *resistance*

Abilities Str 12, Dex 8, Con 13, Int 10, Wis 15, Cha 14

SQ animal companion, nature sense, wild empathy, woodland stride, trackless step

Feats Combat Casting, Improved Initiative, Winter's Blast

Skills Concentration +7, Knowledge (nature) +10, Spellcraft +6, Survival +10, Tumble -3

Possessions combat gear plus hide armour, heavy wooden shield, masterwork scimitar, silver holy

symbol, sling and 10 bullets, spell component pouch, coin purse, 60 gp

Spontaneous Casting A druid can channel stored spell energy into summoning spells that she hasn't prepared ahead of time. She can "lose" a prepared spell in order to cast any *summon nature's ally* spell of the same level or lower.

Woodland Stride (Ex) Starting at 2nd level, a druid may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect her.

Trackless Step (Ex) Starting at 3rd level, a druid leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.

WOLF ANIMAL COMPANION CR -

N Medium animal

Init +3; **Senses** Listen +6, Spot +6; low-light vision, scent

AC 17, touch 13, flat-footed 14
(+3 Dex, +4 natural)

hp 26 (4 HD)

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

Speed 50 ft. (10 squares);

Melee bite +6 (1d6+3)

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

Base Atk +3; **Grp** +5

Atk Options Trip

Abilities Str 14, Dex 16, Con 15, Int 2, Wis 12, Cha 6

SQ link, share spells, evasion, scent

Feats Alertness, Track, Weapon Focus (bite)

Skills Hide +3, Listen +6, Move Silently +4, Spot +6, Survival +1
Trip (Ex) A wolf that hits with its bite attack can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Skills Wolves have a +4 racial bonus on Survival checks when tracking by scent.

MANE

CR 1

CE Small outsider (chaotic, evil, extraplanar)

Init +0; **Senses** Listen -4, Spot -4, darkvision 60 ft.

Aura Faint Chaos and Evil

Languages telepathy 100 ft.

AC 14, touch 11, flat-footed 14

(+1 size, +3 natural)

hp 6 (1 HD); DR 5/cold iron or good

Immune electricity, poison

Resist acid 10, cold 10, fire 10

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

Speed 20 ft. (4 squares);

Melee 2 claws +2 (1d3) and bite +0 (1d4)

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

Base Atk +1; **Grp** -3

Abilities Str 10, Dex 10, Con 14, Int 3, Wis 3, Cha 3

SQ acidic cloud, tanar'ri traits

Feats Multiattack

Skills Climb +4, Hide +8, Jump +4, Move Silently +4,

Acidic Cloud (Su) When a mane dies, it dissolves into a cloud of noxious vapour. Anyone within 10 feet of a slain mane who fails a DC 12 Reflex save takes 1d6 points of acid damage.

1: HOUSE OF DEATH**ADVANCED REDCAP 8HD CR 4**

CE Small fey

Init +7; **Senses** Listen +12, Spot +12, low-light vision**Aura** Faint Chaos and Evil**Languages** Common, Sylvan**AC** 17, touch 14, flat-footed 14

(+1 size, +3 Dex, +3 natural)

hp 60 (8 HD); DR 5/cold iron**Fort** +6, **Ref** +9, **Will** +7**Speed** 30 ft. (6 squares);**Melee** Medium scythe +7 (2d4+10/x4) or**Ranged** Medium sling eldritch stone +9 (1d6+5)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +4; **Grp** +8**Atk Options** Eldritch stone, powerful build, Power Attack (always used, adjustment included in stat block).**Abilities** Str 18, Dex 17, Con 18, Int 11, Wis 12, Cha 13**Feats** Improved Initiative, Power Attack, Track**Skills** Hide +18, Intimidate +12, Listen +12, Move Silently +14, Spot +12, Survival +12**Possessions** medium scythe, medium sling**Eldritch Stone (Su):** Bullets fired from a redcap's sling glow with a greenish-blue magical energy, giving them a +1 enhancement bonus on attack rolls and damage rolls as well as dealing 1d6 points of damage (instead of the 1d4 points an ordinary bullet deals).**Powerful Build (Ex):** The physical stature of a redcap lets it function in many ways as if he were one size category larger. Whenever a redcap is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the redcap is treated as one size larger if doing so is advantageous to it. A redcap is also considered one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect it. A redcap can use weapons designed for a creature one size larger without penalty. However, its space and reach remain those of a creature of its actual size. The benefits of this characteristic stack with the effects of powers, abilities, and spells that change the subject's size category.**5: CORRUPTION****CORRUPT DRYAD CR 4**

Female dryad fighter 2

CE Medium fey

Init +8; **Senses** Listen +9, Spot +9, low-light vision**Aura** Faint Chaos and Evil**Languages** Common, Elven, Sylvan**AC** 17, touch 14, flat-footed 13

(+4 Dex, +3 natural)

hp 25 (6 HD); DR 5/cold iron**Fort** +6, **Ref** +8, **Will** +6**Weakness** tree dependent**Speed** 30 ft. (6 squares)**Melee** dagger +8 (1d4/19-20) or**Ranged** masterwork longbow +9 (1d8/x3)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +4; **Grp** +4**Atk Options** spell-like abilities, Point Blank Shot, Rapid Shot**Spell-Like Abilities** (CL 6th):

At Will—entangle (DC 13), speak with plants, tree shape;

3/day—charm person (DC 13), deep slumber (DC 15), tree stride;

1/day—suggestion (DC 15)

‡ Already cast

Abilities Str 10, Dex 19, Con 11, Int 14, Wis 15, Cha 18**SQ** tree dependent, wild empathy**Feats** Great Fortitude, Weapon Finesse, Improved Initiative, Point Blank Shot, Rapid Shot**Skills** Escape Artist +11, Handle Animal +13, Hide +13, Knowledge (nature) +11, Listen +9, Move Silently +11, Ride +8, Spot +9, Survival +9, Use Rope +4 (+6 with bindings)**Possessions** combat gear plus dagger, masterwork longbow, 20 arrows**Tree Dependent (Su)** Each dryad is mystically bound to a single, enormous oak tree and must never stray more than 300 yards from it. Any who do become ill and die within 4d6 hours. A dryad's oak does not radiate magic.**Wild Empathy (Ex)** This power works like the druid's wild empathy class feature, except that the dryad has a +6 racial bonus on the check.**6: BAD SEED****FIENDISH WORG CR 3**

NE Medium magical beast (extraplanar)

Init +2; **Senses** Listen +6, Spot +6; darkvision 60 ft., low-light vision**Aura** Faint Evil**Languages** Common, Worg**AC** 14, touch 12, flat-footed 12

(+2 Dex, +2 natural)

hp 30 (4 HD); DR 5/magic**Resist** cold 5, fire 5; **SR** 9**Fort** +6, **Ref** +6, **Will** +3**Speed** 50 ft. (10 squares);**Melee** bite +7 (1d6+4)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +4; **Grp** +7**Atk Options** Smite Good, Trip**Abilities** Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10**SQ** Scent**Feats** Alertness, Track

Skills Hide +4, Listen +6, Move Silently +8, Spot +6, Survival +2

Smite Good (Su) Once per day a fiendish worg can make a normal melee attack to deal +4 damage against a good foe.

Trip (Ex) A worg that hits with its bite attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the worg.

Skills A worg has a +1 racial bonus on Listen, Move Silently, and Spot checks, and a +2 racial bonus on Hide checks. A worg has a +4 racial bonus on Survival checks when tracking by scent.

ECKEHARD

CR 5

Male human druid 5

NE Medium humanoid (human)

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

Aura Faint Evil

Languages Common, Druidic

AC 14, touch 9, flat-footed 14

(-1 Dex, +3 armor, +2 shield)

hp 33 (5 HD)

Fort +5, **Ref** +0, **Will** +7

Speed 20 ft. in hide armor (4 squares), base movement 30 ft.

Melee masterwork scimitar +5 (1d6+1/18-20) or

Ranged sling +2 (1d4+1)

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

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

Atk Options Spells, spontaneous casting, Winter's Blast

Combat Gear Healing belt, empowered spellshard (produce flame)

Druid Spells Prepared (CL 5th):

3rd—*call lightning* (DC 16), *sleet storm*

2nd—*briar web*, *chill metal* (DC 15), *warp wood* (DC 15)

1st—*charm animal* (DC 14), *entangle* (DC 14), *magic stone*, *produce flame*

0—*create water*, *detect magic*, *guidance*, *read magic*, *resistance*

Abilities Str 12, Dex 8, Con 13, Int 10, Wis 16, Cha 14

SQ animal companion, nature sense, wild empathy, woodland stride, trackless step, resist nature's lure, wild shape 1/day

Feats Combat Casting, Improved Initiative, Winter's Blast

Skills Concentration +9, Knowledge (nature) +12, Spellcraft +8, Survival +13, Tumble -

2Possessions combat gear plus hide armour, heavy wooden shield, masterwork scimitar, silver holy symbol, sling and 10 bullets, spell component pouch, coin purse, 60 gp, everlasting rations

Spontaneous Casting A druid can channel stored spell energy into summoning spells that she hasn't prepared ahead of time. She can "lose" a prepared spell in order to cast any *summon nature's ally* spell of the same level or lower.

Woodland Stride (Ex) Starting at 2nd level, a druid may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect her.

Trackless Step (Ex) Starting at 3rd level, a druid leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.

Resist Nature's Lure (Ex) Starting at 4th level, a druid gains a +4 bonus against the spell-like abilities of fey (such as dryads, pixies, and sprites).

Wild Shape 1/day (Su) Eckehard can change into a Small or Medium animal and back again once per day.

WOLF ANIMAL COMPANION

CR -

N Medium animal

Init +3; **Senses** Listen +6, Spot +6; low-light vision, scent

AC 17, touch 13, flat-footed 14

(+3 Dex, +4 natural)

hp 26 (4 HD)

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

Speed 50 ft. (10 squares);

Melee bite +6 (1d6+3)

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

Base Atk +3; **Grp** +5

Atk Options Trip

Abilities Str 14, Dex 16, Con 15, Int 2, Wis 12, Cha 6
SQ link, share spells, evasion

Feats Alertness, Track, Weapon Focus (bite)

Skills Hide +3, Listen +6, Move Silently +4, Spot +6, Survival +1

Trip (Ex) A wolf that hits with its bite attack can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Skills Wolves have a +4 racial bonus on Survival checks when tracking by scent.

GADACRO

CR 3

CE Small outsider (chaotic, evil, extraplanar, tanar'ri)

Init +4; **Senses** Listen +7, Spot +11; darkvision 120 ft.; superior low-light vision

Aura Moderate Chaos and Evil

Languages Abyssal, Celestial, Draconic, telepathy 100 ft.

AC 15, touch 15, flat-footed 11

(+1 size, +4 Dex)

hp 26 (4 HD); DR 5/cold iron or good; sudden escape

Immune electricity, poison

Resist acid 10, cold 10, fire 10

Fort +6, **Ref** +8, **Will** +4

Speed 20 ft. (4 squares); fly 40 ft. (perfect); Flyby Attack

Melee talon +9 (1d6-2/18-20/x3)

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

Base Atk +4; **Grp** -2

Atk Options aligned strike (chaotic, evil), eyethief, sneak attack +1d6

Special Actions *summon tanar'ri*

Spell-Like Abilities (CL 4th):

1/day—*earthbind* (DC 13), *mirror image*

Abilities Str 7, Dex 18, Con 15, Int 8, Wis 10, Cha 12

Feats Flyby Attack, Weapon Finesse

Skills Balance +11, Escape Artist +15, Hide +15, Listen +7, Move Silently +11, Search +6, Spot +11

Superior Low-Light Vision (Ex) An gadacro sees four times as well as a human does in shadowy illumination.

Sudden Escape (Ex) If an gadacro takes damage from a melee attack, it can, as an immediate

action, disappear in a puff of smoke and brimstone and reappear in a square up to 20 feet away to which it has line of sight.

Eyethief (Ex) An gadacro can forgo its sneak attack damage or extra damage on a confirmed critical hit to instead blind its opponent for 5 rounds. A creature that has been blinded in this way cannot be affected again until it has recovered from the current effect. Creatures that lack eyes are immune.

Summon Tanar'ri (Sp) 35% chance to summon 1d2 gadacros; 1/day; caster level 4th. This ability is the equivalent of a 2nd-level spell.

Skills Gadacros have a +4 racial bonus on Escape Artist and Spot checks.

1: HOUSE OF DEATH**ADVANCED REDCAP 10HD CR 6**

CE Small fey

Init +8; **Senses** Listen +16, Spot +16, low-light vision**Aura** Faint Chaos and Evil**Languages** Common, Sylvan**AC** 19, touch 15, flat-footed 15

(+1 size, +4 Dex, +4 natural)

hp 85 (10 HD); regeneration/fast healing; DR 10/cold iron**Fort** +8, **Ref** +11, **Will** +8**Speed** 30 ft. (6 squares);**Melee** Medium scythe +9 (2d4+11/x4) or**Ranged** Medium sling eldritch stone +11 (1d6+6)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +5; **Grp** +10**Atk Options** Eldritch stone, powerful build, Power Attack (always used, adjustment included in stat block).**Abilities** Str 20, Dex 19, Con 20, Int 11, Wis 12, Cha 13**Feats** Alertness, Improved Initiative, Power Attack, Track**Skills** Hide +21, Intimidate +14, Listen +16, Move Silently +17, Spot +16, Survival +14**Possessions** medium scythe, medium sling**Eldritch Stone (Su):** Bullets fired from a redcap's sling glow with a greenish-blue magical energy, giving them a +1 enhancement bonus on attack rolls and damage rolls as well as dealing 1d6 points of damage (instead of the 1d4 points an ordinary bullet deals).**Powerful Build (Ex):** The physical stature of a redcap lets it function in many ways as if he were one size category larger. Whenever a redcap is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the redcap is treated as one size larger if doing so is advantageous to it. A redcap is also considered one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect it. A redcap can use weapons designed for a creature one size larger without penalty. However, its space and reach remain those of a creature of its actual size. The benefits of this characteristic stack with the effects of powers, abilities, and spells that change the subject's size category.**5: CORRUPTION****CORRUPTED DRYAD CR 6**

Female dryad (corrupted creature)

CE Medium aberration (augmented fey)

Init +3; **Senses** Listen +8, Spot +8, low-light vision, darkvision 60 ft.**Aura** Faint Chaos and Evil**Languages** Common, Elven, Sylvan**AC** 21, touch 14, flat-footed 17

(+4 Dex, +7 natural)

hp 22 (4 HD); fast healing 2; DR 5/cold iron and magic**Fort** +3, **Ref** +8, **Will** +6**Weakness** tree dependent**Speed** 30 ft. (6 squares);**Melee** dagger +5 (1d4/19-20) or**Ranged** masterwork longbow +5 (1d8/x3)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +2; **Grp** +2**Atk Options** spell-like abilities**Spell-Like Abilities** (CL 6th):

At Will—entangle (DC 16), speak with plants, tree shape;

3/day—charm person (DC 16), deep slumber (DC 18), tree stride;

1/day—suggestion (DC 18)

‡ Already cast

Abilities Str 14, Dex 17, Con 15, Int 14, Wis 13, Cha 16 **SQ** tree dependent, wild empathy**Feats** Great Fortitude, Weapon Finesse**Skills** Escape Artist +10, Handle Animal +10, Hide +10, Knowledge (nature) +11, Listen +8, Move Silently +10, Ride +5, Spot +11, Survival +8, Use Rope +3 (+5 with bindings)**Possessions** combat gear plus dagger, masterwork longbow, 20 arrows**Tree Dependent (Su)** Each dryad is mystically bound to a single, enormous oak tree and must never stray more than 300 yards from it. Any who do become ill and die within 4d6 hours. A dryad's oak does not radiate magic.**Wild Empathy (Ex)** This power works like the druid's wild empathy class feature, except that the dryad has a +6 racial bonus on the check.**Disruptive Attack (Su)** The corrupted creature deals additional vile damage when it touches uncorrupted, living, corporeal nonoutsiders. The amount of vile damage dealt is equal to half of the creature's hit dice. The dryad uses weapons and does not gain the benefit of the disruptive attack.**Enhanced Power (Su)** The save DCs of any and all of the corrupt creatures special attacks increase by +4 (already factored into stat block).**6: BAD SEED****FIENDISH DIRE WOLF CR 4**

NE Large magical beast (augmented animal, extraplanar)

Init +2; **Senses** Listen +9, Spot +9; 60 ft. darkvision, low-light vision**Aura** Faint Evil**AC** 14, touch 11, flat-footed 12

(-1 size, +2 Dex, +3 natural)

hp 45 (6 HD); DR 5/magic**Resist** cold 5, fire 5; **SR** 11**Fort** +8, **Ref** +7, **Will** +6

Speed 50 ft. (10 squares); **Run**
Melee bite +11 (1d8+10)
Space 10 ft.; **Reach** 5 ft.
Base Atk +4; **Grp** +15
Atk Options Smite good, trip

Abilities Str 25, Dex 15, Con 17, Int 3, Wis 12, Cha 10
Feats Alertness, Run, Track, Weapon Focus (bite)
Skills Hide +0, Listen +7, Move Silently +4, Spot +7, Survival +2

Smite Good (Su) Once per day a fiendish dire wolf can make a normal melee attack to deal +6 damage against a good foe.
Trip (Ex) A dire wolf that hits with its bite attack can attempt to trip the opponent (+11 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dire wolf.
Skills A dire wolf has a +2 racial bonus on Hide, Listen, Move Silently, and Spot checks. A dire wolf has a +4 racial bonus on Survival checks when tracking by scent.

ECKEHARD

CR 7

Male human druid 7
NE Medium humanoid (human)
Init +3; **Senses** Listen +3, Spot +3
Aura Faint Evil
Languages Common, Druidic

AC 14, touch 9, flat-footed 14
(-1 Dex, +3 armor, +2 shield)
hp 45 (7 HD)
Fort +6, **Ref** +1, **Will** +8

Speed 20 ft. in hide armour (4 squares), base movement 30 ft.;
Melee masterwork scimitar +6 (1d6+1/18-20) or
Ranged sling +4 (1d4+1)
Space 5 ft.; **Reach** 5 ft.
Base Atk +5; **Grp** +6
Atk Options Spells, spontaneous casting, Winter's Blast
Special Actions Boar's Ferocity
Combat Gear Healing belt, empowered spellshard (produce flame), lesser metamagic rod (silent)
Druid Spells Prepared (CL 7th):
4th—*ice storm* (DC 17)
3rd—*call lightning* (DC 16), *sleet storm*, *spike growth* (DC 16)
2nd—*briar web*, *chill metal* (DC 15), *flaming sphere* (DC 15), *warp wood* (DC 15)
1st—*charm animal* (DC 14), *endure elements*, *entangle* (DC 14), *magic stone*, *produce flame*
0—*create water*, *detect magic*, *guidance*, *read magic*, *resistance*, *virtue*

Abilities Str 12, Dex 8, Con 13, Int 10, Wis 16, Cha 14
SQ animal companion, nature sense, wild empathy, woodland stride, trackless step, resist nature's lure, wild shape 3/day
Feats Boar's Ferocity, Combat Casting, Improved Initiative, Winter's Blast

Skills Concentration +11, Knowledge (nature) +14, Spellcraft +10, Survival +15, Tumble -1
Possessions combat gear plus hide armour, heavy wooden shield, masterwork scimitar, silver holy symbol, sling and 10 bullets, spell component pouch, coin purse, 60 gp, everlasting rations

Spontaneous Casting A druid can channel stored spell energy into summoning spells that she hasn't prepared ahead of time. She can "lose" a prepared spell in order to cast any *summon nature's ally* spell of the same level or lower.
Woodland Stride (Ex) Starting at 2nd level, a druid may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect her.
Trackless Step (Ex) Starting at 3rd level, a druid leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.
Resist Nature's Lure (Ex) Starting at 4th level, a druid gains a +4 bonus against the spell-like abilities of fey (such as dryads, pixies, and sprites).
Wild Shape 3/day (Su) Eckehard retains his wild shape for his Boar's Ferocity feat.

WOLF ANIMAL COMPANION CR -

N Medium animal
Init +3; **Senses** Listen +7, Spot +7; low-light vision, scent

AC 20, touch 13, flat-footed 17
(+3 Dex, +7 natural)
hp 39 (6 HD)
Fort +7, **Ref** +8, **Will** +3

Speed 50 ft. (10 squares);
Melee bite +7 (1d6+3)
Space 5 ft.; **Reach** 5 ft.
Base Atk +4; **Grp** +6
Atk Options Trip

Abilities Str 15, Dex 17, Con 15, Int 2, Wis 12, Cha 6
SQ link, share spells, evasion, devotion
Feats Alertness, Improved Natural Armour, Track, Weapon Focus (bite)
Skills Hide +3, Listen +7, Move Silently +4, Spot +7, Survival +1

Trip (Ex) A wolf that hits with its bite attack can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.
Skills Wolves have a +4 racial bonus on Survival checks when tracking by scent.

GADACRO (ADVANCED 8HD) CR 5

CE Small outsider (chaotic, evil, extraplanar, tanar'ri)
Init +4; **Senses** Listen +11, Spot +15; darkvision 120 ft.; superior low-light vision

Aura Strong Chaos and Evil

Languages Abyssal, Celestial, Draconic, telepathy
100 ft.

AC 15, touch 15, flat-footed 11

(+1 size, +4 Dex)

hp 52 (8 HD); DR 5/cold iron or good; sudden escape

Immune electricity, poison

Resist acid 10, cold 10, fire 10

Fort +8, **Ref** +10, **Will** +6

Speed 20 ft. (4 squares), fly 40 ft. (perfect); Flyby
Attack

Melee talon +13 (1d6-2/18-20/x3)

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

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

Atk Options aligned strike (chaotic, evil), eyethief,
sneak attack +1d6

Special Actions *summon tanar'ri*

Spell-Like Abilities (CL 4th):

1/day—*earthbind* (DC 13), *mirror image*

Abilities Str 7, Dex 19, Con 15, Int 8, Wis 10, Cha 12

Feats Flyby Attack, Hover, Weapon Finesse

Skills Balance +15, Escape Artist +19, Hide +19,
Listen +11, Move Silently +15, Search +10, Spot
+15

Superior Low-Light Vision (Ex) An gadacro sees four times as well as a human does in shadowy illumination.

Sudden Escape (Ex) If an gadacro takes damage from a melee attack, it can, as an immediate action, disappear in a puff of smoke and brimstone and reappear in a square up to 20 feet away to which it has line of sight.

Eyethief (Ex) An gadacro can forgo its sneak attack damage or extra damage on a confirmed critical hit to instead blind its opponent for 5 rounds. A creature that has been blinded in this way cannot be affected again until it has recovered from the current effect. Creatures that lack eyes are immune.

Summon Tanar'ri (Sp) 35% chance to summon 1d2 gadacros; 1/day; caster level 4th. This ability is the equivalent of a 2nd-level spell.

Skills Gadacros have a +4 racial bonus on Escape Artist and Spot checks.

1: HOUSE OF DEATH**ADVANCED REDCAP 14HD CR 8**

CE Small fey

Init +10; **Senses** Listen +20, Spot +20, low-light vision**Aura** Moderate Evil**Languages** Common, Sylvan**AC** 23, touch 17, flat-footed 17

(+1 size, +6 Dex, +6 natural)

hp 147 (14 HD); regeneration/fast healing; DR 10/cold iron**Fort** +11, **Ref** +15, **Will** +10**Speed** 30 ft. in (6 squares);**Melee** Medium scythe +13 (2d4+14/x4) or**Ranged** Medium sling eldritch stone +15 (1d6+8)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +7; **Grp** +14**Atk Options** Eldritch stone, powerful build, Power Attack (always used, adjustment included in stat block).**Abilities** Str 24, Dex 23, Con 24, Int 11, Wis 12, Cha 13**Feats** Alertness, Cleave, Improved Initiative, Power Attack, Track**Skills** Hide +27, Intimidate +18, Listen +20, Move Silently +23, Spot +20, Survival +18**Possessions** combat gear plus medium scythe, medium sling**Eldritch Stone (Su):** Bullets fired from a redcap's sling glow with a greenish-blue magical energy, giving them a +1 enhancement bonus on attack rolls and damage rolls as well as dealing 1d6 points of damage (instead of the 1d4 points an ordinary bullet deals).**Powerful Build (Ex):** The physical stature of a redcap lets it function in many ways as if he were one size category larger. Whenever a redcap is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the redcap is treated as one size larger if doing so is advantageous to it. A redcap is also considered one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect it. A redcap can use weapons designed for a creature one size larger without penalty. However, its space and reach remain those of a creature of its actual size. The benefits of this characteristic stack with the effects of powers, abilities, and spells that change the subject's size category.**5: CORRUPTION****CORRUPTED DRYAD CR 6**

Female dryad fighter 2 (corrupted creature)

CE Medium aberration (augmented fey)

Init +3; **Senses** Listen +8, Spot +8, low-light vision, darkvision 60 ft.**Aura** Faint Evil**Languages** Common, Elven, Sylvan**AC** 21, touch 14, flat-footed 17

(+4 Dex, +7 natural)

hp 37 (6 HD); fast healing 3; DR 5/cold iron and magic**Fort** +6, **Ref** +7, **Will** +5**Weakness** tree dependent**Speed** 30 ft. (6 squares)**Melee** improved unarmed strike +5 (1d3+3 vile) or**Melee** dagger +5 (1d4/19-20) or**Ranged** masterwork longbow rapid shot +6/+4 (1d8/x3)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +2; **Grp** +2**Atk Options** spell-like abilities, Improved Unarmed Strike, Point Blank Shot, Precise Shot**Spell-Like Abilities** (CL 6th):

At Will—entangle (DC 16), speak with plants, tree shape;

3/day—charm person (DC 16), deep slumber (DC 18), tree stride;

1/day—suggestion (DC 18)

‡ Already cast

Abilities Str 14, Dex 17, Con 15, Int 14, Wis 13, Cha 16**SQ** tree dependent, wild empathy**Feats** Great Fortitude, Weapon Finesse, Improved Unarmed Strike, Point Blank Shot, Rapid Shot**Skills** Escape Artist +10, Handle Animal +12, Hide +12, Knowledge (nature) +11, Listen +8, Move Silently +10, Ride +8, Spot +8, Survival +8, Use Rope +3 (+5 with bindings)**Possessions** dagger, masterwork longbow, 20 arrows**Tree Dependent (Su)** Each dryad is mystically bound to a single, enormous oak tree and must never stray more than 300 yards from it. Any who do become ill and die within 4d6 hours. A dryad's oak does not radiate magic.**Wild Empathy (Ex)** This power works like the druid's wild empathy class feature, except that the dryad has a +6 racial bonus on the check.**Disruptive Attack (Su)** The corrupted creature deals additional vile damage when it touches uncorrupted, living, corporeal nonoutsiders. The amount of vile damage dealt is equal to half of the creature's hit dice. The dryad uses weapons and does not gain the benefit of the disruptive attack.**Enhanced Power (Su)** The save DCs of any and all of the corrupt creatures special attacks increase by +4 (already factored into stat block).**6: BAD SEED****FIENDISH BROWN BEAR CR 5**

NE Large magical beast (augmented animal, extraplanar)

Init +1; **Senses** Listen +4, Spot +7; darkvision 60 ft., low-light vision

Aura Faint Evil

AC 15, touch 10, flat-footed 14

(-1 size, +1 Dex, +5 natural)

hp 51 (6 HD); DR 5/magic

Resist cold 5, fire 5; **SR** 11

Fort +9, **Ref** +6, **Will** +3

Speed 40 ft. (8 squares); Run

Melee 2 claws +11 (1d8+8) and bite +6 (2d6+4)

Space 10 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +16

Atk Options Improved grab, smite good

Abilities Str 27, Dex 13, Con 19, Int 3, Wis 12, Cha 6
SQ Scent

Feats Endurance, Run, Track

Skills Listen +4, Spot +7, Swim +12

Improved Grab (Ex) To use this ability a brown bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Smite Good (Su) Once per day a fiendish brown bear can make a normal melee attack to deal +6 damage against a good foe.

Skills a brown bear has a +4 racial bonus on Swim checks

ECKEHARD

CR 9

Male human druid 9

NE Medium humanoid (human)

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

Aura Faint Evil

Languages Common, Druidic

AC 21, touch 9, flat-footed 21

(-1 Dex, +3 armor, +2 shield, +7 natural [Elephant's Hide])

hp 57 (9 HD)

Immune Poison

Fort +7, **Ref** +2, **Will** +9

Speed 20 ft. in Hide armour (4 squares), base movement 30 ft.;

Melee masterwork scimitar +8/+3 (1d6+1/18-20) or

Ranged sling +5/+0 (1d4+1)

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

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

Atk Options Spells, spontaneous casting, Winter's Blast

Special Actions Boar's Ferocity

Combat Gear Healing belt, empowered spellshard (produce flame), lesser metamagic rod (silent)

Druid Spells Prepared (CL 9th):

5th—*baleful polymorph* (DC 18)

4th—*ice storm* (DC 17), *rusting grasp*

3rd—*call lightning* (DC 16), *poison* (DC 16), *sleet storm*, *spike growth* (DC 16)

2nd—*briar web*, *chill metal* (DC 15), *flaming sphere* (DC 15), *hold animal* (DC 15), *warp wood*

1st—*charm animal* (DC 14), *endure elements*, *entangle* (DC 14), *magic stone*, *produce flame*

0—*create water*, *detect magic*, *guidance*, *read magic*, *resistance*, *virtue*

Abilities Str 12, Dex 8, Con 13, Int 10, Wis 17, Cha 14

SQ animal companion, nature sense, wild empathy, woodland stride, trackless step, resist nature's lure, venom immunity, wild shape 3/day, large

Feats Boar's Ferocity, Combat Casting, Improved Initiative, Elephant's Hide, Winter's Blast

Skills Concentration +13, Knowledge (nature) +16, Spellcraft +12, Survival +17, Tumble +2

Possessions combat gear plus hide armour, heavy wooden shield, masterwork scimitar, silver holy symbol, sling and 10 bullets, spell component pouch, coin purse, 60 gp, everlasting rations, goodberry bracelet

Spontaneous Casting A druid can channel stored spell energy into summoning spells that she hasn't prepared ahead of time. She can "lose" a prepared spell in order to cast any *summon nature's ally* spell of the same level or lower.

Woodland Stride (Ex) Starting at 2nd level, a druid may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect her.

Trackless Step (Ex) Starting at 3rd level, a druid leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.

Resist Nature's Lure (Ex) Starting at 4th level, a druid gains a +4 bonus against the spell-like abilities of fey (such as dryads, pixies, and sprites).

Wild Shape 3/day, large (Su) Eckehard retains his wild shape for his Boar's Ferocity and Elephant's Hide feats.

WOLF ANIMAL COMPANION CR -

N Medium animal

Init +4; **Senses** Listen +8, Spot +8; low-light vision, scent

AC 23, touch 14, flat-footed 19

(+4 Dex, +9 natural)

hp 52 (8 HD)

Fort +8, **Ref** +10, **Will** +3

Speed 50 ft. (10 squares);

Melee bite +10 (1d6+4)

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

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

Atk Options Trip

Combat Gear Collar of Healing

Abilities Str 16, Dex 18, Con 15, Int 2, Wis 12, Cha 6

SQ link, share spells, evasion, devotion, multiattack

Feats Alertness, Improved Natural Armour, Multiattack, Track, Weapon Focus (bite)

Skills Hide +4, Listen +8, Move Silently +5, Spot +8, Survival +1

Trip (Ex) A wolf that hits with its bite attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or

provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Skills Wolves have a +4 racial bonus on Survival checks when tracking by scent.

GADACRO (ADVANCED 12HD) CR 7

CE Medium outsider (chaotic, evil, extraplanar, tanar'ri)

Init +8; **Senses** Listen +15, Spot +19; darkvision 120 ft.; superior low-light vision

Aura Overwhelming Chaos and Evil

Languages Abyssal, Celestial, Draconic, telepathy 100 ft.

AC 14, touch 14, flat-footed 10 (+4 Dex)

hp 90 (12 HD); DR 5/cold iron or good; sudden escape

Immune electricity, poison

Resist acid 10, cold 10, fire 10

Fort +11, **Ref** +12, **Will** +8

Speed 20 ft. (4 squares), fly 40 ft. (perfect); Flyby Attack

Melee talon +16 (1d8/15-20/x3)

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

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

Atk Options aligned strike (chaotic, evil), eyethief, sneak attack +1d6

Special Actions *summon tanar'ri*

Spell-Like Abilities (CL 4th):

1/day—*earthbind* (DC 13), *mirror image*

Abilities Str 11, Dex 18, Con 17, Int 8, Wis 10, Cha 12

Feats Flyby Attack, Hover, Improved Critical (Talon), Improved Initiative, Weapon Finesse

Skills Balance +19, Escape Artist +23, Hide +19, Listen +15, Move Silently +19, Search +14, Spot +19

Superior Low-Light Vision (Ex) An gadacro sees four times as well as a human does in shadowy illumination.

Sudden Escape (Ex) If an gadacro takes damage from a melee attack, it can, as an immediate action, disappear in a puff of smoke and reappear in a square up to 20 feet away to which it has line of sight.

Eyethief (Ex) An gadacro can forgo its sneak attack damage or extra damage on a confirmed critical hit to instead blind its opponent for 5 rounds. A creature that has been blinded in this way cannot be affected again until it has recovered from the current effect. Creatures that lack eyes are immune.

Summon Tanar'ri (Sp) 35% chance to summon 1d2 gadacros; 1/day; caster level 4th. This ability is the equivalent of a 2nd-level spell.

Skills Gadacros have a +4 racial bonus on Escape Artist and Spot checks.

APPENDIX 2: NEW RULES ITEMS

FEATS

Boar's Ferocity

You can continue fighting even at the brink of death.

Prerequisite: Ability to wild shape.

Benefit: If your hit points are reduced to zero or less (but you aren't killed), you can spend one wild shape as a free action (even if it isn't your turn) to continue acting as if not disabled or dying. The effects lasts for one minute.

Normal: When reduced to 0 hp, you are disabled and can take only a single move or standard action each round. When reduced to -1 to -9 hp, you are dying and drop unconscious.

Source: *Complete Divine* 79

Elephant's Hide

You can thicken your skin to the toughness of an elephant's.

Prerequisite: Ability to wild shape into a Large creature.

Benefit: You can spend one wild shape to give yourself a natural armour bonus of 7. This does not stack with any natural armour you currently have. The effect lasts for 10 minutes.

Source: *Complete Divine* 81

Winter's Blast

The frozen magic within you can burst forth in a hail of frost.

Prerequisite: Ability to cast 2nd-level spells.

Benefit: As long as you have a cold spell of 2nd level or higher available to cast, you can create a 15-foot cone-shaped burst of cold. This cone deals 1d4 points of cold damage per level of the highest-level cold spell you have available to cast. A successful reflex save halves the damage.

As a secondary benefit, you gain a +1 competence bonus to you caster level when casting cold spells.

Source: *Complete Mage* 48

MAGIC ITEMS

Collar of Healing

Price (Item Level): 5,000 gp (9th)

Body Slot: Throat

Caster Level: 11th

Aura: Moderate; (DC 20) conjuration

Activation: - and immediate (command)

Weight: -

This lightweight animal collar is crafted from fine leather.

This collar allows you to heal your trusted animal friend at a moment's notice. A collar of healing functions only when worn by your animal companion, familiar, or special mount. While that creature wears the collar, you always know its exact hit point total. This is a continuous effect and requires no activation.

In addition you can activate the collar from any distance (as long as you are on the same plane) to cure the animal wearing it. This instantly heals the creature wearing the collar of 50 points of damage and removes the fatigued or exhausted condition (if the creature currently suffers from such). This ability functions once per day.

Prerequisites: Craft Wondrous Item, *heal* or *fortify familiar* (SC 98) or *heal mount, status*.

Cost to Create: 1,500 gp, 120 XP, 3 days.

Source: *Magic Item Compendium* 89-90

Empowered Spellshard

Price (Item Level): See text

Body Slot: Throat

Caster Level: 9th

Aura: Moderate; (DC 19) varies

Activation: See text

Weight: ¼ lb.

This reddish crystal shard is inscribed with arcane symbols, banded with mithral, and hanging from a small silver chain.

An *empowered spellshard* is keyed to a specific spell of up to 3rd level. When you cast the attuned spell, you can use your *empowered spellshard* as a focus in addition to the spell's normal components (if any). Doing this empowers the spell (as though using the Empower Spell feat, but with no adjustment to spell level or casting time). The spellshard is activated as part of the spellcasting process. The markings on the shard reveal the spell to which it is attuned to a character who makes a successful DC 30 Spellcraft check. The prices and levels of empowered spellshards are described on the table below.

Spell Level	Price (Item Level)
1st	1,500 gp (5th)
2nd	3,000 gp (7th)
3rd	6,000 gp (10th)

An *empowered spellshard* functions 3 times

per day.

The school of magic an *empowered spellshard* radiates is the same as that of the spell to which it is attuned.

Lore: These shards were created during the last great war to assist battle mages on the front line (Knowledge [history] DC 10). As a result many *empowered spellshards* are keyed to destructive evocation spells (Knowledge [history] DC 15).

Prerequisites: Craft Wondrous Item, Empower Spell, spell to which the shard is attuned.

Cost to Create: 750 gp, 60 XP, 2 days (1st level); 1,500 gp, 120 XP, 3 days (2nd level); 3,000 gp, 240 XP, 6 days (3rd level).

Source: *Magic Item Compendium* 96-97

Everlasting Rations

Price (Item Level): 350 gp (2nd)

Body Slot: - (held)

Caster Level: 5th

Aura: Faint; (DC 17) conjuration

Activation: -

Weight: 2 lb.

This nondescript, small leather pouch has a light blue silk drawstring.

This pouch contains enough trail rations to feed a Medium creature for one day. Every morning at sunrise, the pouch magically creates another day's worth of rations.

Prerequisites: Craft Wondrous Item, *create food and water*.

Cost to Create: 175 gp, 14 XP, 1 day.

Source: *Magic Item Compendium* 160

Goodberry Bracelet

Price (Item Level): 2,000 gp (6th)

Body Slot: Arms

Caster Level: 3rd

Aura: Faint; (DC 16) transmutation

Activation: Standard (manipulation)

Weight: -

Hanging from this simple silver bracelet are a number of charms that look like berries.

A *goodberry bracelet* provides basic nourishment and minor healing to its wearer and her allies. Each day at dawn, as long as it is worn, this bracelet creates five silver berry-shaped charms. When plucked from the bracelet, a charm becomes an edible berry with

magical properties equivalent to those created by a *goodberry* spell, except that no character can benefit from more than one berry per day. Regardless of whether the charm is eaten, removed but uneaten, or still on the bracelet, all charms and berries created by the bracelet disappear 24 hours after they are created.

If you also wear a magic item that grants a bonus to your Wisdom score, you can add half the bonus granted by that item to the healing granted by that item to the healing provided by each berry. For example, a character wearing this bracelet and a *periapt of Wisdom +4* would create berries that heal 3 points of damage (instead of just one point).

Prerequisites: Craft Wondrous Item, *goodberry*.

Cost to Create: 1,000 gp, 80 XP, 2 days.

Source: *Magic Item Compendium* 108

Healing Belt

Price (Item Level): 750 gp (3rd)

Body Slot: Waist

Caster Level: 3rd

Aura: Faint; (DC 16) conjuration

Activation: - and standard (command)

Weight: 1 lb.

This broad leather belt is studded with three moonstones.

While wearing a *healing belt*, you gain a +2 competence bonus on Heal checks. This is a continuous effect and requires no activation.

In addition the belt has 3 charges, which are renewed each day at dawn. Spending one or more charges allows you to channel positive energy and heal damage with a touch. (You can also use this ability to harm undead, dealing them an equivalent amount of damage instead.)

1 charge: Heals 2d8 points of damage.

2 charges: Heals 3d8 points of damage.

3 charges: Heals 4d8 points of damage.

Prerequisites: Craft Wondrous Item, *cure moderate wounds*.

Cost to Create: 500 gp, 40 XP, 1 day.

Source: *Magic Item Compendium* 110

SPELLS

Briar Web

Transmutation

Level: Druid 2, ranger 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: 40-ft.-radius spread

Duration: 1 minute/level

Saving Throw: None.

Spell Resistance: No

With a sound like a thousand knives being unsheathed, the plants in the area grow sharp thorns and warp into a thick briar patch.

This spell causes grasses, weeds, bushes, and even trees to grow thorns and wrap and twist around creatures in or entering the area. The spell's area becomes difficult terrain, and creatures move at half speed within the affected area. Any creature moving through the area also takes 1 point of nonmagical piercing damage for each 5 feet moved.

A creature with *freedom of movement* or the woodland stride ability is unaffected by this spell.

Source: *Spell Compendium* 39

Earthbind

Transmutation

Level: Druid 2, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 minute/level (D)

Saving Throw: Fortitude negates.

Spell Resistance: Yes

You intone words of binding and point at your foe. Yellow strings of magical energy loop about its wings, dragging it to the ground.

You hinder the subject's ability to fly (whether through natural or magical means) for the duration of the spell. If the target fails its saving throw, its fly speed (if any) becomes 0 feet. An airborne creature subject to this spell falls to the ground as if under the effect of a *feather fall* spell. Even if a new effect would grant the creature the ability to fly, that effect is suppressed for the duration of the *earthbind* spell. *Earthbind* has no effect on other forms of movement, or even on effects that might grant airborne movement without granting a fly speed (such as jumping or *levitate* or *air walk* spells).

Source: *Monster Manual* V 26

VILE DAMAGE

Vile damage, like regular damage, results in the loss of hit points or ability score points. Unlike regular damage, vile damage can only be healed by magic cast within the area of a consecrate or hallow spell. Vile damage represents such an evil violation to a character's body or soul that only in a holy place can healing magic repair the damage.

Source: *Book of Vile Darkness* 34

PRESTIGE CLASSES

Fiend of Corruption

For a variety of reasons – to win more fodder for an unending Blood War, to gain currency in an infernal economy, or to hold stakes in a cosmic conflict between good and evil – some fiends are preoccupied with corrupting mortals to ensure that their souls end up on the Lower Planes after death. These fiends delight in finding souls pure and untouched by evil, and leading them astray until they are utterly and irredeemably corrupt. What they cannot corrupt, they nevertheless hope to claim by virtue of an inviolable bargain that the fiend can inevitably twist toward its own purposes. Such fiends thrive in the fiend of corruption prestige class.

As the name suggests, only fiends can enter the fiend of corruption prestige class. Some can qualify without any levels in other classes at all, while others gain levels in any character class before joining the prestige class.

A fiend of corruption works best by establishing a one-on-one relationship with an individual mortal, so it generally does its work independent of other fiends. On rare occasions succubus or erinyes fiends of corruption have been known to work in pairs.

Hit Dice: d6

Requirements

To qualify to become a fiend of corruption, a character must fulfill all the following criteria.

Race: Outsider with the evil subtype.

Base Save Bonus: Will +7

Skills: Bluff 10 ranks, Disguise 10 ranks, Sense Motive 10 ranks.

Special: must be able to use charm person or charm monster as a spell or spell-like ability.

Class Skills

The fiend of corruption's class skills (and the key ability for each skill) are Bluff (Cha), Diplomacy (Cha), Knowledge (religion) (Int),

Listen (Wis), Search (Int), Sense Motive (Wis), and Spot (Wis).

Skill Points at Each Level: 2 + Int modifier.

Table A 1-2: The Fiend of Corruption

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+2	Alternate form, fiend's favour
2nd	+1	+3	+3	+3	Suggestion, mind shielding
3rd	+2	+3	+3	+3	Mark of justice
4th	+3	+4	+4	+4	Fiendish graft, major creation
5th	+3	+4	+4	+4	Geas, temptation
6th	+4	+5	+5	+5	Grant wish, soul bargain

Class Features

The following are class features of the fiend of corruption prestige class.

Weapon and Armor Proficiency: Fiends of corruption gain no proficiency with any weapons, armor, or shields.

Alternate Form (Su): A fiend of corruption has the ability to assume any humanoid form of Small to Large size as a standard action. While using this ability, the fiend gains a +10 circumstance bonus on disguise checks.

Fiends of corruption typically use this ability to make themselves appear pleasing or even desirable to their intended targets. It is hard, after all, to manipulate a person who is running away, howling in terror.

Fiends often use sexual temptation as a tool for corruption, but the seduction is simply a means to the eventual end of the mortal's damnation, not an end in itself. Once drawn into an intimate relationship with a fiend (particularly if this relationship is considered illicit), mortals are susceptible to further temptations and blackmail.

Fiend's Favour (Su): Once per day, a fiend of corruption can grant a touched creature a +3 bonus to one of the creature's ability scores. This bonus stacks with any other bonus the creature may already have, and lasts for one day. When the effect expires, the creature takes a -3 penalty to the same ability score for the next day. Another application of fiend's favour not only negates the penalty, but restores the full bonus.

Fiend's of corruption are quite free with this ability – at least at first. They often approach people who are in need of a short-term ability boost for a specific situation, offering them the “favour” for free or in exchange for performing a simple task. The next day, when the affected creature is suffering from the penalty, the price for restoring the favour gets slightly higher, and

so on – until a power-hungry character is willing to do just about anything in return.

Suggestion (Sp): At 2nd level, a fiend of corruption gains the ability to use suggestion three times per day. The saving throw DC is 15 + the fiend's Charisma modifier (as though he fiend had Spell Focus [Enchantment]). The fiend of corruption's class level is its caster level. If the target of this ability is currently under the influence of a charm person cast by the fiend, she takes a -2 penalty on her saving throw.

A fiend of corruption is generally interested in corrupting mortals seducing them toward evil. A mortal who commits an evil act because of a magical compulsion is not fully corrupted, and the taint of evil can easily be removed with an atonement spell. Even so, using this power can be a useful first step toward the mortal's ultimate damnation. Once the deed is done, the fiend has a stronger foothold for later temptation or even blackmail.

Mind Shielding (Su): At 2nd level, a fiend of corruption gains complete immunity to detect thoughts, discern lies, and any attempt to magically discern its alignment.

This ability solidifies a fiend's disguise, cloaking its thoughts as well as its flesh.

Mark of Justice (Sp): At 3rd level, a fiend of corruption can use mark of justice once per day, though the ability might better be termed “mark of iniquity” when used in this manner.

A fiend of corruption uses this ability to cement a good person's descent into evil. Once its victim is living an immoral life, the fiend uses mark of justice to ensure that the victim does not return to her old ways or seek atonement. While good clerics typically place a mark of justice in a visible place on the subject, fiends generally hide their marks in locations that are not obvious.

Fiendish Graft (Su): Once per month a fiend of corruption of 4th level or higher can

bestow a fiendish graft or symbiont (see Appendix 3) on a willing mortal.

Fiendish grafts are offered as rewards to characters who are already well along the path of corruption.

Major Creation (Sp): A 4th-level fiend of corruption gains the ability to use major creation three times per day. The fiend of corruption's class level is its caster level.

Fiends of corruption use this ability to offer concrete temptation to mortals whose tastes run to material wealth and finery.

Geas (Sp): Also at 5th level, a fiend of corruption can use geas/quest once per day.

As with suggestion, magical compulsion is not an ideal way to accomplish the fiend of corruption's goals, but works admirably as a step upon the way.

Temptation (Su): At 5th level a fiend of corruption gains the ability to offer good creatures the opportunity to change their alignment to evil. This works like the redemption or temptation function of the atonement spell, and the fiend can use this ability whenever the opportunity arises.

Grant Wish (Sp): A 6th-level fiend of corruption can grant a wish to a mortal (not an elemental, outsider, or non-living creature) once per day. Using this ability costs the fiend experience points as if it were casting a wish spell, so fiends never use this ability lightly.

A fiend of corruption typically uses this ability as part of a soul bargain (see below), allowing it to grant its mortal target's every desire in exchange for ownership of the mortal's soul.

Soul Bargain (Su): At 6th level, a fiend of corruption gains the ability to enter into a binding agreement with a mortal, at the cost of the mortal's soul. The mortal victim must enter into the soul bargain willingly.

Upon the mortal's death (by any means), her soul is transferred to a gem (prepared as with the soul bind spell when the bargain is forged), even if the gem and the mortal are not on the same plane at the time.

The bargain requires 1 hour to complete, and is utterly inviolable when forged. The only way to escape a soul bargain is to recover the gem after the mortal's death and break it, freeing her soul and allowing her to be restored to life through the normal means.

It is quite common for fiends of corruption, as soon as a soul bargain is complete, to return to their native plane and await the mortal's death, or at least deposit the gem, in a safe place before returning to the Material Plane to hasten the victim's demise.

Source: *Fiend Folio* 202-204

APPENDIX 3: NEW MONSTERS

CORRUPTED CREATURE

Source: *Book of Vile Darkness* 186

Powerful evil, unchecked and rampant, can horribly alter any aspect of the physical world, and creatures are no exception. Twisted by malevolence, corrupted creatures take on a hideous appearance and gain evil powers and dire intent.

Corrupted creatures have unique countenances, each reacting to the source of malevolence in a different way. Most have twisted, misshapen (often asymmetrical) forms; mottled, discoloured flesh; and reddish eyes. Although one might be tempted to confuse a corrupted creature with a fiendish or half-fiend creature, the corrupted creature usually has a more mutated and ungainly appearance.

Creating a Corrupted Creature

"Corrupted" is a template that can be added to any corporeal creature that is not an outsider (referred to hereafter as the base creature). Creatures that gain this template change their type to aberration. A corrupted creature uses all the base creature's statistics and special abilities except as noted here.

AC: The flesh of a corrupted creature becomes tougher and more resilient. Add +4 to the natural armour bonus of the base creature if it is Large or smaller. If it is Huge or larger, add +8.

Damage: The corrupted creature's claws lengthen, teeth multiply, and muscles harden. The damage die used when the creature deals damage with its natural attacks increases by one die type, so that 1d6 becomes 1d8, 1d8 becomes 2d6, and so on, as if the creature were one size larger.

Special Attacks: A corrupted creature retains all the special attacks of the base creature.

Special Qualities: A corrupted creature retains all the special qualities of the base creature and also gains darkvision with a range of 60 feet and acid immunity. It also gains the special qualities described below:

Damage Reduction (Ex): Corrupted creatures gain damage reduction according to their Hit Dice.

Hit Dice	Damage Reduction
1-3	-
4-7	5/magic
8-11	10/magic

12+

15/magic

Disruptive Attack (Su): The corrupt creature deals additional vile damage (see Chapter 2) when it touches uncorrupted, living, corporeal nonoutsiders. The amount of vile damage dealt is equal to half of the creature's Hit Dice (maximum 20 points of damage). For example, a 14-HD corrupted frost worm deals an additional 7 points of vile damage with its bite attack.

Enhanced Power (Su): The save DCs of any and all of the corrupt creature's special attacks increase by +4.

Fast Healing (Ex): Each round, a corrupted creature heals damage equal to half of its Hit dice (maximum of 10 points healed). If the base creature already has fast healing, use the better value.

Abilities: Modify the base creature as follows: Str +4, Dex -2, Con +4, Int +0, Wis -2, Cha -2.

Climate/Terrain: Any land and underground.

Challenge Rating: Up to 3 HD, same as base creature +1. 4 HD to 7 HD, same as the base creature +2. 8+ HD, same as the base creature +3.

Alignment: Always evil.

Sample Corrupted Creature

Base Creature: Wolf.

Corrupted Wolf

Medium Aberration

Hit Dice: 2d8+8 (17 hp)

Initiative: +1

Speed: 50 ft.

AC: 17 (+1 Dex, +6 natural), touch 11, flat-footed 16

Attacks: Bite +4 melee

Damage: Bite 1d8+4 plus 1 vile

Space/Reach: 5ft./5 ft.

Special Attacks: Trip

Special Qualities: Acid immunity, darkvision 60 ft., disruptive attack, enhanced power, fast healing 1, low-light vision, scent

Saves: Fort +7, Ref +4, Will +0

Abilities: Str 17, Dex 13, Con 19, Int 2, Wis 10, Cha 4

Skills: Hide +2, Listen +5, Move Silently +3, Spot +3

Feats: Weapon Finesse (bite)

Climate/Terrain: Any forest, hill, plains, and mountains

Organisation: Solitary, pair, or pack (7-16)

Challenge Rating: 2

Treasure: None

Alignment: Neutral evil

Advancement: 3 HD (Medium); 4-5 HD (Large)

Combat

A pack's favourite tactic is to send a few wolves against a foe's front while the rest of the pack attacks from the flanks or rear.

Disruptive Attack (Su): A corrupted wolf deals an additional 1 point of vile damage when it touches uncorrupted, living, corporeal nonoutsiders.

Trip (Ex): A corrupted wolf that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the foe cannot react to trip the corrupted wolf.

Fast Healing (Ex): A corrupted wolf regains lost hit points at the rate of 1 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow a corrupted wolf to regrow or reattach lost body parts.

Scent (Ex): A corrupted wolf can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Skills: A corrupted wolf receives a +4 racial bonus on Survival checks when tracking by scent.

DEMON: GADACRO

Source: Monster Manual V 26-28

A creature that looks like a bat-winged child with purple skin dives from the air, it's black talons stretching out for your eyes. A necklace that appears to be fashioned from eyeballs dangles about its neck.

Gadacro

CR 3

Always CE Small outsider (chaotic, evil, extraplanar, tanar'ri)

Init +4; **Senses** darkvision 120 ft., superior low-light vision; Listen +7, Spot +11

Languages Abyssal, Celestial, Draconic, telepathy 100 ft.

AC 15, touch 15, flat-footed 11

(+1 size, +4 Dex)

hp 26 (4 HD); **DR** 5/cold iron or good; sudden escape

Immune electricity, poison

Resist acid 10, cold 10, fire 10

Fort +6, **Ref** +8, **Will** +4

Speed 20 ft. (4 squares), base movement xx ft., fly 40 ft. (perfect); Flyby Attack

Melee talon +9 (1d6-2/18-20/x3)

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

Base Atk +4; **Grp** -2**Atk Options** aligned strike (chaotic, evil), eyethief, sneak attack +1d6

Special Actions *summon tanar'ri*

Spell-Like Abilities (CL 4th):

1/day—*earthbind* (DC 13), *mirror image*

Abilities Str 7, Dex 18, Con 15, Int 8, Wis 10, Cha 12**SA** aligned strike, eyethief, sneak attack, spell-like abilities, sudden escape, *summon tanar'ri*

Feats Flyby Attack, Weapon Finesse

Skills Balance +11, Escape Artist +15, Hide +15, Listen +7, Move Silently +11, Search +6, Spot +11**Advancement** 5-8 HD (Small); 9-12 HD (Medium)

Superior Low-Light Vision (Ex) An gadacro sees four times as well as a human does in shadowy illumination.

Sudden Escape (Ex) If an gadacro takes damage from a melee attack, it can, as an immediate action, disappear in a puff of smoke and reappear in a square up to 20 feet away to which it has line of sight.

Eyethief (Ex) An gadacro can forgo its sneak attack damage or extra damage on a confirmed critical hit to instead blind its opponent for 5 rounds. A creature that has been blinded in this way cannot be affected again until it has recovered from the current effect. Creatures that lack eyes are immune.

Summon Tanar'ri (Sp) 35% chance to summon 1d2 gadacros; 1/day; caster level 4th. This ability is the equivalent of a 2nd-level spell.

Skills Gadacros have a +4 racial bonus on Escape Artist and Spot checks.

A gadacro is a vicious lesser demon that torments its foes by blinding them.

Strategies and Tactics

Gadacros are wild and reckless, using Flyby Attack to slash and harry their opponents. Once they blind a foe, the gadacros in a group surround that creature, intent on tearing it apart. If the battle turns against them, they fall back to use *mirror image* and *summon tanar'ri* to seemingly and literally inflate their numbers.

Sample Encounter

Gadacros are like carrion birds, following demonic hosts to pick off the stragglers or torment the survivors left in the wake of war. These demons collect in clutches of two to six, or murders of seven to twelve.

Murder of Eyes (EL 9): A moderately skilled wizard fascinated with seeing and eyes discovered information about the gadacro in a codex he recently acquired. Fascinated, he engaged in a ritual designed to call and bind one of the creatures so he could study it. He botched the ceremony, and a murder of nine gadacros burst through the brief rift to the Abyss created thereafter. The wizard's manor contains enough other creatures that the gadacros have been entertained, but one person who went to call on

the wizard has disappeared, and a few creatures that could have come only from the wizard's home have troubled the town.

Ecology

Despite having no need for sustenance, gadacros crave the flesh of the living all the same. Specifically, they relish their victims' eyes, preferably plucked from the skull of a victim that still lives. Gadacros rarely agree on who among them should have the right to eat the tastiest bits.

Environment: Gadacros can be found anywhere in the Infinite layers of the Abyss, though they are common in the Screaming Peaks of Yeenoghu's Realm on the 422nd layer.

Typical Physical Characteristics: Gadacros are small, with cherubic features and purple scaled skin. Their large heads bear horns. A typical gadacro stands 4 feet tall and weighs 35 pounds.

Alignment: Like other demons, gadacros are always chaotic evil. They betray one another whenever doing so is beneficial, and they slay any creature they can, prolonging the ordeal as long as it is safe to do so.

Society

Each gadacro group has a single leader. Smarter, stronger, and quicker than the rest, the leader attains its position by assassinating its rivals. It then pits the other members of the group against one another, using favouritism to engender loyalty in certain members. Of course, the disaffected resent this treatment, and eventually replace the leader with one of theirs.

Typical Treasure

Gadacros love shiny objects, and they favour baubles they can wear or easily carry. A gadacro has standard treasure for its Challenge Rating.

For Player Characters

An evil spellcaster can summon a gadacro using *summon monster IV* or a higher-level *summon monster* spell. Treat the gadacro as if it were on the 4th-level list on the Summon Monster table (PH 287).

Gadacros in Eberron

Gadacros haunt the ruins left in the aftermath of the eternal struggles of Shavarath. Although they torture the injured outsiders they find, they actually perform a useful service. Once a warrior dies and is consumed, its essence is absorbed

into the plane and eventually reborn to fight once more.

Gadacros in Faerun

Gadacros gather on the ledges and crevices of the Blood Rift. Having nothing to do with the Blood War, they instead torment the lost and unwary and pick the eye sockets of the slain. A few gadacros act as spies for balors, but these informants are unreliable at best.

Gadacro Lore

Characters with ranks in Knowledge (the planes) can learn more about gadacros. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

DC	Result
13	A demon from the Abyss, this creature is known as a gadacro. It is cowardly yet savage, and its talons are deadly. This result reveals all outsider and tanar'ri traits.
18	When a gadacro hits an opponent solidly, that foe goes temporarily blind. The demon can also make illusory duplicates of itself and bind flying creatures to the earth.
23	Gadacros are hard to kill and extremely mobile. They can transport themselves away from danger immediately, and their scaly skin can turn away normal weapons. Good-aligned or cold iron weapons can easily harm them.

DEMON: MANES

Source: *Fiendish Codex I: Hordes of the Abyss* 45-46

This three-foot-tall humanoid is bloated with rot and rancid gas. Maggots squirm in the sores on its pasty gray flesh. It's filmy white eyes show the barest sign of sentience, and its claws and jagged teeth betray its feral nature.

Mane

CR 1

Always CE Small outsider (chaotic, evil, extraplanar)

Init +0; **Senses** darkvision 60 ft.; Listen -4, Spot -4

Languages telepathy 100 ft.

AC 14, touch 11, flat-footed 14

(+1 size, +3 natural)

hp 6 (1 HD); **DR** 5/cold iron or good

Immune electricity, poison

Resist acid 10, cold 10, fire 10

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

Speed 20 ft. (4 squares)

Melee 2 claws +2 (1d3) and bite +0 (1d4)

Base Atk +1; **Grp** -3 **Abilities** Str 10, Dex 10, Con 14, Int 3, Wis 3, Cha 3 **SQ** acidic cloud, tanar'ri traits

Feats Multiattack

Skills Climb +4, Hide +8, Jump +4, Move Silently +4

Advancement see text

Acidic Cloud (Su) When a mane dies, it dissolves into a cloud of noxious vapour. Anyone within 10 feet of a slain mane who fails a DC 12 Reflex save takes 1d6 points of acid damage.

Simpering and pitiful, the mane is the lowest of the low, a feeble tanar'ri formed directly from the soul of an evil creature sent to the Abyss.

Strategy and Tactics

Manes are nearly mindless demons devoted to savagery and fury. They obey the commands of any demons more powerful than themselves, including blindly plunging into battle, heedless of any danger. They are slow, stupid, and largely ineffective combatants, but in large groups they make good use of swarm tactics.

Sample Encounter

On many layers of the Abyss, manes are encountered in staggering numbers. Fortunately for their adversaries, these demons are usually encountered in smaller packs of six to fifteen individuals.

The Traveling Corpse (EL 4): The wizard Nelarak discovered the formula for becoming a lich late in his bitter and lonely life. Aged past the point where he could walk, he relied on a troop of five enslaved manes for transport; the five demons carried his large overstuffed throne when he needed to travel. He died in this chair after ordering his demon slaves to bring him to a nearby necropolis so he could study hidden secrets there. Without further orders his minions have wandered the broken hills and woodlands aimlessly, carrying their load and defending it from anyone that tries to come too near. Nelarak's wandering throne now approaches a small village. When it arrives, who knows what mayhem the five demons might sow.

Ecology

Manes are the chaff and rabble of the Abyss, contributing nothing but their own pitiful hate to the surrounding environs.

Environment: Manes can appear anywhere in the Abyss. They are sold as slaves or food in Abyssal cities, hunted by more powerful demons for sport, or simply left to wander aimlessly seeking an end to their horrid non-lives.

Typical Physical Characteristics: A mane stands 3 feet tall. Despite its bloated appearance, it is surprisingly light, weighing only 15 pounds.

Society

Manes travel in gibbering, snarling hordes when not given a higher purpose by more powerful demons. Although physically weak, their hatred drives them to attack anything that isn't a demon. Among the demon lords, they are viewed as a widely used, expendable fighting force. Many demon armies contain vast mobs of thousands of manes used to wash over an opposing force, much in the same way as a controlled fire can be used to assault a large army.

Typical Treasure

Manes do not understand the concept of treasure and do not carry such with them.

Advanced Creature

Manes do not advance in the standard manner. Rather they are occasionally transformed into more powerful demons (usually at the whim of the Abyss). Once in a great while, a particularly cruel or unusually intelligent mane catches the eye of a powerful demon that engineers the mane's "promotion" to a more powerful tanar'ri. There is no order to these transformations; a mane could be turned into a lowly rutterkin, or it could reform as a more powerful demon, such as a vroek. A mane only rarely retains shattered fragments of its memories as a mortal, yet those creatures are the most likely to ascend to higher forms of demonic life. In the most despicable and cruel of these cases, a mane can eventually rise to become a powerful tanar'ri, such as a molydeus or balor.

Mane Lore

Characters with ranks in Knowledge (the planes) can learn more about manes. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

DC	Result
11	Manes are the lowest form of demonic life, the transformed physical shell of a chaotic evil mortal's soul after it reaches the Abyss.
16	Manes are often used as the currency between evil spellcasters and evil outsiders.

21	A mane is a feeble combatant, but it bursts into a burning cloud of acidic vapour when slain.
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REDCAP

Source: Monster Manual III 138-139

	Young Redcap Small Fey	Elder Redcap Small Fey
Hit Dice:	4d6+8 (22 hp)	12d6+72 (114 hp)
Initiative:	+5	+9
Speed:	30 ft. (6 squares)	30 ft. (6 squares)
Armor Class:	13 (+1 size, +1 Dex, +1 natural), touch 12, flat-footed 12	21 (+1 size, +5 Dex, +5 natural), touch 16, flat-footed 16
Base Attack/Grapple:	+2/+4	+6/+12
Attack:	Medium scythe +3 melee (2d4+7/x4)* or Medium sling +5 ranged (1d6+3)	Medium scythe +11 melee (2d4+13/x4)* or Medium sling +13 ranged (1d6+7)
Full Attack:	Medium scythe +3 melee (2d4+7/x4)* or Medium sling +5 ranged (1d6+3)	Medium scythe +11/+6 melee (2d4+13/x4)* or Medium sling +13 ranged (1d6+7)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	Eldritch stone, powerful build	Eldritch stone, powerful build
Special Qualities:	Damage reduction 5/cold iron, low-light vision	Damage reduction 10/cold iron, low-light vision
Saves:	Fort +3, Ref +5, Will +5	Fort +10, Ref +13, Will +9
Abilities:	Str 14, Dex 13, Con 14, Int 11, Wis 12, Cha 13	Str 22, Dex 21, Con 22, Int 11, Wis 12, Cha 13
Skills:	Hide +12, Intimidate +8, Listen +8, Move Silently +8, Spot +8, Survival +8	Hide +24, Intimidate +16, Listen +18, Move Silently +20, Spot +18, Survival +16
Feats:	Improved Initiative, Power Attack	Alertness, Cleave, Improved Initiative, Power Attack, Track
Environment:	Temperate hills	Temperate hills
Organisation:	Solitary, gang (3 or 5), or band (7, 9, or 11)	Solitary, gang (1 plus 2 or 4 young redcaps), or band (2 plus 3, 5, 7, or 9 young redcaps)
Challenge Rating:	2	7
Treasure:	1/2 coins only (plus 1 redcap tooth)	1/2 coins only (plus 1 redcap tooth)
Alignment:	Always chaotic evil	Always chaotic evil
Advancement:	5–20 HD (Small)	13–20 HD (Small)
Level Adjustment:	+4	+4

*Includes adjustments for Power Attack feat.

You see a very short, tough-looking old man with leathery skin, iron boots, and bright red hat. He is wielding a scythe that looks too large for him. His wicked grin is lined with sharp teeth.

Redcaps are the most evil fey you're ever likely to meet. They are mass-murdering psychotic killers who live on other creatures' pain. A redcap stands 3 to 4 feet tall, weighs about 50

pounds, and looks like a tough old man with protruding teeth. On their heads redcaps wear bright red hats – kept fresh and moistly colored by dipping in their victim's blood – and on their feet they wear boots of iron.

Redcaps prefer to roost in old abandoned keeps and towers, preferably ones left vacant by some horrific tragedy. These fey absorb the essence of every creature they kill. Thanks to this ability, a redcap that manages to live a long life can amass tremendous strength and near invulnerability. When a redcap dies, it vanishes from the world, leaving only a single tooth behind.

Redcaps speak Common and Sylvan.

Combat

Redcaps prefer to attack from ambush, usually waiting until their intended victims are preparing to settle in for the evening. Brutal combatants, redcaps attack without mercy, opening up combat with their slings and magic stones but quickly closing to finish opponents with their wicked scythes.

A redcap normally attacks with its Power Attack feat, taking a -2 penalty on its attack rolls and gaining a +2 bonus on damage rolls (+4 is using a scythe).

Eldritch Stone (Su): Bullets fired from a redcap's sling glow with a greenish-blue magical energy, giving them a +1 enhancement bonus on attack rolls and damage rolls as well as dealing 1d6 points of damage (instead of the 1d4 points an ordinary bullet deals).

Powerful Build (Ex): The physical stature of a redcap lets it function in many ways as if he were one size category larger. Whenever a redcap is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the redcap is treated as one size larger if doing so is advantageous to it. A redcap is also considered one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect it. A redcap can use weapons designed for a creature one size larger without penalty. However, its space and reach remain those of a creature of its actual size. The benefits of this characteristic stack with the effects of powers, abilities, and spells that change the subject's size category.

Elder Redcap

The elder redcap entry represents a redcap that has advanced to 12 HD by slaying victims and

absorbing their essence (see Advancement, below).

Combat

An elder redcap fights in a similar manner to the younger version, relying on ambush whenever possible. It is capable of tracking weak or wounded prey for miles, waiting until the intended victims let down their guard.

Advancement

After a redcap has slain a victim, it dips its cap into the victim's blood, thereby gradually gaining strength and power. This ability is reflected in special rules for advancement that only apply to redcaps. For each additional Hit Die a redcap has, it gains +1 Strength, +1 Dexterity, and +1 Constitution as well as the normal benefits for advancing in Hit Dice, an advanced redcap gains +1 natural armor. The redcap's damage reduction also improves as its Hit Dice increase, as indicated on the table below.

Redcap's Total HD	Natural Armor	Damage Reduction	CR
5-6	+2	5/cold iron	3
7-8	+3	5/cold iron	4
9-10	+4	10/cold iron	6
11-12	+5	10/cold iron	7
13-14	+6	10/cold iron	8
15-16	+7	15/cold iron	10
17-18	+8	15/cold iron	11
19-20	+9	15/cold iron	12

Society

Redcaps assemble in small bands, occasionally squatting in old ruins or caves after slaughtering the previous tenants. Redcaps argue and fight with each other constantly, and flaring tempers often result in bloodshed. They will massacre each other with little provocation, but they do not douse their hats in each other's blood, fearful that some curse will be visited upon them. It takes one or more redcap elders to maintain some semblance of control over a group, essentially bullying the younger redcaps into submission.

Redcaps can live up to 150 years, although they typically die at a much younger age. They are asexual creatures that propagate by budding. A redcap buds once or twice in its lifetime, carrying each bud on its back like a

hump for six months before it falls off and sprouts a head and limbs. A newborn redcap must fend for itself immediately and quickly develops a ravenous and foul demeanor. It grows to its full size within a year after its birth.

Redcaps have their own elaborately interwoven superstitions. They believe rivers contain water spirits that can snatch their souls, so they bathe only in still water. Dubious of even-numbered quantities, they always travel in odd-numbered groups, and no redcap will carry an even number of coins in its pouch. Redcaps are not devout creatures, but redcaps who live near human settlements sometimes worship Erythnul, the god of slaughter. Redcap adepts are rare, and redcap clerics are rarer still.

Redcap's Tooth

When a redcap dies, it leaves behind a single tooth. Anyone wearing this tooth gains a +2 circumstance bonus on Charisma-based checks when dealing with fey, and a +4 circumstance bonus when dealing with other redcaps.

Faint transmutation; CL 6th; cannot be made; Price 1,000 gp.

Redcaps in Eberron

Murderous gangs of redcaps prowl the hills of Khorvaire as far west as the foothills of the Byeshk Mountains in Droaam and as far east as the foothills of the Hoarfrost Mountains in the Lhazaar Principalities. Redcaps are found in considerable numbers in the Mror Holds, where they display a particularly fiendish hatreds for dwarves. Redcaps that spend their days hunting dwarves near the Goradra Gap refer to themselves as the “dwarfsplitters.”

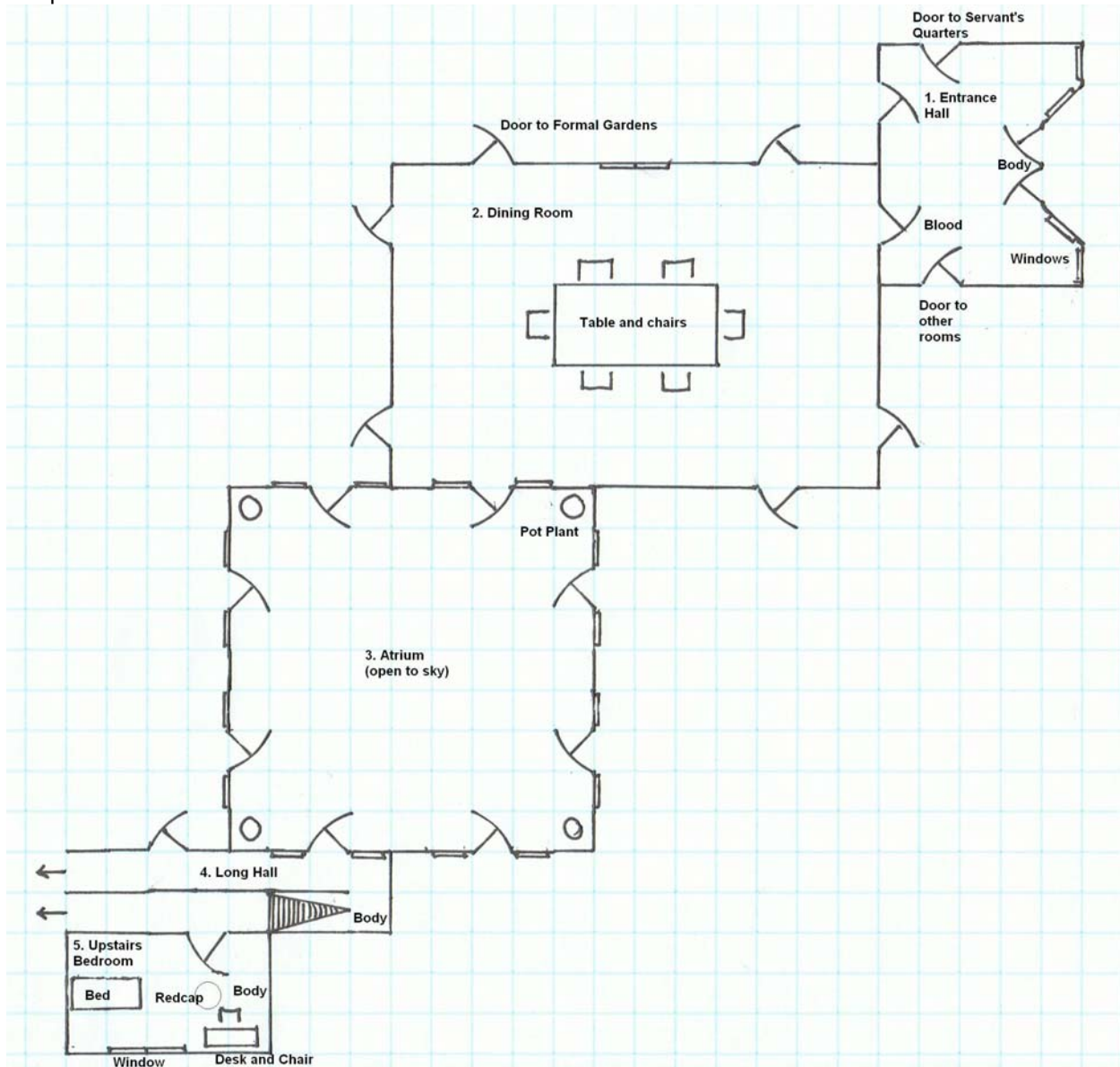
Redcaps in Faerun

Redcaps are found throughout Faerun, although they are a particular nuisance to the halflings of Luiren. In many halfling fairy tales, redcaps are described as halflings who were cursed with murderous rage as punishment for some dreadful act of betrayal. However these tales are nothing more than whimsy.

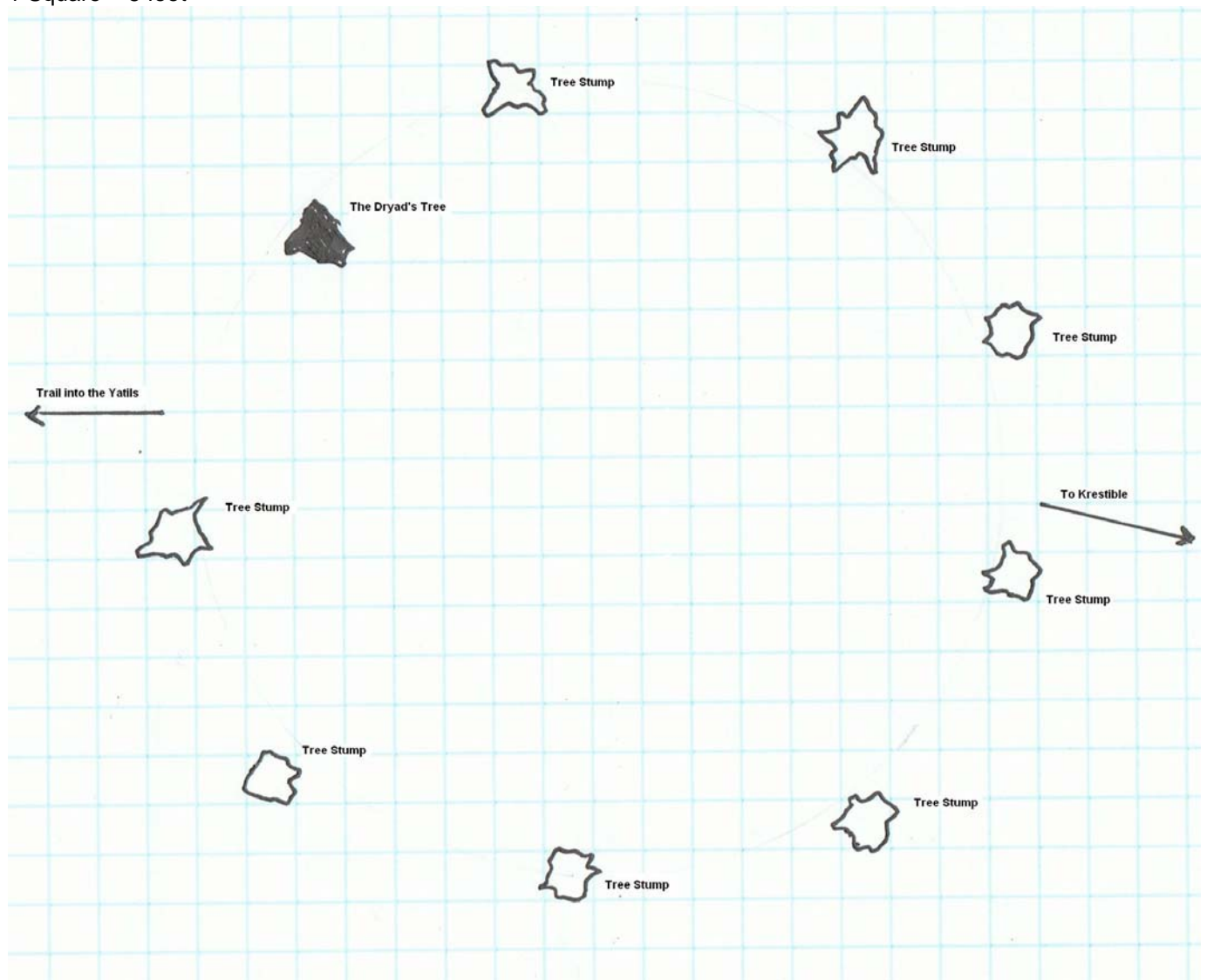
DM Map 1: Encounter 1 – Valeska Nachtrijzen's Mansion

This map only shows the rooms described in the adventure.

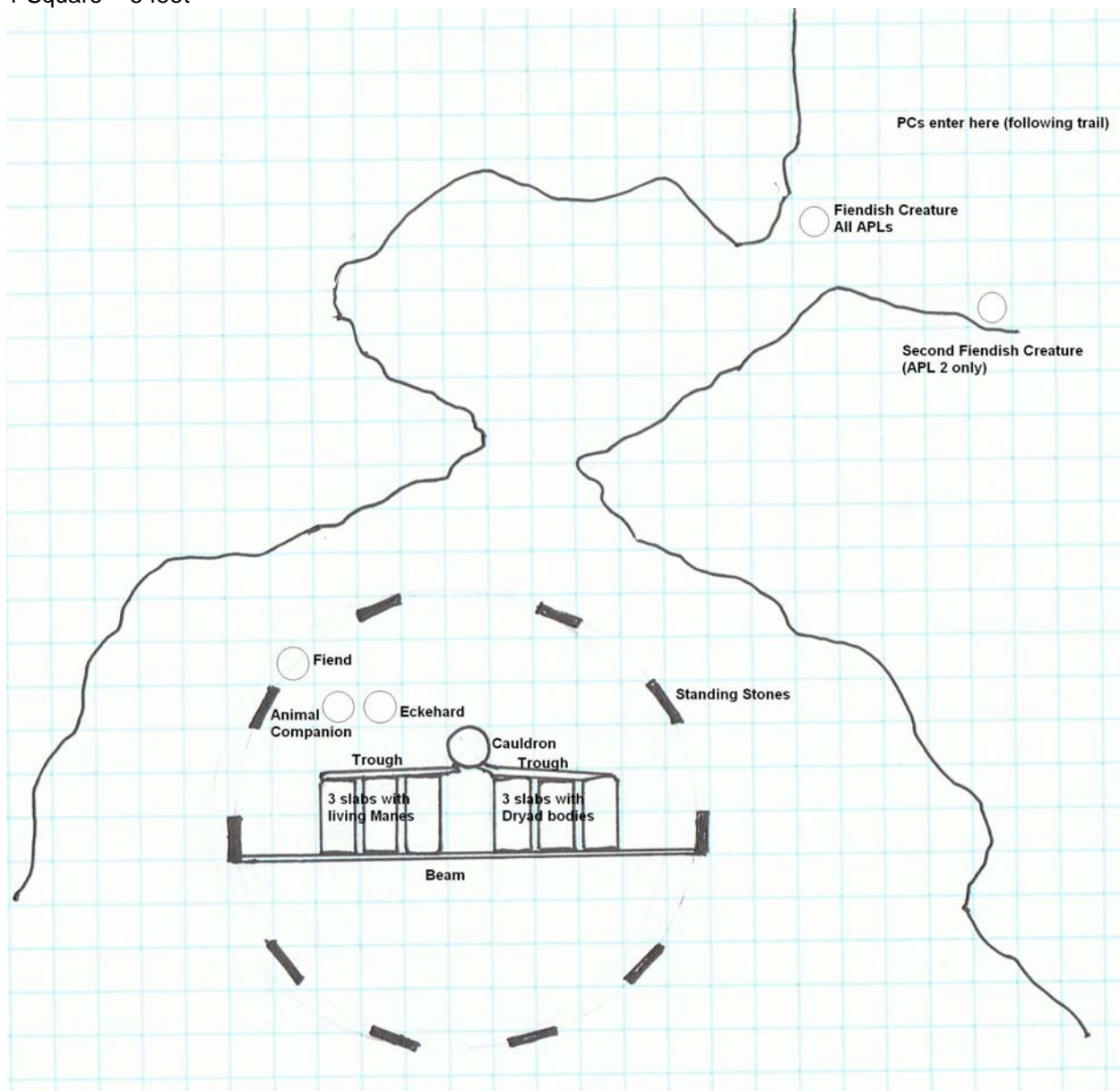
1 Square = 5 feet



DM Map 2: Encounter 5 – Map of the Grove.
1 Square = 5 feet



DM Map 3: Encounter 6 – Tactical Map of the Valley.
1 Square = 5 feet



DM'S AID 1: PERRENLAND SPECIFIC EFFECTS

Exiled: You have been tried by a rechter, convicted of a serious crime, and sentenced to exile from the Quaglands. This has the following effects on play.

1. The TU cost of all regional adventures are doubled (2 TU for a 1-round adventure, 4 TU for a 2-round adventure).
2. While in Perrenland, you are unprotected by the law – an outlaw – unless you choose to repudiate the heresy or stall the imposition of your sentence (see 3 below).
3. You must tell your DM at the start of the game which of the following options your character is taking as they travel through Perrenland.

- *Repudiate the heresy* [only available to those exiled for supporting the heresy]. Your sentence of exile is removed if you expend 1 Perrenland favour or 2 uitlander favours to obtain suitable character witnesses who testify to your sincere change of heart. If you had it, you lose access to the Heretic organisation. You also have a -2 circumstance penalty to all Diplomacy checks made to influence the attitude of heretic and traditionalist NPCs, as neither faction trusts your loyalty. Have your DM note that you have repudiated the heresy and have this penalty in the Notes section of the Adventure Record.
- *Stall the imposition of your sentence through the legal system* by having additional character witnesses testify on your behalf. This expends 1 Perrenland favour or 2 uitlander favours per adventure, but does not change the rechter's decision to sentence you to exile.
- *Conceal your identity* by wearing a disguise and using a different name. During the adventure, you must succeed on any required Disguise check and always use a false name to successfully alter your appearance: if not, you run the risk of an NPC recognising you (see 4 below) and positively identifying you as an outlaw. In addition, if you were not positively identified during the adventure, you must succeed on a DC 15 Bluff or Disguise check at the end of the adventure or be positively identified.
- *Partially conceal your identity by wearing a disguise* but using your own name. During the adventure, you must succeed on any required Bluff check or run the risk of an NPC recognising your name (see 4 below) and becoming suspicious of your disguise. If that occurs, you must succeed on a Disguise check or be positively identified as an outlaw. In addition, if you were not positively identified during the adventure, you must succeed on a DC 15 Bluff or Disguise check at the end of the adventure or be positively identified.
- *Partially conceal your identity by using a different name* but not wearing a disguise. During the adventure, you automatically run the risk of an NPC recognising your appearance (see 4 below). If that occurs, you must succeed on a Bluff check or be positively identified as an outlaw. In addition, if you were not recognised during the adventure, you must succeed on a DC 15 Bluff check at the end of the adventure or be positively identified.
- *Travel openly.* You are positively identified by NPCs during and after the adventure.

4. To recognise your appearance or your name as that of an outlaw, an NPC must succeed on a DC 25 Intelligence check, using your equivalent character level (ECL) as a circumstance bonus to the roll. The NPC may use their Knowledge: Local (Iuz's Border States) skill instead of their Intelligence check if they have ranks in the skill.

5. Your character may be arrested if they are positively identified by a lawfully aligned non-heretic Perrenland NPC and reported to the authorities. During the adventure, the scenario states if an NPC will do this, and what the consequences are if they do. If you are positively identified after the adventure, the TU cost of the adventure is doubled again (4 TU for a 1-round adventure, 8 TU for a 2-round adventure) as you spend weeks resisting arrest, escaping from custody, avoiding the authorities, and so on. You have a -5 circumstance penalty to all Bluff and Disguise checks to conceal your identity in future Perrenland scenarios, as you are now notorious as an outlaw who travels incognito throughout Perrenland. Have your DM note that you have this penalty in the Notes section of the Adventure Record.

PLAYER HANDOUT 1 – THE PACKAGE

The following is the text of the letter accompanying the package to be delivered to Valeska Nachtkrijzen.

Dear Valeska.

I'm sorry to hear of your concern for your brother. Sarvina has reported your generous donations over the last few years and your contribution to the war effort has not gone unnoticed. We will try to assist in any way we can.

Eckehard's uncharacteristic behaviour may be the result of a charm or a curse. He might also be burdened by some action for which he may need to seek atonement. If he does need an atonement the enclosed prayer beads will be of assistance. Otherwise I suggest you seek somebody locally to perform a break enchantment.

We wish you all the best for this, and will pray for your brother. Please let us know if we can do more.

Gruhmann

A set of prayer beads are enclosed with the package.

PLAYER HANDOUT 2 – VALESKA’S LETTER

This half-finished letter can be found on Valeska Nachtkrijzen’s desk.

Dear Benedikt

Hope all is well in Krestible. Do you have any news about our “Little Angel”? Was your visit to the Foundry valuable? I have not heard from Eckehard for some time now, and we didn’t part on good terms.

He still wants to use what we learned to protect Perrenland. Last I spoke he said the plants of the new seed would absorb the protection through their roots. I was wondering if he had been to see her recently. I’m concerned that he might be falling under her influence, and I’m not sure what that means for me.

I have contacted the Old Kerk but I wrote to Schwartzenbruin rather than approaching Sarvina. In any event I have yet to hear back from them. You can understand that I was necessarily vague about the circumstances. I’m not sure how they would react to

At this point the letter stops, and the bottom of the paper is soaked in Valeska’s blood.