

HIG4-01

Demon Spawn

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

Version 1.0

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Rumors are flying through Highfolk town of a fire within the halls of the Temple of Change. The temple has remained surprisingly close-mouthed, saying only that the place of worship is in fine condition. But... this past Godsdag, the temple did not open its doors for service. As the common folk grow more suspicious, you receive a summons. An adventure for APLs 2-12. It is recommended that characters with the Quarterstaff of the Serpent's Path play this adventure.

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

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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

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

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

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

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

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

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

Some of the text in this scenario is written so that you may present it as written to the players, while other text is

for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator.

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

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

Living Greyhawk Levels of Play

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

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 being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

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

3. Sum the results of 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.

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in Highfolk. Characters native to Highfolk pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Background

The Temple of Change in Highfolk Town is a temple dedicated to the Oeridian seasonal deities: Atroa, Sotillion, Telchur, and Wentia. It is by no means a major player in the politics of Highfolk town, but it does manage to cultivate a solid following of worshippers. Many of them visit the temple in hopes of a better crop the next year. Wet springs, cool summers, indian-summer autumns, and short winters all fall within the scope of the Four Winds deities.

Recently, Phostia Lichentow, a priestess of Telchur returned to Highfolk with a wonderful item in her possession. She had managed to acquire a scroll of *resurrection*. The temple has been attempting to obtain one of these powerful magical scrolls for quite sometime. They have been carefully maintaining the hand of a powerful warrior of Telchur, Victor Eldenbrath.

Though it was a risky endeavor, the high priest of Atroa in Highfolk, Geldrin Weaverson, attempted to use the *resurrection* scroll. The spell was successful, and the hand used to bring Victor back from the dead.

Unfortunately, the reunion was not a pleasant one. Unbeknownst to the Temple of Change, Victor was a creature cursed with fiendish blood and blessed with a heart of good. In his life, he had managed to suppress the evil urges flowing in his blood. Upon return to life, the disorientation of rejoining his body after such a prolonged time had an undesired effect. Victor flew into a bloody rage, slaying numerous acolytes of the Four Winds, setting fire to the temple, and then fleeing it and Highfolk town.

Victor now battles the evil of his soul in the hills of the Highvale. The demonic portion of him wants to push for Verbeeg Hill so that he may further feed and wreak havoc. The human portion of him wants to stay away from any people, which is why his progress towards Verbeeg Hill has been so slow.

On another note, unrelated to the proceedings of this adventure, a process has begun which has caused a powerful earth spirit to begin wandering the Vesve Forest. This earth spirit seeks the bearer of the Quarterstaff of the Serpent's Path (an advancement of the Ironwood Quarterstaff from *HIG1-01 A Path Less Traveled*) so that he may bond the staff and it's bearer for the 'time to come'.

Adventure Summary

The adventure begins in Highfolk Town with the adventurer receiving a message accompanied by a blank sheet of parchment. The message and parchment are part of a simple test that will lead the adventurers to the Temple of Change in Highfolk Town.

Before going to the Temple, the party will have the opportunity to gather information from the residents of Highfolk or purchase any materials they might need.

At the Temple, the adventurers will attempt to get into the temple. Unfortunately, the guards are busy attempting to subdue a paladin of Heironeous outside the temple. The paladin, name undecided, has come to Highfolk from Furyondy after news of the destruction of the Shrine to Heironeous in Ironstead reached him. He wishes to instill some law to the chaotic society, beginning with the abnormal behavior of the Temple of Change.

After subduing the paladin, who may or may not insist on accompanying the party, the High Priest of Atroa brings the party into the temple and shows them to a small room where they receive a set of brief details surrounding the events that happened with in the temple. Depending on the eloquence of the PCs, and their agreement to keep their job silent, they may or may not be able to investigate the area where the raising occurred.

That done, the party receives the names of a few people who were close to Victor. The temple informs the party that divinations on Victor have placed him making his way towards Verbeeg Hill. The party may chase after Victor immediately, or they may investigate the Telchurian warrior's background.

If they choose to investigate a bit, they learn that Victor's wife died a less than a year hence. They also get a very vivid picture of the torn human Victor was.

After the briefing at the Temple of Change, or after investigating Victor's history, the party sets off after the recently raised warrior. Along the way, they meet up with the earth spirit searching for the Quarterstaff of the Serpent's Path. If any members of the party carry this Quarterstaff, the earth spirit sacrifices itself, transferring his essence into the staff.

Pushing forward, the party reaches Victor just outside of Verbeeg Hill. There, he engages the party in battle. If the PCs have not investigated Victor's history, he may shift into a full-fledged half-fiend, sprouting wings and exhibiting the full spell-like abilities of the creatures. If the PCs have investigated his history, they may attempt to talk with Victor. This provides them with a small advantage, preventing Victor from completing his undesired change, though he still submits to his urges and attacks the party.

The party returns to Highfolk with Victor, dead or alive, and the adventure concludes.

DM's Aid

Before the adventure begins, separate and hand out the form provided in DM's Aid #1. Have each player complete the form for the PC they will be playing during this adventure. Keep it on hand for ease of use.

Introduction

When you are ready to begin, read or paraphrase the following:

Four days ago, tragedy happened. A small fire broke out in the Temple District of Highfolk Town. Luckily, no one suffered injury, and only a few buildings took minor damage. While the cause of the fire is unknown, its origin is anything but. Rumors have been running rampant since the horrible event, and all share one common trait. The fire began at the Temple of Change.

The people whisper that the seasonal deities have turned their backs on the people of Highfolk. "To prove it," rumormongers say, "they set a fire upon the temple, killing all the priests but one." The Temple has been less than forthcoming. They still refuse to open their doors, and refuse any of the Highfolk Militia. A Godsday has passed, and still, the Temple turns away worshippers.

As you are pondering just what may be going on within the Halls of Change, an elven lad of maybe 90 disturbs your lunch at the Vesve's Tankard. "Almireal, sir," he says, bowing his head, "If you would please come over here, I have some papers for you, sir." [Almireal then gathers each PC to the same table, intoning the same brief phrase.] "Excellent, now that I have gathered all of you, here are your papers." Completing the cheerful sentence, he holds out two folded pieces of parchment. Both are unsealed.

☞ **Almireal:** hp 3, male elf; Com1. *Traits:* Respectful, effervescent, and witty.

- ☞ Almireal does not know who originally wrote the papers. One of his 'boys' brought them to him.
- ☞ Almireal takes care of a few orphaned children in Highfolk town. He feeds them and gives them odd jobs so they are not causing trouble. Occasionally, people seek out his 'gang' of children with tasks of their own.
- ☞ He will not reveal the name of the child who brought the messages. If the PCs are pressing this hard, Almireal will simply excuse himself without waiting for payment.

- ☞ The PCs may express a desire to follow Almireal. Allow them to do so for as long as they desire. Almireal is a well-received elven lad in all districts of town, and leads the party on a wild (yet slow-paced) ride through Highfolk town if they pursue him long enough.

If the party takes the papers from Almireal, give them **Player Handout #1**.

Almireal lingers silently for a bit of time, watching his toes while the party reads the paper. If any character attempts to dismiss him, Almireal coughs and places his hands behind his back. He lingers a few moments longer before leaving.

Almireal is hoping for a bit of payment for delivery of the message. If given anything less than a gold piece, he smiles and nods his head before leaving. If given one gold piece or more he smiles broadly, bobs his head, and says "Thank you, sir" before leaving.

The first piece of parchment contains the text indicated in **Player Handout #1**. The second parchment is apparently blank.

To view the second parchment, the party must burn the first to illuminate the phantom ink message. Once the party has done so, give them **Player Handout #2**.

Make a note as to whether or not the party does this in relative privacy (a room in the inn [which they have already acquired, if desired], a local residence, a back alley, etc).

A Knowledge(local-Iuz's Border Lands) check (DC 10), Intelligence check for Highfolk PCs (DC 10), or Knowledge(local-any other) check (DC 20) will recognize the name Geldrin Weaveron as that of the High Priest of Atroa in the Temple of Change.

Development: The party may try to go directly to the temple, in spite of the time. If this happens, the Temple guards kindly turn them away. Geldrin Weaveron will also turn them away, though nervously. Feel free to adlib this.

As it is a bit after noon, the party may wish to do some reconnoitering or purchasing within the town. If so, proceed to Encounter One. If they wish to simply wait for nightfall, proceed to Encounter Two.

Encounter One Reconnoitering

Read or paraphrase the following:

With the goal of learning a few things and picking up a few necessities, you set out into the bustling streets of Highfolk. Things in this Free City are palpably tense. Hawkers still cry their wares, and children still

play in the streets, but the occasional glance to the north reminds you of two worries: the displaced Court of Flameflower currently taking residence in the sealed Elven District, and the undead, humanoid, and grugach armies somewhere deep in the Vesve Forest.

The PCs have two options for this encounter: purchasing and gathering of information.

Purchasing

The PCs may purchase any items to which they have Any, Regional: Highfolk, or Adventure (from the last three adventures played) access to. They may also purchase any of the items indicated on pages 16 and 17 of the LGCS.

In addition, the Guildsmen of the High Art are having a scroll sales drive to raise funds for upkeep of their new Guildhall, adoringly called "Doom's Retreat". They are selling scrolls of *locate creature*, *arcane eye*, *dimension door*, and *wall of ice*. All scrolls are at 7th caster level and sell for 700 gp a piece.

❖ **Orin Yaun:** Female half-elf Sor6/Rog4. *Traits:* Beautiful (Cha 20), friendly, smooth.

The young half-elven woman standing before you is stunning. So stunning in fact, that you find yourself focusing more upon the melodies of her voice than the yellowed rolls of parchment she seems to be attempting to sell you. "Spells from the fourth circle of magic, to help raise money for Doom's Retreat."

Orin Yaun is a polite and helpful member of the Guildsmen of the High Art. She is manning the 'booth' stationed outside the Guild Hall for the time being. She is very friendly, and will try to sell as many scrolls as she can. She is not above flirting with male PCs.

Gather Information

The DM is encouraged to role-play these attempts, and offer up to a +5 bonus to any PCs that do well. The PCs should receive an additional +1 to their check for every extra 10 gp they spend (up to +5 for 50 gp spent). Each attempt at a general Gather Information costs the PC 1d4 gp and three hours. The PC gains all information for the DC they make, and all those lower.

- ❖ DC 10: *"I haven't heard anything, but it must've been something bad if the Temple won't even open its doors for Godsdan."*
- ❖ DC 15: *"The Militia tried to investigate, but the Temple turned them away, or so I heard. People*

are saying that Constable Paxana even came to petition entry. I don't believe that though."

- ❖ DC 20: *"Everybody is scared. The elves have been driven from Flameflower... Quaalsten is being attacked... Highfolk is divided. And now! A fire within a temple. Things are starting to get tense."*
- ❖ DC 25: *"The fire? I was out that night, on my way home from the Vesve's Tankard. I saw it. The flames weren't nearly as big as everyone says. But, I did see a short man running from the temple right after the fire started. He was wearing a cloak, so I couldn't see much of him. He jingled when he ran though, like he was wearing lots of chain armor, or maybe carrying too much loose Wheat."*
- ❖ DC 30: *"Rumor has it, and I'm passing it to you, that the temple was up to something big that night. Two weeks ago, Phostia, a priestess of Telchur, came back from some short adventure. All the priests, even the ones of Atroa and Wenta and stuff, were happy for a few days. Then, they all got quiet; pensive-like."*
- ❖ DC 31+: *"If I were you, I'd stay away from the Temple of Change tonight. Certain people are a bit upset, and they might decide to take out their frustrations. It'd be best for you if you didn't go near the place."*

Fifth District/Town Guard

Some PCs may wonder what the town guard has to say about the fire. The truth is that the investigation has not proceeded very far, but they are welcome to ask. It is possible that some PCs are members of the Fifth District, a regional meta-org of Highfolk town militia troubleshooters. If so, professional courtesy grants them a +15 to this roll. This visit costs the PCs no money and the watch cannot be bribed, but does take two hours to sort through red tape (or one hour for PC members of the Fifth District). It is also conceivable that the PCs may be able to make a Bluff, Diplomacy, or Gather Information depending on how they approach the guard. The PC gains all information for the DC they make, and all those lower.

- ❖ DC 10: *"We're looking into it, but it isn't a priority. We don't have anything yet but we'll let you know if we catch someone."*
- ❖ DC 15: *"Well, I guess there's no harm in me telling you what I know. No, we weren't called. We responded to the fire, like we're supposed to do. But once it was out, the priests asked us to leave. Maybe they'll talk to you."*

- DC 20: *"Paxana even went to visit the Temple, after the priests turned all of us away. She hoped her 'station' would hold some sway. They didn't let her in, but at least they didn't slam the door in her face. The Temple is calling it an internal matter, and we're pretty content to let them handle it."*
- DC 25: *"See, the thing is, people are starting to talk. And they're starting to talk angrily. Bad things seem to be happening around town since the Temple closed its doors. Call me paranoid, if you want, but I'm afraid the Temple might see another fire soon, and this one won't be an internal affair."*

Any other possible information resources are too occupied with their own affairs to concern themselves with the Temple of Change. The party is free to attempt to contact any other resources they may have, but will not earn the favor of the Temple of Change for not being discreet.

Development: It is possible that the PCs are unable to gather any information, but it's not really too important. The main purpose of this encounter is to give the PCs a chance to paint a broader picture of the tension within the town, and to set up the one-man mob in the next encounter.

When the PCs have completed their shopping and information gathering, and are ready to go to the Temple, proceed to Encounter Two.

Encounter Two Shooing Fireflies

This encounter takes place at the Temple of Change in Highfolk town. When the PCs have ventured to the temple that night, read or paraphrase the following:

The thick blanket of night has fallen over Highfolk town, and with it a great silence. Shutters are closed. Curtains are drawn. The light crunch of snow beneath you is the only sound. Only eight bells into the evening, and the town feels like a graveyard.

Ghosts and ghouls, though, are driven to the back of your mind when the shout echoes from further down the street. "Open your doors, now! In the name of Heironeous!"

Odd that, Heironeous invoked in Highfolk. It only makes you move faster of course.

The party is free to approach any way they desire. The statistics for Marek, the temple guard, and Cecil, the paladin of Heironeous, can be found in Appendix 1.

Once the party has approached, read or paraphrase the following:

There, standing in the center of the courtyard outside a large, sprawling set of five buildings carved with flowing winds, is a dusty haired man. He is dressed in silver, shining plate armor emblazoned with the fist and lightning bolt of Heironeous. His face is calm and impassive, but his voice bellows again. "Open your doors for a proper and lawful investigation!"

A few feet away from the obvious paladin, a man dressed in the colors of Telchur, black and grey, stands with his back resting against the wall of the Temple. He is lightly snickering behind a gloved hand.

The Heironean draws a fine longsword and holds it forth. A word is whispered, and the sword bursts into pure, blue flame. "The wrath of Heironeous is unforgiving! Open your doors."

The cold winter wind fans the flames upon his sword and the flames of his anger as he stands alone within the courtyard. Completely alone.

☛ **Cecil Trueblood:** Male human Pal4(Heironeous). Cha 16. *Traits:* Experienced, stubborn, battle-loving. Age: 28. See Appendix One for statistics. [Note: Cecil radiates faint evil, and does not radiate good.]

The party may take any approach they desire to deal with the paladin.

- *They may ignore him.* He will not try to force his way into the temple, but he also will not leave the courtyard unless coaxed to do so by the PCs. The party may move into the temple without responding to Cecil, if they so desire.
- *They may coax him.* Cecil may be stubborn, but an adequate Diplomacy check (DC 20) combined with good role-playing (allow up to a +4 bonus to the Diplomacy check for good RP) will convince the paladin to leave.
- *They may be honest with him,* informing the paladin that they are here to take care of the problem. In this instance, Cecil will *detect evil* and then insist on accompanying the party. If any member of the party radiates evil, see the heading below 'Radiating Evil'.
- *They may subdue him.* Cecil may fall prey to any number of spells, as he has no immunities. They may also subdue him with nonlethal damage. In this instance, Cecil defends himself, returning the nonlethal damage.
- *They may attack him.* Some parties may attack Cecil after discovering that he radiates evil. If this

happens, make a note of it in the critical events. At the end of the adventure, charge each PC involved 4 TUs for time spent in Roots after conviction and detention for assault. Cecil is raised, if he dies, by the church of Heironeous, and testifies against the PCs in court. If Cecil dies, his sword disappears as if by a *teleport* spell.

Here is the information Cecil knows and is willing to share with kind, forward PCs. It is provided in bullet form so that you may role-play it.

- Cecil is from Bradford, in the Kingdom of Furyondy. He serves His Pious Majesty, the King of Furyondy, Belvor IV.
- Cecil is in Highfolk after rumors of the destruction of the Temple to Heironeous in Ironstead reached him while on a relief mission near Kisail.
- Cecil stopped in Ironstead, and witnessed the ruins of the Temple himself. A young gnomish woman by the name of Rjandi Tammi Tavi has taken temporary control of the Furyondian outpost until Belvor can send a new military man.
- The Temple was horribly destroyed by some creature that leaked pus and attempted to eat the Knights of the High Forest that were in the outpost.
- Cecil came to Highfolk to speak with the Town Council. Before he had a chance, though, news that the Temple suffered a fire, wasn't cooperating with a proper investigation, and didn't open their doors for worship on Godsday reached him.
- He is there, right now, to see to it that the temple submits to a complete and lawful investigation.
- If any of the party brings it up, Cecil will admit that he suffers from a curse which causes him to radiate evil. He will also admit that the curse originates in his longsword. The most powerful priests at Chendl could not remove the curse, but Cecil is willing to let any PCs attempt it. (They will not succeed).
- He acquired the sword on a journey into a place known as Sallow Hold, but that was years ago.

Coming Along: Should the party inform Cecil that they are here to investigate the crimes committed within the Temple of Change, the paladin of Heironeous insists that he come along. He claims to be skilled in combat (at low APLs this is true). He also claims to be skilled in sensing that which others wish to keep hidden (he has an appreciable Sense Motive skill).

Cecil takes the role of a follower within the party. He understands that he is not the leader of this already formed group, and it would be unlawful to usurp that leadership in the middle of a mission.

Cecil willingly accepts all buff spells cast by members of the party, except those who radiate evil. He attempts to resist those spells, making the appropriate saving throw.

Radiating Evil: Cecil Trueblood is an experienced paladin. He firmly believes that even those of evil heart can be redeemed. He also believes that bearing an evil heart is not reason to be punished. Indulging an evil heart is, though. Should any PC radiate evil, Cecil makes it his intention to accompany the party and assist them. He keeps a particularly close eye upon any PCs radiating evil. Should they perform an evil act, Cecil attacks to kill. He does not attack until he has witnessed an evil act by the radiating member of the party.

As indicated above, Cecil radiates evil due to the curse of his flaming longsword. This is another reason why the paladin does not kill outright those who radiate evil. He knows that even his own magical abilities can be misinformed at times.

Encounter Three

Getting Into the Temple

There are numerous ways to get into the Temple of Change. A few of them are outlined below. It is important to remember that the security on the Temple of Change is minimal. Should the party come up with any plan not indicated below, it will likely succeed, at the DM's discretion.

- *Sneak up to the door.* This method is also feasible. The guard, Marek, (statistics provided in Appendix One), is quite alert, though skilled parties may be able to sneak up on him and get through the door without him noticing.
- *Heroic Misdirection.* The guard, Marek, has very heroic notions of himself. If presented with a situation where someone is in distress, he will not hesitate to run off to save the day.
- *Investigative Misdirection.* Marek can be lured away from the door on a brief goose chase, following sounds of combat, a child crying, the sounds of some creature loose in Highfolk. This sound can be created through spells, mimicry, etc.
- *Through the Window.* There are numerous windows on the Temple. Unsurprisingly, all of them are open. The party could easily slip into one of the windows. No matter which room they enter, Geldrin Weaveron is waiting for them there. His divinations have told him exactly when and where the party will arrive.
- *Talking to the guard.* Some parties may attempt to speak with Marek. It is an amiable fellow with a

good sense of humor. He is particularly focused this evening on the paladin. He will frequently crack jokes at the expense of the Heironean (whether he is present or not). Marek will not allow the party entrance, but he may be convinced to get Geldrin Weaveron. The party loses the favor of the Temple of Change for doing this.

☛ **Marek Whistledown:** Male human Ftr1/Rog2. Cha 11. *Traits:* Heroic, humorous, alert. See Appendix One for statistics.

No matter which room they enter, Geldrin Weaveron is waiting for them there. His divinations have told him exactly when and where the party will arrive. Once the party has entered the Temple, read or paraphrase the following:

The man standing before you is a rather unassuming one. Loose green and white clothing cut in an old fashion covers his cherubim body. His broad nose dominates his flushed face. Brown eyes twinkle excitedly underneath large, bushy brows. A sparse patch of hair stretches dangerously thin over the bare expanse of scalp atop his head.

Around his neck hangs a silvered chain bearing a thin silver heart etched with an air-glyph. His pudgy fingers twitch nervously, one hand twiddling the other. "You're here!" he says with a bit of nervous joy. "Just as Atroa told me."

Proceed to Encounter Four.

Encounter Four Something Wicked This Way Came

Read or paraphrase the following, continued from Encounter Three:

... The smell of char is faint here, within the confines of the Temple of Change. Days old, but still it lingers like some hungry child at the dinner table.

The man moves, a sort of odd rolling motion that shifts his weight from one leg to the other. "I'm Geldrin Weaveron," he greets you, half bowing, "the High Priest of Atroa here in the Temple of change. Since you're here, I guess you received my letter." He pauses, waiting for acknowledgement. "Come, come," he says, his voice a nervous twitter, "Much to do, much to see. I'm glad you made it this far, and now for the task at hand, yes."

He briefly turns his head, to make sure you are following, before leading you down a small hallway and into the Temple proper. The walls are decorated in cloths of black and white and paintings of barren scenes of winter landscapes. It is winter, and Telchur runs the Temple of Change. Rows of wooden pews are in the floor of the room, spaced evenly on either side of a broad walkway leading up to an altar.

It is the altar, though, which draws your eyes. Before it lie five people. Three in greens and whites similar to those upon your host, one in gold and brown, and the fifth in blacks and silvers like the Temple's adornments. Blood soaks each of their garments.

"Please, sit," Geldrin says, motioning towards a row of pews. He waits for you to sit, before taking his own seat a row ahead of you and twisting to face your party.

The man is Geldrin Weaveron, High Priest of Atroa at the Temple of Change.

☛ **Geldrin Weaveron:** Male human (Oeridian) Clr9(Atroa). Cha 14. *Traits:* Warm, nurturing, nervous.

Geldrin knows and relays the following information through role-play:

- ☛ He was the one who sent the message to bring the PCs to the Temple.
- ☛ He is currently in charge of the temple until the resources can be mustered to raise Phostia Lichentow, the sole priestess of Telchur at the Temple, and the rest of the fallen.
- ☛ The five bodies are the five who fell. Phostia is the priestess of Telchur, dressed in blacks and silvers. Kayla, Tiber, and Denar are the three priests of Atroa who fell, dressed in greens and whites. Regina is the priestess of Wenta, in brown and gold.
- ☛ The five of them died while attempting to perform a resurrection spell.
- ☛ Phostia recently recovered a scroll of resurrection, and the church was going to attempt to use it to raise a long dead Telchurian warrior, Victor Eldenbrath.
- ☛ Victor died 6 years ago, in service to the church, and his body has been preserved since then, until such a time as the clergy was capable of bringing him back to life, since the usual *raise dead* magic was not working.
- ☛ Victor served in the faith of Telchur in a discreet manner. Geldrin doesn't know much, being of the faith of Atroa. He does know that Victor would be sent on frequent missions, the nature of which were

'less than good'. Telchur is a force of chaos and seasonal death, afterall.

- Geldrin does know that Victor carried an item of some magical power. This item would return Victor's corpse to the Temple of Change, if he were to die. It is because of this, no one knows where or how he died, or they simply don't wish to share it.
- Two weeks ago, Phostia returned with the scroll, and four nights ago she attempted to use it. As far as Geldrin and the other acolytes of the Temple can tell, the scroll functioned properly.
- The problem was not with the magic, but with the man who was resurrected.
- Victor was fine for a few moments, but then flew into a murderous rage. He drew his weapons and slew the five priests before throwing a torch to the decorated walls and fleeing.
- Geldrin was initially afraid Victor might go after his daughter, Willough, or possibly his sister, Venise, but divinations have shown that Victor fled Highfolk Town. He is heading for Verbeeg Hill, though no one is certain why.
- His movement has been erratic. He initially made great bounds towards the Hill, but then, the last two days he has moved very little.
- Geldrin is afraid of what might happen if Victor makes it to Verbeeg Hill, and wants to send the PCs after him, if they're willing.
- The Church cannot afford to make any sort of payment, as they need to save their resources to raise the five priests. Geldrin chose the PCs because of divinations performed.
- The Temple hasn't opened its doors for service because of the five dead clerics, and an inability to handle the people of the town with their reduced numbers. Once the clerics are raised, services will recommence.

A Knowledge(local-Iuz's Border States) check (DC 15) will recognize the name Victor Eldenbrath as a human member of the Iryrinshae Fighting School of Clan Llelyuna. A further Knowledge check at the same DC, or if a PC is a member of any Highfolk Fighting School, give the party **Player Handout #3**.

Geldrin provides a very good physical description of Victor:

"Victor is a distinguished man. He has salt and pepper hair, a very sharp face, and a light dusting of a beard. He carries his weapons in a magical quiver which allows him to easily carry numerous spears, his favored weapon. His trademark piece of clothing is a long, thick, black winter cloak with the holy symbol of Telchur sewn into its back."

Geldrin is glad to let the party investigate the temple as much as they wish.

- A Heal check (DC 15) will reveal that the five priests all received the benefits of preservation at about the same time after their deaths. It will also reveal that they all died by piercing weapons, likely the same weapon.
- The bodies all radiate faint necromancy (*gentle repose*) if checked for magical auras.
- A Search check (DC 15) will reveal that the fire began on one of the many cloth decorations of the Temple, and quickly spread about the wooden building. Most of the damage has been repaired, but some of the wood still shows char marks.
- Geldrin will show the party to the room where Victor was preserved if they wish. The room is a simple acolyte's quarters: Single bed, table, and chair. No possessions remain, as all were given over to his family, except what Victor was preserved in.
- The room (particularly the bed) still radiates a faint and fading necromancy, if checked for magical auras. A Spellcraft (DC 17) will deduce that after 6 years of being near magical effect, the aura may still linger for another few days.

Geldrin's divinations will cause him to encourage the PCs to pay a visit to Victor's family.

"One last thing," Geldrin says, his cherubim face breaking into a warm smile. "Three keys to the broken soul. One of love. One of duty. One of old.," he quotes. "Those are the words Atroa gave me, and I am passing them to you."

Should the PCs desire, Geldrin can provide them with the locations of living spaces belonging to Willough and Venise, Victor's kin. If the party chooses to visit them, proceed to Encounter Five.

If the party chooses to follow after Victor immediately, proceed to Encounter Six.

Encounter Five

What Was Kept in Secret

This encounter is fairly freeform. A basic physical description of each NPC is provided in addition to a breakdown of their personality. Also provided is the pertinent information each NPC knows and will relay through role-play.

Willough Eldenbrath

Willough Eldenbrath is an unshapely female, looking more like a slat of lumber than a woman. She is short, thin, and well muscled. Her dark black hair is cut short, and almost always spiky and unkempt. She wears man's breeches and shirts, as they're more comfortable for her work. She is a foreman at the Clover Tannery on Tannery Row in the Poor District.

Clover Tannery is one of the premiere tanneries in Town, competing with the Three Crowns Tannery for the reigning top spot among tanners.

Willough takes great pride in her work. She acts more like a man than a woman, brusquely shaking hands with people, grinning, cracking jokes related to sex, beer, and hunting. She berates her crew at the tannery, if they appear to be slacking. They groan, but she has garnered their respect.

She is only 18 years old, prime age for human females to begin seeking out a husband, but Willough will have none of it. She intends to take Florence Skinner's place as owner of the Clover once the old man kicks over. She doesn't have time for men.

Willough lived with her father and mother, before he passed six years ago and she this past year. Willough is not aware that the Temple of Change has been preserving her father's body, intending to raise it. As far as she is aware, the body is buried in a graveyard outside of Highfolk. Should the PCs inform her of her father's revival, the PCs do not receive the Favor of the Temple of Change.

When asked to talk about her father, Willough will become a combination of angry and depressed. As she saw him, her father was a torn man with a broken soul. Some days he would be caring, loving, and generous. Other days he would be brooding, short-tempered, and angry. On some days he would shift back and forth multiple times.

If asked about her father's possessions, Willough informs the party that, at one point, she was given almost all of her father's things by the Temple of Change, but she gave them to her aunt, Venise Dassowmoon. She tells the party that it was a small chest that her father kept hidden under his bed. He never opened it without muttering some word. "Metchur" is what she remembers.

❖ **Willough Eldenbrath:** Female human (Oeridian) Exp7. Profession(tanner) +14. Cha 11. *Traits:* Brusque, manly, powerful.

Venise Dassowmoon

Venise Dassowmoon is Victor's elder sister. She is an older woman, about 47 years of age. Unlike her niece, she is the proper woman. She is the wife of a wealthy merchant who delivers eel jelly to Mitrik and Chendl. She wears fine muslin dresses, and her house is kept by a well-mannered maid. She exhibits excellent etiquette and diplomatic skills, as expected of any 'good wife'.

Her hair is dark, graying at the temples to form a pair of white-gray streaks that blend seamlessly into her always-bunned hair. She, too, is thin, but shapely in a voluptuous manner and frequently wears clothes that accent her shape but do not draw attention to it.

In the recent past, Venise has dabbled in divinatory magics, though she would never admit as much to anyone. She is a cleric of Istus, using powers granted by the goddess of fate to speak with her departed family members. This has given her reason to suspect that the Temple of Change was doing something with Victor's body and recently departed soul. While she doesn't make this information known, it does give her reason to suspect the party is here at the behest of the Temple. Istus has told her that the party will help her family, and that she should be gentle and forthcoming. If the party shares information about her brother's revival with Venise, they still receive the Favor of the Temple of Change.

Venise does not ask many questions, but provides a great deal of information under the guise of making idle conversation.

She has two stories to tell about Victor when they were children. The first is of his rescue of a stranded kitten that had broken its leg and was in a tree. Victor climbed the tree and brought the kitten down, in spite of the fact that the kitten was near the crown of the old oak tree, some 30 feet in the air. Victor then splinted the kitten's leg, hand fed it, and took care of it for six weeks before the kitten was able to walk on its own. After that, the kitten, Meows, followed Victor around all the time.

The second story also involves the kitten. Two months after saving the young cat, Victor took it off to play in a small grove in the Merchant's District. He and the kitten were gone for most of the day, and when dinner time arrived, their mother sent Venise off to find the wayward boy and bring him back home. She found him in the grove where he had said he was going earlier that day. Victor was sitting with his back against a tree, the kitten laid out before him. The boy was holding a bloody knife, and the kitten was not moving. What Venise saw made her run away without saying anything to Victor, and she never told anyone about it: Victor had cut open the kitten and was playing with its insides. His

face was smeared in blood, in some weird designs, and he was giggling like a maniac.

Since the party is asking after him, Venise offers up the chest of Victor's possessions to the PCs, claiming to never have opened it (she hasn't). She has never felt the desire to know what was within it.

Trap: The small wooden chest that Venise gives to the PCs is trapped. When any PC touches the latch of the chest, it will set off the trap. The command word to deactivate the trap is "Telchur". If this is muttered by a PC before the latch is touched, the trap will not go off having been circumvented.

If the trap goes off, it works to push the PC away from the chest in a direct line. The PC who touched the latch is bull-rushed directly away from the chest according to the mechanics below (Similar to the *telekinesis* spell).

APL 2 (EL 3)

↗ **Chest Trap:** CR 3; magical; touch trigger; automatic reset (immediate); +5 melee touch (bull rush and 3d4 magic damage, +4 bonus on Str check); Search (DC 26); Disable Device (DC 26), Caster level 5th.

APL 4 (EL 5)

↗ **Chest Trap:** CR 5; magical; touch trigger; automatic reset (immediate); +7 melee touch (bull rush and 3d6 magic damage, +5 bonus on Str check); Search (DC 26); Disable Device (DC 26), Caster level 7th.

APL 6 (EL 7)

↗ **Chest Trap:** CR 7; magical; touch trigger; automatic reset (immediate); +9 melee touch (bull rush and 3d8 magic damage, +6 bonus on Str check); Search (DC 26); Disable Device (DC 26), Caster level 9th.

APL 8 (EL 9)

↗ **Chest Trap:** CR 9; magical; touch trigger; automatic reset (immediate); +11 melee touch (bull rush and 6d6 magic damage, +7 bonus on Str check); Search (DC 28); Disable Device (DC 28), Caster level 11th.

APL 10 (EL 11)

↗ **Chest Trap:** CR 11; magical; touch trigger; automatic reset (immediate); +13 melee touch (bull rush and 9d6 magic damage, +8 bonus on Str check); Search (DC 28); Disable Device (DC 28), Caster level 13th.

APL 12 (EL 13)

↗ **Chest Trap:** CR 13; magical; touch trigger; automatic reset (immediate); +15 melee touch (bull rush and 9d8 magic damage, +9 bonus on Str check); Search (DC 28); Disable Device (DC 28), Caster level 15th.

Inside the chest is a thick, fur-lined cloak of black cloth with a large silver leafless tree in a field of snow sewn into it. The chest also contains an old knife, coated in long dried blood. A Heal check (DC 15) will reveal that the blood is years old. There are also three pieces of parchment, each stored in a single scroll case. The parchments have coal sketches upon them, one of Willough, another of Venise, and a third of his wife, Larissa. Venise can identify all three of the portraits.

Once the party is ready to follow after Victor, proceed to Encounter Six.

Encounter Six Children of Stone

Read or paraphrase the following:

Moving quickly up the Quagflow Road, you're sincerely hoping that you make it to Victor before Victor makes it to Verbeeg Hill. There is no telling what the warrior might do, if unhindered, in the bustling eel jelly town.

The sound of cracking stone and a grating voice break into your thoughts. "Help me!" The voice is a deep baritone, and sounds like gravel, but it is definitely in distress.

When the PCs go after the voice, read or paraphrase the following. The PCs may interrupt this at anytime they desire.

The middle of the clearing contains an odd sight, and odd sounds. A single man, standing some eight feet tall dominates the middle of the small clearing. His skin is a dark brown, and his face is all sharp angles and rough edges. His broad chest is bare, and long cut marks mar it. Each slash drips blood, you guess, but the blood is translucent, as if liquid crystal.

The source of those cuts is crouched low before the hulking man. A human man is there, a glistening rapier in his hand. Grayish skin, black and hungry eyes, and an almost lupine face identify this man as something less than human.

"Help me!" the voice cries again. The large brown man's eyes have fixed upon you, black pools of anguish. "Please!"

The short man lashes out again, with his rapier...

Creatures: The tall man is an earth creature born for one purpose: to bond with the Quarterstaff of the Serpent's Path. The earth creature is a pacifist.

His attacker is a creature from the Abyss: a vultivor. The vultivor is a trained assassin, who has been trailing the earth spirit for days now, waiting for a chance to kill him.

Tactics: The vultivor is a very sly creature, and thus far, the earth creature has not struck it. He is more than willing to turn his back upon the creature and focus his tactics against the party.

The vultivor maintains his humanoid shape, and makes use of his Improved Feint ability to get a sneak attack in every round.

When he gets to half hitpoints, the vultivor shifts to his vorr form, and makes use of his Improved Feint ability in combination trip attacks to bring opponents down.

When reduced to one-quarter hitpoints, the vultivor attempts to flee into the forest. If it is unable to escape without provoking attacks of opportunity, the vorr uses its shadow form ability before escaping.

If captured, the vultivor will talk briefly before attempting to use his shadow form ability to escape any bonds and flee.

APL 2 (EL 4)

🔥 **Vultivor:** hp 29; see *Appendix Two*.

APL 4 (EL 6)

🔥 **Vultivor:** hp 42; see *Appendix Three*.

APL 6 (EL 8)

🔥 **Vultivor:** hp 55; see *Appendix Four*.

APL 8 (EL 10)

🔥 **Vultivor:** hp 68; see *Appendix Five*.

APL 10 (EL 12)

🔥 **Vultivor:** hp 81; see *Appendix Six*.

APL 12 (EL 14)

🔥 **Vultivor:** hp 94; see *Appendix Seven*.

Once the vultivor has been destroyed (assuming the earth creature has not been killed by the PCs), read or paraphrase the following:

Lumbering up from where it was curled upon the forest floor, the strange, hulking, dark-skinned man extends a long arm as if in friendship. "Thank you," he says, his baritone voice sounding like the rumble of so many stones down a mountain. Closer now, you can see that his skin is not actually dark, it is dirt and rock!

🔥 **Unnamed Earth Creature:** male, unknown. *Traits:* Pacifistic, humble, gentle. hp 224, AC 20, DR 20/evil.

No Knowledge skill will allow any PC to identify this creature. A Knowledge(planes) DC 15 will narrow it down to some kind of elemental creature, but any further isolation is not possible.

The earth creature knows the following things:

- 🔥 He is a pacifist. He has been wandering the 'green sea' (as he calls the Vesve Forest), since time immemorial. For as long as he can remember, he has hidden from the world.
- 🔥 Recently, his desire to hide disappeared, and now he has made a special effort to meet everyone he can and fulfill his purpose.
- 🔥 He has no name. It was a sacrifice he made long ago. He does not wish to go into further detail.
- 🔥 He is a creature of the earth, born in the womb of Beory, and raised by her children. He was released to wander the 'green sea' until the time comes. That he speaks with the party now, tells him the time is near.
- 🔥 That creature is one from the Abyss. It has been hunting him for years now. He was waiting here for the party when it attacked him.
- 🔥 He could do nothing to the creature. To raise a fist against any roaming the world would be to violate all he was taught. He has never struck a single being, never even in self-defense.
- 🔥 His purpose is to wait until the time comes. When the time comes his purpose will be made known to him.

If no party member carries the Staff of the Serpent's Path, read or paraphrase the following:

The creature seems distant for a moment, his head tilting an ear to the sky... or maybe an ear to the ground. It is difficult to tell. He lets out an audible sigh, the buzzing of a million honey bees, and looks off towards the horizon. "I thought one of you might aid me in my purpose, but today it was not to be so." The hulking form reaches over his shoulder, into a backpack that blends so completely into his bare skin you didn't notice it before. "For your help, I have a gift. It will help you in the days to come."

The gift provided is dependant upon APL. See the section labeled "Treasure" below for details. The creature knows the function of each item and discloses it, if the PCs ask.

Proceed to Encounter Seven.

If any party member carries the Staff of the Serpent's Path, read or paraphrase the following, focusing upon the PC (or PCs) with the Staff:

The hulking form reaches over his shoulder, into a backpack that blends so completely into his bare skin you didn't notice it before. "For your help, I have a gift. It will help you in the days to come." The creature's head shifts, and his dark, murky eyes seem to sharpen and focus, the weight of all his earth settling heavily upon you. "You," he says, something resembling a gentle smile of anticipation breaking onto his stony face. "You have what I am here for."

The creature is, of course, referring to the Staff of the Serpent's Path. The creature asks to see the staff, and resorts to begging if he has to. He knows that the staff is his reason for existence.

When the PC produces the Staff, the creature asks if he may have it. Once it is given over...

If the PC has all ten signatures on the Staff, read or paraphrase the following:

The ogre-sized creature takes the Staff, holding it almost reverently within his hands. "Oh," he says, his rumbling voice filled with awe. "It is ready for the next step. But you must first make a sacrifice." His dark eyes focus heavily on you. "A portion of your essence must be given over to the staff. I can try without, but it will be more powerful with."

Should the PC agree, the creature approaches, and places a stony hand upon the PCs forehead. The PC feels a wash of warmth, and loses one point of Constitution. This Constitution loss may not be recovered except by a *wish* or *miracle* spell.

Should the PC not agree, the creature still attempts to convert the staff. The conversion fails, destroying the staff completely.

Slowly, the beast bends at his waist, chunks of stone tumbling from his body. He sets the snake-headed staff down upon the ground and takes a step back. "A life of pacifism ended in a moment of violence." His bottomless eyes meet yours for one final time. "Know that my sacrifice is for the green sea, and for your future."

Two quick steps place the earth-man over the staff. His fist raises high over his head, only to come smashing down upon the fragile wood of the Quarterstaff. The thin shaft shatters, sending wood splintering in all directions. It happens in the blink of an eye, but seems to take an eternity. The creature, fist pressed into the ground, begins to crack and

break. The large slashes caused by his assailant grow larger, as his skin begins to roll off in thick chunks. A bellow of ecstasy escapes the creature's lips as he throws his head back to peer at the sky. Then, he is gone.

In his place, a swirling mass of rock and dust lifts the broken remnants of the staff. The small tornado of earth and wood grows dark, almost black, as if the pair is absorbing the daylight from all around.

With a muted clatter, the staff hits the ground in a small shower of rubble. The earth creature is gone, leaving behind his second gift for you: the Quarterstaff of the Serpent's Path in its new form. The golden serpent's head is gone. Instead, the long staff is topped with a crystal sculpture of a hissing cobra. The staff itself is now a spiral of dark brown stone, and light yellow wood.

When the bonded PC picks up the Quarterstaff (now a Rod), he immediately knows its powers, as described in the "Special Treasure" section at the end of this module.

If the PC does not have all ten signatures on the Staff, read or paraphrase the following:

The ogre-sized creature takes the Staff, holding it almost reverently within his hands. "Oh," he says, his rumbling voice filled with awe. "It is not ready yet. You have not completely bonded with it." The creature's head tilts again, listening. "I am to do it anyway. And when the staff is ready, it will change."

Slowly, the beast bends at his waist, chunks of stone tumbling from his body. He sets the snake-headed staff down upon the ground and takes a step back. "A life of pacifism ended in a moment of violence." His bottomless eyes meet yours for one final time. "Know that my sacrifice is for the green sea, and for your future."

Two quick steps place the earth-man over the staff. His fist raises high over his head, only to come smashing down upon the fragile wood of the Quarterstaff. The thin shaft shatters, sending wood splintering in all directions. It happens in the blink of an eye, but seems to take an eternity. The creature, fist pressed into the ground, begins to crack and break. The large slashes caused by his assailant grow larger, as his skin begins to roll off in thick chunks. A bellow of ecstasy escapes the creature's lips as he throws his head back to peer at the sky. Then, he is gone.

In his place, a swirling mass of rock and dust lifts the broken remnants of the staff. The small tornado of earth and wood grows dark, almost black, as if the pair is absorbing the daylight from all around.

With a muted clatter, the staff hits the ground in a small shower of rubble. The earth creature is gone, leaving behind the apparently unchanged Quarterstaff of the Serpent's Path.

For characters without 10 signatures, the Quarterstaff is prepared to change, but is not completely bonded yet. Once it is completely bonded, the Staff will immediately undergo the change indicated.

For characters that do not make the sacrifice, the Quarterstaff is completely destroyed. It may not be recovered through any magical means. Take the character's quarterstaff certificate and destroy it.

Treasure: All parties receive the gift for saving the earth creature based upon APL. He only provides them with one of the item indicated (marked with an *).

APL 2: L: 27.1 gp; C: 94.7 gp; M: *dust of tracelessness**(21 gp)

APL 4: L: 27.2 gp; M: *dust of dryness**(71 gp), *necklace of fireballs type I*(137.5)

APL 6: L: 1 gp; M: *wand of Melf's acid arrow**(16 charges, CL 3rd)(120 gp), *+1 rapier*(275.5 gp), *potion of fly*(62.5 gp), *necklace of fireballs type I*(137.5)

APL 8: M: *elemental gem(earth)**(187.5 gp), *+1 rapier*(275.5 gp), *potion of cure serious wounds* x2 (62.5 gp each), *+1 leather armor*(96.7 gp), *necklace of fireballs type I*(137.5)

APL 10: M: *dust of disappearance**(292 gp), *+2 rapier*(692.9 gp), *potion of cure serious wounds* x2 (62.5 gp each), *+2 leather armor*(346.7 gp), *necklace of fireballs type I*(137.5)

APL 12: M: *stone salve**(333 gp), *+2 rapier*(692.9 gp), *potion of cure serious wounds* x2 (62.5 gp), *+2 leather armor*(346.7 gp), *necklace of fireballs type I*(137.5)

Once the earth creature has left or completed his task, and the party has set off again, proceed to Encounter Seven.

Encounter Seven

A Torn Man

Read or paraphrase the following:

After your strange encounter with the earth creature, you made your way back to the Quagflow Road and towards Verbeeg Hill, hot upon the trail of your quarry.

Night fell, you camped, and day rose once more.

Only a few hours out from the eel jelly capitol of the Highvale is when you come upon the man kneeling in the middle of the road.

A thick, black, fur-lined cloak covers his huddled form, silver threads dancing across it to form a single leafless tree upon a broad field of snow. The man carries no weapons that you can see, though a simple quiver hangs upon his belt as he kneels in the crunching snow.

As you draw nearer, the man's head moves, his face finally becoming visible. Short, curled horns sprout from his bloody forehead, and his dark eyes are shadowed by the rising sunlight. His mouth opens, as if to speak, but no sound comes out.

You can see now, this man matches the description of Victor Eldenbrath... except he has horns! His fingers have elongated into claws! And his grimace reveals a mouth full of sharp teeth!

The huddled man is Victor. He is embroiled in the battle for his soul. The party is approximately 85 feet away from Victor at this point.

Enter initiative. The party has three rounds to save Victor's soul. To do so, they must mention two of the four 'keys': his dead wife or his daughter (love), his sister (old) and his duty to Telchur (duty). If they do read or paraphrase the following:

Victor's head picks up, and his eyes grow a bit clearer. His face softens, and he begins to stand. "Thank you," he says, in a cold voice.

Then, in an instant transformation, Victor's eyes glow a burnished red, and his face contorts in a gleefully evil visage. A spear appears in his hands, drawn quickly from the quiver at his belt!

Then, he stops. His eyes grow dark, and his face softens once more, into a silent pleading. "Help me," his mouth moves, but again makes no sound.

"I will deal with you later," Victor finally manages, his voice an evil hiss, his face showing the struggle going on within his soul. "First," he says, focusing his glowing eyes upon you and the rest of the party, "I will deal with these infidels."

The party has managed to save Victor's soul, and fight him without his full repertoire of demonic abilities (Victor Eldenbrath, Saved in the appropriate Appendix).

If the party fails to mention two of the three things indicated above, OR if the party takes any hostile action (spellcasting, brandished weapons, etc) at any time before the three things have been mentioned, the party fails to save his soul. Victor leaps into action and begins to attack the party. Read or paraphrase the following:

Victor's head picks up, and his eyes grow a dark, foul red. He grins, a gleefully malicious sight. He

hunches over, letting out a scream of pain, as his back begins to lump and shift. Suddenly, the skin splits, sending the Telchurian cloak floating to the ground in a mist of blood. Large, leather bat wings, black as the darkest night stretch lazily.

"Finally," Victor hisses, glancing back at his new wings, "I am in control. No more will I have to wait, locked away in the dark recesses of his soul while he does good in the world."

A spear appears in the creature's hands, quickly drawn from the quiver at his belt. "Now, he is gone from me, and I will feast!"

The party has failed to save Victor's soul, and must fight him with his full repertoire of demonic abilities (**Victor Eldenbrath, Lost** in the appropriate Appendix).

APL 2 (EL 4 or 5)

🔥 **Victor:** hp 37; see *Appendix Two*.

APL 4 (EL 6 or 7)

🔥 **Victor:** hp 45; see *Appendix Three*.

APL 6 (EL 8 or 9)

🔥 **Victor:** hp 60; see *Appendix Four*.

APL 8 (EL 10 or 11)

🔥 **Victor:** hp 76; see *Appendix Five*.

APL 10 (EL 12 or 13)

🔥 **Victor:** hp 92; see *Appendix Six*.

APL 12 (EL 14 or 15)

🔥 **Victor:** hp 108; see *Appendix Seven*.

Tactics: Victor falls back upon his Iryrinshae training for this battle. He fights a mostly defensive game, making good use of his Combat Expertise, Improved Trip, and Monkey Grip feats. Victor prefers to Combat Expertise the maximum amount available and/or fight defensively, then make a trip attempt against a PC, and if it succeeds, take his attack against the now prone PC.

He does use the oils and potions found on his masterwork potion belt. Drawing them is a free action once per round.

As he is unfamiliar with them, Victor refrains from using his spell-like abilities, unless no other options exist. He will fly out of reach of the PCs, if given the opportunity, so that he may consume the potions he carries.

Treasure:

APL 2: L: 52.4 gp; C: 10 gp; M: *quiver of Ehlonna* (150 gp), *oil of magic weapon* (4.2 gp), *potion of cure*

light wounds x3 (4.2 gp each), *potion of shield of faith* +2 (4.2 gp), *potion of bull's strength* (25 gp)

APL 4: L: 31.6 gp; C: 8.7 gp; M: *quiver of Ehlonna* (150 gp), *oil of magic weapon* (4.2 gp), *potion of cure light wounds* x3 (4.2 gp each), *potion of shield of faith* +2 (4.2 gp), +1 *chain shirt* (104.2 gp), *wand of entangle* (62.5 gp)

APL 6: L: 31 gp; C: 2.7 gp; M: *quiver of Ehlonna* (150 gp), *oil of magic weapon* (4.2 gp), *potion of cure light wounds* x2 (4.2 gp each), *potion of cure moderate wounds* (25 gp), +1 *chain shirt* (104.2 gp), +1 *heavy wooden shield* (96.4 gp), *wand of entangle* (62.5 gp)

APL 8: L: 5.8 gp; C: 11.3 gp; M: *quiver of Ehlonna* (150 gp), *potion of cure light wounds* x2 (4.2 gp each), +1 *chain shirt* (104.2 gp), +1 *heavy wooden shield* (96.4 gp), +1 *spear* (275.2 gp), *wand of entangle* (62.5 gp)

APL 10: L: 5.8 gp; C: 3.7 gp; M: *quiver of Ehlonna* (150 gp), *potion of cure light wounds* x2 (4.2 gp each), +1 *chain shirt* (104.2 gp), +1 *heavy wooden shield* (96.4 gp), +1 *spear* (275.2 gp), *wand of entangle* (62.5 gp)

APL 12: L: 5.8 gp; M: *quiver of Ehlonna* (150 gp), +1 *spear* (275.2 gp), *potion of cure light wounds* x4 (4.2 gp each), *potion of cure moderate wounds* x3 (25 gp each), *potion of cure serious wounds* (62.5 gp), +2 *chain shirt* (354.7 gp), +2 *heavy wooden shield* (357.2 gp), *potion of barkskin* +4 (75 gp), *potion of shield of faith* +5 (75 gp), *wand of entangle* (62.5 gp)

Conclusion

What to do with Victor...

The PCs may do as they choose with Victor or his body. The Temple of Change would prefer to have it back in its possession

If the party saved Victor's soul....

Divinations that likely should have been performed long ago have revealed something you had already deduced: Victor was in fact a creature with demonic blood. For all his life, the young warrior had battled against his darker desires. In death, he had been saved. By bringing him back, the clerics of the Temple of Change began that battle anew.

Victor may not have had the heart to fight that battle any longer, or he may have been caught unawares by his resurrection. Either way, you have helped Victor stave off the assault of his demonic heritage yet again... Highfolk is safe, for now.

And its people are content. Two days after your return to Highfolk town, the Temple of Change reopened its doors, and Phostia Lichentow commenced with services in the name of Telchur and the other Three Winds.

If the party did not save Victor's soul...

The man, unfortunately, was lost to his innate dark desires. Victor may not have had the heart to fight the battle any longer, or he may have been caught unawares by his resurrection. Either way, his good soul is lost to the world... and his evil roams the planes.

Two days after your return to Highfolk town, the Temple of Change reopened its doors, and Phostia Lichentow commenced with services in the name of Telchur and the other Three Winds. The people of Highfolk are content once again.

The End

Experience Point Summary

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

Encounter Five

Encountering, circumventing, disabling the trap

APL2 90 xp; APL4 150 xp; APL6 210 xp;

APL8 270 xp; APL10 330 xp; APL12 390 xp.

Encounter Six

Defeating or chasing off the vultivor

APL2 120 xp; APL4 180 xp; APL6 240 xp;

APL8 300 xp; APL10 360 xp; APL12 420 xp.

Encounter Seven

Defeating Victor and Saving his Soul

APL2 120 xp; APL4 180 xp; APL6 240 xp;

APL8 300 xp; APL10 360 xp; APL12 420 xp.

OR

Defeating Victor without saving his soul

APL2 150 xp; APL4 210 xp; APL6 270 xp;

APL8 330 xp; APL10 390 xp; APL12 450 xp.

Story Award

Saving Victor's Soul

All APLs: 75 xp

Discretionary roleplaying award

APL2 45 xp; APL4 80 xp; APL6 135 xp;

APL8 180 xp; APL10 225 xp; APL12 270 xp.

Total possible experience:

APL2 450 xp; APL4 675 xp; APL6 900 xp;

APL8 1125 xp; APL10 1350 xp; APL12 1575 xp.

Treasure Summary

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

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

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

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

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

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

Encounter Two:

All APLs: L: 127.5 gp; C: 6.2 gp;

Encounter Three:

All APLs: L: 1.7 gp;

Encounter Four:

APL 2: L: 27.1 gp; C: 94.7 gp; M: 158.5 gp
APL 4: L: 27.2 gp; C: 0 gp; M: 208.5 gp
APL 6: L: 1 gp; C: 0 gp; M: 595.5 gp
APL 8: L: 0 gp; C: 0 gp; M: 822.2 gp
APL 10: L: 0 gp; C: 0 gp; M: 1864.1 gp
APL 12: L: 0 gp; C: 0 gp; M: 1842.6 gp

Encounter Seven:

APL 2: L: 52.4 gp; C: 10 gp; M: 196 gp
APL 4: L: 31.6 gp; C: 8.7 gp; M: 342.7 gp
APL 6: L: 31 gp; C: 2.7 gp; M: 450.7 gp
APL 8: L: 5.8 gp; C: 11.3 gp; M: 701.7 gp
APL 10: L: 5.8 gp; C: 3.7 gp; M: 701.7 gp
APL 12: L: 5.8 gp; C: 0 gp; M: 1503.9 gp

Total Possible Treasure

APL 2: L: 208.7 gp; C: 110.9 gp; M: 217 gp - Total: 400 gp
APL 4: L: 188 gp; C: 14.9 gp; M: 551.2 gp - Total: 550 gp
APL 6: L: 161.2 gp; C: 8.9 gp; M: 1051.2 gp - Total: 800 gp
APL 8: L: 135 gp; C: 17.5 gp; M: 1523.9 gp - Total: 1250 gp
APL 10: L: 135 gp; C: 9.9 gp; M: 2292.2 gp - Total: 2100 gp
APL 12: L: 135 gp; C: 6.2 gp; M: 3139 gp - Total: 3000 gp

Special

Favor of the Temple of Change: For performing the 'recovery mission' with the utmost discretion, the PC has received this favor. This favor may be redeemed for Regional access to *wands of light* (CL 1st), *scrolls of break enchantment* (CL 7th), or *potions of remove blindness/deafness* (CL 5th). Alternatively, the favor may be saved, and redeemed in a later scenario. Note which item was chosen once this favor has been redeemed:

Gift of the Earth Spirit: For saving the earth creature from his attacker, he has gifted you with the following item:

APL 2—*dust of tracelessness*
APL 4—*dust of dryness*
APL 6—*wand of Melf's acid arrow*
APL 8—*elemental gem(earth)*
APL 10—*dust of disappearance*
APL 12—*stone salve*

Only one item is granted per APL. You have Adventure access to that item, and must purchase it as normal.

Masterwork Potion Belt: This extremely well-made potion belt holds ten potions or oils. Retrieving a potion

or oil from a potion belt is a free action once per round. *Market Price:* 60gp. (Originally appeared in *FRCS*, pg. 96)

The following items are on a separate AR. To receive this AR, the PC must contact Brian Nowak of the Highfolk Triad at wizard@role-play.org. Instructions for receiving the additional Adventure Record will be provided at that time.

Sacrifice: This character has made a sacrifice to empower the rod they have received below. The character suffered one permanent point of Constitution loss, which may not be restored while the rod is in the PCs possession.

The PC need not pay the market price for this item, he simply adds it to his Master Item Logsheet.

Quarterstaff of Crystal Thunder: The long rod is topped with a crystal sculpture of a hissing cobra. The rod itself is a spiral of dark brown stone, and light yellow wood. It is bonded to you, and may not be traded or sold. In the hands of anyone else, it is a simple quarterstaff.

This rod may be used as a +2/+2 *quarterstaff*.

Once per day, if it is thrown to the ground and the word "Untellundria" is uttered, the rod lands so that its crystal adorned head points to the north. This acts as a *know direction* orison, but offers a reference point with itself for as long as it lies on the ground.

Once per day, a single end of the rod may strike as a +3 *quarterstaff*, and the opponent struck is stunned from the noise of the rod's impact (Fortitude negates). Activating this power counts as a free action, and it works if the wielder strikes an opponent in 1 round.

Once per day as a standard action, the wielder can cause the rod to give out a deafening noise, just as the *shout* spell (Fortitude save partial, 2d6 points of sonic damage, target deafened for 2d6 rounds).

The save DC for the rod's abilities is 14.

On the back of this AR, record your next five Highfolk regional scenarios (only regionals; interactives, meta-regionals, etc, do no count). You must record the Adventure Name, Dungeon Master's name, Dungeon Master's RPGA #, Convention/Event, and your DM must sign the back of this AR.

Moderate evocation, faint divination; CL 9th; *Market Price:* 26,000 gp; Item may not be created, traded, bought, or sold.

Quarterstaff of Earthen Skin: The long rod is topped with a crystal sculpture of a hissing cobra. The rod itself is a spiral of dark brown stone, and light yellow wood. It

is bonded to you, and may not be traded or sold. In the hands of anyone else, it is a simple quarterstaff.

This rod may be used as a *+1/+1 quarterstaff*.

Once per day, if it is thrown to the ground and the word “Untellundria” is uttered, the rod lands so that its crystal adorned head points to the north. This acts as a *know direction* orison, but offers a reference point with itself for as long as it lies on the ground.

It also allows the wielder of the rod to utilize the spells *meld with stone* and *stone shape* once per day each.

Moderate transmutation, faint divination; CL 5th;
Market Price: 18,600 gp; Item may not be created, traded, bought, or sold.

Items for the Adventure Record

Item Access

APL 2:

Arcane scroll: locate creature (Adventure, CL 7th, DMG)

Arcane scroll: arcane eye (Adventure, CL 7th, DMG)

Arcane scroll: dimension door (Adventure, CL 7th, DMG)

Arcane scroll: wall of ice (Adventure, CL 7th, DMG)

Masterwork potion belt (Adventure, Mundane, Above)

Quiver of Ehlonna (Adventure, CL 9th, DMG)

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

Necklace of fireballs (Type I) (Adventure, CL 10th, DMG)

Wand of entangle (Adventure, CL 1st, DMG)

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

Potion of fly (Adventure, CL 5th, DMG)

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

Potion of cure serious wounds (Adventure, CL 5th, DMG)

APL 10: (All of APLs 2-8 plus the following)

+2 rapier (Adventure, CL 6th, DMG)

+2 leather armor (Adventure, CL 6th, DMG)

APL 12: (All of APLs 2-10 plus the following)

+2 chain shirt (Adventure, CL 6th, DMG)

+2 heavy wooden shield (Adventure, CL 6th, DMG)

Potion of barkskin +4 (Adventure, CL 9th, DMG)

Potion of shield of faith +5 (Adventure, CL 18th, DMG)

Appendix One

All APLs

Encounter Two

☛ **Cecil Trueblood:** Male human Pal4; CR 4; Medium Humanoid; HD 4d10+4; hp 36; Init +0; Spd 20 ft.; AC 20 (touch 10, flat-footed 20) [+8 full plate, +2 shield]; BA/G +4/+6; Atk +8 melee (1d8+3 and 1d6 fire, *+1 flaming longsword*) or +4 ranged (1d8, longbow); Full Att +8 melee (1d8+3 and 1d6 fire, *+1 flaming longsword*), +4 ranged (1d8, longbow); SA smite evil, turn undead, spells; SQ aura of good, detect evil, divine grace, lay on hands, aura of courage, divine health; AL LG (radiates faint evil); SV Fort +8, Ref +4, Will +5; Str 15, Dex 10, Con 13, Int 9, Wis 14, Cha 16.

Skills and Feats: Knowledge(religion) +4, Knowledge(local, Iuz's Borderlands) +5, Diplomacy +6, Sense Motive +6; Weapon Focus (longsword), Power Attack, Negotiator.

Aura of Good (Ex): The power of a paladin's aura of good (see *detect good* spell) is equal to her paladin level, just like the aura of a cleric of a good deity. [Note: Cecil does not radiate good of any sort. The curse of his sword suppresses his good aura, replacing it with one of evil]

Detect Evil (Sp): As the spell *detect evil*, at will.

Smite Evil (Su): Once per day, Cecil may attempt to smite evil with one normal melee attack. He adds his Charisma bonus to his attack roll and deals one extra point of damage per level.

Divine Grace (Su): Cecil gains a bonus equal to his Charisma bonus on all saving throws.

Lay on Hands (Su): Cecil may heal up to 8 hit points per day. These points need not be spent in a single use, and may be spread among many people or uses.

Aura of Courage (Su): Cecil is immune to fear (magical or otherwise). Each ally within 10 feet of him gains a +4 morale bonus on saving throws against fear effects.

Divine Health (Ex): Cecil is immune to all diseases, including supernatural and magical diseases (such as mummy rot and lycanthropy).

Turn Undead (Su): Cecil may attempt to turn undead 5 times per day. He turns as a 1st level cleric.

Possessions: heavy steel shield, *+1 flaming longsword (cursed)*, full plate armor, holy symbol (Heironeous), backpack, 37 Furyondian crowns (gp), trail rations x4, hemp rope (50 ft.).

Spells Prepared (1; base DC = 12 + spell level): 1—*bless weapon*.

Encounter Three

☛ **Marek Whistledown:** Male human, Oeridian Ftr1/Rog2; CR 3; Medium Humanoid; HD 1d10 + 2d6; hp 17; Init +2; Spd 30 ft.; AC 15 (touch 12, flat-footed 13) [+3 studded armor, +2 Dex]; BA/G +2/+3; Atk +3 melee (1d8+1, spear) or +4 ranged (1d4, sling); Full Att +3 melee (1d8+1, longsword) or +4 ranged (1d4, sling); SA sneak attack +1d6; SQ trapfinding, evasion; AL CG; SV Fort +2, Ref +5, Will +1; Str 12, Dex 15, Con 11, Int 13, Wis 12, Cha 11.

Skills and Feats: Balance +9, Diplomacy +7, Escape Artist +7, Gather Information +5, Intimidate +5, Listen +8, Search +6, Sense Motive +8, Spot +8, Tumble +9; Alertness, Dodge, Acrobatic, Negotiator.

Sneak Attack (Ex): Marek deals an extra +1d6 points of damage on an attack any time his target would be denied a Dexterity bonus to AC, or when the rogue flanks his target.

Possessions: studded leather armor, medium spear, peasant's outfit, sling, sling bullets (x10), holy symbol (Telchur)

Appendix Two

APL 2 Encounters

Encounter Six

☛ **Vultivor, Humanoid Form:** CR 4; Medium-Size Outsider (Chaotic, Evil, Extraplanar, Shapechanger); HD 3d10+9; hp 29; Init +6; Spd 30 ft; AC 21 (touch 16, flat-footed 15) [+6 Dex, +3 natural, +2 leather]; BA/G +3/+6; Atk +7 melee (1d6+3/18-20x2, rapier); Full Att +7 melee (1d6+3/18-20x2, rapier); SA Sneak attack +2d6; SQ Alternate form, *command vorrs*, outsider traits, scent, shadow form, shadow jump; AL CE; SV Fort +5, Ref +9, Will +3; Str 16, Dex 22, Con 14, Int 13, Wis 11, Cha 12.

Skills and Feats: Bluff +7, Climb +9, Escape Artist +12, Hide +12, Jump +9, Listen +3, Move Silently +12, Sense Motive +6, Spot +3, Survival +6*, Tumble +12; Combat Expertise, Improved Feint.

Sneak Attack (Ex): When the vultivor's target is denied a Dexterity bonus to AC, or when the vultivor flanks his target, he deals an extra 2d6 points of damage.

Alternate Form (Su): Vultivor can assume humanoid form at will, as *alter self*.

Command Vorrs (Sp): Vultivor can use *greater command* at will (DC 16) on vorrs. This save is Charisma-based.

Outsider Traits: Vultivor have darkvision (60-foot range), and they cannot be raised or resurrected (though a *wish* or *miracle* spell can restore life).

Scent (Ex): Vultivor can detect approaching foes, sniff out hidden enemies, and track by scent.

Shadow Form (Su): Once per day, a vultivor can assume the form of a living shadow for up to 10 minutes. While in shadow form, the vultivor can move at normal speed on any surface, including walls and ceilings, and even across liquids. The vultivor gains a +15 circumstance bonus on Hide checks. Effects that detect thoughts, life, or presences (including *true seeing*) can detect it.

While in shadow form, a vultivor gains damage reduction 20/good and is immune to critical hits, blindness, damage to ability scores from non-magical attacks, deafness, disease, drowning, poison, and stunning. It takes half damage from fire and acid.

Shadow Jump (Su): As a standard action, a vultivor can travel between shadows as if by a *dimension door* spell. The starting and ending points of the jump must be in shadow, and these points must be at least 10 feet apart. A vultivor can make several jumps in one day, as long as the total distance traveled in this fashion per day does not exceed 160 feet.

Skills: *Vultivors have a +8 racial bonus on Survival checks when tracking by scent.

Possessions: masterwork rapier, leather armor, 568 gp

☛ **Vultivor, Vorr Form:** Spd 40 ft; AC 19 (touch 16, flat-footed 13) [+6 Dex, +3 natural]; Atk +7 melee (1d6+3, bite); Full Att +7 melee (1d6+3, bite) and +2/+2 melee (1d3+1, claws); SA Sneak attack +2d6, trip. [All other info unchanged.]

Trip (Ex): A vultivor that hits with its bite attack may make a trip attempt as a free action that does not provoke an attack of opportunity. If the attempt fails, the opponent may not attempt to trip vultivor in return.

Encounter Seven

☛ **Victor Eldenbrath, Saved:** Male human (Oeridian)/half-fiend Ftr2/Rgr2; CR 4; Medium Outsider (Augmented Humanoid, Native); HD 2d10+4 plus 2d8+4; hp 37; Init +4; Spd 30 ft; AC 20 (touch 14, flat-footed 16) [+4 Dex, +4 armor, +2 shield]; BA/G +4/+9; Atk +9 melee (1d8+5, spear) or +10 ranged (1d8+5, spear), or +9 melee (1d4+5, claw); Full Att +9 melee (1d8+5, spear), or +10 ranged (1d8+5, spear), or +8/+8 ranged (1d8+5, spear), or +9/+9 melee (1d4+5, claw) and +4 melee (1d6+2, bite); SA favored enemy (evil outsiders); SQ Birch, combat style (archery), darkvision, poison immunity, elemental resistances, DR 5/magic; AL CE; SV Fort +8, Ref +8, Will +2; Str 21, Dex 18, Con 14, Int 18, Wis 14, Cha 10.

Skills and Feats: Climb +12, Escape Artist +7, Heal +9, Jump +14, Knowledge(geography) +11, Knowledge(planes) +7, Listen +9, Spot +9, Survival +9, Swim +10. Combat Expertise, Improved Trip, Lightning Reflexes, Monkey Grip (spear), Track, Weapon Focus (spear).

Favored Enemy (Ex): Victor gains a +2 bonus to Bluff, Sense Motive, Spot, and Listen checks made against evil outsiders. He also gains +2 damage when attacking evil outsiders.

Birch (Ex): Victor has attained the Birch rank within the Iryrinshae Fighting School. This entitles him to a +2 bonus to the contested Int/Wis check against members of other fighting schools. This also grants him a +2 competence bonus to Jump checks (included in the stat block).

Combat Style (archery) (Ex): Victor counts as having the Rapid Shot feat while wearing light or no

armor, even though he does not meet the prerequisites for it.

Darkvision (Ex): 60 feet.

Elemental Resistances (Ex): Victor has cold, fire, acid, and electricity resistance 10.

Possessions: masterwork chain shirt, masterwork medium spear, heavy wooden shield, masterwork potion belt, *quiver of Ehlonna*, medium spears (x5), *oil of magic weapon*, *potion of cure light wounds* (x3), *potion of shield of faith* +2, *potion of bull's strength*, 60 solars (gp)

If Victor's soul is not saved, he gains the following abilities.

Victor Eldenbrath, Lost: CR 5; Spd 40 ft. fly (average); SA Smite good, spell-like abilities; SR 14.

Smite Good (Su): Once per day, upon a successful attack, Victor may deal an additional 4 points of damage to any good creature. This ability must be declared before an attack roll is made. If the attack misses, the smite is still used.

Spell-like Abilities (Sp): 1/day – *desecrate*, 3/day – *darkness*. The saves are Charisma based. (DC = 12 + spell level).

Appendix Three

APL 4 Encounters

Encounter Six

🔥 **Vultivor, Humanoid Form Rogz:** CR 6; Medium-Size Outsider (Chaotic, Evil, Extraplanar, Shapechanger); HD 3d10+9 plus 2d6+6; hp 42; Init +10; Spd 30 ft; AC 21 (touch 16, flat-footed 15) [+6 Dex, +3 natural, +2 leather]; BA/G +4/+7; Atk +8 melee (1d6+3/18-20x2, mw rapier); Full Att +8 melee (1d6+3/18-20x2, mw rapier); SA Sneak attack +3d6; SQ Alternate form, *command vorrs*, evasion, outsider traits, scent, shadow form, shadow jump, trapfinding; AL CE; SV Fort +5, Ref +12, Will +3; Str 16, Dex 22, Con 14, Int 13, Wis 11, Cha 12.

Skills and Feats: Bluff +9, Climb +11, Escape Artist +14, Hide +14, Jump +11, Listen +5, Move Silently +14, Sense Motive +8, Spot +5, Survival +8*, Tumble +14; Combat Expertise, Improved Feint, Improved Initiative.

Sneak Attack (Ex): When the vultivor's target is denied a Dexterity bonus to AC, or when the vultivor flanks his target, he deals an extra 3d6 points of damage.

Alternate Form (Su): Vultivor can assume humanoid form at will, as *alter self*.

Command Vorrs (Sp): Vultivor can use *greater command* at will (DC 16) on vorrs. This save is Charisma-based.

Evasion (Ex): If vultivor makes a Reflex saving throw against an attack that normally does half damage on a successful save, the vultivor takes no damage instead.

Outsider Traits: Vultivor have darkvision (60-foot range), and they cannot be raised or resurrected (though a *wish* or *miracle* spell can restore life).

Scent (Ex): Vultivor can detect approaching foes, sniff out hidden enemies, and track by scent.

Shadow Form (Su): Once per day, a vultivor can assume the form of a living shadow for up to 10 minutes. While in shadow form, the vultivor can move at normal speed on any surface, including walls and ceilings, and even across liquids. The vultivor gains a +15 circumstance bonus on Hide checks. Effects that detect thoughts, life, or presences (including *true seeing*) can detect it.

While in shadow form, a vultivor gains damage reduction 20/good and is immune to critical hits, blindness, damage to ability scores from non-magical attacks, deafness, disease, drowning, poison, and stunning. It takes half damage from fire and acid.

Shadow Jump (Su): As a standard action, a vultivor can travel between shadows as if by a

dimension door spell. The starting and ending points of the jump must be in shadow, and these points must be at least 10 feet apart. A vultivor can make several jumps in one day, as long as the total distance traveled in this fashion per day does not exceed 160 feet.

Trapfinding (Ex): Vultivor can use the Search skill to locate traps when the task has a DC higher than 20.

Skills: *Vultivors have a +8 racial bonus on Survival checks when tracking by scent.

Possessions: masterwork rapier, leather armor, necklace of fireballs type I.

🔥 **Vultivor, Vorr Form Rogz:** Spd 40 ft; AC 19 (touch 16, flat-footed 13) [+6 Dex, +3 natural]; Atk +8 melee (1d6+3, bite); Full Att +8 melee (1d6+3, bite) and +3/+3 melee (1d3+1, claws); SA Sneak attack +3d6, trip. [All other info unchanged]

Trip (Ex): A vultivor that hits with its bite attack may make a trip attempt as a free action that does not provoke an attack of opportunity. If the attempt fails, the opponent may not attempt to trip vultivor in return.

Encounter Seven

🔥 **Victor Eldenbrath, Saved:** Male human (Oeridian)/half-fiend Ftr3/Rgr2; CR 6; Medium Outsider (Augmented Humanoid, Native); HD 3d10+6 plus 2d8+4; hp 45; Init +4; Spd 30 ft; AC 21 (touch 14, flat-footed 17) [+4 Dex, +5 armor, +2 shield]; BA/G +5/+10; Atk +10 melee (1d8+5, spear) or +11 ranged (1d8+5, spear), or +10 melee (1d4+5, claw); Full Att +10 melee (1d8+5, spear), or +11 ranged (1d8+5, spear), or +9/+9 ranged (1d8+5, spear), or +10/+10 melee (1d4+5, claw) and +5 melee (1d6+2, bite); SA favored enemy (evil outsiders); SQ Birch, combat style (archery), darkvision, poison immunity, elemental resistances, DR 5/magic; AL CE; SV Fort +8, Ref +9, Will +3; Str 21, Dex 18, Con 14, Int 18, Wis 14, Cha 10.

Skills and Feats: Climb +13, Escape Artist +8, Heal +9, Jump +15, Knowledge(geography) +13, Knowledge(planes) +7, Listen +9, Spot +9, Survival +9, Swim +11. Combat Expertise, Improved Trip, Lightning Reflexes, Monkey Grip (spear), Track, Weapon Focus (spear).

Favored Enemy (Ex): Victor gains a +2 bonus to Bluff, Sense Motive, Spot, and Listen checks made against evil outsiders. He also gains +2 damage when attacking evil outsiders.

Birch (Ex): Victor has attained the Birch rank within the Iryrinshae Fighting School. This entitles him to a +2 bonus to the contested Int/Wis check against members of other fighting schools. This also grants him a +2 competence bonus to Jump checks (included in the stat block).

Combat Style (archery) (Ex): Victor counts as having the Rapid Shot feat while wearing light or no armor, even though he does not meet the prerequisites for it.

Darkvision (Ex): 60 feet.

Elemental Resistances (Ex): Victor has cold, fire, acid, and electricity resistance 10.

Possessions: +1 chain shirt, masterwork medium spear, heavy wooden shield, masterwork potion belt, quiver of Ehlonna, medium spears (x5), potion of cure light wounds (x3), potion of shield of faith +2, oil of magic weapon, 52 solars (gp).

If Victor's soul is not saved, he gains the following abilities.

Victor Eldenbrath, Lost: CR 7; Spd 40 ft. fly (average); SA Smite good, spell-like abilities; SR 15.

Smite Good (Su): Once per day, upon a successful attack, Victor may deal an additional 5 points of damage to any good creature. This ability must be declared before an attack roll is made. If the attack misses, the smite is still used.

Spell-like Abilities (Sp): 1/day – *desecrate, unholy blight*; 3/day – *darkness*. The saves are Charisma based. (DC = 12 + spell level).

Appendix Four

APL 6 Encounters

Encounter Six

☛ **Vultivor, Humanoid Form Rog4:** CR 8; Medium-Size Outsider (Chaotic, Evil, Extraplanar, Shapechanger); HD 3d10+9 plus 4d6+12; hp 55; Init +10; Spd 30 ft; AC 21 (touch 16, flat-footed 15) [+6 Dex, +3 natural, +2 leather]; BA/G +6/+9; Atk +13 melee (1d6+4/18-20x2, +1 rapier); Full Att +13/+8 melee (1d6+4/18-20x2, +1 rapier); SA Sneak attack +4d6; SQ Alternate form, *command vorrs*, evasion, outsider traits, scent, shadow form, shadow jump, trap sense, trapfinding, uncanny dodge; AL CE; SV Fort +6, Ref +13, Will +4; Str 16, Dex 23, Con 14, Int 13, Wis 11, Cha 12.

Skills and Feats: Bluff +10, Climb +13, Escape Artist +16, Hide +16, Jump +13, Listen +7, Move Silently +16, Sense Motive +10, Spot +7, Survival +10*, Tumble +16; Combat Expertise, Improved Feint, Improved Initiative, Weapon Finesse.

Sneak Attack (Ex): When the vultivor's target is denied a Dexterity bonus to AC, or when the vultivor flanks his target, he deals an extra 4d6 points of damage.

Alternate Form (Su): Vultivor can assume humanoid form at will, as *alter self*.

Command Vorrs (Sp): Vultivor can use *greater command* at will (DC 16) on vorrs. This save is Charisma-based.

Evasion (Ex): If vultivor makes a Reflex saving throw against an attack that normally does half damage on a successful save, the vultivor takes no damage instead.

Outsider Traits: Vultivor have darkvision (60-foot range), and they cannot be raised or resurrected (though a *wish* or *miracle* spell can restore life).

Scent (Ex): Vultivor can detect approaching foes, sniff out hidden enemies, and track by scent.

Shadow Form (Su): Once per day, a vultivor can assume the form of a living shadow for up to 10 minutes. While in shadow form, the vultivor can move at normal speed on any surface, including walls and ceilings, and even across liquids. The vultivor gains a +15 circumstance bonus on Hide checks. Effects that detect thoughts, life, or presences (including *true seeing*) can detect it.

While in shadow form, a vultivor gains damage reduction 20/good and is immune to critical hits, blindness, damage to ability scores from non-magical attacks, deafness, disease, drowning, poison, and stunning. It takes half damage from fire and acid.

Shadow Jump (Su): As a standard action, a vultivor can travel between shadows as if by a *dimension door* spell. The starting and ending points of the jump must be in shadow, and these points must be at least 10 feet apart. A vultivor can make several jumps in one day, as long as the total distance traveled in this fashion per day does not exceed 160 feet.

Trap Sense (Ex): Vultivor gains a +1 bonus to Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Trapfinding (Ex): Vultivor can use the Search skill to locate traps when the task has a DC higher than 20.

Uncanny Dodge (Ex): Vultivor retains its Dexterity bonus to AC even if caught flat-footed or struck by an invisible attacker.

Skills: *Vultivors have a +8 racial bonus on Survival checks when tracking by scent.

Possessions: +1 rapier, leather armor, *potion of fly*, *necklace of fireballs type I*

☛ **Vultivor, Vorr Form Rog4:** Spd 40 ft; AC 19 (touch 16, flat-footed 13) [+6 Dex, +3 natural]; Atk +10 melee (1d6+3, bite); Full Att +10 melee (1d6+3, bite) and +5/+5 melee (1d3+1, claws); SA Sneak attack +4d6, trip. [All other info unchanged]

Trip (Ex): A vultivor that hits with its bite attack may make a trip attempt as a free action that does not provoke an attack of opportunity. If the attempt fails, the opponent may not attempt to trip vultivor in return.

Encounter Seven

☛ **Victor Eldenbrath, Saved:** Male human (Oeridian)/half-fiend Ftr4/Rgr3; CR 8; Medium Outsider (Augmented Humanoid, Native); HD 4d10+8 plus 3d8+6; hp 60; Init +4; Spd 30 ft; AC 22 (touch 14, flat-footed 18) [+4 Dex, +5 armor, +3 shield]; BA/G +7/+12; Atk +12 melee (1d8+5, spear) or +13 ranged (1d8+5, spear), or +12 melee (1d4+5, claw); Full Att +12/+7 melee (1d8+5, spear), or +13/+8 ranged (1d8+5, spear), or +11/+11/+6 ranged (1d8+5, spear), or +12/+12 melee (1d4+5, claw) and +7 melee (1d6+2, bite); SA favored enemy (evil outsiders); SQ Cedar, combat style (archery), darkvision, poison immunity, elemental resistances, DR 5/magic; AL CE; SV Fort +9, Ref +9, Will +4; Str 21, Dex 18, Con 14, Int 18, Wis 14, Cha 10.

Skills and Feats: Climb +14, Escape Artist +8, Heal +10, Jump +16, Knowledge(geography) +14, Knowledge(planes) +8, Listen +11, Spot +11, Survival

+11, Swim +14, Tumble +8. Combat Expertise, Endurance, Improved Trip, Knock-Down, Lightning Reflexes, Monkey Grip (spear), Quick Draw, Track, Weapon Focus (spear).

Favored Enemy (Ex): Victor gains a +2 bonus to Bluff, Sense Motive, Spot, and Listen checks made against evil outsiders. He also gains +2 damage when attacking evil outsiders.

Cedar (Ex): Victor has attained the Cedar rank within the Iryrinshae Fighting School. This entitles him to a +3 bonus to the contested Int/Wis check against members of other fighting schools. This also grants him a +2 competence bonus to Jump checks (included in the stat block), and a +2 competence bonus to trip attempts when wielding a spear (including the roll to avoid being tripped if you fail to trip your opponent).

Combat Style (archery) (Ex): Victor counts as having the Rapid Shot feat while wearing light or no armor, even though he does not meet the prerequisites for it.

Darkvision (Ex): 60 feet.

Elemental Resistances (Ex): Victor has cold, fire, acid, and electricity resistance 10.

Possessions: +1 chain shirt, masterwork medium spear, medium spears (x5), +1 heavy wooden shield, masterwork potion belt, quiver of Ehlonna, oil of magic weapon, potion of cure moderate wounds, potion of cure light wounds(x2), 16 gp.

If Victor's soul is not saved, he gains the following abilities.

Victor Eldenbrath, Lost: CR 9; Spd 40 ft. fly (average); SA Smite good, spell-like abilities; SR 17.

Smite Good (Su): Once per day, upon a successful attack, Victor may deal an additional 7 points of damage to any good creature. This ability must be declared before an attack roll is made. If the attack misses, the smite is still used.

Spell-like Abilities (Sp): 1/day – *desecrate, unholy blight*; 3/day – *darkness, poison*. The saves are Charisma based. (DC = 13 + spell level).

Appendix Five

APL 8 Encounters

Encounter Six

☛ **Vultivor, Humanoid Form Rog6:** CR 10; Medium-Size Outsider (Chaotic, Evil, Extraplanar, Shapechanger); HD 3d10+9 plus 6d6+18; hp 68; Init +10; Spd 30 ft; AC 22 (touch 16, flat-footed 16) [+6 Dex, +3 natural, +3 leather]; BA/G +7/+10; Atk +14 melee (1d6+4/18-20x2, +1 rapier); Full Att +14/+9 melee (1d6+4/18-20x2, +1 rapier); SA Sneak attack +5d6; SQ Alternate form, *command vorrs*, evasion, outsider traits, scent, shadow form, shadow jump, trap sense, trapfinding, uncanny dodge; AL CE; SV Fort +7, Ref +14, Will +5; Str 16, Dex 23, Con 14, Int 13, Wis 11, Cha 12.

Skills and Feats: Bluff +15, Climb +15, Escape Artist +18, Hide +18, Jump +18, Listen +9, Move Silently +18, Sense Motive +12, Spot +9, Survival +12*, Tumble +18; Combat Expertise, Improved Feint, Improved Initiative, Skill Focus (Bluff), Weapon Finesse.

Sneak Attack (Ex): When the vultivor's target is denied a Dexterity bonus to AC, or when the vultivor flanks his target, he deals an extra 5d6 points of damage.

Alternate Form (Su): Vultivor can assume humanoid form at will, as *alter self*.

Command Vorrs (Sp): Vultivor can use *greater command* at will (DC 16) on vorrs. This save is Charisma-based.

Evasion (Ex): If vultivor makes a Reflex saving throw against an attack that normally does half damage on a successful save, the vultivor takes no damage instead.

Outsider Traits: Vultivor have darkvision (60-foot range), and they cannot be raised or resurrected (though a *wish* or *miracle* spell can restore life).

Scent (Ex): Vultivor can detect approaching foes, sniff out hidden enemies, and track by scent.

Shadow Form (Su): Once per day, a vultivor can assume the form of a living shadow for up to 10 minutes. While in shadow form, the vultivor can move at normal speed on any surface, including walls and ceilings, and even across liquids. The vultivor gains a +15 circumstance bonus on Hide checks. Effects that detect thoughts, life, or presences (including *true seeing*) can detect it.

While in shadow form, a vultivor gains damage reduction 20/good and is immune to critical hits, blindness, damage to ability scores from non-magical attacks, deafness, disease, drowning, poison, and stunning. It takes half damage from fire and acid.

Shadow Jump (Su): As a standard action, a vultivor can travel between shadows as if by a *dimension door* spell. The starting and ending points of the jump must be in shadow, and these points must be at least 10 feet apart. A vultivor can make several jumps in one day, as long as the total distance traveled in this fashion per day does not exceed 160 feet.

Trap Sense (Ex): Vultivor gains a +2 bonus to Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

Trapfinding (Ex): Vultivor can use the Search skill to locate traps when the task has a DC higher than 20.

Uncanny Dodge (Ex): Vultivor retains its Dexterity bonus to AC even if caught flat-footed or struck by an invisible attacker.

Skills: *Vultivors have a +8 racial bonus on Survival checks when tracking by scent.

Possessions: +1 rapier, +1 leather armor, *potion cure serious wounds* (x2), *necklace of fireballs type I*

☛ **Vultivor, Vorr Form Rog6:** Spd 40 ft; AC 19 (touch 16, flat-footed 13) [+6 Dex, +3 natural]; Atk +11 melee (1d6+3, bite); Full Att +11 melee (1d6+3, bite) and +6/+6 melee (1d3+1, claws); SA Sneak attack +5d6, trip. [All other info unchanged]

Trip (Ex): A vultivor that hits with its bite attack may make a trip attempt as a free action that does not provoke an attack of opportunity. If the attempt fails, the opponent may not attempt to trip vultivor in return.

Encounter Seven

☛ **Victor Eldenbrath, Saved:** Male human (Oeridian)/half-fiend Ftr6/Rgr3; CR 10; Medium Outsider (Augmented Humanoid, Native); HD 6d10+12 plus 3d8+6; hp 76; Init +4; Spd 30 ft; AC 22 (touch 14, flat-footed 18) [+4 Dex, +5 armor, +3 shield]; BA/G +9/+15; Atk +15 melee (1d8+9, +1 spear) or +16 ranged (1d8+9, +1 spear), or +15 melee (1d4+6, claw); Full Att +15/+10 melee (1d8+9, +1 spear), or +16/+11 ranged (1d8+9, +1 spear), or +14/+14/+9 ranged (1d8+9, +1 spear), or +15/+15 melee (1d4+6, claw) and +10 melee (1d6+3, bite); SA favored enemy (evil outsiders); SQ Cedar, combat style (archery), darkvision, poison immunity, elemental resistances, DR 5/magic; AL CE; SV Fort +10, Ref +10, Will +5; Str 22, Dex 18, Con 14, Int 18, Wis 14, Cha 10.

Skills and Feats: Climb +16, Escape Artist +9, Heal +10, Jump +18, Knowledge(geography) +14,

Knowledge(planes) +8, Listen +11, Spot +11, Survival +11, Swim +16, Tumble +9. Combat Expertise, Endurance, Improved Trip, Knock-Down, Lightning Reflexes, Monkey Grip (spear), Prone Attack, Quick Draw, Track, Weapon Focus (spear), Weapon Specialization (spear).

Favored Enemy (Ex): Victor gains a +2 bonus to Bluff, Sense Motive, Spot, and Listen checks made against evil outsiders. He also gains +2 damage when attacking evil outsiders.

Cedar (Ex): Victor has attained the Cedar rank within the Iryrinshae Fighting School. This entitles him to a +3 bonus to the contested Int/Wis check against members of other fighting schools. This also grants him a +2 competence bonus to Jump checks (included in the stat block), and a +2 competence bonus to trip attempts when wielding a spear (including the roll to avoid being tripped if you fail to trip your opponent).

Combat Style (archery) (Ex): Victor counts as having the Rapid Shot feat while wearing light or no armor, even though he does not meet the prerequisites for it.

Darkvision (Ex): 60 feet.

Elemental Resistances (Ex): Victor has cold, fire, acid, and electricity resistance 10.

Possessions: +1 chain shirt, +1 medium spear, +1 heavy wooden shield, masterwork potion belt, quiver of Ehlonna, medium spears (x5), potion of cure light wounds (x2), 68 solars (gp).

If Victor's soul is not saved, he gains the following abilities.

Victor Eldenbrath, Lost: CR 11; Spd 40 ft. fly (average); SA Smite good, spell-like abilities; SR 19.

Smite Good (Su): Once per day, upon a successful attack, Victor may deal an additional 9 points of damage to any good creature. This ability must be declared before an attack roll is made. If the attack misses, the smite is still used.

Spell-like Abilities (Sp): 1/day – *contagion, desecrate, unholy blight*; 3/day – *darkness, poison*. The saves are Charisma based. (DC = 14 + spell level).

Appendix Six

APL 10 Encounters

Encounter Six

☛ **Vultivor, Humanoid Form Rog8:** CR 12; Medium-Size Outsider (Chaotic, Evil, Extraplanar, Shapechanger); HD 3d10+9 plus 8d6+24; hp 81; Init +11; Spd 30 ft; AC 23 (touch 17, flat-footed 17) [+7 Dex, +3 natural, +4 leather]; BA/G +9/+12; Atk +18 melee (1d6+5/18-20x2, +2 rapier); Full Att +18/+13 melee (1d6+5/18-20x2, +2 rapier); SA Sneak attack +6d6; SQ Alternate form, *command vorrs*, evasion, improved uncanny dodge, outsider traits, scent, shadow form, shadow jump, trap sense, trapfinding, uncanny dodge; AL CE; SV Fort +7, Ref +15, Will +5; Str 16, Dex 24, Con 14, Int 13, Wis 11, Cha 12.

Skills and Feats: Bluff +17, Climb +17, Escape Artist +20, Hide +20, Jump +17, Listen +11, Move Silently +20, Sense Motive +12, Spot +11, Survival +14*, Tumble +20; Combat Expertise, Improved Feint, Improved Initiative, Skill Focus (Bluff), Weapon Finesse.

Sneak Attack (Ex): When the vultivor's target is denied a Dexterity bonus to AC, or when the vultivor flanks his target, he deals an extra 6d6 points of damage.

Alternate Form (Su): Vultivor can assume humanoid form at will, as *alter self*.

Command Vorrs (Sp): Vultivor can use *greater command* at will (DC 16) on vorrs. This save is Charisma-based.

Evasion (Ex): If vultivor makes a Reflex saving throw against an attack that normally does half damage on a successful save, the vultivor takes no damage instead.

Improved Uncanny Dodge (Ex): Vultivor cannot be flanked, unless the opponent has 4 more rogue levels than vultivor.

Outsider Traits: Vultivor have darkvision (60-foot range), and they cannot be raised or resurrected (though a *wish* or *miracle* spell can restore life).

Scent (Ex): Vultivor can detect approaching foes, sniff out hidden enemies, and track by scent.

Shadow Form (Su): Once per day, a vultivor can assume the form of a living shadow for up to 10 minutes. While in shadow form, the vultivor can move at normal speed on any surface, including walls and ceilings, and even across liquids. The vultivor gains a +15 circumstance bonus on Hide checks. Effects that detect thoughts, life, or presences (including *true seeing*) can detect it.

While in shadow form, a vultivor gains damage reduction 20/good and is immune to critical hits,

blindness, damage to ability scores from non-magical attacks, deafness, disease, drowning, poison, and stunning. It takes half damage from fire and acid.

Shadow Jump (Su): As a standard action, a vultivor can travel between shadows as if by a *dimension door* spell. The starting and ending points of the jump must be in shadow, and these points must be at least 10 feet apart. A vultivor can make several jumps in one day, as long as the total distance traveled in this fashion per day does not exceed 160 feet.

Trap Sense (Ex): Vultivor gains a +2 bonus to Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

Trapfinding (Ex): Vultivor can use the Search skill to locate traps when the task has a DC higher than 20.

Uncanny Dodge (Ex): Vultivor retains its Dexterity bonus to AC even if caught flat-footed or struck by an invisible attacker.

Skills: *Vultivors have a +8 racial bonus on Survival checks when tracking by scent.

Possessions: +2 rapier, +2 leather armor, cure serious wounds(x2), necklace of fireballs type I

☛ **Vultivor, Vorr Form Rog8:** Spd 40 ft; AC 20 (touch 17, flat-footed 13) [+7 Dex, +3 natural]; Atk +13 melee (1d6+3, bite); Full Att +13 melee (1d6+3, bite) and +8/+8 melee (1d3+1, claws); SA Sneak attack +6d6, trip. [All other info unchanged]

Trip (Ex): A vultivor that hits with its bite attack may make a trip attempt as a free action that does not provoke an attack of opportunity. If the attempt fails, the opponent may not attempt to trip vultivor in return.

Encounter Seven

☛ **Victor Eldenbrath, Saved:** Male human (Oeridian)/half-fiend Ftr8/Rgr3; CR 12; Medium Outsider (Augmented Humanoid, Native); HD 8d10+16 plus 3d8+6; hp 92; Init +4; Spd 30 ft; AC 22 (touch 14, flat-footed 18) [+4 Dex, +5 armor, +3 shield]; BA/G +11/+17; Atk +18 melee (1d8+9, +1 spear) or +18 ranged (1d8+9, +1 spear), or +16 melee (1d4+6, claw); Full Att +18/+13/+8 melee (1d8+9, +1 spear), or +18/+13/+8 ranged (1d8+9, +1 spear), or +17/+17/+12/+7 ranged (1d8+9, +1 spear), or +16/+16 melee (1d4+6, claw) and +11 melee (1d6+3, bite); SA favored enemy (evil outsiders); SQ Cedar, combat style (archery), darkvision, poison immunity, elemental

resistances, DR 5/magic; AL CE; SV Fort +11, Ref +10, Will +5; Str 22, Dex 18, Con 14, Int 18, Wis 14, Cha 10.

Skills and Feats: Climb +18, Escape Artist +9, Heal +10, Jump +20, Knowledge(geography) +14, Knowledge(planes) +8, Listen +11, Spot +11, Survival +11, Swim +18, Tumble +11. Combat Expertise, Endurance, Greater Weapon Focus (spear), Improved Trip, Knock-Down, Lightning Reflexes, Monkey Grip (spear), Prone Attack, Quick Draw, Track, Weapon Focus (spear), Weapon Specialization (spear).

Favored Enemy (Ex): Victor gains a +2 bonus to Bluff, Sense Motive, Spot, and Listen checks made against evil outsiders. He also gains +2 damage when attacking evil outsiders.

Cedar (Ex): Victor has attained the Cedar rank within the Iryinshae Fighting School. This entitles him to a +3 bonus to the contested Int/Wis check against members of other fighting schools. This also grants him a +2 competence bonus to Jump checks (included in the stat block), and a +2 competence bonus to trip attempts when wielding a spear (including the roll to avoid being tripped if you fail to trip your opponent).

Combat Style (archery) (Ex): Victor counts as having the Rapid Shot feat while wearing light or no armor, even though he does not meet the prerequisites for it.

Darkvision (Ex): 60 feet.

Elemental Resistances (Ex): Victor has cold, fire, acid, and electricity resistance 10.

Possessions: +1 chain shirt, +1 medium spear, +1 heavy wooden shield, masterwork potion belt, quiver of Ehlonna, medium spears (x5), potion of cure light wounds (x2), 44 solars (gp).

If Victor's soul is not saved, he gains the following abilities.

Victor Eldenbrath, Lost: CR 13; Spd 40 ft. fly (average); SA Smite good, spell-like abilities; SR 21.

Smite Good (Su): Once per day, upon a successful attack, Victor may deal an additional 11 points of damage to any good creature. This ability must be declared before an attack roll is made. If the attack misses, the smite is still used.

Spell-like Abilities (Sp): 1/day – *blasphemy, contagion, desecrate, unholy blight*; 3/day – *darkness, poison*. The saves are Charisma based. (DC = 14 + spell level).

Appendix Seven

APL 12 Encounters

Encounter Six

☛ **Vultivor, Humanoid Form Rogio:** CR 14; Medium-Size Outsider (Chaotic, Evil, Extraplanar, Shapechanger); HD 3d10+9 plus 10d6+30; hp 94; Init +11; Spd 30 ft; AC 22 (touch 17, flat-footed 15) [+7 Dex, +3 natural, +2 leather]; BA/G +10/+13; Atk +19 melee (1d6+5/18-20x2, +2 rapier); Full Att +19/+14 melee (1d6+5/18-20x2, +2 rapier); SA Crippling strike, sneak attack +7d6; SQ Alternate form, *command vorrs*, evasion, improved uncanny dodge, outsider traits, scent, shadow form, shadow jump, trap sense, trapfinding, uncanny dodge; AL CE; SV Fort +8, Ref +16, Will +7; Str 16, Dex 24, Con 14, Int 13, Wis 11, Cha 12.

Skills and Feats: Bluff +19, Climb +19, Escape Artist +22, Hide +22, Jump +19, Listen +13, Move Silently +22, Sense Motive +14, Spot +13, Survival +16*, Tumble +22; Combat Expertise, Combat Reflexes, Improved Feint, Improved Initiative, Skill Focus (Bluff), Weapon Finesse.

Crippling Strike (Ex): An opponent damaged by vultivor's sneak attack also takes 2 points of temporary Strength damage for each attack.

Sneak Attack (Ex): When the vultivor's target is denied a Dexterity bonus to AC, or when the vultivor flanks his target, he deals an extra 7d6 points of damage.

Alternate Form (Su): Vultivor can assume humanoid form at will, as *alter self*.

Command Vorrs (Sp): Vultivor can use *greater command* at will (DC 16) on vorrs. This save is Charisma-based.

Evasion (Ex): If vultivor makes a Reflex saving throw against an attack that normally does half damage on a successful save, the vultivor takes no damage instead.

Improved Uncanny Dodge (Ex): Vultivor cannot be flanked, unless the opponent has 4 more rogue levels than vultivor.

Outsider Traits: Vultivor have darkvision (60-foot range), and they cannot be raised or resurrected (though a *wish* or *miracle* spell can restore life).

Scent (Ex): Vultivor can detect approaching foes, sniff out hidden enemies, and track by scent.

Shadow Form (Su): Once per day, a vultivor can assume the form of a living shadow for up to 10 minutes. While in shadow form, the vultivor can move at normal speed on any surface, including walls and ceilings, and even across liquids. The vultivor gains a +15 circumstance bonus on Hide checks. Effects that

detect thoughts, life, or presences (including *true seeing*) can detect it.

While in shadow form, a vultivor gains damage reduction 20/good and is immune to critical hits, blindness, damage to ability scores from non-magical attacks, deafness, disease, drowning, poison, and stunning. It takes half damage from fire and acid.

Shadow Jump (Su): As a standard action, a vultivor can travel between shadows as if by a *dimension door* spell. The starting and ending points of the jump must be in shadow, and these points must be at least 10 feet apart. A vultivor can make several jumps in one day, as long as the total distance traveled in this fashion per day does not exceed 160 feet.

Trap Sense (Ex): Vultivor gains a +3 bonus to Reflex saves made to avoid traps and a +3 dodge bonus to AC against attacks made by traps.

Trapfinding (Ex): Vultivor can use the Search skill to locate traps when the task has a DC higher than 20.

Uncanny Dodge (Ex): Vultivor retains its Dexterity bonus to AC even if caught flat-footed or struck by an invisible attacker.

Skills: *Vultivors have a +8 racial bonus on Survival checks when tracking by scent.

Possessions: +2 rapier, +2 leather armor, cure serious wounds(x2), necklace of fireballs type I

☛ **Vultivor, Vorr Form Rogio:** Spd 40 ft; AC 20 (touch 17, flat-footed 13) [+7 Dex, +3 natural]; Atk +14 melee (1d6+3, bite); Full Att +14 melee (1d6+3, bite) and +9/+9 melee (1d3+1, claws); SA Crippling strike, sneak attack +7d6, trip. [All other info unchanged]

Trip (Ex): A vultivor that hits with its bite attack may make a trip attempt as a free action that does not provoke an attack of opportunity. If the attempt fails, the opponent may not attempt to trip vultivor in return.

Encounter Seven

☛ **Victor Eldenbrath, Saved:** Male human (Oeridian)/half-fiend Ftr10/Rgr3; CR 14; Medium Outsider (Augmented Humanoid, Native); HD 10d10+20 plus 3d8+6; hp 108; Init +8; Spd 30 ft; AC 24 (touch 14, flat-footed 20) [+4 Dex, +6 armor, +4 shield]; BA/G +13/+19; Atk +20 melee (1d8+9/19-20x2, +1 spear) or +20 ranged (1d8+9/19-20x2, +1 spear), or +19 melee (1d4+6, claw); Full Att +20/+15/+10 melee (1d8+9/19-20x2, +1 spear), or +20/+15/+10 ranged (1d8+9/19-20x2, +1 spear), or +18/+18/+13/+8 ranged

(1d8+9/19-20x2, +1 *spear*), or +19/+19 melee (1d4+6, claw) and +14 melee (1d6+3, bite); SA favored enemy (evil outsiders); SQ Cedar, combat style (archery), darkvision, poison immunity, elemental resistances, DR 10/magic; AL CE; SV Fort +12, Ref +11, Will +6; Str 23, Dex 18, Con 14, Int 18, Wis 14, Cha 10.

Skills and Feats: Climb +20, Escape Artist +10, Heal +10, Jump +22, Knowledge(geography) +14, Knowledge(planes) +8, Listen +11, Spot +11, Survival +11, Swim +16, Tumble +13. Combat Expertise, Endurance, Greater Weapon Focus (spear), Improved Critical (spear), Improved Initiative, Improved Trip, Knock-Down, Lightning Reflexes, Monkey Grip (spear), Prone Attack, Quick Draw, Track, Weapon Focus (spear), Weapon Specialization (spear).

Favored Enemy (Ex): Victor gains a +2 bonus to Bluff, Sense Motive, Spot, and Listen checks made against evil outsiders. He also gains +2 damage when attacking evil outsiders.

Cedar (Ex): Victor has attained the Cedar rank within the Iryinshae Fighting School. This entitles him to a +3 bonus to the contested Int/Wis check against members of other fighting schools. This also grants him a +2 competence bonus to Jump checks (included in the stat block), and a +2 competence bonus to trip attempts when wielding a spear (including the roll to avoid being tripped if you fail to trip your opponent).

Combat Style (archery) (Ex): Victor counts as having the Rapid Shot feat while wearing light or no armor, even though he does not meet the prerequisites for it.

Darkvision (Ex): 60 feet.

Elemental Resistances (Ex): Victor has cold, fire, acid, and electricity resistance 10.

Possessions: +2 *chain shirt*, +1 *medium spear*, +2 *heavy wooden shield*, masterwork potion belt, *quiver of Ehlonna*, medium spears (x5), *potion of cure light wounds* (x4), *potion of cure moderate wounds* (x3), *potion of cure serious wounds*, *potion of barkskin* +4, *potion of shield of faith* +5, *wand of entangle* (50 charges).

If Victor's soul is not saved, he gains the following abilities.

Victor Eldenbrath, Lost: CR 15; Spd 40 ft. fly (average); SA Smite good, spell-like abilities; SR 23.

Smite Good (Su): Once per day, upon a successful attack, Victor may deal an additional 13 points of damage to any good creature. This ability must be declared before an attack roll is made. If the attack misses, the smite is still used.

Spell-like Abilities (Sp): 1/day – *blasphemy*, *contagion*, *desecrate*, *unhallow*, *unholy blight*; 3/day –

darkness, *poison*, *unholy aura*. The saves are Charisma based. (DC = 14 + spell level).

Appendix Eight

New Monsters

Canomorph

(from *Fiend Folio*, pg 25)

Those who don't understand the true nature of canomorphs often incorrectly identify them as fiendish lycanthropes. The canomorph is not a true lycanthrope; it is a fiendish hound (either a hell hound, vorr, or shadow mastiff) that has learned to assume humanoid form. Created by demon and devil lords to serve as intelligent trackers and guardians, canomorphs often journey to the Material Plane to undertake diabolical missions for their infernal masters.

An intense rivalry among the three subraces divides canomorphs from each other. All three fill similar roles in the Lower Planes, so there is intense competition for dominance. The harakins (hell hounds) are the physically weakest of the three, but they are also the most numerous and tenacious. The shadurakuls (shadow mastiffs) are the strongest and most dangerous canomorphs, but they are few in number. Between the two are the shadowy vultivors (vorrs), who are for now content to remain in hiding and let their more aggressive kin tear at each other.

Combat

Canomorphs have all the abilities and characteristics of their hound form, plus class levels learned in their humanoid form. Canomorphs can change form at will from their hound form to a humanoid form – usually human, although other races are possible. They infiltrate humanoid settlements in this guise, but often revert to their natural forms to attack.

Alternate Form (Su): All canomorphs can assume humanoid form at will. Transforming to humanoid form from hound form, or vice versa, is a move action. This transformation works like *alter self*; the canomorph retains its physical ability scores, extraordinary abilities, and supernatural abilities in humanoid form. It loses its natural attacks and is limited to the movement of the form it assumes. A canomorph can only choose humanoid forms of Small to Large size.

A canomorph's alternate form ability does not affect equipment it may be carrying or wearing. Most canomorphs create secure caches of arms and armor they intend to use in humanoid form when they expect to shift form frequently.

Command Fiendish Hound (Sp): All canomorphs can use *greater command* at will against fiendish hounds of their associated kind (vorrs for

vultivors). These creatures will never voluntarily attack a canomorph of the associated kind.

Outsider Traits: Canomorphs have darkvision (60-foot range), and they cannot be raised or resurrected (though a *wish* or *miracle* spell can restore life).

Vultivor

Humanoid Form

Medium-Size Outsider (Chaotic, Evil, Extraplanar, Shapechanger)

Hit Dice: 3d10+9 plus 5d6+14 (54 hp)

Initiative: +10

Speed: 30 ft.

AC: 21 (+6 Dex, +3 natural, +2 leather), touch 16, flat-footed 21

Base Attack/Grapple: +6/+9

Attack: +1 rapier+10 melee

Full Attack: +1 rapier+10/+5 melee

Damage: +1 rapier 1d6+3/18-20

Face/Reach: 5 ft./ 5 ft.

Special Attacks: Sneak attack +5d6

Special Qualities: Alternate form, *command vorrs*, evasion, outsider traits, scent, shadow form, shadow jump, uncanny dodge, trap sense

Saves: Fort +7, Ref +12, Will +3

Abilities: Str 16, Dex 23, Con 16, Int 11, Wis 13, Cha 12

Skills: Balance +16, Climb +8, Hide +17, Jump +10, Listen +12, Move Silently +17, Search +4, Spot +15, Survival +6*, Tumble +13

Feats: Alertness, Blind-Fight, Improved Initiative

Vorr Form

Medium-Size Outsider (Chaotic, Evil, Extraplanar, Shapechanger)

Hit Dice: 3d10+9 plus 5d6+14 (54 hp)

Initiative: +10

Speed: 40 ft.

AC: 19 (+6 Dex, +3 natural), touch 16, flat-footed 19

Base Attack/Grapple: +6/+9

Attack: Bite +9 melee

Full Attack: Bite +9 melee and 2 claws +4 melee

Damage: Bite 2d4+3; claw 1d3+1

Face/Reach: 5 ft./ 5 ft.

Special Attacks: Sneak attack +5d6, trip

Special Qualities: Alternate form, *command vorrs*, evasion, outsider traits, scent, shadow form, shadow jump, uncanny dodge, trap sense

Saves: Fort +7, Ref +12, Will +3

Abilities: Str 16, Dex 23, Con 16, Int 11, Wis 13, Cha 12

Skills: Balance +16, Climb +8, Hide +17, Jump +10, Listen +12, Move Silently +17, Search +4, Spot +15, Survival +6*, Tumble +13

Feats: Alertness, Blind-Fight, Improved Initiative

Climate/Terrain: Any land and underground

Organization: Solitary, pair, or pack (3-14)

Challenge Rating: 9 (class level + 4)

Treasure: Standard

Alignment: Always chaotic evil

Advancement: By character class

Level Adjustment: +4

Climate/Terrain: Any land and underground

Organization: Solitary, pair, or pack (3-14)

Challenge Rating: 9 (class level + 4)

Treasure: Standard

Alignment: Always chaotic evil

Advancement: By character class

Level Adjustment: +4

Like other canomorphs, a vultivor can appear as any humanoid. Grayish skin, black and hungry eyes, and a long, lupine face often mark its humanoid guises. It tends to be cruel and subtle, taking great pleasure in the misfortunes of others.

A vultivor speaks Common and Abyssal.

Combat

The vultivor described here is based on an exceptional 5th-level vorr rogue. Vultivors are stealthy and patient murderers, stalking their victims until they see an opportunity to make a sneak attack. A vultivor often shifts to its vorr form to speed its escape from the scene of a crime.

Sneak Attack (Ex): Anytime a vultivor's target is denied a Dexterity bonus, or when a target is flanked by a vultivor, the vultivor deals an additional 5d6 points of damage on a successful melee attack.

Trip (Ex): A vultivor that hits with a bite attack can attempt to trip its opponent 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 vultivor. The vultivor can only attempt to trip it in this manner while in its vorr form.

Shadow Form (Su): Once per day, a vultivor can assume the form of a living shadow for up to 10 minutes. While in shadow form, the vultivor can move at normal speed on any surface, including walls and ceilings, and even across liquids. The vultivor gains a +15 circumstance bonus on Hide checks. Effects that

detect thoughts, life, or presences (including *true seeing*) can detect it.

While in shadow form, a vultivor gains damage reduction 20/good and is immune to critical hits, blindness, damage to ability scores from non-magical attacks, deafness, disease, drowning, poison, and stunning. It takes half damage from fire and acid.

Shadow Jump (Su): As a standard action, a vultivor can travel between shadows as if by a *dimension door* spell. The starting and ending points of the jump must be in shadow, and these points must be at least 10 feet apart. A vultivor can make several jumps in one day, as long as the total distance traveled in this fashion per day does not exceed 160 feet.

Trap Sense (Ex): A vultivor rogue gains a +1 bonus on Reflex saves made to avoid traps, and a +1 dodge bonus to Armor Class against attacks by traps.

Uncanny Dodge (Ex): This vultivor retains its Dexterity bonus to Armor class even when flat-footed or struck by an invisible attacker.

Skills: *Vultivors have a +8 racial bonus on Survival checks when tracking by scent.

Vultivor Characters

A vultivor's favored class is rogue. A vultivor character begins with 3 Hit Dice for being a vorr (refer to the vorr entry in this book for ability scores, feats, and skills), and its level adjustment is +4. A vultivor PC's effective character level (ECL) is equal to its class level + 7. Because canomorphs are exceptional examples of fiendish hounds, the vultivor described above applies the vorr's ability score modifiers to the standard array of ability scores (15, 14, 13, 12, 10, 8).

Appendix Nine

Class Guidebook Material

Knock-Down [General]

(from Sword and Fist, pg 7)

Your mighty blows can knock foes off their feet.

Prerequisites: Base attack bonus +2, Improved Trip, Str 15+.

Benefit: Whenever you deal 10 or more points of damage to your opponent in melee with a single attack, you may make a trip attack as a free action against the same target. Use of this feat cannot be combined with Improved Trip to generate an extra attack, and successful use of this feat does not grant an extra attack through the Cleave or Great Cleave feats.

Monkey Grip [General]

(from Sword and Fist, pg 7)

You use a wider variety of sizes of weapons.

Prerequisites: Base attack bonus +1, Weapon focus with the appropriate weapon, Str 13+.

Benefit: You can use one melee weapon that is one size larger than you in one hand. For example, a halfling with the Monkey Grip feat can use a longsword in one hand. You suffer a -2 penalty on your attack roll when using this feat. This feat can be taken multiple times, each time with a different weapon.

Normal: Only weapons of your size or smaller can normally be wielded with one hand.

Prone Attack [General]

(from Sword and Fist, pg 9)

You attack from a prone position without penalty.

Prerequisites: Base attack bonus +2, Dex 15+, Lightning Reflexes.

Benefit: You can make an attack from the prone position and suffer no penalty to your attack roll. If your attack roll is successful you may regain your feet immediately as a free action.

DM's Aid #1 Separate and hand out this form to your players before the adventure begins.

| | | | |
|---|-----|--------------|--|
| PC Name: | | Player Name: | |
| Do you radiate evil? If yes, how strong? | YES | NO | |
| Do you radiate good? If yes, how strong? | YES | NO | |
| Do you have the Quarterstaff of the Serpent's Path? | YES | NO | |
| If yes, does it have all 10 signatures on it? | YES | NO | |
| PC Name: | | Player Name: | |
| Do you radiate evil? If yes, how strong? | YES | NO | |
| Do you radiate good? If yes, how strong? | YES | NO | |
| Do you have the Quarterstaff of the Serpent's Path? | YES | NO | |
| If yes, does it have all 10 signatures on it? | YES | NO | |
| PC Name: | | Player Name: | |
| Do you radiate evil? If yes, how strong? | YES | NO | |
| Do you radiate good? If yes, how strong? | YES | NO | |
| Do you have the Quarterstaff of the Serpent's Path? | YES | NO | |
| If yes, does it have all 10 signatures on it? | YES | NO | |
| PC Name: | | Player Name: | |
| Do you radiate evil? If yes, how strong? | YES | NO | |
| Do you radiate good? If yes, how strong? | YES | NO | |
| Do you have the Quarterstaff of the Serpent's Path? | YES | NO | |
| If yes, does it have all 10 signatures on it? | YES | NO | |
| PC Name: | | Player Name: | |
| Do you radiate evil? If yes, how strong? | YES | NO | |
| Do you radiate good? If yes, how strong? | YES | NO | |
| Do you have the Quarterstaff of the Serpent's Path? | YES | NO | |
| If yes, does it have all 10 signatures on it? | YES | NO | |

DM's Aid #2 – Fighting School Mechanics

Iryrinshae Fighting School of Clan Llelyuna

Clan Llelyuna and their fey connections strive to keep a little tomfoolery and mischief in life. The same can be said for the clan on the battlefield. Their style of battle consists of using long weapons to keep the enemy off guard and on their heels through the entire battle. It is a difficult school to master, and the school's practitioners are often strong, quick, and adaptable to changes in combat.

Apprentice Level – Sapling

Requirements:

- Possess the following feats: Expertise, Improved Trip, and Lightning Reflexes
- Base Attack Bonus +2 or higher
- Proficient with shortspear or longspear (halfspear for small characters)
- Spend 2 TUs for Training

Benefits:

- Access to the school list of feats: Knock-Down, Prone Attack, and Monkey Grip (shortspear, longspear or halfspear only) feats (from *S&F*)
- +1 competence bonus to contested Int/Wis check against members of fighting schools

Journeyman Level – Birch

Requirements:

- Possess one feat from the school list
- Spend 2 TUs for Training

Benefits:

- Competence bonus to contested Int/Wis check against members of fighting schools increases to +2
- +2 competence bonus to either Balance or Jump skill checks

Expert Level – Cedar

Requirements:

- Possess two feats from the school list
- Spend 4 TUs for Training

Benefits:

- Competence bonus to contested Int/Wis check against members of fighting schools increases to +3
- +2 competence bonus to trip attempts when wielding a longspear, shortspear, or halfspear (including the roll to avoid being tripped if you fail to trip your opponent)
- Access to the *shock* weapon enhancement.

Master Level – Great Oak

Requirements:

- Possess all of the feats on the school list
- Spend 8 TUs for Training

Benefits:

- Competence bonus to contested Int/Wis check against members of fighting schools increases to +4
- 1 permanent Influence Point with the Seldarine Pantheon
- Ability to teach the school list of feats to other PCs
- Access to the *shocking burst* weapon enhancement
- Access to the *glamered* armor enhancement

One important aspect of any fighting school's training regimen is counter techniques. Each school spends a fair amount of time teaching its members the basic nuances of the other schools, to lend its members a combat advantage. When playing in Highfolk regional modules (and interactives) and battling others enrolled in Highfolk fighting schools, both combatants roll an opposed Intelligence or Wisdom check (the combatant chooses which check he wishes to roll). The winner receives a +1 competence bonus to attack rolls and a +1 competence bonus to damage rolls against his opponent. This has no effect on characters that do not possess fighting styles that contain this skill. This effect can be used against members of the same fighting school.

DM's Aid #3 – The Deities of the Temple of Change

(Excerpted from the Living Greyhawk Gazetteer)

Atroa

The Sad Maiden

NG lesser goddess of Spring, East Wind, and Renewal

Atroa (ah-TROH-ah) is one of the five Oeridian wind and agricultural deities fathered by Procan. Depicted as a fresh-faced blonde woman with an eagle perched upon her shoulder, she once loved the god Kurell but was spurned by him for her sister Sotillion. She oversees the blessings of spring, including the opening of hearts to new prospects and the body to new horizons. Her sling *Windstorm* can strike the most distant foe, and her spherical glass talisman *Readying's Dawn* can melt ice within her line of sight. She is closest to her divine family and is indifferent to most other gods except Fharlanghn. Her holy symbol is a heart with an air-glyph within.

Clerics of Atroa are optimistic, willing to try new things; and rarely settle in one place for more than a year. They are forgiving and proud to turn foes into friends. They love returning past friends and lovers almost as much as they relish any opportunity to travel and see new places. They enjoy exploring strange places, especially if they haven't traveled in a while.

Domains: Air, Good, Plant, Sun; **Weapon:** Sling.

Sotillion

The Summer Queen

CG (CN) lesser goddess of Summer, South Wind, Ease, and Comfort

Sotillion (so-TIL-ee-on) is depicted as a beautiful woman in diaphanous clothes, reclining on a blanket with a bottle of wine, accompanied by a winged, pure-orange tiger (her holy symbol). With a wave of her hand she can afflict others with a careless stupor nearly unto slumber. Zilchus's wife, she can retain her favorite comforts because of her husband's prosperity. Ever a languid goddess, she often has to be prodded to her duties by her family.

Sotillion's clerics like to be pampered and enjoy casual parties and banquets where they can listen to soft music, engage in pleasant conversation with interesting people, and sample tasty foods and beverages. Her clerics make good diplomats because they are able to make people so relaxed that they forget their quarrels and gripes. They travel in style, usually on horseback, in a carriage, or on a litter, in order to visit acquaintances or attend parties. Some are of the mindset that ease and comfort become stale and boring without times of distress and hardship to which it can

be contrasted; these clergymen go adventuring, both with the purpose of roughing it and to acquire riches to allow them the comforts they desire.

Domains: Air, Chaos, Good, Healing, Plant; **Weapon:** net (e)

Telchur

Icebrother

CN lesser god of Winter, Cold, and North Wind

Telchur (TEL-chur) is the bitterest of Procan's children. Resenting being assigned the coldest and bleakest months of the year, he shuns his family to associate with strange beings (including noble slaadi, the Wolf Lord, and the arch-devil Belial). Shown as a gaunt man with dark eyes and an icicle beard, he wields an icy shortspear and is accompanied by a winged, albino bull. He is extremely good at his work; because he wishes no rivals to blight his reputation, he urged his greatest clerics to trap his rival Vatun in a magical prison seven hundred years ago. He prefers the tranquility of a frozen forest to the screams of an icy wind through a mountain pass; his symbol is a leafless tree in a field of snow.

Telchur's clerics are brooding and withdrawn. They dislike noise and pleasantries, preferring to focus on the grim necessities of survival, even in times of prosperity. They pray just after dark. They preside over winter funerals, help the fit survive the coldest parts of winter, and adventure to spread the gloom of the Icebrother to distant people.

Domains: Air, Chaos, Strength; **Weapons:** shortspear, shortbow (m)

Wenta

The Alewife, Harvest Daughter

CG lesser goddess of Autumn, West Wind, Harvest, and Brewing

Wenta (WEN-tah) is the youngest Oeridian wind god. She always appears as a buxom, rosy-cheeked woman with straw in her hair and a large mug of beer (her holy symbol). She has no permanent ties to any one being, preferring to go where her heart takes her, and as such has been linked to many deities. The week of Brewfest is a holy time for her, although she prefers that people spend it cavorting and drinking rather than praying. She dislikes only her brother Telchur, seeing him as the black sheep always on her heels.

Wenta's clerics are friendly, outgoing, and unafraid to talk to strangers. Their time of prayer is a brief interval before sundown. They organize gatherings, particularly those involving alcohol, and direct harvest procedures so that work is shared fairly

by all and finished early. Many work as brewmasters and travel to other parts of the world to enjoy the weather and the local spirits. They adventure to meet new people and spend time with friends, or because they agreed to do so while intoxicated. Their holy water is actually blessed ale or beer.

Domains: Air, Chaos, Good, Plant; **Weapons:** Club

Player Handout #1

This is the first piece of parchment given to you by the young elf, Almireal.

Dearest Master of the Flames,

Accompanying this letter is a second. By using that with which you are skilled upon this paper you may create the light necessary to view the other.

I encourage you, then, to also use that with which you are skilled upon the second piece of paper.

Do this where none may watch.

Urgently,

Servant of the Winds

Player Handout #2

In the light of the flaming parchment, the following words shimmer into existence on the second, previously blank, letter delivered to you.

Excellent! I am pleased that you have passed this test.

We are in dire need of your assistance. We may have inadvertently released a great evil upon the region. It is an evil we cannot contain ourselves.

When the clock reads eight in the evening, come to the Temple of Change.

Your discretion is required in this situation. Not even our own door guards are aware of the danger to them and their families. We do not want to start a panic. Keep this a secret!

The front door of the Temple will be unlocked and will have only one guard. Please do not harm him.

*Again, share with no one what you are about to do. Please do not be seen on your way in.
Thank you!*

Geldrin Weaverson

Servant of the Winds

Player Handout #3

Your knowledge of the region or your membership within a Fighting School of Highfolk entitles you to the following information. (At the time of writing, this organization has not been updated for v3.5, so some things make be different in the current version of the organization.)

Iryrinshae Fighting School of Clan Llelyuna

Clan Llelyuna and their fey connections strive to keep a little tomfoolery and mischief in life. The same can be said for the clan on the battlefield. Their style of battle consists of using long weapons to keep the enemy off guard and on their heels through the entire battle. It is a difficult school to master, and the school's practitioners are often strong, quick, and adaptable to changes in combat.

Apprentice Level – Sapling

Requirements:

- Possess the following feats: Expertise, Improved Trip, and Lightning Reflexes
- Proficient with shortspear or longspear (halfspear for small characters)

Benefits:

- Access to the school list of feats: Knock-Down, Prone Attack, and Monkey Grip (shortspear, longspear or halfspear only) feats (from *S&F*)

Journeyman Level – Birch

Requirements:

- Possess one feat from the school list

Benefits:

- Increased competence to either Balance or Jump skills

Expert Level – Cedar

Requirements:

- Possess two feats from the school list

Benefits:

- Increased competence with trip attempts when wielding a longspear, shortspear, or halfspear (including the roll to avoid being tripped if you fail to trip your opponent)
- Access to the *shock* weapon enhancement.

Master Level – Great Oak

Requirements:

- Possess all of the feats on the school list

Benefits:

- Access to the *shocking burst* weapon enhancement
- Access to the *glamered* armor enhancement

Throughout her childhood, Reina Iryrinshae, wood elven master of the Iryrinshae fighting school, was always light hearted and carefree. Most of this is inspired by the handful of gnomes that she spent her young years with. While she saw generations of little gnomes pass by as her friends, she connected with each one of them and learned the benefits of the Gnomish viewpoint on the world. She eventually grew and took up arms in defense of the family name. She took the lessons she learned from her childhood and created a fighting style that was at the time unique to the region. During the war, she was persuaded by her family to come back from active fighting, and to teach her effective style to others.

While Reina is the official leader of the fighting school, she is never seen teaching her students without the help of her Nixie friend, Freliss. Her style of instruction is exactly like her personality: light and casual. Reina will never raise her voice, even if it's the 5th time she is explaining something to a student. This method teaches her students the patience needed to fully appreciate the non-aggressive method that she is teaching. To teach the finer points of the method, Freliss serves as a guide. Her quickness and size teaches students to be quick on their toes and to be able to attack precise spots, even at long distance.

There is no concept of rank or order at Reina's school. Everything is casual and laid back. Everyone learns from everyone else, regardless of class standing or expertise. Inside the school, no distinction is made between clan member

and outsider. That being said, getting into the school is a matter that resides outside of her hands, and thus outsiders still have a harder time being admitted.

Critical Events Summary – HIG4-01 Demon Spawn

If this adventure is not played during Brush.Fire.Con in February 2004, please e-mail these results to Brian Nowak of the Highfolk Triad at banantalis@wi.rr.com

- | | | |
|---|-----|----|
| 1. Did Cecil Trueblood survive the module? | YES | NO |
| 2. Did the party receive the Favor of the Temple of Change? | YES | NO |
| 3. Did Marek Whistledown survive the module? | YES | NO |
| 4. Was the earth creature killed by the PCs? | YES | NO |
| 5. Did any PC have the Quarterstaff of the Serpent's Path? | YES | NO |
| If yes, did it have the full 10 signatures? | YES | NO |

Record the player names, PC names, class, levels, and RPGA# of any PCs who had the Quarterstaff of the Serpent's Path and had it transform. Also include which version of the staff they will receive. Make note if the staff was destroyed.

- | | | |
|---|-----|----|
| 6. Did the party manage to save Victor's soul? | YES | NO |
| 7. Did Victor survive the module? | YES | NO |
| 8. Did Victor get returned to the Temple of Change? (dead or alive) | YES | NO |
| a. If no, where did his body end up? | | |