

VER2-08



GRIFFON'S BLOOD

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

Version 1

by Michael J. Breslin, Sr.

RPGA HQ reviewers: Christopher Lindsay and Stephen Radney-MacFarland

A missing elf ranger, mounted Borderers disappeared, farm folk gone, and a request for a quiet investigation from a trusted authority. His Most Honorable Sir Milinous is attending the Brewfest Festival in Kolgrim and is anticipated to accept the position of Provost Marshall of Verbobonc even though Baron Rollof Avgustin hasn't even announced his intention to retire in the spring. An adventure for characters levels 3-10.

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

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

PREPARATION

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

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

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

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

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

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

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

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

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

SCORING

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

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

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

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

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

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that

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

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

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

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

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

TIME UNITS AND UPKEEP

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

ADVENTURE SUMMARY AND BACKGROUND

Distrust and greed have besieged the nobles. Some have been tricked by outside forces to unwittingly take part in plots to bring the Viscounty under evil control, and some are driven by their own greed and desire for power. Huntmaster Loerran Swiftarrow and his griffon have fallen victim to one of these very plots of evil. The Huntmaster has been abducted and is being held within the Gnarley Forest. A doppelganger has been placed to impersonate the Huntmaster in his absence. Quarnart the doppelganger is responsible for protecting the secrecy of the hunt and to obtain the prey for the hunt. Lady Kolgrim has subverted her husband to the altar of Tharizdun. By hosting the infernal hunts in the name of Belial, Lady Kolgrim hopes to release Balan, Master of the Infernal Hunt, onto the prime. She hopes to open a gate and receive the favor of Belial in her pursuit of power and to weaken the hold on Tharizdun's bindings. Lady Kolgrim is now the real power controlling the lands of House Kolgrim. House Kolgrim is a minor noble house owing fealty to House Milinous. Lord Kolgrim holds the honorific of Right Honorable Sir but is not of martial character as was his father before him.

His Noble Lordship, Viscount Langard has been carefully observing issues of state that are developing within the Viscounty between the various Noble Houses. It is time for him to act and prevent the bloodshed of open rebellion. He has dispatched a patrol of Mounted Borderers commanded by his Worthy Sir Drinsal Burke, Knight of the Faithful Defender, to patrol and reinforce Huntsman Loerran Swiftarrow. The Huntsman is a faithful friend from the Viscount's youth serving as Huntsman and Sheriff over the Gnarley border on the edge of Lord Milinous' lands. Worthy Sir Drinsal is the Knight from *'Knight and Days'* who is to marry the Maiden Sherina from Anshan of that same adventure.

The Borderers arrived at Swiftarrow's cottage to find it vacant with no signs of struggle. As they patrolled the nearby forest in hopes of locating the ranger, a force of infernal huntsmen captured the patrol. Lady Kolgrim has been using her black arts and allegiance to Balan to summon various fiendish creatures to perform primal hunts in his name. A full month of infernal hunting has taken place by the start of this adventure. On the third night of the full moon at the assassin's hour, a gate may now be opened to allow Balan to enter the prime for the ultimate hunt. The completion of the hunting nears its end on the first night of the full moon, as the patrol becomes the prey. All but two members of the patrol, Sir Drinsal and Corporal Janic have survived with four members falling to the hunters. The hunting pack has chased their prey to the edges of the farmlands bordering the festival grounds.

The Brewfest Festival is on its final night. All contests of skill and profession have been completed. This final night is dedicated to the feast and offerings to the landsmen that worked so hard throughout the

harvest. His Most Honorable Sir Milinous is attending the final feast accompanied by his Right Honorable Sir Kolgrim and his Lady. In a public speech, Lord Milinous speaks to the concerns of the landsmen over the current giant-kin activities to the south reassuring all that the Mounted Borderers are capable of maintaining the safety of these lands. Lastly, he expresses his grievance at the passing of his Most Honorable Sir Voltrick Kolgrim, the Father of Lord Kolgrim this past spring. Lord Kolgrim announces his support of Lord Milinous' promotion to Provost Marshall of Verbobonc, replacing the aging Baron Rollof Avgustin upon the Baron's still unannounced retirement from these duties in the spring.

Introduction

The characters are enjoying the Brewfest Festival. Some are here purely for the show and festival life. Others are here for the Black Griffon; for weal or woe. Excitement abounds over the Brewfest Festival and his Most Honorable Sir Milinous' anticipated acceptance to seek the position of Provost Marshall of Verbobonc upon Baron Rollof Avgustin's retirement in the spring. The simple fact that the Baron has not announced his retirement or taken any initiative to demonstrate his intention seems to be of little concern to Milinous.

LETTER OF HONOR

Alber Guldenstern, an information broker in Verbobonc City, approaches the party members that have played *'Noble Ambitions'* with a note bearing the House Seal of Asbury Manor.

LETTER OF DUTY

A military courier delivers a scroll sealed by the 2nd Mounted Borderers signed by Waldgraf Deleveu.

A FRIEND OF THE FOREST

A bird lands near a character with ties to the Gnarley Forest or any forest. A note bound to his leg it hops over to the character.

RUMORS OF EVIL

A final set of rumors that can be overheard detailing the disappearance of people from this area.

Encounter 1: Festival

The characters enjoy themselves for a few hours gathering information on the Huntsman and Lord of these lands. The general opinion is that the Huntsman, a once fair and kind man has changed into a brute.

His Right Honorable Sir Kolgrim is the son of Master Kolgrim, a retired Captain of the Mounted Borderers who has recently passed away. Lord Kolgrim has always lived in the shadow of his father never developing an interest in weapons or war, but finding a passion for the hunt. His wife of 3 years is a kind woman, quick to smile, but frail of body and mind. Lord Kolgrim poorly administers his lands wasting many of its

resources as he hires an increasing number of mercenaries.

Encounter 2: Hunting by Moonlight

Waiting until the announcement by Lord Milinous, the characters leave the festival grounds near midnight. On their trek back to the town proper, they hear and see what appears to be a mounted warrior backlit by a fiery glow. The sounds of dogs or wolves can be heard as they yelp and bay.

On the other side of the hill are the two surviving members of a Mounted Borderer patrol. The patrol was sent by His Noble Lordship Langard to investigate the rumored disappearance of Huntsman Swiftarrow. The dark rider and a large force of raiders that were conducting a hunt captured them using the fate of a young woman as bait. The patrol was released with but a single sword and no mounts as dozens of creatures hunted them. One by one they fell and now only Corporal Janic and Sir Drinsal Burke remain. Sir Drinsal's deep sense of duty makes him willing to die protecting the last of his patrol, Corporal Janic.

Encounter 3: Red Boar Inn

The only Inn with space is the Red Boar Inn. It has become the favorite gathering place for off duty mercenaries and those that are still seeking to be hired. The characters can continue their investigation and gathering information about House Kolgrim. There are a few veteran house guards as well as several of Lord Milinous' men-at-arms.

Encounter 4: Swiftarrow's Cottage

Huntsman Swiftarrow's imposter is currently at the castle with his mistress. The characters arrive at the cottage finding it unlocked and unattended. Entering the cottage glade and the cottage proper to investigate, they may find various clues, which reinforce their suspicions about Swiftarrow and his change in attitude since high summer.

Encounter 5: Visiting the Castle

Approaching the Manor House, the Key Warden is at the gate with a few villagers. They are speaking about missing children and husbands. The Key Warden is not very pleasant and simply remarks that they must be runaways following the festival entertainers and gypsies.

Arriving before morning, the characters are unable to see Lord Milinous as he has retired for the evening. His seneschal is unwilling to risk his Lord's wrath if awakened too early.

In the morning, Lady Kolgrim is pleasant and talkative about anything unimportant. The Huntmaster, Lord Milinous, and Lord Kolgrim left before sunrise this morning, heading into the Gnarley for Kolgrim's hunting lodge. She has only seen the Huntmaster 6 or 8 times in the last year but has noticed a change in demeanor the last few times he has been present.

Encounter 6: Festival Encore

Returning to the festival grounds before high sun gives the characters an opportunity to interview the entertainers as they prepare to move back to their winter quarters in Devarnish. The matriarch is concerned over the disappearance of three of their younger men and two girls. It is not like the younger performers to not be present to aid in breaking camp. The younger performers have been missing over the last few days. When they spoke with the Huntsman about their concerns, he was rude and unwilling to help.

Encounter 7: Hard Evidence

While roaming the small hamlet, the characters are approached by a villager needing help. The villager's son was missing for several days but came limping into his hovel with multiple wounds and blood stained clothing. The boy went missing while playing along the forest border and has returned hurt and terrified. The boy leads the characters to a ditch at the edge of the fields along the Festival Grounds. There the boy uncovers a dead Borderer from beneath some brush. The Borderer is holding a book in a death clutch. The boy then begins pounding on the Borderer screaming and crying.

Encounter 8: Hunter or Prey

As the characters travel to the hunting lodge, they become the prey of fiendish creatures. The sun is setting and in the early dusk they see a rider sitting upon a massive steed with flickers of ember aura backlighting him. As they approach, the hunting pack attacks.

Encounter 9: Dark Forests

Arriving at the Forest Lodge, the characters find Lord Kolgrim murdered with his longsword stuck through his chest pinning him to a chair on the ground level of the hunting lodge. There is no sign of Lord Milinous. Large pits with burnt ash and large posts with chains are in the front of the lodge. There are several cages containing prey to be hunted. Huntmaster Swiftarrow is in one cage with Yellow Feather in another. A third cage holds a manticore. Searching the lodge, which is trapped, the characters discover a journal, an experimentation log, and a teleportation device that takes the party back to the Manor House of Kolgrim. References in the journal in a refined but erratic script reference a month of ritualized infernal hunting followed by opening a gate to the 4th Circle of Hell. The month of offerings by way of the hunt grant the gate opener with great powers. There are also symbols of the four elemental powers surrounding Tharizdun inside the back cover of the journal.

Encounter 10: Anatomy of Deception

The characters must find the ritual site. Either using the teleportation device or traveling overland, the party arrives at the Manor House at dusk. Quanart is in the basement chapel giving an anatomy and torture class to his henchmen. The characters need to overcome Quanart and his minions to find the location of the sacrifice. If all

the NPCs die, a map etched in the tortuous carvings on the subject of the class provides the location.

Encounter 11: Gate in Who

As the characters arrive at the ritual site, the forces of evil have grown and joined the ritual with full abandon. Lady Kolgrim is leading the ritual and the characters must fight their way into the center clearing if they intend to interrupt the sacrifice. Staked before a large fiery pit between two poles is Maiden Sherina of Anshan. The sacrifice that opens the gate to the 4th Circle of Hell is about to begin.

Conclusion A: Good Triumphs

The characters successfully stop the sacrifice and prevent Balan from entering the Material Plane.

Conclusion B: Infernal Hunts Begins

The characters are unsuccessful in stopping the sacrificial opening of the gate. Lord Balan, Huntmaster of Belial, enters the prime with a hunting pack of fiends.

FLOW AND PRESENTATION

This adventure is laid out so that each table may come to the same conclusion from various encounters, which is to go to the hunting lodge. It is expected that most wait until after the speech to leave the festival grounds running into Encounter 2. If the characters leave early or don't trek off to the hunting lodge right away, there are other clues that lead them in that direction. Encounters 3 through 7 are run with no specific order in mind. Each provides clues to take the characters to the hunting lodge or another one of the encounters. This is totally up to the party and how they desire to run around gathering information.

Roleplay Encounter 3 through 7 as far as the characters care to, but ensure that there are at least 2 hours remaining to get them through the hunting lodge, back to Kolgrim Manor and then to the ritual sacrificial site. Don't be surprised if this adventure runs over the 4-hour limit. It was designed for both roleplaying and combat.

The combats are designed to wear down the characters but the timetable is flexible. The characters should finish with the hunting lodge by the second night of the full moon. The hunting lodge is a safe resting place or the party can take to the forest.

The Lady Kolgrim is not in the Manor House and can only be found at the ritual sight. There is no one at the Manor House that knows what is going on until Quanart arrives back just before dusk to begin his "anatomy" class.

Traveling by normal overland methods takes a full day's travel, the teleportation device only works at dusk. The experiment log tells how to operate the device, when it works and where it goes.

Parties that 'Play Up' on APL may find this adventure to be a difficult challenge. It is not necessary to dissuade parties from doing this, but if they so choose, do not pull

any punches. The combat tactics and capabilities of the NPCs, as well as the drafted encounters are designed for balanced parties that are of accurate APL. Any party playing up does so at their own request and risk. The NPCs are not here to play around, they have a mission and are bound to complete it or die in the fiery pits of the Fourth Circle of Hell or at the less than merciful hands of Lady Kolgrim.

Parts of this adventure are intended for adult audiences and the judge should be careful when portraying the various sacrificial and fiendish summoning situations to ensure a younger audience is not subjected to over embellishment.

A NOTE ON GUIDEBOOK MATERIAL

The use of any guidebook material is required to have supporting documentation from a Triad or adventure certificate. If a character is using feats, spells, equipment, and adaptable or special prestige classes, the player must present documentation supporting said use. If the player has no documentation, the character is played without the use of said items, abilities, or resources. The player must also present the appropriate guidebook for reference to the material presented in game.

At the end of this adventure is an index detailing materials from the guidebooks, which are presented in this adventure.

VERBOBONC HONORIFICS

Courtly travelers and political scholars throughout the Flanaess must make careful study of titles, honorifics, and hierarchies of nobility used in the many royal courts and noble houses throughout. To aid those who move among such circles, or the simply curious, the following primer on royalty, nobility, titles and honorifics is presented. The DM is strongly encouraged to use the following information on honorifics of Verbobonc during play to aid in the representation the NPC nobility.

In general, the ruling class of Verbobonc is disdainful of those without titles or position. Titles of nobility and rank matter greatly and those without titles, gentlemen and peasants, are not unimportant, but they are simply not of the same social class. Wealth and power have little to do with it. Furthermore, rank within the nobility is important. Those of lesser status are expected to show deference to their superiors. Even the commoners of Verbobonc suffer from the arrogance of class. Gentlemen do not associate with simple peasants. Tradesmen are better than merchants, merchants above common laborers. The Rhennee are considered gypsies of the river, outcasts, and river pirates.

Titles in descending order of importance:

Title	Honorific
Viscount	Noble Lordship
Bishop	Holiness
Baron	Prominence
Lord Mayor	Lordship

Knight Commander.....	Most Honorable Sir
Abbot.....	Father Abbot
Knight Bannerette.....	Right Honorable Sir
Mayor.....	Honorable Worship
Knight Companion.....	Most Worthy Sir
Knight Bachelor.....	Worthy Sir
Elder.....	Sir
Gentlemen.....	Master
Esquire.....	Squire
Yeoman.....	Socman

Moon Cycle

This adventure begins on the first night of the full moon.

INTRODUCTION

Each of the four entry hooks is available either individually by character or by groups. Characters are each here from different backgrounds and character reasons. If the characters are not gathered together, they may meet during the adventure through past adventuring experiences or through common goal investigation. This part is the most difficult roleplaying situation for the DM to handle. Be sure to make each character feel included in the reasons of adventure without shoving them into a room or area to meet and greet. Then present them with the adventure.

CURRENT COMMON LORE FOR ADVENTURES

The following is to be provided to the characters at the table before play.

The lands of Verbobonc along the eastern border with the Gnarley Forest have been experiencing raiding parties of giants organized by an unknown power. The town of Anshan was recently attacked and suffered greatly by one of these raiding parties.

His Noble Lordship, the Viscount Langard of Verbobonc, Defender of the Faith has been viscount since 588 CY and is popular with the lower classes. Viscount Langard appears naïve in political dealings while making decisions and appointments to important offices, as revealed by the current situation in Verbobonc. His political demonstration of power and will in protecting the peoples of Verbobonc and establishing patrols within the Kron has not stemmed the uneasy tension with the Kron Hill Alliance. The nobles are unsure on his position and push forward to garner additional strength and alliances to further their own goals.

It is fall just after the harvest of 592 CY. The harvest was more bountiful than expected across the Viscounty.

The characters may begin the adventure at the Festival Grounds or in the Red Boar Inn.

THE FESTIVAL

House Kolgrim, a minor noble vassal to his Most Honorable Sir Milinous, hosts this year's Brewfest Festival. The festival is in the last day of celebration as contests of skill in archery, swordsmanship, and joust have all come to an end. The final

day is dedicated to thanking the nature gods, eating, drinking and rejoicing the bounty of the harvest. Wagons of food, ale, and wine have been stocked and are ready for today's activities. It is nearing mid-morning as you enter the festival grounds.

Characters attending the festival have been staying at the Red Boar Inn. The festival grounds are a mere 15-minute walk out of town.

As the characters mingle in the crowd, they may eat, drink, or otherwise visit the attractions of the festival. Food and ale carts are disbursed throughout the fair grounds as local and traveling merchants vend their wares. Character merchants or performers may purchase a license to sell their wares or perform for 1 gold. Use the rules presented in RUP2: *Beyond the Core Rules* to govern characters' generating non-adventuring gold. All costs and income must be recorded on the adventure certificate at the end of the adventure.

As the characters mingle about the festival, introduce them to the plot using one of the following four hooks. Introduce characters either singularly or in groups depending on table composition. If the characters fit into the 4th hook, *Rumors of Evil*, they may have overheard these rumors last evening at the Red Boar Inn.

LETTER OF HONOR

For characters that have played 'Noble Ambitions' and are friendly to Lady Asbury, the following may be an interesting hook. Hand them *Player's Handout: Letter of Honor*.

Alber Guldenstern, an information broker in Verbobonc City, approaches the party members that have played 'Noble Ambitions' with a note bearing the House Seal of Asbury Manor, a noble house of Verbobonc.

Lady Asbury requests her faithful to inquire upon Huntmaster Loerran Swiftarrow's health. The Lady expresses deep concern over the possibility that the Huntmaster has fallen ill or become injured. As a trusted friend of House Asbury, Huntmaster Swiftarrow's presence has not been felt in over a 10 day. She provides directions to the cottage he calls home near the border of the Gnarley Forest and Lord Milinous' lands.

Alber Guldenstern does not fight the characters. He leaves if they attack, or cast any sort of offensive spell, including those from the Enchantment school of magic. The attacking character(s) are reported to the nearest guardsman. Characters attacking Alber and/or casting Enchantment or harmful spells are charged and must pay a fine of 100 gp and 1 Time Unit in public service.

Alber Guldenstern: Male human Rog7/Shd5.

LETTER OF DUTY

A courier approaches members of the Mounted Borderers. He delivers a scroll without word or comment and then leaves with a salute. Give them *Player's Handout: Letter of Duty*.

The military courier delivers a scroll sealed by the 2nd Mounted Borderers and signed by Waldgraf Deleveu. The

scroll details orders for the Mounted Borderer to report to Huntmaster Loerran Swiftarrow's cottage, directions provided, and report back on his presence and state of mind.

The Huntmaster has been reported to be acting with malice and contempt to those he is sworn to protect. While this may not be against his position, it is very much against what Waldgraf Deleveu knows of the forest protector.

A FRIEND OF THE FOREST

A rather friendly bird visits individuals that have played 'Silver Moon', members of any Gnarley Forest based meta-campaign group, rangers or druids. Give them *Player's Handout: A Friend of the Forest*.

Poe, a bird, lands near a character with ties to the Gnarley Forest or any forest. With a note bound to its leg, he hops over to the character. Poe has been asked to seek the named character to relate a story about an elf and a griffon. The note is from Ranger Knight Owain of the Gnarley Forest. Owain has heard stories that the forest son known as Swiftarrow has not been seen for nearly a 10 day. His griffon, Yellow Feather, has also been absent from his normal hunting area for as long.

Poe speaks Sylvan and Elven but only after the character accepts the note and asks a question. If the character casts *Speak with Animals*, Poe speaks in the character's native language.

Poe knows and can relate the following:

- Ranger son of forest not report to oak father in over 10 nights.
- Evil lurks and hunts in the forest each night since old moon was full.
- Ranger Knight Owain says stay away from Yellow Feather or I get eaten. He says find you to look for son of forest.
- Yellow Feather part lion and part hawk bird, eats horses and deer.
- You look for son of forest and help if he needs some.
- I fly around for a few days and eat while you look.

RUMORS OF EVIL

Lastly, if any character is not with another that can be hooked by the above, a chance encounter or overheard conversation reveals the following. These conversations can be from inside the festival grounds or last evening in the Red Boar Inn. Note that the Red Boar Inn is *Encounter 3* and may be the actual first encounter for the characters, if they want to start in such an establishment. If the characters desire to start in the Red Boar Inn, all of the other hooks can find them there just as well as the festival grounds.

- A knight and his patrol of Mounted Borderers have passed through town on their way to the border of the Gnarley. They have not been seen in 3 days.

- Missing farm hands, disappearing festival folk, and the red-clouded moon near the assassins hour hints at evil afoot.
- More than a handful of mercenaries can be found in the Red Boar as they await some calling.
- The local sheriff is an elf appointed as Huntmaster by the Viscount.
- The Huntmaster use to be a kind and gentle elf but now holds a dark aura that bespeaks taint.

ENCOUNTER 1: BREWFEST FESTIVAL

The characters have enjoyed the festival. Food, drink, and contests of skill are always a good break from the hardships of the adventuring life. It is rumored that tonight, his Most Honorable Sir Milinous will announce his acceptance to the position of Provost Marshall of Verbobonc upon the retirement of Baron Augustin in the spring. The only odd fact about this announcement is that the Baron has not announced any intentions of his anticipated retirement.

Gathering information around the festival discovers the following in order with a Gather Information or Bardic Lore check (DC as follows):

- **DC 10 and lower** It was a great festival with Huntmaster Swiftarrow winning the archery contest 2 days ago. Lord Kolgrim poorly administers his lands, wasting many of its resources. Many of the manor staff has been replaced over the last year.
- **DC 13** His Most Honorable Sir Kolgrim was most known for his ability with the lance as well as his service to House Milinous in the early years of the Greyhawk wars. His recent demise physically and mentally was too early for his age. It is commonly believed he contracted some form of wasting disease that proved incurable by the clerics of St. Cuthbert.
- **DC 15** His Right Honorable Sir Kolgrim has never been blooded in war and will never be now that his father has past onto St. Cuthbert. His favorite hobby is the hunt where he has the wild game drove to him so he can get the final killing blow. He has a hunting lodge in the forest somewhere.
- **DC 18** Swiftarrow is a friend of Langard's from his youth and was appointed the sheriff to protect the Gnarley more from Kolgrim than Kolgrim from the threats of the Gnarley. About the time the harvest was in full swing, Swiftarrow began to act strangely distant and appeared without his griffon mount.
- **DC 20** The Mounted Borderers questioned the mercenaries at the Red Boar and left toward the Huntmaster's cottage. Nothing has been seen of them since. The knight in charge of the patrol left one Borderer in town to do some further checking but he must have left because he has not been seen in the last day or so.

- **DC 25** There has been over 20 missing people since the beginning of the harvest. Young and old, father and brother have all disappeared not to be found. Most have vanished near dusk and many near the border with the Gnarley. Though, some have disappeared from the center of town as well.
- **DC 30** Fiery lights have appeared along the border with the Gnarley accompanied by the sounds of hunting wolves or dogs over the last few nights.
- **DC 35** The wasting disease of Kolgrim was a powerful curse, which proved unbreakable. It is believed that he was cursed after being captured with His Most Honorable Sir Milinous. They escaped after a year of torture by the 'Old Ones' high torturer.

Approaching the main pavilion, the characters can see Lord Milinous and the Lord and Lady Kolgrim. They have numerous other visitors and little time for everyone. Armed guardsmen remove any character not addressing either of the Lords in proper form using their honorific Most Honorable Sir or Right Honorable Sir. Characters possessing influence with the Nobles of Verbobonc or favors of Lord Milinous may approach and are recognized as worthy adventurers. Lord Milinous listens without comment as his seneschal notes any concerns of the characters for investigation upon their return to Verbobonc City.

Lord Kolgrim publicly invites Lord Milinous on a hunt tomorrow at his family lodge in the Gnarley in the presence of the characters. Lord Milinous accepts.

Those attempting to speak with Lady Kolgrim find her to be enchanting and warm. A bit of a chatterbox about everything that is not important. Anything that is of importance other than setting her table with fresh game falls on deaf ears. She has moments of disorientation at times during any conversation where she will slip into other topics but believe they are all the same.

Inquiries about Huntmaster Swiftarrow to the Lords are directed to Lady Kolgrim as she has sent him on an errand. Lady Kolgrim informs the characters that she was not pleased with a pheasant that he brought to her this morning. She, therefore, instructed him to fetch another. He left to do so.

ENCOUNTER 2: HUNTING BY MOONLIGHT

For characters that leave the festival after dark or travel to Huntmaster Swiftarrow's cottage and are returning after dark, read the following:

The sun has been set for a few hours; the festival ground lights fall behind as you observe a rider outlined by the moonlight sitting upon a massive steed with flickers of ember light about him. Is it the effects of torchlight or is something more eerie at hand. The rider and steed are a bit over 200 ft. away upon the top of a hill. The rider appears to be watching something out of

view to the other side of the hill. You hear the bay of a wolf or large dog as the rider turns to look in your direction.

On the other side of the hill just below the crest are the two remaining members of the Mounted Borderer patrol, which was sent by His Noble Lordship to investigate the rumors of Swiftarrow's disappearance. The dark rider and a large force of raiders captured them. The entire patrol was released with but a single sword and no mounts. Nearly a dozen creatures hunted them. One by one they fell and only Corporal Janic and Sir Drinsal Burke remain. Sir Drinsal is protecting Corporal Janic and is prepared to give his life for the Borderer. Corporal Janic is unconscious and Sir Drinsal is fighting desperately to ward off the infernal wolves.

For APL4 and APL6 parties, Sir Drinsal slays the last infernal wolf as the characters crest the hill on their approach. For all other APLs, Sir Drinsal fights as best he can to protect Corporal Janic whom he has half carried for the last several hours.

The Dark Rider is not to be fought in this combat. With a wave of his hand, a sparkling shimmer surrounds him as he vanishes upon the characters' approach. The last thing that can be heard is the command 'kill' being spoken in infernal.

ALL APLS

☠ **Corporal Janic, 4th Mounted Borderers:** Male human Rng4; hp 32 (currently -1); see Appendix 1: NPCs.

☠ **Sir Drinsal Burke:** Male human Ftr7; hp 53 (currently 23); see Appendix 1: NPCs.

APL 8 (EL 3)

☠ **Fiendish Wolves (2):** hp 17, 17; see Appendix 1: NPCs.

APL 10 (EL 5)

☠ **Fiendish Wolves (4):** hp 17, 17, 17, 17; see Appendix 1: NPCs.

Tactics: The fiendish wolves attack using pack tactics.

Development: Saving or recovering Sir Drinsal or Corporal Janic allows the party to learn the fate of those missing townspeople and the festival folk. The tracks of the hunt are easy to follow back to the edge of the Gnarley Forest. Proceed to *Encounter 8* for characters following the tracks immediately. At the point where the tracks enter the Gnarley Forest, there is a half ruined house suitable for resting and recovery before entering the forest.

ENCOUNTER 3: RED BOAR INN

The only inn with space is the Red Boar Inn. Characters attending the full festival have been staying here. It has

become the favorite gathering place for off duty mercenaries and those that are still seeking to be hired.

The inn is a typical inn with a tavern attached. Most customers drink heavily and take part in dart or dagger throwing. No gambling is permitted on the premises by order of the owner.

The inn is a three-story structure with the taproom and dining room on the first floor, common quarters on the second and private rooms on the third. The main taproom is 40 ft. by 60 ft. with a 20 ft. bar on the east wall. The stairs up to the second level are on the south wall with a massive fireplace on the west wall. There are windows about the entire room. The Inn boasts a wide fare of pork, chicken, and beef dishes. Nothing exotic or fancy, just good home cooking and large portions. The bar has all the common ales, including honey oat ale that is fantastic. Rooms are 5 silvers a night and the food is reasonably priced with a complete meal for under a gold. Ale is a half-silver a pint and wine from the Rhynehurst region is a gold per bottle.

The characters investigating and gathering information about House Kolgrim can find out the following:

- **DC 10 and lower** Lord Kolgrim administers his lands poorly, wasting its many resources. He is paying his mercenaries well for little to do. The Key Warden is preparing the men for battle, as Lord Kolgrim would not know what end of a lance does the damage.
- **DC 13** His Most Honorable Sir Kolgrim was most known for his ability with the lance as well as his service to House Milinous in the early years of the Greyhawk wars. His recent demise physically and mentally was too early for his age. It is commonly believed he contracted some form of wasting disease that proved incurable by the clerics of St. Cuthbert.
- **DC 15** Lady Kolgrim has more skill with battle than Lord Kolgrim and is quick with a sharp tongue for those that cross her. Few of the veteran guards remain with the house. Most died in the battle when Lord Kolgrim was captured with Lord Milinous during the Greyhawk War.
- **DC 18** Swiftarrow is a friend of Langard's from his youth but is Lady Kolgrim's pet now. He follows her bidding and jumps when she commands him to get this wild bird or that deer for her dinner table. What a waist of a great archer.
- **DC 20** The Mounted Borderers questioned the mercenaries at the Red Boar and left toward the Huntmaster's cottage. Nothing has been seen of them since. The knight in charge of the patrol left one Borderer in town to do some further checking but he must have left because he has not been seen in the last day or so.
- **DC 25** There has been over 20 missing people since the beginning of the harvest. Young and old, father and brother, have all disappeared not to be found. Most have vanished near dusk and many near the border with the Gnarley Forest. Though, some have disappeared from the center of town as well.

- **DC 30** There is something not right about the Gnarley Forest these days. They have been ordered not to approach within a mile of the border with the Gnarley Forest.
- **DC 35** The wasting disease of Kolgrim was a powerful curse from the old one that the Cuthbertians were unable to break.

When the party heads to the hunting lodge, proceed to *Encounter 8*.

ENCOUNTER 4: SWIFTARROW'S COTTAGE

A hunting party captured Huntmaster Swiftarrow. He is now being kept in a cage behind the hunting lodge. His griffon mount is also caged. An imposter has taken his place and is bound in service to Lady Kolgrim. The imposter is a doppelganger that is well trained in the art of torture and the infernal hunt.

The imposter is currently at the castle by his mistress' command. Characters arriving at the cottage find it unlocked and unattended. Various animals make their home around the cottage. The animals and trees all state they have not seen Swiftarrow in many days but someone that wears his face has been around several times.

The cottage is 20 ft. by 20 ft. and has a large double door. Inside, there is what appear to be a nest on one side and a simple hammock in one corner. A desk and chair sit near the front door. On the desk is a report to the Mounted Borderers on parchment.

A successful Track check (DC 15) reveals that there are no signs of the Mounted Borderer Patrol making it this far.

The following is Swiftarrow's Mounted Borderer Report:

I chased and killed an infernal hound this day. It was a terrible battle and its origins are unknown. How did it come to this plane? Most of the animals are reporting several of these beasts in the forest near the family-hunting lodge of Kolgrim.

The Brewfest Festival begins tomorrow and so I will travel to the hunting lodge in the morning to search for more signs.

Traveling to the hunting lodge, go to *Encounter 8*.

Returning to Kolgrim Manor, go to *Encounter 2* if it is the first night of the full moon.

ENCOUNTER 5: VISITING THE CASTLE

The manor house is a large three-story structure with an outer wall and gatehouse. The gatehouse is manned with several warriors.

If approaching the Manor House during the daylight, the Key Warden is at the gate with a few

villagers. They are speaking about missing children and husbands. The Key Warden is not very pleasant and simply remarks that they must be runaways following the festival entertainers and gypsies.

Approaching at night, the guards tell the characters they have to return in the morning. If a character has an influence with Lord Milinous, they are welcome to wait in the kitchen until morning. They are fed and provided with wine or ale. At no time are they permitted to leave the kitchen into the house proper. No servants wake either Lord Milinous or the Kolgrim for any reason. Lord Milinous has already proven himself capable of repaying anyone for disturbing his sleep unannounced. The character can converse with Swiftarrow's imposter, but he leaves shortly after with only limited information and no details about Langard, the Gnarley Forest, or Lady Asbury. Using his abilities to scan the thoughts of those in the room with him, he is able to anticipate their actions. He escapes at first chance and returns later. Lord Milinous or Lord and Lady Kolgrim deny any knowledge or charges against Swiftarrow. Lord Milinous simply states that one that is so close to the Viscount is not easily charged with wrongdoing. Lords Milinous and Kolgrim leave for the hunting lodge.

Lady Kolgrim is pleasant and talkative about anything unimportant. The Huntmaster, Lord Milinous, and Lord Kolgrim left before sunrise heading into the Gnarley Forest for Kolgrim's hunting lodge. She has only seen the Huntmaster 6 or 8 times in the last year but has noticed a change in demeanor the last few times he has been present.

Lady Kolgrim orders the Key Warden to provide the characters with mounts and any needed provisions. She provides directions to the hunting lodge.

Traveling to the hunting lodge, go to *Encounter 8*.

ENCOUNTER 6: FESTIVAL ENCORE

Returning to the festival grounds before high sun to interview the entertainers, the characters are approached by the matriarch of the camp. They are preparing to move back to their winter quarters in Devarnish. She is concerned because 3 of their younger men and 2 girls are missing. It is not like the younger performers not to be present to aid in breaking camp. The younger performers have been missing over the last few days. When they spoke with the Huntsman about their concerns, he was rude and unwilling to help. The Key Warden was even less helpful in their plight.

Characters that make a successful Gather Information check (DC 20) are told that the Huntsman knows too much about that which he has never encountered. He reads minds or at least surface thoughts and enjoys causing pain. His ability with the bow at the contest was exceptional but awkward. She suspects he used some form of trickery to win.

Bard characters that make a successful Bardic Knowledge check (DC 25) after speaking with the truth seer, know that on the 3rd night of the full moon at the assassins hour, infernal fiendish lords may be called with diabolical rites of sacrifice when the ritual is preceded with a full month of fiendish hunts. It takes a full month of slaughter in the fiend lord's name to bring forth a portal strong enough to allow his entrance to the Material Plane. Those that are able to perform this rite are rewarded beyond mortality.

Traveling to the hunting lodge, go to *Encounter 8*.

ENCOUNTER 7: HARD EVIDENCE

If the party has not left for the Gnarley Forest and the hunting lodge by noon on the 2nd day, a villager asking for help approaches the characters.

It is almost midday as you roam the small hamlet. A villager in apparent need of help approaches you. "Please help me brave sirs, my son went missing while playing along the forest border several days ago. He came limping home this morning. He has been ranting about red-eyed beasts and being hunted. His cloths have bloodstains on them and he has been cut many times on the stomach and arms. He says a man wearing the Viscounts dress helped him escape and lies needing help."

The boy leads the characters to a ditch at the edge of the fields along the Festival Grounds. There he uncovers a dead Borderer from beneath some brush. The Borderer is holding several loose pages in a death clutch. The boy then begins pounding on the Borderer, screaming and crying.

He saved me from the red-eyed wolves and grinning pasty man. By St. Cuthbert, don't be dead.

The pages are from a journal detailing the search for the specific rites to call forth fiends. It is written in a delicate hand with schooled scrolling of the text. The illustrations are explicit and detail torture and other means to please a fiend during a ritual. There is a diagram of a building in a forest with a large pit with staked fey at the four compass points while a fire rages in the center of the pit belching forth wolf like creatures breathing fire. A robed figure holds a candle in a silver lantern as purplish smoke flows from the lantern. A successful Spellcraft check (DC 20) or a successful Knowledge (religion) or Knowledge (the planes) check (DC 15) reveals that the candle is most likely a *candle of invocation*.

Traveling to the hunting lodge, go to *Encounter 8*.

ENCOUNTER 8: HUNTER OR PREY

Traveling to the hunting lodge, the characters enter the Gnarley Forest and travel for hours. Dusk has approached as the characters near the lodge.

The forest is quiet and the trees are reluctant to talk about the horrors they have seen over the last few days. Characters able to *Speak with Animals* or *Speak with Plants* have to persuade them to speak with a successful Animal Empathy check (DC 15) or a successful Diplomacy check (DC 15). Then the plants or animals reveal that there have been fiends hunting elves, humans, and fey in the forest.

The tree canopy casting shadows about the trail blocks the sky. A rider sits upon a massive steed with flickers of ember aura backlighting him. As the rider approaches, a hunting pack attacks from your rear.

At APLs 4 and 6, the rider retreats letting his Hellhounds have all the fun. Characters must finish with the hunting pack before chasing the rider. The rider escapes in the wilds of the forest.

APL 4 (EL 5)

➤ **Hell Hounds (2):** hp 28, 28; see *Monster Manual*.

APL 6 (EL 7)

➤ **Hell Hounds (4):** hp 28, 28, 28, 28; see *Monster Manual*.

Tactics (APL 4 and 6): The hell hounds hold their breath weapons until they successfully bite a character. They attack in pack form concentrating on a character that is not heavily armored. Characters caught in the bite have no save, but others in the cone area of the breath weapon get a normal Reflex save for half damage.

APL 8 (EL 9)

➤ **Dark Rider:** Male half-fiend/human Ftr4; hp 44; see Appendix 1: NPCs.

➤ **Grissom (half-fiend/heavy warhorse):** hp 40; see Appendix 1: NPCs.

➤ **Hell Hounds (4):** hp 28, 28, 28, 28; see *Monster Manual*.

APL 10 (EL 11)

➤ **Dark Rider:** Male half-fiend/human Ftr7; hp 74; see Appendix 1: NPCs.

➤ **Grissom (half-fiend/heavy warhorse):** hp 40; see Appendix 1: NPCs.

➤ **Hell Hounds (8):** hp 28, 28, 28, 28, 28, 28, 28, 28; see *Monster Manual*.

Tactics (APL 8 and APL10): The hell hounds hold their breath weapons until they successfully bite a character. They attack in pack form concentrating on a character that is not heavily armored. Characters caught in the bite

have no save, but others in the cone area of the breath weapon get a normal Reflex save for half damage.

The Dark Rider charges into combat against the largest of the characters using his lance, spirited attack, and trample.

Development The party has confirmed the fiendish threat as they approach the lodge.

ENCOUNTER 9: DARK FORESTS

You enter the clearing of the hunting lodge that is nearly 120 feet across. The lodge itself is 40 feet by 30 feet and has two stories. There are no windows on the second level. In front of the lodge is a large 30-ft. diameter fire pit with four ebony staked poles with shackles on them. The pit has ash and other remnants of fire. Closer examination of the ebony stakes reveal wards and signs etched in silver at the top of each stake. To the rear of the lodge, a soft growling noise can be heard.

The area behind the lodge has several cages. In the cages are Swiftarrow, his griffon mount Yellow Feather, and a manticore. Although the manticore has been badly beaten and starved, it remains submissive to any character that frees it from the cage. Yellow Feather is injured and concerned for Swiftarrow. Swiftarrow is unconscious and cannot be revived by the characters. After being released from the cage, Yellow Feather moves to Swiftarrow. Taking Swiftarrow in his claws, the large griffon nods to the characters and takes to the sky. There is a magical poison in Swiftarrow's system that has attacked his mind and body preventing the characters from reviving him.

The manticore makes no attacks on anyone approaching his cage. Druids should release the manticore. Once released, the manticore moves into the forest and disappears. Druids that stand back, leave the area or participate in the killing of the manticore receive the wrath of nature from the Gnarley Forest and must spend 2 TU serving the forest to remove the wrath. Druids that don't remove the wrath's taint are unable to cast druidical spells and suffer a -2 bonus to all Wilderness Lore checks until they do so.

Furthermore, any druid that allows the manticore to die, either by no action or by leaving it in the cage suffers the Wrath of Nature. The druid retains their current spells, but is unable to prepare any more until the taint is removed.

Looking into the windows from the porch of the hunting lodge, characters see Lord Kolgrim murdered with his arms and hands outstretched. A longsword pierces his chest and pins him to the chair he sits in. There is no other furniture in the room. The front door to the lodge is the only entrance. The door is unlocked.

The lower level of the lodge is divided into 2 rooms, a 30-ft. by 30-ft. great room, and a supply room running the length of the east wall with a single door in the southeast corner of the great room. The great room has wooden floors and a 10-ft high ceiling. There are various tapestries

along the walls. A large boar's head hangs over a fireplace in the northwest corner; a dire lynx head is mounted on the center of the east wall, and rugs cover the wooden floor. The only door is on the center of the south wall and is flanked by two windows. There are two windows on the west wall that have been shuttered and barred. There is a single window on the north wall that is open and overlooks the rear area of the clearing. The supply room has a single window on the south wall. Looking in the supply room you can see common supply barrels and shelves full of dry goods.

APL 4 (EL 3)

↗**Melf's Acid Arrow Trap:** CR 3; magic device; proximity trigger (alarm); automatic reset; Atk +2 ranged touch; spell effect (*Melf's acid arrow*, 3rd – level wizard, 2d4 acid/round for 2 rounds); Search (DC 27); Disable Device (DC 27). Target is the character setting off the trap.

Activation: Touching Lord Kolgrim's sword.

APL 6 (EL 5)

↗**Fireball Trap:** CR 5; magic device; touch trigger; automatic reset; spell effect (*fireball*, 8th – level wizard, Reflex save (DC 15) half damage, 8d6 fire); Search (DC 28); Disable Device (DC 28). Target entire room, see map.

Activation: Stepping within a 5-ft. radius of the body of Lord Kolgrim.

APL 8 (EL 7)

↗**Blade Barrier Trap:** CR 7; magic device; proximity trigger (alarm) delayed activation (delayed 2 rounds); automatic reset; spell effect (*blade barrier*, 11th – level cleric, Reflex save (DC 19) negates); Search (DC 31); Disable Device (DC 31). Target: entire room.

Activation: Stepping within a 5-ft. radius of the body of Lord Kolgrim.

APL 10 (EL 9)

↗**Evard's Black Tentacles and Blade Barrier Trap:** CR 9; magic device; proximity trigger (alarm); automatic reset; multiple traps (*Evard's Black Tentacles* and *Blade Barrier* trap time delayed); spell effect (*Evard's Black Tentacles*, 7th – level wizard, 1d4+7 tentacles, Atk +11 melee touch (1d6+4, grapple); multiple targets (up to three tentacles per target in each square); time delay (3 rounds); spell effect (*blade barrier*, 11th – level cleric, Reflex save (DC 19) negates); Search (DC 32); Disable Device (DC 32). Target: Evard's Black Tentacles squares marked on the map; Blade Barrier is entire room.

Activation: Stepping within a 5-ft. radius of the body of Lord Kolgrim.

Development Searching the hunting lodge and making a successful Search check (DC 20) uncovers a journal written in infernal, describing the events of the last few months. This is the same handwriting from the pages found on the dead man in *Encounter 7*.

The upper floor is a single great room with several beds on the east wall, a desk and chair centered on the north wall, and a large semi-circle of light marble is centered on the west wall. The marble is colored in four distinct patterns with a symbol in the center of each pattern. The marble and respective symbols represent the four elements: earth, fire, air, and water. An iron bar hangs from a horned shield mounted on the wall in the center of the semi-circle; the shield has a large horned helm emblazoned on the center.

Searching, the characters find a second journal describing the experimentation with a teleportation device that is now working successfully (tapping the iron rod against the shield activates the device). It only operates twice per day. The teleportation device transports members from the Manor's sanctuary to the lodge at dawn. At dusk, the teleportation device transports members from the lodge to the Manor's sanctuary. Alternately, the party can travel overland leaving in the morning and arrive at the Manor house near dusk.

Other items that are found during a search of the upper level include:

- There is a diagram of a large pit with six silver lanterns suspended from ebony poles while a fire rages in the center of the pit belching forth a three-headed devil riding a fiendish dire bear. A robed figure holds an ornate silver dagger over a maiden. Purplish smoke is flowing from the silver lanterns. A successful Spellcraft check (DC 20) or a successful Knowledge (religion) or Knowledge (the planes) check (DC 15) reveals that the candle is most likely a *candle of invocation*. Further, a successful Knowledge (arcana) check (DC 15) reveals that only one candle of this sort is needed and that it must be within 30 ft of the gate opener.
- A Research Guide to the Nine Hells – this book is a compilation of experiments covering the 1st through 4th Circles of Hell. This book does not grant any bonuses to Knowledge (the planes) skill checks, but does provide supporting documentation that may grant a bonus to research based on its contents. It is the DMs decision to grant the bonus. There is only 1 such book and it is not possible to copy it. (Only one member of the table can receive this item).
- Leaning in one corner near the desk is a gnarled oaken staff. Upon closer inspection, it is shod with 2 gold caps. There is a griffon feather laced near the center of the handle near several elven runes. The runes state, '*Life in the Forest travels as swift as an arrow, may this protect your charges*'. This is a Staff of Life that is bound to Swifarrow. In the hands of any other character, the staff only functions 5 times. At the end of the adventure, the staff is returned to its rightful owner. Swifarrow accepts the staff with thanks and is happy that it was available for the party's use if needed.

ENCOUNTER 10: ANATOMY OF DECEPTION

Lady Kolgrim is a Temptress of Evil worshipping Tharizdun and attempting to free Belial the Lord of the 4th Circle of Hell to hunt on the Material Plane. Through Balan, the Huntmaster of Belial, she has been conducting the infernal rights to bring Belial to the Material Plane for a hunt in Verbobonc.

Using the teleportation device:

As your mind clears from the teleportation, you are in a large sanctuary. Immediately, you notice a light ringing of an alarm. Realizing that the use of the device must have somehow triggered an alert, you see Swiftarrow standing before an altar and several others with weapons and spell components at the ready.

Riding overland and entering the Manor House's Sanctuary:

As you enter the Manor's grounds, there are no guards or servants in sight. The place is vacant. Moving toward the main house, you enter with no resistance. There is a voice coming from the sanctuary that speaks of proper methods of torture. As you step into the hallway that leads to the sanctuary, a soft alarm can be heard. You rush the last few yards to the sanctuary to find Swiftarrow standing before an altar and several others with weapons and spell components at the ready.

Quanart is in the form of Swiftarrow as the characters enter the 'unhallowed' sanctuary of the lower chapel. The sanctuary has an *invisibility purge* tied to the effect. The entire area of the sanctuary is covered by the 'unhallowed' effect.

The sanctuary is 60 ft. long by 50 ft. wide and 45 ft. from floor to ceiling. The walls are made of rough stonework and the floor is stone except for the last 20 ft surrounding the altar where the class is being held. The floor around this area is soft mud. Not too soft to impede the movement of characters but soft enough to grant a +10 circumstance bonus to Spot *invisible* or hidden characters as they approach the altar.

Quanart and his minions have had 2 rounds to prepare as the party makes their way into the room, either from the teleportation device or by moving from within the Manor House. There are many empty potion bottles broken at the base of the altar. Underlined spells have been cast in the 2 rounds prior to the characters entering the room (pre-initiative). If there are no spells underlined, it is the DMs option, which spells to cast in the pre-initiative phase.

APL 4 (EL 5)

☛ **Quanart:** Doppelganger Clr1 (Erythnul); hp 33; see Appendix 1: NPCs.

☛ **Thugs (2):** Male human Ftr1; hp 12; see Appendix 1: NPCs.

Tactics: The thugs move to intercept the characters as Quanart casts *bleed* the first round in support. Quanart then moves into combat.

Quanart surrenders and offers the location of the ritual to the characters on the condition that she must not find out he spoke.

APL 6 (EL 7)

☛ **Quanart:** Doppelganger Clr2 (Erythnul); hp 39; see Appendix 1: NPCs.

☛ **Henchman:** Male human Ftr3; hp 28; see Appendix 1: NPCs.

☛ **Averly:** Male human Wiz4; hp 17; see Appendix 1: NPCs.

Tactics: The henchmen move to intercept the characters as Quanart casts *bleed* the first round in support. Quanart then moves into combat. Averly starts to move to one side of the sanctuary to distance himself from spell effects that may be cast at Quanart.

Quanart surrenders and offers the location of the ritual to the characters on the condition that she must not find out he spoke.

APL 8 (EL 9)

☛ **Quanart:** Doppelganger Clr4 (Erythnul); hp 51; see Appendix 1: NPCs.

☛ **Henchmen (2):** Male human Ftr3; hp 28; see Appendix 1: NPCs.

☛ **Averly:** Male human Wiz6; hp 25; see Appendix 1: NPCs.

Tactics: The henchmen move to intercept the characters as Quanart casts in support from behind the altar. Quanart casts *calm emotions* on obvious barbarians.

Averly starts to move to one side of the sanctuary to distance himself from spell effects that may be cast at Quanart.

Quanart surrenders and offers the location of the ritual to the characters on the condition that she must not find out he spoke.

APL 10 (EL 11)

☛ **Quanart:** Doppelganger Clr6 (Erythnul); hp 63; see Appendix 1: NPCs.

☛ **Men-At-Arms (2):** Male human Ftr5; hp 44; see Appendix 1: NPCs.

☛ **Averly:** Male human Wiz8; hp 33; see Appendix 1: NPCs.

Tactics: The men-at-arms move to intercept the characters as Quanart casts in support from behind the altar. Quanart casts *calm emotions* on obvious barbarians.

Averly (*hasted*) starts to move to one side of the sanctuary to distance himself from spell effects that may be cast at Quanart. His first attack is *enervation* with a

target being obvious spellcasters and his second being a large fighter with his *ray of enfeeblement*, both in the same round.

Quanart surrenders and offers the location of the ritual to the characters on the condition that she must not find out that he spoke.

Development: Capturing one of the minions of Lady Kolgrim allows the characters get the location of the rites that are to be performed tonight. If all NPCs are dead, a successful Search check (DC 15) finds a map to the sacrificial site carved on the chest of the body on the altar.

ENCOUNTER 11: GATE IN WHO?

Having traveled to the location of the final ritual, there was little time to contact and have reinforcements arrive for support in vanquishing such a horrid evil. The only hope is to stop the ritual before it can be completed. Arriving at the site, your approach has gone unnoticed until now.

Lady Kolgrim looks up and speaks, "So you have discovered the truth, well it is too late for you to stop me. You will make excellent offerings to my Lord Belial for his first taste of the hunt in Verbobonc."

The Maiden Sherina of Anshan is staked before the large fiery pit between ebony poles. There are silver lanterns suspended from posts surrounding the fire pit. Each lantern is spilling a purplish smoke. The heat of the fire is immense.

The party must stop Lady Kolgrim from opening the gates of hell and allowing Belial, Lord of the 4th Ring of Hell to enter Verbobonc. The forces of evil have grown and joined the ritual in full abandon. Lady Kolgrim is leading the ritual, and the characters must fight their way into the center clearing if they intend to interrupt the ritual. The two ways to stop the ritual are to extinguish the *candle of invocation* in the silver lantern nearest to Lady Kolgrim or to interrupt Lady Kolgrim's casting of the spell. Slaying the maiden is not the key but a subterfuge to foil the adventures.

The armed guards are all wearing the livery of House of Milinous.

A *candle of invocation* is burning in the left lantern suspended on the post. 15 feet separate Lady Kolgrim and the lantern.

APL 4 (EL 7)

☛ **Lady Kolgrim:** Female human Clr5 (Tharizdun); hp 33; see Appendix 1: NPCs.

☛ **Farley:** Female human Ftr4; hp 32; see Appendix 1: NPCs.

☛ **Black Griffon Henchmen (2):** Male human Ftr1; hp 12, 12; see Appendix 1: NPCs.

Tactics: Lady Kolgrim engages the characters for 2 rounds then begins her ritual. The ritual is completed in 10 rounds. Lady Kolgrim has precast the following spells on

herself: *endurance*, *protection from good*, *protection from elements (acid)*. She also precast on Farley: *protection from good*.

Farley, her devoted defender, moves to her side. The Black Griffon Guardsmen stand against any charging characters with their halberds set for a charge.

APL 6 (EL 9)

☛ **Lady Kolgrim:** Female human Clr5 (Tharizdun); hp 33; see Appendix 1: NPCs.

☛ **Farley:** Female human Ftr5; hp 39; see Appendix 1: NPCs.

☛ **Black Griffon Henchmen (2):** Male human Ftr2; hp 20, 20; see Appendix 1: NPCs.

☛ **Frinse:** Female human Rog4; hp 22; see Appendix 1: NPCs.

☛ **Larza:** Female human Nec4; hp 21; see Appendix 1: NPCs.

Tactics: Lady Kolgrim engages the characters for 2 rounds then begins her ritual. The ritual is completed in 8 rounds. Lady Kolgrim has precast the following spells on herself: *endurance*, *protection from good*, *protection from elements (acid)*. She also precast on Farley: *protection from good*.

Farley, her devoted defender, moves to her side. The Black Griffon Guardsmen stand and initiate attacks of opportunity against any charging characters with their halberds set for a charge.

Larza has precast *protection from arrows* on Lady Kolgrim. Larza has also precast on herself: *endurance* and *mage armor*. Her first action is to cast haste followed by using the scroll to put a *wall of force* up to protect one flank.

Lady Kolgrim has prepared her defenses so that her protectors know where *walls of force* and other measures are cast to maximize her defense.

APL 8 (EL 11)

☛ **Lady Kolgrim:** Female human Clr9 (Tharizdun); hp 57; see Appendix 1: NPCs.

☛ **Farley:** Female human Ftr5/Devoted Defender*1; hp 47; see Appendix 1: NPCs.

☛ **Black Griffon Henchmen (2):** Male human Ftr2; hp 20, 20; see Appendix 1: NPCs.

☛ **Frinse:** Female human Rog4; hp 22; see Appendix 1: NPCs.

☛ **Larza:** Female human Nec6; hp 31; see Appendix 1: NPCs.

Tactics: Lady Kolgrim engages the characters for 2 rounds then begins her ritual. The ritual is completed in 7 rounds. Lady Kolgrim has precast the following spells on herself: *Spell Resistance*, *protection from good*, *protection from elements (fire, acid, sonic, cold)*, *endurance*, *freedom of movement*, *spell immunity (ice storm, flame strike)* and a *wall of force* (marked on the map). She also precast on Farley,

spell immunity (ice storm, flame strike), bull's strength, protection from good and protection from law.

Farley, her devoted defender, moves to her side. The Black Griffon Guardsmen stand and initiate attacks of opportunity against any charging characters with their halberds set for a charge.

Larza has precast *protection from arrows* on Lady Kolgrim. Larza has also precast on herself: *endurance* and *mage armor*. Her first action is to cast *haste* followed by using the scroll to put a *wall of force* up to protect one flank.

Lady Kolgrim has prepared her defenses so that her protectors know where *walls of force* and other measures are cast to maximize her defense.

APL 10 (EL 13)

➤ **Lady Kolgrim:** Female human Clr10 (Tharizdun); hp 63; see Appendix 1: NPCs.

➤ **Farley:** Female human Ftr5/Devoted Defender*3; hp 63; see Appendix 1: NPCs.

➤ **Black Griffon Guard (2):** Male human Ftr6; hp 52, 52; see Appendix 1: NPCs.

➤ **Frinse:** Female human Rog7/Shd1; hp 42; see Appendix 1: NPCs.

➤ **Larza:** Female human Nec8; hp 41; see Appendix 1: NPCs.

Tactics: Lady Kolgrim engages the characters for 2 rounds then begins her ritual. The ritual is completed in 6 rounds. Lady Kolgrim has precast the following spells on herself: *spell resistance*, *protection from good*, *protection from elements* (fire, acid, sonic, cold), *endurance*, *freedom of movement*, *spell immunity* (ice storm, flame strike) and a *wall of force* (marked on the map). She also precast on Farley, *spell immunity* (ice storm, flame strike), *bull's strength*, *greater magic weapon* +3 (longsword), *protection from good* and *protection from law*.

Farley, her devoted defender, moves to her side. The Black Griffon Guardsmen stand and initiate attacks of opportunity against any charging characters with their halberds set for a charge.

Larza has precast *protection from arrows* on Lady Kolgrim. Larza has also precast on herself: *endurance* and *mage armor*. Her first action is to cast *haste* followed by using the scroll to put a *wall of force* up to protect one flank. In the second round she casts *spiritwall* and *solid fog* to slow the characters down.

Lady Kolgrim has prepared her defenses so that her protectors know where *walls of force* and other measures are cast to maximize her defense.

CONCLUSION

GOOD TRIUMPHS

The characters successfully stop the sacrifice and prevent Balan from entering the Material Plane.

A fiery hand erupts from an opening in the fire pit grabbing Lady Kolgrim. The lady is pulled in to the pit, flames consuming her as she disappears and the rift closes.

The characters gather any prisoners and begin to leave as a force of Mounted Borderers and members of the First Army charge over the hill into the clearing under the banner of the Viscount. Leading the troops are Lord Milinous, Baron Rollof Avgustin, Overseer Branditan, Bishop Haufren, and His Noble Lordship Viscount Langard, Defender of the Faith. The area is secured and cleansed of the evil taint.

Any prisoners wearing the livery of Lord Milinous are beheaded on the spot by Lord Milinous' direct order with no warning nor discussion.

INFERNAL HUNTS BEGINS

The characters are unsuccessful in stopping the sacrificial opening of the gate.

Lord Balan, Huntmaster of Belial, enters the prime with a hunting pack of fiends. His mount, a large fiendish dire-bear eats the Maiden and licks Lady Kolgrim from stomach to head in one pass. Lady Kolgrim awaits her prize of power as Lord Balan pierces her through the heart with his spear. Lifting her up flicking her over his shoulder into the still open gate. The remaining hunting host begins to gorge themselves on the worshippers of evil.

Characters of less than 7 HD must make a Will save (DC 20) versus fear or run in panic for 1d6 rounds. Characters of more than 7 HD may stay to fight, and if they do so, they die.

If the party decides to tactically retreat (run) for more help, they are not pursued. As the characters make their way across the fields towards Verbobonc and farther, they are intercepted by a force of Mounted Borderers and members of the First Army under the banner of the Viscount and Church of St Cuthbert. Leading the troops are Lord Milinous, Baron Rollof Avgustin, Overseer Branditan, Bishop Haufren, and His Noble Lordship Viscount Langard, Defender of the Faith. A new plot series begins.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 2: Hunting by Moonlight

Defeat the fiendish wolves.

APL 4	0 XP
APL 6	0 XP
APL 8	90 XP

APL 10 150 XP

Encounter 8: Hunter or Prey

Defeat the hellhounds (and dark rider).

APL 4 120 XP
APL 6 180 XP
APL 8 210 XP
APL 10 270 XP

Encounter 9: Dark Forests

Defeat the trap.

APL 4 90 XP
APL 6 150 XP
APL 8 210 XP
APL 10 270 XP

Encounter 10: Anatomy of Deception

Defeat Quanart and friends.

APL 4 120 XP
APL 6 210 XP
APL 8 240 XP
APL 10 270 XP

Encounter 11: Gate in Who?

Defeat Lady Kolgrim and friends.

APL 4 210 XP
APL 6 270 XP
APL 8 330 XP
APL 10 390 XP

Discretionary Roleplaying Award

Good roleplaying and/or acts of uncommon courage.

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

Total Possible Experience

APL 4 600 XP
APL 6 900 XP
APL 8 1200 XP
APL 10 1500 XP

TREASURE SUMMARY

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

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 (that

is., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold 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 treasures from each encounter add it up and that is number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the Gp Gained field of the adventure certificate.

TREASURE KEY:

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

Encounter 8: Hunter or Prey

Defeat the dark rider and strip his gear.

APL 4: L: 0 gp; C: 0 gp; M: 0
APL 6: L: 0 gp; C: 0 gp; M: 0
APL 8: L: 161 gp; C: 9 gp; M: 0
APL 10: L: 161 gp; C: 12 gp; M: 0

Encounter 10: Anatomy of Deception

Defeat Quanart and friends, and strip their gear.

APL 4: L: 53 gp; C: 28 gp; M: 0
APL 6: L: 53 gp; C: 34 gp; M: 0
APL 8: L: 53 gp; C: 34 gp; M: *wand of fireball* (substituted electricity) (6th) (3 charges) (Value 122 gp per character).
APL 10: L: 53 gp; C: 34 gp; M: *wand of fireball* (substituted electricity) (6th) (3 charges) (Value 122 gp per character).

Encounter 11: Gate in Who?

Defeat Lady Kolgrim and friends and strip their gear.

APL 4: L: 370 gp; C: 35 gp; M: 0
APL 6: L: 418 gp; C: 49 gp; M: +1 *large steel shield* (Value 176 gp per character); *scroll of wall of force* (Value 169 gp per character).
APL 8: L: 268 gp; C: 49 gp; M: +1 *large steel shield* (Value 176 gp per character); *scroll of wall of force* (Value 169 gp per character); +1 *full plate armor* (Value 398 gp per character).

APL 10: L: 174 gp; C: 49 gp; M: +1 *large steel shield* (Value 176 gp per character); *scroll of wall of force* (Value 169 gp per character); +1 *full plate armor* (Value 398 gp per character); 3 +1 longswords (Value 347 gp per character).

Total Possible Treasure

APL 4: 486 gp
APL 6: 899 gp
APL 8: 1269 gp
APL 10: 2389 gp

Adventure Certificate Items

Research Guide to the Nine Hells: This manual is found in the desk of the upper floor room of the hunting lodge. Only a single character can receive this spellbook per table. Please mark a line through the entry for the spellbook on adventure certificates not receiving the book. The book cannot be copied.

Wrath of Nature: Druids not aiding the Manticore to escape or by standing by and allowing other to slay the beast, the druid suffers the Wrath of the Nature. The druid is unable to cast druidical spells and all Wilderness Lore checks have a -2 bonus. To remove this taint, the druid must spend 2 Time Units in service to Nature.

Characters that aid Swiftarrow and Yellow Feather to escape their cages are able to purchase *collars of resistance* as presented in *Masters of the Wild*. (Frequency: Region)

Characters that stop the ritual are able to purchase *equerry's armor* as presented in *Masters of the Wild*. (Frequency: Region)

Characters reporting the aftermath of the ritual to the proper authorities are able to purchase *vest of resistance* as presented in *Tome and Blood*. (Frequency: Region)

APPENDIX I: NPCS

ENCOUNTER 2: HUNTING BY MOONLIGHT

All APLs

☛ **Corporal Janic, 4th Mounted Borderers:** Male human Rng4; CR 4; Medium-size humanoid (human); HD 4d10+4; hp 32; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +5 melee (1d8+1/19-20, longsword) or +7 ranged (1d8/x3, composite longbow); SA Favored enemy (giants), spells; AL NG; SV Fort +5, Ref +3, Will +2; Str 12, Dex 15, Con 12, Int 14, Wis 12, Cha 12.

Skills and Feats: Animal Empathy +6, Hide +7, Gather Information +2, Knowledge (nature) +5, Knowledge (Verbobonc) +4, Listen +7, Move Silently +7, Ride +5, Search +7, Speak Languages (Common, Elven, Giant, Sylvan), Spot +6, Wilderness Lore +8; Mounted Combat, Point Blank Shot, Track, Weapon Focus (composite longbow).

Possessions: none.

Spells Prepared (1; base DC = 11 + spell level): 1st – speak with animals.

☛ **Sir Drinsal Burke:** Male human Ftr7; CR 7; Medium-size humanoid (human); HD 7d10+7; hp 53; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk +10/+5 melee (1d8+4/19-20, longsword) or +9/+4 melee (1d8+2/x3, heavy lance); AL LN; SV Fort +6, Ref +3, Will +5; Str 14, Dex 12, Con 12, Int 14, Wis 12, Cha 13.

Skills and Feats: Bluff +2, Diplomacy +2, Gather Information +4, Handle Animal +7, Innuendo +4, Listen +3, Ride +11, Sense Motive +3, Search +4, Speak Languages (Common, Elven, Gnomish, Dwarven), Spot +3; Combat Reflexes, Iron Will, Mounted Combat, Ride-By Attack, Spirited Charge, Trample, Weapon Focus (Longsword), Weapon Specialization (Longsword).

Possessions: longsword.

APL 8 (EL 3)

☛ **Fiendish Wolves (2):** CR 1; Medium-size magical beast; HD 2d8+4; hp 17; Init +2; Spd 50 ft.; AC 14 (touch 12, flat-footed 12); Atk +3 melee (1d6+1, bite); SA Trip, smite good; SQ Scent, darkvision 60 ft., cold and fire resistance 5, AL NE; SV Fort +5, Ref +5, Will +1; SR 4; Str 13, Dex 15, Con 15, Int 3, Wis 12, Cha 6.

Skills and Feats: Hide +3, Listen +6, Move Silently +4, Spot +4, Wilderness Lore +1*; Weapon Finesse (bite).

*Wolves receive a +4 racial bonus to Wilderness Lore checks when tracking by scent.

APL 10 (EL 5)

☛ **Fiendish Wolves (4):** CR 1; Medium-size magical beast; HD 2d8+4; hp 17; Init +2; Spd 50 ft.; AC 14 (touch 12, flat-footed 12); Atk +3 melee (1d6+1, bite); SA Trip, smite good; SQ Scent, darkvision 60 ft., cold and fire

resistance 5, AL NE; SV Fort +5, Ref +5, Will +1; SR 4; Str 13, Dex 15, Con 15, Int 3, Wis 12, Cha 6.

Skills and Feats: Hide +3, Listen +6, Move Silently +4, Spot +4, Wilderness Lore +1*; Weapon Finesse (bite).

*Wolves receive a +4 racial bonus to Wilderness Lore checks when tracking by scent.

ENCOUNTER 8: HUNTER OR PREY

APL 8 (EL 9)

☛ **Dark Rider:** Male half-fiend/human Ftr4; CR 6; Medium-size outsider; HD 4d10+16; hp 44; Init +3; Spd 20 ft.; AC 20 (touch 10; flat-footed 20); Atk +10 melee (1d8+5/19-20, longsword) or +10 melee (1d8+5/x3, heavy lance) or +9 melee (1d6+5, bite) and +4 melee (1d4+2, 2 claws); SA Spell-like abilities; SQ Darkvision 60 ft., immune to poison, acid, cold, electricity, and fire resistance 20; AL LE; SV Fort +8, Ref +4, Will +2; Str 20, Dex 16, Con 18, Int 16, Wis 12, Cha 10.

Skills and Feats: Handle Animal +6, Jump +1, Intimidate +4, Listen +4, Ride +10, Search +3, Speak Languages (Common, Celestial, Draconic, Elven, Giant, Infernal), Spot +4; Combat Reflexes, Mounted Combat, Ride-By Attack, Spirited Charge, Trample, Weapon Focus (heavy lance).

Possessions: large steel shield, half-plate armor, masterwork longsword, heavy lance, belt pouch, 45 gp.

Spell-like Abilities: 3/day – darkness; 1/day – desecrate.

☛ **Grissom (half-fiend/heavy warhorse):** CR 4; Large outsider; HD 4d8+16; hp 40; Init +3; Spd 50 ft.; AC 22 (touch 12, flat-footed 19); Atk +9 melee (1d6+6, 2 hooves) and +3 melee (1d8+3, bite); SA Spell-like abilities; SQ Scent, darkvision 60 ft., immune to poison, acid, cold, electricity, and fire resistance 20; AL LE; SV Fort +8, Ref +7, Will +2. Str 22, Dex 17, Con 19, Int 6, Wis 13, Cha 8.

Skills and Feats: Listen +7, Spot +7; Weapon Focus (hooves).

Possessions: chainmail barding, military saddle.

Spell-like Abilities: 3/day – darkness; 1/day – desecrate.

APL 10 (EL 11)

☛ **Dark Rider:** Male half-fiend/human Ftr7; CR 9; Medium-size outsider; HD 7d10+28; hp 74; Init +3; Spd 20 ft.; AC 20 (touch 10; flat-footed 20); Atk +14/+9 melee (1d8+7/19-20, longsword) or +13/+8 melee (1d8+5/x3, heavy lance) or +12 melee (1d6+5, bite) and +7 melee (1d4+2, 2 claws); SA Spell-like abilities; SQ Darkvision 60 ft., immune to poison, acid, cold, electricity, and fire resistance 20; AL LE; SV Fort +9, Ref +5, Will +3; Str 20, Dex 16, Con 18, Int 16, Wis 12, Cha 10.

Skills and Feats: Handle Animal +8, Jump +4, Intimidate +5, Listen +5, Ride +15, Search +4, Speak Languages (Common, Celestial, Draconic, Elven, Giant, Infernal), Spot +5; Combat Reflexes, Mounted Combat,

Ride-By Attack, Spirited Charge, Trample, Weapon Focus (heavy lance), Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: large steel shield, half-plate armor, masterwork longsword, heavy lance, belt pouch, 60 gp.

Spell-like Abilities: 3/day – darkness; 1/day – desecrate, unholy blight, contagion.

Grissom (half-fiend/heavy warhorse): CR 4; Large outsider; HD 4d8+16; hp 40; Init +3; Spd 50 ft.; AC 22 (touch 12, flat-footed 19); Atk +9 melee (1d6+6, 2 hooves) and +3 melee (1d8+3, bite); SA Spell-like abilities; SQ Scent, darkvision 60 ft., immune to poison, acid, cold, electricity, and fire resistance 20; AL LE; SV Fort +8, Ref +7, Will +2. Str 22, Dex 17, Con 19, Int 6, Wis 13, Cha 8.

Skills and Feats: Listen +7, Spot +7; Weapon Focus (hooves).

Possessions: chainmail barding, military saddle.

Spell-like Abilities: 3/day – darkness; 1/day – desecrate.

ENCOUNTER 10: ANATOMY OF DECEPTION

APL 4 (EL 5)

Quantar: Doppelganger Clr1 (Erythnul); CR 4; Medium-size shapechanger; HD 5d8+5; hp 33; Init +1; Spd 20 ft.; AC 20 (touch 11; flat-footed 19); Atk +4 melee (1d8+1, morningstar) or +4 melee (1d6+1, slam); SA Detect thoughts, spells, rebuke undead; SQ Alter self, immune to sleep and charm effects; AL LE; SV Fort +7, Ref +5, Will +9. Str 12, Dex 13, Con 12, Int 13, Wis 16, Cha 13.

Skills and Feats: Bluff +12, Concentration +5, Disguise +12, Listen +12, Knowledge (religion) +5, Sense Motive +6, Spellcraft +5, Spot +9; Alertness, Dodge, Spell Focus (Necromancy).

Possessions: ~~potion of shield~~, morningstar, chainmail armor, belt pouch, 70 gp.

Spells Prepared (3/2+1; base DC = 13 + spell level; 15 + spell level for Necromancy spells): 0 – detect magic, detect poison, resistance; 1st – bless, divine favor, magic weapon*.

*Domain spell. Domains: Trickery (Bluff, Disguise and Hide are class skills); War (Free Martial Weapon Proficiency (if necessary) and Weapon Focus with the deity's favored weapon).

Note: Begins combat having consumed a *potion of shield*.

Thugs (2): Male human Ftr1; CR 1; Medium-size humanoid (human); HD 1d10+2; hp 12; Init +1; Spd 20 ft.; AC 18 (touch 11; flat-footed 17); Atk +5 melee (1d8+3/19-20, longsword); AL LN; SV Fort +4, Ref +1, Will +0; Str 17, Dex 12, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +4, Listen +1, Ride +5, Spot +1; Power Attack, Sunder, Weapon Focus (longsword).

Possessions: ~~potion of shield~~, longsword, chainmail armor, large steel shield, belt pouch, 35 gp.

Note: Begins combat having consumed a *potion of shield*.

APL 6 (EL 7)

Quantar: Doppelganger Clr2 (Erythnul); CR 5; Medium-size shapechanger; HD 6d8+6; hp 39; Init +1; Spd 20 ft.; AC 20 (touch 11; flat-footed 19); Atk +5 melee (1d8+1, morningstar) or +5 melee (1d6+1, slam); SA Detect thoughts, spells, rebuke undead; SQ Alter self, immune to sleep and charm effects; AL LE; SV Fort +8, Ref +5, Will +10. Str 12, Dex 13, Con 12, Int 13, Wis 16, Cha 13.

Skills and Feats: Bluff +12, Concentration +6, Disguise +12, Listen +12, Knowledge (religion) +6, Sense Motive +6, Spellcraft +6, Spot +9; Alertness, Dodge, Spell Focus (Necromancy).

Possessions: ~~potion of shield~~, morningstar, chainmail armor, belt pouch, 70 gp.

Spells Prepared (4/3+1; base DC = 13 + spell level; 15 + spell level for Necromancy spells): 0 – detect magic, detect poison, read magic, resistance; 1st – bane, bless, divine favor, magic weapon*.

*Domain spell. Domains: Trickery (Bluff, Disguise and Hide are class skills); War (Free Martial Weapon Proficiency (if necessary) and Weapon Focus with the deity's favored weapon).

Note: Begins combat having consumed a *potion of shield*.

Henchman: Male human Ftr3; CR 3; Medium-size humanoid (human); HD 3d10+6; hp 28; Init +1; Spd 20 ft.; AC 18 (touch 11; flat-footed 17); Atk +7 melee (1d8+3/19-20, longsword); AL LN; SV Fort +5, Ref +2, Will +1; Str 17, Dex 12, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +6, Listen +2, Ride +7, Spot +2; Improved Sunder*, Power Attack, Power Lunge*, Sunder, Weapon Focus (longsword).

Possessions: ~~potion of shield~~, longsword, chainmail armor, large steel shield, belt pouch, 35 gp.

*See Appendix 2: New Rules for additional information.

Note: Begins combat having consumed a *potion of shield*.

Averly: Male human Wiz4; CR 4; Medium-size humanoid (human); HD 4d4+4; hp 17; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +1 melee (1d6-1, quarterstaff) or +1 melee (1d4-1/19-20, dagger); SQ Spells; AL LE; SV Fort +2, Ref +3, Will +6; Str 8, Dex 14, Con 12, Int 17, Wis 14, Cha 10.

Skills and Feats: Concentration +8, Listen +4, Knowledge (arcana) +10, Knowledge (the planes) +10, Scry +9, Spellcraft +10, Spot +4; Energy Substitution (electricity)*, Heighten Spell, Spell Focus (Evocation).

Possessions: ~~potion of shield~~, quarterstaff, dagger, belt pouch, 35 gp.

Spells Prepared (4/4/3 base DC = 13 + spell level; 15 + spell level for Evocation spells): 0 – detect magic, flare, ray of frost, read magic; 1st – burning hands (substituted electricity), lesser electrical orb*, ray of enfeeblement, magic missile; 2nd – choke*, endurance, Melf's acid arrow.

*See Appendix 2: New Rules for additional information.

Note: Begins combat having consumed a *potion of shield*.

Familiar (toad): Diminutive magical beast; HD 4d8; hp 8; Init +1 (Dex); Spd 5 ft.; AC 17 (touch 15, flat-footed 16); Atk -3 melee (touch); SQ Alertness, improved evasion, share spells, empathic link, touch; Face/Reach 1 ft. by 1 ft./0 ft.; AL N; SV Fort +2, Ref +3, Will +6; Str 1, Dex 12, Con 11, Int 7, Wis 14, Cha 4.

Skills: Hide +21, Listen +5, Spot +5.

APL 8 (EL 9)

☛**Quantar:** Doppelganger Clr4 (Erythnul); CR 7; Medium-size shapechanger; HD 8d8+8; hp 51; Init +1; Spd 20 ft.; AC 20 (touch 11; flat-footed 19); Atk +7 melee (1d8+1, morningstar) or +7 melee (1d6+1, slam); SA Detect thoughts, spells, rebuke undead; SQ Alter self, immune to sleep and charm effects; AL LE; SV Fort +9, Ref +6, Will +11. Str 12, Dex 13, Con 12, Int 13, Wis 17, Cha 13.

Skills and Feats: Bluff +12, Concentration +8, Disguise +12, Listen +12, Knowledge (religion) +8, Sense Motive +6, Spellcraft +8, Spot +9; Alertness, Dodge, Spell Focus (Necromancy).

Possessions: ~~potion of shield~~, morningstar, chainmail armor, belt pouch, 70 gp.

Spells Prepared (5/4+1/3+1; base DC = 13 + spell level; 15 + spell level for Necromancy spells): 0 – detect magic, detect poison, guidance, read magic, resistance; 1st – bane, bless, divine favor, doom, magic weapon*; 2nd – calm emotions, hold person, silence, spiritual weapon*.

*Domain spell. **Domains:** Trickery (Bluff, Disguise and Hide are class skills); War (Free Martial Weapon Proficiency (if necessary) and Weapon Focus with the deity's favored weapon).

Note: Begins combat having consumed a *potion of shield*.

☛**Henchmen (2):** Male human Ftr3; CR 3; Medium-size humanoid (human); HD 3d10+6; hp 28; Init +1; Spd 20 ft.; AC 18 (touch 11; flat-footed 17); Atk +7 melee (1d8+3/19-20, longsword); AL LN; SV Fort +5, Ref +2, Will +1; Str 17, Dex 12, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +6, Listen +2, Ride +7, Spot +2; Improved Sunder*, Power Attack, Power Lunge*, Sunder, Weapon Focus (longsword).

Possessions: ~~potion of shield~~, longsword, chainmail armor, large steel shield, belt pouch, 35 gp.

*See Appendix 2: New Rules for additional information.

Note: Begins combat having consumed a *potion of shield*.

☛**Averly:** Male human Wiz6; CR 6; Medium-size humanoid (human); HD 6d4+6; hp 25; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +2 melee (1d6-1, quarterstaff) or +2 melee (1d4-1/19-20, dagger); SQ Spells; AL LE; SV Fort +3, Ref +4, Will +7; Str 8, Dex 14, Con 12, Int 17, Wis 14, Cha 10.

Skills and Feats: Concentration +10, Listen +4, Knowledge (arcana) +12, Knowledge (the planes) +12, Scry +11, Spellcraft +12, Spot +5; Energy Substitution (electricity)*, Greater Spell Focus (Evocation)*, Heighten Spell, Silent Spell, Spell Focus (Evocation).

Possessions: ~~potion of shield~~, wand of fireball (6th) (substituted electricity) (3 charges), quarterstaff, dagger, belt pouch, 35 gp.

Spells Prepared (4/4/4/3 base DC = 13 + spell level; 17 + spell level for Evocation spells): 0 – detect magic, flare, ray of frost, read magic; 1st – burning hands (substituted electricity), lesser electrical orb*, ray of enfeeblement, magic missile; 2nd – choke*, endurance, lesser electrical orb (heightened), Melf's acid arrow; 3rd – ~~displacement~~, dispel magic, haste.

*See Appendix 2: New Rules for additional information.

Note: Begins combat having consumed a *potion of shield*, and having cast *haste* and *displacement*.

Familiar (toad): Diminutive magical beast; HD 6d8; hp 12; Init +1 (Dex); Spd 5 ft.; AC 18 (touch 15, flat-footed 17); Atk -2 melee (touch); SQ Alertness, improved evasion, share spells, empathic link, touch, speak with master; Face/Reach 1 ft. by 1 ft./0 ft.; AL N; SV Fort +2, Ref +3, Will +7; Str 1, Dex 12, Con 11, Int 8, Wis 14, Cha 4.

APL 10 (EL 11)

☛**Quantar:** Doppelganger Clr6 (Erythnul); CR 9; Medium-size shapechanger; HD 10d8+10; hp 63; Init +1; Spd 20 ft.; AC 20 (touch 11; flat-footed 19); Atk +8 melee (1d8+1, morningstar) or +8 melee (1d6+1, slam); SA Detect thoughts, spells, rebuke undead; SQ Alter self, immune to sleep and charm effects; AL LE; SV Fort +10, Ref +7, Will +12. Str 12, Dex 13, Con 12, Int 13, Wis 17, Cha 13.

Skills and Feats: Bluff +12, Concentration +10, Disguise +12, Listen +12, Knowledge (religion) +10, Sense Motive +6, Spellcraft +10, Spot +9; Alertness, Dodge, Spell Focus (Necromancy).

Possessions: ~~potion of shield~~, morningstar, chainmail armor, belt pouch, 70 gp.

Spells Prepared (5/4+1/4+1/3+1; base DC = 13 + spell level; 15 + spell level for Necromancy spells): 0 – detect magic, detect poison, guidance, read magic, resistance; 1st – bane, bless, divine favor, doom, magic weapon*; 2nd – calm emotions, hold person, resist elements, silence, spiritual weapon*; 3rd – curse of the brute**, dispel magic, magic vestment*, sword stream**.

*Domain spell. **Domains:** Trickery (Bluff, Disguise and Hide are class skills); War (Free Martial Weapon Proficiency (if necessary) and Weapon Focus with the deity's favored weapon).

**See Appendix 2: New Rules for additional information.

Note: Begins combat having consumed a *potion of shield*.

☛**Men-At-Arms (2):** Male human Ftr5; CR 5; Medium-size humanoid (human); HD 5d10+10; hp 44; Init +1; Spd 20 ft.; AC 18 (touch 11; flat-footed 17); Atk +10 melee (1d8+4/19-20, longsword); AL LN; SV Fort +6, Ref +2, Will +1; Str 18, Dex 12, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +6, Listen +3, Ride +9, Spot +3; Improved Sunder*, Power Attack, Power

Lunge*, Remain Conscious*, Sunder, Weapon Focus (longsword).

Possessions: ~~potion of shield~~, longsword, chainmail armor, large steel shield, belt pouch, 35 gp.

*See Appendix 2: New Rules for additional information.

Note: Begins combat having consumed a *potion of shield*.

➤ **Averly:** Male human Wiz8; CR 8; Medium-size humanoid (human); HD 8d4+8; hp 33; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +3 melee (1d6-1, quarterstaff) or +3 melee (1d4-1/19-20, dagger); SQ Spells; AL LE; SV Fort +3, Ref +4, Will +8; Str 8, Dex 14, Con 12, Int 18, Wis 14, Cha 10.

Skills and Feats: Concentration +12, Listen +5, Knowledge (arcana) +14, Knowledge (the planes) +14, Scry +13, Spellcraft +14, Spot +6; Energy Substitution (electricity)*, Greater Spell Focus (Evocation)*, Heighten Spell, Silent Spell, Spell Focus (Evocation).

Possessions: ~~potion of shield~~, wand of fireball (substituted electricity) (6th) (3 charges), quarterstaff, dagger, belt pouch, 35 gp.

Spells Prepared (4/5/4/4/3 base DC = 14 + spell level; 18 + spell level for Evocation spells): 0 – *detect magic, flare, ray of frost, read magic*; 1st – *burning hands* (substituted electricity), *lesser electrical orb** (2), *ray of enfeeblement, magic missile*; 2nd – *choke**, *endurance, lesser electrical orb (heightened), Melf's acid arrow*; 3rd – ~~*displacement, dispel magic, haste*~~; 4th – *enervation, ice storm (substituted electricity), minor globe of invulnerability*.

*See Appendix 2: New Rules for additional information.

Note: Begins combat having consumed a *potion of shield*, and having cast *haste, displacement, and minor globe of invulnerability*.

Familiar (toad): Diminutive magical beast; HD 8d8; hp 16; Init +1 (Dex); Spd 5 ft.; AC 19 (touch 15, flat-footed 18); Atk -1 melee (touch); SQ Alertness, improved evasion, share spells, empathic link, touch, speak with master, speak with animals of its type; Face/Reach 1 ft. by 1 ft./0 ft.; AL N; SV Fort +2, Ref +3, Will +7; Str 1, Dex 12, Con 11, Int 9, Wis 14, Cha 4.

ENCOUNTER 11: GATE IN WHO?

APL 4 (EL 7)

➤ **Lady Kolgrim:** Female human Clr5 (Tharizdun); CR 5; Medium-size humanoid (human); HD 5d8+5; hp 33; Init +4; Spd 30 ft.; AC 10 (touch 10; flat-footed 10); Atk +2 melee (1d6-1, quarterstaff); SA Spells, rebuke undead; SQ Insanity (+2); AL LE; SV Fort +5, Ref +1, Will +8. Str 8, Dex 10, Con 12, Int 14, Wis 18, Cha 12.

Skills and Feats: Concentration +12, Knowledge (arcana) +7, Knowledge (the planes) +6, Knowledge (religion) +10, Scry +6, Spellcraft +9; Improved Initiative, Skill Focus (Concentration), Spell Focus (Necromancy).

Possessions: silver sacrificial dagger, belt pouch, 70 gp.

Spells Prepared (5/4+1/3+1/2+1; base DC = 16 + spell level; 18 + spell level for Necromancy spells): 0 – *detect magic, detect poison, guidance, light, resistance*; 1st – *cause fear, doom, mage armor**, *protection from good* (2); 2nd – *calm emotions, endurance, hold person, Tharizdun's touch**(**); 3rd – *protection from elements* (2), *rage**(**).

*Domain spell. Domains: Madness (Once per day, you can see and act with the clarity of true madness. Use your Insanity score as a bonus on a single roll involving Wisdom, such as a Listen check or Will saving throw. Choose to use this power before the roll is made); Force (By manipulating cosmic forces of destruction, once per day the cleric can reroll any damage roll (for a weapon, a spell, or an ability) and take the better of the two rolls).

**See Appendix 2: New Rules for additional information.

➤ **Farley:** Female human Ftr4; CR 4; Medium-size humanoid (human); HD 4d10+4; hp 32; Init +1; Spd 20 ft.; AC 21 (touch 11, flat-footed 20); Atk +8 melee (1d8+4/19-20, longsword); AL LN; SV Fort +5, Ref +6, Will +2; Str 14, Dex 16, Con 12, Int 12, Wis 12, Cha 10.

Skills and Feats: Handle Animal +5, Ride +9, Search +4, Sense Motive +4, Spot +6; Alertness, Combat Reflexes, Hold the Line*, Lightning Reflexes, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: ~~potion of endurance~~, masterwork longsword, full plate armor, large steel shield, belt pouch, 35 gp.

*See Appendix 2: New Rules for additional information.

Note: Drinks her *potion of endurance* prior to the encounter. Not figured in.

➤ **Black Griffon Henchmen (2):** Male human Ftr1; CR 1; Medium-size humanoid (human); HD 1d10+2; hp 12; Init +1; Spd 20 ft.; AC 18 (touch 11; flat-footed 17); Atk +5 melee (1d8+3/19-20, longsword) or +4 melee (1d10+3/x3, halberd); AL LN; SV Fort +4, Ref +1, Will +1; Str 16, Dex 12, Con 14, Int 13, Wis 12, Cha 8.

Skills and Feats: Handle Animal +3, Listen +3, Ride +5, Spot +3; Combat Reflexes, Expertise, Hold the Line*, Improved Trip.

Possessions: masterwork longsword, halberd, half-plate armor, pouch with 35 gp.

*See Appendix 2: New Rules for additional information.

APL 6 (EL 9)

➤ **Lady Kolgrim:** Female human Clr5 (Tharizdun); CR 5; Medium-size humanoid (human); HD 5d8+5; hp 33; Init +4; Spd 30 ft.; AC 10 (touch 10; flat-footed 10); Atk +2 melee (1d6-1, quarterstaff); SA Spells, rebuke undead; SQ Insanity (+2); AL LE; SV Fort +5, Ref +1, Will +8. Str 8, Dex 10, Con 12, Int 14, Wis 18, Cha 12.

Skills and Feats: Concentration +12, Knowledge (arcana) +7, Knowledge (the planes) +6, Knowledge (religion) +10, Scry +6, Spellcraft +9; Improved

Initiative, Skill Focus (Concentration), Spell Focus (Necromancy).

Possessions: silver sacrificial dagger, belt pouch, 70 gp.

Spells Prepared (5/4+1/3+1/2+1; base DC = 16 + spell level; 18 + spell level for Necromancy spells): 0 – *detect magic*, *detect poison*, *guidance*, *light*, *resistance*; 1st – *cause fear*, *doom*, *mage armor*^{*}, *protection from good* (2); 2nd – *calm emotions*, *endurance*, *hold person*, *Tharizdun's touch*^{**}; 3rd – *protection from elements* (2), *rage*^{**}.

*Domain spell. Domains: Madness (Once per day, you can see and act with the clarity of true madness. Use your Insanity score as a bonus on a single roll involving Wisdom, such as a Listen check or Will saving throw. Choose to use this power before the roll is made); Force (By manipulating cosmic forces of destruction, once per day the cleric can reroll any damage roll (for a weapon, a spell, or an ability) and take the better of the two rolls).

**See Appendix 2: New Rules for additional information.

➤ **Farley**: Female human Ftr5; CR 5; Medium-size humanoid (human); HD 5d10+5; hp 39; Init +1; Spd 20 ft.; AC 22 (touch 11, flat-footed 21); Atk +9 melee (1d8+4/19-20, longsword); AL LN; SV Fort +5, Ref +6, Will +2; Str 14, Dex 16, Con 12, Int 12, Wis 12, Cha 10.

Skills and Feats: Handle Animal +5, Ride +9, Search +5, Sense Motive +5, Spot +7; Alertness, Combat Reflexes, Hold the Line^{*}, Lightning Reflexes, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: ~~potion of endurance~~, masterwork longsword, full plate armor, +1 large steel shield, belt pouch, 35 gp.

*See Appendix 2: New Rules for additional information.

Note: Drinks her *potion of endurance* prior to the encounter. Not figured in.

➤ **Black Griffon Henchmen (2)**: Male human Ftr2; CR 2; Medium-size humanoid (human); HD 2d10+4; hp 20; Init +1; Spd 20 ft.; AC 18 (touch 11; flat-footed 17); Atk +6 melee (1d8+3/19-20, longsword) or +5 melee (1d10+3/x3, halberd); AL LN; SV Fort +5, Ref +1, Will +1; Str 16, Dex 12, Con 14, Int 13, Wis 12, Cha 8.

Skills and Feats: Handle Animal +4, Listen +3, Ride +8, Spot +3; Combat Reflexes, Expertise, Hold the Line^{*}, Improved Trip.

Possessions: masterwork longsword, halberd, half-plate armor, pouch with 35 gp.

*See Appendix 2: New Rules for additional information.

➤ **Frinse**: Female human Rog4; CR 4; Medium-size humanoid (human); HD 4d6+4; hp 22; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +7 melee (1d6/18-20, rapier); SA Sneak attack (+2d6); SQ Evasion, uncanny dodge (Dex bonus to AC); AL CN;

SV Fort +2, Ref +7, Will +2. Str 10, Dex 17, Con 12, Int 12, Wis 12, Cha 12.

Skills and Feats: Balance +10, Disable Device +7, Disguise +4, Gather Information +4, Hide +10, Knowledge (arcana) +2, Listen +8, Move Silently +10, Perform +4, Search +8, Spot +8, Tumble +10, Use Magic Device +5; Dodge, Mobility, Weapon Finesse (rapier).

Possessions: masterwork rapier, masterwork studded leather armor, belt pouch, 35 gp.

➤ **Larza**: Female human Nec4; CR 4; Medium-size humanoid (human); HD 4d4+8; hp 21; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk +2 melee (1d6, quarterstaff) or +2 melee (1d4/19-20, dagger); SA Spells; AL LE; SV Fort +3, Ref +2, Will +5; Str 10, Dex 12, Con 14, Int 17, Wis 12, Cha 12.

Skills and Feats: Concentration +9, Listen +4, Knowledge (arcana) +8, Knowledge (the planes) +7, Scry +10, Spellcraft +10, Spot +4; Combat Casting, Spell Focus (Necromancy), Spell Focus (Transmutation).

Possessions: ~~potion of intelligence~~, scroll of wall of force, quarterstaff, dagger, belt pouch, 35 gp.

Spells Prepared (5/5/4; base DC = 13 + spell level; 15 + spell level with Necromancy and Transmutation spells): 0 – *detect magic*, *disrupt undead*, *flare*, *ray of frost*, *read magic*; 1st – *charm person*, *lesser cold orb*^{*}, *mage armor*, *ray of enfeeblement*, *shield*; 2nd – *cat's grace*, *endurance*, *ghoul touch*, *protection from arrows*.

Note: Drinks her *potion of intelligence* prior to the encounter. Not figured in.

*See Appendix 2: New Rules for additional information.

APL 8 (EL 11)

➤ **Lady Kolgrim**: Female human Clr9 (Tharizdun); CR 9; Medium-size humanoid (human); HD 9d8+9; hp 57; Init +4; Spd 30 ft.; AC 10 (touch 10; flat-footed 10); Atk +5/+0 melee (1d6-1, quarterstaff); SA Spells, rebuke undead; SQ Insanity (+4); AL LE; SV Fort +7, Ref +3, Will +10. Str 8, Dex 10, Con 12, Int 14, Wis 19, Cha 12.

Skills and Feats: Concentration +15, Knowledge (arcana) +10, Knowledge (the planes) +8, Knowledge (religion) +10, Scry +9, Spellcraft +12; Extra Spell Slot (4th)^{**}, Heighten Spell, Improved Initiative, Skill Focus (Concentration), Spell Focus (Necromancy).

Possessions: silver sacrificial dagger, belt pouch, 70 gp.

Spells Prepared (6/5+1/5+1/4+1/4+1/2+1; base DC = 18 + spell level; 20 + spell level for Necromancy spells): 0 – *detect magic*, *detect poison*, *guidance*, *light*, *read magic*, *resistance*; 1st – *cause fear*, *doom*, *mage armor*^{*}, *protection from good* (2), *protection from law* (2); 2nd – *bull's strength*, *calm emotions*, *endurance*, *hold person*, *silence*, *Tharizdun's touch*^{**}; 3rd – *protection from elements* (4), *rage*^{**}; 4th – *freedom of movement*, *greater magic weapon*, *Otiluke's resilient sphere*, *spell immunity* (2); 5th – *slay living*, *spell resistance*, *wall of force*^{*}.

*Domain spell. Domains: Madness (Once per day, you can see and act with the clarity of true madness. Use your Insanity score as a bonus on a single roll involving

Wisdom, such as a Listen check or Will saving throw. Choose to use this power before the roll is made); Force (By manipulating cosmic forces of destruction, once per day the cleric can reroll any damage roll (for a weapon, a spell, or an ability) and take the better of the two rolls).

**See Appendix 2: New Rules for additional information.

➤ **Farley:** Female human Ftr5/Devoted Defender*1; CR 6; Medium-size humanoid (human); HD 5d10+1d12+6; hp 47; Init +1; Spd 20 ft.; AC 24 (touch 12, flat-footed 22); Atk +10/+5 melee (1d8+4/19-20, longsword); SQ Harm's way; AL LN; SV Fort +7, Ref +8, Will +2; Str 14, Dex 16, Con 12, Int 12, Wis 12, Cha 10.

Skills and Feats: Handle Animal +5, Ride +9, Search +6, Sense Motive +6, Spot +9; Alertness, Blind-Fight; Combat Reflexes, Hold the Line*, Lightning Reflexes, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: ~~potion of endurance~~, masterwork longsword, +1 full plate armor, +1 large steel shield, belt pouch, 35 gp.

*See Appendix 2: New Rules for additional information.

Note: Drinks her *potion of endurance* prior to the encounter. Not figured in.

➤ **Black Griffon Henchmen (2):** Male human Ftr2; CR 2; Medium-size humanoid (human); HD 2d10+4; hp 20; Init +1; Spd 20 ft.; AC 18 (touch 11; flat-footed 17); Atk +6 melee (1d8+3/19-20, longsword) or +5 melee (1d10+3/x3, halberd); AL LN; SV Fort +5, Ref +1, Will +1; Str 16, Dex 12, Con 14, Int 13, Wis 12, Cha 8.

Skills and Feats: Handle Animal +4, Listen +3, Ride +8, Spot +3; Combat Reflexes, Expertise, Hold the Line*, Improved Trip.

Possessions: masterwork longsword, halberd, half-plate armor, pouch with 35 gp.

*See Appendix 2: New Rules for additional information.

➤ **Frinse:** Female human Rog4; CR 4; Medium-size humanoid (human); HD 4d6+4; hp 22; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +7 melee (1d6/18-20, rapier); SA Sneak attack (+2d6); SQ Evasion, uncanny dodge (Dex bonus to AC); AL CN; SV Fort +2, Ref +7, Will +2. Str 10, Dex 17, Con 12, Int 12, Wis 12, Cha 12.

Skills and Feats: Balance +10, Disable Device +7, Disguise +4, Gather Information +4, Hide +10, Knowledge (arcana) +2, Listen +8, Move Silently +10, Perform +4, Search +8, Spot +8, Tumble +10, Use Magic Device +5; Dodge, Mobility, Weapon Finesse (rapier).

Possessions: masterwork rapier, masterwork studded leather armor, belt pouch, 35 gp.

➤ **Larza:** Female human Nec6; CR 6; Medium-size humanoid (human); HD 6d4+12; hp 31; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk +3 melee (1d6,

quarterstaff) or +3 melee (1d4/19-20, dagger); SA Spells; AL LE; SV Fort +4, Ref +3, Will +6; Str 10, Dex 12, Con 14, Int 17, Wis 12, Cha 12.

Skills and Feats: Concentration +11, Listen +5, Knowledge (arcana) +10, Knowledge (the planes) +9, Scry +10, Spellcraft +12, Spot +5; Combat Casting, Greater Spell Focus (Necromancy), Silent Spell, Spell Focus (Necromancy), Spell Focus (Transmutation).

Possessions: ~~potion of Intelligence~~, scroll of wall of force, quarterstaff, dagger, belt pouch, 35 gp.

Spells Prepared (5/5/5/4; base DC = 13 + spell level; 15 + spell level with Transmutation spells; 17 + spell level with Necromancy spells): 0 – *detect magic, disrupt undead, flare, ray of frost, read magic*; 1st – *charm person, lesser cold orb**, *mage armor, ray of enfeeblement, shield*; 2nd – *cat's grace, choke**, *endurance, ghoul touch, protection from arrows*; 3rd – *displacement, haste, slow, vampiric touch*.

Note: Drinks her *potion of Intelligence* prior to the encounter. Not figured in.

*See Appendix 2: New Rules for additional information.

APL 10 (EL 13)

➤ **Lady Kolgrim:** Female human Clr10 (Tharizdun); CR 10; Medium-size humanoid (human); HD 10d8+10; hp 63; Init +4; Spd 30 ft.; AC 10 (touch 10; flat-footed 10); Atk +6/+1 melee (1d6-1, quarterstaff); SA Spells, rebuke undead; SQ Insanity (+5); AL LE; SV Fort +8, Ref +3, Will +11. Str 8, Dex 10, Con 12, Int 14, Wis 19, Cha 12.

Skills and Feats: Concentration +16, Knowledge (arcana) +10, Knowledge (the planes) +9, Knowledge (religion) +11, Scry +10, Spellcraft +12; Extra Spell Slot (4th)*, Heighten Spell, Improved Initiative, Skill Focus (Concentration), Spell Focus (Necromancy).

Possessions: silver sacrificial dagger, belt pouch, 70 gp.

Spells Prepared (6/5+1/5+1/4+1/5+1/3+1; base DC = 19 + spell level; 21 + spell level for Necromancy spells): 0 – *detect magic, detect poison, guidance, light, read magic, resistance*; 1st – *cause fear, doom, mage armor**, *protection from good* (2), *protection from law* (2); 2nd – *bull's strength, calm emotions, endurance, hold person, silence, Tharizdun's touch*(**)*; 3rd – *protection from elements* (4), *rage*(**)*; 4th – *divine power, freedom of movement, greater magic weapon, Otiluke's resilient sphere, spell immunity* (2); 5th – *slay living* (2), *spell resistance, wall of force**.

*Domain spell. *Domains:* Madness (Once per day, you can see and act with the clarity of true madness. Use your Insanity score as a bonus on a single roll involving Wisdom, such as a Listen check or Will saving throw. Choose to use this power before the roll is made); Force (By manipulating cosmic forces of destruction, once per day the cleric can reroll any damage roll (for a weapon, a spell, or an ability) and take the better of the two rolls).

**See Appendix 2: New Rules for additional information.

➤ **Farley:** Female human Ftr5/Devoted Defender*3; CR 8; Medium-size humanoid (human); HD 5d10+3d12+8;

hp 63; Init +1; Spd 20 ft.; AC 25 (touch 13, flat-footed 22); Atk +12/+7 melee (1d8+4/19-20, longsword); SQ Harm's way, defensive strike, deflect attack +1; AL LN; SV Fort +8, Ref +9, Will +3; Str 14, Dex 16, Con 12, Int 12, Wis 12, Cha 10.

Skills and Feats: Handle Animal +5, Listen +5, Ride +9, Search +9, Sense Motive +8, Spot +10; Alertness, Blind-Fight; Combat Reflexes, Hold the Line*, Lightning Reflexes, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: ~~potion of endurance~~, +1 longsword, +1 full plate armor, +1 large steel shield, belt pouch, 35 gp.

*See Appendix 2: New Rules for additional information.

Note: Drinks her *potion of endurance* prior to the encounter. Not figured in.

➤ **Black Griffon Guard (2):** Male human Ftr6; CR 6; Medium-size humanoid (human); HD 6d10+12; hp 52; Init +1; Spd 20 ft.; AC 18 (touch 11; flat-footed 17); Atk +11/+6 melee (1d8+6/19-20, longsword) or +10/+5 melee (1d10+3/x3, halberd); AL LN; SV Fort +7, Ref +3, Will +3; Str 17, Dex 12, Con 14, Int 13, Wis 12, Cha 8.

Skills and Feats: Handle Animal +8, Listen +5, Ride +12, Spot +5; Combat Reflexes, Expertise, Hold the Line*, Improved Trip, Knock Down*, Weapon Focus (halberd), Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: +1 longsword, halberd, half-plate armor, pouch with 35 gp.

*See Appendix 2: New Rules for additional information.

➤ **Frinse:** Female human Rog7/Shd1; CR 8; Medium-size humanoid (human); HD 8d6+8; hp 42; Init +4; Spd 30 ft.; AC 17 (touch 14, flat-footed 13); Atk +9 melee (1d6/18-20, rapier); SA Sneak attack (+4d6); SQ Evasion, uncanny dodge (Dex bonus to AC, can't be flanked), hide in plain sight; AL CN; SV Fort +3, Ref +11, Will +3, Str 10, Dex 18, Con 12, Int 12, Wis 12, Cha 12.

Skills and Feats: Balance +15, Disable Device +10, Disguise +7, Gather Information +6, Hide +15, Knowledge (arcana) +4, Listen +10, Move Silently +15, Perform +6, Search +10, Spot +8, Tumble +15, Use Magic Device +9; Combat Reflexes, Dodge, Mobility, Weapon Finesse (rapier).

Possessions: masterwork rapier, masterwork studded leather armor, belt pouch, 35 gp.

➤ **Larza:** Female human Nec8; CR 8; Medium-size humanoid (human); HD 8d4+16; hp 41; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk +4 melee (1d6, quarterstaff) or +4 melee (1d4/19-20, dagger); SA Spells; AL LE; SV Fort +4, Ref +3, Will +7; Str 10, Dex 12, Con 14, Int 18, Wis 12, Cha 12.

Skills and Feats: Concentration +13, Listen +6, Knowledge (arcana) +12, Knowledge (the planes) +10, Scry +12, Spellcraft +14, Spot +6; Combat Casting,

Greater Spell Focus (Necromancy), Silent Spell, Spell Focus (Necromancy), Spell Focus (Transmutation).

Possessions: ~~potion of Intelligence~~, scroll of wall of force, quarterstaff, dagger, belt pouch, 35 gp.

Spells Prepared (5/6/5/5/4; base DC = 14 + spell level; 16 + spell level with Transmutation spells; 18 + spell level with Necromancy spells): 0 – *detect magic*, *disrupt undead*, *flare*, *ray of frost*, *read magic*; 1st – *charm person*, *lesser cold orb** (2), *mage armor*, *ray of enfeeblement*, *shield*; 2nd – *cat's grace*, *choke**, *endurance*, *ghoul touch*, *protection from arrows*; 3rd – *displacement*, *haste*, *slow*, *vampiric touch* (2); 4th – *enervation*, *Evard's black tentacles*, *minor globe of invulnerability*, *solid fog*.

Note: Drinks her *potion of Intelligence* prior to the encounter. Not figured in.

*See Appendix 2: New Rules for additional information.

APPENDIX 2: NEW RULES

ENERGY SUBSTITUTION [METAMAGIC] AS PRESENTED IN *TOME AND BLOOD*

You can modify a spell that uses one type of energy to use another type of energy

Prerequisite: Any other metamagic feat, 5 ranks in Knowledge (Arcana).

Benefit: Choose one type of energy: acid, cold, electricity, fire, or sonic. You can modify a spell with an energy designator to use the chosen type of energy instead. A substituted spell works normally in all respects except the type of damage dealt (see sidebar).

A substituted spell uses a spell slot of the spell's normal level, modified by any other metamagic feats.

Special: You can gain this feat multiple times, each time it applies to a different type of energy.

EXTRA SPELL SLOT [METAMAGIC] AS PRESENTED IN *TOME AND BLOOD*

You can cast an extra spell.

Prerequisite: Spellcaster level 4th+

Benefit: You gain one extra spell slot in your daily allotment. This extra slot can be at any level up to one level lower than the highest-level spell you can cast. For example, a 4th-level sorcerer gains either an extra 0-level or 1st-level slot, allowing him to cast any known spell of the chosen level one more time each day. A 4th level wizard can prepare any extra 0-level or 1st-level spell she knows. Once selected, the extra spell slot never migrates up or down in level.

Special: You can gain this feat multiple times. Each time, you gain an extra spell slot at any level up to one level lower than the highest-level spell you can cast.

GREATER SPELL FOCUS [GENERAL] AS PRESENTED IN *TOME AND BLOOD*

Choose a school of magic to which you already have applied the Spell Focus feat. Your magic spells of this school are now even more potent than before.

Prerequisite: Spell Focus.

Benefit: Add +4 to the DC for all saving throws against spells from the school of magic you select to focus on. This supersedes (does not stack with) the bonus from the Spell Focus.

Special: you can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic.

HOLD THE LINE [GENERAL] AS PRESENTED IN *THE SWORD AND FIST*

You are trained in defensive techniques against charging opponents.

Prerequisites: Base attack bonus +2 Combat Reflexes.

Benefit: You may make an attack of opportunity against an opponent who charges you when he enters an area you threaten. Your attack of opportunity happens immediately before the charge attack is resolved.

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

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

Prerequisites: Base attack bonus +2, Sunder.

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

KNOCK DOWN [GENERAL] AS PRESENTED IN *THE SWORD AND FIST*

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, you make a trip attack as a free action against the same target.

POWER LUNGE [GENERAL] AS PRESENTED IN *THE SWORD AND FIST*

Your ferocious attack may catch an opponent unprepared.

Prerequisites: Base attack bonus +3, Power Attack.

Benefit: A successful attack roll during a charge allows you to inflict double your normal strength modifier in addition to the attack's damage. You provide an attack of opportunity from the opponent you charge.

REMAIN CONSCIOUS [GENERAL] AS PRESENTED IN *THE SWORD AND FIST*

You have a tenacity of will that supports you even when things look bleak.

Prerequisites: Base attack bonus +2, Endurance, Iron Will, Toughness.

Benefit: When your hit points are reduced to 0, you may take one partial action on your turn every round until you reach -10 hit points.

CHOKER AS PRESENTED IN *TOME AND BLOOD*

Conjuration (Creation) [Force]

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature up to size Large (see text)

Duration: 1 round/level

Saving Throw: Reflex half (see text)

Spell Resistance: Yes

A pair of invisible hands made of pure force spring into existence around the target's throat and begin to strangle it. Only aberrations, animals, beasts, fey, giants, humanoids, magical beasts, monstrous humanoids, outsiders, and shapechangers can be affected. Creatures without necks, such as beholders, cannot be affected. The hands cannot be attacked or damaged.

The target takes 1d4 points of damage per round but can make a Reflex save each round for half damage. All attack rolls and checks the target makes while being choked suffer a -2 circumstance penalty; if the check involves speaking, the circumstance penalty is -4. Spell casting is possible, but the target must make a successful Concentration check (DC10 + spell level +1/2 the last damage dealt) or lose the spell. The -2 circumstance penalty also applies to the check, or -4 if the spell has a verbal component.

Material Component: A handkerchief or similar-sized piece of cloth that has been tied in a knot.

CURSE OF THE BRUTE AS PRESENTED IN *DEFENDERS OF THE FAITH*

Transmutation

Level: Clr 3, Pal 2

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature Touched

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

You can grant an enhancement bonus up to +1 per caster level to one physical ability of the creature touched (Strength, Constitution, or Dexterity). However, this temporarily suppresses both the creature's Intelligence and Charisma, each by the amount of the enhancement bonus. If this lowers any ability below 3, the spell fails. Thus a 5th level cleric might cast curse of the brute on a barbarian to increase the barbarian's strength by 4 points but lowers his Intelligence by 4 points and his Charisma by 4 points. If the barbarian's original Intelligence or Charisma was 6 or lower, the spell would fail without effect.

LESSER ACID ORB AS PRESENTED IN *TOME AND BLOOD*

Evocation [Acid]

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Up to five creatures or objects, no two of which can be more than 15 ft. apart

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

An orb of acid about 2 inches across shoots from your palm at its target, dealing 1d8 pints of acid damage. You must succeed at a ranged touch attack to hit your target. If you miss, there is no splash damage.

For every two levels of experience past 1st, you gain an additional orb that you shoot at the same time. You have two at 3rd level, three at 5th level, four at 7th level, and the maximum of five orbs at 9th level or higher. If you shot multiple orbs, you can have the strike a single creature or several creatures. A single orb can strike only one creature. You must designate targets before you roll for SR or roll damage.

LESSER ELECTRIC ORB AS PRESENTED IN *TOME AND BLOOD*

Evocation [Electricity]

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Up to five creatures or objects, no two of which can be more than 15 ft. apart

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

An orb of electricity about 2 inches across shoots from your palm at its target, dealing 1d8 pints of electrical damage. You must succeed at a ranged touch attack to hit your target. If you miss, there is no splash damage.

For every two levels of experience past 1st, you gain an additional orb that you shoot at the same time. You have two at 3rd level, three at 5th level, four at 7th level, and the maximum of five orbs at 9th level or higher. If you shot multiple orbs, you can have the strike a single creature or several creatures. A single orb can strike only one creature. You must designate targets before you roll for SR or roll damage.

LESSER COLD ORB AS PRESENTED IN *TOME AND BLOOD*

Evocation [Cold]

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Up to five creatures or objects, no two of which can be more than 15 ft. apart

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

An orb of cold about 2 inches across shoots from your palm at its target, dealing 1d8 pints of cold damage. You must succeed at a ranged touch attack to hit your target. If you miss, there is no splash damage.

For every two levels of experience past 1st, you gain an additional orb that you shoot at the same time. You have two at 3rd level, three at 5th level, four at 7th level, and the maximum of five orbs at 9th level or higher. If you shot multiple orbs, you can have the strike a single creature or several creatures. A single orb can strike only one creature. You must designate targets before you roll for SR or roll damage.

RAGE AS PRESENTED IN *RETURN TO THE TEMPLE OF ELEMENTAL EVIL*

Enchantment (Compulsion) [Mind-Affecting]

Level: Madness 3

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You put a creature into a screaming blood frenzy. In this rage, the target gains +4 to Strength, +4 to Constitution, and a +2 to morale bonus on Will saves. Unlike a barbarian rage, no penalty to AC is suffered, and no fatigue period comes after the rage is over.

SWORD STREAM AS PRESENTED IN *DEFENDERS OF THE FAITH*

Evocation

Level: Clr 3
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: 5 ft. wide out to limit of range
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

Sword stream cause moisture in the air to sparkle, coalesce, then shoot away from your fingertips in a high-pressure stream. Each creature in the effect takes 1d8 points of damage, Plus 1 additional point per caster level to a maximum of +10.

THARIZDUN'S TOUCH AS PRESENTED IN RETURN TO THE TEMPLE OF ELEMENTAL EVIL

Enchantment [Mind-Affecting]
Level: Madness 2
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

You may daze one living creature by making a successful touch attack. If the target creature does not make a successful Will save, its mind is clouded and it takes no action for 1 round per caster level. The dazed creature is not stunned (so attackers get on special advantage against it), but can't move, cast spells, use mental abilities, and so on.

THE MADNESS DOMAIN AS PRESENTED IN RETURN TO THE TEMPLE OF ELEMENTAL EVIL

Deity: Tharizdun
Granted Power: Once per day, you can see and act with the clarity of true madness. Use your Insanity score as a bonus on a single roll involving Wisdom, such as a Listen check or Will saving throw. Choose to use this power before the roll is made.

- 1 Random Action
- 2 Tharizdun's touch
- 3 Rage
- 4 Confusion
- 5 Bolts of bedevilment
- 6 Phantasmal killer
- 7 Insanity
- 8 Tharizdun's maddening scream
- 9 Weird

THE FORCE DOMAIN AS PRESENTED IN RETURN TO THE TEMPLE OF ELEMENTAL EVIL

Deity: Tharizdun
Granted Power: By manipulating cosmic forces of destruction, once per day the cleric can reroll any damage roll (for a weapon, a spell, or an ability) and take the better of the two rolls.

- 1 Mage armor
- 2 Magic missile
- 3 Blast of force
- 4 Otiluke's resilient sphere
- 5 Wall of force
- 6 Repulsion
- 7 Forcecage
- 8 Otiluke's telekinetic sphere
- 9 Annihilation

DEVOTED DEFENDER AS PRESENTED IN *SWORD AND FIST*

The devoted defender is a professional guardian. She is an individual who is skilled at protecting a designated client from harm, often by taking her charge's place as the target of threats and attacks. In return for these services, the devoted defender usually receives compensation in the form of coin, room and board, and sometimes in resources such as access to magic healing, but the exact details of the agreement are between the individual devoted defender and her employer. It is not uncommon for a noble or other important personage to number at least one devoted defender among his personal retinue, and sometimes to make a devoted defender the chief of his security services.

Most devoted defenders are fighters, but any character who becomes a devoted defender benefits from the attack, save and Armor Class bonuses. Monks sometimes become devoted defenders, as do clerics, when they are assigned to protect important individuals within their order or clergy. NPC devoted defenders are mostly fighters who left military service and turned to security work to make a living.

Hit Die: d12.

Requirements

To qualify to become a devoted defender, a character must fulfill the following criteria.

Base Attack Bonus: +5.

Feats: Weapon Focus (any melee weapon), Alertness.

Search: 4 ranks.

Sense Motive: 4 ranks.

Spot: 4 ranks.

Class Skills

The devoted defender's class skills (and the key ability for each skill) are Climb (Str), Innuendo (Wis), Jump (Str), Listen (Wis), Profession (Int), Sense Motive (Wis), Search (Int), and Spot (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

Weapon and Armor Proficiency: The devoted defender is proficient with all simple and martial weapons, all types of armor, and shields.

Armor Class Bonus: The devoted defender concentrates on defense, both for herself and her charge. She receives this dodge bonus to AC as a result of that focus.

Harm's Way: Beginning at 1st level, the devoted defender may elect to place herself in the path of danger in order to protect her single charge. Any time that you are within 5 feet of your charge, and your charge suffers an attack, you may switch places with your charge and receive the attack in his place. You must declare this before the attack roll is made. You select your charge when you roll initiative, and it is a free action to do so. You may not change your charge for the duration of that combat.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	AC Bonus	Special
1 st	+1	+2	+2	+0	+1	Harm's way
2 nd	+2	+3	+3	+0	+1	Defensive strike
3 rd	+3	+3	+3	+1	+2	Deflect attack +1
4 th	+4	+4	+4	+1	+2	Defensive strike +1
5 th	+5	+4	+4	+1	+3	Deflect attack +2
6 th	+6	+5	+5	+2	+3	Defensive strike +2
7 th	+7	+5	+5	+2	+4	Deflect attack +3
8 th	+8	+6	+6	+2	+4	Defensive strike +3
9 th	+9	+6	+6	+3	+5	Deflect attack +4
10 th	+10	+7	+7	+3	+5	Defensive strike +4

Defensive Strike: You can make an attack of opportunity against any adjacent opponent who attacks your charge in melee. You gain a +1 bonus to this attack for every two levels after 2nd.

Deflect Attack: Beginning at 3rd level, the devoted defender can attempt to parry a melee attack against her charge. She must be within 5 feet of her charge to attempt this and holding a melee weapon or shield to deflect the attack. Once per round when your charge would normally be hit with a melee weapon, you may make a Reflex saving throw against DC 20. (If the melee weapon has a magic bonus to attack, the DC increases by that amount.) You gain a competence

bonus to your Reflex save as indicated on the chart. If you succeed, you deflect the blow as a free action. You must be aware of the attack beforehand and not flat-footed.

APPENDIX 3: PERSONALITIES OF VERBOBONC

Worthy Sir Drinsal Burke

Sir Drinsal is a Knight of the Faithful Defender. He is often placed in command of patrols or other duties of importance to the Viscount. Sir Drinsal takes on each new task with vigor and passion due to his honor, duty and the oath sworn to the Peoples of Verbobonc.

Sir Drinsal is to be married to Sherina of Anshan. Anshan has recently fallen to a giant raid but Sherina and Drinsal now live in Verbobonc City where Sir Drinsal's duties keep him. Sherina followed her beloved to the border of the Gnarley after his disappearance and was captured by Lady Kolgrim.

His Most Honorable Sir Simon Milinous

His Most Honorable Sir Simon Milinous left Griffon Manor under the banner of His Most Honorable Sir Jacque Kolgrim in early CY583 with 100 Black Griffon Men-at-Arms to join the battle of the Greyhawk wars. He left a shining example of kind compassionate man very much in love with Lady Elinor Asbury. His betrothal to Lady Asbury earlier that spring resulted in many joyous festivals and performances from renowned Bards across the entire Viscounty at both Griffon Manor and Asbury Manor. Viscount Wilfrick gave his blessings and gave Simon leave of his duties with the Mounted Borderers to seek a position in the great wars to the north. By the end of his first year of battle under the flag of Furyondy, Sir Milinous was elevated in rank to Right Honorable Sir for gallantry in battle. Tragedy befell his unit as Sir Milinous fell protecting Sir Kolgrim in a battle that turned back a host of over 1,000 of the old ones most decorated horde. Sir Milinous and Sir Kolgrim were captured and held for ransom.

His Most Honorable Sir Kilgrave Milinous paid the ransom for both lords, and their 20 surviving men. Sir Kolgrim returned to Verbobonc with grave injuries. Right Honorable Sir Simon Milinous refused to return to Verbobonc and continued to distinguish his unit with victory after victory. Each victory was one with greater and greater losses but still the young noble pushed forward. Returning to Verbobonc only after killing the commander of the unit that captured Lord Kolgrim and himself four years earlier.

Upon returning to Verbobonc, Lord Milinous returned to his duties as a Knight Captain of the Mounted Borderers. His disposition had changed greatly. Many said that he would come back to his own after the marriage and children. Lady Elinor was not pleased with his change of heart, the lack of tolerance and kindness causing them to separate further and further. Eventually, Lady Asbury denounced the betrothal and Lord Milinous sunk further into his solitude. He attempted to use Lady Asbury's family debt to House Milinous as a leverage point to force the marriage, but this failed when Lady Asbury was able to recover her house treasury with the aid of several kind adventurers and good luck.

Lord Simon Milinous is a very strong military leader believing that might grants right and that Nobility is won by the use of a sword. He has little tolerance towards any race other than human and disdains gnomes and half-elves. He loathes the forces of the old one and will slay any orc on sight. Half-orcs are not attacked immediately for they have shown useful in combat with the right amount of discipline if they are loyal. To be weak in his presence is to be unseen forever. Warriors and some adventurers that believe in his martial discipline are welcome in his camp as long as they show him complete loyalty. To break the trust and loyalty that House Milinous places in a warrior is the warriors death, immediate and without mercy.

PLAYER HANDOUT – LETTER OF HONOR

TO THE FAITHFUL OF THE PEOPLE,

A RANGER FRIEND OF HOUSE ASBURY HAS NOT BEEN TO VISIT AS EXPECTED. TIDINGS OF EVIL LURK IN THE FOREST AND IT IS MY HOPE THAT YOU WOULD SEEK OUT LOERRAN SWIFTARROW AND INQUIRE UPON HIS HEALTH. LOERRAN IS AN ELF WARDEN OF THE FOREST APPOINTED BY OUR NOBLE LORDSHIP. HE IS A SON OF THE FOREST AND FOLLOWER OF EHLONNA. IT IS NOT IN HIS NATURE TO NEGLECT HIS DUTIES AND MISS THE BLESSINGS OF THE SEASON WITH HOUSE ASBURY'S HARVEST.

HIS COTTAGE DWELLING LAYS A HALF DAYS EASY WALK SOUTH BY EAST OF HOUSE KOLGRIM BORDERING THE GNARLEY. AS IT IS RUMORED YOUR LOCATION IS NEAR THE BREWFEST FESTIVAL, YOU ARE CLOSEST OF VERBOBONC'S FAITHFUL.

I AM UNABLE TO VISIT OUR FRIEND SWIFTARROW, AS I MUST LEAVE ON REQUEST OF OUR NOBLE LORDSHIP FOR DUTY TO THE CELESTIAL ORDER OF THE MOONS.

LADY ELINOR ASBURY

PLAYER HANDOUT – LETTER OF DUTY

MOUNTED BORDERER,

YOU ARE HEREBY COMMANDED TO SEEK HUNTMAS-TER LOERRAN SWIFTARROW AND REPORT ON HIS MENTAL CONDITION. OVER THE LAST SEVERAL DISPATCHES, HIS CONCERN FOR ACTIONS ALONG THE BORDER HAVE RAISED CONCERN IN THE HIGH COMMAND. SINCE THEN, THE HUNTMAS-TER HAS MISSED HIS LAST 2 REPORTS. A PATROL OF MOUNTED BORDERERS HAS BEEN DISPATCHED FROM VERBOBONC CITY UNDER THE COMMAND OF HIS WORTHY SIR DRINSAL BURKE. ASSIST THIS PATROL IN ANY MANNER POSSIBLE TO IDENTIFY WHAT IS THE CAUSE OF THE HUNTMAS-TER'S CONCERN.

USE THE FEATHER TOKEN PROVIDED BY THE COURIER TO MAKE YOUR REPORT.

**KNIGHT COMMANDER, 2ND MOUNTED BORDERERS
MOST HONORABLE SIR, *WALDGRAF DELEVEU***

PLAYER HANDOUT – A FRIEND OF THE FOREST

Message from Gnarley Ranger Knight Owain:

A ranger son of the forest, Loerran Swiftarrow has not been seen for over a week. He was to report to the oak father what he has found about the evil hunts that have been occurring.

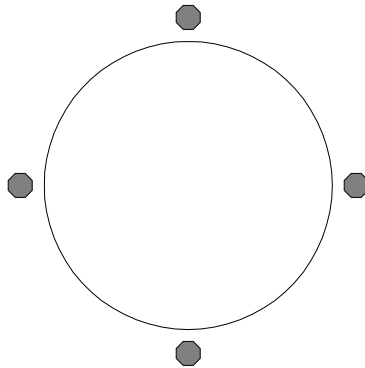
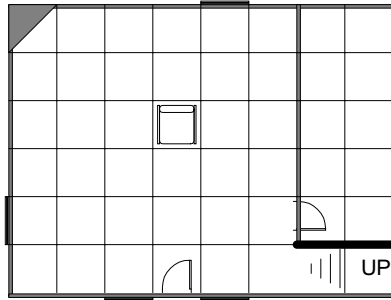
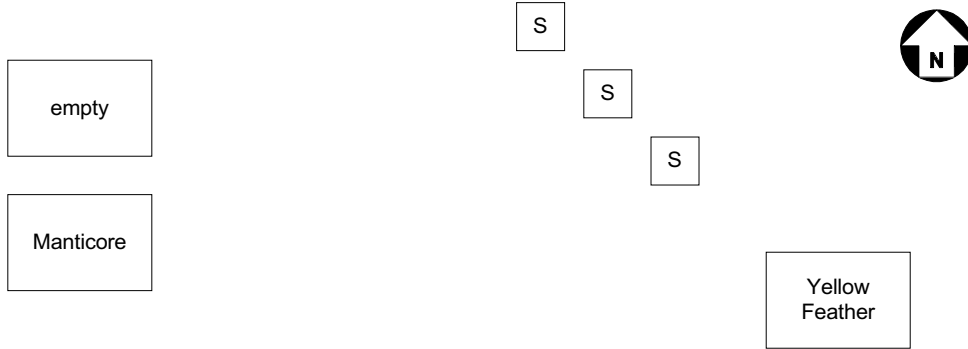
His absence has the oak father concerned for his safety. Please, in Ehlonna's name seek out the elf Swiftarrow and aid him if needed. Beware of the evil that is reported to be lurking in the forest of his guardianship.

A patrol of Gnarley Rangers will be in the area in 3 days if you should need their assistance. Until then, Poe will stay in your area and alert us if there is a greater need. Our efforts with the roaming undead have us stretching our ranks thin at the moment.

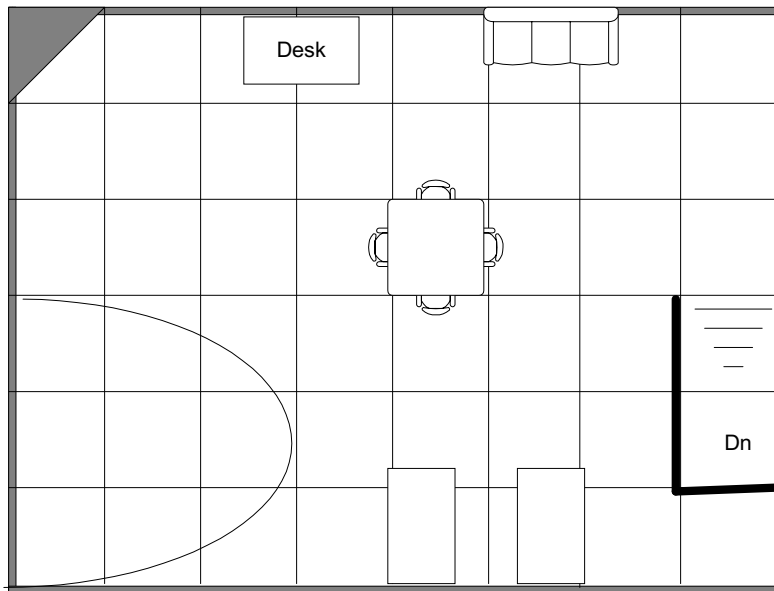
Swiftarrow has a griffon companion that is also his mount.

*Ranger Knight Owain
May Ehlonna be your guide in her Wilds.*

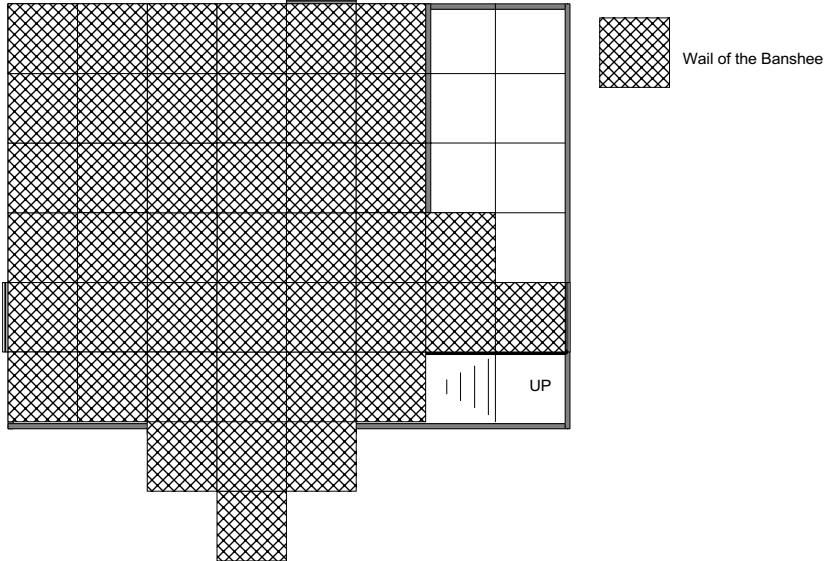
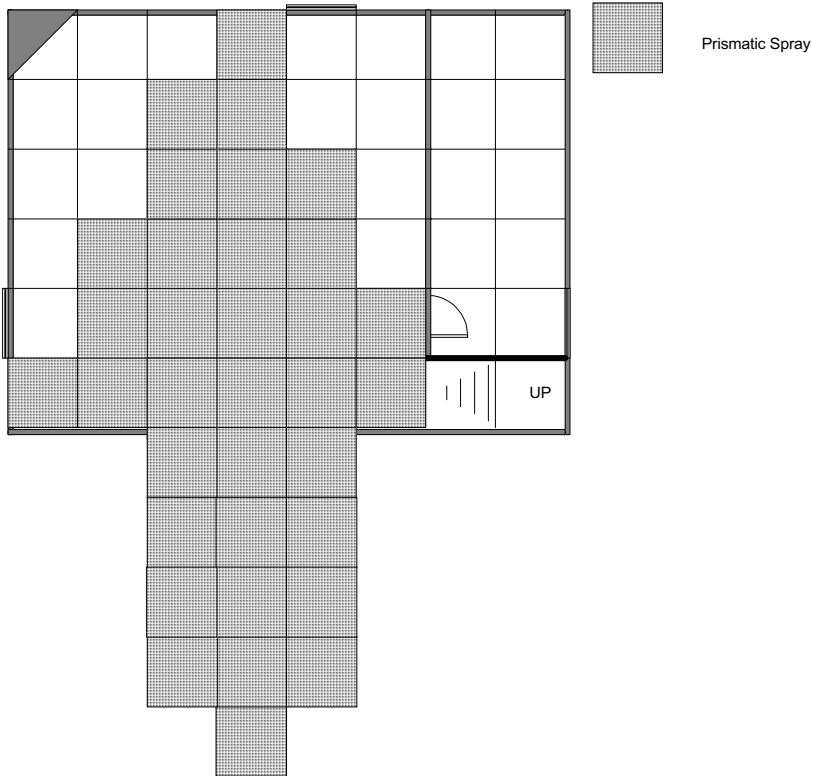
PLAYERS MAP OF THE HUNTING LODGE LOWER LEVEL AND GROUNDS



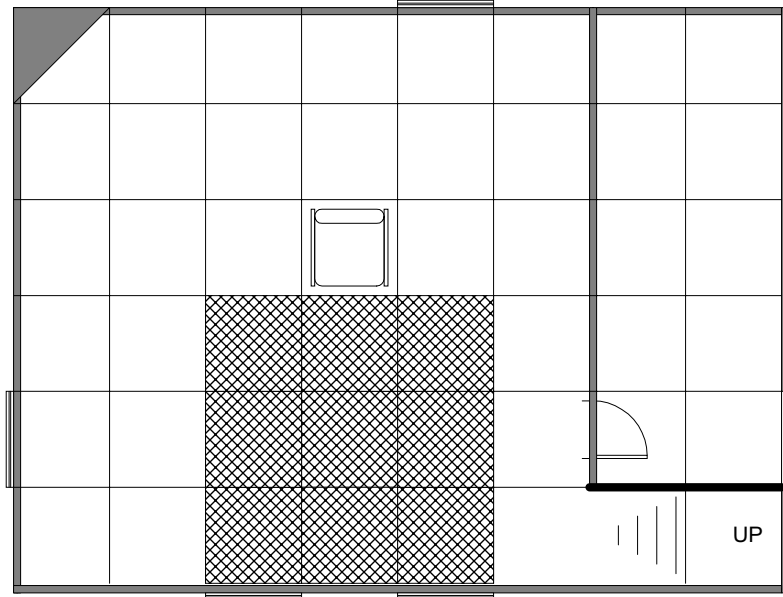
PLAYERS MAP OF THE HUNTING LODGE UPPER LEVEL



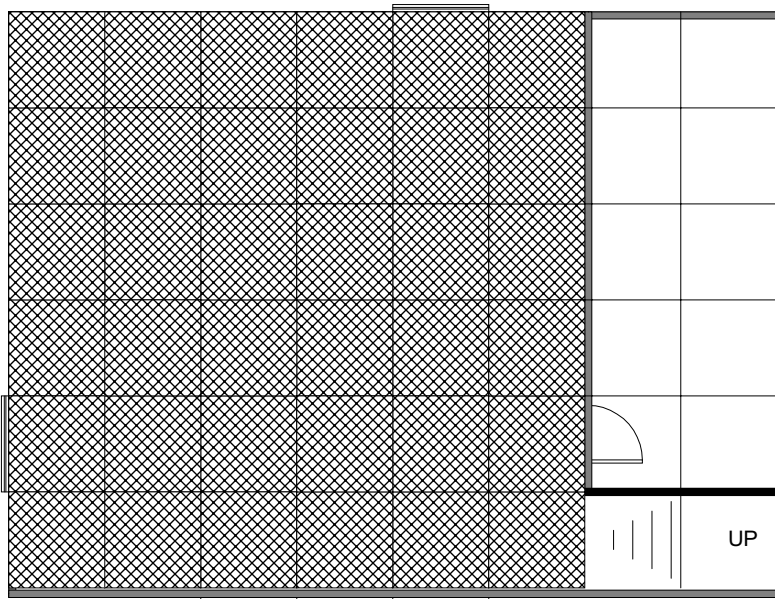
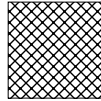
DMS MAP OF THE HUNTING LODGE LOWER LEVEL - APL12 TRAPS



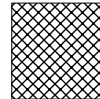
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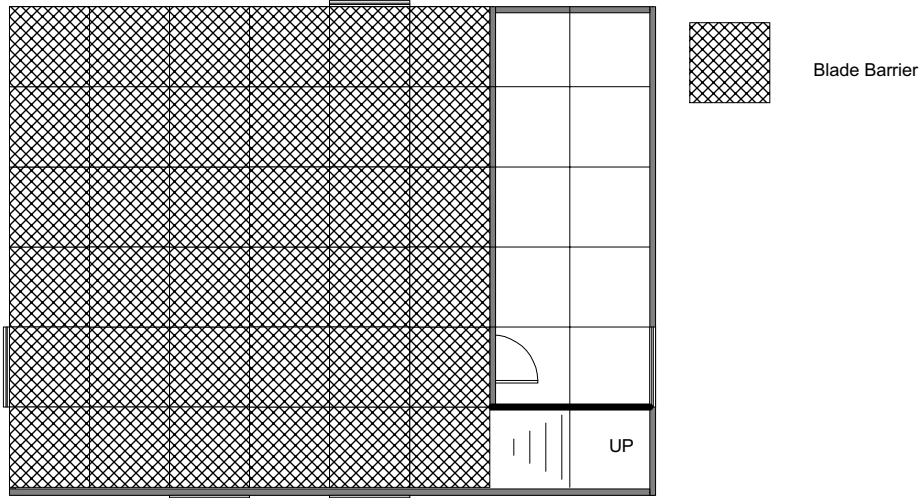
Evard's Black Tentacles



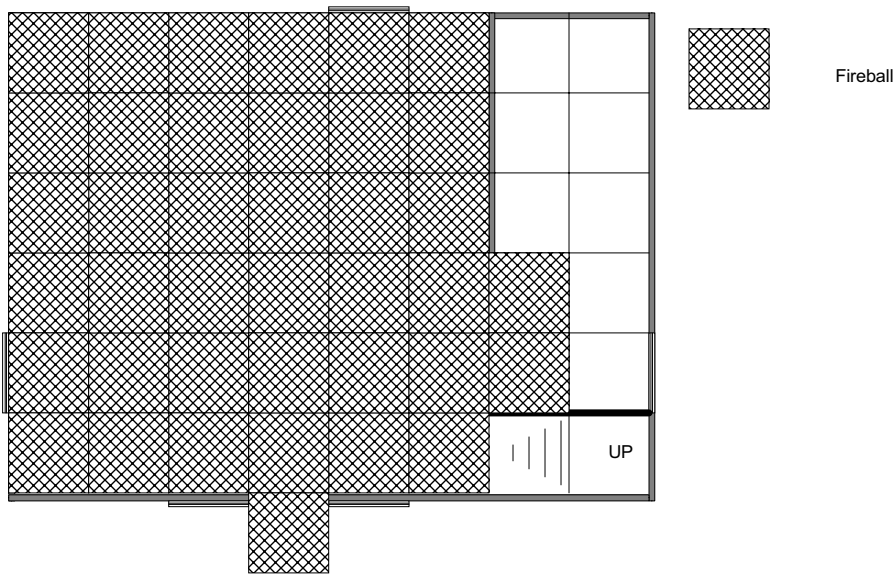
Blade Barrier



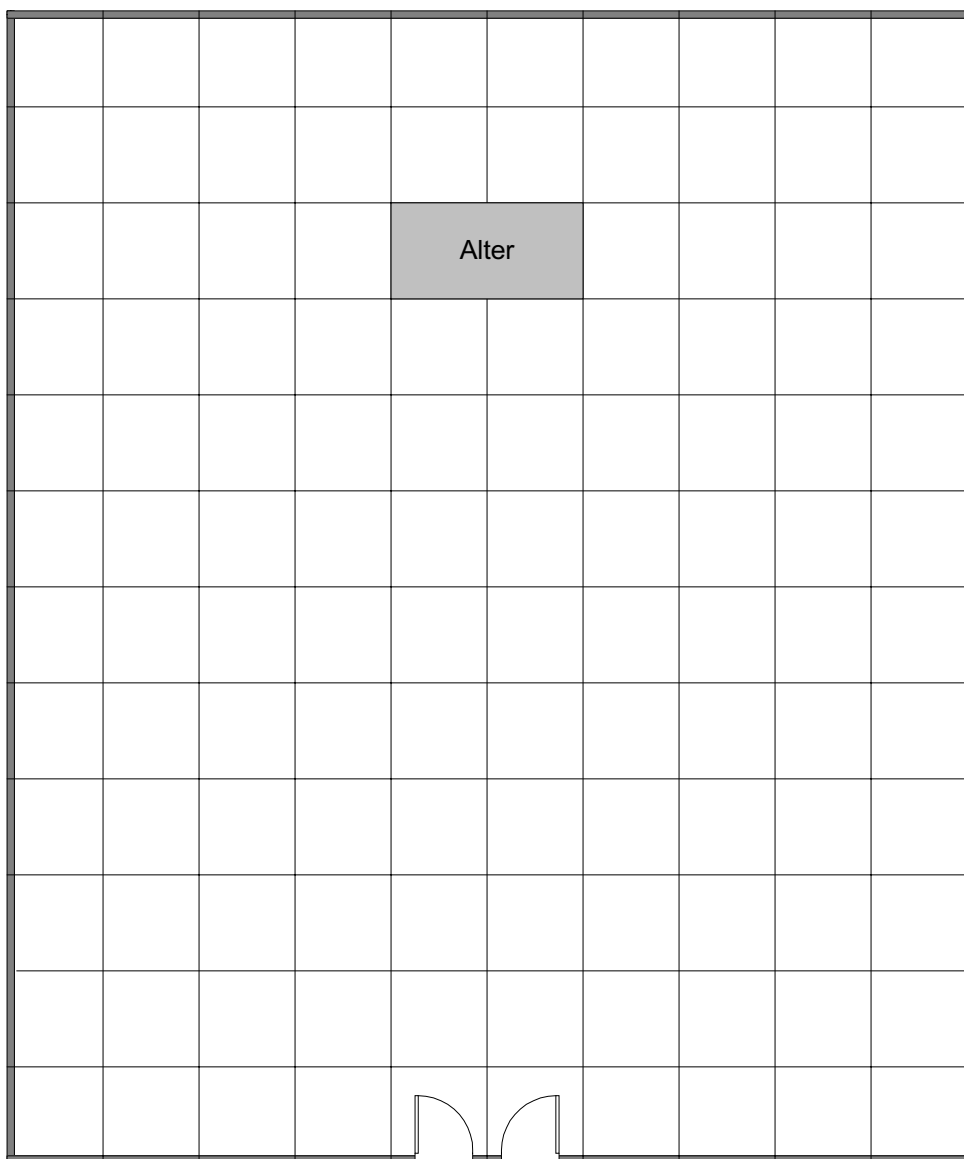
DMS MAP OF THE HUNTING LODGE LOWER LEVEL - APL8 TRAP



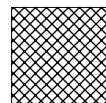
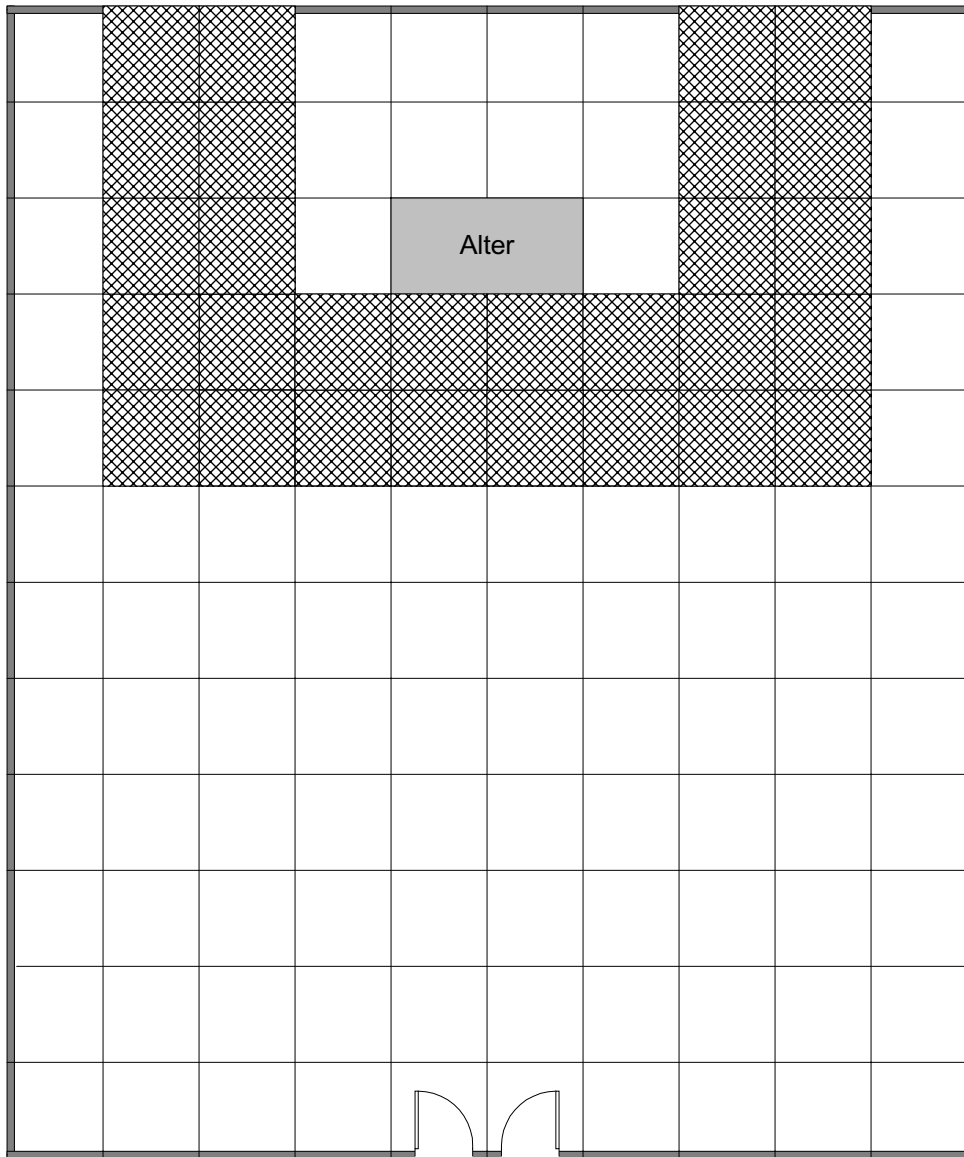
DMS MAP OF THE HUNTING LODGE LOWER LEVEL - APL6 TRAP



PLAYERS MAP OF HOUSE KOLGRIM'S SANCTUARY

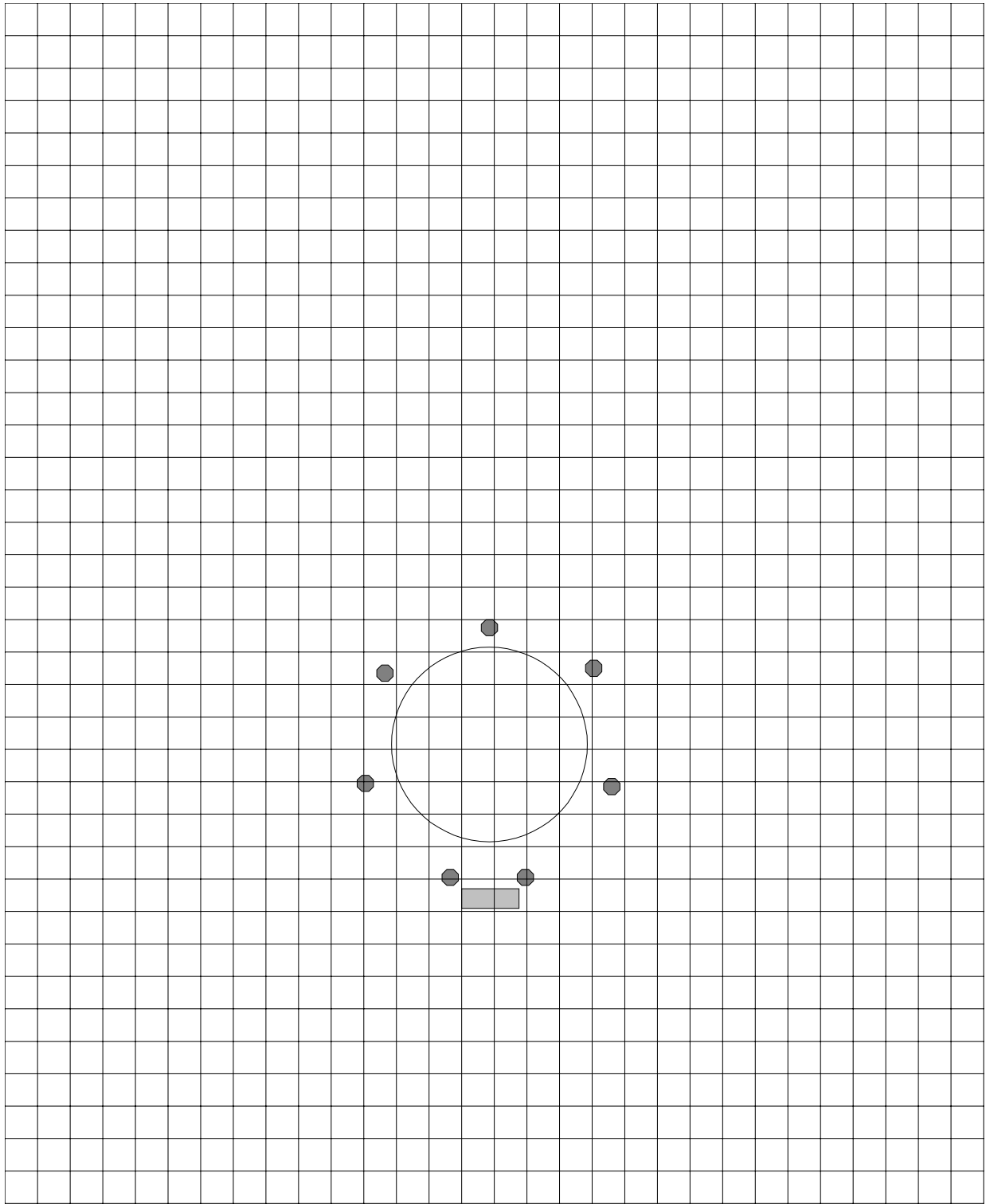


DMS MAP OF HOUSE KOLGRIM'S SANCTUARY

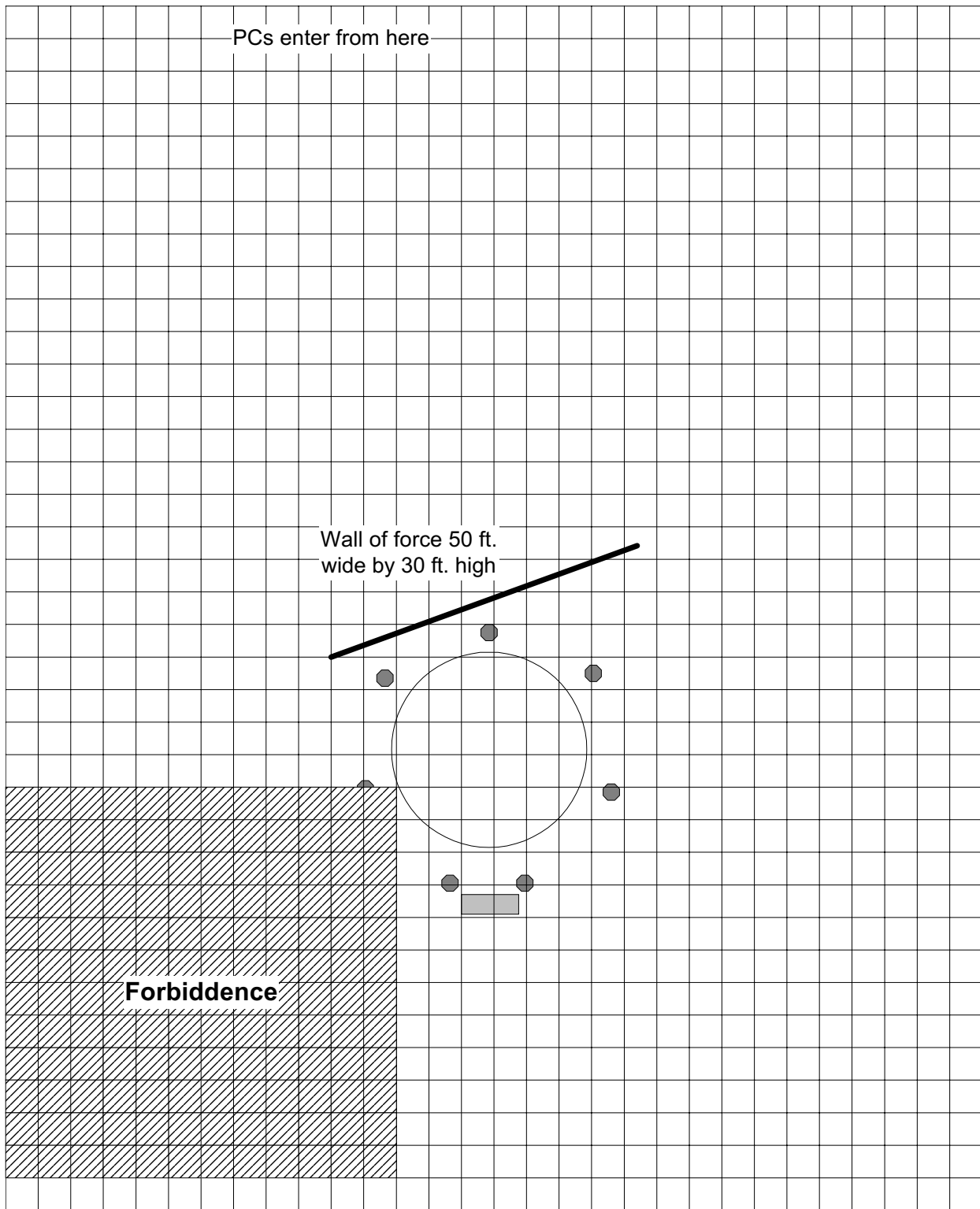


MUDDY Floor

PLAYERS MAP OF THE RITUAL SITE



DMS MAP OF THE RITUAL SITE



ENLISTING THE ICONIC

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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