ADP1-02

Festival Knight

A One-Round D&D 3rd Edition Living Greyhawk™ Adventure

by Brian P. Hudson

It's the Festival of the Fallen Knights! There'll be games, food, drink, and a morbid parade as the Flanaess remembers those who died to save it. Keep an eye out, though…you never know which monsters are simply wearing masks, and which are all too real. This is an adaptable scenario for Tiers 1-3.

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

Preparation

First you should print this scenario. Just about any home computer printer should do, but if for some reason yours doesn't, see if you can borrow a friends printer, or visit a copy center that has computer access. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipement presented in the adventure. It may help to highlight particularly improtant 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*. Some LIVING™ campaigns may assume that you have access to other books as well (see the next page). We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures. Lastly, you will need a place where you, and up to seven other players, will be able to play, and a table at which to play.

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

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

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

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

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

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. 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 game masters 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 Voting Packet to your event coordinator.

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

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

LIVING GREYHAWK Tier Structure

Because players bring their own characters to LIVING GREYHAWK campaigns, this adventure is tiered. Basically, the challenges in this adventure are proportioned to the average character level of the character's participating in the adventure. To determine the tier that you will use to run this adventure, add the character levels of

Adventure Summary and Background

A tradition has arisen throughout the Flanaess in the years since the Greyhawk War's end. Called by some the Festival of Fallen Knights, others the Festival of Dead Knights, and sometime even Old Wicked's Evening, the festival is a morbid carnival remembering the horrors of Iuz and his War against the Flanaess, and all who died defeating him. The Festival of Fallen Knights is a strange combination of carnival and memorial, where the real, ever-present threat of Iuz has been demonized into a grotesque bogeyman, the vilified jester of the day who is burned in effigy on roaring bonfires across the continent.

The center of the Festival is a giant bonfire, which burns for three days once it is lit. The bonfire is started on the first day of the Festival. At larger celebrations, a large wicker knight, called the Fallen Knight, helps feed the bonfire. The Fallen Knight represents the memory of those who died in the Wars, and its burning symbolizes their sacrifice for the Flanaess. The Fallen Knight at this year's Festival will march through the streets of the town before burning—it is a giant, articulated wicker puppet controlled by six masked puppeteers, the invention of a skilled toymaker from the City of Greyhawk.

Iuz, whom to this day feels that the War is not over, is personally insulted by the fast-spreading tradition of the Festival of Fallen Knights. He is particularly angered by the almost condescending way the people of the Flanaess treat him like an idle threat, a monster to scare children to bed. He has decided it is time to remind them of the true terror of Iuz.

To this end Iuz has sent an agent to the Festival this year to remind the people of the fear they felt during the Wars. He has chosen a large town with a large festival, and has ordered his agent to wreak havoc. The agent is a wizard named Markun, who also happens to be a werewolf. Markun eagerly accepted Iuz's charge. He sought out others like himself—lycanthropes sympathetic to Iuz who would be interested in causing a little chaos.

Markun's plan is this: on the first night of the Festival, he shall secret a spell pouch inside the wicker body of the Fallen Knight. When the Knight burns at the end of the Festival parade the spell will trigger, sending a *scare* spell rippling through the crowd. Markun and his lycanthropic agents will then transform into their hideous hybrid shapes, and begin slaughtering innocents in the name of Iuz. He hopes this deed will strike such fear into the hearts of the populace that they will forego future Festivals.

Markun has an archenemy, a werewolf slayer named Altrigan Werebane. Altrigan and Markun have alternately hunted and avoided one another for nearly three years. Currently, Altrigan is the hunter, and Markun the prey. Markun plans to change all that—Altrigan has tracked Markun to the Festival, but Markun plans to make sure the hunter is out of the way before the Fallen Knight burns.

Notes for adapting this scenario

This is an adaptable LIVING GREYHAWK scenario. Contact your Regional Triad (contact information available at www.livinggreyhawk.com) for specific information on how to adapt this adventure to your home region. Your triad will provide you with an Adaptation Sheet, which will dictate needed changes to make this adventure playable in your Home Region.

Some adventures simply are not appropriate for all regions. It's possible that your Regional Triad will not wish to adapt this adventure to your region. In that case, or in case you cannot or do not contact your Regional Triad, you may run this adventure as a "Default Core" adventure set in an unassigned or wild region. In this case, run the adventure essentially "as written." Do not attempt to "change history" in a nation that is not an assigned Triad region.

An Adaptable Scenario played as a "Default Core" scenario costs 2 Time Units. An Adaptable Scenario played as a regional event per the Triad's Adaptation Sheet costs 1 time unit for native characters, and 2 time units for visitors.

This scenario is designed so that it can be inserted into any medium or large town within a given region. It contains several elements that can be adapted to provide local flavor, including:

- *Names.* In this scenario, the PCs visit the Festival of Fallen Knights and use the nickname "Old Wicked" to refer to Iuz the Evil. The Adventure Background gives some ideas for traditional variances throughout different regions; feel free to use any of the Festival names, or Iuz nicknames of local flavor, in adapting the scenario to your region.
- *Melick's Pub*: If the town in which you set *Festival Knight* has a popular named establishment, feel free to replace Melick's Pub, but keeping intact the crowds, the high prices, and such.
- *The identity of the minor noble serving as Master of Revels.* Darbac Gros is not a pre-existing or significant NPC, and a given region might prefer to insert a known or popular local figure in his place.
- *The identity, abilities, and authority of the guardsmen on duty.* The guardsmen presented herein are typical soldier-types; feel free to flavor them to reflect the ruling body of a given region.
- *The creek.* In *Festival Knight*, the PCs discover six bodies near a small, unnamed creek. This creek could easily be replaced with a named creek, stream, or river from your home region, or even a wet, swampy area.

Adventure Synopsis

A SPECIAL NOTE ABOUT TIME: Events happen in *Festival Knights* at certain times, regardless of the location or situation of the PCs. The PCs could visit any or all of the locales indicated, and the Dungeon Master must be familiar with all of the poten-

tial encounters before beginning play.

The scenario opens as the PCs arrive at the Festival of Fallen Knights (Encounter One). Very soon after they arrive, an assassination attempt against Altrigan Werebane occurs, and the assassin, a Shadowclaw agent named Astin, tries to make his escape (Encounter Two). This event occurs regardless of the PCs' location. Less than two hours after the assassination attempt, the Festival parade is scheduled to begin (Encounter Seven), and fifteen minutes after the parade begins the Fallen Knight reaches the bonfire, triggering the spell pouch and the slaughter of commoners (Encounter Eight). Those in charge are reluctant to cancel the parade, and so the PCs have only a brief amount of time to follow Markun's trail and discover his plot (Encounters Three, Four, Five, and Six).

The DM may adjust these events slightly for dramatic effect, to assure an interesting scenario. But in general, this timeline and sequence of events needs to be kept.

Player's Introduction

A tradition has risen in the Flanaess in the years since the Greyhawk Wars—the Festival of Fallen Knights. This festival is a morbid carnival remembering the horrors of Iuz and his War against the Flanaess, and all who died defeating him.

You have arrived at this year's festival chasing the promise of a good time. Even given the rather solemn and macabre theme of the Festival, it has grown into quite a revel. While similar celebrations have occurred for several years now, this Festival marks the first such highly organized event, and the word across the countryside is that it will be a memorable event.

Just after sundown you arrive at the festival square, a large field surrounded by buildings and illuminated with many festive lanterns. Costumed men, women, and children dance around you, wearing the bright colors of knights, or masks imitating the monstrous armies of Iuz. Bards play solemn songs remembering the dead and merry jigs mocking Old Wicked or cheering on the armies of goodness. Lanterns line the streets, colored in shades of red and orange, lending an eerie glow to the proceedings. All around, there is celebration

The real, ever-present threat of Iuz has been demonized into a grotesque bogeyman, the vilified jester of the day who is burned in effigy on bonfires across the Flanaess. Half the revelers around you wear an Iuz mask, with a wart-infested and hawkish nose, a generous brow, and a mouthful of crooked, yellowed teeth surrounded by a straggly beard.

There is a popular song, sung by bards, chanted by children, and shouted by men and women throughout the Festival:

"Say a prayer for the Fallen Knight,
Before Old Wicked chokes him.
A sacrifice on the Festival night,
A bonfire built to smoke him.

Burn him in a tub of tar,
Burn him like St. Cuthbert's star!
Burn his body from his head,
Alas, alas! The knights are dead."

The song refers to a quickly spreading festival tradition. Later in the night, a giant wicker man, the Fallen Knight, will be burned in a symbolic gesture of the sacrifices made in the Wars. Even now, a roaring bonfire dominates the center of the festival square, ready to accept the wicker Knight later in the evening; its flames reach hungrily toward the sky beneath a whirlwind of embers and smoke.

While there are crowds everywhere, it is obvious that there are a few centers of activity. There is a tavern on the edge of the square, with patrons overflowing its door; a young crier just outside its doors proclaims it as "Melick's Pub." A two-wheeled cart parked on the opposite side of a bonfire is doing similarly well; four tapped kegs are lined up atop it, and revelers happily fill their mugs. The bonfire in the center of the square seems to be the center of much attention, is a wooden stage nearby. There is a small, cheering crowd in the north end of the square, illuminated from behind by flashing, dancing lights.

Finally, there is an even larger crowd, peering intently at something at their center. You hear the snap of a crossbow string, and the thud of something striking an object. The large crowd lets out a sudden hoot and holler, applauding at whatever lies beyond.

Encounter One: The Festival

The Festival of Fallen Knights is being held in the large town-square, and along the streets nearby. The crowds are generally costumed, festive, and slightly drunk. Below are the locales of interest.

A. The Archery Range. The cheering crowd the PCs note in the Introduction is located here. This location is described in Encounter Two.

B. Venito's Costume Cart. Venito (male human Exp3; Cha 13) operates this wooden cart. Venito is a tailor who has turned his talents to crafting masks for the Festival.

His most popular ware is the "Old Wicked" mask, the leering mask of Iuz as an old man that the PCs have already seen throughout the Festival. Venito has two Old Wicked masks available: a paper-mâché mask, which costs 1 silver, or a higher quality, better looking leather mask, which costs 3 silver. Both masks cover the entire face, and tie on with a leather string.

If the PCs arrive here after Encounter Three, asking questions, they quickly find that Venito knows nothing. He has sold a

lot of masks during the Festival, and remembers few faces.

C. The bonfire. A large bonfire has been built in the center of the town-square, and it is obviously the center of the Festival. Costumed, carousing people are crowded around the bonfire, both enjoying its warmth, and guaranteeing themselves a good view later on when the Fallen Knight burns.

Several straw-and-cloth effigies of Iuz are stacked around the fire. They are occasionally tossed into the bonfire to riotous choruses of cheers, and the reciting of angry and bawdy poems and songs.

D. The Master of Revels. Sitting as Master of this year's Festival is Darbac Gros (male human Ast2; Cha 13), a minor noble and known Epicurean of the land. This is his "throne," a tapped keg of ale put up on a tall, decorated dais standing near the bonfire. Darbac is a portly older man with a thin beard and no moustache. He is wearing a finely tailored, brightly-colored tunic and a feathered cap, and he totes a large mug of ale, which he constantly fills from the keg beneath him. Darbac is, needless to say, drunk.

After the events in Encounter Three, Captain Doran will dispatch Lieutenant Eamon to Darbac, to inform the Master of Revels about the assassination attempt. Darbac knows nothing other than what Eaton relates to him. He cares little about events as they have transpired so far; he is having far too good a time to concern himself with matters that he feels his guardsmen can handle quietly.

E. Keg Cart. Near the Master of Revels is a two-wheeled horse cart that has been parked, propped up, and opened for business. Four kegs are lined up on the edge of the cart, all of them full of ale. Ale is 1 sp per mug-full; buyers must bring their own mugs. The ale is of passable quality.

Caroff (male human Com2; Cha 14), whose inn, the Worn Boot, is some two streets over—far enough from the festivities to affect his sales—runs this cart. The portly innkeeper, ever-mindful of the value of a gold piece, left his wife in charge of the Boot and hauled these kegs to the bonfire to assure himself a piece of the action. Melick (see Area G) resents his presence, but there is little the pub owner can do about it.

If the PCs arrive here after Encounter Three, they discover that Caroff knows nothing about Markun or Altrigan. He is simply here to sell ale, and has sold drinks to far too many people to remember a particular face.

F. The Magician. An illusionist delights several children here with *dancing lights* and other magical treats. He is covered in Encounter Four.

G. Melick's Pub. This building is not really an inn, though there are four small rooms for rent in the back (4 gp per night during the Festival, or 5 sp per hour). Melick's Pub is the only drinking establishment fronting the town-square, making it a very popular place during the Festival. All the tables are full, as is the bar, and several of the corners are filled with drinking revelers. Drinks are currently triple the costs listed in the *Player's Handbook* ("a simple case of supply and demand," Melick will cheerfully claim if anyone complains). There is food to be had all at triple the *Player's Handbook* prices. Four overworked barmaids weave their way through the crowds. A young bard sits on a stool near the bar, playing tunes on a lute. He has been playing most of the day, and gladly takes a break if a PC wants to play for the crowd (Ebby, male human Brd1; Cha 14; Perform +4).

Two nondescript human men and a dwarven male occupy one of the tables in the pub, all wearing brown robes and carrying leather Iuz masks. They all nurse drinks and mutter amongst themselves. These three are evil, and are all members of Markun's band; their names are Naghol (the dwarf), Strietch, and Trodley. Their stats can be found in full in Encounter Nine. Unless something happens to draw them away (see Encounter Four for one possible scenario), these three will stay in this location until a half hour before the parade, at which point they don their Iuz masks and make their way to the Fallen Knight.

If the PCs arrive here after Encounter Three and begin asking questions, they will find no useful information. Most of the people here have been drinking and carousing the whole afternoon, and are in no mood for inquiries. The three agents of Markun are taciturn if questioned, and they will tell any PC who pressures them to answer to "shove off." They are under orders to avoid drawing attention to themselves, and so they will not pick a fight.

H. Guard's Tent. In response to the anticipated crowds at this year's Festival, the local rulers have paid a number of guards to patrol the town-square and the surrounding area. This tent, set on the very edge of the town-square, is their temporary headquarters. Stationed here at all times, unless there is an emergency, is Captain Doran, a gruff and wizened old guardsman who lacks a sense of humor. Doran does not like the Festival of Fallen Knights. Also present is Lieutenant Eamon, Doran's reliable and soft-spoken second-in-command. There are a dozen guardsmen patrolling the Festival grounds. Two of them will be at the tent at any given time; the rest are patrolling the Festival, and all of them will come if Doran gives a holler.

Captain Doran, male human Ftr5: CR 5; Medium-Size Humanoid; HD 5d10+5; hp 35; Init +0; Spd 30; AC 18 (+5 breastplate, +2 large metal shield, +1 Dex); Atks +8 melee (1d8+4 [crit 19-20], longsword) or +5 ranged (1d8 [crit 19-20], light crossbow); AL LG; SV Fort+, Ref +, Will +.

Str 14, Dex 12, Con 12, Int 10; Wis 13; Cha 12.

Skills: Handle Animal +7, Intimidate (cc) +5, Jump +5, Ride +6, Swim +4; *Feats:* Cleave, Expertise, Great Cleave, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: longsword, crossbow, 14 bolts, breastplate armor, money pouch with 32 gp, 4 sp.

Lieutenant Eamon, male human Ftr4: CR 4; Medium-Size Humanoid; HD 4d10; hp 26; Init +; Spd 30; AC 19 (+5 chainmail, +2 large metal shield, +2 Dex); Atks +5 melee (1d8+1 [crit 19-20], longsword) or +7 ranged (1d8 [crit 19-20], light crossbow); AL LN; SV Fort Ref Will.

Str 12, Dex 15, Con 10, Int 11, Wis 12, Cha 9.

Skills: Climb +3, Craft (pottery) +3, Handle Animal +4, Hide +5; *Feats:* Dodge, Far Shot, Mobility, Point Blank Shot, Weapon Focus (crossbow).

Possessions: longsword, crossbow, 14 bolts, chainmail armor, money pouch with 15 gp.

Guardsman (12), male human War2: CR 2; Medium Humanoid; HD 2d8+2; hp 15; Init +1 (Dex); Spd 30; AC 17 (+4 scale mail, +1 Dex, +2 large wooden shield); Atks +4 melee (1d8+1/crit 19-20, longsowrd) or +3 ranged (1d8/crit 19-20, light crossbow); AL LG; Sv Fort +5, Ref +1, Will +0.

Str 12, Dex 12, Con 12, Int 8, Wis 10, Cha 9.

Skills: Climb +1, Handle Animal +2, Intimidate +2; *Feats:* Great Fortitude, Weapon Focus (longsword).

Possessions: longsword, crossbow, 14 bolts, scale armor, small shield.

I. Temple of Rao. This largish building houses a temple to Rao, as well as a library. Two clerics also live here: Kennik (male human Clr7; Wis 16, Cha 12) and his assistant, Caertim (male human Clr2; Wis 15, Cha 13). Neither is particularly interested in the Festival of Fallen Knights, and so they can be found in the temple all night.

Encounter Two: The Assassin

A large crowd stands before an archery range here. Five hay bales have been stacked side-to-side, and each has been affixed with a paper bulls-eye. The center target has been pulled back, and it stands nearly double the distance from the crowd as the rest. Three crossbow bolts are stuck in its target—one on the outer circle, and two, side-by-side, in the red bulls-eye.

A large man is aiming for the center target, a light crossbow balanced expertly against his left forearm, his right hand tensing the trigger. He fires, landing a third bolt in the red bulls-eye. The crowd around him cheers, and the fruit of may wagers change hands.

"There!" the large man shouts. "Who'll be the next to try their luck? I've five gold for the person who can beat Altrigan Werebane!"

The shooter is Altrigan Werebane, a ranger and hunter who specializes in tracking and slaying lycanthropes.

Altrigan Werebane, male human Rgr6: CR 6; Medium-Size Humanoid; HD 6d10+6; hp 46; Init +6; Spd 30; AC 15 (+2 leather, +1 small wooden shield, +2 Dex); Atks +8/+3 melee (1d8+2 [crit 19-20] longsword), +8/+3 melee (1d6+2 [crit 19-20], shortsword) or +9/+4 ranged (1d8 [crit 19-20], light crossbow); SA Favored enemies shapechangers, vermin; AL CG; SV Fort +5, Ref +3, Will +3.

Str 15, Dex 14, Con 12, Int 9, Wis 14, Cha 11.

Skills: Animal Empathy +8, Hide +5, Listen +8, Search +1, Spot +4, Wilderness Lore +10; *Feats:* Alertness, Point Blank Shot, Precise Shot, Weapon Focus (crossbow).

Equipment: Leather armor, longsword, dagger, light crossbow, quiver with 14 crossbow bolts, and 10 silver-tipped bolts.

Spells (1): 1st-level—*summon nature's ally* I.

Altrigan is a barrel-chested and meaty man who does not fit the standard conception of a ranger. He is loud and jovial, with deep-set brows and long, greasy black hair.

As soon as Altrigan issues his challenge, a young man with dirty blonde hair pushes his way through the crowd, shouting that he'll take the challenge. If a PC also steps forward, let the PC challenge Altrigan first. The target is 40 ft away; the outer circle is AC 15, the inner circle is AC 18, and the bullseye is AC 22. The higher modified attack roll indicates which bolt lands closer to the target. Should a PC best Altrigan, he gladly pays them the 5 gold, acknowledging the winner but insists light-heatedly that the PC was "very, very lucky."

The challenger from the crowd is Astin. His full stats can be found in Encounter Three. When his turn to challenge Altrigan comes, read the following.

Altrigan takes aim, and fires off a bolt. It flies wide, and strikes the edge of the bulls-eye. Several excited cheers roll through the crowd

The challenger steps up, and carefully aims his crossbow. His finger tightens on the trigger…just before he turns and fires off the bolt, point-blank, at Altrigan!

Astin has a +1 to his attack at point-blank range. Altrigan, surprised, flat-footed, and lacking his shield, dropping his AC to 12. The DM can roll the attack, but for dramatic purposes, declare that the arrow pierces Altrigan in the shoulder. The bolt is laced with the venom of a purple worm, particularly nasty and capable of incapacitating even a man like Altrigan.

Purple Worm Poison: Injury DC 24; Primary 1d6 Str; Secondary 1d6 Str.

Immediately after Astin fires his bolt, combat initiates. Assume the first round is a surprise round for all but Astin.

Tier One (EL 1)

Astin, male human Rog1: CR 1; Medium-Size Humanoid; HD 1d6+2; hp 8; Init +7 (Improved Initiative, Dex); Spd 30; AC 13

(+3 Dex); Atks +0 melee (1d6 [crit 19-20], shortsword) or +4 ranged (1d8 [crit 19-20], light crossbow); SA Rog sneak attack +1d6; AL NE; SV Fort +1, Ref +5, Will -1.

Str 11; Dex 17; Con 12; Int 11; Wis 8; Cha 11.

Skills: Escape Artist +7, Hide +7, Listen +3, Move Silently +7, Open Lock +7, Pick Pockets +7, Spot +3, Search +4, Sense Motive +3; *Feats:* Improved Initiative, Point Blank Shot.

Possessions: Two poison-tipped arrows, light crossbow, a shortsword, an Iuz mask, a money pouch with 20 gp and 1 pp.

Tier Two (EL 3)

Astin, male human Rog3: CR 3; Medium-Size Humanoid; HD 3d6+6; hp 20; Init +3 (Dex); Spd 30; AC 13 (+3 Dex); Atks +3 melee (1d6+1 [crit 19-20], shortsword) or +6 ranged (1d8 [crit 19-20], light crossbow); SA Rog sneak attack +2d6; SQ Evasion, uncanny dodge; AL NE; SV Fort +2, Ref +6, Will +0.

Str 12; Dex 17; Con 14; Int 11; Wis 8; Cha 11.

Skills: Escape Artist +8, Hide +9, Jump +4, Listen +5, Move Silently +7, Open Lock +9, Pick Pockets +8, Read Lips +5, Spot +4, Search +4, Sense Motive +3; *Feats:* Improved Initiative, Point Blank Shot, Precise Shot.

Possessions: Two poison-tipped arrows, light crossbow, a shortsword, an Iuz mask, a money pouch with 20 gp and 1 pp.

Tier Three (EL 5)

Astin, male human Rog5: CR 5; Medium-Size Humanoid; HD 5d6+10; hp 32; Init +7 (Improved Initiative, Dex); Spd 30; AC 14 (+4 Dex); Atks +5 melee (1d6+2 [crit 19-20], shortsword) or +8 ranged (1d8 [crit 19-20], light crossbow); SA Rog sneak attack +3d6; SQ Evasion, uncanny dodge; AL NE; SV Fort +2, Ref +8, Will +0.

Str 14; Dex 18; Con 12; Int 11; Wis 8; Cha 11.

Skills: Bluff +3, Climb +2, Escape Artist +11, Hide +11, Jump +4, Listen +5, Move Silently +11, Open Lock +11, Pick Pockets +11, Read Lips +6, Spot +5, Search +5, Sense Motive +4; *Feats:* Improved Initiative, Point Blank Shot, Precise Shot.

Possessions: Two poison-tipped arrows, light crossbow, a shortsword, an Iuz mask, a money pouch with 20 gp and 1 pp.

Astin is an agent of the Shadowclaw, a lackey in the employ of the were-mage Markun. He will attempt to flee immediately after firing the shot, , and will attempt to blend into the crowd. Several people in the crowd begin to shout, but none of them are brave enough to try to stop him. If cornered Astin will turn and attack, but he is no fool—if five or six PCs with swords and spells attack him, he will not stand and fight. To aid in his escape, Astin has two more arrows tipped with the same purple worm poison; in a pinch, he will shoot a pursuing PC in an attempt to buy himself some time.

If Astin is captured, he says nothing to the PCs. He will not answer questions out of fear—not fear of the PCs, but of Markun and Iuz. He is eventually hauled to the local guardhouse. He will be found dead the next morning, the victim of a poisoned bolt much like the one he fired at Altrigan.

At the same time, Altrigan is succumbing to the poison. The purple worm poison is strong, but not automatically lethal, and can be treated magically as normal. If any PC stops to help Altrigan, he smiles at them gratefully, then delivers the speech below as they tend to his wounds. Otherwise, he speaks at the first opportunity once the assassin has fled or been dispatched.

"Please, you look like folk of good character and an adventurous spirit. Listen, quickly, as I feel weak.

"I've come to the Festival for a purpose. I seek a foul minion of Iuz the Evil, an agent who's up to something at the Festival—I know not what, but I have been hunting him long enough to know it cannot be good. His name is Markun; he is a werewolf, and a wizard of no small skill. He's a tallish man, human, with a shock of dark brown hair and a scar that cuts across the bridge of his nose—I gave him that scar, when last we confronted one another. He remembers me well, and it is probably he who sent that foul friend of Iuz to kill me."

Altrigan removes a bundle of ten crossbow bolts, tied with a leather string, from his quiver. In the flickering light, you can see that each is tipped with silver.

"I feel weak. I fear that even if I survive this poison, I'll have not the strength to stop him tonight. Please, find him. Stop whatever he's up to. Use these, if you can."

The DM may wish to have the treasure certificate for the silver-tipped crossbow bolts on hand, so that he may track their usage throughout the module (If PCs shoot a bolt there is a 50% chance it is either broken or lost). Bolts used by the PCs over the course of the scenario are spent, and not rewarded at the end of the module.

The commotion also summons the guards from the nearby tent, including Captain Doran. Doran takes charge quickly. He tells his guards to begin questioning the assembled crowd, and insists on bringing Altrigan to the nearby Temple of Rao (or a more aappropriate temple based on the Region in question) regardless of whatever healing the PCs have given. Two guardsmen go off for a litter and return in five minutes to carry Altrigan off; Altrigan rests the remainder of the night, and will not be able to assist the PCs in their search for Markun. If any PC is suffering from the effects of the poison, they, too, are taken to the temple, where Kennik tends to them. Kennik can cast *neutralize poison*, and will do so for a very moderate donation to the Temple (25 gp x Tier).

Meanwhile, Captain Doran begins to demand information (Doran is not the type to "ask" when a crime has been committed). If Astin has been killed or apprehended, Doran wants to know who the responsible party is. The crowd around the archery range will quickly identify any PC who captured or killed Astin. Doran is not interested in arresting the PCs if Astin is dead, since the crowd will also quickly identify Astin as the

assassin.

If any PC looted Astin's body, and especially if they took the poisoned crossbow bolts, Doran finds out from the assembled crowd, and asks the PC to return any and all looted items. Not only does Doran consider the bolts and anything else on Astin save coinage, as evidence, but poison-tipped weapons are illegal within the town, and any PC who takes them away to use later may face an arrest, if the bolt is discovered.

Whether Altrigan succumbs to the poison, falls unconscious, or survives the PCs will have his request to deal with. Furthermore, Captain Doran knows much of Altrigan's story; Altrigan spoke to Doran earlier that day, and related everything, including the description of Markun. If the PCs tried to stop the assassin, or tried to save Altrigan, but seems reluctant to track down Markun at his request, Captain Doran himself asks them to help:

"Altrigan came to me earlier with his story. I didn't believe him then; I am more inclined to, now. You've done a good service here, for both he and myself, and for that I thank you. Perhaps, if you are so inclined, you could do more.

"I'll put the word out to my men that this monster is about. If my men see anything, they will be sure to act, but this sounds like something beyond their abilities. If you can find this monster, if you can bring him in, I would be most grateful. I ask only that you keep your weapons sheathed unless absolutely necessary, and that you be discreet in your inquiries—I don't want to disrupt this crowd anymore than this attack already has."

Doran cannot promise any reward, and makes no mention of it, unless the PCs ask. If he must, he will use as leverage the fact that certain PCs have themselves committed murder, if they slew Astin; even the killing of a known assassin is murder, after all.

He will want to leave soon after so that he can coordinate his men, though he can stay to answer a few more questions. Under no circumstances can Doran be persuaded to shut down the Festival. He does not, technically, have the authority to do so, and the man who does, Master of Revels Darbac Gros, is too drunk to consider such a thing.

DM Note: If the PCs do not approach the archery range within a short time of the adventure's opening, this encounter occurs anyway, and the PCs are likely to be drawn by the hue and cry raised by the crowd. They may still be able to apprehend or kill Astin as he flees the scene. In this instance, the request for assistance will come from Doran himself to any PC who assists, as the PCs will likely not have an opportunity to speak to Altrigan.

Encounter Three: The Villain

Unbeknownst to the PCs, Captain Doran, or Altrigan Werebane, the very topic of their conversations is on the edges of the archery range crowd, watching events as they develop. Markun Darkenclaw is walking the Festival disguised as the Fawkes-like bogeyman Iuz, an anonymous reveler amongst a thousand.

Markun's mask is identical to those worn by half the revelers at the Festival, and it will be very difficult for the PCs to notice him without arcane means (Markun gains a +10 for any PC to make note of a particular masked man within the crowd trailing them). Markun's full statistics can be found in the Appendix.

Markun watches the developments of the assassination with interest. When the PCs leave the archery range he trails them, curious about this new development. He tries to listen in on any conversations the PCs have, shifting into hybrid form beneath his mask to improve his Listen skill (Listen +17 as wolf or hybrid). If the PCs split, he follows whichever group appears to be heading toward either Noblish's shop (Encounter Five) or the creek where the bodies are hidden (Encounter Six).

If Astin escapes Markun makes his way to the staging grounds as soon as the PCs leave the archery range. He has arranged to meet the assassin after the attempt (see Encounter Six for the possible consequences of their meeting). The meeting takes about fifteen minutes; afterwards, Markun returns to the Festival, finds the PCs, and once again begins trailing them.

If the PCs discover the bodies (Encounter Six), or if at any time he deems they are too close to discovering the truth of his plot, Markun decides to act. He leaves the PCs and gathers Naghol, Strietch, and Trodley from Melick's Pub, and orders them to attack the PCs if the opportunity arises. He orders them to follow the PCs at a distance, and take the first opportunity to attack either a lone PC, or a pair of PCs. Under no circumstances, he notes, are they to attack the entire party. The stats for Naghol, Strietch, and Trodley can be found in Encounter Eight.

If Markun is somehow discovered before the burning of the Fallen Knight, he flees. He will shift into wolf form and head for the nearby woods, where his superior speed (50 ft.) and skills (Hide +3, Move Silently +4, Listen +17, Spot +17) may help him elude capture. He attempts to rejoin the crowd at the festival as soon as he has eluded pursuit, killing an anonymous commoner if need be to obtain a new mask and outfit. If this happens, Markun immediately sends Naghol, Strietch, and Trodley after the PCs, delivering the orders detailed above.

If the PCs discover the spell pouch before it burns, thereby foiling Markun's plans, he gathers all of his agents together and attacks the PCs in the street (see Encounter Eight for the villains, their statistics, and their tactics). In this instance, the attack is one of vengeance, and all of the villains—lycanthropes and Shadowclaw agents alike—will attack the PCs.

Markun will not begin killing innocents in this instance. Regardless, the appearance of lycanthropes in the middle of the crowd, as well as the dangers of being too close to a sword fight,

will send much of the crowd into a panic. This will incapacitate the patrolling guardsmen, whose duty is first and foremost to control the panicked crowd. They will not be able assist the PCs in their battle.

Encounter Four: The Wizard

A thin man in red and blue robes performs here for a crowd of onlookers, mostly children. He balances some brightly colored balls of light in one hand, and in the other he manipulates the image of a dancing knight. The wizard is skinny and tanned, with a shock of dark hair and a prominent jaw. A dull red scar stretches across the bridge of his nose and down his left cheek.

Eldubrais Feylight, male half-elf Brd1/Wiz3 (Illusionist): CR 4; Medium-Size Humanoid; HD 3d4+1d6; hp 13; Init +1 (Dex); Spd 30; AC 11 (+1 Dex); Atks +1 melee (1d3-1, unarmed strike); SQ Cannot cast Divination or Necromancy spells, as half-elf; AL LN; SV Fort +1, Ref +3, Will +7.

Str 9, Dex 13, Con 10, Int 15, Wis 13, Cha 11.

Skills: Concentration +3, Knowledge (arcana) +7, Perform +4, Profession (herbalist) +6, Ride +4, Spellcraft +8; *Feats:* Iron Will, Scribe Scroll, Spell Focus (Illusion).

Possessions: A well-tailored Festival costume, a pouch of spell components, a money pouch with 12 sp.

Spells Prepared (Wiz 4+1/3+1/2+1): 0-level—*dancing lights* (x3), *ghost sound, mage hand.* 1st-level—*change self, silent image* (x2), *ventriloquism.* 2nd-level—*minor image* (x3).

Spells Known (Brd 4): 0-level—*prestidigitation* (x4).

Eldubrais Feylight is an illusionist. He has dreams of being an entertainer, but he has no skill with instruments and a weak voice that does not carry. What he does have are illusions, and he is quite good at making them enjoyable. When the PCs approach, he is entertaining the audience with *prestidigitation*.

The PCs may quickly note that Eldubrais looks like the description Altrigan gave them, straight down to the scar cutting across his nose. Eldubrais is *not* the man Altrigan is hunting, however much he superficially matches the description. The scar and the dark hair are actually one of his illusions; part of a *change self* spell he cast on himself for the Festival. Beneath the illusion Eldubrais is older, with gray along the temples of light brown hair, and he has no scar.

Eldubrais' resemblance to the mage sought by Altrigan is not coincidence. The results of Eldubrais' *change self* spell are based on an encounter with the Markun, the weremage—a gruff stranger with a shock of black hair and a ripping scar across his nose and cheek that questioned Eldubrais' about certain magical components. His story is related in full below.

"You're looking for someone who looks like me? Then you're looking for the man I met yesterday. He came to my home, and started questioning me about spell components. Heard I was an accomplished illusionist, he said. Well, I'm not slouch in that department, but I had no clue what he was talking about. He was asking about scrolls and triggers and such that I've never studied, never worked with. I told him that Noblish, the old tallow-maker down the way, knew more about the kinds of things he was talking about. A useful little creature that Noblish.

"Anyway, when I couldn't answer his questions, he mocked my "meager skills," then asked if I had any of the things he was asking about. Well, I wasn't going to just ignore the insult and sell him my stuff. I told him to shove off! Only, this morning, I found that the things he was asking about were missing from my shop. Stolen, I'll bet!

"He creeped me out, and that's why I look like this tonight. He stole my things, so I stole his look!"

The items stolen from Eldubrais include some common spell components (all of them used for illusion spells, Eldubrais' specialty) and a scroll of *minor image*. Eldubrais can direct the PCs to the home of Noblish the tallow-maker. He cannot remember any other details of his encounter with Markun, and has no other useful information.

The PCs at this point may ask to make a Spellcraft check based on the information Eldubrais has given them. Eldubrais' information is incomplete enough that determining much of anything will be difficult.

- **1-25:** The PC can think of nothing relevant.
- **25+:** The components being sought are unusual enough that whatever Markun is planning, it is not a standard spell or magic item.

Encounter Five: The Goblin

Noblish's shop is located just off the main road that will be used as a parade route. The carved placard that hangs outside the door—a candle in a brass candleholder—easily identifies it. When you arrive outside the shop, you notice that the inside is dark. The door is ajar.

If the PCs knock, they receive no response. Pushing open the door and shining a light inside (or using darkvision or low-light vision) reveals the following.

Inside the shop is a stuffy mess of jars, pots, bowls, and bundles of herbs. A strong, earthy odor hangs in the air. There are places in the front of the shop where lanterns and candles once sat for sale; most of these have been sold, and the shelves are nearly bare.

On the floor are several spilled jars of dried leaves and powders. Some of the jars are broken, and potsherds are scattered across the floor.

Any PC with a Profession (herbalist) examining the spilled herbs and powders is allowed a Skill check (DC 15) to identify the spilled herbs: whig plant, red clover, and aconite. All three jars were tossed to the ground as Markun searched the shop.

PCs spending time to Search the front room will find (DC 15) a still damp and muddy footprint near the main door. Caught in the footprint is a bit of leaf; a successful Wilderness Lore or Knowledge (nature) check (DC 20) will identify it as a piece of water reed, common near lakes, streams, and rivers.

The back room is full of the tools of Noblish's various trades—chunks of wax, balls of string, herbs and spell components of every variety, and a small stone fireplace with a cooking pot.

In the center of the room, a small, warty form with yellowed skin, pointy ears, and a brown robe lies face down on the wooden floor. The back of its head sports a large welt, from which a small amount of blood has trickled. As you enter the room, the form begins to stir.

The form on the floor is Noblish the Tallow-Maker.

Noblish, male goblin Wiz3: Small-Size Humanoid (2'11" Tall); HD 3d4; hp 10; Init +1; Spd 30; AC 12 (+1 Size, +1 Dex); Atks +1 melee (1d4-1/crit 19-20, dagger); SQ Darkvision; AL N; SV Fort +0, Ref +1. Will +3.

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

Skills: Alchemy +5, Craft (candle-making) +8, Knowledge (arcana) +8, Knowledge (nature) +5, Profession (herbalist) +6; *Feats:* Brew Potion, Craft Wondrous Item, Scribe Scroll.

Possessions: A dagger.

Spells Prepared (4/3/2): 0-level—*detect poison, mage hand, mending, arcane mark.* 1st-level—*alarm, identify, message.* 2nd-level—*arcane lock, Leomund's trap.*

Noblish is a skilled candle-maker, as well as a herbalist and a hedge wizard. He is also a goblin, albeit one whose cheery personality and complete innocuousness has allowed him to live mostly unmolested amongst the humans of the town. He is very self-conscious of his racial heritage, and sensitive to any hostility.

Noblish is providing a unique service to the Festival—unique lanterns, colorfully decorated, that generate minor magical effects. To light them, Noblish makes a special *lantern tallow*, a short, fat candle with a slight enchantment and special mixture that burns for an extra-long period of time without spending itself.

Noblish is also an accomplished herbalist, but when Markun came to him earlier this day, the goblin was unable to provide him with all of the components he needed, as the goblin was busy creating enchanted lanterns and other items for the Festival. Markun, unhappy with Noblish, reacted violently. Below is Noblish's full recounting.

"Yes, I met the nasty man. Busy day, today was, and I was making lanterns for the Festival—enchanted lanterns, you see? Lots of ingredients, lots of charms. And he comes in, and he wanted tallow, he did, and the last of my shallow root. Tallow and shallow! Both of them I need, to make my lanterns.

"But that's not all! Asked me even for nightshade, he did. Nightshade! I've no clue where to get a poison so nasty, and if even I did, I still would not have any!

"So he accosted me! He threatened hurt, until I gave him what he wanted. And he warned that if I shouted for help, I'd 'pay for it handsomely.' His words, not mine—'handsomely,' he said.

"So I didn't call for help, but hit me anyway, he did. Hit me back, and I hit my head, and out I went until you came."

Noblish's story is true. Markun was seeking "tallow and shallow" for the spell packet, to help it burn, along with a few other ingredients. He wanted the nightshade to kill Altrigan, just in case the purple worm venom did not do the trick.

Noblish will willingly answer any other questions the PCs have, though he has little other useful information. The "shallow root" Markun sought is a dry, flammable root that, when powdered, helps tallow to burn brighter and faster. If the PCs ask Noblish about the shallow root, he will think to look for the jar he keeps it in. It is missing, taken by Markun. If the PCs ask about the muddy footprint, Noblish tells them that it has not rained for several days. The only muddy places nearby would be along the small creek that runs near the town.

At this point, PCs who wish to make a Spellcraft check based on the items they know Markun has collected may do so. Their information is incomplete, however, and the results of a roll (based on having both Eldubrais' information, and Noblish's information) is listed below:

- **1-19:** The PC can think of nothing relevant.
- **20-25:** The components being sought are unusual enough that whatever Markun is planning, it is not a standard spell or magic item.
- **26+:** The components are of a type common to spells in both the Illusion and Necromantic schools. The missing shallow root implies that fire might be involved.

So long as the PCs are civil to Noblish, and do not accost him or sneer at his race, read the text below as the PCs are about to leave.

"If you're looking for him, a lantern you'll need to light your way. Here, take this to protect you; long it will burn, even into the night, and maybe save you from harm. Borrow it, you may; return it to me when you are done."

Noblish hands the PCs a small lantern is decorated with colorful panes of glass. This is a *festival lantern*, one of several special lanterns that Noblish has crafted for the Festival. While most of

the *lanterns* lighting the town square are simply enchanted with *light* spells, this *lantern* carries with it the benefits of a *protection from evil* spell to the carrier for as long as the candle is lit. The candle inside is specially crafted *lantern tallow* that will burn for the rest of the night.

Noblish will *only* give the lantern to a party who treats him nicely. As a goblin, he faces enough meanness everyday; he will not reward a party who does the same.

Encounter Six: The Bodies

The muddy footprint in Noblish's shop came from the banks of the small creek just outside of town.

Even in the relatively dry weather of recent weeks, the banks of the creek are wet and muddy, filled with water reeds and long grass. The creek flows past the town to the southwest, very near to a field where, even now, you can hear the assembled commotion of revelers and performers, and several voices shouting orders.

The commotion the PCs hear comes from the Festival parade staging grounds, where assembled performers await their cue to begin. The staging grounds are described in Encounter Seven.

There are six bodies to be found in the reeds near the staging grounds, but the ease or difficulty of finding them will vary. PCs searching the muddy banks must slog through muck and dirt, as well as puddles of stagnant water. It will take a successful Search roll at DC 25 to find what is hidden here quickly, or a careful "take 20" Search. The DM is advised to keep careful track of time at this point, as the start of the parade is likely close.

The bodies before you are probably a day old, at most. They have been tossed, pell-mell, into a stand of water reeds, and lie variously on their sides, backs, and stomachs. Their faces have been mutilated, to prevent quick identification, and they have been stripped of all but the barest of undergarments. There are six of them altogether.

If Astin, the assassin from Encounter Three, escaped the PCs, but Altrigan survived the attempt, the PCs find Astin's body nearby (Spot, DC 10, for anyone standing over the six bodies). Astin's throat has been cut, apparently by a dagger blade. PCs examining the wound will also find bruises around his throat, where he was either grabbed or choked just prior to death.

Markun killed Astin once Astin made good his escape, and after Markun realized Astin has fouled up the assassination (Markun does *not* tolerate failure). The murder took place ere in the woods, where Astin was to meet Markun to receive his payment. Astin's body has not been looted, and the PCs will find 20 gp and a platinum coin on the body.

Encounter Seven: The Parade

The Festival parade is both the highlight of the evening's festivities, and the focal point of Markun's plans. The clues leading the PCs to the parade are subtle, but PCs who have collected all the pertinent information should be directed toward the parade and/or the bonfire, if not the Fallen Knight itself.

The parade staging grounds, located in the southwest part of town very near the place where the bodies have been hidden, are a riot of activity in the hours prior to the parade itself. All of the parade participants listed below rush about the field, dressing up, acting up, and polishing up their performances. The parade leader, Brevis, is trying to get them into some semblance of order.

At this time, the Fallen Knight lays on its side at the far edge of the field, surrounded by the six Shadowclaw agents who will be carrying it in the parade (their statistics appear in Encounter Eight). They chase away anyone who tries to examine the Fallen Knight closely, claiming that it is delicate, and cannot be touched. If these agents are questioned before the parade begins they plead ignorance, pretending to be nothing more than members of the parade. If accosted before the beginning of the parade they do not fight back, but call the guards and demand the arrest of the PCs.

If the PCs reach the staging grounds after the parade has begun, all they find is a dark, littered, and trampled area. They he13 (ncouco.2913 Tw[i)after th6to be.u4f(nco9(,)o(littecesr438 Th)12(eo(,)it.u
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and he is not about to risk drunken disturbances if they do not get what they want.

The six "monstrosities" are all costumed, 1st-level commoners. They know nothing about Markun.

Seven maidens make their way along the parade route. Their hair is strung with black and red ribbons, and each carries a wicker basket from which they toss nuts to the crowd. Several of the maidens wear paste-and-paint scars across their foreheads and cheeks, and all of them have paled out their skin with white powder.

These maidens are all 1st-level commoners. They scream loudly if accosted, summoning nearby guards. They know nothing about Markun.

Following the maidens are a score of knights wearing paper mail and swinging wooden swords. A gang of monstrous minions of Iuz, all ragged clothes and green, sickly skin, is setting upon them. The knights fight valiantly as they march along, but it seems the minions of Iuz are gaining the upper hand.

These revelers are all simple commoners (Com1; hp 3). They are re-enacting a battle from the Wars. The "minions of Iuz" are wearing green and brown face paste to give themselves scaly skin. The knights and minions flee if accosted and return with some guards in four rounds.

Next are two men leading a large brown bear on a collar and chain. The bear is muzzled and docile. One of the two men is dressed as Iuz, complete with an Iuz mask, and carries a leather strap on a long, ribbon-decorated truncheon that he occasionally whacks the bear with. When he whacks the bear it stops for the crowd and performs a trick, standing on its front paws and waving its rear legs high in the air. The crowd applauds, delighted, and the bear and its handlers continue down the route.

If any PC cast *detect evil* they discover that the man with the lash is neutral evil. He is not one of the villains the PCs seek. Evil comes in all shapes and sizes, and this man is simply a cruel and self-serving entertainer. He knows nothing about Markun.

If the PCs attempt to accost the trainer, whose name is Krobid, he hits them with his lash, and begins to cry out for the guards. His assistant, Castcot (male human Com2; Cha 10; AL N), does not fight, but tries to drag the bear away from any fighting for fear of the bear getting excited. He has little to fear; the bear is so docile from years of training and poor treatment that it has no propensity for violence. It could not survive by itself in the wild.

Tier One (EL 1)

Krobid, male human Exp2: CR 1; Medium-Size Humanoid; HD 2d6+5; hp 15; Init +0; Spd 30; AC 10; Atks +3 melee (1d6+2, lash); AL NE; SV Fort +3, Ref +0, Will +2.
Str 15, Dex 10, Con 12, Int 9, Will 9, Cha 10.

Skills: Handle Animal +5, Intimidate +4, Perform +4, Pick Pockets +4, Ride +4, Wilderness Lore +3; *Feats:* Great Fortitude, Toughness.

Possessions: Leather Iuz mask, a ribboned lash, pouch with 4 gp.

Tier Two (EL 3)

Krobid, male human Exp4: CR 3; (Medium Humanoid; HD 4d6+7; hp 25; Init +0; Spd 30; AC 10; Atks +5 melee (1d6+2, lash); AL NE; SV Fort +4, Ref +1, Will +3.

Str 15, Dex 10, Con 13, Int 9, Will 9, Cha 10.

Skills: Climb +4, Handle Animal +7, Intimidate +7, Perform +4, Pick Pockets +7, Ride +4, Wilderness Lore +3; *Feats:* Great Fortitude, Run, Toughness.

Possessions: Leather Iuz mask, a ribboned lash, pouch with 4 gp.

Tier Three (EL 5)

Krobid, male human Exp6: CR 5; (Medium Humanoid; HD 6d6+9; hp 35; Init +0; Spd 30; AC 10; Atks +7 melee (1d6+3, lash); AL NE; SV Fort +5, Ref +2, Will +4.

Str 16, Dex 10, Con 13, Int 9, Will 9, Cha 10.

Skills: Climb +4, Handle Animal +8, Intimidate +8, Perform +5, Pick Pockets +8, Ride +4, Speak Language (dwarvish) +4, Wilderness Lore +5; *Feats:* Great Fortitude, Run, Toughness.

Possessions: Leather Iuz mask, ribboned lash, pouch with 4 gp.

A small group of bards dance down the parade route, playing a merry tune on lute, pipe, harp, and drum. They are all dressed in the colors of the day—red, orange, and black. The spry, white-haired flutist seems to be leading them.

The lute player (male half-elf Exp3; Perform +5), harpist (female half-elf Exp4; Perform +8), and drummer (male human Exp2; Perform +5) are all non-adventuring musicians. The leader of this troupe is Gheldon (male half-elf Brd4; Cha 17; Perfrom +10; Spells Prepared (3/3/1): 0-level—*daze, mending, read magic.* 1st-level—*sleep* (x2), *summon monster* I. 2nd-level—*scare*). Gheldon casts his *sleep* and *scare* spells on anyone who tries to accost his troupe. He is not interested in stopping the parade, as he and his troupe are looking to earn a lot of coin from the generous crowds. He knows nothing about Markun.

Another troupe of knights follows the musicians, along with more minions of Iuz. Here, though, the faux knights seem to be driving the monsters back, as if clearing a path for what follows.

These are all commoners, and react exactly as those described above. Behind this group, lumbering down the parade route, is the highlight of the evening: the Fallen Knight.

Encounter Eight: The Knight

A giant wicker puppet lumbers down the parade route, towering above the crowd. This is the center of the parade, and of the evening—the Fallen Knight. Six robed men, their faces hidden beneath monstrous masks, "walk" the Fallen Knight down the street, manipulating arms and legs to make it stride toward the waiting bonfire. The highlight of the night will be when the Fallen Knight falls into the bonfire, a brilliant reminder of the sacrifices made against Iuz.

The Fallen Knight is a 15-foot-tall wicker figure, articulated by 6 handlers using long poles attached to its waist, legs, and arms. The six men handling the Fallen Knight are all loyal to Iuz; they are minor Shadowclaw agents—wicked men who seek the favor of Iuz.

PCs specifically examining the Fallen Knight as it lumbers down the street have a chance to spot the spell package that Markun has secreted there. The pouch is lashed to the wicker around the Knight's midriff, hidden in the darkness and the shadows. It can be found on a Spot or Search check, DC 25.

The Shadowclaw agents have one mission: get the Fallen Knight to the fire. If the PCs try to stop them during the parade, Markun's agents step from the crowd and confront them while the Shadowclaw agents try to rush the Knight to the fire. As a last resort, the Shadowclaw agents drop the Fallen Knight and grab for several of the torches that are lining the parade route; they attempt to light the Fallen Knight in the street to trigger the spell pouch.

The real threat to both the PCs and the Festival are in the crowd, where Markun and his band are stalking, awaiting the parade to end. The moment the spell pouch within the Knight is triggered, Markun's men have orders to transform themselves and attack the revelers at the Festival. The transformation is important; Iuz wants to mar the Festival as much as possible, and the shape-shifted lycanthropes will be much more terrifying than men with swords will. Any attempt by the PCs to halt the Fallen Knight's progress toward its destination draws Markun and his lycanthropic agents from the crowd to distract the PCs while the Shadowclaw agents attempt to burn the Knight.

If the PCs do not discover the plot and remove the spell package from the wicker knight, its burning spews forth gobs of thick, unnatural purple smoke. A unique spell is triggered—a combination of *minor image* and *scare* spells. The *minor image* triggers first, sending dancing, ghostly faces swirling out of the mist. These images are appealing, and catch the attention of the crowd assembled around the bonfire. One round after the *minor image* triggers, the *scare* triggers, affecting any viewer who is watching the *minor image*. In that second round, the ghostly faces produced by the *minor image* turn hideous and frightening, and it is that change which triggers the *scare*—the *scare* is tied to the illusion, and does not affect those who deliberately look away. The *scare* is particularly strong, and requires a Will save (DC 18) to negate its effects. Markun has ordered his agents to look away once the Knight hits the bonfire, and to only look back once the screaming starts (a sure sign that the *scare* has triggered).

There are at least 200 revelers crowding the area around the fire, as well as those in the parade. The DM can determine how many of these revelers are affected by the *scare* by rolling 8 Will saves (DC 18), with a +0 bonus (the average for a human, 1st-level Commoner), and assuming that each represents roughly 25 revelers. The more revelers affected by the *scare*, the more chaotic the ensuing battle becomes, as frightened revelers frantically rush about. Regardless, the crowd at this point is panicked especially when Markun's lycanthropes begin their attacks.

The crowd situation will have one other important effect: it will remove Captain Doran and his guards from the coming confrontation. Doran's interest is in the safety of the crowd first and foremost, and he will set his guards (those, at least, who were not affected by the *scare* spell) to the task of evacuating and controlling the crowd in the square.

Tactics: The minute the *scare* spell triggers, the lycanthropes transform to their hybrid form and attack. Their first and preferred targets are common revelers; once the *scare* has taken effect, they will not directly attack the PCs unless confronted. The Shadowclaw agents are not part of the slaughter, and they gladly step forward and engage the PCs in the name of Iuz, to buy the lycanthropes some time. They wear their armor and carry their swords under their loose fitting robes.

Markun will change as well, but he will remain hidden, preferring instead to cast spells in the shadows, bolstering the power of his men and preserving his own life. That doesn't mean that he will not fight if confronted; he simply will not choose to engage combat. If Naghol, Strietch, and Trodley are all taken down, Markun will attempt to flee.

Tier One (EL 4)

Note: Where information is listed with a slash, information before/after the slash indicates stats for the human/hybrid or animal forms.

Naghol, male wererat: Medium-Size Humanoid; HD 1d8+2; hp 10; Init +0/+3; Spd 20/30; AC 12 (+2 natural)/16 (+3 Dex, +3 natural); Atks +2 melee (1d6+2, rapier) as human/+3 melee (1d6+2, rapier) or +1 melee (1d4, bite) as hybrid/+4 melee (1d4, bite) as rat; SA Curse of lycanthropy; SQ Rat empathy/scent, damage reduction 15 (silver); AL LE; SV Fort +5, Ref +5, Will +4.

Str 15, Dex 11/17, Con 15, Int 8, Wis 11, Cha 8/10.

Skills: None/Climb +11, Hide +11, Move Silently +6; *Feats:* Multiattack, Weapon Finesse (bite) as rat, Weapon Finesse (rapier) as hybrid.

Naghol is a short and hairy dwarf with black wiry hair and brooding eyes. Like all wererats, Naghol can take both a hybrid and an animal form. As a hybrid, Naghol retains his dwarvish

stature.

Strietch, male wererat: Medium-Size Humanoid; HD 1d8+1; hp 8; Init +1/+3; Spd 30/40; AC 13 (+1 Dex, +2 natural)/16 (+3 Dex, +3 natural); Atks +0 melee (1d6+2 [crit. 18-20], rapier) as human/+3 melee (1d6+2 [crit. 18-20], rapier) or +1 melee (1d4, bite) as hybrid/+4 melee (1d4, bite) as rat; SA Curse of lycanthropy; SQ Rat empathy/scent, damage reduction 15 (silver); AL LE; SV Fort +5, Ref +5, Will +4.

Str 10, Dex 13/17, Con 10/12, Int 8, Wis 10, Cha 10.

Skills: None/Climb +11, Hide +11, Move Silently +6; *Feats:* Multiattack, Weapon Finesse (bite) as rat, Weapon Finesse (rapier) as hybrid.

Possessions: Rapier, dagger, leather Iuz mask, money pouch with 25 gp.

Strietch truly looks the part of a wererat, even in human form—large front teeth, big ears that stick out from his head, and wiry brown hair. Strietch is cocky and overconfident. Like all wererats, he has both a hybrid and an animal form.

Trodley, male wererat: Medium-Size Humanoid; HD 1d8+1; hp 8; Init +0/+3; Spd 30/40; AC 12 (+2 natural)/16 (+3 Dex, +3 natural); Atks +2 melee (1d6+2 [crit. 18-20], rapier) as human/+3 melee (1d6+2 [crit. 18-19], rapier) or +1 melee (1d4, bite) as hybrid/+4 melee (1d4, bite) as rat; SA Curse of lycanthropy; SQ Rat empathy/scent, damage reduction 15 (silver); AL LE; SV Fort +5, Ref +5, Will +4.

Str 14, Dex 10/17, Con 12, Int 10, Wis 10, Cha 10.

Skills: None/Climb +11, Hide +11, Move Silently +6; *Feats:* Multiattack, Weapon Finesse (bite) as rat, Weapon Finesse (rapier) as hybrid.

Possessions: Rapier, dagger, leather Iuz mask, money pouch with 15 gp.

Trodley is short-limbed and nearly hairless in human form, with a bald head and a large, hawkish nose that tends to twitch. Like all wererats, Strietch has both a hybrid and an animal form.

Trodley fights with an intricately decorated rapier that will be very noticeable to his opponents. The rapier was looted from one of the wererat's victims.

Shadowclaw agent (6), male human War1: CR 1/2; Medium-Size Humanoid; HD 1d8; hp 8; Init +1; Spd 30; AC 14 (+3 studded leather armor, +1 Dex); Atks +3 melee (1d6+2 [crit 19-20], shortsword); AL NE; SV Fort +2, Ref +1, Will +0.

Str 14, Dex 13, Con 11, Int 9, Wis 10, Cha 10.

Skills: Climb +4, Listen +2, Spot +2, Swim +4; *Feats:* Alertness, Dodge.

Possessions: Paper Iuz mask, dagger, and money pouch with 12 cp.

Tier Two (EL 6)

Note: Where information is listed with a slash, information before/after the slash indicates stats for the human/hybrid or animal forms.

Naghol, male were-wolverine: CR 4; Medium-Size Humanoid; HD 3d8+12; hp 25; Init +1; Spd 20/40, burrow 10; AC 13 (+2 natural, +1 Dex)/18 (+4 Dex, +4 natural); Atks +7/+7 melee (1d6+2, claws) or +2 melee (1d4+5, bite); SA Wolverine empathy, curse of lycanthropy/rage; SQ Alternate form (wolverine)/ scent, damage reduction 15 (silver); AL CE; SV Fort +9, Ref +7, Will +4.

Str 15/20, Dex 13/19, Con 15/19, Int 8, Wis 11, Cha 8/10.

Skills: Climb+15, Listen +7, Spot +7 as wolverine.

SA: *Rage* (Ex)—If Naghol takes damage while in wolverine form, he flies into a berserk rage, clawing and biting madly at the attacker until either he or the opponent is dead. He gains +2 Str, +2 Con, and –2 AC while enraged.

Naghol is a short and hairy dwarf with black wiry hair and brooding eyes. He is quick to anger. Unlike most dwarves, Naghol keeps his beard short, and neatly trimmed. Naghol has only one alternate form—a larger-than-normal wolverine.

Strietch, male wererat Rog2: CR 2; Medium-Size Humanoid; HD 2d6+1d8+1; hp 18; Init +1/+3; Spd 30/40; AC 13 (+1 Dex, +2 natural)/16 (+3 Dex, +3 natural); Atks +1 melee (1d6+2 [crit 18-20], rapier) as human/+4 melee (1d6+2 [crit 18-20], rapier) or +2 melee (1d4, bite) as hybrid/+5 melee (1d4, bite) as rat; SA Rog sneak attack +1d6/curse of lycanthropy; SQ Evasion, rat empathy/scent, damage reduction 15 (silver); AL LE; SV Fort +5, Ref +8, Will +4.

Str 10, Dex 13/17, Con 10/12, Int 8, Wis 10, Cha 10.

Skills: Balance +6, Disable Device +6, Escape Artist +5, Hide +6, Listen +3, Move Silently +5, Read Lips +3, Tumble +6/Climb +11, Hide +11, Move Silently +6; *Feats:* Dodge, Multiattack, Weapon Finesse (bite) as rat, Weapon Finesse (rapier) as hybrid.

Possessions: Rapier, dagger, leather Iuz mask, money pouch with 25 gp.

Strietch truly looks the part of a wererat, even in human form—large front teeth, big ears that stick out from his head, and wiry brown hair. Strietch is cocky and overconfident. Like all wererats, he has both a hybrid and an animal form.

Trodley, male wererat Rog 3: CR 3 Medium-Size Humanoid; HD 3d6+1d8+1; hp 22; Init +4/+7; Spd 30/40; AC 14 (+2 Dex, +2 natural)/16 (+3 Dex, +3 natural); Atks +4 melee (1d6+2 [crit 18-20], rapier) as human/+5 melee (1d6+2 [crit 18-20], rapier) or +3 melee (1d4, bite) as hybrid/+6 melee (1d4, bite) as rat; SA Rog sneak attack +2d6, curse of lycanthropy; SQ Evasion, uncanny dodge, rat empathy/scent, damage reduction 15 (silver); AL LE; SV Fort +6, Ref +10, Will +5.

Str 14, Dex 12/17, Con 12, Int 10, Wis 10, Cha 10.

The Conclusion

By the time the battle is over, Captain Doran has gained sufficient control of the crowd. While there are still frightened and panicked villagers about, the majority of the revelers have fled the area. Within a few minutes of the battle's end, Doran leaves the crowd in the capable hands of his lieutenant and approaches you, offering his congratulations. He offers to take the wounded to the Temple of Rao, where they can be tended to for free, as a sign of gratitude from the city.

Doran also carries a message, and a gift, from Altrigan Werebane. Altrigan bids you to keep whatever silver-tipped crossbow bolts remain from the bundle he provided you. He has also sent for your group a well-crafted dagger veined with silver, as a reward for saving his life and doing the job he had come to the Festival to do.

The bodies of the villains are particularly sparse. None of the items stolen from Eldubrais or Noblish will be found, as all of them went into the making of the spell pouch. The only things of value on the villains are coins, a few pieces of equipment, and the intricately scrolled rapier wielded by Trodley. On Markun, the PCs also discover a small, travelling spellbook (Markun's primary spellbook is secreted away, and cannot be found). The book contains the common spells *daze, ray of frost, enlarge,* and *blur,* as well as the unique spell *ripclaw.*

If the spell pouch was not burned, then Eldubrais, the illusionist, will request it for study—he is very interested in how Markun put his *minor image* scroll to use. To thank the PCs for tracking down the thief, even if his stolen property was unrecoverable, Eldubrais will gratefully copy the unique spell (*ripclaw*) found on Markun, if the weremage is captured, as well as taking a copy for himself. He also offers the PCs a rare spell from his own spellbook: *resist lycanthropy*.

Noblish the Tallow-maker's gift may already be in the hands of the PCs—the *festival lantern*. If it is not, he will reward the PCs with it, at the personal behest of Captain Doran, later in the night.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Encounter Two	
Defeating Astin	20 xp
Saving Altrigan	10 xp
Encounter Four	
Speaking with Eldubrais	10 xp
Encounter Five	
Speaking with Noblish	10 xp
Encounter Six	
Discovering the bodies	30 xp
Encounter Eight	
Defeating Markun	75 xp
Defeating Naghol	50 xp
Defeating Strietch	50 xp
Defeating Trodley	50 xp
Defeating Shadowclaw Agents	50 xp
Preventing the Knight from burning	75 xp
Total experience for objectives	410 xp
Discretionary roleplaying award	0-50 xp
Total possible experience	**460 xp**

Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certed and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certed.
3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than [insert campaign value] that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief, such as Infamy. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things it later finds unreasonable but which were allowed at the time.

Encounter Two:
- 20gp, 1pp
- 10 silver-tipped crossbow bolts [certed]

Encounter Five
- A festival lantern [certed].

Encounter Eight:
- 90 gp, 12 sp. 12 cp.
- 2 rapiers, 10 gp each
- 2 leather Iuz masks
- 8 paper iuz masks
- 2 daggers, 1 gp each
- 1 decorated rapier [certed].
- 6 suits of studded leather armor, 10 gp each
- 6 shortswords, 5 gp each

Conclusion
- Masterwork silver dagger [certed]
- Arcane Scroll, resist lycanthropy [certed]
- Arcane Scroll, ripclaw [certed]

Appendix: Markun the Weremage

The cunning, evil Markun may be encountered throughout this scenario, and so his statistics are presented here, for easy reference during play.

Tier One (EL 5)

Markun, male werewolf Wiz2: CR 5; Medium Humanoid; HD 2d8+2d4+6; hp 22; Init +2 (Dex); Spd 30/50; AC 14/16 (+2 natural, +2 Dex)/(+4 natural, +2 Dex); Atks +2 melee (1d4+1/crit 19-20, dagger)/+4 melee (1d6+1, bite); SA None/trip, curse of lycanthropy; SQ Wolf empathy/scent, damage reduction 15/silver as wolf or hybrid; AL CE; SV Fort +7, Ref +5, Will +6.

Str 12/13, Dex 15, Con 12/15, Int 18, Wis 13, Cha 14/10.

Skills: Alchemy +5, Concentration +5, Hide +2, Intimidate +2, Knowledge (arcana) +4, Scry +4, Spellcraft +4/Hide +3, Listen +17, Move Silently +4, Spot +17; *Feats*: Craft Wondrous Item, Scribe Scroll/Blind-Fight, Improved Initiative, Weapon Finesse (bite).

Spells (4/3): 0-level–*daze, flare, ray of frost, resistance*; 1st-level–*enlarge, ray of enfeeblement, shocking grasp.*

Possessions: 2 daggers, a leather Iuz mask, a pouchful of spell components, a money pouch with 50 gp, 20 sp, and a travelling spellbook with the following spells: daze, ray of frost, enlarge, blur, ripclaw.

Tier Two (EL 7)

Markun, male werewolf Wiz4: CR 7; Medium Humanoid; HD 2d8+4d4+8; hp 33; Init +2 (Dex); Spd 30/50; AC 14/16 (+2 natural, +2 Dex)/(+2 Dex, +4 natural); Atks +3 melee (1d4+1/crit 19-20, dagger)/+5 melee (1d6+1, bite); SA None/trip, curse of lycanthropy; SQ Wolf empathy/scent, damage reduction 15/silver as wolf or hybrid; AL CE; SV Fort +8, Ref +6, Will +7.

Str 12/13, Dex 15, Con 12/15, Int 19, Wis 13, Cha 14/10.

Skills: Alchemy +5, Concentration +6, Hide +4, Intimidate +3, Knowledge (arcana) +6, Move Silently +2, Scry +4, Spellcraft +6/Hide +3, Listen +17, Move Silently +4, Spot +17; *Feats*: Combat Casting, Craft Wondrous Item, Scribe Scroll/ Blind-Fight, Improved Initiative, Weapon Finesse (bite).

Spells (4/4/3): 0-level–*daze, flare, ray of frost, resistance.* 1st-level–*enlarge, ray of enfeeblement, shocking grasp, true strike.* 2nd-level–*blur, ripclaw, Tasha's hideous laughter.*

Possessions: 2 daggers, a leather Iuz mask, a pouchful of spell components, a money pouch with 50 gp, 20 sp, and a travelling spellbook with the following spells: daze, ray of frost, enlarge, blur, ripclaw.

Tier Three (EL 9)

Markun, male werewolf Wiz6: CR 9; Medium Humanoid; HD 2d8+6d4+10; hp 40; Init +2 (Dex); Spd 30/50; AC 14/16 (+2 natural, +2 Dex)/(+2 Dex, +4 natural); Atks +4 melee (1d4+1/crit 19-20, dagger)/+6 melee (1d6+1, bite); SA None/trip, curse of lycanthropy; SQ Wolf empathy/scent, damage reduction 15 (silver) as wolf or hybrid; AL CE; SV Fort +9, Ref +7, Will +8.

Str 13, Dex 16, Con 15, Int 19, Wis 13, Cha 14/10.

Skills: Alchemy +5, Concentration +6, Hid +4, Intimidate +3, Knowledge (arcana) +6, Move Silently +2., Scry +4, Spellcraft +6/Hide +3, Listen +17, Move Silently +4, Spot +17; *Feats*: Combat Casting, Craft Wondrous Item, Scribe Scroll, Spell Focus: Transmutation / Blind-Fight, Improved Initiative, Weapon Finesse (bite).

Spells (4/4/4/3): 0-level–d*aze, flare, ray of frost, resistance.* 1st-level–*enlarge*, ray of enfeeblement, shocking grasp*, true strike.* 2nd-level–*blur, ripclaw (x2)*, Tasha's hideous laughter.* 3rd-level–*dispel magic, haste*, hold person, slow*.*

* Focused spells

Possessions: 2 daggers, a leather Iuz mask, a pouchful of spell components, a money pouch with 50 gp, 20 sp, and a travelling spellbook with the following spells: daze, ray of frost, enlarge, blur, ripclaw.

Markun Darkenclaw, werewolf and wizard, is a singularly evil creature who delights in cruelty in malice. He has little patience for fools, and even less for failure. He was born a werewolf, and he delights in what he is. He prefers the company of his own to all others, and sees normal humans as a step below himself and his brethren.

Born in the Kingdom of Nyrond before the War years, Markun found himself attracted to the evil power of Iuz very early in life. He sided with the demigod long before the Greyhawk Wars broke out, and was a valued agent of Iuz during those years. He spent most of the War years in Furyondy, subverting the morale of the military and ripping the throats out of men and women dangerous to Iuz's cause. When Iuz agreed to the Treaty of Greyhawk, withdrawing his troops and effectively ending open hostilities, Markun was sorely disappointed. He has funneled his disappointment into his activities, and has found some measure of satisfaction in the quiet, subversive activities of the post-War years.

Combat: As a weremage Markun is practiced in casting spells in both human and hybrid form. Casting in hybrid form affords him the best advantages, and so he will normally take that form before entering a combat.

Alternate form (Su)—like all werewolves, Markun can take on the form of a human, a wolf, or a shaggy, monstrous human-wolf hybrid. Assuming any one shape is a standard action.

Trip (Ex)—If Markun makes a successful bite attack can attempt to trip his opponent as a free action, without making a separate attack roll.

New spell from the spellbook of Markun Darkenclaw

Ripclaw
Transmutation
Level: Sor/Wiz 2
Range: Touch
Components: V, S, M
Duration: 1 round per caster level
Casting time: One action
Target: One creature
Saving Throw: None
Spell Resistance: Yes (harmless)

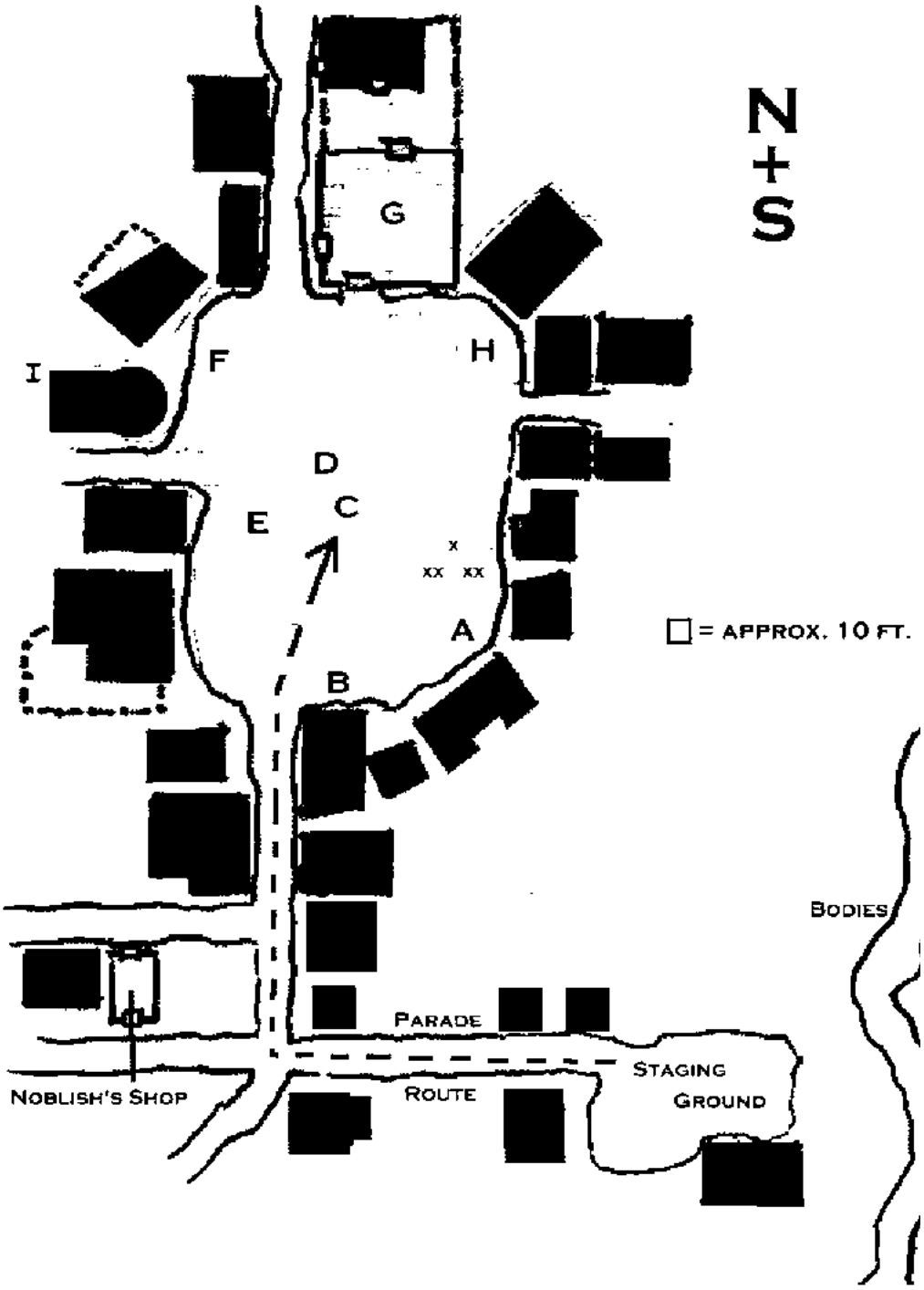
Ripclaw hardens and sharpens the claws or nails of the affected creature, making them like razor-sharp blades and increasing the amount damage dealt. For Medium creatures with pre-existing claw attacks, ripclaw increases attack damage by one die type per claw, per hit, for the duration of the spell. For example a creature with a claw attack of 1d6 would increase to 1d8, on that has a claw attack of 1d8, would improve to a 1d10, and so in as similar progression. This spell can be cast on humanoid hands as well, granting the affected humanoid a claw attack, but with only 1d4 damage per hit.

The material component for this spell is a bit of steel or iron.

Resist Lycanthropy
Transmutation
Level: Sor/Wiz 2, Brd 2
Range: Touch
Components: V, S
Duration: 1 minute/caster level
Casting time: One action
Target: One creature
Saving Throw: None
Spell Resistance: Yes

Resist lycanthropy grants resistance to lycanthropic infection from claw or bite attacks. Every time the subject of this spell's effect must roll for lycanthropic infection, he or she gains a +5 magical bonus to his Fortitude saving throw. Humanoids afflicted with lycanthropy gain no benefits from this spell.

The spell focus of this spell is a silver necklace, broach, or ring, upon which the spell is actually centered. This is not a material component, and is not consumed during casting

Map One: The Festival Area and Parade Route

Note that this map lays out the Festival area only, and does not represent to whole of the town or city where the Festival is located.