

FUR5-01

Ties of Loyalty

A Two-Round D&D LIVING GREYHAWK[®] Furyondy Regional Adventure

Version 1.0

Rounds 1 and 2

by Michelle and Lee Sharp

with thanks to Michael Webster, author of the original *FUR1-11 Inheritance*

Some serve Furyondy for personal glory. Some serve Furyondy for gold or wealth. Some serve Furyondy because by so serving, they serve the greater good. Some have been here before but may not recognize the location now. The Gaelpyn family again calls for help, not solely for their sake but for that of others as well. Some will hear the call, and answer. Will you be one of them? This regional adventure is fifth in the *Running Blood* series and is designed for PCs level 3 to 13 (APL 4 to 12).

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.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of Wizards of the Coast. To learn more about the Open Gaming License and the d20 SYSTEM license, please visit www.wizards.com/d20

This is an official RPGA[®] play document. To find out more about the RPGA and to learn more on how you can sanction and run DUNGEONS & DRAGONS game events of all sizes, visit our website at www.rpga.com.

DUNGEONS & DRAGONS, D&D, GREYHAWK, LIVING GREYHAWK, D&D REWARDS, RPGA, *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* are trademarks of Wizards of the Coast, Inc, in the US and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental. © 2005 Wizards of the Coast, Inc and the adventure author or authors.

Visit the LIVING GREYHAWK website at www.rpga.com

For questions specific to this document and your region please e-mail your triad point of contact (POC) at furypoc@wmis.net; for LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA SANCTIONED PLAY

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

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

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth one (1) point.

This adventure retires from RPGA-sanctioned play on December 31, 2006.

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

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

1. Enlist a sixth player.

Advise characters to buy riding dogs to help protect them, and fight for them.

TIME UNITS AND UPKEEP

This is a standard two-round regional adventure, set in Furyondy. Characters native to Furyondy pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

Adventure Background

In *FURI-11 Inheritance*, PCs assisted the Gaelpyn family, in the barony of Willip, to regain their ancestral family home. The home was abandoned during the war with Iuz and subsequently taken over by several squatters. Lews Gaelpyn, the founder of the home, is a ghost but conceals his nature from the PCs. After the home is cleared of the squatters and his descendents return, he is able to return to his rest. When the PCs depart, the home is in the possession of Tyl Gaelpyn, his wife and son.

Tyl's son, also named Lews, is now five years of age and is currently a captive in his own home. Some months ago, the family home was invaded by followers of the Black Knight, who felt its slightly isolated location made it an ideal place to utilize for storing supplies for the upcoming claim on the throne of Furyondy. Tyl and his wife were slain and have been turned into vampires, yet maintain protective toward their son, home and land. They have not yet been completely turned to evil and in many ways hate what they have become. They remain in the area and search for those who could save their son and right the wrong that has been done. The activity of the Black Knight's minions has also awakened Lews from his less than restful slumber and he is seeking out those who assisted him before. Enter the PCs...

Adventure Summary

This module is a mid to high level adventure set in the Barony of Willip. The PCs introduction to this adventure depends upon whether or not any PC at the table played *FURI-11 Inheritance* so this should be determined before beginning play. If any of the PCs played *Inheritance*, then PCs are in the area after hearing of rumors of a haunting at a nearby village, Mudpaw. They are approached by the ghost of Lews and asked to assist his descendants. If no PCs have played *FURI-11 Inheritance*, then instead they begin the adventure by encountering Tyl and his wife.

PCs meet up with Lews Gaelpyn, a ghost, or the vampires Tyl and Arya Gaelpyn. In either case, the PCs have an opportunity to learn about what has happened to Gaelpyn Manor. PCs travel towards Gaelpyn Manor and are attacked by cavalry loyal to the Black Knight.

PCs reach the home and may set off a trap upon entry. Should they do so, this alerts the inhabitants of the home, one of whom approaches to attack.

Upon exploring and moving about the home, PCs may discover various clues about its current purpose. At some point, they encounter Sargoram, a vampire lieutenant of Nodel, the leader of the home. The PCs may encounter a half-orc prisoner, currently caring for the child Lews, although they may not realize this at first.

The PCs reach the entrance to the vault, which is trapped. Once they have passed the trap, they encounter the leader's "watchdog."

Prior to gaining entrance to Nodel's suite, there is another trap. The PCs encounter and may defeat Nodel.

Preparation for Play

Prior to beginning play, it is recommended that the judge verify which PCs have played the following adventures: *FURI-04 Not All Its Crooked Up to Be*; *FURI-11*

Inheritance, *FUR4-06 Shadow of the Sun* and *FUR4-09 Errant Son*. It would also be helpful to verify whether any PCs are members of the FAST-C meta-organization, particularly followers of Kord.

Introduction A

This introduction should be used only if one of the PCs played the adventure *FUR1-11 Inheritance*. If none of the PCs played that module, please use Introduction B.

The PCs have come to the village of Mudpaw in response to rumors heard three days prior in the town of Joesthall, which spoke of a haunting in the area. The village of Mudpaw is located about a days walk from Joesthall, a coastal town between Willip and Herechel. The village is roughly shaped as a cat's paw, with the borders outlined by small creeks leading into the NyrDyv.

Three days ago, you each learned rumors of a new haunting in Mudpaw and, individually, made your way here from Joesthall. Over the past couple of days, you've been gathering information and learned the ghost was terrorizing visitors at local inns.

*You and your stalwart companions have figured out a pattern to the ghost's appearances and obtained a description of the ghost itself. Each of you [indicating PCs who played *FUR1-11 Inheritance*] recognize the description of Lews Gaelpyn, the ancestor and founder of the Gaelpyn Manor you cleared of vermin and other squatters some years ago.*

Allow PCs to determine how they wish to proceed. If they wish to contact the ghost, all they need to do is wait in one of the two inns he's been seen in, both of which are typically used by adventurers, and which happen to be the only two inns in the small village. The two inns are the Dirty Pool and the Bull's Eye. If the PCs go to the Dirty Pool, begin with Encounter 1A. If the PCs go to the Bull's Eye, proceed to Encounter 1B. If for some reason the PCs decide to simply head for the manor or leave town, then go to Encounter 1C, but adjust as needed since the PCs are not actually tracking the orcs.

Introduction B

This introduction should be used only if none of the PCs played the adventure *FUR1-11 Inheritance*. If one of the PCs played that adventure, please use Introduction A.

The PCs are in the Barony of Willip after tracking remnants of a group of Iuzian forces who had fled the area around Molag. The PCs have been traveling together some time, so allow introductions at this point.

As the module begins, the PCs have defeated the bulk of that force and are following up on stragglers.

As military work goes, this hasn't been too bad. You've been tasked with flushing out some of the fractured defenders of Molag, preventing them from regrouping for another attack on Furyondy. Having been briefly led by a Green Jerkin ranger, you were recently left to your own devices after his departure to report your contact with an enemy squad. The combat was largely successful, although not all the hidden orcs were initially found. After the combat, Frehiet, the green jerkin scout, found the track of several more orcs leading south, deeper into Furyondy.

Once the PCs have made any spell adjustments based on the above information, proceed to Encounter One C.

Encounter One A

Tables and chairs line the edges of the common room of the Dirty Pool Inn. In the center of the room is a pit in the shape of an octagon. The pit has a dirt floor and is lined with stout oak beams. The pit (or "dirty pool") is used to host various combat-oriented entertainments such as bear-baiting, dog fights, wrestling, cockfights, etc., upon which the patrons may chose to place bets. Near the end of the evening, the trampled morass of the pit is a dirty pool indeed. The inn is typically rather quiet during the day but until recently extremely busy in the evening. There has been a slight decline in business since the appearance of the ghost.

On the evening of the PC's arrival at the inn, the Dirty Pool is hosting a wrestling match followed by a cockfight. Feel free to allow PCs to role-play and even gamble upon this, winning an amount up to (but not exceeding) a high lifestyle for this adventure. No information about the ghost is available from the other patrons, however, as no one present that night has seen the ghost.

Creatures: The inn's proprietor, **Jock Twotoppless** (male human War3), is a refugee from the Shield Lands. He served in the Great Northern Crusade and sustained a severe injury to his head, resulting in physical deformity.

Jock has no lower lip, merely a scar running below his nose and above his mouth. This makes his speech difficult to understand (Listen DC 5 to understand him, but adjust if needed based on background noise. PCs may not "take 20" on this check.) Jock survived this severe injury solely because he was immediately healed by a cleric of Kord. Members of the FAST-C meta-organization with Kord as the chosen deity are allowed to

stay for free at his inn (free standard lifestyle for this event). If the PCs attempt to Gather Information from Jock at the bar, he responds with:

“Yep, that varmit’s bin in here. He’s spooked some’a the silly folks but he ain’t hurt no one. I’m more worried about them nightmares I been havin. Kord awakens me ever night n’ tells me to get up n’ sharpen sticks. I’m a loyal servant ta Kord so I do it. Here. Here’s yers. Kord wants his warriors prepared.” [He then hands each PC present at the time a sharpened wooden stake and a mallet.]

The ghost of **Lews Gaelpyn** arrives around ten bells in the evening, just as folks are departing following the cockfight. The common room is essentially empty of all but the PCs at this point. Jock appears unconcerned by his appearance. PCs notice him with a successful Spot check (DC 10). PCs that played *FURT-11 Inheritance* recognize him immediately. PCs who succeeded at their Spot check also note that he looks about the room before approaching them in a non-aggressive manner. Allow a reaction from PCs who made their Spot check (e.g. “surprise round.”) Note that PCs who wish to interrupt the statement below may do so, but likely miss out on important information. If he is attacked, Lews stops talking and simply attempts to flee on his next action. In that case, he does not return to the inn or even the village.

*“Where have you been? I’ve been looking for you for over a week!” You look up to see the ghost of Lews Gaelpyn gliding up to your table. “I’ve been seeking help and cannot find the others who helped me before. You [indicating PCs who played *Inheritance*] are the only ones I could find. My family is in trouble and I need your help. Most people run away without listening to what I have to say. I hope you will listen. There’s a greater evil on my estate than there was when you helped me previously, and I am in danger of losing my entire family line. My grandson and his wife have been attacked. They are trying to resist but I fear it is too late to salvage them. My great-grandson, though, my namesake, is trapped in the darkness with a servant of light.”*

“Before you enter the manor, speak the words ‘I exist to serve the Bloodlord.’ I cannot offer you coin for your assistance...but know this: By doing this task you greatly aid the forces of good. I will follow your deeds and if ever you truly need to strike one in my realm, I will lend you my aid.” Suddenly, you hear a stern voice “Be gone foul creature!” Lews lets out a cry as he fades into nothingness. Turning you see a

cleric of Pelor nod to you before moving over to the bar.

All APLs (EL 4)

☛ **Lews Gaelpyn**: hp 26; see *Appendix 1*.

☛ **Gissippe**: Male human Clr 6.

Development: Gissippe, the cleric of Pelor, believes himself to have provided a service to the innkeeper in eliminating the undead that has been plaguing him. He bears no malicious intent. Lews Gaelpyn, at this point, cannot be further contacted by the PCs regardless of the amount of time they spend in this endeavor. Once the PCs decide to head towards the manor, proceed to Encounter 2.

Encounter One B

The Bull’s Eye is a local farmer’s tavern. The sign outside portrays a bull in profile. Oddly the eye socket looking over the street contains a wooden paddlewheel with several different gaudily painted eyes of various colors. Farmers use this wheel for fortune telling. As the PCs approach, an angry red eye seems to track one of the PCs (chosen at random). This “fortune” (of bad luck and danger) can be confirmed inside. Of course, really this is just to make the PCs paranoid.

Creatures: The half dozen farmers inside when the PCs enter look up briefly before going back to their drinks. The farmers know little about the ghost. However, they note that the wolves have gotten very brazen lately – even walking into town.

One of the farmers, **Morris Firk** (male human), smiles upon seeing the PCs, then stands up and approaches them. He offers to sell them some “*genuine assassin vine seeds just in from Ket...guaranteed to protect your daughters and keep them safe in their beds.*” PCs who look at the seeds and succeed at a Knowledge – Nature check (DC 18) recognize the seeds as a noxious vine common in Ket. Morris, however, honestly believes these to be what he presents (assassin vine seeds). He is charging 50 gp each for the “rare seeds” and does not believe PCs who try and convince him that is not what he has.

The proprietor of the inn is **Judas Kreighton**, a Flan man who is a pretty typical innkeeper and a “good old boy.” He knows little gossip and little of interest to the PCs. He attempts to minimize the ghost’s appearance since he doesn’t want to scare off his customers. There are no rooms available here. The innkeeper does not encourage adventurers to stay since they tend to “break up” the inn but he accepts their coin readily enough.

The ghost of **Lews Gaelpyn** arrives around ten bells in the evening, just as most of the farmers are heading home. Those still present become panicked and rapidly depart. PCs notice him with a successful Spot check (DC 10). PCs that played *FURI-11 Inheritance* recognize him immediately. PCs who succeeded at their Spot check also note that he looks about the room before approaching them in a non-aggressive manner. Allow a reaction from PCs who made their Spot check (e.g. “surprise round.”) Note that PCs who wish to interrupt the statement below may do so, but miss out on important information. If he is attacked, Lews stops talking and simply attempts to flee on his next action. In that case, he does not return to the inn or even the village.

*“Where have you been? I’ve been looking for you for over a week!” You look up to see the ghost of Lews Gaelpyn gliding up to your table. “I’ve been seeking help and cannot find the others who helped me before. You [indicating PCs who played *Inheritance*] are the only ones I could find. My family is in trouble and I need your help. Most people run away without listening to what I have to say. I hope you will listen. There’s a greater evil on my estate than there was when you helped me previously, and I am in danger of losing my entire family line. My grandson and his wife have been attacked. They are trying to resist but I fear it is too late to salvage them. My great-grandson, though, my namesake, is trapped in the darkness with a servant of light.”*

“Before you enter the manor, speak the words ‘I exist to serve the Bloodlord.’ I cannot offer you coin for your assistance...but know this: By doing this task you greatly aid the forces of good. I will follow your deeds and if ever you truly need to strike one in my realm, I will lend you my aid.” Suddenly, you hear a stern voice “Be gone foul creature!” Lews lets out a cry as he fades into nothingness. Turning you see a cleric of St. Cuthbert nod to you before swaggering over to the bar.

All APLs (EL 4)

☞ **Lews Gaelpyn:** hp 26; see *Appendix 1*.

☞ **Calrissido:** Male human Clr 6.

Development: the cleric of St. Cuthbert is a frequent customer and the innkeeper is grateful to him for eliminating the undead that has been plaguing him. Neither will be happy to hear any sort of reprimand from the PCs. Lews Gaelpyn, at this point, cannot be further contacted by the PCs regardless of the amount of time they spend in this endeavor. Once the PCs decide to head toward the manor, proceed to Encounter 2.

Encounter One C

The track at this point, as indicated by Freheit before his departure, is quite easy to follow (Survival DC 10), since the orcs are moving fast and making no effort to hide their trail. Allow PCs a Spot check (DC 15) to notice a couple of orc bodies near a large plant. Further investigation (Knowledge – Nature or Survival DC 20) identifies this as an assassin vine, now dead. The plant is hacked up and riddled with broken arrows and crossbow bolts. A successful Heal check (DC 10) indicates that the orc bodies were strangled, likely killed by the vine. The orcs were left as they fell, as though those accompanying them were in considerable haste. Studying the tracks as the PCs continue (Survival DC 20) indicates there are a half dozen orcs left and they are moving quickly.

Shortly thereafter, the PCs come upon a clearing containing most of the orc remains. PCs who make a successful Listen check (DC 20) hear the sounds of combat and cries of distress in Orcish. Once the PCs decide to move on, continue below.

Cries of pain in Orcish from ahead confuse you for a moment, since you have not struck a single blow. It’s a little premature to hear cries for mama, although that is likely what you hear. Moving carefully, as the forest canopy darkens the area, even into the clearing, you see a single orc standing, focused on a human man and woman in noble finery. As you watch, the man holds down the orc while the woman bites it in the throat. Bodies of three other orcs lay scattered about the clearing.

PCs who succeed at a Listen check (DC 15) hear the man say to the woman, *“That’s four less of the enemy.”*

Creatures: Tyl and his wife Arya Gaelpyn were slain and have been turned into vampires, yet maintain protective toward their son, home and land. They have not yet been completely turned to evil and in many ways hate what they have become. (Remember, however, that as undead they detect as faint evil). They remain in the area and search for those who could save their son and right the wrong that has been done.

Should the PCs engage them in conversation, they are eager to obtain assistance in liberating their home and son. Since both of the vampires are not willing servants of evil, their knowledge of the plans and plots of those on the estate is limited. They are trying to free their son before they fall prey to their current condition. They are doing what they can to aid the kingdom, even in their current state. They can provide PCs the following information:

- They returned with their son, Lews, to the estate about four years ago. Some adventurers had assisted in clearing out the manor for their use.
- Their son is being held captive and their estate is in enemy hands, as it has been for a couple of months.
- The current occupants have placed new traps.
- The current occupants swear allegiance to a dark knight.
- They can give PCs information on the basic layout of the manor, but do not know WHERE current occupants are staying and know nothing of the new construction.

All APLs (EL 8)

☞ **Tyl Gaelpyn:** hp 40; see *Appendix 1*.

☞ **Arya Gaelpyn:** hp 40; see *Appendix 1*.

Tactics: If the PCs wish to attack, the nobles spend a round attempting to diffuse the situation diplomatically. However, if either takes half damage, they both flee towards the manor house. Once they realize they are unable to parlay, they seek to lead the PCs there.

Treasure: If slain before this can occur, PCs who search their bodies find a deed to the estate on the man's remains.

Development: The remaining two orcs may also be tracked toward the estate (proceed to Encounter 2).

Encounter Two

The PCs have traveled toward the manor from their starting location, wherever it may be. In some cases, they may be tracking the orcs while in others they may be heading directly for the manor. When the PCs are a half-day travel from the manor, they meet with a troop patrolling the area...as well as the remainder of the orcs.

The keen hearing of your scout(s) reveals the hasty approach of some mounted riders.

Allow the PCs to declare their actions. The landscape in the area, should they ask, is rolling hills with plenty of brush. There is adequate cover for hiding, should the PCs desire to do so. The PCs have two rounds to prepare before the group comes into sight. PCs see two orcs being chased by a group on horseback (five horsemen at APL 4, seven at all other APLs).

Should the PCs decide to simply observe, the group engages and slaughters the two orcs. In the process, two of the horsemen are slain as well. Therefore, if the PCs decide to join in the fight, note that there are two more

horsemen than noted in each APL, a lancer and an archer.

Creatures:

The two orcs are the last remnants of some deserters from Iuz's army to the north. They are just interested in getting as far away from the combat as possible.

All APLs (EL 9)

☞ **Orc Deserters (2):** hp 53 ea; see *Appendix 1*.

There are three (two at APL 4) riders with lances and flails and three (two at APL 4) riders bearing composite short bows riding in the second rank. Riding in the lead is a human bearing a flail and short sword. All wear livery of red trimmed in black, with a small crest in the corner (not visible at a distance). Those with Knowledge – Nobility and Royalty may (DC 18) recognize this as similar to the personal coat of arms for the royal family of Furyondy (King Belvor). If PCs are especially familiar with heraldry (Knowledge – Nobility and Royalty, DC 25), they may realize this is slightly different as the background is red rather than blue. PC who played *FUR4-06 Shadow of the Sun* or *FUR4-09 Errant Son* have encountered this already and may make an Intelligence check (DC 15) to recognize it or may instead make the above Knowledge checks (assuming they possess the skill) with a +4 circumstance bonus.

If the PCs join the fight against the orcs, note that the orcs are focused on escape and only attack those who interfere with their ability to do so. The horsemen focus on the orcs, unless attacked by the PCs. Once the orcs are defeated, the PCs may attempt to parlay. Following the combat, the archer(s) dismount and cut off the orc's heads, placing them on pikes fashioned from nearby sticks. They immediately drop this to assist in combat if their group is attacked.

Henlane, the leader, speaks for the patrol. He begins with questioning the PCs of their business in the area. Should they ask, he assures them that all is fine at the manor. He questions their source if they suggest problems in that area, implying its evil nature (a ghost or vampires) and expressing hope the PCs slew them.

Henlane informs the PCs if they wish to continue, they must pay a "road tax" to his liege, the rightful heir of the kingdom (Thrommel). If the PCs ask for proof of this authority, he does have a writ from his liege. The writ looks official and is sealed with Thrommel's coat of arms, as well as his name. The road tax may be paid in coin, equipment or magic item (use value). The cost of the tax is 50 gold per PC if the PCs assisted in the fight against the orcs or 100 gold if they did not. Should the PCs refuse

or take any hostile action, including casting preparatory spells of any kind, combat ensues.

None of the cavalry members provide any additional information to the PCs, even if captured and threatened in some way. All know that their fate with the PCs is better than if they betray their master.

APL 4 (EL 6)

➤ **Henlane:** hp 33; see *Appendix 2*.

➤ **Archer:** hp 14; see *Appendix 2*.

➤ **Lancer:** hp 18; see *Appendix 2*.

APL 6 (EL 8)

➤ **Henlane:** hp 49; see *Appendix 3*.

➤ **Archer (2):** hp 14; see *Appendix 3*.

➤ **Lancer (2):** hp 18; see *Appendix 3*.

APL 8 (EL 10)

➤ **Henlane:** hp 65; see *Appendix 4*.

➤ **Archer (2):** hp 25; see *Appendix 4*.

➤ **Lancer (2):** hp 33; see *Appendix 4*.

APL 10 (EL 12)

➤ **Henlane:** hp 81; see *Appendix 5*.

➤ **Archer (2):** hp 37; see *Appendix 5*.

➤ **Lancer (2):** hp 49; see *Appendix 5*.

APL 12 (EL 14)

➤ **Henlane:** hp 97; see *Appendix 6*.

➤ **Archer (2):** hp 49; see *Appendix 6*.

➤ **Lancer (2):** hp 65; see *Appendix 6*.

Tactics: The cavalry focus first on any PCs wearing a visible symbol of Heironeous. Next, they focus on known or suspected spellcasters. When injured to half his hit points, Henlane uses his *helm of glorious recovery* to heal himself.

Treasure: PCs who search the bodies find a writ on Henlane authorizing him to collect road tax in Thrommel's name, sealed with wax replica of his coat of arms.

APL 4– L (82 gp), *helm of glorious recovery* - (467 gp).

APL 6– L: (154 gp), *helm of glorious recovery* - (467 gp).

APL 8–L: (154 gp), *helm of glorious recovery* - (467 gp).

APL 10–L: (154 gp), *helm of glorious recovery* - (467 gp).

APL 12– L (154 gp), *helm of glorious recovery* - (467 gp), *flail +1 bane [elf]*(692 gp).

Encounter Three

The PCs arrive at the Gaelpyn Manor. It has seen considerable improvement in the past few years. The previously crumbling wall has been repaired and the house itself has been painted relatively recently. From the outside, there is nothing to distinguish this home from that of any other country manor. The front door is somewhat sheltered from the weather with a narrow overhang.

Trap: PCs who spoke with the ghost of Lews Gaelpyn may recall his words about entering the home (“*Before you enter the manor, speak the words I exist to serve the Bloodlord.*”) PCs who recall there was a statement for admission (as referenced by Lews) but cannot recall the exact words, can make an Intelligence check (DC 15) for each PC in order to recall that wording. These words deactivate the trap upon the door for a period of two minutes. Exact wording must be used in order to deactivate the trap. PCs who do not have or remember that information may, of course, still locate the trap in the normal manner. The door is also locked (Open Locks DC 20). In addition to harming unauthorized visitors, the sonic nature of the trap also alerts the inhabitants of the home that there are strangers about. If the trap is set off, read the following:

As [insert name of PC who set off trap] reaches for the door, a previously unseen glyph flares as a thunderclap rings out and lightning courses through you.

APL 4 (EL 4)

↗ **Lightning Bolt Trap:** CR 4; magic device, proximity trigger (*alarm*); automatic reset; spell effect (*lightning bolt*, 5th level wizard, 5d6 electric, DC 14 Reflex save half damage); Search (DC 28); Disable Device (DC 28).

APL 6 (EL 6)

↗ **Lightning Bolt Trap:** CR 6; magic device, proximity trigger (*alarm*); automatic reset; spell effect (*lightning bolt*, 10th level wizard, 10d6 electric, DC 16 Reflex save half damage); Search (DC 28); Disable Device (DC 28).

APL 8 (EL 8)

↗ **Chain Lightning Trap:** CR 8; magic device, proximity trigger (*alarm*); automatic reset; spell effect (*chain lightning*, 13th level wizard, 13d6 electric to target nearest center of trigger area plus 6d6 electric to each of up to eleven secondary targets, DC 19 Reflex save half damage); Search (DC 31); Disable Device (DC 31).

APL 10 (EL 10)

↗ **Wail of the Banshee Trap:** CR 10; magic device, proximity trigger (*alarm*); automatic reset; spell effect (*wail of the banshee*, 17th level wizard, DC 23 Fortitude save negates); multiple targets (up to 17 creatures); Search (DC 34); Disable Device (DC 34).

APL 12 (EL 12)

↗ **Wail of the Banshee Trap:** CR 10; magic device, proximity trigger (*alarm*); automatic reset; spell effect (*wail of the banshee*, 17th level wizard, DC 23 Fortitude save negates); multiple targets (up to 17 creatures); Search (DC 34); Disable Device (DC 34).

↗ **Weird Trap:** CR 10; magic device, proximity trigger (*alarm*); automatic reset; spell effect (*weird*, 17th level wizard, DC 23 Fortitude save); multiple targets (all creatures within 30 feet of the centered spot, ten feet directly in front of the door); Search (DC 34); Disable Device (DC 34).

Development: Note that if the PCs set off the trap, the inhabitants inside know of their presence. Sargoram immediately begins moving from his room (3B) toward the door and arrives two rounds later. Proceed to Encounter Four.

Encounter Four

The PCs enter the home, which opens into Room 2A. Refer to the DM Aid for a map of the home. Relevant descriptions follow for the main floor and second story. For the basement and vault, see Encounter Five.

2A: The Foyer

The door opens into a large foyer flanked by two staircases that lead to a long, railed balcony. Finely carved wood handrails and a chandelier portray elegance.

If the PCs have set off the alarm (e.g. failed to disarm the trap on the front door), then Sargoram arrives in the Foyer two rounds after the trap is activated. See the Appendix for his statistics and Room 3B for general tactics.

2B: Sitting Room

This room has been restored to its original function of sitting room. A comfortable couch and two chairs face each other around a finely made Kettite rug.

This room is unoccupied.

2C: Dining Room

A large dining hall runs almost the length of the manor. Four long tables surrounded by ten chairs each take up most of the room. Two tables appear of fine workmanship, as do the chairs around them. The other two sets of tables and chairs are rougher but sturdily made of stout wood. The area is clean and well kept. New draperies hang by the window.

This room is also unoccupied.

2D: Kitchen

The scent of fresh baked bread wafts to your nose. A mixture of fresh and journey bread sits cooling on the table and counter in the kitchen. A pot simmers on the stove. As you open the door, an older woman jumps, startled, and drops the spoon onto the floor. Her eyes widen in surprise as she looks at you uncertainly.

The pot on the stove contains stew for the evening's dinner. All meals for the manor are prepared here.

Creatures: **Mara** (female human Com1) was a servant of the Gaelpyn family. When the manor was taken over, she was too old to run. She is not happy with her new masters but has been told Lews will be injured if she does not continue her duties. She is rail-thin from hard work and limited nourishment and looks as though her clothes are two sizes too large. Mara is responsible for the cooking and cleaning within the home. She refuses to leave until she knows Lews is safe. If threatened or attacked, she cowers (assuming she has survived the attack). She is excitable and easily frightened but if PCs manage to calm and question her, provides some information. She knows the basic layout of the home (except the new construction) and has had contact with the lieutenant as well as the cavalry the PCs have already encountered. In addition, she believes that there is someone staying with and caring for Lews, but knows no more about him or her.

2E: Servants Quarters

This small room looks as though it served as a pantry at one time. Now it contains a straw mat with a couple old, tattered blankets and an old sack.

This is where Mara sleeps. The sack contains her clothing – all as common and worn as what she is currently wearing. The room is neat and clean.

2F: Pantry

Boxes and barrels, neatly stacked, line this room. A breeze wafts through the room from the slightly open window to your right. Looking closer, you see a black

hand-like paw attempting to push the window further open.

At one time, Mara and another servant stayed in this room. When the manor came under the control of the Black Knight's minions, the other servant was slain and Mara was moved to her current room. This larger room was then commandeered for storage of supplies for the troops, primarily foodstuffs.

The room is well organized. Close to the door are the supplies Mara uses for cooking – flour, oil, oats, etc. Further in are prepared foods for journeys (or troops!) – journey bread (currently low), jerky, dried fruit, etc. There are also several casks of ale and beer, of passable quality.

The black paw belongs to a female raccoon, who smelled the food through the unsealed window and decided to try and snag a bite to eat. If the PCs approach the window, she is startled and hisses warningly, attempting to protect her young. PCs who are able to see past her out the window (Spot DC 18) notice a couple of young raccoons waiting for their dinner below. If attacked (and they survive) they flee.

2G: Library

A solid oak desk with a cushioned chair sits near the center of this room. Bookshelves line most of the walls. Large gaps in many areas of the shelves suggest some of the books have been removed.

The books left are primarily related to the Gaelpyn family. The books of value have been removed and sold, while those useful to the Black Knight are in his possession. Mara knows some of the books has been removed (if asked) but does not know what happened to them.

3A: Master Bedroom

Thrommel stays here while visiting, but this is not his primary coffin. The door to this room is kept locked (Open Lock, DC 20).

🔪 **Wooden Door:** 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18.

This is obviously the master bedroom, but the bed has been replaced with a coffin, positioned below the arched ceiling. Elegant and expensive furnishings adorn the room. In one corner is a marked up tapestry depicting Trithereon. In the opposite corner is a small shrine to Hextor.

3B: Guest Bedroom

This is where Sargoram, the lieutenant, stays. The door to this room is usually kept locked (Open Lock, DC 20), but if the PCs set off the trap on the front door, he left in haste and it is unlocked. If the PCs have been very quiet to this point, he did not leave to investigate and is still in this room, studying some papers. Otherwise, the papers are on his desk. They outline the report of Henlane and his troop of activity in the area. The primary item of note to the PCs is the militaristic nature of these reports.

This was obviously the bedroom for an important individual at one time, but now the bed has been replaced with a coffin. Elegant and expensive furnishings adorn the room.

Creatures: Sargoram was once a half-orc, but now serves his lord in undeath. He also reveres Hextor. Sargoram is generally responsible for overseeing the daily business of the manor.

APL 4 (EL 6)

🔪 **Sargoram:** hp 33; see *Appendix 2*.

APL 6 (EL 8)

🔪 **Sargoram:** hp 53; see *Appendix 3*.

APL 8 (EL 10)

🔪 **Sargoram:** hp 69; see *Appendix 4*.

APL 10 (EL 12)

🔪 **Sargoram:** hp 85; see *Appendix 5*.

APL 12 (EL 14)

🔪 **Sargoram:** hp 101; see *Appendix 6*.

Tactics: Sargoram begins by attempting to sunder the bow of the most threatening appearing archer. If no PC fits this category, he instead strikes to sunder the weapon of the warrior who appears most threatening. He then focuses on the weakest appearing PCs, in order, in an attempt to decrease the number of opponents. At APL 4, he uses his flail the first couple of rounds before switching to slam attacks. At APLs 6 and above, he immediately switches to slam attacks after attempting to sunder. He uses Power Attack on opponents who appear easy to hit (lightly armored).

Treasure:

APL 4 – L: (19 gp), C: (0 gp), *cloak of resistance +1* – (83 gp).

APL 6 – L: (19 gp), C: (0 gp), M: *cloak of resistance +1* – (83 gp).

APL 8 – L: (19 gp), C: (0 gp), *cloak of resistance* +1 - (83 gp).

APL 10 – L: (19 gp), C: (0 gp), M: *cloak of resistance* +1 - (83 gp).

APL 12 – L: (19 gp), C: (0 gp), M: *cloak of resistance* +1 (83 gp)

3C, 3D, 3E, 3F, 3I: Bedrooms

All these rooms currently are used to house troops traveling through the area. Occupancy, therefore, varies.

Most of them are unoccupied at present. The larger rooms (3C and 3F) are set up to house twelve in a barracks style. The smaller rooms house eight. Each bunk has a small chest below it. The furnishings are obviously new and sturdy but are built to be functional rather than lovely to look upon. All the rooms contain a weapons rack next to the door.

3G: Bathroom

This is the bathing room. There are stacks of towels and several bars of soap in a cabinet. In one corner is a basket with a couple of used towels. Six buckets are stacked nearby. Two tubs are in the room. The area smells of soap.

3H: Attic

There is a trapdoor in the ceiling here which leads to the attic. Currently, the attic contains a flock of bats. The bats have no one to control them at present so they are not hostile to the PCs. However, they may be called by one of the vampires. This area is dirty and covered with dust and guano.

Encounter Five

Relevant descriptions follow for the basement and vault. For the main floor and second story, see Encounter Four. Note that PCs enter the lower level of the manor into a good size foyer. Several doors open off the foyer but it is otherwise unremarkable, being simply constructed of plain stone.

Rooms 4A and 4B:

These rooms are currently in use as storage for the troops. While the foodstuffs are stored upstairs near the kitchen, this area is reserved for items needed less frequently. Typically, these items are accessed only when new recruits join the cause or when other equipment is broken, lost or stolen. The items are well organized and labeled. Room 4A contains various pieces of armor and weapons, both melee and bows. There is a large stock of arrows and crossbow bolts as well as more permanent items. Room 4B contains other items of use to an army, such as blankets, tents, lanterns, barrels of oil. PCs would

have considerable difficulty hauling out all these items and, at any rate, more than likely at least part of the coin raised in that manner will be needed for repairs on the manor and hiring servants, etc as the lord's cashbox is nowhere to be found.

Room 4C:

This room contains two rows of coffins, one on either side of the door. There are, in total, a dozen coffins in the room. All of them are empty.

A macabre sight greets your eyes as you open the door to this room. Flanking the door along the walls are rows of coffins, six to a side. The room is otherwise neat and clean.

Room 4D:

The previous purpose of this room is unclear, as it has been completely converted into a shrine honoring Hextor and denigrating Heironeous. There is seating for about twenty people, a fine altar and various wall hangings attesting to Hextor's triumph over his brother. The altar is made of some fine black stone with etched holy symbols of Hextor on the center of the altar as well as the legs on either side. A small fountain with unholy water sits on one side of the altar while a small statue of the deity can be found on the other. The room is unoccupied.

Room 4E:

This room is currently used to house prisoners. See Encounter Six.

Room 4F:

This room is a fine bathing chamber with expensive ceramic tiles, painted with murals of drow and the Underdark. The chamber is clean and well cared for. Finely made towels are stacked on a rack across from the door.

Stairwell to Vault:

One of the doors off the lower level foyer leads to a stairwell down to the basement vault. The first twenty-five feet after the door is a hallway, leading to the actual stairs.

The door swings open easily to reveal a ten foot wide carpeted hallway lined with torch brackets, currently unlit. By the light coming from the room behind you, however, you can see the hall seems to extend some twenty to twenty five feet before dropping into a stairway.

Trap: About five feet past the door, the PCs encounter a trip wire trap, which has been in place for some time. This trip wire is set up at the very top of the stairs and may initially erroneously appear to PCs to be an attempt to cause people to fall down the stairs. Note that due to the low Search check required, PCs do not need a rogue to find this trap.

↗ **Poisoned Dart Trap:** CR 1; mechanical; location trigger; manual reset; +8 ranged (1d4) plus bloodroot poison (0/1d4 Con plus 1d3 Wis); Fort save resists (DC 12); Search (DC 19); Disable Device (DC 18).

Beyond the trip wire, the actual trap starts. See DM Aid 1 for a rough sketch of the trap itself. The trap in this area is newly constructed and is considered a stonework trap. The mechanics of the trap are a pivot, located in the twenty-foot rotating section. When the weight on the front half of the section exceeds that on the back (and exceeds 125 pounds), the mechanism pivots ninety degrees, in theory dumping everyone standing on that section of hall into a pit below.

The pit extends the length of that section of hallway (twenty feet). It is divided into two ten-foot wide sections, each of which extends five feet wider than the hall. Roll randomly to see which side the PC(s) fall into, with at least one PC per segment if two or more are affected. The noted Reflex save allows the PC to grab a hold of something and remain on the hall section as it pivots. After the dump occurs, the floor of the hallway rotates back into position and the second part of the trap activates as soon as it clicks shut. The summoning portion of the trap is proximity triggered at the bottom of the stairwell. However, since PCs in the trap are in that proximity, they trigger that portion of the trap as well.

The pits likely separate the PCs when the second trap goes off. In that case, any PCs outside the trap can move the hall to open an area allowing access to those within, if they make a successful Reflex save, as outlined in the trap. However, they receive a +2 circumstance bonus since they have seen how the trap operates. At APLs 10 and 12, access is limited from above due to the *forcecage*, which does not allow PCs in or out. The summoning portion of the spell automatically resets one minute after the duration of the spell ends.

APL 4 (EL 4)

↗ **Pit Trap:** CR 1; mechanical; location trigger; manual reset; hidden switch bypass (Search DC 25); DC 15 Reflex save avoids, 20 ft. deep (2d6 fall); multiple targets (all individuals in hallway); Search (DC 20); Disable Device (DC 23).

↗ **Summon Monster II Trap:** CR 3; magic device; proximity trigger (alarm); automatic reset; spell effect (*summon monster II*, lemure, 6th level wizard); Search (DC 27); Disable Device (DC 27).

APL 6 (EL 6)

↗ **Spiked Pit Trap:** CR 3; mechanical; location trigger; manual reset; DC 20 Reflex save avoids, 20 ft. deep (2d6 fall); multiple targets (all individuals in hallway); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 each; Search (DC 21); Disable Device (DC 21).

↗ **Summon Monster IV Trap:** CR 5; magic device; proximity trigger (alarm); automatic reset; spell effect (*summon monster IV*, howler, 8th level wizard); Search (DC 29); Disable Device (DC 29).

APL 8 (EL 8)

↗ **Spiked Pit Trap:** CR 5; mechanical; location trigger; manual reset; DC 22 Reflex save avoids, 20 ft. deep (2d6 fall); multiple targets (all individuals in hallway); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 each; Search (DC 29); Disable Device (DC 29).

↗ **Summon Monster VI Trap:** CR 7; magic device; proximity trigger (alarm); automatic reset; spell effect (*summon monster VI*, chain devil, 11th level wizard); Search (DC 31); Disable Device (DC 31).

APL 10 (EL 10)

↗ **Spiked Pit with Forcecage Trap:** CR 8; mechanical; location trigger; manual reset; DC 24 Reflex save avoids, 20 ft. deep (2d6 fall); multiple targets (all individuals in hallway); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 each; Search (DC 29); Disable Device (DC 29).

↗ **Summon Monster VII Trap:** CR 8; magic device; proximity trigger (alarm); automatic reset; spell effect (*summon monster VII*, bone devil, 13th level wizard); Search (DC 32); Disable Device (DC 32).

APL 12 (EL 12)

↗ **Spiked Pit with Forcecage Trap:** CR 10; mechanical; location trigger; manual reset; DC 24 Reflex save avoids, 20 ft. deep (2d6 fall); multiple targets (all individuals in hallway); poisoned pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 each + giant wasp poison (1d6 Dex/1d6 Dex); Fort save resists (DC 18); Search (DC 29); Disable Device (DC 24).

↗ **Summon Monster IX Trap:** CR 10; magic device; proximity trigger (alarm); automatic reset; spell effect (*summon monster IX*, barbed devil, 17th level wizard); Search (DC 34); Disable Device (DC 34).

Development: Assuming that both traps go off, at APL10 and APL12, once the stairway moves back into place, the *forcecage* comes into effect, effectively isolating the pit. At all APLs, if both traps go off, the summoned creature appears in the pit (randomly determine which side). If the pit is disabled, the *summon monster* trap triggers when the PCs are all at the bottom of the stairs and the creature appears near the intruders (PCs), outside the pit.

Once the PCs reach the bottom of the stairs and the trap has resolved, continue with Encounter Seven. Remember they see Grainnen as they reach the corner, before entering either of the remaining two rooms (see Encounter 7).

Room 5A:

This is where Grainnen, the “watchdog,” stays. The door to this room is always kept locked (Open Lock, DC 20). The trunk contains two changes of clothes for a dwarf commoner.

This is obviously a bedroom, with a simple but comfortable looking bed. It is furnished with a small bedside table and two overstuffed chairs sitting next to a worn rag rug. At the foot of the bed is a trunk.

Treasure: There is a light wooden shield propped next to the door and a single rack holding a battleaxe above it. Beneath the bedside table is a hidden/secret door to a small compartment (Search DC 35). Inside the compartment are two *potions of cure light wounds*.

ALL APLs– L: (1 gp), *potions of cure light wounds* – (8 gp).

Room 5B:

This room contains Nodel. To reach this room, PCs must somehow deal with the magical darkness and enervation on the hallway approaching it (Encounter 8). Once they reach the room, proceed with Encounter 9.

Encounter Six (Room 4E)

The PCs encounter the current heir and his servant and have an opportunity to interact with them. The door to this room is locked (Open Locks DC 20).

Opening the door to this room, you behold a simple barracks style room with two beds, each with a trunk at the foot. To the left is a brazier vented through the ceiling. In the middle of the room sits a small table with four chairs. Two places are set at the table. Seated at the table, in profile to you, is a young boy with dark hair and classic Oeridian features, who appears to be about five years of age. Behind the boy

stands a half-orc male with a knife in his hand, leaning over the boy. Both are dressed in ragged clothing.

Give the PCs a Spot (DC 10) check to notice that the half-orc is holding a fork in his other hand. Currently, it is blocked from the PC’s view by both his body and that of the boy. Neither the boy nor the half-orc appears distressed, although they are likely startled when the PCs open the door.

Creatures: Wyde: male half-orc Ftr6. Any PC who played *FURI-04 Not All Its Crooked Up to Be* may recognize this individual from that adventure. Allow an Intelligence check (DC 12) for those PCs to remember him – it’s been four years. (Wyde was *geased* at that time to protect the magical cursed scimitar that hung over the fireplace in the Crockpot Inn).

Wyde has been here since the manor was taken. He was placed in charge of the boy, Lews, but is himself a prisoner. He was dominated in the past to “willingly” serve Thrommel. Although the domination has since worn off, he has been unable to plan an escape, since he is not the sharpest knife in the drawer. He does know the futility – or danger – of provoking an attack from the other residents of the home.

Lews Gaelpyn the Younger: male human Ari1. The boy is actually the current count of the home following the death – and undeath – of his parents. At present, he is quite traumatized so his actions and behaviors are muted and mechanical much of the time. If reunited with Mara, he shows relief, as she is a familiar face. He considers Wyde his servant and is upset at any attack upon him.

ALL APLs (EL 6)

☛ **Wyde:** hp 58; see *Appendix 1*.

☛ **Lews Gaelpyn the Younger:** hp 9; see *Appendix 1*.

Tactics: The muscular half-orc, Wyde, moves at the first opportunity to stand between the table and the door as it is opened. Although some may misinterpret his actions, Wyde is protecting and caring for Lews. If attacked, he defends himself and Lews to the best of his ability. Although he initially responds readily to attempts to parlay, once attacked he assumes the PCs will offer no quarter so is suspicious should they later attempt to parlay. If questioned diplomatically, Wyde readily reveals what he knows of the manor. He can tell the PCs that there are more traps on the way below as well as someone called “the watchdog.”

In case of combat, Lews moves to defend Wyde’s back with a fork and mug, calling any attacking PCs “*filthy vampires*” and ordering them to “*leave my servant alone.*” This may give PCs pause. (Lews and

Wyde have reached an agreement that once the current occupants are removed, Wyde will stay on in Lews service as his master at arms).

Development: As prisoners, neither Lews nor Wyde are allowed to leave the room. Sargoram has visited a couple times in the past in attempts to convert Lews to the cause (hence Lews comment about “filthy vampires.”)

Encounter Seven

As PCs reach the bottom of the stairway and round the corner, they observe Grainnen in wolf form down the hall, guarding the corridor just in front of the area of magical darkness (Encounter 8).

If the PCs set off the alarm on the front door or otherwise made an excessive racket in setting off the stairway trap, the manor’s inhabitants are aware of their presence and a *minor image* spell has been cast to make it appear that Grainnen is chained to one side of the hall. The caster hopes the intruders will overlook the illusion and try to slide past the “dog” in the area to spare. Grainnen plans to then lunge at them as they are almost by and not expecting it. In this case, read the following box text:

Rounding a corner of the passage you see a shaggy gray dog – or wolf? – seated some fifteen feet ahead, just before an area of unnatural darkness. Eyeing you warily, his lip curls up in a snarl as he shakes his head, rattling the silvered chain and tag – or amulet? – hanging down from his collar.

If the PCs bypassed the traps and the inhabitants are largely unaware of their presence, then Grainnen is patrolling the halls freely (no illusion cast); use the box text below.

Rounding a corner of the passage you see a shaggy gray dog – or wolf? – lift its head and slowly stand. Shaking itself, it lets out a low growl as its lip curls in a snarl. About its neck is a golden chain with a rattling tag – or amulet? – hanging from it. Beyond the dog, the passage lies shrouded in an unnatural darkness.

Creatures: Grainnen typically remains in wolf form so others are more likely to misjudge and underestimate him. The other inhabitants of the manor play into this, typically referring to him as “the watchdog.” Grainnen was almost slain in his village due to his lycanthropic nature (and not so incidentally the multiple murders he performed in that shape) but was freed with the assistance of Nodel, who saw in him a strong right arm.

Consequently, he is very loyal to Nodel and does not willingly betray his master (another reason for his nickname).

APL 4 (EL 4)

🐾 **Grainnen the watchdog:** hp 46; see *Appendix 2*.

APL 6 (EL 7)

🐾 **Grainnen the watchdog:** hp 67; see *Appendix 3*.

APL 8 (EL 9)

🐾 **Grainnen the watchdog:** hp 115; see *Appendix 4*.

APL 10 (EL 11)

🐾 **Grainnen the watchdog:** hp 141; see *Appendix 5*.

APL 12 (EL 13)

🐾 **Grainnen the watchdog:** hp 167; see *Appendix 6*.

Tactics: Grainnen, of course, appears hostile but is a canny opponent. If any PC attempts to use wild empathy or other methods to befriend him, he pretends to be affected, slowly wagging his tail. He then waits until most of the PCs have passed through the darkness (see Encounter 8) before attacking. His preference is to wait to attack until the PCs are mostly through the trap before initiating combat. Should the PCs initiate combat, he focuses on one opponent at a time to eliminate the amount of attacks upon him. He uses the trap to his advantage, fighting adjacent to that or the wall to guard his back, if possible. In addition, where possible he attempts to Bull Rush opponents into the trap and then trip them. In case of severe injury, or if he is close to death, he is not averse to playing dead.

Treasure: At APL6 and above, Grainnen is wearing an *amulet of mighty fists +1*.

APL 6–*amulet of mighty fists +1* (500 gp).

APL 8– *amulet of mighty fists +1* (500 gp), *eyes of the eagle* (208 gp).

APL 10– *amulet of mighty fists +1* (500 gp), *eyes of the eagle* (208 gp).

APL 12– *amulet of mighty fists +1* (500 gp), *eyes of the eagle* (208 gp).

Development: If Grainnen is only “playing dead” and the PCs slay Nodel, he comes after them even after they exit the manor. More than likely, however, PCs notice him on the way out (realizing the body is missing). Once the PCs leave, if he is still alive and just shamming, he goes to his room (Room 5A) to rest and attempts to recover. He has *two potions of cure light wounds* there that he immediately drinks. Grainnen does, of course, revert to his dwarven form when slain. At APL 12, this is

the point at which his *eyes of the eagle* (currently absorbed into his form) become visible to the PCs.

Encounter Eight

Just past the section of hall guarded by the watchdog, the hallway is shrouded in magical darkness. This darkness serves as a reminder to the manor inhabitants not to trespass further unless they wish to suffer the consequences. The renegade drow Nodel, whose room is beyond the area, is able to bypass this easily by channeling negative energy in a rebuke undead attempt. (Note that other methods of producing negative energy also negate the spell effects in this area, with the exception of the darkness, for a period of four rounds). Refer to the map for an outline of the corridor.

Trap: The darkness is a result of a *darkness* spell at APLs 4 and 6, and *deeper darkness* at APL 8 and above, which has been made permanent. Within the darkened area, an *enervation* ray activates each round. Randomly determine which PC it strikes from those within the area, giving first preference to any PCs who have been tripped. At higher APLs, there are wire traps interspersed down the hallway, the intent being to trip intruders so they must remain in the area longer. Note that PCs who are warned by their comrades of the presence of the trip-wires receive a +2 circumstance bonus to their saving throw to avoid tripping on the wires. Unless the PCs are somehow able to dispel the magical *darkness*, they receive a penalty of -4 to Search checks to locate the traps since they cannot see in the darkness. At higher APLs (as noted below), the final trip wire triggers another spell trap, the location of which is noted on the map.

APL 4 (EL 5)

↗ **Enervation Trap:** CR 5; magic device; location trigger; automatic reset; spell effect (*enervation*, 10th level wizard, +8 ranged touch, 1d4 negative levels, no save); Search (DC 22); Disable Device (DC 24).

APL 6 (EL 6)

↗ **Enervation Trap:** CR 5; magic device; location trigger; automatic reset; spell effect (*enervation*, 10th level wizard, +8 ranged touch, 1d4 negative levels, no save); Search (DC 23); Disable Device (DC 24).

↗ **Razor/Trip Wire across hallway (2):** CR 1 ea; mechanical; location trigger; manual reset; +10 melee (1d6 plus trip); Reflex save to avoid trip (DC 20); Search (DC 21); Disable Device (DC 20).

APL 8 (EL 8)

↗ **Enervation Trap:** CR 5; magic device; location trigger; automatic reset; spell effect (*enervation*, 12th level wizard,

+10 ranged touch, 1d4 negative levels, no save); Search (DC 24); Disable Device (DC 24).

↗ **Razor/Trip Wire across hallway (3):** CR 1 ea; mechanical; location trigger; manual reset; +13 melee (2d6 plus trip); Reflex save to avoid trip (DC 20); Search (DC 24); Disable Device (DC 24).

At the final trip wire:

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

APL 10 (EL 10)

↗ **Enervation Trap:** CR 5; magic device; location trigger; automatic reset; spell effect (*enervation*, 12th level wizard, +10 ranged touch, 1d4 negative levels, no save); Search (DC 24); Disable Device (DC 24).

↗ **Razor/Trip Wires across hallway (3):** CR 1 ea; mechanical; location trigger; manual reset; +13 melee (2d6 plus trip); Reflex save to avoid trip (DC 20); Search (DC 24); Disable Device (DC 24).

At the final trip wire:

↗ **Inflict Serious Wounds, Mass Trap:** CR 9; magic device; location trigger; automatic reset; spell effect (*inflict serious wounds, mass*, 13th level cleric, 3d8+13); Search (DC 24); Disable Device (DC 35).

APL 12 (EL 12)

↗ **Enervation Trap:** CR 7; magic device; location trigger; automatic reset; spell effect (*enervation*, 12th level wizard, +10 ranged touch, 1d4 negative levels, no save); Search (DC 35); Disable Device (DC 35).

↗ **Razor/Trip Wires across hallway (4):** CR 1 ea; mechanical; location trigger; manual reset; +13 melee (2d6 plus trip); Reflex save to avoid trip (DC 20); Search (DC 24); Disable Device (DC 24).

At the final trip wire:

↗ **Inflict Critical Wounds, Mass Trap:** CR 11; magic device; location trigger; automatic reset; spell effect (*inflict critical wounds, mass*, 18th level cleric, 4d8+18); Search (DC 24); Disable Device (DC 35).

Development: Just past the area of darkness is the door to Nodel's chamber. Give him a Listen check if PCs are attempting stealth and are somewhat successful. Note that if the PCs previously set off the alarm on the front door, he is aware of them regardless.

Encounter Nine

The PCs have reached Nodel's chamber. The wooden door is locked and barred from the inside with an iron bar (Strength check DC 30). This is to clue Nodel in when folks are coming so he can cast his preparatory spells.

Assuming the PCs have access to light, they see the following when they look at the door:

This strong wooden door is bound in iron. Painted upon the door is a mural depicting a handsome black skinned elf eviscerating a female dark-skinned elf with a finely made dagger. The female wears a holy symbol of Lloth.

Looking closely at the picture (Search DC 10), PCs note the female's eyes are rolled to the back of her head, as though she fainted or was rendered unconscious. PCs may also notice a keyhole (Open Locks DC 25). If Nodel knows the PCs are coming, he unlocks the door once he is ready for them.

🔒 **Strong Wooden Doors:** 2 in. thick; hardness 5; hp 20; AC 5; Break DC 23.

The box text below assumes that PCs have either darkvision or some source of light. If they have no means of seeing in the dark, they are unable to discern any details about the room; please adjust the box text accordingly.

You open the door to shadowed darkness. This room, carved from the depths of the estate, is finely appointed with tasteful wall hangings depicting arcane and divine spell casters exercising dominion over impoverished humanoids and beasts. The furniture is well maintained and would befit one of noble station. In the far corner of the room is a small patch of colorful mushrooms and herbs thriving in the darkness. Glancing towards a rustle of movement to the side, you see a dark skinned elf, who smiles at you. Suddenly, the room goes dark.

Creatures: Nodel learned of the manor from an acquaintance who lived here about five years ago but was chased off by some adventurers just prior to the true owner's return (*FURI-11 Inheritance*). He told Thrommel of the manor and assisted with the arrangements allowing Thrommel's minions to take control of the estate. Thrommel was interested in the estate due to its isolation but close proximity to vital areas of the country. As a reward, Nodel was placed in charge of this supply station and manor.

Nodel is a renegade drow who was forced to leave the drow community after slaying an important priestess.

Instead of hiding this, he chooses to display it with pride as this resulted in his obtaining power he could not have attained in drow society. Upon leaving the drow, he searched for a source of power and eventually met up with Thrommel who was gathering such individuals into a cohort. He likes the living arrangements provided to him, as he is able to perform his duties with only rare appearances or trips to the surface.

APL 4 (EL 7)

👉 **Nodel:** hp 29; see *Appendix 2*.

APL 6 (EL 9)

👉 **Nodel:** hp 39; see *Appendix 3*.

APL 8 (EL 11)

👉 **Nodel:** hp 47; see *Appendix 4*.

APL 10 (EL 13)

👉 **Nodel:** hp 54; see *Appendix 5*.

APL 12 (EL 15)

👉 **Nodel:** hp 62; see *Appendix 6*.

Tactics: If Nodel has had a minute to prepare, use the "powered up" version of his description as he has had time to prepare for the PCs. This version shows only the spells he has left to cast, and all modifications for his spells have been made to his statistics. Otherwise, use the first version of his statistics. Nodel always keeps a *mage armor* spell on himself, so there is one less spell listed at first level.

Once the PCs enter, Nodel's final action (noted in box text) is to use his spell like ability to create *darkness*. If he has not fully powered up, he casts a couple more defensive spells then readies his most deadly offensive spell for when he can see the PCs. He strikes first at any PC who appears particularly injured. If none do, he begins with the weakest appearing PC in an attempt to minimize the number of opponents.

If PCs decide to rest after entering the house before confronting Nodel, he uses his *scroll of teleport* that night to leave the area and report the assault to Thrommel. Note that at some APLs, this requires a caster level check. If he fails, he uses his *potion of invisibility* and *potion of gaseous form* to get past the PCs, noting their descriptions as he does so, then proceeds to report to Thrommel. In this case, of course, he has taken the time to take his possessions with him.

Treasure: In addition to the equipment Nodel is wearing, PCs may also locate a false book with a lock on it (Open Locks DC 25). Inside is a ledger outlining shipments of support materials for a large force, both received and sent from this outpost. Several parties are identified as trafficking material primarily to Chendl and the Gold County. A note at the beginning of the ledger references services provided for “our future king.” A *sleeping spike* is also stored there at APLs 8 and above.

APL 4– L: (6 gp), *amulet of natural armor +2-* (666 gp), *scroll of teleport* (94 gp), *potion of invisibility* (25 gp), *potion of gaseous form* (25 gp).

APL 6– L: (6 gp), *amulet of natural armor +2-* (666 gp), *scroll of teleport* (94 gp), *potion of invisibility* (25 gp), *potion of gaseous form* (25 gp).

APL 8– L: (6 gp), *amulet of natural armor +2-* (666 gp), *sleeping spike* (270 gp), *wand of minor image* [35 charges] (262 gp), *scroll of teleport* (94 gp), *potion of invisibility* (25 gp), *potion of gaseous form* (25 gp).

APL 10– L: (6 gp), *amulet of natural armor +2-* (666 gp), *sleeping spike* (270 gp), *staff of healing* (2312 gp), *wand of minor image* [5 charges] (37 gp), *scroll of teleport* (94 gp), *potion of invisibility* (25 gp), *potion of gaseous form* (25 gp).

APL 12– L: (6 gp), *amulet of natural armor +2-* (666 gp), *sleeping spike* (270 gp), *staff of healing* (2312 gp), *metamagic rod of substitution – electric* (875 gp), *wand of minor image* (375 gp), *scroll of teleport* (94 gp), *potion of invisibility* (25 gp), *potion of gaseous form* (25 gp).

Development: PCs who discover and open the false book have some information that the authorities in Chendl would be interested in. If players do not think of this on their own, a reminder may be given if they succeed on a Knowledge – Local [Iuz Border States] check (DC 10). Note that it is necessary to determine what, if anything, the PCs are doing with this information before proceeding to the conclusion.

Conclusion

Once you have completed the conclusion, if this is the premiere, then please complete the Critical Event Summary at the end of the event and return it to the Furyondy Plots coordinator, Michelle Sharp, or RPGA HQ. While you do not need to advise the players of the questions (and it is preferable you do not), please make them aware you ARE completing this bit of paperwork and that their actions do make a difference. Any PC actions that are not adequately covered by the questions but may become relevant in future modules or for the region in general should be explained on the backside of the paper.

Conclusion A: The PCs free Lews, clear the manor of opponents and notify the authorities in Chendl of the note found in Encounter 9

You feel you have accomplished much in the past week. After clearing the manor of the servants of Hextor, you have been able to assist the child Lews in restoring his parents to life. While he remains the heir of the estate since his parents can no longer exercise authority following their untimely demise, Lews is no longer denied the benefit of their love, care, knowledge and experience. The authorities in Chendl were quite interested in the word you sent of Thrommel's activity in the area. Both the Gaelpyn family and the authorities have expressed their gratitude.

For saving his grandson and clearing the manor, PCs receive the Favor of Lews Gaelpyn. For notifying the authorities of important intelligence, they receive the Favor of the Crown.

Conclusion B: The PCs free Lews, clear the manor of opponents but do not notify the authorities in Chendl of the note found in Encounter 9

You feel you have accomplished much in the past week. After clearing the manor of the servants of Hextor, you have been able to assist the child Lews in restoring his parents to life. While he remains the heir of the estate since his parents can no longer exercise authority following their untimely demise, Lews is no longer denied the benefit of their love, care, knowledge and experience. Both the child and his parents have expressed their gratitude.

For saving his grandson and clearing the manor, PCs receive the Favor of Lews Gaelpyn. PCs do not receive the Gratitude of the Crown.

Conclusion C: The PCs free Lews but do not clear the manor of opponents or notify the authorities in Chendl of the note found in Encounter 9

The child Lews is grateful to you for freeing him from the clutches of the vampire brood. He recognizes he is no longer safe on his family estate and has asked for references of adventurers who may be able to completely clear his residence.

For saving his grandson, the PCs receive the Favor of Lews Gaelpyn. PCs do not receive the Gratitude of the Crown.

Conclusion D: The PCs clear the manor of opponents and authorities are notified of the note found, but Lews is slain

You are gathered at the Pike's Prize Inn in Chendl, enjoying a brew and toasting a successful adventure. The authorities were appreciative of the intelligence you were able to provide of Thrommel's activity in the area of the Gaelpyn estate. In the midst of your good cheer, cries begin erupting from behind you. As you turn, you are dismayed to gaze upon the visage of the ghost of Lews Gaelpyn, who cries out in anguish, "What have you done? You've brought ruin to my family. I came to you for help and instead my last heir has been slain. For the harm you have done to my line, be assured you shall suffer my wrath." The ghost lets out a cry and fades to nothingness.

For notifying the authorities in Chendl, PCs receive the Gratitude of the Crown. However, due to the death of his final heir, they also receive the Wrath of Lews Gaelpyn.

Conclusion E: The PCs clear the manor of opponents but authorities are not notified of the note found and Lews is slain

You are gathered at the Dirty Pool Inn in Mudpaw, enjoying a brew and toasting a successful adventure. In the midst of your good cheer, cries begin erupting from behind you. As you turn, you are dismayed to gaze upon the visage of the ghost of Lews Gaelpyn, who cries out in anguish, "What have you done? You've brought ruin to my family. I came to you for help and instead my last heir has been slain. For the harm you have done to my line, be assured you shall suffer my wrath." The ghost lets out a cry and fades to nothingness.

PCs do not receive the Gratitude of the Crown. In addition, due to the death of his final heir, they receive the Wrath of Lews Gaelpyn.

The End

Experience Point Summary

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

Encounter One/Story Award

Gathered information from Lews or Tyl and Arya
APL4 70 xp; APL6 100 xp; APL8 100 xp;
APL10 140 xp; APL12 170 xp.

Encounter Two

Defeat the Black Knights minions
APL4 180 xp; APL6 240 xp; APL8 300 xp;
APL10 360 xp; APL12 420 xp.

Encounter Three

Defeat or disable trap
APL4 120 xp; APL6 180 xp; APL8 240 xp;
APL10 300 xp; APL12 360 xp.

Encounter Four

Defeat Sargoram, the vampire lieutenant
APL4 180 xp; APL6 240 xp; APL8 300 xp;
APL10 360 xp; APL12 420 xp.

Encounter Five/Story Award

Free both prisoners
APL4 100 xp; APL6 130 xp; APL8 175 xp;
APL10 200 xp; APL12 230 xp.

Encounter Five

Defeat or disable trap on stairs
APL4 120 xp; APL6 180 xp; APL8 240 xp;
APL10 300 xp; APL12 360 xp.

Encounter Seven

Defeat Grainen the "watchdog"
APL4 120 xp; APL6 210 xp; APL8 270 xp;
APL10 330 xp; APL12 390 xp.

Encounter Eight

Defeat or disable trap on hall (darkness)
APL4 150 xp; APL6 180 xp; APL8 240 xp;
APL10 300 xp; APL12 360 xp.

Encounter Nine

Defeat Nodel, the drow renegade
APL4 210 xp; APL6 270 xp; APL8 330 xp;
APL10 390 xp; APL12 450 xp.

Story Award

Uncovering the current use of the house as a supply base and notifying the authorities in Chendl.

APL4 100 xp; APL6 130 xp; APL8 175 xp;

APL10 200 xp; APL12 230 xp.

Total possible experience:

APL4 1350 xp; APL6 1800 xp; APL8 2250 xp;

APL10 2700 xp; APL12 3150 xp.

Treasure Summary

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

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

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

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

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

after the adventure so this total may be modified by other circumstances.

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

Encounter Two

APL 4: L: 82 gp; C: 0 gp; M: 467 gp

APL 6: L: 154 gp; C: 0 gp; M: 467 gp

APL 8: L: 154 gp; C: 0 gp; M: 467 gp

APL 10: L: 154 gp; C: 0 gp; M: 467 gp

APL 12: L: 154 gp; C: 0 gp; M: 1159 gp

Encounter Four

APL 4: L: 19 gp; C: 0 gp; M: 83 gp

APLs 6: L: 19 gp; C: 0 gp; M: 83 gp

APL 8: L: 19 gp; C: 0 gp; M: 83 gp

APL 10: L: 19 gp; C: 0 gp; M: 83 gp

APL 12: L: 19 gp; C: 0 gp; M: 83 gp

Encounter Five: Room 5A

ALL APLs: L: 1 gp; C: 0 gp; M: 8 gp

Encounter Seven

APL 4: L: 0 gp; C: 0 gp; M: 0 gp

APL 6: L: 0 gp; C: 0 gp; M: 500 gp

APL 8: L: 0 gp; C: 0 gp; M: 708 gp

APL 10: L: 0 gp; C: 0 gp; M: 708 gp

APL 12: L: 0 gp; C: 0 gp; M: 708 gp

Encounter Nine

APL 4: L: 6 gp; C: 0 gp; M: 810 gp

APL 6: L: 6 gp; C: 0 gp; M: 810 gp

APL 8: L: 6 gp; C: 0 gp; M: 1343 gp

APL 10: L: 6 gp; C: 0 gp; M: 3429 gp

APL 12: L: 6 gp; C: 0 gp; M: 4642 gp

Total Possible Treasure

APL 4: L: 108 gp; C: 0 gp; M: 1368 gp; Total: 1476 (maximum = 1300)

APL 6: L: 180 gp; C: 0 gp; M: 1868 gp; Total: 2048 (maximum = 1800)

APL 8: L: 180 gp; C: 0 gp; M: 2609 gp; Total: 2789 (maximum = 2600)

APL 10: L: 180 gp; C: 0 gp; M: 4687 gp; Total: 4867 (maximum = 4600)

APL 12: L: 180 gp; C: 0 gp; M: 6600 gp; Total: 6780 (maximum = 6600)

Special

If the PCs rescue Lews the Younger, they earn the *Favor of Lews*, cross off the *Wrath of Lews*. If Lews the younger is slain during the adventure, the PCs earn the *Wrath of Lews*, cross off the *Favor of Lews*.

Favor of Lews Gaelpyn: For assistance given to his family, the spirit of Lews Gaelpyn will follow this PC and respond to their next request for aid. This call for aid is a standard action that does not provoke an attack of opportunity. After their call for aid, Lews helps the PC's weapon strike incorporeal or evil creatures. For the duration of that combat, the PC's weapon functions as a magic weapon with *ghost touch* and *holy* enhancements placed upon it. This favor may be used only once; the DM should cross this favor off once used.

Wrath of Lews Gaelpyn: For failing to save his heir, the spirit of Lews Gaelpyn has placed a curse upon the PC, and interferes with their ability to strike incorporeal creatures. The next four times the PC makes a successful hit on an incorporeal creature – including succeeding on their miss chance – they must immediately roll another miss chance and only succeed in hitting if the second miss chance succeeds as well. The DM should record the AR and their initials each time this occurs. Once all such attempts are used, Lews wrath is sated and he ceases to plague the PC.

AR: ___ GM ___ AR ___ GM ___

AR: ___ GM ___ AR ___ GM ___

Favor of the Crown: The PC has provided important information to the crown and in gratitude, the crown has used its influence with various organizations to allow this PC to learn ONE of the following feats from the Miniatures Handbook (MH): Battlefield Inspiration, Danger Sense, Shieldmate, Mounted Casting, Powerful Charge or Pushback. The PC must meet all requirements for the feat, and must spend a normal feat slot to obtain the feat as well as 2TUs with the organization learning the feat, at the time the feat is taken (e.g. when the level is attained). The GM at that time should indicate the feat selected and the AR where the TUs are paid. The player must bring a copy of the MH to the table for the GM review upon request in order to gain any benefit from the feat.

Feat: _____ AR: _____

GM: _____

False Book, Locked. This large, well-made tome has a hollowed-out middle section. It comes with a clasp and an average lock (Open Locks DC 25). The false book forms a very tight seal when closed, making the interior space waterproof and allowing it to float. Price: 65 gp, AE (modified) p. 21.

Items for the Adventure Record

Item Access

APL 4:

False book, locked (see above, adventure, A&EG)

Helm of glorious recovery (Adventure, MH)

Amulet of natural armor +2 (Adventure, DMG)

Scroll of teleport (Adventure, DMG)

APL 6: (All of APL 4 plus the following)

Amulet of mighty fists +1 (Adventure, DMG)

APL 8: (All of APLs 4-6 plus the following)

Eyes of the eagle (Adventure, DMG)

Sleeping spike (Adventure, MH)

Wand of minor image (Adventure, 3rd, DMG)

APL 10: (All of APLs 4-8 plus the following)

Staff of healing (Adventure, DMG)

APL 12: (All of APLs 4-10 plus the following)

Metamagic rod of electricity substitution (Adventure, 17th, CA)

+1 elf bane flail (Adventure, DMG)

Appendix I: Untiered NPC Statistics

Encounter 1:

Lews Gaelpyn: Male ghost Ari2/Sori; CR 4; Medium undead (augmented human); HD 3d12; hp 26; Init +1, Spd 30 ft, fly 30 ft. (perfect); AC 16 (touch 16, flat-footed 15) [+1 Dex, +5 deflection]; BA/G +1/+2; Atk +2 melee touch (1d6, corrupting touch); Full Att +2 melee (1d6, corrupting touch); SA Spells, Manifestation, Corrupting Gaze, Corrupting Touch, Frightful Moan; SQ Rejuvenation, Turn Resistance; AL NG; SV Fort +0, Ref +1, Will +7; Str 12, Dex 12, Con -, Int 10, Wis 14, Cha 20.

Skills and Feats: Concentration +3, Diplomacy +13, Hide +9, Knowledge – History +1, Knowledge – Nobility and Royalty +2, Listen +10, Ride +6, Search +8, Sense Motive +10, Spot +15; Dodge, Improved Unarmed Strike, Negotiator.

Manifestation (Su): Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently and can strike with its touch attack. A manifested ghost remains partially on the Ethereal Plane, where it is not incorporeal. Opponents on either the Material Plane or the Ethereal Plane can attack a manifested ghost. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane. A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

Corrupting Gaze (Su): The ghost can blast living beings with a glance, at a range of up to 30 feet. Creatures that meet the ghost's gaze must succeed at a Fortitude save (DC 17) or suffer 2d10 points of damage and 1d4 points of permanent Charisma drain.

Corrupting Touch (Su): A ghost that hits a living target with its incorporeal touch attack deals 1d6 points of damage. Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against non-ethereal opponents it adds its Dexterity modifier to attack rolls only.

Frightful Moan (Su): The ghost can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save

(DC 17) or become panicked for 2d4 rounds. This is a sonic, necromantic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours.

Undead traits: See Monster Manual for more information.

Incorporeal subtype: See Monster Manual for more information.

Turn Resistance (Ex): A ghost has a +4 turn resistance (see MM).

Possessions: Nobles outfit, dagger.

Spells Known (5/5; base DC = 15 + spell level): 0— [*acid splash, detect magic, light, mending*]; 1st— [*expeditious retreat, shocking grasp*].

Tyl Gaelpyn: Male vampire Ari3/Ftr2; CR 6; Medium undead (augmented human); HD 5d12; hp 40; Init +8, Spd 30 ft; AC 24 (touch 14, flat-footed 20) [+4 Dex, +4 armor, +6 natural]; BA/G +4/+9; Atk +9 melee (1d6+5 shortspear) or +9 (1d6+5+energy drain slam); Full Att +9 melee (1d6+5 shortspear) or +9 (1d6+5+energy drain slam); SA blood drain, children of the night, create spawn, energy drain, dominate; SQ alternate form, DR 10/silver and magic, darkvision 60ft, fast healing 5, gaseous form, cold resistance 10, electricity resistance 10, spider climb, undead traits, vampire weaknesses, turn resistance; AL LN; SV Fort +8, Ref +7, Will +6; Str 20, Dex 18, Con 14, Int 12, Wis 12, Cha 17.

Skills and Feats: Appraise +5, Bluff +11, Diplomacy +12, Handle Animal +7, Hide +9, Knowledge – Local [Iuz Border States] +3, Knowledge – Local [Velverdyva Trade Route] +3, Listen +13, Move Silently +9, Ride +10, Search +9, Sense Motive +12, Speak Language [Ancient Flan], Speak Language [Old Oeridian], Spot +15, Swim +11; Alertness, Combat Reflexes, Deflect Arrows, Dodge, Great Fortitude, Improved Initiative, Improved Unarmed Strike, Iron Will, Lightning Reflexes, Negotiator, Power Attack.

Blood Drain (Ex): A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampire gains 5 temporary hit points.

Children of the Night (Su): Vampires command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures

arrive in 2d6 rounds and serve the vampire for up to one hour.

Dominate (Su): A vampire can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save (DC 14) or fall instantly under the vampire's influence as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.

Create Spawn (Su): A humanoid or monstrous humanoid slain by a vampire's energy drain rises as a vampire spawn 1d4 days after burial. If the vampire instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the vampire that created it and remains enslaved until its master's destruction. At any given time a vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires or vampire spawn. A vampire that is enslaved may create and enslave spawn of its own, so a master vampire can control a number of lesser vampires in this fashion. A vampire may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

Energy Drain (Su): Living creatures hit by a vampire's slam attack (or any other natural weapon the vampire might possess) gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain ability once per round.

Alternate Form (Su): A vampire can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a *polymorph* spell cast by a 12th-level character, except that the vampire does not regain hit points for changing form and must choose from among the forms mentioned here. While in its alternate form, the vampire loses its natural slam attack and dominate ability, but it gains the natural weapons and extraordinary special attacks of its new form.

Damage Reduction (Su): A vampire has damage reduction 10/silver and magic. A vampire's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Fast Healing (Ex): A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly

destroyed. Any additional damage dealt to a vampire forced into gaseous form has no effect. Once at rest in its coffin, a vampire is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

Gaseous Form (Su): As a standard action, a vampire can assume gaseous form at will as the spell (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Spider Climb (Ex): A vampire can climb sheer surfaces as though with a *spider climb* spell.

Turn Resistance (Ex): A vampire has +4 turn resistance.

Arya Gaelpyn: Female vampire Ari5; CR 6; Medium undead (augmented human); HD 5d12; hp 40; Init +8, Spd 30 ft; AC 19 (touch 13, flat-footed 16) [+3 Dex, +6 natural]; BA/G +3/+5; Atk +5 melee (1d6+2+energy drain, slam); Full Att +5 melee (1d6+2+energy drain, slam); SA blood drain, children of the night, create spawn, energy drain, dominate; SQ alternate form, DR 10/silver and magic, darkvision 60ft, fast healing 5, gaseous form, cold resistance 10, electricity resistance 10, spider climb, undead traits, vampire weaknesses, turn resistance; AL LN; SV Fort +4, Ref +6, Will +5; Str 14, Dex 16, Con 12, Int 16, Wis 13, Cha 20.

Skills and Feats: Bluff +13, Diplomacy +13, Forgery +5, Handle Animal +7, Hide +11, Knowledge – History +9, Knowledge – Local [Iuz Border States] +7, Knowledge – Nobility and Royalty +11, Knowledge – Religion +9, Listen +15, Move Silently +9, Perform +13, Search +11, Sense Motive +17, Spot +15; Alertness, Combat Expertise, Combat Reflexes, Diehard, Dodge, Endurance, Improved Initiative, Improved Trip, Lightning Reflexes.

Blood Drain (Ex): A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampire gains 5 temporary hit points.

Children of the Night (Su): Vampires command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the vampire for up to one hour.

Dominate (Su): A vampire can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at

it are not affected. Anyone the vampire targets must succeed on a Will save (DC 16) or fall instantly under the vampire's influence as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.

Create Spawn (Su): A humanoid or monstrous humanoid slain by a vampire's energy drain rises as a vampire spawn 1d4 days after burial. If the vampire instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the vampire that created it and remains enslaved until its master's destruction. At any given time a vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires or vampire spawn. A vampire that is enslaved may create and enslave spawn of its own, so a master vampire can control a number of lesser vampires in this fashion. A vampire may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

Energy Drain (Su): Living creatures hit by a vampire's slam attack (or any other natural weapon the vampire might possess) gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain ability once per round.

Alternate Form (Su): A vampire can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a *polymorph* spell cast by a 12th-level character, except that the vampire does not regain hit points for changing form and must choose from among the forms mentioned here. While in its alternate form, the vampire loses its natural slam attack and dominate ability, but it gains the natural weapons and extraordinary special attacks of its new form.

Damage Reduction (Su): A vampire has damage reduction 10/silver and magic. A vampire's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Fast Healing (Ex): A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. Any additional damage dealt to a vampire forced into gaseous form has no effect. Once at rest in its coffin, a vampire is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

Gaseous Form (Su): As a standard action, a vampire can assume gaseous form at will as the spell (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Spider Climb (Ex): A vampire can climb sheer surfaces as though with a *spider climb* spell.

Turn Resistance (Ex): A vampire has +4 turn resistance.

Encounter 2:

Orc Deserters (2): Male orcs Ftr1/Rgr6; CR 7 ea; Medium humanoid (orc); HD 6d8+1d10+14; hp 53; Init +1; Spd 30 ft; AC 15 (touch 11, flat-footed 14) [+4 armor, +1 Dex]; BA/G +7/+10; Atk +10 melee (1d6+4/18-20 scimitar); Full Att +10/+5 melee (1d6+4/18-20 scimitar) or +8/+3 melee (1d6+4/18-20 scimitar) and +8/+3 (1d6+3/X3 handaxe); SA Favored enemy (elf +4, human +2), improved combat style (melee), animal companion; SQ Darkvision 60 ft., light sensitivity, wild empathy; AL CE; SV Fort +7, Ref +6, Will +2; Str 17, Dex 12, Con 14, Int 8, Wis 11, Cha 6.

Skills and Feats: Handle Animal -1, Hide +8, Knowledge - Geography +4, Knowledge - Nature +4, Listen +7, Move Silently +8, Spot +7, Survival +9; Diehard, Endurance, Improved Bull Rush, Improved Two Weapon Fighting, Power Attack, Track, Two Weapon Fighting.

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: scimitar, chain shirt, handaxe.

Encounter 6:

Wyde: Male half-orc Ftr6; CR 6; Medium humanoid (half orc); HD 6d10+18; hp 58; Init +2; Spd 30 ft; AC 12 (touch 12, flat-footed 10) [+2 Dex]; BA/G +6/+10; Atk +10 melee (1d6+4 unarmed); Full Att +10/+5 melee (1d6+4 unarmed) or +10/+5 melee (1d4+4 dagger); SQ Darkvision 60 ft.; AL CN; SV Fort +8, Ref +4, Will +2; Str 18, Dex 14, Con 16, Int 8, Wis 11, Cha 16.

Skills and Feats: Climb +7, Jump +7, Swim +7; Blind Fight, Endurance, Diehard, Improved Bull Rush, Improved Grapple, Improved Unarmed Strike, Power Attack.

Possessions: None.

Lews Gaelpyn the Younger: Male human Ari1, CR 1/2; Medium humanoid (human); HD 1d8+1; hp 9; Init +1; Spd 30 ft; AC 11 (touch 11, flat-footed 10) [+1 Dex]; BA/G +0/-1; Atk -1 melee (1d3-1 unarmed); Full Att -1 melee (1d3-1 unarmed); AL LG; SV Fort +1, Ref +1, Will +3; Str 8, Dex 12, Con 12, Int 14, Wis 8, Cha 12.

Skills and Feats: Bluff +5, Diplomacy +7, Knowledge – Local [Iuz Border States] +4, Knowledge – religion +4, Knowledge – Nobility and Royalty +4, Listen +1, Ride +3, Sense Motive +7, Speak Language (elf), Speak Language (orc); Iron Will, Negotiator.

Possessions: None.

Appendix 2: APL 4 Monster Statistics

Encounter 2:

Henlane: Male human Rgr2/Ftr2; CR 4; Medium humanoid; HD 2d8+2d10+8; hp 33; Init +0; Spd 30 ft.; AC 16 (touch 12, flat-footed 16)[+4 armor, +2 deflection]; BA/G +4/+5; Atk +5 melee (1d8+1, flail); Full Att +5 melee (1d8+1, flail) or +3 (1d8+1, flail) and +3 (1d6+1/19-20 short sword); SQ: combat style (melee), wild empathy, favored enemy (elf); AL LE; SV Fort +8, Ref +3, Will +3; Str 13, Dex 10, Con 14, Int 10, Wis 16, Cha 14.

Skills and Feats: Hide +5, Intimidate +4, Knowledge – geography +2, Knowledge – local [Iuz border states] +2, Knowledge – nobility and royalty +2, Knowledge – religion +2, Move Silently +2, Ride +4, Spot +6, Survival +8, Use Rope +4; Cleave, Improved Sunder, Mounted Combat, Power Attack, Ride By Attack, Track, Two Weapon Fighting.

Possessions: Chain shirt, flail, short sword, ~~shield of faith +2 potion~~(drank), *helm of glorious recovery*.

Archer: Male human Rgr1/Ftr1; CR 2; Medium humanoid; HD 1d8+1d10; hp 14, Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14)[+2 Dex, +4 armor]; BA/G +2/+4; Atk +4 melee (1d8+3, flail) or +4 ranged (1d6+2/X3 composite [Str +2] shortbow); Full Att +4 melee (1d8+3, flail) or +4 ranged (1d6+2/X3 composite [Str +2] shortbow); SQ wild empathy, favored enemy (elf); AL LE; SV Fort +4, Ref +4, Will +2; Str 14, Dex 15, Con 10, Int 8, Wis 14, Cha 14.

Skills and Feats: Hide +7, Knowledge – religion +1, Listen +4, Move Silently +4, Ride +4, Sleight of Hand +4, Speak orc, Speak Old Oeridian, Spot +4, Survival +6; Precise Shot, Point Blank Shot, Power Attack, Track.

Possessions: Chain shirt, flail, Composite short bow [Str +2], 40 arrows.

Lancer: Male human Rgr1/Ftr1; CR 2; Medium humanoid; HD 1d8+1d10+4; hp 18, Init +0; Spd 30 ft.; AC 17 (touch 11, flat-footed 16)[+6 armor, +1 shield]; BA/G +2/+4; Atk +4 melee (1d8+3, flail) or +5 melee (1d8+3/X3 lance); Full Att +4 melee (1d8+3, flail) or +5 melee (1d8+3/X3 lance); SQ wild empathy, favored enemy (elf); AL LE; SV Fort +6, Ref +2, Will +2; Str 15, Dex 10, Con 14, Int 8, Wis 14, Cha 14.

Skills and Feats: Handle Animal +4, Hide +5, Knowledge – religion +1, Listen +4, Move Silently +2, Ride +4, Speak Ancient Suel, Speak uncommon,

Spot +4, Survival +6; Cleave, Mounted Combat, Power Attack, Track.

Possessions: splint mail, flail, light steel shield, masterwork lance.

Encounter 4 (Room 3B):

Sargoram: Male vampire Clr1/Ftr3; CR 6; Medium undead (augmented humanoid [halforc]); HD 4d12; hp 33; Init +7; Spd 20 ft.; AC 26 (touch 13, flat-footed 21)[+5 armor, +3 Dex, +2 shield, +6 natural]; BA/G +3/+10; Atk +11 melee (1d8+7, flail); Full Att +11 melee (1d8+7, flail) or +10 (1d6+7+energy drain, slam); SA Blood Drain, Children of the Night, Dominate, Create Spawn, Energy Drain, SQ combat style (melee), wild empathy, favored enemy (elf); undead traits, Alternate form, Fast Healing, Gaseous Form, Spider Climb, Turn Resistance, Cold Resistance 10, Electricity Resistance 10, DR 10/silver and magic; AL LE; SV Fort +8, Ref +6, Will +6; Str 25, Dex 16, Con -, Int 10, Wis 16, Cha 14.

Skills and Feats: Bluff +10, Concentration +4, Hide +11, Intimidate +6, Knowledge – religion +4, Listen +13, Move Silently +11, Ride +5, Search +8, Sense Motive +11, Spot +13; Alertness, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Improved Sunder, Lightning Reflexes, Power Attack, True Believer (Hextor), Weapon Focus (flail).

Possessions: breastplate, flail, heavy steel shield, wood holy symbol – Hextor, *cloak of resistance +1*.

Spells Prepared (3/2+1; base DC = 13 + spell level): 0 – *cure minor wounds, detect magic, mending*, 1st – *magic weapon, bane, command*.

*Domain spell. *Domains:* [Law (you cast Law spells at +1 caster level); War (free Martial Weapon Proficiency with deity's favored weapon and Weapon Focus with the diety's favored weapon)].

Blood Drain (Ex): A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampire gains 5 temporary hit points.

Children of the Night (Su): Vampires command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the vampire for up to one hour.

Dominate (Su): A vampire can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save (DC 14) or fall instantly under the vampire's influence as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.

Create Spawn (Su): A humanoid or monstrous humanoid slain by a vampire's energy drain rises as a vampire spawn 1d4 days after burial. If the vampire instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the vampire that created it and remains enslaved until its master's destruction. At any given time a vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires or vampire spawn. A vampire that is enslaved may create and enslave spawn of its own, so a master vampire can control a number of lesser vampires in this fashion. A vampire may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

Energy Drain (Su): Living creatures hit by a vampire's slam attack (or any other natural weapon the vampire might possess) gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain ability once per round.

Alternate Form (Su): A vampire can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a *polymorph* spell cast by a 12th-level character, except that the vampire does not regain hit points for changing form and must choose from among the forms mentioned here. While in its alternate form, the vampire loses its natural slam attack and dominate ability, but it gains the natural weapons and extraordinary special attacks of its new form.

Damage Reduction (Su): A vampire has damage reduction 10/silver and magic. A vampire's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Fast Healing (Ex): A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. Any additional damage dealt to a vampire forced into gaseous form has no effect. Once at rest in

its coffin, a vampire is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

Gaseous Form (Su): As a standard action, a vampire can assume gaseous form at will as the spell (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Spider Climb (Ex): A vampire can climb sheer surfaces as though with a *spider climb* spell.

Turn Resistance (Ex): A vampire has +4 turn resistance.

Encounter 7:

Grainnen: Male werewolf, wolf form Ftr2; CR 4; Medium humanoid (dwarf, shapechanger); HD 2d10+2d8+20; hp 46; Init +4; Spd 50 ft.; AC 18 (touch 14, flat-footed 14)[+4 Dex, +4 natural]; BA/G +3/+6; Atk +7 melee (1d6+3, bite); Full Att +7 melee (1d6+3, bite); SA curse of lycanthropy, trip; SQ darkvision 60', stonecunning, stability, dwarven saving throw bonuses, alternate form, wolf empathy, low-light vision, scent, DR 10/silver; AL CE; SV Fort +11, Ref +7, Will +5; Str 16, Dex 18, Con 20, Int 12, Wis 16, Cha 6.

Skills and Feats: Bluff +0, Jump +8, Listen +5, Spot +5, Survival +3 (+7 if tracking by scent), Tumble +9; Combat Reflexes, Improved Bull Rush, Iron Will, Power Attack, Track, Weapon Focus (bite).

Stonecunning (Ex): A dwarf receives a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction, unsafe stone surfaces, shaky stone ceilings and the like. Something that isn't stone but is disguised as stone also counts as unusual stonework. A dwarf who merely comes within ten feet of unusual stonework can make a Search check as if he were actively Searching and can use the Search skill to find stonework traps as a rogue can. A dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up.

Dwarven saving throw bonuses (Ex): Dwarves receive a +2 bonus on saving throws versus poison, spells, and spell-like effects.

Stability (Ex): Dwarves are exceptionally stable on their feet. A dwarf gains +4 bonus on ability checks to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying or otherwise not standing firmly on the ground).

Wolf empathy (Ex): In any form, lycanthropes can communicate and empathize with normal or dire animals of their animal form. This gives them a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple

concepts and (if the animal is friendly) commands such as “friend”, “foe”, “flee”, and “attack.”

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

Alternate Form (Su): A lycanthrope can shift into animal form as though using the *polymorph* spell on itself, though its gear is not affected, it does not regain hit points for changing form and only the specific animal form indicated for the lycanthrope can be assumed. It does not assume the ability scores of the animal, but instead adds the animal's physical ability score modifiers to its own ability scores. A lycanthrope can also assume bipedal hybrid form with prehensile hands and animalistic features. Changing to or from animal or hybrid form is a standard action. A slain lycanthrope reverts to its humanoid form, although it remains dead. Separated body parts retain their animal form, however.

Curse of Lycanthropy (Sp): Any humanoid or giant hit by a werewolf's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Grainnen: Male werewolf, dwarf form Ftr2; CR 4; Medium humanoid (dwarf, shapechanger); HD 2d10+2d8+16; hp 42; Init +2; Spd 20 ft.; AC 15 (touch 12, flat-footed 12)[+2 Dex, +2 natural, +1 shield]; BA/G +3/+5; Atk +5 melee (1d8+2/X3, battleaxe); Full Att +5 melee (1d8+2/X3, battleaxe); SQ darkvision 60', stonecunning, stability, dwarven saving throw bonuses, alternate form, wolf empathy, low-light vision, scent; AL CE; SV Fort +9, Ref +5, Will +5; Str 14, Dex 14, Con 16, Int 12, Wis 16, Cha 6.

Skills and Feats: Bluff +0, Jump +7, Listen +5, Spot +5, Survival +3 (+7 if tracking by scent), Tumble +7; Combat Reflexes, Improved Bull Rush, Iron Will, Power Attack, Track, Weapon Focus (bite).

Possessions: battleaxe, light wooden shield.

Stonecunning (Ex): A dwarf receives a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction, unsafe stone surfaces, shaky stone ceilings and the like. Something that isn't stone but is disguised as stone also counts as unusual stonework. A dwarf who merely comes within ten feet of unusual stonework can make a Search check as if he were actively Searching and can use the Search skill to find stonework traps as a rogue can. A dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up.

Dwarven saving throw bonuses (Ex): Dwarves receive a +2 bonus on saving throws versus poison, spells, and spell-like effects.

Stability (Ex): Dwarves are exceptionally stable on their feet. A dwarf gains +4 bonus on ability checks to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying or otherwise not standing firmly on the ground).

Wolf empathy (Ex): In any form, lycanthropes can communicate and empathize with normal or dire animals of their animal form. This gives them a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands such as “friend”, “foe”, “flee”, and “attack.”

Alternate Form (Sp): A lycanthrope can shift into animal form as though using the *polymorph* spell on itself, though its gear is not affected, it does not regain hit points for changing form and only the specific animal form indicated for the lycanthrope can be assumed. It does not assume the ability scores of the animal, but instead adds the animal's physical ability score modifiers to its own ability scores. A lycanthrope can also assume bipedal hybrid form with prehensile hands and animalistic features. Changing to or from animal or hybrid form is a standard action. A slain lycanthrope reverts to its humanoid form, although it remains dead. Separated body parts retain their animal form, however.

Encounter 8 (Room 5B):

Nodel: Male drow Clr2/Sor4 [Hextor]; CR 7; Medium humanoid (elf); HD 2d8+4d4+6; hp 29; Init -1; Spd 30 ft.; AC 15 (touch 9, flat-footed 15)[-1 Dex, +4 armor, +2 natural]; BA/G +3/+2; Atk +2 melee (1d8-1, flail); Full Att +2 melee (1d8-1, flail); SA Spells, spell-like abilities, SQ Drow Traits, darkvision 120', light blindness; SR 17; AL NE; SV Fort +5, Ref +0, Will +12; Str 8, Dex 8, Con 12, Int 12, Wis 16, Cha 19.

Skills and Feats: Concentration +11, Knowledge – arcana +7, Knowledge – local [Iuz Border States] +2, Knowledge – religion +7, Listen +5, Search +3, Spellcraft +7, Spot +5; Speak Language (draconic), Speak language (orc); Combat Casting, Eschew Materials, Silent Spell.

Possessions: flail, wood holy symbol – Hextor, *amulet of natural armor* +2.

Cleric Spells Prepared (4/3+1; base DC = 13 + spell level): 0 – *cure minor wounds, detect magic, guidance, resistance, 1st—inflict light wounds**, *cause fear, protection from good, shield of faith*.

*Domain spell. **Domains:** [Destruction (You gain the smite power, the supernatural ability to make a

single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your cleric level {if you hit}. You must declare the smite before making the attack. This ability is usable once per day.); Evil (you cast Evil spells at +1 caster level)].

Sorcerer Spells Known (6/7,6/4; base DC = 14 + spell level): 0 – *acid splash, daze, detect magic, ghost sound, mage hand, read magic, 1st—mage armor, magic missile, color spray; 2nd – scorching ray.*

Drow Traits (Ex): A drow has immunity to sleep spells and effects, +2 saves versus Enchantment spells or effects. Drow also have proficiency in the following weapons: rapier, shortsword, hand crossbow. Drow speak the following languages: common, elven, undercommon.

Spell-Like Abilities (Sp): A drow may use the following spell-like abilities once per day: *dancing lights, darkness, faerie fire*. Caster Level equals the drow class levels.

Light Blindness (Ex): Abrupt exposure to a bright light such as sunlight or *daylight* spell blinds drow for one round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

POWERED UP VERSION: (Changes in bold or brackets)

Nodel: Male drow Clr2/Sor4 [Hextor]; CR 7; Medium humanoid (elf); HD 2d8+4d4+6; hp 29; Init -1; Spd 30 ft.; AC 15 [17] (touch 9 [11], flat-footed 15 [17])[-1 Dex, +4 armor, +2 natural, +2 **deflection**]; BA/G +3/+2; Atk +2 melee (1d8-1, flail); Full Att +2 melee (1d8-1, flail); SA Spells, spell-like abilities, SQ Drow Traits, darkvision 120', light blindness; SR 17; AL NE; SV Fort +5, Ref +0, Will +12; Str 8, Dex 8, Con 12, Int 12, Wis 16, Cha 19.

Skills and Feats: Concentration +11, Knowledge – arcana +7, Knowledge – local [Iuz Border States] +2, Knowledge – religion +7, Listen +5, Search +3, Spellcraft +7, Spot +5; Speak Language (draconic), Speak language (orc); Combat Casting, Eschew Materials, Silent Spell.

Possessions: flail, wood holy symbol – Hextor, *amulet of natural armor* +2.

Cleric Spells Prepared (4/3+1; base DC = 13 + spell level): 0 – *cure minor wounds, detect magic, guidance, resistance, 1st—inflict light wounds**, *cause fear, protection from good, **shield of faith***.

*Domain spell. *Domains:* [Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your cleric level {if you hit}. You must declare the smite before making the

attack. This ability is usable once per day.); Evil (you cast Evil spells at +1 caster level)].

Sorcerer Spells Known (6/7,6/4; base DC = 14 + spell level): 0 – *acid splash, daze, detect magic, ghost sound, mage hand, read magic, 1st—mage armor, magic missile, color spray; 2nd – scorching ray.*

Drow Traits (Ex): A drow has immunity to sleep spells and effects, +2 saves versus Enchantment spells or effects. Drow also have proficiency in the following weapons: rapier, shortsword, hand crossbow. Drow speak the following languages: common, elven, undercommon.

Spell-Like Abilities (Sp): A drow may use the following spell-like abilities once per day: *dancing lights, darkness, faerie fire*. Caster Level equals the drow class levels.

Light Blindness (Ex): Abrupt exposure to a bright light such as sunlight or *daylight* spell blinds drow for one round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Appendix 3: APL 6 Monster Statistics

Encounter 2:

Henlane: Male human Rgr2/Ftr4; CR 6; Medium humanoid; HD 2d8+4d10+12; hp 49; Init +0; Spd 30 ft.; AC 17 (touch 13, flat-footed 17)[+4 armor, +3 deflection]; BA/G +6/+7; Atk +7 melee (1d8+1, flail); Full Att +7/+2 melee (1d8+1, flail) or +5/+0 (1d8+1, flail) and +5 (1d6+1/19-20 short sword); SQ: combat style (melee), wild empathy, favored enemy (elf); AL LE; SV Fort +9, Ref +4, Will +4; Str 13, Dex 10, Con 14, Int 10, Wis 16, Cha 14.

Skills and Feats: Hide +5, Intimidate +5, Knowledge – geography +2, Knowledge – local [Iuz border states] +2, Knowledge – nobility and royalty +2, Knowledge – religion +2, Move Silently +2, Ride +8, Spot +6, Survival +8, Use Rope +4; Cleave, Improved Sunder, Mounted Combat, Power Attack, Ride By Attack, Spirited Charge, Track, Trample, Two Weapon Fighting.

Possessions: Chain shirt, flail, short sword, ~~shield of faith +3 potion~~ (drank), *helm of glorious recovery*.

Archers (2): Male human Rgr1/Ftr1; CR 2; Medium humanoid; HD 1d8+1d10; hp 14, Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14)[+2 Dex, +4 armor]; BA/G +2/+4; Atk +4 melee (1d8+3, flail) or +4 ranged (1d6+2/X3 composite [Str +2] shortbow); Full Att +4 melee (1d8+3, flail) or +4 ranged (1d6+2/X3 composite [Str +2] shortbow); SQ wild empathy, favored enemy (elf); AL LE; SV Fort +4, Ref +4, Will +2; Str 14, Dex 15, Con 10, Int 8, Wis 14, Cha 14.

Skills and Feats: Hide +7, Knowledge – religion +1, Listen +4, Move Silently +4, Ride +4, Sleight of Hand +4, Speak orc, Speak Old Oeridian, Spot +4, Survival +6; Precise Shot, Point Blank Shot, Power Attack, Track.

Possessions: Chain shirt, flail, composite short bow [Str +2], 40 arrows.

Lancers (2): Male human Rgr1/Ftr1; CR 2; Medium humanoid; HD 1d8+1d10+4; hp 18, Init +0; Spd 30 ft.; AC 17 (touch 11, flat-footed 16)[+6 armor, +1 shield]; BA/G +2/+4; Atk +4 melee (1d8+3, flail) or +5 melee (1d8+3/X3 lance); Full Att +4 melee (1d8+3, flail) or +5 melee (1d8+3/X3 lance); SQ wild empathy, favored enemy (elf); AL LE; SV Fort +6, Ref +2, Will +2; Str 15, Dex 10, Con 14, Int 8, Wis 14, Cha 14.

Skills and Feats: Handle Animal +4, Hide +5, Knowledge – religion +1, Listen +4, Move Silently +2, Ride +4, Speak Ancient Suel, Speak undercommon, Spot +4, Survival +6; Cleave, Mounted Combat, Power Attack, Track.

Possessions: splint mail, flail, light steel shield, masterwork lance.

Encounter 4 (Room 3B):

Sargoram: Male vampire Clr1/Ftr5; CR 8; Medium undead (augmented humanoid [halforc]); HD 6d12+6; hp 53; Init +7; Spd 20 ft.; AC 26 (touch 13, flat-footed 21)[+5 armor, +3 Dex, +2 shield, +6 natural]; BA/G +5/+12; Atk +13 melee (1d8+7, flail); Full Att +13 melee (1d8+7, flail) or +12 (1d6+7+energy drain, slam); SA Blood Drain, Children of the Night, Dominate, Create Spawn, Energy Drain, SQ combat style (melee), wild empathy, favored enemy (elf); undead traits, Alternate form, Fast Healing, Gaseous Form, Spider Climb, Turn Resistance, Cold Resistance 10, Electricity Resistance 10, DR 10/silver and magic; AL LE; SV Fort +9, Ref +6, Will +8; Str 25, Dex 16, Con -, Int 10, Wis 16, Cha 14.

Skills and Feats: Bluff +10, Concentration +4, Hide +11, Intimidate +7, Knowledge – religion +4, Listen +13, Move Silently +11, Ride +8, Search +8, Sense Motive +11, Spot +13; Alertness, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Improved Sunder, Improved Toughness, Iron Will, Lightning Reflexes, Power Attack, True Believer (Hextor), Weapon Focus (flail).

Possessions: breastplate, flail, heavy steel shield, wood holy symbol - Hextor., *cloak of resistance +1*.

Spells Prepared (3/2+1; base DC = 13 + spell level): 0 – *cure minor wounds, detect magic, mending*, 1st – *magic weapon, bane, command*.

*Domain spell. *Domains:* [Law (you cast Law spells at +1 caster level); War (free Martial Weapon Proficiency with deity's favored weapon and Weapon Focus with the diety's favored weapon)].

Blood Drain (Ex): A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampire gains 5 temporary hit points.

Children of the Night (Su): Vampires command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the vampire for up to one hour.

Dominate (Su): A vampire can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire

must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save (DC 14) or fall instantly under the vampire's influence as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.

Create Spawn (Su): A humanoid or monstrous humanoid slain by a vampire's energy drain rises as a vampire spawn 1d4 days after burial. If the vampire instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the vampire that created it and remains enslaved until its master's destruction. At any given time a vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires or vampire spawn. A vampire that is enslaved may create and enslave spawn of its own, so a master vampire can control a number of lesser vampires in this fashion. A vampire may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

Energy Drain (Su): Living creatures hit by a vampire's slam attack (or any other natural weapon the vampire might possess) gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain ability once per round.

Alternate Form (Su): A vampire can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a *polymorph* spell cast by a 12th-level character, except that the vampire does not regain hit points for changing form and must choose from among the forms mentioned here. While in its alternate form, the vampire loses its natural slam attack and dominate ability, but it gains the natural weapons and extraordinary special attacks of its new form.

Damage Reduction (Su): A vampire has damage reduction 10/silver and magic. A vampire's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Fast Healing (Ex): A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. Any additional damage dealt to a vampire forced into gaseous form has no effect. Once at rest in its coffin, a vampire is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

Gaseous Form (Su): As a standard action, a vampire can assume gaseous form at will as the spell (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Spider Climb (Ex): A vampire can climb sheer surfaces as though with a *spider climb* spell.

Turn Resistance (Ex): A vampire has +4 turn resistance.

Encounter 7:

Grainen: Male werewolf, wolf form Ftr3/Warshaper1; CR 7; Medium humanoid (dwarf, shapechanger); HD 3d10+2d8+1d8+30; hp 67; Init +4; Spd 50 ft.; AC 18 (touch 14, flat-footed 14)[+4 Dex, +4 natural]; BA/G +4/+7; Atk +9 melee (1d6+4, bite) or +9 melee (1d8+4 morphed bite); Full Att +9 melee (1d6+4, bite) or +9 melee (1d8+4 morphed bite); SA curse of lycanthropy, trip, morphic weapons; SQ darkvision 60', stonecunning, stability, dwarven saving throw bonuses, alternate form, wolf empathy, low-light vision, scent, DR 10/silver, morphic immunities; AL CE; SV Fort +13, Ref +8, Will +6; Str 17, Dex 18, Con 20, Int 12, Wis 16, Cha 6.

Skills and Feats: Bluff +1, Disguise +0, Jump +10, Listen +5, Spot +5, Survival +3 (+7 if tracking by scent), Tumble +10; Blind Fight, Combat Reflexes, Improved Bull Rush, Iron Will, Power Attack, Track, Weapon Focus (bite).

Possessions: Amulet of mighty fists +1.

Stonecunning (Ex): A dwarf receives a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction, unsafe stone surfaces, shaky stone ceilings and the like. Something that isn't stone but is disguised as stone also counts as unusual stonework. A dwarf who merely comes within ten feet of unusual stonework can make a Search check as if he were actively Searching and can use the Search skill to find stonework traps as a rogue can. A dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up.

Dwarven saving throw bonuses (Ex): Dwarves receive a +2 bonus on saving throws versus poison, spells, and spell-like effects.

Stability (Ex): Dwarves are exceptionally stable on their feet. A dwarf gains +4 bonus on ability checks to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying or otherwise not standing firmly on the ground).

Wolf empathy (Ex): In any form, lycanthropes can communicate and empathize with normal or dire animals of their animal form. This gives them a +4

racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands such as "friend", "foe", "flee", and "attack."

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

Alternate Form (Su): A lycanthrope can shift into animal form as though using the *polymorph* spell on itself, though its gear is not affected, it does not regain hit points for changing form and only the specific animal form indicated for the lycanthrope can be assumed. It does not assume the ability scores of the animal, but instead adds the animal's physical ability score modifiers to its own ability scores. A lycanthrope can also assume bipedal hybrid form with prehensile hands and animalistic features. Changing to or from animal or hybrid form is a standard action. A slain lycanthrope reverts to its humanoid form, although it remains dead. Separated body parts retain their animal form, however.

Curse of Lycanthropy (Sp): Any humanoid or giant hit by a werewolf's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Morphic Immunities (Ex): A warshaper is adept at distributing her form's vital organs around her body to keep them safe from harm. Warshapers are immune to stunning and critical hits.

Morphic Weapons (Su): As a move action, a warshaper can grow natural weapons such as claws or fangs, allowing a natural attack that deals the appropriate amount of damage according to the size of the new form (see table 5-1 on page 296 of the *Monster Manual*). These morphic weapons need not be natural weapons that the creature already possesses. For example, a warshaper *polymorphed* into an ettin (Large giant) could grow a claw that deals 1d6 points of damage, or horns for a gore attack that deals 1d8 points of damage.

If the warshaper's form already has natural weapons of that type, the weapon deals damage as if it were one category larger. For example, a warshaper who used wild shape to become a dire wolf (Large animal) could grow its jaw and snout, enabling a bite attack that deals 2d6 points of damage (as for a huge animal), not the normal 1d8.

A warshaper can change morphic weapons as often as it likes, even if it is using a shapechanging technique such as the *polymorph* spell of the wild

shape class feature that doesn't allow subsequent changes after the initial transformation.

Grainnen: Male werewolf, dwarf form Ftr3/Warshaper1; CR 4; Medium humanoid (dwarf, shapechanger); HD 3d10+2d8+1d8+22; hp 59; Init +2; Spd 20 ft.; AC 15 (touch 12, flat-footed 12)[+2 Dex, +2 natural, +1 shield]; BA/G +3/+5; Atk +5 melee (1d8+2/X3, battleaxe); Full Att +5 melee (1d8+2/X3, battleaxe); SQ darkvision 60', stonecunning, stability, dwarven saving throw bonuses, alternate form, wolf empathy, low-light vision, scent; AL CE; SV Fort +11, Ref +6, Will +6; Str 15, Dex 14, Con 16, Int 12, Wis 16, Cha 6.

Skills and Feats: Bluff +1, Disguise +0, Jump +9, Listen +5, Spot +5, Survival +3 (+7 if tracking by scent), Tumble +8; Blind Fight, Combat Reflexes, Improved Bull Rush, Iron Will, Power Attack, Track, Weapon Focus (bite).

Possessions: battleaxe, light wooden shield.

Stonecunning (Ex): A dwarf receives a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction, unsafe stone surfaces, shaky stone ceilings and the like. Something that isn't stone but is disguised as stone also counts as unusual stonework. A dwarf who merely comes within ten feet of unusual stonework can make a Search check as if he were actively Searching and can use the Search skill to find stonework traps as a rogue can. A dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up.

Dwarven saving throw bonuses (Ex): Dwarves receive a +2 bonus on saving throws versus poison, spells, and spell-like effects.

Stability (Ex): Dwarves are exceptionally stable on their feet. A dwarf gains +4 bonus on ability checks to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying or otherwise not standing firmly on the ground).

Wolf empathy (Ex): In any form, lycanthropes can communicate and empathize with normal or dire animals of their animal form. This gives them a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands such as "friend", "foe", "flee", and "attack."

Alternate Form (Sp): A lycanthrope can shift into animal form as though using the *polymorph* spell on itself, though its gear is not affected, it does not regain hit points for changing form and only the specific animal form indicated for the lycanthrope can be assumed. It does not assume the ability scores of the animal, but instead adds the animal's physical ability

score modifiers to its own ability scores. A lycanthrope can also assume bipedal hybrid form with prehensile hands and animalistic features. Changing to or from animal or hybrid form is a standard action. A slain lycanthrope reverts to its humanoid form, although it remains dead. Separated body parts retain their animal form, however.

Encounter 8 (Room 5B):

Nodel: Male drow Clr3/Sor4/Mystic Theurge 1 [Hextor]; CR 9; Medium humanoid (elf); HD 3d8+5d4+8; hp 39; Init -1; Spd 30 ft.; AC 15 (touch 9, flat-footed 15)[-1 Dex, +4 armor, +2 natural]; BA/G +4/+3; Atk +3 melee (1d8-1, flail); Full Att +3 melee (1d8-1, flail); SA Spells, spell-like abilities, SQ Drow Traits, darkvision 120', light blindness; SR 19; AL NE; SV Fort +5, Ref +1, Will +14; Str 8, Dex 8, Con 12, Int 12, Wis 16, Cha 20.

Skills and Feats: Concentration +13, Knowledge – arcana +9, Knowledge – local [Iuz Border States] +2, Knowledge – religion +7, Listen +5, Search +3, Spellcraft +9, Spot +5; Speak Language (draconic), Speak language (orc); Combat Casting, Eschew Materials, Silent Spell.

Possessions: flail, wood holy symbol – Hextor, *amulet of natural armor* +2.

Cleric Spells Prepared (5/4+1/3+1; base DC = 13 + spell level): 0 – *create water, cure minor wounds, detect magic, guidance, resistance*, 1st—*inflict light wounds**, *cause fear, doom, protection from good, shield of faith*; 2nd – *shatter**, *bear's endurance, death knell, hold person*.

*Domain spell. *Domains:* [Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your cleric level {if you hit}. You must declare the smite before making the attack. This ability is usable once per day.); Evil (you cast Evil spells at +1 caster level)].

Sorcerer Spells Known (6/8,7/5; base DC = 15 + spell level): 0 – *acid splash, daze, detect magic, ghost sound, mage hand, read magic*; 1st—*mage armor, magic missile, color spray, ray of enfeeblement*; 2nd – *scorching ray, web*.

Drow Traits (Ex): A drow has immunity to sleep spells and effects, +2 saves versus Enchantment spells or effects. Drow also have proficiency in the following weapons: rapier, shortsword, hand crossbow. Drow speak the following languages: common, elven, undercommon.

Spell-Like Abilities (Sp): A drow may use the following spell-like abilities once per day: *dancing*

lights, darkness, faerie fire. Caster Level equals the drow class levels.

Light Blindness (Ex): Abrupt exposure to a bright light such as sunlight or *daylight* spell blinds drow for one round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

POWERED UP VERSION: (Changes in bold or brackets)

Nodel: Male drow Clr3/Sor4/Mystic Theurge 1 [Hextor]; CR 9; Medium humanoid (elf); HD 3d8+5d4+8+**16**; hp 39 [**55**]; Init -1; Spd 30 ft.; AC 15 [**17**] (touch 9 [**11**], flat-footed 15[**17**])[-1 Dex, +4 armor, +2 natural, **+2 deflection**]; BA/G +4/+3; Atk +3 melee (1d8-1, flail); Full Att +3 melee (1d8-1, flail); SA Spells, spell-like abilities, SQ Drow Traits, darkvision 120', light blindness; SR 19; AL NE; SV Fort +5[**+7**], Ref +1, Will +14; Str 8, Dex 8, Con 12 [**16**], Int 12, Wis 16, Cha 20.

Skills and Feats: Concentration +13, Knowledge – arcana +9, Knowledge – local [Iuz Border States] +2, Knowledge – religion +7, Listen +5, Search +3, Spellcraft +9, Spot +5; Speak Language (draconic), Speak language (orc); Combat Casting, Eschew Materials, Silent Spell.

Possessions: flail, wood holy symbol – Hextor, *amulet of natural armor* +2.

Cleric Spells Prepared (5/4+1/3+1; base DC = 13 + spell level): 0 – *create water, cure minor wounds, detect magic, guidance, resistance*, 1st—*inflict light wounds**, *cause fear, doom, protection from good, shield of faith*; 2nd – *shatter**, ***bear's endurance, death knell, hold person***.

*Domain spell. *Domains:* [Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your cleric level {if you hit}. You must declare the smite before making the attack. This ability is usable once per day.); Evil (you cast Evil spells at +1 caster level)].

Sorcerer Spells Known (6/7[**6**]/5; base DC = 15 + spell level): 0 – *acid splash, daze, detect magic, ghost sound, mage hand, read magic*; 1st—~~*mage armor*~~, *magic missile, color spray, ray of enfeeblement*; 2nd – *scorching ray, web*.

Drow Traits (Ex): A drow has immunity to sleep spells and effects, +2 saves versus Enchantment spells or effects. Drow also have proficiency in the following weapons: rapier, shortsword, hand crossbow. Drow speak the following languages: common, elven, undercommon.

Spell-Like Abilities (Sp): A drow may use the following spell-like abilities once per day: *dancing*

lights, darkness, faerie fire. Caster Level equals the drow class levels.

Light Blindness (Ex): Abrupt exposure to a bright light such as sunlight or *daylight* spell blinds drow for one round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Appendix 4: APL 8 Monster Statistics

Encounter 2:

Henlane: Male human Rgr2/Ftr4/Blackguard2; CR 6; Medium humanoid; HD 2d8+4d10+2d10+16; hp 65; Init +0; Spd 30 ft.; AC 17 (touch 13, flat-footed 17)[+4 armor, +3 deflection]; BA/G +8/+10; Atk +10 melee (1d8+3, flail); Full Att +10/+5 melee (1d8+1, flail) or +8/+3 (1d8+1, flail) and +8 (1d6+1/19-20 short sword); SQ: combat style (melee), wild empathy, favored enemy (elf), aura of evil, *detect good*, poison use, dark blessing, smite good 1/day; AL LE; SV Fort +14, Ref +6, Will +6; Str 14, Dex 10, Con 14, Int 10, Wis 16, Cha 14.

Skills and Feats: Diplomacy +4, Handle Animal +6, Hide +5, Intimidate +5, Knowledge – geography +2, Knowledge – local [Iuz border states] +2, Knowledge – nobility and royalty +2, Knowledge – religion +2, Move Silently +2, Ride +8, Spot +6, Survival +8, Use Rope +4; Cleave, Improved Sunder, Mounted Combat, Power Attack, Ride By Attack, Spirited Charge, Track, Trample, Two Weapon Fighting.

Possessions: Chain shirt, flail, short sword, ~~shield of faith~~ +3 ~~potion~~ (drank), *helm of glorious recovery*.

Spells Prepared (2; base DC = 12 + spell level): 1st—*cause fear*, *corrupt weapon*.

Archers (2): Male human Rgr2/Ftr2; CR 4; Medium humanoid; HD 2d8+2d10; hp 25, Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14)[+3 Dex, +4 armor]; BA/G +4/+6; Atk +6 melee (1d8+3, flail) or +7 ranged (1d6+2/X3 composite [Str +2] shortbow); Full Att +6 melee (1d8+3, flail) or +5/+5 ranged (1d6+2/X3 composite [Str +2] shortbow); SQ wild empathy, favored enemy (elf), combat style (archery); AL LE; SV Fort +6, Ref +5, Will +2; Str 14, Dex 16, Con 10, Int 8, Wis 14, Cha 14.

Skills and Feats: Hide +8, Knowledge – religion +1, Listen +6, Move Silently +5, Ride +7, Sleight of Hand +5, Speak orc, Speak Old Oeridian, Spot +6, Survival +8; Cleave, Improved Sunder, Precise Shot, Point Blank Shot, Power Attack, Rapid Shot, Track.

Possessions: Chain shirt, flail, Composite short bow [Str +2], 40 arrows.

Lancers (2): Male human Rgr2/Ftr2; CR 4; Medium humanoid; HD 2d8+2d10+8; hp 33, Init +0; Spd 30 ft.; AC 17 (touch 11, flat-footed 16)[+6 armor, +1 shield]; BA/G +4/+7; Atk +7 melee (1d8+4, flail) or +8 melee (1d8+4/X3 lance); Full Att +7 melee (1d8+4, flail) or +8 melee (1d8+4/X3 lance); SQ wild empathy, favored enemy (elf), combat style (melee); AL LE; SV Fort +8,

Ref +3, Will +2; Str 16, Dex 10, Con 14, Int 8, Wis 14, Cha 14.

Skills and Feats: Handle Animal +4, Hide +5, Knowledge – religion +1, Listen +6, Move Silently +2, Ride +6, Speak Ancient Suel, Speak undercommon, Spot +6, Survival +8; Cleave, Improved Sunder, Mounted Combat, Power Attack, Ride By Attack, Track, Two Weapon Fighting.

Possessions: splint mail, flail, light steel shield, masterwork lance.

Encounter 4 (Room 3B):

Sargoram: Male vampire Clr1/Ftr5/Pious Templar2; CR 10; Medium undead (augmented humanoid [halforc]); HD 8d12+8; hp 69; Init +7; Spd 20 ft.; AC 26 (touch 13, flat-footed 21)[+5 armor, +3 Dex, +2 shield, +6 natural]; BA/G +7/+15; Atk +16 melee (1d8+8, flail); Full Att +16/+11 melee (1d8+8, flail) or +14/+9 (1d6+8+energy drain, slam); SA Blood Drain, Children of the Night, Dominate, Create Spawn, Energy Drain, SQ combat style (melee), wild empathy, favored enemy (elf); undead traits, Alternate form, Fast Healing, Gaseous Form, Spider Climb, Turn Resistance, Cold Resistance 10, Electricity Resistance 10, DR 10/silver and magic, mettle, smite 1/day; AL LE; SV Fort +12, Ref +6, Will +11; Str 26, Dex 16, Con -, Int 10, Wis 16, Cha 14.

Skills and Feats: Bluff +10, Concentration +8, Hide +11, Intimidate +7, Knowledge – religion +4, Listen +13, Move Silently +11, Ride +8, Search +8, Sense Motive +11, Spot +13; Alertness, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Improved Sunder, Improved Toughness, Iron Will, Lightning Reflexes, Power Attack, True Believer (Hextor), Weapon Focus (flail).

Possessions: breastplate, flail, heavy steel shield, wood holy symbol – Hextor, *cloak of resistance* +1.

Pious Templar Spells Prepared (2; base DC = 13 + spell level): 1st – *cause fear*, *corrupt weapon*.

Cleric Spells Prepared (3/2+1; base DC = 13 + spell level): 0 – *cure minor wounds*, *detect magic*, *mending*; 1st—*magic weapon*, *bane*, *command*.

*Domain spell. *Domains:* [Law (you cast Law spells at +1 caster level); War (free Martial Weapon Proficiency with deity's favored weapon and Weapon Focus with the diety's favored weapon)].

Blood Drain (Ex): A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is

maintained. On each such successful attack, the vampire gains 5 temporary hit points.

Children of the Night (Su): Vampires command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the vampire for up to one hour.

Dominate (Su): A vampire can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save (DC 14) or fall instantly under the vampire's influence as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.

Create Spawn (Su): A humanoid or monstrous humanoid slain by a vampire's energy drain rises as a vampire spawn 1d4 days after burial. If the vampire instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the vampire that created it and remains enslaved until its master's destruction. At any given time a vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires or vampire spawn. A vampire that is enslaved may create and enslave spawn of its own, so a master vampire can control a number of lesser vampires in this fashion. A vampire may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

Energy Drain (Su): Living creatures hit by a vampire's slam attack (or any other natural weapon the vampire might possess) gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain ability once per round.

Alternate Form (Su): A vampire can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a *polymorph* spell cast by a 12th-level character, except that the vampire does not regain hit points for changing form and must choose from among the forms mentioned here. While in its alternate form, the vampire loses its natural slam attack and dominate ability, but it gains the natural weapons and extraordinary special attacks of its new form.

Damage Reduction (Su): A vampire has damage reduction 10/silver and magic. A vampire's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Fast Healing (Ex): A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. Any additional damage dealt to a vampire forced into gaseous form has no effect. Once at rest in its coffin, a vampire is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

Gaseous Form (Su): As a standard action, a vampire can assume gaseous form at will as the spell (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Spider Climb (Ex): A vampire can climb sheer surfaces as though with a *spider climb* spell.

Turn Resistance (Ex): A vampire has +4 turn resistance.

Mettle (Su): A pious templar's special blessing allows her to shrug off magical effects that would otherwise harm her. If a pious templar makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect, she suffers no effect from the spell at all. Only those spells with a saving throw entry of "Will partial," "Fortitude half" or similar entries can be negated through this ability.

Smite (Su): Once per day, a pious templar of 2nd level or higher may make a single melee attack with a +4 attack bonus and a damage bonus equal to her pious templar level (if she hits). The pious templar must declare this smite before making the attack. Starting at 6th level, a pious templar can smite twice per day. If a pious templar has a smite evil or smite ability (for being a paladin or a cleric with the Destruction domain) already, she can use the ability one extra time per day (two extra times at 6th level). The attack bonus does not increase but the bonus is based on the characters combined level (pious templar level plus cleric or paladin level).

Encounter 7:

Grainnen: Male werewolf, wolf form Ftr3/Warshaper4; CR 9; Medium humanoid (dwarf, shapechanger); HD 3d10+2d8+4d8+63; hp 115; Init +4; Spd 50 ft.; AC 18 (touch 14, flat-footed 14)[+4 Dex, +4 natural]; BA/G +7/+12; Atk +14 melee (1d6+6, bite) or +14 melee (1d8+6 morphed bite); Full Att +14/+9 melee (1d6+6, bite) or +14/+9 melee (1d8+6 morphed

bite); Face/Reach 5 ft./10 ft.; SA curse of lycanthropy, trip, morphic weapons; SQ darkvision 60', stonecunning, stability, dwarven saving throw bonuses, alternate form, wolf empathy, low-light vision, scent, DR 10/silver, morphic immunities, morphic body, morphic reach, morphic healing; AL CE; SV Fort +17, Ref +9, Will +7; Str 21, Dex 18, Con 24, Int 12, Wis 16, Cha 6.

Skills and Feats: Bluff +3, Disguise +4, Jump +12, Listen +5, Spot +10, Survival +3 (+7 if tracking by scent), Tumble +12; Blind Fight, Combat Reflexes, Hold the Line, Improved Bull Rush, Iron Will, Power Attack, Track, Weapon Focus (bite).

Possessions: *Amulet of mighty fists +1, eyes of the eagle.*

Stonecunning (Ex): A dwarf receives a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction, unsafe stone surfaces, shaky stone ceilings and the like. Something that isn't stone but is disguised as stone also counts as unusual stonework. A dwarf who merely comes within ten feet of unusual stonework can make a Search check as if he were actively Searching and can use the Search skill to find stonework traps as a rogue can. A dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up.

Dwarven saving throw bonuses (Ex): Dwarves receive a +2 bonus on saving throws versus poison, spells, and spell-like effects.

Stability (Ex): Dwarves are exceptionally stable on their feet. A dwarf gains +4 bonus on ability checks to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying or otherwise not standing firmly on the ground).

Wolf empathy (Ex): In any form, lycanthropes can communicate and empathize with normal or dire animals of their animal form. This gives them a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands such as "friend", "foe", "flee", and "attack."

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

Alternate Form (Su): A lycanthrope can shift into animal form as though using the *polymorph* spell on itself, though its gear is not affected, it does not regain hit points for changing form and only the specific animal form indicated for the lycanthrope can be assumed. It does not assume the ability scores of the

animal, but instead adds the animal's physical ability score modifiers to its own ability scores. A lycanthrope can also assume bipedal hybrid form with prehensile hands and animalistic features. Changing to or from animal or hybrid form is a standard action. A slain lycanthrope reverts to its humanoid form, although it remains dead. Separated body parts retain their animal form, however.

Curse of Lycanthropy (Sp): Any humanoid or giant hit by a werewolf's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Morphic Immunities (Ex): A warshaper is adept at distributing her form's vital organs around her body to keep them safe from harm. Warshapers are immune to stunning and critical hits.

Morphic Weapons (Su): As a move action, a warshaper can grow natural weapons such as claws or fangs, allowing a natural attack that deals the appropriate amount of damage according to the size of the new form (see table 5-1 on page 296 of the *Monster Manual*). These morphic weapons need not be natural weapons that the creature already possesses. For example, a warshaper *polymorphed* into an ettin (Large giant) could grow a claw that deals 1d6 points of damage, or horns for a gore attack that deals 1d8 points of damage.

If the warshaper's form already has natural weapons of that type, the weapon deals damage as if it were one category larger. For example, a warshaper who used wild shape to become a dire wolf (Large animal) could grow its jaw and snout, enabling a bite attack that deals 2d6 points of damage (as for a huge animal), not the normal 1d8.

A warshaper can change morphic weapons as often as it likes, even if it is using a shapechanging technique such as the *polymorph* spell of the wild shape class feature that doesn't allow subsequent changes after the initial transformation.

Morphic Body (Su): At 2nd level and higher, a warshaper can use its precise control over its form to make itself stronger and heartier. It gains +4 to Strength and +4 to Constitution.

Morphic Reach (Su): A warshaper of 3rd level or higher can suddenly stretch its limbs, neck or other appendage outward, giving it 5 more feet of reach than the creature it is emulating. Unlike most creatures, warshapers don't appear to have a longer reach until they actually use it.

Morphic Healing (Su): At 4th level, a warshaper becomes able to change its form where wounds appear, creating smooth skin where once were wounds. The warshaper gains fast healing 2, and if it spends a full-round action and succeeds on a Concentration check

(DC equal to the total damage it has sustained), it heals 10 points of damage.

Grainnen: Male werewolf, dwarf form Ftr3/Warshaper4; CR 9; Medium humanoid (dwarf, shapechanger); HD 3d10+2d8+4d8+31; hp 83; Init +2; Spd 20 ft.; AC 15 (touch 12, flat-footed 12)[+2 Dex, +2 natural, +1 shield]; BA/G +6/+8; Atk +8 melee (1d8+2/X3, battleaxe); Full Att +8 melee (1d8+2/X3, battleaxe); SQ darkvision 60', stonecunning, stability, dwarven saving throw bonuses, alternate form, wolf empathy, low-light vision, scent; AL CE; SV Fort +13, Ref +7, Will +7; Str 15, Dex 14, Con 16, Int 12, Wis 16, Cha 6.

Skills and Feats: Bluff +3, Disguise +4, Jump +9, Listen +5, Spot +10, Survival +3 (+7 if tracking by scent), Tumble +10; Blind Fight, Combat Reflexes, Hold the Line, Improved Bull Rush, Iron Will, Power Attack, Track, Weapon Focus (bite).

Possessions: battleaxe, light wooden shield, *eyes of the eagle*.

Stonecunning (Ex): A dwarf receives a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction, unsafe stone surfaces, shaky stone ceilings and the like. Something that isn't stone but is disguised as stone also counts as unusual stonework. A dwarf who merely comes within ten feet of unusual stonework can make a Search check as if he were actively Searching and can use the Search skill to find stonework traps as a rogue can. A dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up.

Dwarven saving throw bonuses (Ex): Dwarves receive a +2 bonus on saving throws versus poison, spells, and spell-like effects.

Stability (Ex): Dwarves are exceptionally stable on their feet. A dwarf gains +4 bonus on ability checks to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying or otherwise not standing firmly on the ground).

Wolf empathy (Ex): In any form, lycanthropes can communicate and empathize with normal or dire animals of their animal form. This gives them a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands such as "friend", "foe", "flee", and "attack."

Alternate Form (Sp): A lycanthrope can shift into animal form as though using the *polymorph* spell on itself, though its gear is not affected, it does not regain hit points for changing form and only the specific animal form indicated for the lycanthrope can be assumed. It does not assume the ability scores of the

animal, but instead adds the animal's physical ability score modifiers to its own ability scores. A lycanthrope can also assume bipedal hybrid form with prehensile hands and animalistic features. Changing to or from animal or hybrid form is a standard action. A slain lycanthrope reverts to its humanoid form, although it remains dead. Separated body parts retain their animal form, however.

Encounter 8 (Room 5B):

Nodel: Male drow Clr3/Sor4/Mystic Theurge3 [Hextor]; CR 11; Medium humanoid (elf); HD 3d8+7d4+10; hp 47; Init -1; Spd 30 ft.; AC 15 (touch 9, flat-footed 15)[-1 Dex, +4 armor, +2 natural]; BA/G +5/+4; Atk +4 melee (1d8-1, flail); Full Att +4 melee (1d8-1, flail); SA Spells, spell-like abilities, SQ Drow Traits, darkvision 120', light blindness; SR 21; AL NE; SV Fort +6, Ref +2, Will +15; Str 8, Dex 8, Con 12, Int 12, Wis 16, Cha 20.

Skills and Feats: Concentration +13, Knowledge – arcana +9, Knowledge – local [Iuz Border States] +2, Knowledge – religion +7, Listen +5, Search +3, Sense Motive +9, Spellcraft +9, Spot +5; Speak Language (draconic), Speak language (orc); Combat Casting, Energy Substitution (electric), Eschew Materials, Silent Spell.

Possessions: flail, wood holy symbol – Hextor, *amulet of natural armor +2*, *wand of minor image* [35 charges].

Cleric Spells Prepared (5/4+1/4+1/3+1; base DC = 13 + spell level): 0 – *cure minor wounds* (2), *detect magic, guidance, resistance*; 1st—*inflict light wounds**, *cause fear, doom, protection from good, shield of faith*; 2nd – *shatter**, *bear's endurance, death knell, hold person, sound burst*; 3rd – *magic circle against good**, *blindness/deafness, invisibility purge, protection from energy*.

*Domain spell. *Domains:* [Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your cleric level {if you hit}. You must declare the smite before making the attack. This ability is usable once per day.); Evil (you cast Evil spells at +1 caster level)].

Sorcerer Spells Known (6/8/7/5; base DC = 15 + spell level): 0 – *acid splash, daze, detect magic, ghost sound, mage hand, ray of frost, read magic*; 1st—*burning hands, mage armor, magic missile, color spray, ray of enfeeblement*; 2nd – *scorching ray, touch of idiocy, web*; 3rd – *displacement, fireball*.

Drow Traits (Ex): A drow has immunity to sleep spells and effects, +2 saves versus Enchantment spells or effects. Drow also have proficiency in the following

weapons: rapier, shortsword, hand crossbow. Drow speak the following languages: common, elven, undercommon.

Spell-Like Abilities (Sp): A drow may use the following spell-like abilities once per day: *dancing lights*, *darkness*, *faerie fire*. Caster Level equals the drow class levels.

Light Blindness (Ex): Abrupt exposure to a bright light such as sunlight or *daylight* spell blinds drow for one round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

POWERED UP VERSION: (Changes in bold or brackets)

Nodel: Male drow Clr3/Sor4/Mystic Theurge3 [Hextor]; CR 11; Medium humanoid (elf); HD 3d8+7d4+10+20; hp 47[67]; Init -1; Spd 30 ft.; AC 15 [18] (touch 9 [12], flat-footed 15 [18])[-1 Dex, +4 armor, +2 natural, +3 deflection]; BA/G +5/+4; Atk +4 melee (1d8-1, flail); Full Att +4 melee (1d8-1, flail); SA Spells, spell-like abilities, SQ Drow Traits, darkvision 120', light blindness, **precast spells**; SR 21; AL NE; SV Fort +6[+8], Ref +2, Will +15; Str 8, Dex 8, Con 12 [16], Int 12, Wis 16, Cha 20.

Skills and Feats: Concentration +13, Knowledge – arcana +9, Knowledge – local [Iuz Border States] +2, Knowledge – religion +7, Listen +5, Search +3, Sense Motive +9, Spellcraft +9, Spot +5; Speak Language (draconic), Speak language (orc); Combat Casting, Energy Substitution (electric), Eschew Materials, Silent Spell.

Possessions: flail, wood holy symbol – Hextor, *amulet of natural armor* +2, *wand of minor image* [35 charges].

Cleric Spells Prepared (5/4+1/4+1/3+1; base DC = 13 + spell level): 0 – *cure minor wounds* (2), *detect magic*, *guidance*, *resistance*, 1st—*inflict light wounds**, *cause fear*, *doom*, *protection from good*, ~~*shield of faith*~~; 2nd – *shatter**, ~~*bear's endurance*~~, *death knell*, *hold person*, *sound burst*; 3rd – ~~*magic circle against good*~~*, *blindness/deafness*, ~~*invisibility—purge*~~, ~~*protection from energy*~~.

*Domain spell. *Domains:* [Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your cleric level {if you hit}. You must declare the smite before making the attack. This ability is usable once per day.); Evil (you cast Evil spells at +1 caster level)].

Sorcerer Spells Known (6/8[7]/7/5; base DC = 15 + spell level): 0 – *acid splash*, *daze*, *detect magic*, *ghost sound*, *mage hand*, *ray of frost*, *read magic*, 1st—*burning hands*, ~~*mage armor*~~, *magic missile*, *color*

spray, *ray of enfeeblement*; 2nd – *scorching ray*, *touch of idiocy*, *web*; 3rd – *displacement*, *fireball*.

Drow Traits (Ex): A drow has immunity to sleep spells and effects, +2 saves versus Enchantment spells or effects. Drow also have proficiency in the following weapons: rapier, shortsword, hand crossbow. Drow speak the following languages: common, elven, undercommon.

Spell-Like Abilities (Sp): A drow may use the following spell-like abilities once per day: *dancing lights*, *darkness*, *faerie fire*. Caster Level equals the drow class levels.

Light Blindness (Ex): Abrupt exposure to a bright light such as sunlight or *daylight* spell blinds drow for one round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Precast Spells: Nodel has precast the following spells: *mage armor*, *shield of faith*, and *bear's endurance*, with adjustments as noted above. In addition, the following spells are in effect: *magic circle versus good* [+2 on saving throws for spells cast by good PCs], *invisibility purge*, *protection from energy* [FIRE]. He will cast *displacement* the first round of combat.

Appendix 5: APL 10 Monster Statistics

Encounter 2:

Henlane: Male human Rgr2/Ftr4/Blackguard4; CR 8; Medium humanoid; HD 2d8+4d10+4d10+20; hp 81; Init +0; Spd 30 ft.; AC 17 (touch 13, flat-footed 17)[+4 armor, +3 deflection]; BA/G +10/+12; Atk +12 melee (1d8+3/19-20, flail); Full Att +12/+7 melee (1d8+1, flail) or +10/+5 (1d8+1/19-20, flail) and +10 (1d6+1/19-20 short sword); SQ: combat style (melee), wild empathy, favored enemy (elf), aura of evil, *detect good*, poison use, dark blessing, smite good 1/day, aura of despair, command undead, sneak attack +1d6; AL LE; SV Fort +15, Ref +7, Will +7; Str 14, Dex 10, Con 14, Int 10, Wis 16, Cha 14.

Skills and Feats: Diplomacy +8, Concentration +4, Handle Animal +6, Hide +5, Intimidate +5, Knowledge – geography +2, Knowledge – local [Iuz border states] +2, Knowledge – nobility and royalty +2, Knowledge – religion +2, Move Silently +2, Ride +8, Spot +6, Survival +8, Use Rope +4; Cleave, Improved Critical (flail), Improved Sunder, Mounted Combat, Power Attack, Ride By Attack, Spirited Charge, Track, Trample, Two Weapon Fighting.

Possessions: Chain shirt, flail, short sword, ~~shield of faith +3 potion~~ (drank), *helm of glorious recovery*.

Spells Prepared (2/2; base DC = 12 + spell level): 1st—*cause fear*, *corrupt weapon*., 2nd—*death knell*, *shatter*.

Archers (2): Male human Rgr2/Ftr4; CR 6; Medium humanoid; HD 2d8+4d10; hp 37, Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14)[+3 Dex, +4 armor]; BA/G +6/+8; Atk +8 melee (1d8+3, flail) or +9 ranged (1d6+2/X3 composite [Str +2] shortbow); Full Att +8/+3 melee (1d8+3, flail) or +7/+7/+2 ranged (1d6+2/X3 composite [Str +2] shortbow); SQ wild empathy, favored enemy (elf), combat style (archery); AL LE; SV Fort +7, Ref +6, Will +3; Str 14, Dex 16, Con 10, Int 8, Wis 14, Cha 14.

Skills and Feats: Hide +8, Knowledge – religion +1, Listen +6, Move Silently +5, Ride +11, Sleight of Hand +5, Speak orc, Speak Old Oeridian, Spot +6, Survival +8; Cleave, Improved Sunder, Mounted Archery, Mounted Combat, Precise Shot, Point Blank Shot, Power Attack, Rapid Shot, Track.

Possessions: Chain shirt, flail, Composite short bow [Str +2], 40 arrows.

Lancers (2): Male human Rgr2/Ftr4; CR 6; Medium humanoid; HD 2d8+4d10+12; hp 49, Init +0; Spd 30 ft.; AC 17 (touch 11, flat-footed 16)[+6 armor, +1 shield]; BA/G +6/+9; Atk +9 melee (1d8+4, flail) or +10 melee (1d8+4/X3 lance); Full Att +9/+4 melee (1d8+4, flail) or +10/+5 melee (1d8+4/X3 lance); SQ wild empathy, favored enemy (elf), combat style (melee); AL LE; SV Fort +9, Ref +4, Will +3; Str 16, Dex 10, Con 14, Int 8, Wis 14, Cha 14.

Skills and Feats: Handle Animal +4, Hide +5, Knowledge – religion +1, Listen +6, Move Silently +2, Ride +10, Speak Ancient Suel, Speak undercommon, Spot +6, Survival +8; Cleave, Improved Sunder, Mounted Combat, Power Attack, Ride By Attack, Spirited Charge, Track, Trample, Two Weapon Fighting.

Possessions: splint mail, flail, light steel shield, masterwork lance.

Encounter 4 (Room 3B):

Sargoram: Male vampire Clr1/Ftr5/Pious Templar4; CR 12; Medium undead (augmented humanoid [halforc]); HD 10d12+10; hp 85; Init +7; Spd 20 ft.; AC 26 (touch 13, flat-footed 21)[+5 armor, +3 Dex, +2 shield, +6 natural]; BA/G +9/+17; Atk +18 melee (1d8+10, flail); Full Att +18/+13 melee (1d8+10, flail) or +16/+11 (1d6+8+energy drain, slam); SA Blood Drain, Children of the Night, Dominate, Create Spawn, Energy Drain, SQ combat style (melee), wild empathy, favored enemy (elf); undead traits, Alternate form, Fast Healing, Gaseous Form, Spider Climb, Turn Resistance, Cold Resistance 10, Electricity Resistance 10, DR 10/silver and magic, mettle, smite 1/day, damage reduction 1/-; AL LE; SV Fort +13, Ref +8, Will +12; Str 26, Dex 16, Con -, Int 10, Wis 16, Cha 14.

Skills and Feats: Bluff +10, Concentration +10, Heal +5, Hide +11, Intimidate +7, Knowledge – religion +4, Listen +13, Move Silently +11, Ride +8, Search +8, Sense Motive +11, Spot +13; Alertness, Blind Fight, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Improved Smiting, Improved Sunder, Improved Toughness, Iron Will, Lightning Reflexes, Power Attack, True Believer (Hextor), Weapon Focus (flail), Weapon Specialization (flail).

Possessions: breastplate, flail, heavy steel shield, wood holy symbol – Hextor, *cloak of resistance* +1.

Pious Templar Spells Prepared (2/2; base DC = 13 + spell level): 1st – *cause fear, corrupt weapon*; 2nd – *bull strength, shatter*.

Cleric Spells Prepared (3/2+1; base DC = 13 + spell level): 0 – *cure minor wounds, detect magic, mending*; 1st—*magic weapon, bane, command*.

*Domain spell. *Domains*: [Law (you cast Law spells at +1 caster level); War (free Martial Weapon Proficiency with deity's favored weapon and Weapon Focus with the diety's favored weapon)].

Blood Drain (Ex): A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampire gains 5 temporary hit points.

Children of the Night (Su): Vampires command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the vampire for up to one hour.

Dominate (Su): A vampire can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save (DC 14) or fall instantly under the vampire's influence as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.

Create Spawn (Su): A humanoid or monstrous humanoid slain by a vampire's energy drain rises as a vampire spawn 1d4 days after burial. If the vampire instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the vampire that created it and remains enslaved until its master's destruction. At any given time a vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires or vampire spawn. A vampire that is enslaved may create and enslave spawn of its own, so a master vampire can control a number of lesser vampires in this fashion. A vampire may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

Energy Drain (Su): Living creatures hit by a vampire's slam attack (or any other natural weapon the vampire might possess) gain two negative levels. For

each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain ability once per round.

Alternate Form (Su): A vampire can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a *polymorph* spell cast by a 12th-level character, except that the vampire does not regain hit points for changing form and must choose from among the forms mentioned here. While in its alternate form, the vampire loses its natural slam attack and dominate ability, but it gains the natural weapons and extraordinary special attacks of its new form.

Damage Reduction (Su): A vampire has damage reduction 10/silver and magic. A vampire's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Fast Healing (Ex): A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. Any additional damage dealt to a vampire forced into gaseous form has no effect. Once at rest in its coffin, a vampire is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

Gaseous Form (Su): As a standard action, a vampire can assume gaseous form at will as the spell (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Spider Climb (Ex): A vampire can climb sheer surfaces as though with a *spider climb* spell.

Turn Resistance (Ex): A vampire has +4 turn resistance.

Mettle (Su): A pious templar's special blessing allows her to shrug off magical effects that would otherwise harm her. If a pious templar makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect, she suffers no effect from the spell at all. Only those spells with a saving throw entry of "Will partial," "Fortitude half" or similar entries can be negated through this ability.

Smite (Su): Once per day, a pious templar of 2nd level or higher may make a single melee attack with a +4 attack bonus and a damage bonus equal to her pious templar level (if she hits). The pious templar must declare this smite before making the attack. Starting at 6th level, a pious templar can smite twice per day. If a pious templar has a smite evil or smite ability (for being a paladin or a cleric with the Destruction domain) already, she can use the ability one extra time per day (two extra times at 6th level). The attack bonus

does not increase but the bonus is based on the characters combined level (pious templar level plus cleric or paladin level).

Encounter 7:

Grainnen: Male werewolf, wolf form Ftr5/Warshaper4; CR 11; Medium humanoid (dwarf, shapechanger); HD 5d10+2d8+4d8+77; hp 141; Init +4; Spd 50 ft.; AC 18 (touch 14, flat-footed 14)[+4 Dex, +4 natural]; BA/G +9/+15; Atk +17 melee (1d6+8, bite) or +17 melee (1d8+8 morphed bite); Full Att +17/+12 melee (1d6+8, bite) or +17/+12 melee (1d8+8 morphed bite); Face/Reach 5 ft./10 ft.; SA curse of lycanthropy, trip, morphic weapons; SQ darkvision 60', stonecunning, stability, dwarven saving throw bonuses, alternate form, wolf empathy, low-light vision, scent, DR 10/silver, morphic immunities, morphic body, morphic reach, morphic healing; AL CE; SV Fort +18, Ref +11, Will +7; Str 22, Dex 18, Con 24, Int 12, Wis 16, Cha 6.

Skills and Feats: Bluff +5, Disguise +4, Jump +12, Listen +5, Spot +10, Survival +3 (+7 if tracking by scent), Tumble +13; Blind Fight, Combat Reflexes, Hold the Line, Improved Bull Rush, Iron Will, Lightning Reflexes, Power Attack, Track, Weapon Focus (bite), Weapon Specialization (bite).

Possessions: Amulet of mighty fists +1, eyes of the eagle.

Stonecunning (Ex): A dwarf receives a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction, unsafe stone surfaces, shaky stone ceilings and the like. Something that isn't stone but is disguised as stone also counts as unusual stonework. A dwarf who merely comes within ten feet of unusual stonework can make a Search check as if he were actively Searching and can use the Search skill to find stonework traps as a rogue can. A dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up.

Dwarven saving throw bonuses (Ex): Dwarves receive a +2 bonus on saving throws versus poison, spells, and spell-like effects.

Stability (Ex): Dwarves are exceptionally stable on their feet. A dwarf gains +4 bonus on ability checks to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying or otherwise not standing firmly on the ground).

Wolf empathy (Ex): In any form, lycanthropes can communicate and empathize with normal or dire animals of their animal form. This gives them a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple

concepts and (if the animal is friendly) commands such as "friend", "foe", "flee", and "attack."

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

Alternate Form (Su): A lycanthrope can shift into animal form as though using the *polymorph* spell on itself, though its gear is not affected, it does not regain hit points for changing form and only the specific animal form indicated for the lycanthrope can be assumed. It does not assume the ability scores of the animal, but instead adds the animal's physical ability score modifiers to its own ability scores. A lycanthrope can also assume bipedal hybrid form with prehensile hands and animalistic features. Changing to or from animal or hybrid form is a standard action. A slain lycanthrope reverts to its humanoid form, although it remains dead. Separated body parts retain their animal form, however.

Curse of Lycanthropy (Sp): Any humanoid or giant hit by a werewolf's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Morphic Immunities (Ex): A warshaper is adept at distributing her form's vital organs around her body to keep them safe from harm. Warshapers are immune to stunning and critical hits.

Morphic Weapons (Su): As a move action, a warshaper can grow natural weapons such as claws or fangs, allowing a natural attack that deals the appropriate amount of damage according to the size of the new form (see table 5-1 on page 296 of the *Monster Manual*). These morphic weapons need not be natural weapons that the creature already possesses. For example, a warshaper *polymorphed* into an ettin (Large giant) could grow a claw that deals 1d6 points of damage, or horns for a gore attack that deals 1d8 points of damage.

If the warshaper's form already has natural weapons of that type, the weapon deals damage as if it were one category larger. For example, a warshaper who used wild shape to become a dire wolf (Large animal) could grow its jaw and snout, enabling a bite attack that deals 2d6 points of damage (as for a huge animal), not the normal 1d8.

A warshaper can change morphic weapons as often as it likes, even if it is using a shapechanging technique such as the *polymorph* spell of the wild shape class feature that doesn't allow subsequent changes after the initial transformation.

Morphic Body (Su): At 2nd level and higher, a warshaper can use its precise control over its form to make itself stronger and heartier. It gains +4 to Strength and +4 to Constitution.

Morphic Reach (Su): A warshaper of 3rd level or higher can suddenly stretch its limbs, neck or other appendage outward, giving it 5 more feet of reach than the creature it is emulating. Unlike most creatures, warshapers don't appear to have a longer reach until they actually use it.

Morphic Healing (Su): At 4th level, a warshaper becomes able to change its form where wounds appear, creating smooth skin where once were wounds. The warshaper gains fast healing 2, and if it spends a full-round action and succeeds on a Concentration check (DC equal to the total damage it has sustained), it heals 10 points of damage.

Grainnen: Male werewolf, dwarf form Ftr5/Warshaper4; CR 11; Medium humanoid (dwarf, shapechanger); HD 5d10+2d8+4d8+37; hp 101; Init +2; Spd 20 ft.; AC 15 (touch 12, flat-footed 12)[+2 Dex, +2 natural, +1 shield]; BA/G +9/+12; Atk +12 melee (1d8+3/X3, battleaxe); Full Att +12/+7 melee (1d8+3/X3, battleaxe); SQ darkvision 60', stonecunning, stability, dwarven saving throw bonuses, alternate form, wolf empathy, low-light vision, scent; AL CE; SV Fort +14, Ref +9, Will +7; Str 16, Dex 14, Con 16, Int 12, Wis 16, Cha 6.

Skills and Feats: Bluff +5, Disguise +4, Jump +10, Listen +5, Spot +10, Survival +3 (+7 if tracking by scent), Tumble +11; Blind Fight, Combat Reflexes, Hold the Line, Improved Bull Rush, Iron Will, Lightning Reflexes, Power Attack, Track, Weapon Focus (bite), Weapon Specialization (bite).

Possessions: battleaxe, light wooden shield, *eyes of the eagle*.

Stonecunning (Ex): A dwarf receives a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction, unsafe stone surfaces, shaky stone ceilings and the like. Something that isn't stone but is disguised as stone also counts as unusual stonework. A dwarf who merely comes within ten feet of unusual stonework can make a Search check as if he were actively Searching and can use the Search skill to find stonework traps as a rogue can. A dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up.

Dwarven saving throw bonuses (Ex): Dwarves receive a +2 bonus on saving throws versus poison, spells, and spell-like effects.

Stability (Ex): Dwarves are exceptionally stable on their feet. A dwarf gains +4 bonus on ability checks

to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying or otherwise not standing firmly on the ground).

Wolf empathy (Ex): In any form, lycanthropes can communicate and empathize with normal or dire animals of their animal form. This gives them a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands such as "friend", "foe", "flee", and "attack."

Alternate Form (Sp): A lycanthrope can shift into animal form as though using the *polymorph* spell on itself, though its gear is not affected, it does not regain hit points for changing form and only the specific animal form indicated for the lycanthrope can be assumed. It does not assume the ability scores of the animal, but instead adds the animal's physical ability score modifiers to its own ability scores. A lycanthrope can also assume bipedal hybrid form with prehensile hands and animalistic features. Changing to or from animal or hybrid form is a standard action. A slain lycanthrope reverts to its humanoid form, although it remains dead. Separated body parts retain their animal form, however.

Encounter 8 (Room 5B):

Nodel: Male drow Clr3/Sor4/Mystic Theurge5 [Hextor]; CR 13; Medium humanoid (elf); HD 3d8+9d4+12; hp 54; Init -1; Spd 30 ft.; AC 15 (touch 9, flat-footed 15)[-1 Dex, +4 armor, +2 natural]; BA/G +6/+5; Atk +5 melee (1d8-1, flail); Full Att +5 melee (1d8-1, flail); SA Spells, spell-like abilities, SQ Drow Traits, darkvision 120', light blindness; SR 23; AL NE; SV Fort +6, Ref +2, Will +16; Str 8, Dex 8, Con 12, Int 12, Wis 17, Cha 20.

Skills and Feats: Concentration +17, Knowledge – arcana +9, Knowledge – local [Iuz Border States] +2, Knowledge – religion +7, Listen +5, Search +3, Sense Motive +9, Spellcraft +11, Spot +5; Speak Language (draconic), Speak language (orc); Combat Casting, Divine Metamagic (silent spell), Energy Substitution (electric), Eschew Materials, Silent Spell.

Possessions: flail, wood holy symbol – Hextor, *amulet of natural armor +2*, *staff of healing*, *wand of minor image* [5 charges].

Cleric Spells Prepared (6/5+1/4+1/4+1/2+1; base DC = 13 + spell level): 0 – *create water*, *cure minor wounds* (2), *detect magic*, *guidance*, *resistance*, 1st—*inflict light wounds**, *cause fear*, *doom*, *entropic shield*, *protection from good*, *shield of faith*; 2nd – *shatter**, *bear's endurance*, *death knell*, *hold person*, *sound burst*; 3rd – *magic circle against good**, *cure serious wounds*, *blindness/deafness*, *invisibility purge*,

protection from energy; 4th – *unholy blight**, *spell immunity*, *summon monster IV*.

*Domain spell. *Domains*: [Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your cleric level {if you hit}. You must declare the smite before making the attack. This ability is usable once per day.); Evil (you cast Evil spells at +1 caster level)].

Sorcerer Spells Known (6/8,7/7/7/5; base DC = 15 + spell level): 0 – *acid splash*, *daze*, *detect magic*, *ghost sound*, *mage hand*, *prestidigitation*, *ray of frost*, *read magic*; 1st—*burning hands*, *mage armor*, *magic missile*, *color spray*, *ray of enfeeblement*; 2nd – *protection from arrows*, *scorching ray*, *touch of idiocy*, *web*; 3rd – *displacement*, *fireball*, *slow*; 4th – *ice storm*, *stoneskin*.

Drow Traits (Ex): A drow has immunity to sleep spells and effects, +2 saves versus Enchantment spells or effects. Drow also have proficiency in the following weapons: rapier, shortsword, hand crossbow. Drow speak the following languages: common, elven, undercommon.

Spell-Like Abilities (Sp): A drow may use the following spell-like abilities once per day: *dancing lights*, *darkness*, *faerie fire*. Caster Level equals the drow class levels.

Light Blindness (Ex): Abrupt exposure to a bright light such as sunlight or *daylight* spell blinds drow for one round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

POWERED UP VERSION: (Changes in bold or brackets)

Nodel: Male drow Clr3/Sor4/Mystic Theurge5 [Hextor]; CR 13; Medium humanoid (elf); HD 3d8+9d4+12+24; hp 54[78]; Init -1; Spd 30 ft.; AC 15 [18] (touch 9[11], flat-footed 15[18])[-1 Dex, +4 armor, +2 natural, +3 deflection]; BA/G +6/+5; Atk +5 melee (1d8-1, flail); Full Att +5 melee (1d8-1, flail); SA Spells, spell-like abilities, SQ Drow Traits, darkvision 120', light blindness; SR 23; AL NE; SV Fort +6 [+8], Ref +2, Will +16; Str 8, Dex 8, Con 12 [16], Int 12, Wis 17, Cha 20.

Skills and Feats: Concentration +17, Knowledge – arcana +9, Knowledge – local [Iuz Border States] +2, Knowledge – religion +7, Listen +5, Search +3, Sense Motive +9, Spellcraft +11, Spot +5; Speak Language (draconic), Speak language (orc); Combat Casting, Divine Metamagic (silent spell), Energy Substitution (electric), Eschew Materials, Silent Spell.

Possessions: flail, wood holy symbol – Hextor, *amulet of natural armor* +2, *staff of healing*, *wand of minor image* [5 charges].

Cleric Spells Prepared (6/5+1/4+1/4+1/2+1; base DC = 13 + spell level): 0 – *create water*, *cure minor wounds* (2), *detect magic*, *guidance*, *resistance*, 1st—*inflict light wounds**, *cause fear*, *doom*, *entropic shield*, *protection from good*, ***shield of faith***; 2nd – *shatter**, ~~*bear's endurance*~~, *death knell*, *hold person*, *sound burst*; 3rd – ~~*magic circle against good*~~*, *cure serious wounds*, *blindness/deafness*, ~~*invisibility—purge*~~, ~~*protection from energy*~~; 4th – *unholy blight**, ~~*spell immunity*~~, *summon monster IV*.

*Domain spell. *Domains*: [Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your cleric level {if you hit}. You must declare the smite before making the attack. This ability is usable once per day.); Evil (you cast Evil spells at +1 caster level)].

Sorcerer Spells Known (6/8[7]/7[6]/7/5[4]; base DC = 15 + spell level): 0 – *acid splash*, *daze*, *detect magic*, *ghost sound*, *mage hand*, *prestidigitation*, *ray of frost*, *read magic*; 1st—*burning hands*, ~~*mage armor*~~, *magic missile*, *color spray*, *ray of enfeeblement*; 2nd – ~~*protection from arrows*~~, *scorching ray*, *touch of idiocy*, *web*; 3rd – *displacement*, *fireball*, *slow*; 4th – *ice storm*, ***stoneskin***.

Drow Traits (Ex): A drow has immunity to sleep spells and effects, +2 saves versus Enchantment spells or effects. Drow also have proficiency in the following weapons: rapier, shortsword, hand crossbow. Drow speak the following languages: common, elven, undercommon.

Spell-Like Abilities (Sp): A drow may use the following spell-like abilities once per day: *dancing lights*, *darkness*, *faerie fire*. Caster Level equals the drow class levels.

Light Blindness (Ex): Abrupt exposure to a bright light such as sunlight or *daylight* spell blinds drow for one round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Precast Spells: Nodel has precast the following spells: *mage armor*, *shield of faith*, and *bear's endurance*, with adjustments as noted above. In addition, the following spells are in effect: *magic circle versus good* [+2 on saving throws for spells cast by good PCs], *invisibility purge*, *protection from arrows*, *protection from energy* [FIRE], *stoneskin* [90 hp damage prevented], *spell immunity* [*magic missile*, *ice storm*, *shout*]. He will cast *displacement* the first round of combat.

Appendix 6: APL 12 Monster Statistics

Encounter 2:

Henlane: Male human Rgr2/Ftr4/Blackguard6; CR 10; Medium humanoid; HD 2d8+4d10+6d10+24; hp 97; Init +0; Spd 30 ft.; AC 17 (touch 13, flat-footed 17)[+4 armor, +3 deflection]; BA/G +12/+14; Atk +15 melee (1d8+4/19-20, flail); Full Att +15/+10/+5 melee (1d8+4/19-20, flail) or +13/+8/+3 (1d8+4/19-20, flail) and +12 (1d6+1/19-20 short sword); SQ: combat style (melee), wild empathy, favored enemy (elf), aura of evil, *detect good*, poison use, dark blessing, smite good 2/day, aura of despair, command undead, sneak attack +1d6, fiendish servant; AL LE; SV Fort +16, Ref +8, Will +8; Str 14, Dex 10, Con 14, Int 10, Wis 17, Cha 14.

Skills and Feats: Diplomacy +8, Concentration +6, Handle Animal +6, Hide +5, Intimidate +7, Knowledge – geography +2, Knowledge – local [Iuz border states] +2, Knowledge – nobility and royalty +2, Knowledge – religion +2, Move Silently +2, Ride +10, Spot +6, Survival +8, Use Rope +4; Blind Fight, Cleave, Improved Critical (flail), Improved Sunder, Mounted Combat, Power Attack, Ride By Attack, Spirited Charge, Track, Trample, Two Weapon Fighting.

Possessions: Chain shirt, *flail +1 – bane (elf)*, short sword, ~~*shield of faith +3 – potion*~~ (drank), *helm of glorious recovery*.

Spells Prepared (2/2/2; base DC = 13 + spell level): 1st—*cause fear*, *corrupt weapon*, 2nd—*death knell*, *shatter*, 3rd—*cure serious wounds*, *protection from elements*.

Archers (2): Male human Rgr2/Ftr4/Blackguard2; CR 8; Medium humanoid; HD 2d8+6d10; hp 49, Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14)[+3 Dex, +4 armor]; BA/G +8/+10; Atk +10 melee (1d8+3, flail) or +11 ranged (1d6+2/X3 composite [Str +2] shortbow); Full Att +10/+5 melee (1d8+3, flail) or +9/+9/+4 ranged (1d6+2/X3 composite [Str +2] shortbow); SQ wild empathy, favored enemy (elf), combat style (archery), aura of evil, *detect good*, poison use, dark blessing, smite good 1/day; AL LE; SV Fort +12, Ref +8, Will +5; Str 14, Dex 16, Con 10, Int 8, Wis 15, Cha 14.

Skills and Feats: Concentration +2, Hide +8, Knowledge – religion +1, Listen +6, Move Silently +5, Ride +13, Sleight of Hand +5, Speak orc, Speak Old Oeridian, Spot +6, Survival +8; Cleave, Improved Sunder, Mounted Archery, Mounted Combat, Precise Shot, Point Blank Shot, Power Attack, Rapid Shot, Track.

Possessions: Chain shirt, flail, Composite short bow [Str +2], 40 arrows.

Spells Prepared (2; base DC = 12 + spell level): 1st—*corrupt weapon*, *inflict light wounds*.

Lancers (2): Male human Rgr2/Ftr4/Blackguard2; CR 8; Medium humanoid; HD 2d8+6d10+16; hp 65, Init +0; Spd 30 ft.; AC 17 (touch 11, flat-footed 16)[+6 armor, +1 shield]; BA/G +8/+11; Atk +11 melee (1d8+4, flail) or +12 melee (1d8+4/X3 lance); Full Att +11/+6 melee (1d8+4, flail) or +12/+7 melee (1d8+4/X3 lance); SQ wild empathy, favored enemy (elf), combat style (melee), aura of evil, *detect good*, poison use, dark blessing, smite good 1/day; AL LE; SV Fort +14, Ref +6, Will +5; Str 16, Dex 10, Con 14, Int 8, Wis 15, Cha 14.

Skills and Feats: Handle Animal +4, Hide +5, Knowledge – religion +1, Listen +6, Move Silently +2, Ride +10, Speak Ancient Suel, Speak undercommon, Spot +6, Survival +8; Cleave, Improved Sunder, Mounted Combat, Power Attack, Ride By Attack, Spirited Charge, Track, Trample, Two Weapon Fighting.

Possessions: splint mail, flail, light steel shield, masterwork lance.

Spells Prepared (2; base DC = 12 + spell level): 1st—*corrupt weapon*, *inflict light wounds*.

Encounter 4 (Room 3B):

Sargoram: Male vampire Clr1/Ftr5/Pious Templar6; CR 14; Medium undead (augmented humanoid [halforc]); HD 12d12+12; hp 101; Init +7; Spd 20 ft.; AC 26 (touch 13, flat-footed 21)[+5 armor, +3 Dex, +2 shield, +6 natural]; BA/G +11/+19; Atk +20 melee (1d8+10/19-20, flail); Full Att +20/+15/+10 melee (1d8+10/19-20, flail) or +18/+13/+8 (1d6+8+energy drain, slam); SA Blood Drain, Children of the Night, Dominate, Create Spawn, Energy Drain, SQ combat style (melee), wild empathy, favored enemy (elf); undead traits, Alternate form, Fast Healing, Gaseous Form, Spider Climb, Turn Resistance, Cold Resistance 10, Electricity Resistance 10, DR 10/silver and magic, mettle, smite 2/day, damage reduction 1/-; AL LE; SV Fort +14, Ref +8, Will +13; Str 27, Dex 16, Con -, Int 10, Wis 16, Cha 14.

Skills and Feats: Bluff +10, Concentration +12, Heal +5, Hide +11, Intimidate +7, Knowledge – religion +6, Listen +13, Move Silently +11, Ride +8, Search +8, Sense Motive +11, Spot +13; Alertness, Blind

Fight, Combat Reflexes, Dodge, Great Fortitude, Improved Critical (flail), Improved Initiative, Improved Smiting, Improved Sunder, Improved Toughness, Iron Will, Lightning Reflexes, Power Attack, True Believer (Hextor), Weapon Focus (flail), Weapon Specialization (flail).

Possessions: breastplate, flail, heavy steel shield, wood holy symbol – Hextor, *cloak of resistance +1*.

Pious Templar Spells Prepared (2/2/2; base DC = 13 + spell level): 1st – *cause fear, corrupt weapon*; 2nd – *bull strength, shatter*; 3rd – *inflict serious wounds, protection from elements*.

Cleric Spells Prepared (3/2+1; base DC = 13 + spell level): 0 – *cure minor wounds, detect magic, mending*; 1st – *magic weapon, bane, command*.

*Domain spell. *Domains:* [Law (you cast Law spells at +1 caster level); War (free Martial Weapon Proficiency with deity's favored weapon and Weapon Focus with the deity's favored weapon)].

Blood Drain (Ex): A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampire gains 5 temporary hit points.

Children of the Night (Su): Vampires command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the vampire for up to one hour.

Dominate (Su): A vampire can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save (DC 14) or fall instantly under the vampire's influence as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.

Create Spawn (Su): A humanoid or monstrous humanoid slain by a vampire's energy drain rises as a vampire spawn 1d4 days after burial. If the vampire instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the vampire that created it and remains enslaved until its master's destruction. At any given time a vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires or

vampire spawn. A vampire that is enslaved may create and enslave spawn of its own, so a master vampire can control a number of lesser vampires in this fashion. A vampire may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

Energy Drain (Su): Living creatures hit by a vampire's slam attack (or any other natural weapon the vampire might possess) gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain ability once per round.

Alternate Form (Su): A vampire can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a *polymorph* spell cast by a 12th-level character, except that the vampire does not regain hit points for changing form and must choose from among the forms mentioned here. While in its alternate form, the vampire loses its natural slam attack and dominate ability, but it gains the natural weapons and extraordinary special attacks of its new form.

Damage Reduction (Su): A vampire has damage reduction 10/silver and magic. A vampire's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Fast Healing (Ex): A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. Any additional damage dealt to a vampire forced into gaseous form has no effect. Once at rest in its coffin, a vampire is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

Gaseous Form (Su): As a standard action, a vampire can assume gaseous form at will as the spell (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Spider Climb (Ex): A vampire can climb sheer surfaces as though with a *spider climb* spell.

Turn Resistance (Ex): A vampire has +4 turn resistance.

Mettle (Su): A pious templar's special blessing allows her to shrug off magical effects that would otherwise harm her. If a pious templar makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect, she suffers no effect from the spell at all. Only those spells with a saving throw entry of "Will partial," "Fortitude half" or similar entries can be negated through this ability.

Smite (Su): Once per day, a pious templar of 2nd level or higher may make a single melee attack with a +4 attack bonus and a damage bonus equal to her pious templar level (if she hits). The pious templar must declare this smite before making the attack. Starting at 6th level, a pious templar can smite twice per day. If a pious templar has a smite evil or smite ability (for being a paladin or a cleric with the Destruction domain) already, she can use the ability one extra time per day (two extra times at 6th level). The attack bonus does not increase but the bonus is based on the characters combined level (pious templar level plus cleric or paladin level).

Encounter 7:

Grainnen: Male werewolf, wolf form Ftr7/Warshaper4; CR 13; Medium humanoid (dwarf, shapechanger); HD 7d10+2d8+4d8+91; hp 167; Init +4; Spd 50 ft.; AC 18 (touch 14, flat-footed 14)[+4 Dex, +4 natural]; BA/G +11/+17; Atk +19 melee (1d6+8/19-20, bite) or +19 melee (1d8+8/19-20 morphed bite); Full Att +19/+14/+9 melee (1d6+8/19-20, bite) or +19/+14/+9 melee (1d8+8/19-20 morphed bite); Face/Reach 5 ft./10 ft.; SA curse of lycanthropy, trip, morphic weapons; SQ darkvision 60', stonecunning, stability, dwarven saving throw bonuses, alternate form, wolf empathy, low-light vision, scent, DR 10/silver, morphic immunities, morphic body, morphic reach, morphic healing; AL CE; SV Fort +19, Ref +12, Will +8; Str 22, Dex 18, Con 24, Int 12, Wis 16, Cha 6.

Skills and Feats: Bluff +5, Disguise +4, Jump +12, Listen +6, Spot +11, Survival +3 (+7 if tracking by scent), Tumble +14; Blind Fight, Combat Reflexes, Hold the Line, Improved Bull Rush, Improved Critical (bite), Iron Will, Lightning Reflexes, Power Attack, Track, Weapon Focus (bite), Weapon Specialization (bite).

Possessions: *Amulet of mighty fists +1, eyes of the eagle.*

Stonecunning (Ex): A dwarf receives a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction, unsafe stone surfaces, shaky stone ceilings and the like. Something that isn't stone but is disguised as stone also counts as unusual stonework. A dwarf who merely comes within ten feet of unusual stonework can make a Search check as if he were actively Searching and can use the Search skill to find stonework traps as a rogue can. A dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up.

Dwarven saving throw bonuses (Ex): Dwarves receive a +2 bonus on saving throws versus poison, spells, and spell-like effects.

Stability (Ex): Dwarves are exceptionally stable on their feet. A dwarf gains +4 bonus on ability checks to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying or otherwise not standing firmly on the ground).

Wolf empathy (Ex): In any form, lycanthropes can communicate and empathize with normal or dire animals of their animal form. This gives them a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands such as "friend", "foe", "flee", and "attack."

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

Alternate Form (Su): A lycanthrope can shift into animal form as though using the *polymorph* spell on itself, though its gear is not affected, it does not regain hit points for changing form and only the specific animal form indicated for the lycanthrope can be assumed. It does not assume the ability scores of the animal, but instead adds the animal's physical ability score modifiers to its own ability scores. A lycanthrope can also assume bipedal hybrid form with prehensile hands and animalistic features. Changing to or from animal or hybrid form is a standard action. A slain lycanthrope reverts to its humanoid form, although it remains dead. Separated body parts retain their animal form, however.

Curse of Lycanthropy (Sp): Any humanoid or giant hit by a werewolf's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Morphic Immunities (Ex): A warshaper is adept at distributing her form's vital organs around her body to keep them safe from harm. Warshapers are immune to stunning and critical hits.

Morphic Weapons (Su): As a move action, a warshaper can grow natural weapons such as claws or fangs, allowing a natural attack that deals the appropriate amount of damage according to the size of the new form (see table 5-1 on page 296 of the *Monster Manual*). These morphic weapons need not be natural weapons that the creature already possesses. For example, a warshaper *polymorphed* into an ettin (Large giant) could grow a claw that deals 1d6 points of damage, or horns for a gore attack that deals 1d8 points of damage.

If the warshaper's form already has natural weapons of that type, the weapon deals damage as if it were one category larger. For example, a warshaper who used wild shape to become a dire wolf (Large animal) could grow its jaw and snout, enabling a bite attack that deals 2d6 points of damage (as for a huge animal), not the normal 1d8.

A warshaper can change morphic weapons as often as it likes, even if it is using a shapechanging technique such as the *polymorph* spell of the wild shape class feature that doesn't allow subsequent changes after the initial transformation.

Morphic Body (Su): At 2nd level and higher, a warshaper can use its precise control over its form to make itself stronger and heartier. It gains +4 to Strength and +4 to Constitution.

Morphic Reach (Su): A warshaper of 3rd level or higher can suddenly stretch its limbs, neck or other appendage outward, giving it 5 more feet of reach than the creature it is emulating. Unlike most creatures, warshapers don't appear to have a longer reach until they actually use it.

Morphic Healing (Su): At 4th level, a warshaper becomes able to change its form where wounds appear, creating smooth skin where once were wounds. The warshaper gains fast healing 2, and if it spends a full-round action and succeeds on a Concentration check (DC equal to the total damage it has sustained), it heals 10 points of damage.

Grainnen: Male werewolf, dwarf form Ftr7/Warshaper4; CR 13; Medium humanoid (dwarf, shapechanger); HD 7d10+2d8+4d8+43; hp 119; Init +2; Spd 20 ft.; AC 15 (touch 12, flat-footed 12)[+2 Dex, +2 natural, +1 shield]; BA/G +11/+14; Atk +14 melee (1d8+3/X3, battleaxe); Full Att +14/+9/+4 melee (1d8+3/X3, battleaxe); SQ darkvision 60', stonecunning, stability, dwarven saving throw bonuses, alternate form, wolf empathy, low-light vision, scent; AL CE; SV Fort +14, Ref +9, Will +7; Str 16, Dex 14, Con 16, Int 12, Wis 16, Cha 6.

Skills and Feats: Bluff +5, Disguise +4, Jump +10, Listen +6, Spot +11, Survival +3 (+7 if tracking by scent), Tumble +12; Blind Fight, Combat Reflexes, Hold the Line, Improved Bull Rush, Improved Critical (bite), Iron Will, Lightning Reflexes, Power Attack, Track, Weapon Focus (bite), Weapon Specialization (bite).

Possessions: battleaxe, light wooden shield, *eyes of the eagle*.

Stonecunning (Ex): A dwarf receives a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction, unsafe stone surfaces, shaky stone

ceilings and the like. Something that isn't stone but is disguised as stone also counts as unusual stonework. A dwarf who merely comes within ten feet of unusual stonework can make a Search check as if he were actively Searching and can use the Search skill to find stonework traps as a rogue can. A dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up.

Dwarven saving throw bonuses (Ex): Dwarves receive a +2 bonus on saving throws versus poison, spells, and spell-like effects.

Stability (Ex): Dwarves are exceptionally stable on their feet. A dwarf gains +4 bonus on ability checks to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying or otherwise not standing firmly on the ground).

Wolf empathy (Ex): In any form, lycanthropes can communicate and empathize with normal or dire animals of their animal form. This gives them a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands such as "friend", "foe", "flee", and "attack."

Alternate Form (Sp): A lycanthrope can shift into animal form as though using the *polymorph* spell on itself, though its gear is not affected, it does not regain hit points for changing form and only the specific animal form indicated for the lycanthrope can be assumed. It does not assume the ability scores of the animal, but instead adds the animal's physical ability score modifiers to its own ability scores. A lycanthrope can also assume bipedal hybrid form with prehensile hands and animalistic features. Changing to or from animal or hybrid form is a standard action. A slain lycanthrope reverts to its humanoid form, although it remains dead. Separated body parts retain their animal form, however.

Encounter 8 (Room 5B):

Nodel: Male drow Clr3/Sor4/Mystic Theurge7 [Hextor]; CR 15; Medium humanoid (elf); HD 3d8+1d4+14; hp 62; Init -1; Spd 30 ft.; AC 15 (touch 9, flat-footed 15)[-1 Dex, +4 armor, +2 natural]; BA/G +7/+6; Atk +6 melee (1d8-1, flail); Full Att +6/+1 melee (1d8-1, flail); SA Spells, spell-like abilities, SQ Drow Traits, darkvision 120', light blindness; SR 25; AL NE; SV Fort +7, Ref +3, Will +17; Str 8, Dex 8, Con 12, Int 12, Wis 17, Cha 20.

Skills and Feats: Concentration +19, Knowledge – arcana +11, Knowledge – local [Iuz Border States] +2, Knowledge – religion +9, Listen +5, Search +3, Sense Motive +9, Spellcraft +11, Spot +5; Speak Language (draconic), Speak language (orc); Combat Casting,

Divine Metamagic (silent spell), Energy Substitution (electric), Eschew Materials, Quicken Spell, Silent Spell.

Possessions: flail, wood holy symbol – Hextor, *amulet of natural armor +2, staff of healing, wand of minor image.*

Cleric Spells Prepared (6/5+1/5+1/4+1/ 3+1/2+1; base DC = 13 + spell level): 0 – *create water, cure minor wounds (2), detect magic, guidance, resistance, 1st—inflict light wounds**; *cause fear, doom, entropic shield, protection from good, shield of faith*; 2nd – *shatter**; *bear's endurance, align weapon, death knell, hold person, sound burst*; 3rd – *magic circle against good**; *cure serious wounds, blindness/deafness, invisibility purge, protection from energy*; 4th – *unholy blight**; *freedom of movement, spell immunity, summon monster IV*; 5th – *inflict light wounds (mass)*, flame strike, cure light wounds (quicken)*.

*Domain spell. *Domains:* [Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your cleric level {if you hit}. You must declare the smite before making the attack. This ability is usable once per day.); Evil (you cast Evil spells at +1 caster level)].

Sorcerer Spells Known (6/8;7/7/7/6/5; base DC = 15 + spell level): 0 – *acid splash, daze, detect magic, ghost sound, mage hand, mending, prestidigitation, ray of frost, read magic, 1st—burning hands, mage armor, magic missile, color spray, ray of enfeeblement, Tasha's hideous laughter*; 2nd – *protection from arrows, scorching ray, touch of idiocy, web*; 3rd – *displacement, fireball, fly, slow*; 4th – *Evard's black tentacles, ice storm, stonesskin*; 5th – *spiritwall, vitriolic sphere.*

Drow Traits (Ex): A drow has immunity to sleep spells and effects, +2 saves versus Enchantment spells or effects. Drow also have proficiency in the following weapons: rapier, shortsword, hand crossbow. Drow speak the following languages: common, elven, undercommon.

Spell-Like Abilities (Sp): A drow may use the following spell-like abilities once per day: *dancing lights, darkness, faerie fire.* Caster Level equals the drow class levels.

Light Blindness (Ex): Abrupt exposure to a bright light such as sunlight or *daylight* spell blinds drow for one round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

POWERED UP VERSION: (Changes in bold or brackets)

Nodel: Male drow Clr3/Sor4/Mystic Theurge7 [Hextor]; CR 15; Medium humanoid (elf); HD

3d8+11d4+14+28; hp 62 [90]; Init -1; Spd 30 ft.; AC 15 [18] (touch 9[11]), flat-footed 15[18])[-1 Dex, +4 armor, +2 natural, +3 deflection]; BA/G +7/+6; Atk +6 melee (1d8-1, flail); Full Att +6/+1 melee (1d8-1, flail); SA Spells, spell-like abilities, SQ Drow Traits, darkvision 120', light blindness; SR 25; AL NE; SV Fort +7 [+9], Ref +3, Will +17; Str 8, Dex 8, Con 12 [16], Int 12, Wis 17, Cha 20.

Skills and Feats: Concentration +19, Knowledge – arcana +11, Knowledge – local [Iuz Border States] +2, Knowledge – religion +9, Listen +5, Search +3, Sense Motive +9, Spellcraft +11, Spot +5; Speak Language (draconic), Speak language (orc); Combat Casting, Divine Metamagic (silent spell), Energy Substitution (electric), Eschew Materials, Quicken Spell, Silent Spell.

Possessions: flail, wood holy symbol – Hextor, *amulet of natural armor +2, staff of healing, wand of minor image.*

Cleric Spells Prepared (6/5+1/5+1/4+1/ 3+1/2+1; base DC = 13 + spell level): 0 – *create water, cure minor wounds (2), detect magic, guidance, resistance, 1st—inflict light wounds**; *cause fear, doom, entropic shield, protection from good, ~~shield of faith~~*; 2nd – *shatter**; ~~*bear's endurance, align weapon, death knell, hold person, sound burst*~~; 3rd – ~~*magic circle against good**~~; *cure serious wounds, blindness/deafness, ~~invisibility purge, protection from energy~~*; 4th – *unholy blight**; ~~*freedom of movement, spell immunity, summon monster IV*~~; 5th – *inflict light wounds (mass)*, flame strike, cure light wounds (quicken)*.

*Domain spell. *Domains:* [Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your cleric level {if you hit}. You must declare the smite before making the attack. This ability is usable once per day.); Evil (you cast Evil spells at +1 caster level)].

Sorcerer Spells Known (6/8[7]/7[6]/7/6[5]/5; base DC = 15 + spell level): 0 – *acid splash, daze, detect magic, ghost sound, mage hand, mending, prestidigitation, ray of frost, read magic, 1st—burning hands, ~~mage armor~~, magic missile, color spray, ray of enfeeblement, Tasha's hideous laughter*; 2nd – ~~*protection from arrows, scorching ray, touch of idiocy, web*~~; 3rd – *displacement, fireball, fly, slow*; 4th – *Evard's black tentacles, ice storm, ~~stonesskin~~*; 5th – *spiritwall, vitriolic sphere.*

Drow Traits (Ex): A drow has immunity to sleep spells and effects, +2 saves versus Enchantment spells or effects. Drow also have proficiency in the following weapons: rapier, shortsword, hand crossbow. Drow speak the following languages: common, elven, undercommon.

Spell-Like Abilities (Sp): A drow may use the following spell-like abilities once per day: *dancing lights*, *darkness*, *faerie fire*. Caster Level equals the drow class levels.

Light Blindness (Ex): Abrupt exposure to a bright light such as sunlight or *daylight* spell blinds drow for one round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Precast Spells: Nodel has precast the following spells: *mage armor*, *shield of faith*, and *bear's endurance*, with adjustments as noted above. In addition, the following spells are in effect: *magic circle versus good* [+2 on saving throws for spells cast by good PCs], *invisibility purge*, *protection from arrows*, *protection from energy* [FIRE], *stoneskin* [90 hp damage prevented], *spell immunity* [*magic missile*, *ice storm*, *shout*], *freedom of movement*. He will cast *displacement* the first round of combat.

Appendix 7: New Rule Items

Items:

Sleeping Spike. This twisted ashen spike displays no magical properties until activated. The spike does nothing until it is planted firmly in the ground (a standard action). One round later, the spike becomes invisible. Any creature that thereafter comes within 10 feet of the spike causes it to emit a sleep effect (Will DC 17 negates) in a 20ft radius burst, affecting all creatures with 10 HD or fewer. This effect destroys the spike. Price: 3250 gp, MH p. 44.

Helm of Glorious Recovery. Once per day, the wearer of this helm can activate it by uttering the command word. The helm instantaneously cures the wearer of 4d8+7 points of damage. The helm can only be activated after being worn continuously for 24 hours. If it is taken off, it becomes inactive until it is again donned and worn for a full 24 hours. Price: 5600 gp, MH p. 43.

Metamagic Rod of Substitution – Electric. The wielder of this rod can cast up to three spells (sixth level or lower) per day as though using the appropriate Energy Substitution feat. Price: 10500 gp, CA p. 146.

Feats:

Divine Metamagic [Divine]

You can channel energy into some of your divine spells to make them more powerful.

Prerequisites: Ability to turn or rebuke undead.

Benefit: When you take this feat, choose a metamagic feat. This feat only applies to that metamagic feat. As a free action, you can take the energy from turning or rebuking undead and use it to apply a metamagic feat to spells that you know. You must spend one turn or rebuke attempt, plus an additional attempt for each level increase in the metamagic feat you're using. Because you're using positive or negative to augment your spells, the spell slot for the spell doesn't change.

Reference: *Complete Divine*, page 80.

Energy Substitution [Metamagic]

You can modify an energy-based spell to use another type of energy instead.

Prerequisites: Knowledge – arcana 5 ranks; any metamagic feat.

Benefit: Choose one type of energy (acid, cold, electricity or fire). You can then modify any spell with an energy descriptor to use the chosen type of energy instead. An energy substituted spell uses a spell slot of the spell's normal level. The spell's descriptor changes to the new energy type – for example, a fireball composed of cold energy is an evocation [cold] spell.

Special: You can gain this feat multiple times, choosing a new type of energy each time.

Reference: *Complete Arcane*, page 79.

Hold the Line [General]

You are trained in defensive techniques against charging opponents.

Prerequisites: Combat Reflexes, BAB +2.

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

Normal: You get an attack of opportunity against a character that exits a square you threaten.

Reference: *Complete Warrior*, page 100.

Improved Toughness [General]

You are significantly tougher than normal.

Prerequisites: Base Fort save bonus +2.

Benefit: You gain a number of hit points equal to your current hit dice. Each time you gain a HD (such as by gaining a level), you gain one additional hit point. If you lose a HD (such as by losing a level), you lose one hit point permanently.

Reference: *Complete Warrior*, page 101.

Improved Smiting [General]

Your smite attacks deal more damage to specific foes, and can damage creatures with alignment based damage reduction.

Prerequisites: Cha 13, smite ability.

Benefit: Whenever you make a smite attack, your attack overcomes damage reduction as if it had an alignment and you deal an extra +1d6 points of damage to targets with a specific alignment. If the smite attack has an alignment associated with it, it deals its extra damage to foes of that alignment and it is treated as having the opposite alignment for overcoming damage reduction. For example, a paladin's smite evil attacks are treated as having the good alignment and deal +1d6 damage to evil targets while a blackguards smite good attacks are treated as having the evil alignment and

deal +1d6 damage to good targets. If the smite attack has no alignment associated with it, you must choose an alignment (chaotic, evil, good, lawful) when you select the feat. Your smite attacks overcome damage reduction as if they had that alignment and deal +1d6 points of damage to foes of the opposite alignment. You can't choose an alignment component that is not part of your alignment and once this choice is made it can never be changed. If you later change alignment so that the chosen alignment is no longer part of your alignment, you lose the benefits of this feat.

Special: If you have the smite ability from more than one class, the effect of the feat applies to all your smite abilities and it is possible to select different alignments for each (as long as the alignments are legal selections).

Reference: Complete Divine, page 82.

True Believer [General]

Your deity rewards your unquestioning faith and dedication.

Prerequisites: Must choose a single deity to worship. Must be within one step of that deity's alignment.

Benefit: Once per day when you are about to make a saving throw, you may declare that you are using this feat to gain a +2 insight bonus on that saving throw. This feat also allows you to use a relic of the deity you worship.

Reference: Complete Divine, page 86.

Spells

Spirit Wall

(See *Complete Arcane*, p. 124)

Necromancy [fear, mind affecting]

Level: Sorcerer/Wizard 5

Components: V, S, M

Casting Time: 1 standard action

Effect: Swirling wall whose area is up to one 10ft square/level or a sphere or hemisphere with a radius of up to 1 ft./level

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: None

This spell creates an immobile, swirling, mass of greenish white forms resembling tortured spirits. One side of the wall, selected by you, emits a low groaning that causes creatures within 60 ft. of that side to make a Will save or flee in panic for 1d4 rounds. Any living creature that merely touches the wall takes 1d10 points of damage as its life force is disrupted. A living creature passing through the wall takes 1d10 points of damage as above and must make a successful Fortitude save or gain one negative level.

The barrier is semi-material and opaque, providing cover and total concealment against physical attacks, and it blocks magical effects (including spells, spell-like abilities, and supernatural abilities).

Material component: a clear cut gemstone.

Vitriolic Sphere

(See *Complete Arcane*, p. 128)

Conjuration (creation [acid])

Level: Sorcerer/Wizard 5, WuJen 5
Components: V, S, M
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Area: 10 ft. radius burst
Duration: Instantaneous (see text)
Saving Throw: Reflex negates, Reflex half (see text)
Spell Resistance: No

You conjure a sizzling, emerald sphere that drenches all within the area with a potent acid. Affected creatures take 1d4 points of acid damage/caster level (maximum 15d4) and must succeed on a Reflex save or risk taking damage in the following two rounds (6d4 points of damage in the second round and 3d4 points of damage in the third round). Both rounds of continuing damage are subject to Reflex saves for half damage; if an affected creature succeeds on its second Reflex save it takes no acid damage in the third round.

Material component: a tiny glass vial filled with aqua regia.

Warshaper Prestige Class

Source: *Complete Warrior*, p. 89-90.

Most martial characters rely on manufactured gear such as a sword and a shield or natural endowments such as teeth and claws to survive on the battlefield. The warshaper finds those options sadly limiting, instead growing and evolving her own weapons and armor to suit the threat at hand. Blessed with the ability to change form at a moment's notice, Warshapers delight in surprising their foes by growing massive claws, armored skin, or other unpleasant surprises.

Warshapers must have some ability to change their form, and many are shapechangers such as doppelgangers and lycanthropes. Wizards and sorcerers who know the *polymorph* spell can take levels in the prestige class as can druids who have mastered the wild shape class feature. Most warshapers can change their outward appearance in the blink of an eye, so they don't stand out among the ranks of their allies. It's not until the soldier you are fighting grows a tentacle and fangs that you know you have met a warshaper.

HD: d8.

Requirements: To qualify to become a warshaper a character must fulfill all the following criteria:

Race: any, (but see below).

Base Attack Bonus: +4

Special: Must be able to change shape in one of the following five ways:

- Change shape supernatural ability (aranea, hound archon, barghest, doppelganger, rakshasa, slaad).
- Shapechanger subtype (lycanthrope, phasm).
- Polymorph as a spell-like ability (astral deva, planetar, solar, couatl, merelith, bronze dragon, gold dragon, silver dragon, efreeti, lionel guardinal, night hag, ogre magi, pixie).
- Able to cast the polymorph spell.
- Wildshape or similar class feature (bear warrior, druid).

The alternate form ability (possessed by quasits, vampires, and others) is insufficient to become a warshaper.

Class Skills: The warshaper class skills (and the key ability for each skill) are: Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Disguise (Cha), Escape Artist (Dex), Jump (Str) and Swim (Str). Skill points at each level: 2 + Int modifier.

<u>Class Level</u>	<u>BAB</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>Class Abilities</u>
1 st	+0	+2	+0	+0	Morphic Immunities, Morphic Weapons
2 nd	+1	+3	+1	+1	Morphic Body
3 rd	+2	+3	+1	+1	Morphic Reach
4 th	+3	+4	+1	+1	Morphic Healing
5 th	+3	+4	+1	+1	Flashmorph/Multimorph

Class Features:

All of the following are class features of the warshaper prestige class. These class features function only when the warshaper is in a form other than her own (which for doppelganger and phasm warshapers is most of the time.)

Weapon and Armor Proficiency: Warshapers gain no proficiency with any weapon or any armor.

Morphic Immunities (Ex): A warshaper is adept at distributing her form's vital organs around her body to keep them safe from harm. Warshapers are immune to stunning and critical hits.

Morphic Weapons (Su): As a move action, a warshaper can grow natural weapons such as claws or fangs, allowing a natural attack that deals the appropriate amount of damage according to the size of the new form (see table 5-1 on page 296 of the *Monster Manual*). These morphic weapons need not be natural weapons that the creature already possesses. For example, a warshaper *polymorphed* into an ettin (Large giant) could grow a claw that deals 1d6 points of damage, or horns for a gore attack that deals 1d8 points of damage.

If the warshaper's form already has natural weapons of that type, the weapon deals damage as if it were one category larger. For example, a warshaper who used wild shape to become a dire wolf (Large animal) could grow its jaw and snout, enabling a bite attack that deals 2d6 points of damage (as for a huge animal), not the normal 1d8.

A warshaper can change morphic weapons as often as it likes, even if it is using a shapechanging technique such as the *polymorph* spell of the wild shape class feature that doesn't allow subsequent changes after the initial transformation.

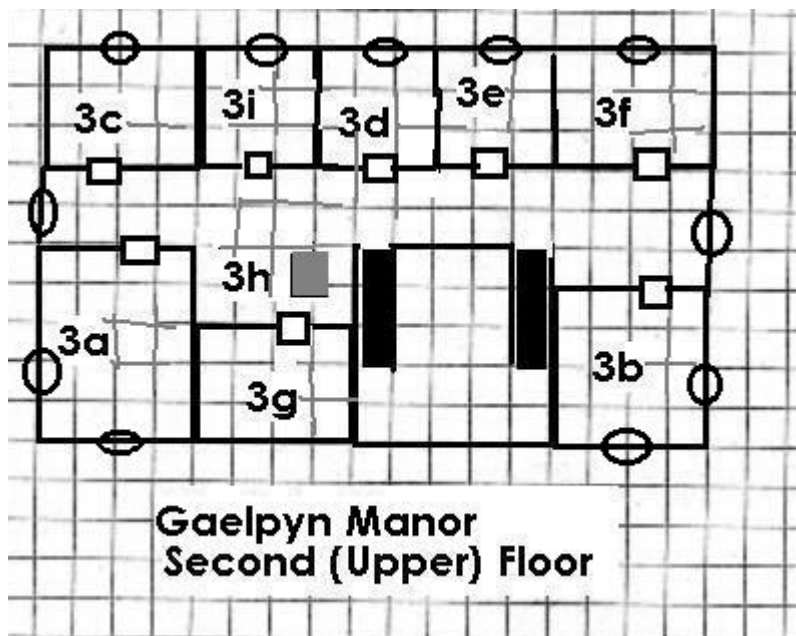
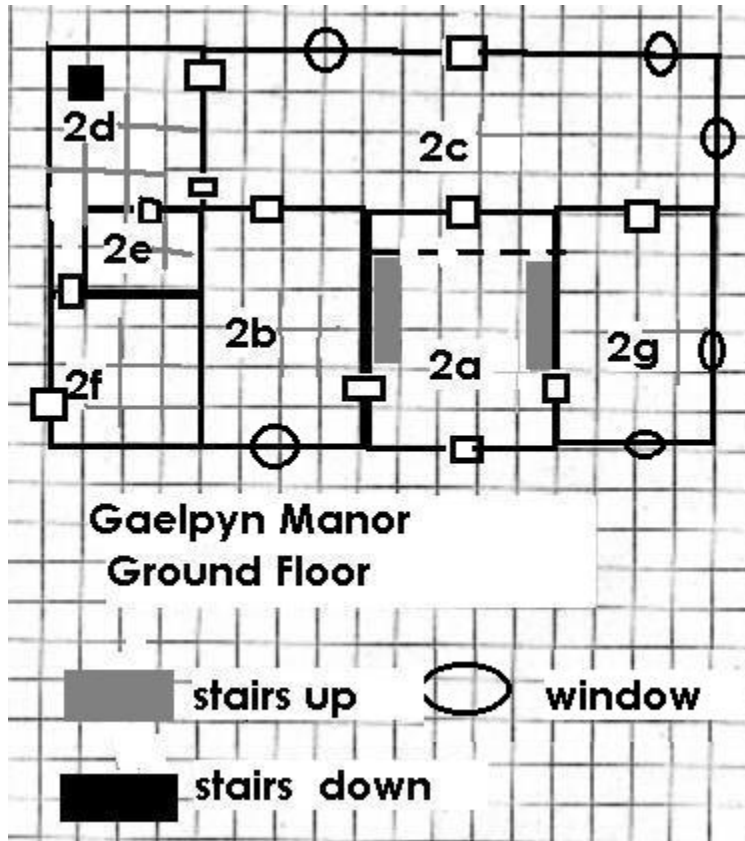
Morphic Body (Su): At 2nd level and higher, a warshaper can use its precise control over its form to make itself stronger and heartier. It gains +4 to Strength and +4 to Constitution.

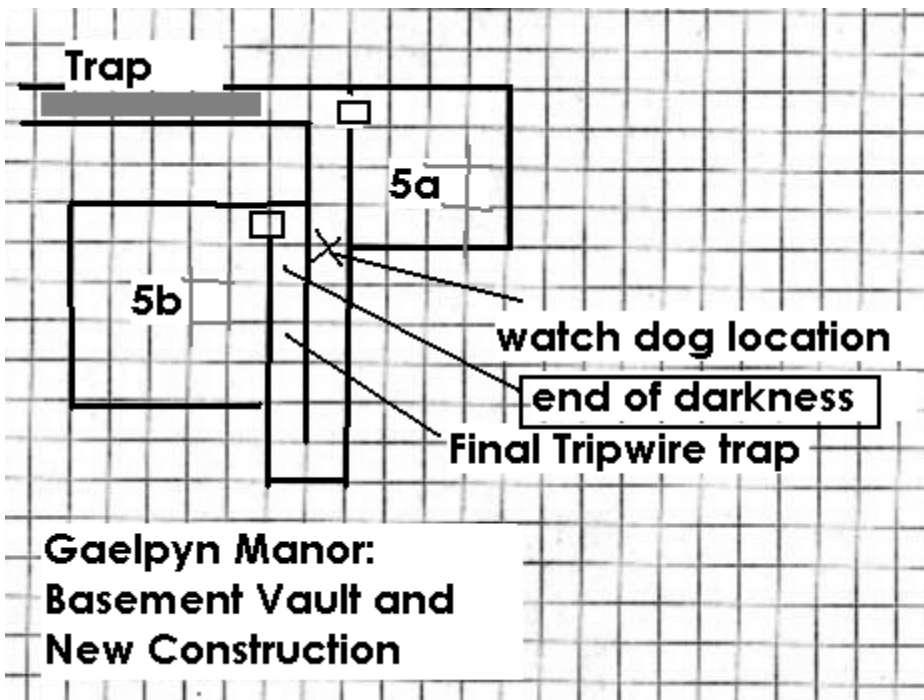
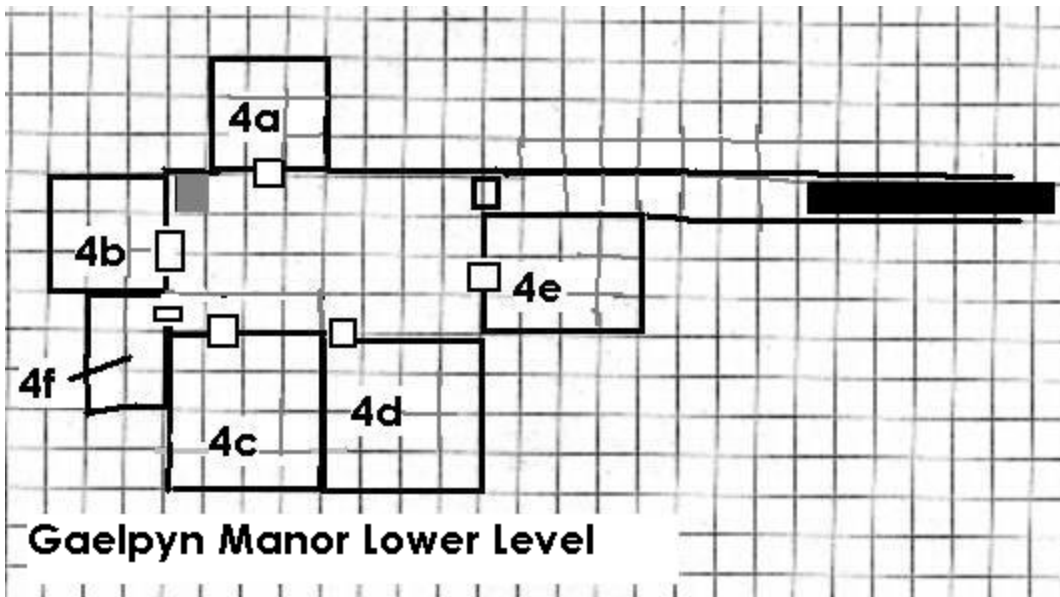
Morphic Reach (Su): A warshaper of 3rd level or higher can suddenly stretch its limbs, neck or other appendage outward, giving it 5 more feet of reach than the creature it is emulating. Unlike most creatures, warshapers don't appear to have a longer reach until they actually use it.

Morphic Healing (Su): At 4th level, a warshaper becomes able to change its form where wounds appear, creating smooth skin where once were wounds. The warshaper gains fast healing 2, and if it spends a full-round action and succeeds on a Concentration check (DC equal to the total damage it has sustained), it heals 10 points of damage.

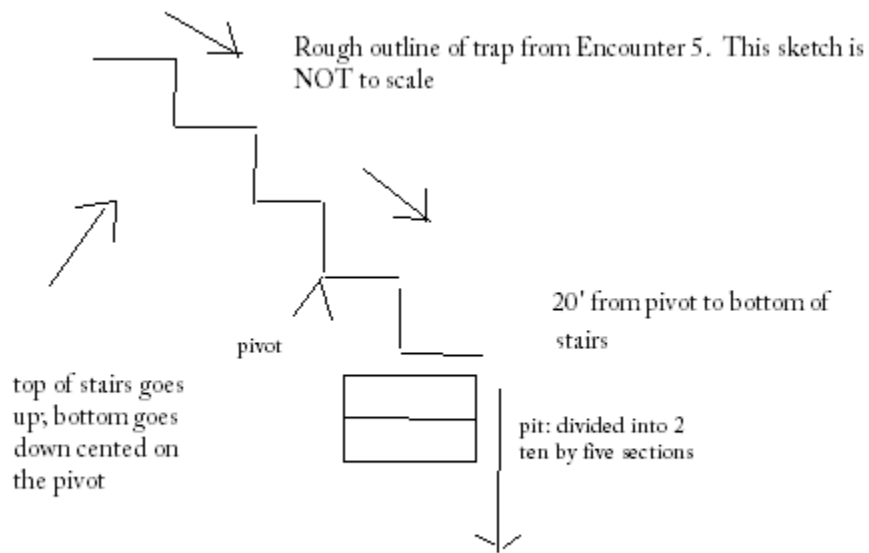
Flashmorph/Multimorph (Su): A 5th-level warshaper gains one of two class features. If the warshaper has the ability to change form at will, such as from the change shape ability, the shapechanger subtype, or a *polymorph* spell-like ability, it gains the flashmorph class feature, allowing it to change form as a move action. If it casts the *polymorph* spell, has *polymorph* as a spell-like ability usable less often than at will, or has the wild shape class feature, it instead gains the multimorph class feature. Multimorph allows a warshaper to change forms multiple times during the duration of the spell, spell-like ability, or class feature that enables her to change form. For example, a wizard/warshaper could *polymorph* into a troll for two minutes, then change into a red dragon for 4 minutes, and then spend the rest of the spell's duration in the form of a hill giant. Each change requires a standard action, and only the first transformation heals the warshaper. If the warshaper changes into its natural form, the spell, spell-like ability, or use of wild shape ends.

Appendix 4: Maps





DM Aid 1: Sketch of Trap



Critical Event Summary
LG FUR5–01 – Ties of Loyalty
(Return to HQ or to Michelle Sharp)
Please be sure to answer all questions. Thanks.

- | | | |
|--|--------------------|----------------|
| 1. Is Thrommel's involvement reported to the authorities? | YES | NO |
| 2. What is Sargoram's final status? | Alive | Dead |
| 3. What is Wyde's final status? | Alive | Dead |
| 4. What is Lews the Younger's final status? | Alive | Dead |
| 5. Are Lew's parents brought back? | Yes | No |
| 6. Who is in possession of the manor? | Thrommel's minions | Gaelpyn Family |
| 7. Comments (Optional). Please explain any unusual circumstances | | |