

FUR4-07

Under the Pale Moon

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

Version 1.0

by Steve Yee

Reviewed by Chris Tulach

The pale Greater Moon rides high in the night sky. Relaxing after a fine meal at a roadside inn, a sudden, desperate knocking on the inn's door and the pleas of a young child call your attention. Do you possess the courage to aid the terrified boy? Are you brave enough to find his parents...even if it leads to the very edge of the Abyss? An adventure designed for Living Greyhawk characters of 3rd to 14th level (APLs 4 to 12). This adventure is third in the Running Blood series.

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

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Introduction

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

Preparation

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

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

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

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

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

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

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

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

Scoring

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

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

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

Living Greyhawk Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals

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

with different CRs are added separately.

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

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

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

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

Time Units and Upkeep

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

Adventure Background

Lorton's Hollow is a small hamlet along the Northern Dresadoes Highway. The highway serves as a major trade route between the cosmopolitan town of Free Burough – in the Viscounty of the March – and Libernen, the capitol of the Gold County. Founded in part as a local farmers' market and a stopover for travelers along the highway, Lorton's Hollow is closer to Free Burough (about thirty miles away) than to Libernen. Lorton's Hollow is also less than a mile from the remnants of an old growth forest known as the Burning Witch Woods. The woods and Lorton's Hollow would prove to be the perfect locations for the sinister machinations of "Canon Vractor".

The Black Knight has decided to seize the throne of Furyondy. One of his most trusted lieutenants, a priest of Hextor named Darvin Carstairs, was given a critical assignment. Darvin was instructed to set up a supply post for insurgents loyal to the Black Knight. Darvin traveled throughout southern Furyondy to find the perfect location. This proved to be a difficult task, for the location had to be isolated, yet one where supplies could be readily acquired. Lorton's Hollow and the nearby Burning Witch Woods proved to be just such a place.

In times past, the Burning Witch Woods was a gathering place for worshippers of Graz'zt, the Dark Prince. Darvin used this wicked history to establish a false cult in the area, based off of the local legend of the "Burning Witch" – the high priestess – and her cult to Graz'zt. He recruited a bard named Alendria to act as the Burning Witch reborn. Darvin took on the role of her second-in-command, Canon Vractor. Together, they gathered a band of the oppressed and desperate, and promised them power and fortune. It did not take long for word to spread and more would-be cultists and deviants arrived to serve under the watchful eye of the fraudulent Burning Witch and Canon Vractor.

These poor, misguided fools participated in ancient, malign rituals – including living sacrifices – and pledged their souls in hopes of garnering Graz'zt's favor...favor that never will be gained. The cultists terrorized Lorton's Hollow into submission. Using the hamlet as a base, they kidnapped and sacrificed lone travelers and merchants. The cultists were careful not to attract too much attention, judiciously selecting their victims.

Unbeknownst to the cultists, the Burning Witch did not choose the victim but Canon Vractor did. He chose only the merchants with the most useful wares for the Black Knight's insurgents. The cultists were told to leave the supplies in a cave and then to sacrifice the merchants. None of the cultists suspect the true purpose of their robberies. If the cultists were to draw too much attention and/or the authorities were to investigate the missing

merchants, then the cult would be left to take the blame and Canon Vractor would move his operation elsewhere.

Over the last few months, Canon Vractor has left more of the daily responsibilities to the Burning Witch so he could focus his efforts in other areas. The Burning Witch, enjoying her role as head priestess of the cult, has made a determined effort not to deviate from the plan, though she has altered the sacrificial ritual to make it more theatric. She has carefully followed the instructions of Canon Vractor and with great personal satisfaction has tightened her control on Lorton's Hollow and on her cultists. The cult remains loyal and the blood from the living sacrifices soaks the roots of the ancient oak tree known as the Dark Prince's Throne almost weekly.

Following a brief meeting with the Black Knight, Canon Vractor received permission to make contact with potential allies to support his Master's claim to the throne. This new project has consumed him, but at last reached fruition. Tomorrow night, under the pale moon, Canon Vractor has a very important meeting with a lich of considerable power. With luck and skill, Canon Vractor hopes to persuade the lich to become a close, personal ally of the Black Knight. Unfortunately, the adventurers have chosen to stay in Lorton's Hollow tonight....

Adventure Summary

Relaxing after a fine meal at an inn, adventurers hear a child's desperate plea for help. The adventurers come to his aid and learn that a demonic cult has kidnapped his parents to be living sacrifices. The cult has terrorized the local townsfolk into submission, all the better to selectively target passing travelers. With the help of the innkeeper and others, the adventurers ascertain the location of the cult and confront the cultists. Descending into a cavern below the cult's altar, the adventurers find a hidden cache of supplies. They may make a startling discovery that the cult was actually a clever ruse to obfuscate the ongoing supply of insurgents. Finally, the adventurers confront the true leader of the false cult – a priest of Hextor – thereby halting the re-supply of insurgents and preventing this loyal lieutenant of the Black Knight from making allies with those who would favor his master's cause.

Introduction

The adventurers enjoy a quiet meal at a local inn. Late at night, a wounded child desperately pounds on the inn's door and pleads for aid. The adventurers must act in a timely manner or the child could die from his wounds.

Encounter One

The child is brought into the inn and a debate may ensue of whether or not to save him. In the process, the innkeeper makes an inexorable decision to oppose the cult of Graz'zt, which has been terrorizing the village. With the support of the hamlet's mayor, the innkeeper requests the adventurers' assistance in defeating the cult and rescuing the boy's parents.

Encounter Two

The men of Lorton's Hollow gather at the inn. The mayor and the innkeeper, and potentially the adventurers, urge them to unite and fight the cultists. The homes of villagers suspected to be a part of the cult are searched. The area where the child's family was ambushed is also searched.

Encounter Three

The adventurers travel to the cult's temple deep within the Burning Witch Woods.

Encounter Four

The adventurers discover the cultists in the midst of a sacrificial ceremony. The cultists flee, possibly chased by the villagers of Lorton's Hollow. The "Burning Witch", a loyal henchman, and an elemental guardian are left to battle the adventurers.

Encounter Five

The adventurers explore an underground passage that descends deep into the earth. In a cavern below, a ghostly guardian attacks the adventurers. A horde of supplies is discovered and the cult is revealed to be false. They learn that cult is a cover for the supply of insurgents loyal to the Black Knight and the true leader of this operation is a priest of Hextor. They also discover the priest is scheduled to negotiate an allegiance with a potential ally tomorrow evening on the other side of the Burning Witch Woods (i.e., less than a day's travel away).

Encounter Six

The adventurers travel through the Burning Witch Woods. As an optional encounter, a forest denizen converses with the adventurers and mischievously provides misleading information.

Encounter Seven

As the priest of Hextor prepares to meet with a new ally, the adventurers intercede and attempt to ruin his plans.

Encounter Eight

The Black Knight's potential ally wisely used divinatory magic to passively observe both the meeting place and the priest of Hextor. Bemused by the priest's demise, the

lich magically sends a message to the adventurers mocking them on their victory and Canon Vraxtor's defeat.

Conclusion

Lorton's Hollow is overjoyed to escape the clutches of the cultists and hold a celebration in honor of the adventurers. The child rewards the adventurers for the rescue of his parents. The adventurers may inform the authorities of the cult's true purpose and be rewarded for the successful destruction of the insurgents' supply base.

Introduction

The adventurers, for their own reasons, have been traveling either separately or as a group along the Northern Dresadoes Highway. This evening the adventurers decided to stay the night at the Dresadoes Harvest Inn in Lorton's Hollow. Lorton's Hollow is popular way-stop along the highway and is more than a day's ride from Free Borough. If an adventurer normally would not eat and/or stay at an inn, then it is suggested that the player change to a different character.

Under the Pale Moon occurs in the middle of High Summer. Specifically, it takes place on Moonday, the 17th of Goodmonth. For the last several days, the weather in the region has been uncharacteristically hot (i.e., well above 100 °F) and dry. Many in the Gold County fear that this is the start of a nasty heat wave, which would have devastating consequences to the dresadoes. Since the economy of the Gold County is so dependent on the dresadoes, the heat wave is a constant source of conversation, lament and dire predictions for the NPCs in this adventure. In truth, the heat wave is a natural occurrence and will pass in the few days.

It is nighttime (roughly three hours before midnight), at the start of the adventure, and the pale Greater Moon has already risen. The adventurers have been at the Dresadoes Harvest Inn for the last several hours. They have just finished a hearty supper and are now listening to an older bard sing of unrequited love. Assuming the adventurers do not already know each other, have each give a brief physical description of their character before the boxtext is read. All riding animals have been properly cared for and are now at the inn's stable. Any familiars, pets, animal companions or follower/cohorts outside of the inn have become distracted and somehow fail to notice a direly wounded child (Tomas Herfad) crawling his way to the inn.

Once the boxtext has been read, the adventurers will have fifty-four seconds (real time) to open the inn door before the Tomas dies from his injuries. Some adventurers may choose to bypass the time limit by

interrupting boxtext and opening the door. This is perfectly acceptable, though some modification of the remaining text will be necessary. After two minutes, if no one reacts, the innkeeper will finally gather the courage to open the door and bring Tomas's body into the inn, bemoaning the child's fate bitterly.

The last several days have been uncommonly hot. It is the middle of High Summer, yet no one in the Gold County can remember it being this hot...ever. Talk of the hot, dry weather is on the lips of passing travelers and peasant farmers alike. In particular, the hard-working farmers lament and fret over the condition of their precious dresadoes. This plant is the county's economic lifeblood. Should the heat wave continue and the dresadoes wither, the conditions would be right for a devastating fire. In hushed, frightened tones, a few bolder peasants have been overheard to fearfully ask, "Who would suffer the most?" The answer is always, "The peasants."

Lorton's Hollow is a small hamlet nestled near the remnants of an old-growth forest known as the Burning Witch Woods. Praises for the cool spring water and good ale at the Dresadoes Harvest Inn were spoken by many travelers met on the highway. The good food is local legend...that and the continuing superstition that the dreaded Burning Witch will return to take vengeance on the hamlet. Though the Burning Witch and her fellow worshipers of Graz'zt were destroyed centuries ago, the villagers still shutter their windows and bar their doors at sunset.

Supper proved to be excellent and room rates more than fair. In the common room, the weather has been the topic of much conversation amongst the locals...and the fear of fire amongst the dresadoes. More than once, the innkeeper, Michel Leinfeld, and his wife, Marta, have rolled their eyes and shaken their heads at the oddly good natured tongue-wagging, pontifications and dire predictions of doom.

With setting of the sun, however, the demeanor of the villagers changed. Indeed, Michel became withdrawn and Marta fretful, as shutters were closed and the inn's stout wooden door barred. The wild conversation fell to dreary, hushed tones. Within the hour all the locals left the inn in armed groups.

Not long after Michel's venerable father, Rolf, a skilled bard began to play the lute and sing in a deep tenor of unrequited love, Michel softly passes the word, "Last call, folks...we're closing the bar for the night."

THUMP! Thump! Thump!

A fist raps on the inn door loudly at first, then weakly and again. The voice of a young boy cries out in pain and distress begging, "Please! Please help me!"

Michel hesitantly moves to the door. Marta nearly drops a serving tray, eyes filled with terror. A clatter rises from the stage, as Rolf bolts to his feet and shrieks, "DO NOT OPEN THE DOOR! I FORBID IT! THE CULT TRIES TO TRICK US...DO NOT LET HIM IN! THE CULT WILL KILL US ALL!" The terror and panic is audible in the bard's quavering voice.

Michel looks back at his father in both confusion and fear, and then towards his guests....

Michel, Marta, Rolf, two traveling merchants (Pavlar and Nalm) and the adventurers are the only occupants of the inn. Everyone is currently in the common room. No map is needed for the inn itself. Proceed to Encounter One.

Encounter One

This encounter is written with the assumption that the adventurers open the door in time to save the child's life. If they do not, then modify the encounter as needed. Remember that *Speak with Dead* is illegal in Furyondy. No one in Lorton's Hollow will participate willingly in violating the law. Should *Speak with Dead* be cast, Tomas will provide as much information (see below) as he can but declines returning to life.

Remember it is not a foregone conclusion that the adventurers will volunteer to rescue the boy's parents and confront the cultists. Before the end of the encounter, many frightened, angst-filled villagers will arrive at the inn. The atmosphere in the inn should be tense and chaotic. The adventurers will indeed be asked to help the villagers, but regardless of their decision, the mayor and the villagers intend to confront the cultists themselves. If the adventurers decide to do nothing, then further events unfold to allow them to play the scenario.

Development A

A mortally wounded eight year-old boy, Tomas Herfad, is dying on the inn's doorstep. Tomas managed to crawl his way to the inn unnoticed through the grass and bushes in the deserted village byways. The exertion of pounding on the door and shouting has pushed him from "disabled" status into dying. In game terms, Tomas was at 0 hp when he made his way to the inn, but took a full round action resulting in the loss of a hit point. He will not stabilize on his own, so his fate will be determined by whatever six second round the adventurers open the door.

When the door is opened, read the following:

A young boy lies face down on the inn's doorstep. Two black arrows protrude from his back – one in the upper back, just below his shoulder blade, and the other in his lower back. Blood froths from his mouth with each labored, agonized breath. His left arm limply falls into the entryway with a quiet thud as the door fully opens. His right hand appears to have reached around to his back, fingers clutching the arrow's shaft jutting from the lower back. His face is etched in unbearable pain. He is clearly dying.

Once the direly wounded boy is brought inside, Marta overcomes her fears and assists making him comfortable. If all the adventurers Heal checks fail to stabilize the boy, then Michel automatically succeeds at the Heal check. Make sure to roll anyway to give the semblance of the risk of failure.

Rolf takes all of this with ill grace. He is clearly not pleased he was ignored, as he wants to protect Michel and Marta from the cultists. He believes the boy will bring the cultists attention upon them all...yet there is a part of him that really wants to help the boy. He weakly argues against providing any help, urging that the boy be left on the doorstep to die. However, he appears to be more “going through the motions” rather than making a compelling argument. A Spot (DC 15) check will notice that Rolf is slyly glancing at each of the inn's guests, likely evaluating them for their worth in combat. When his eyes pass to the table with the elderly dwarf and gnome merchants, he grimaces and shakes his head in misery.

As Tomas is being healed or shortly thereafter, read the following:

Michel's shoulders slump dejectedly and he speaks bitterly, “Enough! Have we not suffered enough already?! These cultists have preyed on us for too long. Father, you know this is true! We live in terror of them! We let them do Gods knows what to those who pass through our village. We stand idly by when they take our food and whatever else they want. We did nothing when they murdered Old Bartell! Nothing! And now we are so terrified of their wrath that we would let a boy die at our doorstep? What have we become, father?”

The old bard looks abashed but defiant. “We live! That is all that matters. Do you think we can fight the cult and the Witch that leads them? If we stand up to them, they will slaughter us all! You remember the stories of what the Witch did to our village. Now she has returned with vengeance in her heart for us all.”

Michel shakes his head, “The Burning witch and her cult are two hundred years dead, father! The paladin of Heironeous, Sir Lorton the Bold, saw to that. These are not the same cultists. They use the old stories as a cloak to frighten us even more. We have never seen more than a handful of them at one time. If we were to confront the cultists together, we could defeat them and send all of them slinking back into the night. You forget that some of us were soldiers in the Great Northern Crusade. We know how to fight! Go to the mayor, father, and bring him here. Tell him that the ‘Troll King Grathus is at the city gates and our Captain would do battle with him.’ He will come. Be quick about it, before the cultists know that we come!”

Rolf spits on the ground in disgust, “You're mad! We can't defeat these cultists. We will all end up as sacrifices to Graz'zt. You delude yourselves into believing you can defeat them. Do you think that these guests will aid in your quest? Sure, they look skilled, but this is not their home and our concerns are not theirs. They might help you...if you paid them enough. I will do as you say, but mark my words, boy, you and the mayor will cause much grief to this hamlet. Women and children will weep tonight because of your foolishness!” With those words, the old bard takes his cloak and heads out the inn door.

Lorton's Hollow consists of less than a hundred residents, with most of the buildings gathered on northern side of the highway. As the rest of the encounter unfolds, Rolf summons the mayor – a stout middle-aged man named Willen Miller – and, at the mayor's request, summons the ablest men of the village to the inn.

Creatures:

☛ **Michel Leinfeld:** Male, human, LN, War2/Exp2, 25 hp. Over six-feet tall, in his late forties, Michel still has a muscular build, though he is getting a bit thick in the middle. His graying-black hair is receding. He has a neatly trimmed beard and piercing blue eyes.

With the departure of his father, Michel reveals the following information to the adventurers:

- ☛ The Burning Witch Woods was part of an old growth forest known as the Northern Wilds centuries ago. The forest is believed to be the home of many deadly and evil beasts.
- ☛ Nearly two centuries ago, the Burning Witch was “the Chosen” or high priestess of a cult dedicated to the worship of Graz'zt. She terrorized the region, enslaved and sacrificed

many innocents in the name of the demon prince.

- The temple to Graz'zt was located deep in the Burning Witch woods. Many gruesome deaths and terrible suffering occurred at the temple.
- The Burning Witch was often seen walking the night, surrounded by the abyssal fire from which she drew her name. A pack of demons was at her beck and call, known to wound, maim or kill anyone that crossed their path.
- Sir Lorton DeCorbus and a score of fellow paladins of Heironeous defeated the Burning Witch and razed her temple. The remaining cultists were hunted down and slain. The power of Graz'zt in the Burning Witch Woods was destroyed
- Sir Lorton and his men settled in the area and the hamlet that arose was named Lorton's Hollow.
- Almost a year ago, the Cult of Graz'zt resurfaced and began to terrorize the villagers anew. The leader of the Cult called herself the "Burning Witch" and claimed to be the witch reborn.
- With the threat human sacrifice, the villagers were discouraged from warning passing travelers, especially merchants, about the cult's presence. Villagers were also commanded to actively engage merchants in friendly public conversation to learn what wares they carried.
- The Burning Witch and her minions demanded tribute but claimed that they would only take passing travelers – not villagers – for sacrifice...mostly. ***"Old Bartell Granger objected to the cultists and planned to go to Free Borough for help. Late one night, six months back, screams came from his cottage and that morning we found him crucified in the village commons, eviscerated and partly beheaded. His tongue had been removed and his eyes burned out. After Bartell died, we knew there were cultists in our own hamlet...spying on us. No one should die that way...the cultists held complete sway over us since then...well, at least until tonight."***
- Michel thinks now is the time to act: ***"The mayor, Warren Miller, and I served under Captain Hagindar during the Great Northern Crusade. We know how to size up an enemy force and bide our time for the best moment to attack. Now is that time. Slowly and carefully we have been observing our fellow villagers and discerning their true loyalties. We think we know who all the cultists are."***

Perhaps, the attack on this boy will be just the rallying point needed to bring the entire village together and fight them."

- Michel has his doubts about these cultists. ***"Warren and I do not believe that the Cult of Graz'zt has been reborn. In the old stories, the Burning Witch was bold, flaunting her power and creating ill wherever she traveled in the villages and farms about the woods. We have only heard rumors about the present Burning Witch. No one has seen her or the demons that she kept as pets. The cult seems more secretive than before, targeting well stocked merchants and the occasional traveler rather than those in the hamlet and the many surrounding farms."***
- The cultists need to be stopped. Any of them captured should be brought before the authorities, tried and made an example of so no other such villains will plague innocent towns.
- Michel remembers the boy and his family passed through the village earlier in the afternoon and stopped at the inn for cider. They were traveling to Free Borough. Michel remembers the father was a merchant, but can't remember what the father's wares were.

A successful Knowledge – Religion (DC 20) check will determine that Graz'zt is one of the most powerful demon lords in the Abyss. Sacrifices are made in his name to elevate him to divinity, while garnering aid, information, and magical power for his worshippers. No organized religion of Graz'zt exists as he cannot grant divine spells. Overall, the cult of Graz'zt is small, though widespread amongst the monstrous lamias. Most priests of Graz'zt, also known as the Chosen, are female, and the highest-ranking cleric in dark, secluded temples is always female. Graz'zt symbol is a black, six-fingered hand.

Further information can be obtained with a successful Knowledge (Arcana or Planes; DC 20) check. Graz'zt, the Dark Prince, controls Azzagrat, which spans three layers of the Abyss. He is dangerously charming and seductive, speaking with eloquence and grandeur. He is fond of the trading favors with mortals.

A Knowledge (Local [Iuz Border States], DC 20; or History, DC 25) check reveals Captain Hagindar was a minor hero of the Great Northern Crusade. He single-handedly protected nearly a dozen pages and servant children from a troll and a handful of hobgoblins. Interestingly, the troll was a lieutenant of the Troll King, Grathus, who attempted to recapture the city of Crockport.

☞ **Marta Leinfeld:** Female, human, CG, Exp2, hp 12. Marta is less than six feet in height with long auburn hair, green eyes and a heavy set build. Marta is in her mid-forties. Marta knows the following additional information:

- The Burning Witch of legend was a powerful priestess and sorceress. She took on the form of a beautiful, fiery haired woman, though her true form was much different. During sacrifices, she revealed herself to be a stunningly attractive female from the waist up with the body of a sleek lion below. A successful Knowledge (Arcana, DC 15) check reveals that the Burning Witch was likely a lamia.
- Sir Lorton and his men were believed to have completely destroyed the Temple of Graz'zt. They never revealed its location, other than to say it was deep within the woods; for fear that the ruins would attract the unseemly and those with evil intent.
- It's possible these new cultists have rebuilt the old temple or created a new one.
- A Gather Information (DC 20) check will reveal that Marta secretly believes that the Burning Witch has been reborn and fears that her husband and those that follow him will be in for more of a fight than they may realize. She also firmly believes that any help to her husband's plans would be greatly beneficial.
- The new cult arose quickly and quietly before anyone in the hamlet realized the threat. Through threatening letters, animal and livestock mutilations, and the murder of Old Bartell, the cultist established their control over the village.
- Old Bartell was a kindly widower and brave in his own right. He did not heed the warning and openly announced what many thought of doing. *"We were all afraid that if we warned others or sought the protection of the nobility or the law, the cult would harm our loved ones. I think everyone in the village at one time or another thought of seeking help but after Old Bartell was murdered no one dared to act."*
- The cultists demanded the loyalty of the villagers and warned that they were being watched. Violations of their demands would be met by violent death or sacrifice to Graz'zt.
- Marta remembers the boy and his family passing through the village earlier in the day. As Michel said, the father, Froderick, and Tomas stopped in the tavern to have cider. Consistent

with cult demands, the father was assured that highway was well maintained and safe. Marta thinks that Froderick was selling leatherwork or something.

There are two other guests at the inn besides the adventurers. The merchants **Pavlar** and **Nalm Augman**, drunken sots that they are, try to be inconspicuous during the unfolding drama lest they be volunteered to help. These irascible codgers, while normally talkative are really only interested in themselves. They are sympathetic to the boy's predicament and the plight of the village, but will offer no assistance.

☞ **Pavlar Augman:** Male, Gnome, CN, Exp7, 30 hp. Pavlar is an elderly three-foot tall gnome with a potbelly. He is completely bald and has a thick white beard. Well into his third century, this gnome has a long, wide, bulbous nose and sharp brown eyes. Tufts of hair grow from his nose and ears. When sober, he possesses a sharp wit, keen business sense, and enough avarice to gain the awe of a dragon. Pavlar is completely loyal to his brother, Nalm.

☞ **Nalm Augman:** Male, dwarf, CN, War4/Exp5, 52 hp. Nalm is a four-foot tall dwarf with a thick white beard. Like his brother, he is also bald and very overweight. Nalm is over three hundred years old and can barely hold up his end of a conversation before becoming befuddled. He has kind rheumy blue eyes and wide friendly face. When sober and of keen mind, he is also a shrewd businessman and possesses enough avarice to make the above aforementioned dragon's mate envious. Nalm is completely loyal to his brother, Pavlar.

They know the following information:

- Pavlar is an elderly gnome, while Nalm is an elderly (and slightly senile) dwarf. They are blood brothers. Nalm was reincarnated after a failed business venture involving wheels of Littleberg Cheese and a goblin tribe. [The exact story is not important. Have fun.]
- Pavlar and Nalm are too old, and frankly too eccentric, to be of any physical assistance to anyone in defeating the cultists.
- Pavlar and Nalm have been drinking all day in the tavern and do remember the boy and his father coming into the inn earlier.
- The father was anxious to get to Free Borough and sell his finely crafted bows, arrows, and leather armor. These wares were quite well made and would garner a good price on the market.

- Pavlar and Nalm have been passing through the village for years. They were unaware the “old wives’ tales” of the rebirth of the Burning Witch and her cult became true. The villagers of Lorton’s Hollow have always been friendly and they observed no noticeable change in their behavior.
- They knew Old Bartell and was wondering why he was not at the inn drinking. They were afraid to ask of his whereabouts for fear of learning that their acquaintance had died of old age.
- Nalm and Pavlar are distraught at the violent death of Old Bartell...but better him than one of them. Cowards.

Development B

This portion of the encounter assumes that Tomas has been healed to at least 1 hp. Tomas’s death, while tragic, will not prevent the adventurers from completing the scenario, though they will have to work harder to learn all the relevant information.

After Tomas has been healed to at least one hit point, the boy immediately awakens, screams incoherently and becomes catatonic. Tomas will be in shock for a good 10 minutes, then cry inconsolably. After about 5 minutes or so, he will be able to answer questions though he has clearly been traumatically affected by the night’s events. If the adventurers apply magical healing which affects a person’s mental state (such as a *heal* spell) or are successful at a Diplomacy (DC 20) check, then the child will recover more quickly. While greatly grieved, he will be able to answer questions rationally.

🗡️ **Tomas Herfad:** Male, human, NG, ExpI, near death (maximum 4 hp). Tomas is an eight-year old boy with chestnut brown hair and blue eyes. He is cute kid that has been the subject of much tragedy. The adventurers must engage Tomas in conversation to learn the information rather than just being told what the child knows:

- Tomas and his family live in the naval port of Walthain in the Barony of Willip. [Knowledge (Geography, DC 15; Local [Iuz Border States], DC 20) reveals that Walthain is a sentinel port in the southern reaches of the Kingdom, along the Nyr Dyv and is almost directly opposite Dyvers.]
- Tomas Herfad’s family consists of his father (Froderick), mother (Allera) and brother (Jerric). The entire family was traveling to the major trading town of Free Borough to sell finely crafted bows, arrows and leather armor.

- The composite longbows and arrows were made by Tomas’s uncle, Darwin. The leather armor was made by Tomas’s other uncle, Terrin.
- Earlier in the afternoon, Tomas and his family drove the wagon into Lorton’s Hollow. Froderick took Tomas into the Dresadoes Harvest Inn to learn any relevant news about the village, the road ahead and Free Borough.
- When asked what happened at the inn, Tomas swallows and replies: *“Mother wanted to stay at the inn for the night. Father and I went in to learn all the local gossip and news. We were supposed to find out the cost of a room, but father got to talking to a village elder...I think his name was Varnef. He said the hamlet and the area around it were safe, since the Free Borough militia patrolled the roads within a day of the large commerce town. My father heeded Varnef’s words not to waste money at the inn but to camp just outside the hamlet. I didn’t like or trust the old man...he had a disgusting scar across his face...said he got it during the Great Northern Crusade. I should have told my father, but Varnef’s manner seemed to change when he learned we were going to sell Uncle Darwin’s bows in Free Borough. He became interested and he kept looking at my father and me...as if he were judging us. I should have told father.”* [Michel, Marta or any other villager will confirm that Varnef is a village elder and that he has a wicked looking scar across his face. The Free Borough Town Watch never patrols this far south of Free Borough.]
- Tomas’s family camped a mile or so northeast of Lorton’s Hollow, along the roadside, near the woods. There was a small creek nearby that flowed out from the woods. They all went to bed early.
- An hour or so later, howling demons emerged from the woods. If asked to describe them, he says: *“They walked on two legs and their heads were far larger than normal. Father shouted a warning, as he and Jerric took up their swords and bows. I ran for my bow, then heard father scream in pain. I turned around and saw an arrow fly straight into Jerric’s head.”* Tomas stops, crying, *“Zilchus, protect us! My father was clutching his leg. Mama told me to run. I did. There were two sharp pains in my back. It burned so...I could not breathe and I fell to the ground. I heard a familiar voice say, ‘Take Froderick*

and his wife, they will be good sacrifices. Imagine the Witch's excitement when she places their still-beating hearts at the foot of the Dark Prince's Throne. Leave the whelp. He's dead or will be shortly. We'll clean up later.' I heard mama scream and then there was nothing for a long time. I don't know how I made my way here. But mama and papa, you have to save them. Please! Please!"

Tomas becomes hysterical. [Tomas with some prodding will eventually remember that the voice sounded like Varnef's. Also, a successful Knowledge (Local [Iuz Border States], DC 25) check associates the name 'Dark Prince's Throne' with the temple of the cult of Graz'zt in the Burning Witch Woods.]

- Tomas will beg that the villagers rescue his parents. *"My Uncles Darvin and Terrin will reward you well. I promise you."* [Michel will comfort the boy and claim his parents will be rescued soon.]

Give the adventurers a moment to absorb what the child has just said, before moving on to the next part of this encounter. Within a few minutes after Tomas tells his story, Rolf returns accompanied by a tall, barrel-chested man in his mid-fifties.

Looking as if he bears a great weight on his shoulders, Rolf looks to his son and says, "Boy, I did as you asked and fetched the mayor. Whatever plan you two hatched, may Heironeous and Mayaheine bless. I think you will get us all killed but so be it."

Warren, a tall, barrel-chested man, manages a small smile and replies, "The cultists, I think, have all gone to their temple. We find it and we surprise them. They will not be able to stand against the entire village."

Rolf's face reddens as he shouts back angrily, "Fool! You have no idea how many of them there are! Tell them...ah don't bother! The village men are all coming here, weapons and all. Norbis told me that a few of the villagers are missing...Mot the Fat and his wife Mariska, Vren and Varnef. The other three ain't worth horse snot, but Varnef was a soldier just like you and Warren, and a far better one. You better hope that the four of them are off tipping cows and not part of the cult or you're going to be in a lot of trouble."

Michel and Warren roll their eyes at Rolf's tantrum. Marta, however, grimaces at the news although Michel and Marta have already come to the conclusion that Varnef is a cult member. A Spot (DC 20) check is needed

to observe that Michel is making sidelong glances between the mayor and any adventurer that seems to be of combat value.

☛ **Rolf Leinfeld:** Male, human, N, Brd3, hp 17. Rolf is in his early seventies. He is physically fit, though slightly stooped from age (six feet tall). Rolf has short cropped white hair, with a small bald spot at the crown of his head. Startling blue eyes are a prominent feature of his handsome face. He sings in a beautiful tenor. Rolf knows the following information:

- The temple of Graz'zt is deep in the Burning Witch Woods in a large glade. A single ancient, gnarled oak tree in the shape of a throne, called the "Dark Prince's Throne," grows in the center of the clearing. There is a depression near the tree that leads to an underground passage. The passage is said to eventually end at a portal to the Abyss.
- The Burning Witch may not have been human but a monster called a "Lamia". Lamias are wicked and cruel creatures – half lion and half human – known to create great suffering wherever they dwell. The mere touch of such creatures can steal away wisdom.
- Rolf did as his son asked and awoke the mayor. Together they went on to rouse many of the village men before returning to the inn. One of the first men they roused was Norbis, a fellow village elder and the town blacksmith. Before Rolf and the mayor entered the inn, Norbis informed them that certain villagers were missing and likely cult members.
- Rolf will note the cultists must be attacked tonight if they are to rescue Tomas's parent. According to local lore, victims are sacrificed between midnight and dawn after much ceremony.

Before long, both Michel and Warren will seek out adventurers who look to be skilled in combat, priests or arcane casters and ask for their assistance. Both men will emphasize that joining the villagers in their attack on the cult is a noble and honorable endeavor. They will argue that strength in numbers will be needed to defeat the cultists, who are sure to have much treasure. Michel and Warren agree that any treasure found will belong to adventurers which join with them in attacking the cult.

☛ **Warren Miller:** Male, human, NG, War2/Exp2, hp 25. Warren is in his mid fifties. He is nearly six feet tall with a thick (but not overweight) build. He has short brown hair and a thick mustache. While gregarious, he is

a charismatic leader who is always polite and a perfect gentleman. Warren knows the following:

- The village men will arrive shortly. He and Michel will urge every able-bodied man to band together and fight the cult before the cult becomes aware of their rebellion.
- Free Borough is too far away to offer any immediate assistance.
- Nearly a year ago, the cult, in the dead of night, left anonymous, threatening letters in the village addressed to the mayor. The letters made known the cult's demands. At first, the mayor and the elders thought this was a joke but the mutilations, animal sacrifices and the murder of Old Bartell convinced everyone otherwise.
- In the letters, there were ample clues to suggest that the new cult was using the old temple.
- Warren has told no one, not even Michel, that he knows the location to the temple. It is secret lore that has been passed down from one mayor to the next over the years in case the cult was to ever rise again.
- Someone needs to search the homes of the traitors to see if anything of interest may be found.
- The camp where the Herfads were attacked should also be searched and the eldest boy Jerric must be confirmed dead.

At the request of the adventurers, the mayor can make available the letters received. The paper used is of high quality and the words were written clearly and precisely. A Forgery (DC 15) check confirms the handwriting as that of an educated individual well versed in writing. Note: the writer of these letters has since died.

Within ten minutes of the mayor's entrance to the inn, the rest of the villagers arrive armed with a motley collection of weapons and wearing a variety of armor.

Encounter Two

The adventurers have several options available when dealing with the mayor's plans. First, they may try to persuade the mayor and innkeeper to forego or at least delay their attack and confront the cultists alone. Second, they could help the mayor and the innkeeper to recruit able-bodied villagers and organize and lead them against the cult. Lastly, the adventurers may decide to be passive and just follow the mayor and innkeepers lead.

If the adventurers decide to not be of assistance, the mayor and the innkeeper eventually succeed in gathering a small force to oppose the cultists. The men

volunteering are smaller in number than would have volunteered with the adventurers' assistance. These villagers succeed in tracking the cult to their temple and attack them mid-ceremony. Unfortunately, several villagers are killed and the survivors flee at the sight of the temple guardian. The mayor and the innkeeper survive the battle, return to the village and inform the hamlet that their attack failed. The mayor then begs the adventurers for their aid. At that point, all the residents of the hamlet wisely choose to flee into the night toward Free Borough. The adventurers have two days to explore the temple before the arrival of the authorities as a response to the mass exodus from Lorton's Hollow. On the morning of the third day, elements of the Free Borough Town Watch and the King's Militia arrive in Lorton's Hollow and secure the area, effectively ending the adventure.

A. Villagers Arise

Roughly fifteen minutes after the mayor's arrival, the village men begin to gather at the inn. Norbis nods towards the mayor and proceeds to bar the inn door. (The mayor had requested that the door be barred to prevent anyone from leaving until the meeting is over.) If any adventurers wish to guard outside the inn, the mayor has Norbis accompany them. This is not an insult, but rather to ensure the safety of any late arriving villager who wants to join the meeting. In any event, no further villagers arrive at the inn.

Once the door is barred, Warren gestures for the nearly twenty villagers to take seats. Michel and Marta move about the room distributing mugs of hot tea and cider. Tomas sits near the fire by the Augman brothers. Nalm has taken a liking to the boy and is inconsistently telling the boy about his fictitious adventure-filled past.

If the adventurers opt to complete the mission alone, then some modification of the mayor's speech is required. The mayor insists that he and the villagers follow to take charge of any prisoners. A Diplomacy (DC 15) check will be needed for the mayor and the villagers to agree with a particular point of the adventurer's plan. The villagers will not agree to do something particular dangerous or foolhardy, such as charge out in the midst of the cult and/or captured. Warren, Michel and Norbis have soldiering experience and a great deal of common sense. They know what a sound plan and refuse to put themselves and their fellow villagers in too much danger.

Before long the mayor climbs atop a sturdy table in the center of the room. He clears his throat and prepares to make a speech. Norbis, if present, and Michel both make shushing sounds to quiet those in the room.

“My friends, thank you for coming here late at night armed and ready. The proposition I make is grim and fraught with danger but, if successful, it will free our beloved hamlet of the villains who terrorize us and avenge the murder of Old Bartell and the suffering wrought on us.

Earlier tonight, this young boy’s family,” Warren points to Tomas with a dramatic gesture, “was attacked by the cult. His brother was slain before his eyes and his parents were taken hostage, forced to march off into the Burning Witch Woods to endure the horrors of human sacrifice. Why should we care? Because we know the brutality that Old Bartell suffered at the hands of the cultists. The tales of the Burning Witch are legendary in our community. We have all heard the tales from our ancestors of the unspeakable agonies practiced by the cult of old.

Look around you. My friends, it is only a matter of time before we are sacrificed. A single misstep or the petty whim of a cultist and we or one of our loved ones will be sacrificed. We must fight back! We must defeat this pale imitation of a cult!

Imitation, you ask? Yes, because this is not the same cult of old. In tales of yore the Burning Witch was well known to walk the lands and be seen, yet we have not seen this witch! Nor have we seen the demons that were said to follow her in the past. This new cult just uses the name “Burning Witch” but do not share an inkling of her power.

The cult has gathered in the woods at the old temple. The boy confirmed this with words he heard as he lay dying from wounds suffered at the hands of these villains. We know where the temple is and who in our village is part of the cult. Mot, Mariska, Vren and Varnef all acted as our friends but were, in truth, hidden enemies laughing at our terror.

Within hours the cult will sacrifice the boy’s parents. If we act now, quickly, we can not only free our families but save this boy’s parents, as well! Who will join us in our fight?! Who?!”

Assuming the adventurers have agreed to assist, he adds the following paragraph to his speech. Otherwise, skip the next paragraph and continue below.

The mayor points at [insert adventurers’ names] and shouts, “They will! Strangers...adventurers greatly skilled in combat and magic. They know very little of our community, yet they have volunteered to help us. To help us!

Stand with me, my friends! Fight with me! The cultists must be slain!! The temple must be

permanently destroyed!! Never again! Never again will the Burning Witch and worshippers of Graz’zt terrorize us into submission!”

Eventually, the mayor persuades the villagers to join with him but make sure there is much debate amongst everyone. Hopefully, the adventurers will add to the roleplay.

The mayor’s general plan is to march to the temple in the woods as quietly as possible. The cultists are likely gathered about the Dark Prince’s Throne, deep in their ceremony. If it looks feasible, then a portion of the villagers will fire their slings and crossbows into the crowd as the rest of the village charges out and into the cultists. They hope to permanently destroy the temple and capture as many cultists as possible to for public trial and execution, to discourage any cultists of Graz’zt from traveling to the Burning Witch Woods and re-establishing worship there.

The mayor suggests that everyone meet at the ambush site an hour before midnight. The nearby creek is the Fire creek and the Burning Witch Woods begins a third of a mile from the ambush site. According to the secret passed down from mayor to mayor over the years, the first landmark to the temple is the Fire Creek. The creek must be followed upstream for two and a half miles, roughly in a northeastern direction, to the point where the smaller creek, known as the Nymph’s Tears, flows into the Fire Creek. Traveling in northerly direction upstream of the Nymph’s Tears for another three miles will be needed until a knoll with a large rock formation is encountered. The clearing to the old temple is a half-mile east of the knoll. If pressed, Warren admits that none of the mayors, in recent memory, have ever had the courage to visit the old temple so he is uncertain how accurate the directions are.

At this point, the adventurers should have about half an hour to prepare for the march. Warren or Michel suggests that the homes of the traitors and the ambush site be searched for any useful information.

☛ **Norbis Dryfelds:** Male, human, CG, Ftr2, 18 hp; Will Save +2. Norbis is a short (less than five feet tall), heavy-set man with a perpetual sneer and a short-temper. He has a quick, sharp tongue that cuts especially deep if anyone makes “short” jokes. He is armed with two short swords and wears a chain shirt.

☛ **Village Militia of Lorton’s Hollow (18 Villagers):** Male, human, NG, Com1, 3 hp; Will Save +0; variety of armor (mostly padded and leather armor) and weapons (e.g., spears, clubs, slings, crossbows) suitable for commoners.

B. Searching the Traitors' Homes

Mot the Fat and his wife Mariska live on the outskirts of the village, opposite the ambush site. Their cottage is dirty and unkempt. There is a rather annoying smell in the home reminiscent of stale sweat and frying pig fat. A Search (DC 20) Check will reveal a secret compartment under some loose floorboards near the fireplace. Inside, a half-constructed mask of a leering demon can be found. The mask is overly large and its features exaggerated. The eyes are red as coals and horns protrude from the mask. There is nothing else of interest in the home.

Vren lives near the village shrine to Heironeous. Vren's cottage is sturdily built with a well-tended garden nearby. The inside of the cottage is clean and very organized. There is nothing of interest in the cottage or the garden.

Varnef resides near the blacksmith shop. Varnef's home is well constructed, clean and tidy. There are empty hooks on one of the walls that are consistent with what might be used to hold weapons and armor (Intelligence, DC 15). A Search (DC 20) check reveals a secret compartment behind a loose floorboard under the bed. In the compartment is a small journal and a box containing dried, withered tongues.

On the cover of the journal is an emblem of a black, six-fingered hand. A successful Knowledge – Religion (DC 20) check will identify the emblem as the symbol of the Graz'zt. The information within the journal basically describes how Varnef was approached to join the new cult of Graz'zt (see Players Handout #1). There is also a loose map folded in the journal that provides directions to the temple. Although distances aren't given, it matches the general directions the mayor gave in Encounter 2.A. There is a clear warning on the map that says, "**Avoid grave at crown of knoll**".

The box contains eight tongues, dried and withered. A Heal (DC 15) or Wisdom (DC 20) check confirms the tongues were removed from humanoids with a sharp object.

C. Examining the Ambush site

The campsite where the Herfads were ambushed is less than a mile northeast of Lorton's Hollow, near Fire Creek. A quarter to a third of a mile further north and east of the campsite is the Burning Witch Woods. At the center of the campsite is a smoldering, banked fire. Four disarrayed bedrolls are arranged about the fire. Several broken arrows are scattered about the camp. Near a lone, empty wagon is Jerric Herfad's body. An arrow protrudes from his skull. Jerric looks almost exactly the same as Tomas Herfad but a few years older. Examining the body will reveal that someone has cut out his tongue. Everything of value has been taken from the campsite and the wagon. The horses responsible for pulling the

wagon are missing. When the villagers arrive at the ambush site, Warren orders the body be taken to the inn to await burial.

A successful Track (Survival DC 15) check discerns a large group (i.e., probably not more than 15 humanoids) came out of the woods then returned into the woods heavily burdened and accompanied by two horses. The tracks into and out of the woods appear to be following the course of the small creek. The adventurers will need to make three additional Survival checks (DC 20) to make sure they follow the correct tracks.

Encounter Three

This encounter assumes that Warren, Michel, Norbis and the village militia are accompanying the adventurers.

A. The Journey

An hour before midnight, Warren, Michel, Norbis and the rest of the village militia arrive at the ambush site. The villagers are frightened but are doing their best to cope with the task at hand, moving as silently but quickly as possible. Both Warren and Michel wear chainmail armor and are armed with long swords. They also carry large steel shields, with the heraldic symbol of Brancast Keep (crossed longswords over a black tower; Knowledge – Local or Nobility and Royalty, DC 15) emblazoned on the shield face. Michel and Warren are at the front of the group. There is clear anticipation in their eyes for the fight to come. Warren indicates he believes they can get to the temple within three hours, hopefully before the Herfads are sacrificed.

In the Burning Witch Woods, a narrow trail is found to parallel the Fire Creek upstream. This trail continues in a northeastern direction, never more than fifty feet from the creek. The well-maintained trail is barely wide enough for a horse to be ridden down it. A successful Knowledge (Architecture and Engineering, DC 15) check determines portions of the trail were constructed or repaired within the last year. While, a substantial amount of moonlight filters through the foliage to modestly illuminate the trail, lit lanterns and torches are essential to keep the militia together. Warren makes it clear that once they approach the clearing, all lights will be doused.

The trail continues for over three miles before turning north along the Nymph's Tears. At this point, the trail narrows and the foliage thickens, with tree branches hanging particularly low. It will be impossible for riders to remain mounted on medium-sized or larger creatures.

Almost four miles later, the trail widens and crosses the Nymph's Tears. The water is no more than six or

seven inches deep at the fording point. The trail continues on the other side heading east. It passes by a small knoll with a circle of stone atop it. The distance between trees slightly wider and firelight seems to be coming from further down the trail. A successful Listen (DC 15) Check will discern excited chanting and the occasional terror-filled, gurgling scream. Michel and Warren, if present, order that all lights be doused before moving forward.

B. The Knoll

Adventurers may opt to bypass the knoll or may wish to explore it. At the crest of the knoll is a circle of stones. The flat stone in the center of the circle is about three feet wide and nine feet long.

At the top of the knoll are irregularly shaped stones arranged in almost a perfect circle. All the stones jut nearly perpendicular from the ground. At the center of the circle is a long flat stone that lies lengthwise on the ground.

The stones were not moved here, though the stone at the center was (Knowledge – Architecture and Engineering, DC 10). A successful Wisdom (DC 5) check indicates this is likely someone's grave. A Search (DC 15) check will reveal that the cover stone has been in place for hundreds, if not thousands, of years. Engraved on the cover stone is an old woman holding a basket of grain and a long scroll. A Knowledge – Religion (DC 15) check identifies the symbol of the lawful good Merikka, demigoddess of Farming, Agriculture and Home. Adventurers who follow Merikka will automatically recognize her symbol.

There is nothing stopping the adventurers from opening the grave except the threat of Furyondy law, which is particularly strict about disturbing the dead. Since this is a chaotic act, paladins and lawful characters opening the grave will be subject to an alignment infraction. None of the villagers will be willing to open the grave and will certainly look down upon (and likely testify against) any adventurer desecrating the gravesite in their presence.

A permanent *consecrate* spell has been centered upon the grave and the entire circle radiates of good magic. The cover stone is about six-inches thick and lined underneath with lead (which will prevent *detect magic* from seeing beneath the stone). Lifting the stone requires a Strength (DC 28) check.

🔪 **Cover Stone:** 6 in. thick; hardness 8; hp 60; Break DC 28.

Underneath the cover stone is a coffin lined with lead and what appears to be a human skeleton. A Heal (DC 10) check reveals the bones to be from a woman. Inside the coffin are a few copper trinkets and an intricate silver necklace (worth 50 wheatsheaves). A Knowledge (Local [Iuz Border States] or Religion, DC 20) will identify the site as an Oeridian grave, likely that of a noblewoman. A magical trap is triggered should the cover stone be raised more than an inch. The trap is also triggered if the cover stone is sundered.

All APLs

↗ **Fireball Trap:** CR 5; magical device; opening and/or sundering cover stone trigger; automatic reset; spell effect (*fireball*, 10th-level wizard, 10d6 acid (via Energy Substitution Feat) centered three feet above cover stone, DC 15 Reflex save for half damage); Search: DC 28; Disable Device 28.

Development: If the cover stone is lifted and/or sundered, then a magical trap is activated. The explosion from the trap will echo throughout the woods, alerting any cultists in the nearby temple to the presence of intruders.

Treasure: Adventurers who wish to rob the dead may loot this grave. This should be noted on their AR, as grave robbing is a crime.

All APLs – L: 0 gp; C: 8 gp; M: 0 gp.

C. Beyond the Knoll

The trail east of the knoll is wide enough to allow two horsemen to ride side by side. The clearing, containing the temple, is less than half a mile away. Several bonfires make the area well illuminated. Loud, rhythmic and fervent chanting originates from the glade. Interestingly, no guards have been posted either along the trail or surrounding the clearing.

Encounter Four

All together the journey to the temple glade takes about three hours. If the adventurers left Lorton's Hollow when the Mayor suggested, the cultists are discovered well into their sacrificial ceremony, though the actual sacrifice of Tomas's parents is more than an hour away.

Traditionally, the cultists take part in a ritualistic ceremony that culminates with a human sacrifice at halfway between midnight and dawn. The sacrifice is extremely horrific and involves the victim's chest being cut open and his lungs exposed. The lungs are partially displayed and the still beating heart is removed and

placed before the Dark Prince's Throne. This is obviously a very painful way to die.

With each death, Alendria has grown fonder of her role as the Burning Witch. She has tinkered with overall ceremony to Graz'zt adding an almost theatric flare to it. She has also grown more sadistic and as a consequence modified the ritual sacrifice. The Burning Witch has modified the ceremony to have the victim first partially flayed alive and then dipped in low-grade corrosive acid. The Burning Witch is careful to make sure the victim does not expire before the appointed time when the victim's heart is removed in the traditional manner. It is considered an evil act for any adventurers watching the sacrifice to stand back and do nothing and allow Tomas's parents to die in such a gruesome manner.

Scattered about the clearing, atop poles driven into the ground, are over two hundred skulls. The Burning Witch has led the cultists to believe that, through her skills as a witch and high priestess of Graz'zt, the skulls are undead creations beholden to her. In truth, the skulls are animated objects magically programmed (via alteration magic) to chant in raspy, dry voices, "Praise Graz'zt! Praise Graz'zt, Grand Prince of all Demons!" upon command.

When the adventurers and villagers arrive in the midst of the cultists' ritual, the ceremony should be very disturbing. The Burning Witch is addressing the twenty-five male and female cultists about Graz'zt and how the demon prince rewards his worshippers with gifts of power and magic. The cultists punctuate her sermon, to the accompaniment of the skulls, with the fervent chant, "Praise Graz'zt! Praise Graz'zt, Grand Prince of all Demons." Bonfires eerily light the clearing, casting flickering shadows everywhere and highlight the Burning Witch, who seems to be aglow with abyssal fire. As the time of the sacrifice draws near, several of the cultists fall down to the ground and begin to convulse, while others speak in tongues. All together, this should be very creepy and very repugnant.

Note, to any adventurer or villager witnessing the scene, the skulls appear as animated undead unless informed otherwise (i.e., through the use of *detect undead* or *detect magic*). The skulls (AC 5, 1 hp) are of no combat value.

The true gem of this encounter is the cowardly nature of the rank-and-file cultists and their lack of knowledge of the guardian. Their first action is to flee into the woods. Indeed, should any adventurer set off the *fireball* trap in Encounter 3.B., the cultists flee the area, leaving the Burning Witch and Varnef to defend the temple.

When the guardian arises from the earth, it will be hard to discern who is more surprised, the villagers or the cultists. Both villagers and cultists drop their weapons

and scatter like the wind into the forest. This leaves the adventurers to battle the Burning Witch, Varnef and the guardian.

There is a newly constructed secret entrance leading into the inner temple some seven hundred feet east of the clearing. Only Canon Vraxtor, the Grimthor brothers and Crisnar know of its existence. High-level adventurers (i.e., *commune with nature* or similar) may be able to detect this entrance and choose to enter the temple this way (see Encounter 5.B.).

When the adventurers (and villagers) arrive at the clearing, it is assumed that they do so quietly and do not immediately reveal their presence. See DM's Aid #1 for the map of the clearing.

Nearly three hundred feet across, this large clearing is well lit by a huge bonfire at its center. Three more modest-size bonfires are at the periphery. Humanoid forms dance and cavort around the central fire, while a beautiful red-haired woman preaches to them. The woman almost glows as wisps of fire flicker about her. Throughout the clearing, skulls have been fixed atop two-foot high poles. Their skeletal jawbones move as if in unison, speaking in low scratchy voices, "Praise Graz'zt! Praise Graz'zt, Grand Prince of All Demons!!"

To the left of the central fire is a lone ancient, gnarled oak tree. Gigantic in proportions, its decaying branches hang low over an oddly twisted and malformed trunk. The trunk seems almost shaped into a giant throne. Dark stains permeate the lower trunk and the nearby exposed roots.

On the opposite side of the central bonfire is a prominent chasm in the earth. A path originating from the sinister-looking tree proceeds directly to the shallow end of the crack and descends into the earth. Odd lights and shadows shift and waver from below.

Tied to separate stakes in front of the central bonfire are a tightly bound man and woman, bloody and badly beaten. Their eyes are filled with unspeakable horror and their mouths are open, pantomiming frightened screams...yet nothing but a thick gurgling scream escapes from their lips. Nearby, a large man with horrid puckered scar across his face leers at the bound forms. Fingering a wickedly sharp axe, the man's posture and movements suggest he intends great harm to the couple. Every now and then the man turns with an adoring look towards the red-haired woman, as if awaiting her command.

The woman gestures at the bound victims then to a large cauldron – containing a foul, acrid liquid – and finally to a huge granite slab. Engraved on the stone surface is a black, six-fingered hand in the center of a twelve-pointed star. Fine, shallow troughs radiate

from the points and pool in a dark stained bowl at the foot of the slab. As the woman points to the granite slab, the crowd roars with pleasure and, in unison with the skulls, screams with feral delight, "PRAISE GRAZ'ZT! PRAISE GRAZ'ZT, GRAND PRINCE OF ALL DEMONS!!"

A Spot (DC 15) check will reveal the remains of roasted horsemeat in one of the peripheral bonfires, the remains of the Herfads' horses.

Although the woman known as the Burning Witch appears to be aglow with what the villagers would call Abyssal Fire, the fire itself is not very impressive to the experienced eye. A successful Spellcraft (DC 20) check reveals the woman is under the effects of a *prestidigitation* spell. Give the adventurers but a few minutes to plan before stepping up the price by having the man and woman moved toward the cauldron. Once the adventurers initiate combat, read the following boxtext:

The leaves on trees about the clearing begin to tremble and then shake as a gentle breeze increases in power to become a strong gust of wind. It is an eerie sound, reminiscent of dozens of tiny chains rattling louder. The ground shakes, once...twice...thrice...the earth almost seems to howl in pain as a huge, vaguely human-shaped creature erupts to the surface.

Although some liberties are taken for dramatic effect, no Balance checks are needed for the adventurers when the ground trembles.

☞ **Cultists of Graz'zt:** Male and female humans, Com1, 3 hp.

Creatures:

APL 4 (EL 5)

- ☞ **Burning Witch:** hp 14; see Appendix A.
- ☞ **Varnef:** hp 12; see Appendix A.
- ☞ **Guardian:** Medium Earth Elemental, hp 36; see *Monster Manual*, p. 97.

APL 6 (EL 7)

- ☞ **Burning Witch:** hp 20; see Appendix A.
- ☞ **Varnef:** hp 12; see Appendix A.
- ☞ **Guardian:** Advanced Earth Elemental, hp 120; see Appendix A.

APL 8 (EL 9)

- ☞ **Burning Witch:** hp 32; see Appendix A.

- ☞ **Varnef:** hp 30; see Appendix A.
- ☞ **Lesser Guardian:** Large Earth Elemental, hp 80; see *Monster Manual*, p. 97.
- ☞ **Greater Guardian:** Large Half-Fiend Earth Elemental, hp 96; see Appendix A.

APL 10 (EL 11)

- ☞ **Burning Witch:** hp 45; see Appendix A.
- ☞ **Varnef:** hp 49; see Appendix A.
- ☞ **Guardian:** Huge Half-Fiend Earth Elemental, hp 208; see Appendix A.

APL 12 (EL 13)

- ☞ **Burning Witch:** hp 58; see Appendix A.
- ☞ **Varnef:** hp 68; see Appendix A.
- ☞ **Guardian:** Huge Half-Fiend Greater Earth Elemental, hp 273; see Appendix A.

Tactics: At the first indication of danger, the cultists flee into the woods. Varnef and the Burning Witch attempt to make a stand near the cave entrance, anticipating the guardian(s) to perform the majority of the fight.

Varnef cautiously fights opponents, making sure none can flank him. He does not expect the Burning Witch to aid him in combat. Varnef realizes, if captured, he will be put to death for the heinous murders he has committed. Only if the circumstances look extremely desperate does he flee for his life.

At higher APLs, the Burning Witch uses her *dust of disappearance* to provide herself with safety. She chooses her opponent carefully (preferably a fellow bard or wizard type) and using *true strike* (along with *fox's cunning*) and her poison attempts to use her assassin Death Attack ability. She utilizes her invisibility and sneak attack damage to create as much mayhem as possible. However, if the situation has turned grim, she abandons everyone and attempts to flee.

The guardian(s) are intelligent and become active if someone physically or magically attacks the Burning Witch, Varnef or the cultists; at the command of the Burning Witch or if someone tries to enter the cave without wearing the black, six-fingered symbol of Graz'zt and speaking the proper passwords ("Praise Graz'zt! Praise Graz'zt, Grand Prince of all Demons"). The guardian will also defend itself and attempt to kill anyone attacking it. The guardian stays near the cave entrance and does not leave the temple clearing.

Treasure: Varnef, the Burning Witch and the cultists may be looted for equipment.

APL 4 – L: 29 gp; C: 0 gp; M: 0 gp.

APL 6 – L: 55 gp; C: 0 gp; M: 0 gp.

APL 8 – L: 55 gp; C: 0 gp; M: 0 gp.

APL 10 – L: 44 gp; C: 0 gp; M: 375 gp; *cloak of resistance* +1 (83 gp), *dust of disappearance* (292 gp).

APL 12 – L: 36 gp; C: 0 gp; M: 375 gp; *cloak of resistance* +1 (83 gp), *dust of disappearance* (292 gp).

Development

At this point, Tomas's parents can be rescued. If the mayor, the innkeeper and Norbis accompanied the adventurers, they emerge from hiding and praise the adventurers for their defeat of the cultists. Both Norbis and the innkeeper take charge of any captured prisoners, along with the Herfads, and escort everyone back to the hamlet.

Warren comments:

“Obviously, these cultists were more powerful than we realized. Thank you for helping us rid them from our community. Alas, based on the creatures so far encountered, I sincerely doubt that the skills of my and my comrades’ swords,” Warren gestures to Michel and Norbis, “will be of use to you. My fellow villagers will likely be more of hindrance than assistance.” The mayor shakes his head sadly before looking into the chasm and the cavern beyond.

“I think I see the flickering of some fire. The temple below must be a fearsome place with creatures out of nightmare. You are adventurers and heroes; we are not. I salute you and wish you the best of luck in defeating the cultists below. Destroy the temple so that its foul evil will never plague my people again. May the blessings of Heironeous be upon all of you.”

Although it is possible to use Diplomacy (DC 40) to convince everyone (i.e., Warren, Michel, Norbis and any returning villager) to continue into the temple, all would flee at the first combat. It is also possible that the adventurers themselves may be having second thoughts about helping the villagers. Michel assures the adventurers that his father Rolf will write songs about them and the village children will all be told of their bravery. Warren, if needed, says the village will dig deep into their pockets and offer up to a hundred gold wheatsheaves (total) for the adventurers to destroy the inner temple and eradicate all the remaining cultists. He and others volunteer to destroy the granite sacrificial slab and the Dark Prince's Throne, while the adventurers are destroying the inner temple. Warren reminds the adventurers that they can lay claim to whatever they find below.

Some additional information can be learned from interviewing Tomas's parents and any surviving cultists. Froderick and Allera Herfad have been badly beaten and tortured by the cultists. To make matters worse, communication with the pair will be difficult as Varnef

removed their tongues. They will be greatly relieved to learn of Tomas's survival and would like to be reunited with him as soon as possible. Though they know it is unlikely to occur, they would like to see their other son Jerric returned to life.

Froderick Herfad: Male, human, LG, Exp2, 10 hp; Will Save +4. Froderick is a tall handsome man in his late thirties with brown hair and sea green eyes. His eyes are haunted and filled with pain. He can barely speak.

Allera Herfad: Female, human, LG, Exp2, 8 hp; Will Save +3. Allera is of medium height with dirty blond hair and blue eyes. In her early thirties, her face is both matronly but very pretty. Her eyes are still defiant despite the many bruises and cuts upon her. Like her husband Froderick, she can barely speak.

Froderick and Allera were unable to witness much beyond the sacrificial rites they were apart of, but know the following information:

- The Burning Witch and Varnef were in charge. Varnef directed much of the torture personally and seemed to be trying to impress the Burning Witch.
- Varnef and some other cultists attacked their campsite. Their eldest son Jerric was killed early in the fighting. [Unless the adventurers tell them otherwise, they believe that Tomas also died in the attack].
- Both Varnef and the Burning Witch mentioned another priest called “the Canon” who lived in the temple below. Based on their tone and mannerisms, they seemed afraid of this priest.
- Their wares were taken into some sort of cavern at the bottom of the chasm. As one cultist put it, **“All of the equipment was taken to the Gates of Azzagrat for inventory by the Canon.”** Although she does not know what the “Gates of Azzagrat” are, a successful Knowledge (Religion or Planes, DC 15) indicates Azzagrat is the name of the realm in the Abyss that Graz'zt rules.
- The Herfads were planning to sell their martial wares in Free Borrough. This equipment consisted of leather and studded leather armor, longbows, composite longbows, shortbows and composite shortbows, of varying quality.
- Froderick will reward the adventurers if they are able to recover their wares.

All captured cultists will declare their innocence and demand to be released, claiming they were caught up in the events and too frightened to do anything lest they

become sacrifices. All the cultists have a Bluff Skill of +0 and are obviously motivated to lie in order to avoid punishment. The cultists know the following:

- Each cultist claims they never took part in any of the torture.
- If it is apparent that no one believes the cultist's story, he/she will become as helpful as possible to gain favor.
- Canon Vraxtor is the Burning Witch's second in command. He is a terrible figure. Varnef is terrified of him.
- At the bottom of the chasm is a cavern that descends deep into the earth. At the end of the cavern is a fiery portal known as the "Gates of Azzagrat". The portal leads to Azzagrat, the Realm of the Dark Prince, and the inner temple.
- All captured supplies are left before the Gates of Azzagrat. The Canon takes them to the inner temple, where he and the most worthy of the worshippers reside.
- Only the Burning Witch and the Canon have been in the inner temple, no one else has been deemed worthy.
- The Burning Witch is their leader – the "Chosen" – and the high priestess of the Dark Prince.
- If given the opportunity to renounce Graz'zt in order for his/her life to be spared, that particular cultist does so immediately.

In addition to the equipment that Varnef carries, he has a large belt pouch containing the dried, wilted tongues of his previous victims. Three of the tongues are fresh and bloody. These tongues belong to Froderick, Allera and Jerric Herfad. If captured, he is defiant to the end. He knows the following information:

- Varnef is a true believer. He expects to be executed for his crimes and welcomed in the afterlife by Graz'zt.
- Varnef will remain loyal to Graz'zt but lays the blame on the Burning Witch and Canon Vraxtor.
- Varnef is convinced that Canon Vraxtor is the real high priestess. He believes the Canon, though disguised as a male, is a vile creature known as a lamia.
- Canon Vraxtor consulted with a powerful wizard, who has not been seen recently.
- In the past, Varnef was told to attack selected travelers by the Burning Witch or Canon Vraxtor. These travelers were typically

merchants who carrying martial supplies or consumables useful for long-term journeys.

- Varnef has always taken these supplies up to the Gates of Azzagrat, but has never been in the inner temple.
- The Burning Witch never conducted the ceremonies to the Dark Prince exactly correct. According to his study, she did not use the traditional hymns and prayers, often changing the words and cadence. She did not use the traditional sacrifice ritual. As high priestess, she was supposed to drink the blood of the sacrificial victim and offer a taste to her selected favorites after presenting the heart to the altar (i.e., Dark Prince's Throne), which she never did.
- The guardian scared him but after a while he got use to its presence.
- Varnef will gleefully and maliciously point out which cultists participated willingly in the rituals and torture of innocent victims. He revels in their terror and pathetic pleas for mercy.
- Varnef is a villain true to core and will spout praises to Graz'zt while denigrating Lorton's Hollow and its leaders.
- Varnef will have great disdain for the Burning Witch if he is aware that she betrays Graz'zt.

The Burning Witch is not a worshipper of Graz'zt but a performer paid to play this role. She claims to feel bad about the sacrifices and states she would have prevented them if possible. The real leader of the cult is Canon Vraxtor and both he and Varnef scared her considerably. The cultists were feral worshippers of Graz'zt and singularly devoted to the demon prince. The Burning Witch – or Alendria – believed if she wavered to show mercy, she herself would be slain by the rabid cultists. She knows the following information:

- She may have attacked the adventurers, but was merely defending herself.
- Her real name is Alendria and she is a well-known bard from Herechel in the Barony of Willip. She is not a priest.
- A successful Knowledge (Local [Iuz Border States], DC 30) will be required to recognize this obscure bard who has a reputation of being a modest actress hampered by a wickedly bad temper.
- She is not a worshipper of Graz'zt. She is not even religious.
- She was recruited by Darvin (no known last name) to portray the Burning Witch. The other

cultists know him as Canon Vraxtor. *“I do not know if the Canon is actually a worshipper of Graz’zt but I think he is a priest of some sort, possibly a Priest of Iuz. Iuz, after all, is the son of Graz’zt, so it would make sense that he may worship him, as well.”*

- Darwin/Canon Vraxtor acts as her second-in-command and one day did remark about the worship of Graz’zt. He said that although the blood sacrifice may draw the Dark Prince’s attention, it will give him little satisfaction as the praises to him are worthless.
- Darwin claimed to prefer the presence of devils to demons. *“I think he is some kind of half fiend trying to trick me into thinking of him as a normal person.”*
- Darwin tricked her into the role by promising treasure and power for little more than a couple of nights acting. When she came to this place it was clear she would have to act vile, wicked and show no mercy to others. If she made any misstep, then Darwin/Vraxtor or Varnef would kill her. She notes: *“He once boasted that all the chanting skulls in the clearing belonged to those who opposed him in the past, some of who were paladins of Heironeous and Knights of Furyondy. He warned me that if I were ever to betray or cross him, my head would adorn one of those poles.”*
- Alendria used the *prestidigitation* cantrip to make it appear that she was glowing with Abyssal fire.
- Varnef was in charge of the torture and sacrifices. He did horrible things to those poor people.
- She never enjoyed the blood sacrifices and held great pity for the victims. She would urge that the sacrifice occur sooner rather than later to minimize the suffering.
- Darwin is up to something. He had the cultists target selected merchants. He lives below in the inner temple, which is protected by a fiery gate. She has never been in the inner temple, but she knows that Darwin is a powerful spellcaster.
- Though she knows there is little chance for her, Alendria will plead most earnestly and desperately for her life to be spared. She will appeal primarily to any lawful clerics or paladins, or any males through which she can work her feminine charms, claiming she has learned her lesson and repented her evil ways.

Sundering the granite sacrificial slab and the Dark Prince’s Throne will take some time. The large cauldron

contains thirty gallons of a low concentration acid and can be easily disposed of by pouring it onto the ground. The acid does 1 hp of damage for every ten gallons. As might be expected the dark stains on both of these objects are old, dried blood. Both the stone and the lone tree radiate great evil and corruption. A *detect evil* spell cast on the stone and/or tree will knock the caster (no save) unconscious for 1d4 hours.

Granite Sacrificial Stone: 2 ft. thick; hardness 8; hp 400; Break DC 50.

“Dark Prince’s Throne”; old, gnarled oak tree: 4 ft. thick; hardness 5; hp 400; Break DC 40.

Encounter Five

A few yards away from the Dark Prince’s Throne is a deep chasm. A steep path descends into it for about thirty feet, ending at a medium-size cave opening. The path spans the width of the chasm, which is between five to ten feet wide. The cave opening is approximately five feet high and four feet wide. It will be difficult to fit larger than medium-sized creatures into the cave opening.

A. Gates to Azzagrat

The naturally formed cavern winds and twists into the earth at an angle of fifteen to twenty degrees for over two hundred feet. The width of the cave varies from five to ten feet, with an overall height of about four feet. Deep within the cave must be a powerful light source, for even at the cave entrance is a faint, eerily shifting light.

At the end of the cavern is a set of wide-open stone doors. The room beyond is approximately twenty feet by thirty feet long, with a height of ten feet, and is made up of reinforced masonry walls. The symbol of Graz’zt is etched prominently on both doors. This chamber is somewhere between 100 and 150 feet beneath the clearing.

■ **Reinforced Masonry Wall:** 3 ft. thick; hardness 8; hp 540; Break DC 50.

Symbols of Graz’zt as well as murals depicting the Dark Prince ruling over a city of soaring towers and a demonic horde are everywhere. Etched into the walls, in Abyssal, are the words, “Praise Graz’zt! Praise Graz’zt, Grand Prince of All Demons and Ruler of Azzagrat and the Flaeness.” The most prominent feature of the room is the large, fiery portal at the far end of the room. To one side of the room are stacked boxes, all labeled with “Herfad Family Arms and Armor” (see Encounter 4.B. for exact inventory). On the left side of the wall are

words written in common...in blood, of course...*“Upon Pain of Death and Eternal Suffering at the Hands of Graz’zt, only the most worthy may enter the Gates of Azzagrat and be delivered to the most sacred temple of our Prince!”* The room is filled with an evil presence. If anyone casts *detect evil*, the caster must make a Will (DC 25) save or go unconscious for 1d4 minutes.

The air smells faintly of sulfur and the heat is strong and stifling. A male screams in horrendous pain from beyond the fiery portal—at the far end of the room. The scream rises impossibly high in gut wrenching, sobbing agony...then abruptly silences. Flames flicker across the surface of the portal obscuring what lies beyond.

Murals on the walls of the room depict a handsome demon with dark skin and glowing green eyes sitting upon a hideously twisted oak tree throne. Nearby a dozen half-snake women with six arms stand ready, while demons by the score cavort and dance about. Idly the handsome demon stares at a city of huge, soaring towers. At the demon’s feet, hundreds of bleeding hearts litter the ground. A small humanoid form is sacrificed on a granite sacrificial stone, its beating heart held over its body.

To the left of the portal are words written in common. Along the opposite wall are various boxes stacked together.

Two permanent spells are active in this room. The first is a permanent *unhallow* spell (15th level cleric; Will Save, DC 15) that is centered in the room. A *bane* spell has been fixed to the *Unhallow* spell and affects anyone who is not a worshipper of Graz’zt. The *unhallow* spell is a leftover from the original temple.

The second spell is a recent addition. A *permanent illusion* spell (16th level wizard; DC 15) has been used to create the fiery portal. The illusion also provides the unbearable heat, stuffiness and the occasional agony-filled scream. Beyond the portal is a shadowy darkness via a permanent *deeper darkness* spell (15th level cleric). This eerie darkness continues throughout the passage beyond as it angles down and to the east. The illusionary portal (and associated effects) is meant to keep the cultists or others from exploring the inner temple.

B. Inner Temple

The air in the tunnel beyond is cool and dry. No light is present beyond a shadowy illumination from the portal, which extends for the next hundred feet or so of cavern. The tunnel is made of reinforced masonry and is ten feet wide and ten feet high. The tunnel meanders for another five hundred feet or so to the northeast before ending at the entrance to a huge chamber [see DM’s Aid #2]. This

entire area is well lit from multiple permanent *daylight* spells.

The walls of the room have been white washed. Close inspection (Search, DC 15) of the reinforced masonry walls reveals murals pertaining to the worship of Graz’zt under the paint. Much of the floor of this room is covered in boxes, palettes and shelves. There is no visible altar to Graz’zt in the area. However, multiple *unhallow* spells (15th level cleric) are in effect here. These spells do not overlap, but allow continuous, even application of the *daylight* spell, effects of *magic circle against good* and a -4 penalty to turn checks throughout the room. The overall appearance of the inner temple is more like well-ordered warehouse than a temple.

The inner “temple” is well lit. Easily two hundred feet across and an equal distance wide, the large room is filled with boxes, crates and shelves. The stone walls have been painted a uniform white.

The boxes, crates and shelves are neatly organized in the first half of the room. Clear, distinct labels are apparent on many of the boxes and shelves.

The northwestern corner appears to be some sort of living area. A number of sleeping mats, chests and basins are present. In the northeastern corner, a small windowless wooden building has been constructed, with its door facing the living area. Next to this structure is a stairwell descending further into the earth.

The inner temple appears deserted. The boxes, shelves and other containers are neatly organized and labeled in common. Use the items listed in Player Handout #2 for the appropriate identification labels. The various containers have been grouped together by item type (e.g., armor, weapons, provisions, etc).

In the living area, there are twelve sleeping mats, twelve small chests, a table, six chairs, several water basins and an upright closet containing dried meat, fruits and vegetables. Although there are many sleeping mats, only four have been used. All the chests are unlocked. The four chests nearest the used sleeping mats contain male clothes and a number of personal items. The remaining chests are empty.

The lone structure (office) in the northeast portion of the room has been sturdily constructed. Next to the building is a stone stairwell descending down. The stairwell is smoothly constructed and leads to a tunnel that progresses east. A Knowledge (Architecture and Engineering, DC 15) check will confirm that both the stairwell and the tunnel beyond are of recent construction. It continues upward to the northeast for some four hundred feet before it emerges approximately seven hundred feet east of the clearing. The tunnel

entrance is well camouflaged with forest underbrush and will require a Search (DC 35) check to find.

Office Wall and Ceiling: 6 in. thick; hardness 5; hp 60; Break DC 20.

Wooden Office Door (Strong): 2 in. thick; hardness 5; hp 20; Break DC – Stuck: DC 23, Locked: DC 25.

The interior of this building is carpeted and furnished as an office. There is a large oaken desk and chair along one wall. Several bookcases and tables are also in the room. Located opposite the door is an altar. A symbol on the wall above the altar depicts six arrows facing downward in a fan. A Knowledge (Religion, DC 15) check will identify the symbol as belonging to Hextor, the God of War, Discord, Massacre, Conflict, Fitness and Tyranny. Overall, the office has a comfortable, personal feel as opposed to the more business-like, functional aspect of the inner temple.

On top of the desk are several papers on inventories and supply distribution (including Players Handout #2), an unfinished letter (see Players Handout #4) and an unlit desk lamp. The bookcases contain maps of the Gold County, Lorton's Hollow and the Burning Witch Woods. There are also books about the religion of Hextor, Furyondy history, geography and politics, and several works of literature. Dozens of papers and notes can also be found on the tables. Many of the papers discuss various geographical locations in Furyondy, as well as the size and locations of the Furyondy military and town militias. The maps and the books on Furyondian geography can be used to find the location of Lake Rythin on the opposite side of the Burning Witch Woods.

Amongst the papers, on one of the tables, is Canon Vraxtor's journal (see Players Handout #3). The journal provides considerable background information about the Canon's true purpose at the temple and refers to two wizards named the Seeker and Torvan Dra. A successful Knowledge (Local [Iuz Border States], DC 25) reveals the Seeker is a powerful evil wizard with a reputation for greed and opportunism. He is a thorough cad and villain of the highest caliber. No information, however, is known about the necromancer Torvan Dra. Finally, the name Pravnar Al'Vakar appears both in the Canon's Vraxtor's journal and in his unfinished letter. Pravnar is rumored (Knowledge (Local [Iuz Border States]), DC 30) to be an evil wizard of moderate power who wished to expand his sphere of influence. Pravnar is believed to be a specialist in divination magic and is likely undead.

Creatures:

APL 4 (EL 6)

👉 **Guardian:** hp 45; see Appendix A.

APL 6 (EL 8)

👉 **Guardian:** hp 72; see Appendix A.

APL 8 (EL 10)

👉 **Guardian:** hp 90; see Appendix A.

APL 10 (EL 12)

👉 **Guardian:** hp 108; see Appendix A.

APL 12 (EL 14)

👉 **Guardian:** hp 126; see Appendix A.

Tactics: The ghost hydra guardian will use its incorporeal form to its best advantage against material opponents. It prefers to initially ambush opponents near the office or in the living area, waiting up to five minutes to choose the optimum time for its attack, typically against a single opponent. It automatically initiates combat against any adventurer attempting to leave the inner temple area. At APL 4, each head will use its corrupting touch ability on many targets rather than one single opponent. At APL 6, the hydra will target multiple opponents with either its corrupting touch or draining touch abilities. At APL 8, the hydra will use its draining touch ability preferably against multiple opponents. Constitution will not be drained at either APL 6 or 8. Remember that due to the ghost template and the improved turning resistance feat there is a +8 to the HD of the ghost hydra for turning attempts. This modifier does not consider the -4 penalty to turn attempts made in the room due to the effects of the *unhallow* spell. In the unlikely event the ghost hydra is turned, it will return to its guardian duty as soon as possible.

Incidentally, the guardian normally stations itself under the floor or just above the ceiling of the inner temple. Every few seconds, several of its heads peak into the inner temple proper and scan for any intruders. Once an intruder(s) is discovered the guardian moves into position for an ambush, preferring to come out of a solid object (i.e., wall, floor, or ceiling) and attack.

Treasure: The inner temple may be looted for equipment and treasure.

All APLs – L: 68 gp; C: 0 gp; M: 20 gp (*silversheen*, 20gp).

Development: Once the guardian is defeated and all the relevant clues are found in the inner temple, the adventurers will need to travel to the meeting site and

confront Canon Vraxtor before he can make a new allegiance. A successful Wisdom (DC 10) check indicates that it would not be a good idea to confront both Canon Vraxtor and Pravnar Al'Vakar at the same time. The adventurers have approximately a day to reach this meeting site before the scheduled meeting.

Encounter Six

Canon Vraxtor is scheduled to meet with Pravnar Al'Vakar in the early morning hours of 19th Goodmonth. If all has proceeded as planned, then the adventurers will have emerged victorious from the inner temple sometime before dawn on the 18th.

Either a successful Knowledge (Local [Iuz Border States], DC 20) check or perusing the books and maps in Canon Vraxtor's office will ascertain the location of Lake Rythin. The lake is on the opposite side (i.e., to the east) of the Burning Witch Woods, near the border between the Viscounty of the March and the Barony of Willip. The distance between the temple and the lake is over twelve miles. Travel will occur through medium to thick underbrush in the remnants of this old growth forest. It will take approximately eight hours for the adventurers on foot to traverse this distance. Medium-sized mounts cannot be ridden during the majority of the journey but there are some open stretches where mounts can be ridden allowing the overall travel time to be reduced by one hour. Alternatively, the adventurers may have some means to circumvent traveling through the forest and still reach the meeting site before the arrival of Pravnar Al'Vakar. Although the adventurers will not be in any physical danger, the journey through the dark and foreboding Burning Witch Woods will be a dismal and gloomy event.

Creatures:

All APLs

☞ **Padraic MacMurchadha:** hp 33; see Appendix A.

If time permits, the adventurers will encounter a slightly mad old pixie named Padraic MacMurchadha. This optional encounter takes place about two-thirds of the way toward Lake Rythin. Padraic, who claims to be the King of the Sprites, is harmless but enjoys misleading travelers. Padraic is more a mischievous and hurtful prankster than his kind normally is. Note, Padraic will not combat the adventurers and, if attacked, will flee the area.

Padraic watches the adventurers a bit before drawing their attention using his detection spells to confirm that the majority of adventurers are non-evil. Padraic will end his natural invisibility and approach the adventurers

peacefully. He realizes immediately they are adventurers and assumes they are in pursuit of the evil creatures that walked through the woods earlier. Padraic is just one pixie and while he occasionally causes problems for the evil creatures, he largely avoids them. Padraic knows little about the events that have recently occurred but, like any good storyteller, will seem to know more than he actually does.

Standing atop an old log, at the bottom of a nearby hollow, is a two and half foot tall creature resembling a very small elf, but with longer ears and gossamer wings. Kind, rheumy eyes stare out from under a shock of unkempt, white hair. He is dressed in bright colored clothing, a small cap and curly-toed shoes. The creature appears to be smoking a corn-cob pipe and using a walking stick. The fragrant smell of sweet, rich tobacco comes from the pipe. Patting his potbelly in a non-threatening manner, the little creature smiles, clears his throat and taps his cane on the log.

TAP! TAP! TAP!

"Ahem. Welcome to the Auld Northern Wilds! I am His Majesty, Padraic MacMurchadha, King of the Pixies. I take it you are adventurers? Perhaps after those villains who serve the fraudulent Burning Witch, eh? I have some information for you and if you be appreciative leave something sweet or with a little spirit behind!" The fat, old pixie smiles reassuringly.

A successful Knowledge (Nature, DC 15) will confirm that the creature is a pixie. Pixies, while merry pranksters that love to lead travelers astray, are known to have great hatred for evil creatures. Padraic at all times will be non-threatening. He occasionally paces the log and pauses to smoke his pipe. He attempts to appear kind, caring and grandfatherly, though he is up to no-good. He gently reminds the adventurers that he is doing them a service by warning them of the dangers they will face. Padraic only uses his bard abilities to enhance his storytelling, but does not use spells or any offensive abilities. He knows the following:

- ☞ Padraic has lived in these woods for thousands of years. At one time, the Burning Witch Woods was part of the Northern Wilds, which by human standards was a portion of the Gnarley Forest. *"Those were the days. Faeries were under every leaf and the Fey Court was in great prominence."* Two centuries ago, when the Burning Witch occupied the Northern Wilds, the woods was renamed the Burning Witch Woods.

- If asked, Padraic will not say how many fey creatures are in the Burning Witch Woods. He sighs deeply and sadly whenever this topic arises.
- When someone refers to him as the King of the Pixies, he winks and says, *"It's all right there. You can call me 'Paddy', if you like. There is no need to stand on ceremony."* [He is of royal blood and technically is the King of the Pixies here though no one serves him any longer].
- Again, he assumes that they are adventurers on a quest to defeat evil, which must be the destruction of the Burning Witch, the temple and the various evil creatures that have been roaming the woods.
- Padraic has witnessed much evil in his life, including the various incarnations of the Burning Witch. *"There actually have been several Burning Witches, in one form or another. Sir Lorton defeated the latest incarnation two centuries ago...I don't count the fake one that occupies the temple now, though I suppose I should. There is a burial mound, with a stone ring atop it, near the temple. Have you seen the burial mound? The female warrior resting in the burial mound defeated a previous incarnation of the Burning Witch. A Witch seems to appear, in one form or another, every few centuries. An endless cycle. And when you have defeated this false Witch, in a century or three, another will be born."* [All of this is true]
- Padraic will also make the following remark about Sir Lorton and the defeat of the Burning Witch, *"When Sir Lorton fought the Burning Witch, all those paladins nearly burned down half the forest. The local druid was hopping mad. Sir Lorton spent months trying to appease the druid, before he was finally forgiven. I still shudder at all the fey homes destroyed in the fire and the frightened, panicked animals that fled from the blaze. These days the local druid here about is less than forgiving. He is an ill-tempered, disrespectful lout who will not take kindly to any undue damage the Woods suffers. Please do not burn the forest down. If not for his sake, then for the sake of the innocent creatures that live here."* [This is a half-truth. He does not know of any druid who presently lives in the woods, but does remember the previous one and does not want to see a repeat of the fire that hurt the woods and its creature the last time.]
- Two days ago, one of the false Burning Witch's minions passed through the area. This was not the first time he has been through here. My spies tell me he goes by at least two names, Canon Vraxtor and Darvin Carstairs. He must be her chief lieutenant for he meets constantly with all sorts of evil humanoids, goblinoids, trolls, giants and other creatures. Padraic has never seen the false Burning Witch meet with any of these creatures. He figures that these evil creatures must be beneath her status. [This is all true.]
- There are not enough good creatures in the Burning Witch Woods to oppose all the evil creatures wandering about, especially near the temple. [True.]
- *"I hope you defeat this Canon Vraxtor or whatever he truly is. He is an odd creature with the head of a cat...now, what did Sir Lorton call them? Ah yes, tigers...that's right...Canon Vraxtor has the head of a tiger and body of tall man. Something akin to the last Burning Witch who was a lovely human female from the waist up and had a lion's body below it. A lamia, if I recall. Yep. I also hope you get rid of all those were-creatures. I hate were-creatures, they strut about as if they own the woods and give everything a bad feel."* [False information.]
- A successful Knowledge (Planes, DC 20) will identify a rakshasa as being a humanoid tiger, with the body of a human and the head of a tiger. Rakshasa's are the very embodiment of evil with high spell resistance and a susceptibility to good-aligned weapons. Finally, rakshasa's are known to be powerful spellcasters.
- Padraic shakes his head in disgust and laments the Canon's present actions. *"The Canon and his were-creatures are in a forest glade, near the northern shores of Lake Rythin. According to some of my scouts he meets with a group of what I think are called ogre mages. These are demonic looking giants with green skin, dark hair and a pair of ivory horns protruding from their foreheads. Their leader is a human in deep robes and smells of death. The meeting has taken a bad turn...they were last talking of interlopers, which I surmise would be you."* [False information.]

- A successful Knowledge (Nature, DC 15) will confirm the description of ogre mages, which are known to be very intelligent and spell-cappable.
- Padraic paces nervously and then points his cane at the adventurers, *“Best be careful. There is an ambush ahead, not two miles east of here. The ambush will occur on a small hillock with a bank of cedar trees. I understand that these ogre mages and some summoned burrowing creatures – don’t ask...my scouts fled the area before they could get a good look – will conduct the ambush.”* [False information.]
- He wishes the adventurers the best of luck and apologizes that other than the friendly warning he or his servants will not be able to lend any more assistance.
- Padraic smiles before he departs and asks, *“Now if you are appreciative of the information I have provided you, I would be greatly complimented were you to leave something sweet and perhaps a nip or two of strong beverage that might lift the spirits of a tired, old pixie.”* Although disappointed, Padraic will not be offended if the adventurers choose not to leave anything.
- As the adventurers depart, he remarks, *“Hope you have better success than the last group. They got ate by a green dragon.”* [False information.]

When the adventurers are out of sight, the mischievous little pixie takes whatever treats he can carry and quickly leaves the area. Although he has provided the adventurers much to think about, Padraic has no intention of being around should the adventurers discover he exaggerated the danger they face.

Development: Needless to say, there is no ambush at the hillock two miles to the east. If the deception was successful, then the adventurers may expend some combat preparatory spells, which will cause them to be in a foul mood and in a deficit during the final combat. At the hillock, the adventurers are approximately two hours travel from Lake Rythin.

Encounter Seven

Barring any unforeseen disasters, Canon Vractor and his followers should be unaware the adventurers are approaching them. For the last day or so, the Canon has been preparing for his meeting with Pravnar while the

Grimthor brothers and Crisnar have been organizing and setting up the meeting place.

A large tent pavilion has been raised between Lake Rythin and the woods. Hobbled to a log, at the edge of the encampment, are two heavy horses (non-combatants). The bare ground in the immediate area of the tent has been swept and cleared of any loose debris. Nearby, a large bonfire has been built that easily lights the vicinity of the tent and the crude table and two chairs at the edge of the encampment facing the lake. The lakeshore has also been cleared and plants nearby have been nurtured, while unsightly ones have been removed.

A fine, thick carpet has been placed at the bottom of the tent. A series of strategically located lamps light the tent’s interior. In the center of the tent is a modest-size mahogany table with two well-crafted chairs. Another table has been set up next to the entrance, which will serve to provide gourmet food and drink to any living guest that might accompany Pravnar. The food and drink is stored in a chest underneath the table. Lastly, several blank sheets of paper as well as a contract formally declaring an allegiance between the Black Prince and Pravnar Al’Vakar and several writing quills are on the table.

Pravnar is expected to arrive around midnight with one or two personal guards. Canon Vractor does not expect Pravnar and his associates to attack him but is taking no chances, so is ready to defend himself should an attack occur. Moreover, both Canon Vractor and Pravnar have arranged for a password exchange to identify each other in order not to fall victim to a deadly deception. If the appropriate passwords are not stated within the correct time frame, then the Canon Vractor and/or Pravnar will flee the area or attack.

As a safeguard (at APLs 8 thru 12), Canon Vractor casts an *unhallow* spell centered on the tent. The spell *invisibility purge* has been attached to the *unhallow* spell.

During the time the adventurers are either sleeping or traveling to Lake Rythin, Canon Vractor and his men will also be asleep. That evening, Canon Vractor makes final preparations for his meeting with Pravnar around midnight. Unbeknownst to everyone, Pravnar started scrying the encampment in the early morning hours of the day of the meeting and will continue his scrying until the next day. His plan is to evaluate Canon Vractor and, if found favorable, arrange another meeting at a later date.

Roughly four hours before midnight, Canon Vractor has dinner outside the tent with Crisnar and the Grimthor brothers. Thereafter Crisnar and Vractor enter the tent, while the brothers remain on guard for the remainder of the night. Crisnar and/or Vractor will occasionally emerge from the tent to scan the night for Pravnar and grouse considerably when he doesn’t show

up. All are appropriately armored and have weapons ready.

Under the waxing light of the Greater Moon, two [or one, at APL 4] men nervously pace about a large tent. Nearby, a large bonfire provides additional illumination. Every now and then, one of the men pauses and stares intently out into the night, as if expecting some late-night visitor.

The adventurers will have ample time to plan and execute their attack. Remember, however, that Canon Vraxtor and his followers are observant and should have the opportunity to make Spot and Listen checks as appropriate. Crisnar's animal companion is also near the camp and serves as an additional lookout.

Creatures:

APL 4 (EL 7)

- ☛ Canon Vraxtor: hp 40; see Appendix A.
- ☛ Arlin Grimthor: hp 40; see Appendix A.
- ☛ Crisnar Smithfeld: hp 24; see Appendix A.
- ☛ Horviss (Crisnar's Animal Companion): Wolf, hp 36; see Appendix A.

APL 6 (EL 9)

- ☛ Canon Vraxtor: hp 56; see Appendix A.
- ☛ Arlin Grimthor: hp 54; see Appendix A.
- ☛ Morlok Grimthor: hp 23; see Appendix A.
- ☛ Crisnar Smithfeld: hp 24; see Appendix A.
- ☛ Horviss (Crisnar's Animal Companion): Wolf, hp 36; see Appendix A.

APL 8 (EL 11)

- ☛ Canon Vraxtor: hp 72; see Appendix A.
- ☛ Arlin Grimthor: hp 81; see Appendix A.
- ☛ Morlok Grimthor: hp 44; see Appendix A.
- ☛ Crisnar Smithfeld: hp 40; see Appendix A.
- ☛ Horviss (Crisnar's Animal Companion): Wolf, hp 36; see Appendix A.

APL 10 (EL 13)

- ☛ Canon Vraxtor: hp 88; see Appendix A.
- ☛ Arlin Grimthor: hp 119; see Appendix A.
- ☛ Morlok Grimthor: hp 66; see Appendix A.
- ☛ Crisnar Smithfeld: hp 56; see Appendix A.
- ☛ Horviss (Crisnar's Animal Companion): Brown Bear, hp 60; see Appendix A.

APL 12 (EL 15)

- ☛ Canon Vraxtor: hp 104; see Appendix A.
- ☛ Arlin Grimthor: hp 151; see Appendix A.

- ☛ Morlok Grimthor: hp 88; see Appendix A.
- ☛ Crisnar Smithfeld: hp 72; see Appendix A.
- ☛ Horviss (Crisnar's Animal Companion): Brown Bear, hp 88; see Appendix A.

Tactics: The group works as a team; integrating attacks and defense to gain the greatest advantage for each other. Canon Vraxtor depends on the bonfire to see into the night, but if needed will use a sunrod. Vraxtor and his followers use the natural terrain to their best advantage for cover and concealment. Only if the situation is clearly lost will they flee into the forest and return to the temple. The Grimthor brothers do not break ranks and leave the spellcasters unprotected. They serve as the primary line of protection for Vraxtor to cast spells before he too joins any combat.

As combat begins, Arlin Grimthor will coat his greatsword with the *oil of keen edge*. At first opportunity, Morlok Grimthor will drink his *potion of flaming fist*. Canon Vraxtor has several combat preparatory spells to cast on himself, including *divine favor*, *divine power*, *spell immunity*, *freedom of movement* and *righteous might*. He will buff Arlin with *bull's strength* and *bear's endurance*, when appropriate. Lastly, he will use his divine metamagic ability to rapid spell *summon monster* to bring additional combatants into play.

At APLs 10 and 12, Crisnar's first action will be to cast *bear's heart* on his comrades. Crisnar will buff both himself and his animal companion with *barkskin*. He reserves *natures' favor* and *magic fang* for his animal companion, while providing Morlok Grimthor with *greater magic fang* and *spikes* for his greatclub. Crisnar will not hesitate to take animal form when it is most advantageous.

Treasure

APL 4 – L: 105 gp; C: 50 gp; M: 180 gp; *hide armor* +1 (97 gp), *cloak of resistance* +1 (83 gp).

APL 6 – L: 239 gp; C: 0 gp; M: 430 gp; *hide armor* +1 (97 gp), *bracers of armor* +2 (333 gp).

APL 8 – L: 231 gp; C: 0 gp; M: 1029 gp; *bracers of armor* +2 (333 gp), *frost greatsword* +1 (696 gp).

APL 10 – L: 231 gp; C: 0 gp; M: 1651 gp; *amulet of mighty fists* +1 (500 gp), *bracers of armor* +2 (333 gp), *frost greatsword* +1 (696 gp), *hide armor* +1 (97 gp), *potion of flaming fist* (25 gp).

APL 12 – L: 231 gp; C: 0 gp; M: 2516 gp; *amulet of mighty fists* +1 (500 gp), *bracers of armor* +2 (333 gp), *axeblock chain shirt* +1 (771 gp), *frost greatsword* +1 (696 gp), *hide armor* +1 (97 gp), *potion of flaming fist* (25 gp), *scroll of animal growth* (94 gp).

Development: In this encounter and the next, high-level adventurers may discern divinatory magic is being passively used to observe themselves as well as the priest of Hextor. If the adventurers are able to magically locate and confront the observer, then before escaping the lich attempts to destroy the adventurers. See the appendix for statistics for this untiered combat.

Only Canon Vraxtor knows any useful information about the Black Knight and the number of insurgent bases in Furyondy. Vraxtor refuses to provide the adventurers with any information and if captured will kill himself at the first opportunity. Remember, it is an evil act for any adventurer to use torture to extract information from him. Upon the defeat of Canon Vraxtor and his followers, immediately proceed to Encounter Eight.

Encounter Eight

A strong wind suddenly blows through the encampment. Sand, debris and other loose objects are picked up by the wind and are hurled toward the woods. Large waves crash heavily upon the lakeshore while tree leaves flutter helplessly in the violent wind.

Just as suddenly, the wind disappears and warm air hangs over the encampment like a wet, cloying blanket. A fetid smell rises swiftly from the earth. The smell is a mixture of decomposing flesh, sulfur and feces.

A deep, dry chuckle reverberates through the area, causing the trees to rock gently to and fro. The voice of death, ancient and lonely, echoes through the encampment, "How pathetic...."

With the last utterance the air becomes cool, the unpleasant smell dissipates and the normal sounds of the outdoors returns.

Nothing more is uttered. Pravnar Al'Vakar has witnessed the confrontation through divinatory magic (*i.e., greater scrying*) and has passed judgment on the affair. He will not join as an ally with the Black Knight. A successful Wisdom (DC 15) check will offer the speculation that someone may have been watching the battle from afar.

Pravnar is in a small glade in the Burning Witch Woods several miles south of Vraxtor's encampment. He has no interest in further contacting the adventurers. Over the next hour he will pack up and leave the deserted hovel he had resided in for the last several days to return home. It is possible, though very unlikely, that high-level adventurers may be able to track his location and confront him. Should this occur, Pravnar will be less than amiable and will attempt to destroy such interlopers.

Creature:

All APLs (EL 21)

☛ **Pravnar Al'Vakar:** Lich, hp 144; see Appendix A

Tactics: Pravnar will neither seek out the adventurers nor seek to cause them any difficulties. However, if any adventurer manages to locate him, he will destroy them as quickly as possible. He does not fear being destroyed as his phylactery is safe within his stronghold.

If given time to prepare, he casts *fly*, *greater invisibility*, *haste*, *stoneskin*, *displacement* and *see invisibility* on himself. If caught unprepared, then he casts *forcecage* (barred cage) on himself to limit melee attacks made against him. Alternatively, he may cast *maze* or *forcecage* (windowless cell) against adventurers to split their numbers or give him adequate time to prepare. Offensive spells he will initially use are *prismatic spray*, *horrid wilting*, and *disintegrate*. He will use his quickened spells immediately on any offensive actions.

Development: After the cryptic message, the adventurers have the opportunity to return to Lorton's Hollow and collect their reward for permanently destroying the cult within the Burning Witch Woods. The adventurers should also inform the authorities of Canon Vraxtor's true goals and the threat of the Black Knight towards the throne of Furyondy.

Conclusion

There are three possible outcomes for this scenario. If the adventurers failed to defeat the Burning Witch and her cult, then proceed to Section A: Failure. If the adventurers defeated the Burning Witch but were unable to defeat Canon Vraxtor, then proceed to section B: Success – Partial. Finally, if the adventurers defeated Canon Vraxtor (captured or killed him), then proceed to Section C: Success – Full.

Once you have completed the conclusion, if this is the premiere please complete the critical event summary at the end of the event and return it to 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 scenarios or for the region in general should be explained on the backside of the paper.

A. Failure

The return journey to Lorton's Hollow is rapid and morose. All surviving members of the village militia have an overwhelming desire to warn their family and friends of their failure to destroy the Burning Witch and/or her fellow cultists. Many are absolutely terrified of what they observed.

Upon returning to the hamlet, Warren (or Michel or Norbis, depending on who survived) will give the following short remarks:

"Friends, we have failed to destroy the cult. They are now no doubt greatly angered and vengeful. We must gather our families and all that we hold dear and flee toward Free Borough with all due haste. To those brave volunteers, both village militia and humble guests, I must ask that you be wary and vigilant with weapon arms held ready for the journey ahead."

Within an hour, all the villagers of Lorton's Hollow travel north towards Free Borough. The surviving village militia and any willing adventurers are asked to guard the main body of villagers as they make this hasty retreat. Nearly a day later, the Free Borough Town Watch, forewarned of a large group of refugees, meets the villagers on the road and hears a report from the leaders of the village and any adventurer. A few hours later, members of the Free Borough Town Watch ride in force towards Lorton's Hollow. A Knight of Furyondy, Sir Alton Cire (human, male, LG, Ftr2/Pal5/KnightofFuryondy1), will command the operation to defeat any remaining cultists and completely destroy the temple complex. Canon Vractor, who has fled the area, is not encountered. The village elders and Mayor thank the adventurers for their bravery.

B. Success – Partial

Lorton's Hollow is overjoyed to escape the oppressive yoke of the Burning Witch and her cultists. However, they realize the danger of Canon Vractor who has managed to escape justice. The adventurers are asked to help guard the hamlet, while others seek out the authorities.

Nearly a day and a half later, the Free Borough Town Watch arrives at the hamlet, commanded by a Knight of Furyondy, Sir Alton Cire (human, male, LG, Ftr2/Pal5/KnightofFuryondy1). Sir Alton evaluates the situation and interviews all surviving members of the village militia and any adventurers present. This would be a good time to reveal anything learned about Canon Vractor and to turn over any prisoners to the King's Militia. A short while later, the hunt for Canon Vractor begins. Unfortunately, he is never found.

The mayor and the villagers of Lorton's Hollow hold a celebration a few days later. The village militia and the adventurers are honored at the celebration. The mayor makes the following short remarks.

"In our most desperate hours, these heroes volunteered to help a hamlet in need. We owe them a debt of gratitude for their services and wish them much future success and happiness. Thank you, my friends, and may you return to visit us in Lorton's Hollow soon."

If the Her fads survive, they give the adventurers a gift of their own choosing, either a bow-type masterwork weapon [from the *Player's Handbook*] or any light or medium masterwork armor [from the *Player's Handbook*] at half normal price. The villagers, for their part, offer the adventurers 50 wheatsheaves each for their bravery. If the adventurers reveal to Sir Alton that Canon Vractor was a servant of the Black Knight, who seeks to rule Furyondy, then the adventurers are sworn to secrecy. For the adventurers' discovery and promise of secrecy, they are rewarded with a Letter of Royal Commendation.

Treasure

All APLs – L: 0 gp; C: 50 gp; M: 0 gp.

C. Success – Complete

Lorton's Hollow is overjoyed to escape the oppressive yoke of the Burning Witch and her cultists. There is great happiness and relief in the defeat of Canon Vractor and his followers. Never again will Lorton's Hollow suffer the whim of these villains. A celebration is held in honor of the adventurers' victory.

At the celebration, the mayor makes a few short remarks:

"In our most desperate hours, these heroes rose to the occasion and volunteered to help our beloved hamlet. We owe each of them a debt of gratitude for their services and wish them much future success and happiness. Know that each night you will be in our prayers for your continued safety and well-being. Thank you, my friends, and may you return to visit us in Lorton's Hollow soon. You will forever have a place in our hearts and be welcome within our homes."

Nearly a day and a half after the adventurers return to the hamlet the Free Borough Town Watch arrive, commanded by a Knight of Furyondy, Sir Alton Cire (human, male, LG, Ftr2/Pal5/KnightofFuryondy1). Sir Alton evaluates the situation and interviews all surviving

members of the village militia and any adventurers present. This would be a good time to reveal anything learned about Canon Vraxtor and to turn over any prisoners to the King's Militia.

The Herfads', if alive, give the adventurers a gift of their own choosing, either a bow-type masterwork weapon [from the *Player's Handbook*] or up to any heavy masterwork armor [from the *Player's Handbook*]. The villagers, for their part, offer the adventurers 100 wheatsheaves each for their bravery. If the adventurers reveal to Sir Alton that Canon Vraxtor was a servant of the Black Knight, who seeks to rule Furyondy, then the adventurers are sworn to secrecy. For the adventurers' discovery and secrecy, they are rewarded with a Letter of Royal Commendation.

Treasure

All APLs – L: 0 gp; C: 100 gp; M: 0 gp.

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 Four

Defeat Burning Witch, Varnef and the Guardian(s)
APL4 150 xp; APL6 210 xp; APL8 270 xp;
APL10 330 xp; APL12 390 xp.

Encounter Five

Slay Cavern Guardian
APL4 180 xp; APL6 240 xp; APL8 300 xp;
APL10 360 xp; APL12 420 xp.

OR

Otherwise Defeat Cavern Guardian
APL4 90 xp; APL6 120 xp; APL8 150 xp;
APL10 180 xp; APL12 210 xp.

Encounter Seven

Defeat Canon Vraxtor and his Guards
APL4 210 xp; APL6 270 xp; APL8 330 xp;
APL10 390 xp; APL12 450 xp.

Story Award

Reveal to the proper authorities (e.g, King's men) Canon Vraxtor's true goals (i.e., aid Black Knight seize Furyondy throne, re-supply insurgents and make new allegiances).
ALL APLs 30 xp.

Discretionary roleplaying award

APL4 105 xp; APL6 150 xp; APL8 195 xp;
APL10 240 xp; APL12 285 xp.

Total possible experience:

APL4 675 xp; APL6 900 xp; APL8 1125 xp;
APL10 1350 xp; APL12 1575 xp.

Treasure Summary

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value

increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Encounter Two

All APLs: L: 2 gp; C: 0 gp; M: 0 gp.

Encounter Three

[Treasure acquired from grave robbing.]

All APLs: L: 0 gp; C: 8 gp; M: 0 gp.

Encounter Four

APL 4: L: 29 gp; C: 0 gp; M: 0 gp.

APL 6: L: 55 gp; C: 0 gp; M: 0 gp.

APL 8: L: 55 gp; C: 0 gp; M: 0 gp.

APL 10: L: 44 gp; C: 0 gp; M: 375 gp.

APL 12: L: 36 gp; C: 0 gp; M: 375 gp.

Encounter Five (Inner Temple)

All APLs: L: 68 gp; C: 0 gp; M: 20 gp.

Encounter Seven:

APL 4: L: 222 gp; C: 0 gp; M: 180 gp.

APL 6: L: 239 gp; C: 0 gp; M: 430 gp.

APL 8: L: 231 gp; C: 0 gp; M: 1126 gp.

APL 10: L: 231 gp; C: 0 gp; M: 1651 gp.

APL 12: L: 231 gp; C: 0 gp; M: 2516 gp.

Conclusion

All APLs: L: 0 gp; C: up to 100 gp; M: 0 gp.

Total Possible Treasure

APL 4: L: 320 gp; C: 150 gp; M: 200 gp - Total: 670 gp (650 gp max)

APL 6: L: 364 gp; C: 100 gp; M: 450 gp - Total: 914 gp (900 gp max)

APL 8: L: 356 gp; C: 100 gp; M: 1049 gp - Total: 1505 gp (1300 gp max)

APL 10: L: 345 gp; C: 100 gp; M: 2046 gp - Total: 2491 gp (2300 gp max)

APL 12: L: 337 gp; C: 100 gp; M: 2911 gp - Total: 3348 gp (3300 gp max)

Special

Letter of Royal Commendation: This letter awards a royal commendation to the adventurer for services rendered to the crown. The letter bears the royal seal and comes in two versions, only one of which is made

available to the recognized adventurer based on his/her deeds.

[] **For the Defeat of the Burning Witch and her Fellow Cultists:** By producing this letter, the adventurer may obtain a one-time +5 circumstance bonus to a single Charisma skill check within the Kingdom of Furyondy. Alternatively, the adventurer may use this letter as an influence point with any lawful organization within the kingdom. In addition, due to the fame spread by others made aware of the adventurer's actions, the people of Furyondy will support this adventurer and allow him/her a free standard lifestyle in the next Furyondy Regional Event.

[] **For the Defeat of the Burning Witch, Canon Vraxtor and her Fellow Cultists:** By producing this letter, the adventurer may obtain a one-time +15 circumstance bonus to a single charisma skill check within the Kingdom of Furyondy. Alternatively, the adventurer may use this letter as an influence point with any lawful organization within the kingdom. In addition, due to the fame spread by others made aware of the adventurer's actions, the people of Furyondy will support this adventurer and allow him/her a free rich lifestyle in the next Furyondy Regional Events or a free standard lifestyle in the next two Furyondy Regional Events.

Gift from the Herfad Family: For the rescue of Herfad family members, the recognized adventurer is provided a generous gift. The GM should check only ONE box; if both are checked the favor is invalid.

[] **For the rescue of Tomas Herfad:** All members of the Herfad family and their employees will initially have a friendly attitude toward the recognized adventurer and the adventurer may benefit from a one-time +5 circumstance bonus to a single Charisma skill check when dealing with the Herfad family or their employees. Also, the Herfad family will bestow on the recognized adventurer either a bow-type masterwork weapon [from the *Player's Handbook*] or any light or medium masterwork armor [from the *Player's Handbook*] at half normal price.

[] **For the rescue of Tomas, Froderick and Allera Herfad:** In addition to the benefits noted above, the PC may use their connection with the Herfad family to purchase *axeblock* armor.

Axeblock Armor: This armor is magically enhanced to turn away slashing weapons such as axes and most swords. The wearer gains damage reduction 5/bludgeoning or piercing. If a single suit of armor has two of the three blocking armor qualities, it grants its owner just five points of damage reduction by whatever damage type appears twice. For example, a +1 chain shirt

with the axeblock and hammerblock (DR 5/piercing or slashing) special ability only provides DR5/piercing.

Moderate abjuration, CL 11th; Craft Magic Arms and Armor, *polymorph any object*; Price +2 bonus. (*Complete Warrior*, p. 133-134).

Potion of Flaming Fist. The drinker's hands burst into flame, adding +1d6 points of bonus fire damage to her unarmed attack. The flames do not harm her. The effect lasts three minutes.

Moderate abjuration, CL 3rd; Brew Potion, *burning hands*; Market Price 300 gp. (*Sword and Fist*, p. 133-134).

Items for the Adventure Record

Item Access

APL 4:

silversheen (Adventure, DMG)

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

bracers of armor+2 (Adventure, DMG)

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

frost greatsword +1 (Adventure, DMG)

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

amulet of mighty fists +1 (adventure, DMG)

dust of disappearance (Adventure, DMG)

potion of flaming fist (Adventure, *Sword and Fist*)

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

axeblock chain shirt +1 (Adventure, *Complete Warrior*)

scroll of animal growth (Adventure, DMG)

Appendix A – Monsters and NPCs

Encounter Four

APL 4

Burning Witch: Female Human, Brd2; CR 2; Medium Humanoid; HD 2d6+4; hp 14; Init +6; Spd 30 ft.; AC 16 (touch 12, flat-footed 14) [+2 Dex, +4 armor]; BA/G +1/+2; Atk +2 melee (1d8+1/19-20, longsword) or +3 ranged (1d6/X3, shortbow); Full Atk +2 melee (1d8+1/19-20, longsword) or +3 ranged (1d6/X3, shortbow); SA Spells; SQ Bardic knowledge, bardic music, countersong, fascinate, inspire courage +1; AL CE; SV Fort +2, Ref +5, Will +3; Str 12, Dex 14, Con 14, Int 12, Wis 10, Cha 14.

Skills and Feats: Bluff +4, Concentration +5, Diplomacy +3, Disguise +6, Escape Artist +3, Gather Information +5, Hide +7, Knowledge (Religion) +3, Listen +1, Move Silently +8, Perform (Acting) +6, Perform (Oratory) +7, Perform (Singing) +7, Sense Motive +2, Spellcraft +2, Tumble +7, Use Magic Device +3; Combat Reflexes, Improved Initiative.

Possessions: Cleric vestments with a large black, six-fingered hand (symbol of Graz'zt) emblazoned on the front and back, chain shirt, longsword, shortbow, quiver (10 Arrows), spell component pouch.

Bard Spells Known (3/1; base DC = 12 + spell level): 0—*dancing lights, ghost sounds, mage hand, message, prestidigitation*, 1st—*charm person, cure light wounds*.

Varnef: Male Human, Ftr1; CR 1; Medium Humanoid; HD 1d10+2; hp 12; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14) [+2 Dex, +4 armor]; BA/G +1/+4; Atk +5 melee (1d12+4/X3, greataxe) or +3 ranged (1d8/X3, longbow); Full Atk +4 melee (1d12+5/X3, greataxe) or +3 ranged (1d8/X3, longbow); AL CN; SV Fort +4, Ref +2, Will +2; Str 16, Dex 14, Con 14, Int 12, Wis 10, Cha 8.

Skills and Feats: Climb +4, Handle Animal +2, Heal +1, Intimidate +2, Jump +4, Listen +1, Ride +3, Spot +1, Swim +4; Combat Reflexes, Iron Will, Weapon Focus (greataxe).

Possessions: Robes with a large black, six-fingered hand (symbol of Graz'zt) emblazoned on the front and back, chain shirt, greataxe, longbow, quiver (10 Arrows).

APL 6

Burning Witch: Female Human, Brd2/Rog1; CR 3; Medium Humanoid; HD 3d6+6; hp 20; Init +6; Spd 30 ft.; AC 16 (touch 12, flat-footed 14) [+2 Dex, +4 armor]; BA/G +1/+2; Atk +2 melee (1d8+1/19-20, longsword) or +3 ranged (1d6/x3, shortbow); Full Atk +2 melee (1d8+1/19-20, longsword) or +3 ranged (1d6/x3, shortbow); SA Sneak attack (1d6), spells; SQ Bardic knowledge, bardic

music, countersong, fascinate, inspire courage +1, trapfinding; AL CE; SV Fort +2, Ref +7, Will +3; Str 12, Dex 14, Con 14, Int 12, Wis 10, Cha 14.

Skills and Feats: Bluff +4, Concentration +7, Diplomacy +3, Disguise +6, Escape Artist +1, Gather Information +5, Hide +6, Knowledge (Religion) +3, Listen +3, Move Silently +7, Perform (Acting) +6, Perform (Oratory) +7, Perform (Singing) +8, Sense Motive +3, Spellcraft +2, Spot +1, Tumble +6, Use Magic Device +3; Combat Reflexes, Expert Tactician, Improved Initiative.

Possessions: Cleric vestments with a large black, six-fingered hand (symbol of Graz'zt) emblazoned on the front and back, chain shirt, longsword, shortbow, quiver, arrows (20), wooden holy symbol, spell component pouch.

Bard Spells Known (3/1; base DC = 12 + spell level): 0—*dancing lights, ghost sounds, mage hand, message, prestidigitation*, 1st—*charm person, cure light wounds*.

Varnef: Male Human, Ftr1; CR 1; Medium Humanoid; HD 1d10+2; hp 12; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14) [+2 Dex, +4 armor]; BA/G +1/+4; Atk +6 melee (1d12+4/x3, masterwork greataxe) or +3 ranged (1d8/x3, longbow); Full Atk +6 melee (1d12+5, masterwork greataxe) or +3 ranged (1d8/x3, longbow); AL CN; SV Fort +4, Ref +2, Will +2; Str 16, Dex 14, Con 14, Int 12, Wis 10, Cha 8.

Skills and Feats: Climb +2, Handle Animal +0, Heal +1, Intimidate +0, Jump +2, Listen +1, Ride +3, Spot +1, Swim +0; Combat Reflexes, Iron Will, Weapon Focus (greataxe).

Possessions: Robes with a large black, six-fingered hand (symbol of Graz'zt) emblazoned on the front and back, chain shirt, masterwork greataxe, longbow, quiver, arrows (20), locked gauntlets.

Guardian: Earth Elemental, Advanced; CR 6; Large Elemental; HD 12d8+48; hp 120; Init -1; Spd 20 ft.; AC 18 (touch 8, flat-footed 18) [-1 size, -1 Dex, +10 natural]; BA/G +9/+21; Atk +18 melee (2d10+8, slam); Full Atk +18 melee (2d10+8, 2 slams); Space/Reach 10 ft./10 ft.; SA Earth mastery, push; SQ DR 5/-, darkvision 60ft., earth glide, elemental traits; AL NE; SV Fort +12, Ref +3, Will +4; Str 26, Dex 8, Con 19, Int 6, Wis 11, Cha 11.

Skills and Feats: Listen +8, Spot +7; Cleave, Great Cleave, Improved Natural Attack (Slam), Power Attack, Weapon Focus (Slam).

Earth Glide (Ex): An earth elemental can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any

ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing earth elemental flings the creature back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Earth Mastery (Ex): An earth elemental gains +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the statistic block).

Push (Ex): An earth elemental can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed Strength checks.

Elemental Traits: Elementals are immune to poison, sleep effects, paralysis and stunning. They are not subject to critical hits or flanking. Elementals do not eat, sleep or breathe. See MM, p. 308, for more information on elemental traits.

APL 8

Burning Witch: Female Human, Brd4/Rog1; CR 5; Medium Humanoid; HD 5d6+10; hp 32; Init +6; Spd 30 ft.; AC 16 (touch 12, flat-footed 14) [+2 Dex, +4 armor]; BA/G +3/+4; Atk +4 melee (1d8+1/19-20, longsword) or +5 ranged (1d6/X3, shortbow); Full Atk +4 melee (1d8+1/19-20, longsword) or +5 ranged (1d6/X3, shortbow); SA Sneak attack (1d6), spells; SQ Bardic knowledge, bardic music, countersong, fascinate, inspire competence, inspire courage +1, trapfinding; AL CE; SV Fort +3, Ref +8, Will +4; Str 12, Dex 14, Con 14, Int 13, Wis 10, Cha 14.

Skills and Feats: Bluff +5, Concentration +9, Diplomacy +3, Disguise +6, Escape Artist +4, Gather Information +5, Hide +10, Knowledge (Religion) +3, Listen +4, Move Silently +10, Perform (Acting) +6, Perform (Oratory) +7, Perform (Singing) +10, Sense Motive +3, Spellcraft +3, Spot +2, Tumble +10, Use Magic Device +4; Combat Reflexes, Expert Tactician, Improved Initiative.

Possessions: Cleric vestments with a large black, six-fingered hand (symbol of Graz'zt) emblazoned on the front and back, chain shirt, longsword, shortbow, quiver, arrows (20), wooden holy symbol, spell component pouch, dose of gargantuan centipede poison (Fortitude, DC 26; 1d8 Dex/1d8 Dex).

Bard Spells Known (3/3/1; base DC = 12 + spell level): 0—*dancing lights, detect magic, ghost sounds, mage hand, message, prestidigitator*, 1st—*charm person, cure light wounds, grease*; 2nd—*invisibility, silence*.

Varnef: Male Human, Bbn1/Ftr2; CR 3; Medium Humanoid; HD 2d10+1d12+6; hp 30; Init +2; Spd 40 ft.; AC 16 (touch 12, flat-footed 14) [+2 Dex, +4 armor]; BA/G +3/+6; Atk +7 melee (1d12+4/X3, masterwork greataxe)

or +5 ranged (1d8/X3, longbow); Full Atk +7 melee (1d12+5/X3, masterwork greataxe) or +5 ranged (1d8/X3, longbow); SQ Fast movement, rage 1/day; AL CN; SV Fort +7, Ref +2, Will +2; Str 16, Dex 14, Con 14, Int 12, Wis 10, Cha 8.

Skills and Feats: Climb +4, Handle Animal +1, Heal +2, Intimidate +2, Jump +4, Listen +2, Ride +3, Spot +2, Survival +2, Swim +4; Combat Reflexes, Dodge, Iron Will, Mobility, Weapon Focus (greataxe).

Possessions: Robes with a large black, six-fingered hand (symbol of Graz'zt) emblazoned on the front and back, chain shirt, masterwork greataxe, longbow, quiver, arrows (20), locked gauntlets.

Guardian: Half Fiend Earth Elemental; CR 7; Large Native Outsider (Augmented Elemental); HD 8d8+48; hp 96; Init +1; Spd 20 ft., fly 20 ft. (average); AC 21 (touch 10, flat-footed 20) [-1 size, +1 Dex, +11 natural]; BA/G +6/+20; Atk +15 melee (1d8+10, claw); Full Atk +15 melee (1d8+10, 2 claws) and +10 melee (1d8+5, bite); Space/Reach 10 ft./10 ft.; SA Earth mastery, push; SQ Acid resistance 10, cold resistance 10, DR 5/-, darkvision 60ft., earth glide, electricity resistance 10, elemental traits, fire resistance 10, treat natural weapons as magic weapons, spell resistance 18; AL NE; SV Fort +12, Ref +3, Will +4; Str 30, Dex 12, Con 22, Int 10, Wis 11, Cha 13.

Skills and Feats: Bluff +4, Hide +6, Intimidate +4, Jump +16, Listen +11, Move Silently +6, Search +4, Sense Motive +5, Spot +11, Tumble +6; Improved Natural Attack (Claw), Iron Will, Power Attack.

Earth Glide (Ex): An earth elemental can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing earth elemental flings the creature back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Earth Mastery (Ex): An earth elemental gains +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the statistic block).

Push (Ex): An earth elemental can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed Strength checks.

Smite Good (Su): Once per day, the elemental can make a normal melee attack to deal +8 points of extra damage against a good foe.

Spell-Like Abilities: 3/day – *darkness* and *poison* (DC 15); 1/day – *desecrate, unholy blight* (DC 15). Spells are cast at 8th level and save DCs are charisma based.

Elemental Traits: Elementals are immune to poison, sleep effects, paralysis and stunning. They are not subject to critical hits or flanking. See MM, p. 308, for more information on elemental traits.

APL 10

Burning Witch: Female Human, Brd4/Rog1/ Assassin2; CR 7; Medium Humanoid; HD 7d6+14; hp 46; Init +6; Spd 30 ft.; AC 16 (touch 12, flat-footed 16) [+2 Dex, +4 armor]; BA/G +4/+5; Atk +5 melee (1d8+1/19-20, longsword) or +6 ranged (1d6/X3, shortbow); Full Atk +4 melee (1d8+1/19-20, longsword) or +5 ranged (1d6/X3, shortbow); SA Sneak attack (+2d6), death attack, poison use, spells; SQ Bardic knowledge, bardic music, countersong, fascinate, inspire competence, inspire courage +1, save against poison +1, trapfinding, uncanny dodge; AL CE; SV Fort +4, Ref +12, Will +5; Str 12, Dex 14, Con 14, Int 13, Wis 10, Cha 14.

Skills and Feats: Bluff +7, Concentration +9, Diplomacy +4, Disguise +6, Escape Artist +6, Gather Information +5, Hide +12, Knowledge (Religion) +3, Listen +4, Move Silently +12, Perform (Acting) +6, Perform (Oratory) +7, Perform (Singing) +10, Sense Motive +3, Spellcraft +3, Spot +2, Tumble +11, Use Magic Device +6; Combat Expertise, Combat Reflexes, Expert Tactician, Improved Initiative.

Possessions: Cleric vestments with a large black, six-fingered hand (symbol of Graz'zt) emblazoned on the front and back, chain shirt, longsword, shortbow, quiver, arrows (20), wooden holy symbol, spell component pouch, *dust of disappearance*, dose of gargantuan spider venom (Fortitude, DC 31; 2d6 Str/2d6 Str), *cloak of resistance +1*.

Bard Spells Known (3/3/1; base DC = 12 + spell level): 0—*dancing lights, detect magic, ghost sounds, mage hand, message, prestidigitator*, 1st—*charm person, cure light wounds, grease*; 2nd—*invisibility, silence*.

Assassin Spells Known (-/2; base DC = 11 + spell level): 1st—*jump, obscuring mist, true strike*.

Varnef: Male Human, Bbn1/Ftr4; CR 5; Medium Humanoid; HD 4d10+1d12+10; hp 49; Init +2; Spd 40 ft.; AC 16 (touch 12, flat-footed 14) [+2 Dex, +4 armor]; BA/G +5/+8; Atk +10 melee (1d12+4/X3, masterwork greataxe) or +7 ranged (1d8/X3, longbow); Full Atk +10 melee (1d12+5/X3, masterwork greataxe) or +7 ranged (1d8/X3, longbow); SQ Fast movement, rage 1/day; AL CN; SV Fort +8, Ref +3, Will +3; Str 17, Dex 14, Con 14, Int 12, Wis 10, Cha 8.

Skills and Feats: Climb +6, Handle Animal +3, Heal +2, Intimidate +4, Jump +6, Listen +3, Ride +3, Spot +3, Survival +2, Swim +4; Combat Reflexes, Dodge, Iron Will, Mobility, Spring Attack, Weapon Focus (greataxe).

Possessions: Robes with a large black, six-fingered hand (symbol of Graz'zt) emblazoned on the front and back, longbow, quiver, arrows (20), locked gauntlets, chain shirt, masterwork greataxe.

Guardian: Half Fiend Earth Elemental; CR 10; Huge Native Outsider (Augmented Elemental); HD 16d8+112; hp 208; Init +1; Spd 30 ft., fly 30 ft. (average); AC 21 (touch 9, flat-footed 21) [-2 size, +1 Dex, +12 natural]; BA/G +12/+32; Atk +22 melee (2d6+12, claw); Full Atk +22 melee (2d6+12, 2 claws) and +17 melee (2d6+6, bite); Space/Reach 15 ft./15 ft.; SA Earth mastery, push; SQ Acid resistance 10, cold resistance 10, DR 5/- or 10/magic, darkvision 60ft., earth glide, electricity resistance 10, elemental traits, fire resistance 10, treat natural weapons as magic weapons, SR 26; AL NE; SV Fort +17, Ref +6, Will +7; Str 34, Dex 12, Con 24, Int 10, Wis 11, Cha 13.

Skills and Feats: Bluff +8, Hide +8, Intimidate +6, Jump +19, Listen +19, Move Silently +8, Search +7, Sense Motive +6, Spot +19, Tumble +10; Awesome Blow, Cleave, Improved Bull Rush, Improved Natural Attack (claw), Iron Will, Power Attack.

Earth Glide (Ex): An earth elemental can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing earth elemental flings the creature back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Earth Mastery (Ex): An earth elemental gains +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the statistic block).

Push (Ex): An earth elemental can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed Strength checks.

Smite Good (Su): Once per day, the elemental can make a normal melee attack to deal +16 points of extra damage against a good foe.

Spell-Like Abilities: 3/day - *darkness, poison* (DC 16) and *unholy aura*; 1/day - *blasphemy, contagion, desecrate, horrid wilting* (DC 20), *unhallow, unholy blight* (DC 16). Spells are cast at 16th level and save DCs are charisma based.

Elemental Traits: Elementals are immune to poison, sleep effects, paralysis and stunning. They are not subject to critical hits or flanking. See MM, p. 308, for more information on elemental traits.

APL 12

Burning Witch: Female Human, Brd4/Rog1/ Assassin4; CR 9; Medium Humanoid; HD 9d6+18; hp 59; Init +6; Spd 30 ft.; AC 16 (touch 12, flat-footed 16) [+2 Dex, +4 armor]; BA/G +6/+7; Atk +7 melee (1d8+1/19-20, longsword) or +8 ranged (1d6/X3, shortbow); Full Atk +7 melee (1d8+1/19-20, longsword) or +8 ranged (1d6/X3, shortbow); SA Sneak attack (+3d6), death attack, poison use, spells; SQ Bardic knowledge, bardic music, countersong, fascinate, inspire competence, inspire courage +1, save against poison +2, trapfinding, uncanny dodge; AL CE; SV Fort +5, Ref +13, Will +6; Str 12, Dex 14, Con 14, Int 14, Wis 10, Cha 14.

Skills and Feats: Bluff +8, Concentration +13, Diplomacy +4, Disguise +6, Escape Artist +8, Gather Information +5, Hide +12, Knowledge (Religion) +4, Listen +4, Move Silently +14, Perform (Acting) +6, Perform (Oratory) +7, Perform (Singing) +10, Sense Motive +3, Spellcraft +4, Spot +2, Tumble +13, Use Magic Device +8; Combat Expertise, Combat Reflexes, Expert Tactician, Improved Feint, Improved Initiative.

Possessions: Cleric vestments with a large black, six-fingered hand (symbol of Graz'zt) emblazoned on the front and back, chain shirt, masterwork longsword, shortbow, quiver, arrows (20), wooden holy symbol, spell component pouch, *cloak of resistance* +1, *dust of disappearance*, dose of colossal spider venom (Fortitude, DC 36; 2d8 Str/2d8 Str).

Bard Spells Known (3/3/1; base DC = 13 + spell level): 0—*dancing lights, detect magic, ghost sounds, mage hand, message, prestidigitator*; 1st—*charm person, cure light wounds, grease*; 2nd—*invisibility, silence*.

Assassin Spells Known (-/4/2; base DC = 11 + spell level): 1st—*feather fall, jump, obscuring mist, true strike*; 2nd—*alter self, fox's cunning, invisibility*.

Varnef: Male Human, Bbn1/Ftr6; CR 7; Medium Humanoid; HD 6d10+1d12+14; hp 68; Init +6; Spd 40 ft.; AC 16 (touch 12, flat-footed 14) [+2 Dex, +4 armor]; BA/G +7/+10; Atk +12 melee (1d12+6/X3, masterwork greataxe) or +9 ranged (1d8/X3, longbow); Full Atk +12/+7 melee (1d12+6/X3, masterwork greataxe) or +9/+4 ranged (1d8/X3, longbow); SQ Fast movement, rage 1/day; AL CN; SV Fort +9, Ref +4, Will +4; Str 17, Dex 14, Con 14, Int 12, Wis 10, Cha 8.

Skills and Feats: Climb +6, Handle Animal +3, Heal +2, Intimidate +6, Jump +6, Listen +4, Ride +3, Spot +4, Survival +2, Swim +4; Combat Reflexes, Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Focus (greataxe), Weapon Specialization (greataxe).

Possessions: Robes with a large black, six-fingered hand (symbol of Graz'zt) emblazoned on the front and back,

longbow, quiver, arrows (20), locked gauntlets, masterwork greataxe, chain shirt.

Guardian: Half Fiend Greater Earth Elemental; CR 12; Huge Native Outsider (Augmented Elemental); HD 21d8+147; hp 273; Init +1; Spd 30 ft., fly 30 ft. (average); AC 23 (touch 9, flat-footed 21)[-2 size, +1 Dex, +14 natural]; BA/G +15/+36; Atk +26 melee (2d6+13/19-20, claw); Full Atk +26 melee (2d6+13/19-20, 2 claws) and +21 melee (2d6+6, bite); Space/Reach 15 ft./15 ft.; SA Earth mastery, push, smite good; SQ Acid resistance 10, cold resistance 10, DR 10/-, darkvision 60ft., earth glide, electricity resistance 10, elemental traits, fire resistance 10, treat natural weapons as magic weapons, poison immunity, spell like abilities, SR 31; AL NE; SV Fort +21, Ref +8, Will +9; Str 36, Dex 12, Con 24, Int 12, Wis 11, Cha 13.

Skills and Feats: Bluff +11, Hide +13, Intimidate +10, Jump +21, Listen +26, Move Silently +13, Search +12, Sense Motive +11, Spot +26, Tumble +13; Alertness, Awesome Blow, Cleave, Improved Bull Rush, Improved Critical (claw). Improved Natural Attack (claw), Iron Will, Power Attack.

Earth Glide (Ex): An earth elemental can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing earth elemental flings the creature back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Earth Mastery (Ex): An earth elemental gains +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the statistic block).

Push (Ex): An earth elemental can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed Strength checks.

Smite Good (Su): Once per day, the elemental can make a normal melee attack to deal +21 points of extra damage against a good foe.

Spell-Like Abilities: 3/day - *darkness, poison* (DC 21) and *unholy aura*; 1/day - ~~*blasphemy, contagion, desecrate, destruction*~~ (DC 21), *horrid wilting* (DC 21), ~~*summon monster IX*~~, *unhallow, unholy blight* (DC 21). Spells are cast at 21st level and save DCs are charisma based.

Elemental Traits: Elementals are immune to poison, sleep effects, paralysis and stunning. They are not subject to critical hits or flanking. See MM, p. 308, for more information on elemental traits.

Encounter Five

APL 4

Guardian: Five-Headed Hydra Ghost; CR 6; Huge Undead (Incorporeal); HD 5d12; hp 45; Init +2; Spd 20 ft., fly 30 ft. (perfect), swim 20ft.; AC 11 (touch 11, flat-footed 8) [-2 size, +2 Dex, +1 deflection] or AC 16 (touch 10, flat-footed 14) [-2 size, +2 Dex, +6 natural]; BA/G +5/+16; Atk +7 melee (1d6, incorporeal touch; bite); Full Atk +7 melee (1d6, incorporeal touch; 5 bites); Space/Reach 15 ft./10 ft.; SA Corrupting touch, manifestation; SQ Darkvision 60 ft., fast healing, incorporeal traits, low-light vision, rejuvenation, scent, turn resistance, undead traits; AL NE; SV Fort +9, Ref +6, Will +3; Str 15, Dex 14, Con -, Int 2, Wis 10, Cha 13.

Skills and Feats: Hide +10, Listen +14, Search +4, Spot +14 and Swim +10; Combat Reflexes, Improved Turn Resistance, Iron Will.

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 nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

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.

A manifested ghost can strike with its touch attack or with a ghost touch weapon. A manifested ghost remains partially on the Ethereal Plane, where it is not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. 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.

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat. The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed return to its old haunts with a successful level check (1d20 + ghost's HD) against DC 16. As a rule, the only way to get rid of a

ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

Fast Healing (Ex): Each round, a hydra heals damage equal to 10 + the number of its original heads.

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

Skills: Hydras have a +2 racial bonus on Listen and Spot checks, thanks to their multiple heads. A hydra has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take a 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Feats: A hydra's Combat Reflexes feat allows it to use all of its' heads for attacks of opportunity.

Spells Active: While within the inner temple (Encounter 5.B.), this evil creature benefits of a *magic circle against good* spell. The +2 deflection bonus to AC and +2 resistance bonus on saves against attacks made by good creatures has not been applied to the stat block above.

APL 6

Guardian: Six-Headed Hydra, War2, Ghost; CR 8; Huge Undead (Incorporeal); HD 8d12; hp 72; Init +2; Spd 20 ft., fly 30 ft. (perfect), swim 20ft.; AC 11 (touch 11, flat-footed 9) [-2 size, +2 Dex, +1 deflection] or AC 17 (touch 10, flat-footed 15) [-2 size, +2 Dex, +7 natural]; BA/G +8/+18; Atk +10 melee (1d6 or ability drain, incorporeal touch; bite); Full Atk +10 melee (1d6 or ability drain, incorporeal touch; 6 bites); Space/Reach 15 ft./10 ft.; SA Corrupting touch, draining touch, horrific appearance, manifestation; SQ Darkvision 60 ft., fast healing, incorporeal traits, low-light vision, rejuvenation, scent, turn resistance, undead traits; AL NE; SV Fort +8, Ref +7, Will +4; Str 15, Dex 14, Con -, Int 2, Wis 10, Cha 13.

Skills and Feats: Hide +10, Listen +15, Search +4, Spot +16 and Swim +10; Blind-Fight, Combat Reflexes, Improved Turn Resistance, Iron Will.

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 nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Horrific Appearance (Su): Any living creature within 60 feet that views a ghost must succeed on a Fortitude save (DC 16) or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for 24 hours.

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.

A manifested ghost can strike with its touch attack or with a ghost touch weapon. A manifested ghost remains partially on the Ethereal Plane, where it is not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. 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.

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed return to its old haunts with a successful level check (1d20 + ghost's HD) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

Fast Healing (Ex): Each round, a hydra heals damage equal to 10 + the number of its original heads.

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

Skills: Hydras have a +2 racial bonus on Listen and Spot checks, thanks to their multiple heads. A hydra has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take a 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Feats: A hydra's Combat Reflexes feat allows it to use all of its' heads for attacks of opportunity.

Spells Active: While within the inner temple (Encounter 5.B.), this evil creature benefits of a *magic*

circle against good spell. The +2 deflection bonus to AC and +2 resistance bonus on saves against attacks made by good creatures has not been applied to the stat block above.

APL 8

Guardian: Eight-Headed Hydra, War2, Ghost; CR 10; Huge Undead (Incorporeal); HD 10d12; hp 90; Init +3; Spd 20 ft., fly 30 ft. (perfect), swim 20ft.; AC 12 (touch 12, flat-footed 9) [-2 size, +3 Dex, +1 deflection] or AC 20 (touch 11, flat-footed 17) [-2 size, +3 Dex, +9 natural]; BA/G +10/+19; Atk +13 melee (ability drain (or 1d6), incorporeal touch; bite); Full Atk +13 melee touch (ability drain; 8 bites) or +13 (1d6, incorporeal touch; 8 bites); Space/Reach 15 ft./10 ft.; SA Corrupting touch, draining touch, horrific appearance, manifestation; SQ Darkvision 60 ft., fast healing, incorporeal traits, low-light vision, rejuvenation, scent, turn resistance, undead traits; AL NE; SV Fort +9, Ref +10, Will +5; Str 15, Dex 16, Con -, Int 2, Wis 10, Cha 13.

Skills and Feats: Hide +11, Listen +16, Search +4, Spot +17 and Swim +10; Blind-Fight, Combat Reflexes, Improved Turn Resistance, Iron Will, Weapon Focus (Bite).

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 nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Horrific Appearance (Su): Any living creature within 60 feet that views a ghost must succeed on a Fortitude save (DC 17) or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for 24 hours.

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.

A manifested ghost can strike with its touch attack or with a ghost touch weapon. A manifested ghost remains partially on the Ethereal Plane, where it is not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. 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.

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed return to its old haunts with a successful level check (1d20 + ghost's HD) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

Fast Healing (Ex): Each round, a hydra heals damage equal to 10 + the number of its original heads.

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

Skills: Hydras have a +2 racial bonus on Listen and Spot checks, thanks to their multiple heads. A hydra has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take a 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Feats: A hydra's Combat Reflexes feat allows it to use all of its' heads for attacks of opportunity.

Spells Active: While within the inner temple (Encounter 5.B.), this evil creature benefits of a *magic circle against good* spell. The +2 deflection bonus to AC and +2 resistance bonus on saves against attacks made by good creatures has not been applied to the stat block above.

APL 10

Guardian: Ten-Headed Hydra Ghost, War2; CR 12; Huge Undead (Incorporeal); HD 12d12; hp 108; Init +3; Spd 20 ft., fly 30 ft. (perfect), swim 20ft.; AC 12 (touch 12, flat-footed 9) [-2 size, +3 Dex, +1 deflection] or AC 22 (touch 12, flat-footed 19) [-2 size, +3 Dex, +11 natural]; BA/G +12/+21; Atk +16 melee (ability drain, incorporeal touch; bite) or +16 melee (1d6 incorporeal touch; bite); Full Atk +16 melee (ability drain, incorporeal touch; 10 bites) or +16 melee (1d6, incorporeal touch; 10 bites); Space/Reach 15 ft./10 ft.; SA Corrupting touch, draining

touch, horrific appearance, manifestation; SQ Darkvision 60 ft., fast healing 15, incorporeal traits, low-light vision, rejuvenation, scent, +4 turn resistance, undead traits; AL NE; SV Fort +10, Ref +10, Will +3; Str 17, Dex 16, Con -, Int 2, Wis 10, Cha 13.

Skills and Feats: Hide +11, Listen +17, Search +4, Spot +18 and Swim +10; Blind-Fight, Combat Reflexes, Flyby Attack, Improved Turn Resistance, Iron Will, Weapon Focus (bite).

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 nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Horrorific Appearance (Su): Any living creature within 60 feet that views a ghost must succeed on a Fortitude save (DC 18) or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for 24 hours.

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.

A manifested ghost can strike with its touch attack or with a ghost touch weapon. A manifested ghost remains partially on the Ethereal Plane, where it is not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. 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.

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most

powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed return to its old haunts with a successful level check (1d20 + ghost's HD) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

Fast Healing (Ex): Each round, a hydra heals damage equal to 10 + the number of its original heads.

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

Skills: Hydras have a +2 racial bonus on Listen and Spot checks, thanks to their multiple heads. A hydra has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take a 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Feats: A hydra's Combat Reflexes feat allows it to use all of its' heads for attacks of opportunity.

Spells Active: While within the inner temple (Encounter 5.B.), this evil creature benefits of a *magic circle against good* spell. The +2 deflection bonus to AC and +2 resistance bonus on saves against attacks made by good creatures has not been applied to the stat block above.

APL 12

Guardian: Twelve-Headed Hydra Ghost, War2; CR 14; Huge Undead (Incorporeal); HD 14d12; hp 126; Init +3; Spd 20 ft., fly 30 ft. (perfect), swim 20ft.; AC 12 (touch 12, flat-footed 9) [-2 size, +3 Dex, +1 deflection] or AC 22 (touch 11, flat-footed 19)[-2 size, +3 Dex, +11 natural]; BA/G +14/+26; Atk +18 melee (ability drain, incorporeal touch; bite) or +18 melee (1d6, incorporeal touch; bite); Full Atk +18 melee (ability drain, incorporeal touch; 12 bites) or +18 melee (1d6, incorporeal touch; 12 bites); Space/Reach 15 ft./10 ft.; SA Corrupting touch, draining touch, horrific appearance, manifestation; SQ Darkvision 60 ft., fast healing, incorporeal traits, low-light vision, rejuvenation, scent, turn resistance, undead traits; AL NE; SV Fort +11, Ref +10, Will +6; Str 19, Dex 16, Con -, Int 2, Wis 10, Cha 13.

Skills and Feats: Hide +11, Listen +18, Search +4, Spot +19 and Swim +12; Blind-Fight, Combat Reflexes, Flyby Attack, Improved Turn Resistance, Iron Will, Weapon Focus (bite).

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 nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Horrorific Appearance (Su): Any living creature within 60 feet that views a ghost must succeed on a Fortitude save (DC 19) or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for 24 hours.

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.

A manifested ghost can strike with its touch attack or with a ghost touch weapon. A manifested ghost remains partially on the Ethereal Plane, where it is not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. 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.

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed return to its old haunts with a successful level check (1d20 + ghost's HD) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

Fast Healing (Ex): Each round, a hydra heals damage equal to 10 + the number of its original heads.

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

Skills: Hydras have a +2 racial bonus on Listen and Spot checks, thanks to their multiple heads. A hydra has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take a 10

on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Feats: A hydra's Combat Reflexes feat allows it to use all of its' heads for attacks of opportunity.

Spells Active: While within the inner temple (Encounter 5.B.), this evil creature benefits of a *magic circle against good* spell. The +2 deflection bonus to AC and +2 resistance bonus on saves against attacks made by good creatures has not been applied to the stat block above.

Encounter Six

All APLs

Padraic MacMurchadha, Duke of Fire Falls: Insane/Senile, Male Pixie, Brd6; CR 11; Small Fey; HD 6d6+6; hp 33; Init +4; Spd 20 ft., fly 60 ft. (good); AC 16 (touch 15, flat-footed 12) [+1 Size, +4 Dex, +1 natural]; BA/G +4/-2; Atk +9 melee (1d4-2/19-20, shortsword) or +9 ranged (1d6-2/X3, longbow); Full Atk +9 melee (1d4-2/19-20, shortsword) or +9 ranged (1d6-2/X3, longbow); Space/Reach 5 ft./5 ft; SA Spell-like abilities; SQ Bardic Knowledge, bardic music, countersong, DR 10/cold iron, fascinate, greater invisibility, inspire competence, inspire courage +1, low-light vision, suggestion, SR 15; AL NG (but tend toward neutrality due to insanity); SV Fort +3, Ref +9, Will +6; Str 7, Dex 18, Con 12, Int 16, Wis 15, Cha 16.

Skills and Feats: Bluff +15, Concentration +6, Diplomacy +10, Escape Artist +9, Hide +7, Knowledge – History +4, Knowledge – Local [Iuz Border States] +4, Knowledge – Nature +5, Listen +10, Move Silently +9, Perform (Storytelling; oratory) +10, Ride +5, Search +8, Sense Motive +12, Spellcraft +4, Spot +9, Tumble +12; Dodge, Skill Focus (Bluff), Track, Weapon Finesse.

Greater Invisibility (Su): A pixie remains invisible even when it attacks. This ability is constant, but the pixie can suppress or resume it as a free action.

Spell-like Abilities: 1/day—*dancing lights, detect chaos, detect good, detect evil, detect law, detect thoughts* (DC 15), *dispel magic, entangle* (DC 14), *lesser confusion* (DC 14), *Otto's irresistible dance, permanent image* (DC 19; visual and auditory elements only) and *polymorph* (self only). Caster level 8th. The save DC's are Charisma-based; **Possessions:** Breeches, Cane, Cap, Corncob Pipe, Curly-toed Shoes, Small-sized Longbow, Small-sized Shortsword, Tunic;

Bard Spells Prepared (3/4/3; base DC = 13 + spell level): 0—*know direction, mage hand, prestidigitation*, 1st—*charm person, expeditious retreat, grease, unseen servant*, 2nd—*calm emotions, mirror image, tongues*.

Encounter Seven

APL 4

Canon Vraxtor: Male Human, Clr5; CR 5; Medium Humanoid; HD 5d8+10; hp 40; Init +1; Spd 30 ft.; AC 21 (touch 11, flat-footed 18) [+1 Dex, +8 armor, +2 shield]; BA/G +3/+3; Atk +4 melee (1d6, flail); Full Atk +4 melee (1d6, flail); SA Spells; SQ Rebuke undead (4/day), spontaneously cast *inflict* spells; AL LE; SV Fort +7, Ref +3, Will +9; Str 10, Dex 12, Con 14, Int 12, Wis 19, Cha 12.

Skills and Feats: Bluff +2, Concentration +10, Diplomacy +3, Heal +5, Knowledge (Arcana) +3, Knowledge (Religion) +7, Listen +5, Sense Motive +5, Spellcraft +5, Spot +6; Augment Summoning, Martial Weapon Proficiency (flail), Rapid Spell, Spell Focus (Conjuration), Weapon Focus (flail).

Possessions: Full plate, heavy steel shield, flail, spell component pouch with necessary spell components, wood holy symbol, *cloak of resistance +1*.

Spells Prepared (5/4+1/3+1/2+1; base DC = 14 + spell level): 0—*create water, cure minor wounds, detect magic, guidance, mending*, 1st—*protection from good**, *bane, cure light wounds (2), divine favor*, 2nd—*spiritual weapon**, *bull's strength, cure moderate wounds, silence*, 3rd—*magic circle against good**, *dispel magic, summon monster III*.

*Domain spell. **Domains:** [Evil (Cast evil spells at +1 caster level); War (Free Martial Weapon Proficiency with the deity's favored weapon and Weapon Focus with the deity's favored weapon)].

Arlin Grimthor: Male Half-Troll, Bbn1/War2; CR 4; Medium Giant; HD 1d12+2d8+18; hp 40; Init +3; Spd 40 ft.; AC 21 (touch 13, flat-footed 18) [+3 Dex, +4 armor, +4 natural]; BA/G +3/+10; Atk +10 melee (2d6+10/19-20, greatsword) or +10 melee (1d4+7, claw) or +5 ranged (1d8+2/X3, composite Str longbow); Full Atk +10 melee (2d6+10/19-20 greatsword) and +5 melee (1d6+3, bite) or +10 melee (1d4+7, 2 claws) and +5 melee (1d6+3, bite) or +5 ranged (1d8+2/X3, composite Str longbow); SA Rage 1/day, rend; SQ Darkvision 60 ft., fast healing, fast movement, half-troll traits, illiteracy, scent; AL CN; SV Fort +11, Ref +3, Will +3; Str 24, Dex 16, Con 22, Int 6, Wis 12, Cha 6.

Skills and Feats: Climb +5, Intimidate +1, Jump +7, Listen +2, Ride +3, Spot +2, Survival +2, Swim +4, Tumble +2; Destructive Rage, Iron Will.

Fast Healing (Ex): A half-troll heals 5 points of damage each round so long as it has at least 1 hit point. Fast healing does not restore hit points lost from starvation, thirst or suffocation, and it does not allow a half-troll to regrow or reattach lost body parts.

Rend (Ex): If a half-troll hits with two or more claw attacks against the same opponent, it latches upon the opponent's body and tears the flesh. This attack automatically deals an additional 2d4+10 points of damage.

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

Possessions: Chain shirt, greatsword, composite longbow (+2 Str), quiver, arrows (10), locked gauntlets, tanglefoot bag.

Crisnar Smithfeld: Male Elf, Drd3; CR 3; Medium Humanoid; HD 3d8+6; hp 24; Init +1 (Dex); Spd 20 ft.; AC 17 (touch 11, flat-footed 16) [+1 Dex, +4 armor, +2 shield]; BA/G +2/+2; Atk +3 melee (1d6/18-20, masterwork scimitar) or +3 ranged (1d4, sling); Full Atk +3 melee (1d6/18-20, masterwork scimitar) or +3 ranged (1d4, sling); SQ Animal companion, elf traits, nature sense, spontaneous casting (summon nature's ally), trackless step, wild empathy, woodland stride; AL CN; SV Fort +5, Ref +2, Will +7 (+9 vs. enchantment); Str 10, Dex 12, Con 14, Int 10, Wis 18, Cha 12.

Skills and Feats: Concentration +8, Handle Animal +7 (+11 for animal companion), Knowledge (Nature) +6, Listen +9, Spellcraft +1, Spot +9, Survival +7, Tumble -2; Augment Summoning, Spell Focus (Conjuration).

Possessions: Hide armor +1, heavy wooden shield, masterwork scimitar, sling, sling bullets (10), spell component pouch with necessary spell components, wooden holy symbol, sunrod.

Druid Spells Prepared (4/3/2; base DC = 14 + spell level): 0—create water, flare, guidance, resistance, 1st—entangle (x2), magic fang; 2nd—barkskin, heat metal.

Horviss: Crisnar's Animal Companion, Wolf; CR -; Medium Animal; HD 4d8+12; hp 36; Init +3; Spd 50 ft.; AC 17 (touch 13, flat-footed 14) [+3 Dex, +4 natural]; BA/G +2/+4; Atk +5 melee (1d6+1, bite); Full Atk +5 melee (1d6+1, bite); Space/Reach 5 ft./5 ft.; SA Trip; SQ Evasion, link, low-light vision, scent, share spells; AL N; SV Fort +6, Ref +6, Will +4; Str 14, Dex 16, Con 16, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +2, Listen +8, Move Silently +3, Spot +8, Survival +1 (+%, when tracking by scent); Alertness, Track, Weapon Focus (Bite).

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

Tricks: Come, Guarding (i.e., Attack, Defend, Down, Guard), Stay and Track.

APL 6

Canon Vraxtor: Male Human, Clr7; CR 7; Medium Humanoid; HD 7d8+14; hp 56; Init +1; Spd 30 ft.; AC 21 (touch 11, flat-footed 18) [+1 Dex, +8 armor, +2 shield]; BA/G +5/+5; Atk +7 melee (1d6, flail) or +6 ranged (1d8, light crossbow); Full Atk +7 melee (1d6, flail) or +6 ranged (1d8, light crossbow); SA Spells; SQ Rebuke undead (8/day), spontaneously cast *inflict* spells; AL LE; SV Fort +7, Ref +3, Will +9; Str 10, Dex 12, Con 14, Int 12, Wis 19, Cha 12.

Skills and Feats: Bluff +2, Concentration +12, Diplomacy +3, Heal +5, Knowledge (Arcana) +3, Knowledge (Religion) +9; Listen +5, Sense motive +6, Spellcraft +7, Spot +6; Augment Summoning, Extra Turning, Martial Weapon Proficiency (flail), Rapid Spell, Spell Focus (Conjuration), Weapon Focus (flail).

Possessions: Full plate, heavy steel shield, flail, spell component pouch with necessary spell components, wooden holy symbol, light crossbow, bolts (10), locked gauntlets, sunrod.

Spells Prepared (6/5+1/4+1/3+1/2+1; base DC = 14 + spell level): 0—create water, cure minor wounds, detect magic, guidance, mending, read magic, 1st—protection from good*, bane, bless, cure light wounds (2), divine favor, 2nd—spiritual weapon*, bull's strength, cure moderate wounds, silence, sonic burst; 3rd—magic circle against good*, dispel magic, prayer, searing light; 4th—divine power*, freedom of movement, summon monster IV.

*Domain spell. **Domains:** [Evil (Cast evil spells at +1 caster level); War (Free Martial Weapon Proficiency with the deity's favored weapon and Weapon Focus with the deity's favored weapon)].

Arlin Grimthor: Male Half-Troll, Bbn2/War2; CR 5; Medium Giant; HD 2d12+2d8+24; hp 54; Init +3; Spd 40 ft.; AC 21 (touch 13, flat-footed 21) [+3 Dex, +4 armor, +4 natural]; BA/G +4/+11; Atk +11 melee (2d6+10/19-20, greatsword) or +11 melee (1d4+7, claw) or +6 ranged (1d8+4/X3, composite Str longbow); Full Atk +11 melee (2d6+10/19-20, greatsword) and +6 melee (1d6+3, bite) or +11 melee (1d4+7, 2 claws) and +6 melee (1d6+3, bite) or +6 ranged (1d8+4/X3, composite Str longbow); SA Rage 1/day, rend; SQ Darkvision 60 ft., fast healing, fast movement, half-troll traits, illiteracy, scent, uncanny dodge; AL CN; SV Fort +12, Ref +3, Will +3; Str 24, Dex 16, Con 23, Int 6, Wis 12, Cha 6.

Skills and Feats: Climb +5, Intimidate +1, Jump +6, Listen +4, Ride +3, Spot +2, Survival +2, Swim +4, Tumble +2; Destructive Rage, Iron Will.

Fast Healing (Ex): A half-troll heals 5 points of damage each round so long as it has at least 1 hit point. Fast healing does not restore hit points lost from starvation, thirst or suffocation, and it does not allow a half-troll to regrow or reattach lost body parts.

Rend (Ex): If a half-troll hits with two or more claw attacks against the same opponent, it latches upon the opponent's body and tears the flesh. This attack automatically deals an additional 2d4+10 points of damage.

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

Possessions: Chain shirt, greatsword, composite longbow (+4 Str), quiver, arrows (10), locked gauntlets, tanglefoot bag.

Morlok Grimthor: Male Half-Troll War2; CR 3; Medium Giant; HD 2d8+10; hp 23; Init +3 (Dex); Spd 30 ft.; AC 24 (touch 13, flat-footed 19)[+3 Dex, +4 natural, +2 shield, +5 armor]; BA/G +2/+7; Atk +7 melee (1d8+5/19-20, longsword) or +7 melee (1d6+5, claw) or +5 ranged (1d8, light crossbow); Full Atk +7 melee (1d8+5/19-20, longsword) or +7 melee (1d6+5, 2 claws) and +3 melee (1d6+2, bite) or +3 ranged (1d8, light crossbow); SA rend; SQ Darkvision 60 ft., fast healing, half-troll traits, scent; AL LE; SV Fort +8, Ref +3, Will +3; Str 21, Dex 16, Con 20, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Listen +2, Spot +2, Swim +0, Tumble -5; Iron Will.

Fast Healing (Ex): A half-troll heals 5 points of damage each round so long as it has at least 1 hit point. Fast healing does not restore hit points lost from starvation, thirst or suffocation, and it does not allow a half-troll to regrow or reattach lost body parts.

Rend (Ex): If a half-troll hits with two or more claw attacks against the same opponent, it latches upon the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+7 points of damage.

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

Possessions: Breastplate, heavy wood shield, longsword, light crossbow, bolts (10), tanglefoot bag (2), *bracers of armor* +2.

Crisnar Smithfeld: Male Elf, Drd3; CR 3; Medium Humanoid; HD 3d8+6; hp 24; Init +1; Spd 30 ft.; AC 17 (touch 11, flat-footed 14) [+1 Dex, +4 armor, +2 shield]; BA/G +2/+2; Atk +3 melee (1d6/18-20, masterwork scimitar) or +3 ranged (1d4, sling); Full Atk +3 melee (1d6/18-20, masterwork scimitar) or +3 ranged (1d4, sling); SQ Animal companion, elf traits, nature sense, spontaneous casting (summon nature's ally), trackless step, wild empathy, woodland stride; AL CN; SV Fort +5, Ref +2, Will +7 (+9 vs. enchantment); Str 10, Dex 12, Con 14, Int 10, Wis 18, Cha 12.

Skills and Feats: Concentration +8, Handle Animal +7, Knowledge - Nature +6, Listen +6, Spellcraft +1, Spot +6, Survival +7, Tumble +3; Augment Summoning, Spell Focus (Conjuration).

Possessions: *Hide armor* +1, heavy wooden shield, masterwork scimitar, sling, sling bullets (10), spell component pouch with necessary spell components, wooden holy symbol, sunrod.

Druid Spells Prepared (4/3/2; base DC = 14 + spell level): 0—*create water, flare, guidance, resistance*, 1st—*entangle* (2), *magic fang*, 2nd—*barkskin, heat metal*.

Horviss: Crisnar's Animal Companion, Wolf; CR -; Medium Animal; HD 4d8+12; hp 36; Init +3; Spd 50 ft.; AC 17 (touch 13, flat-footed 14) [+3 Dex, +4 natural]; BA/G +2/+4; Atk +5 melee (1d6+1, bite); Full Atk +5 melee (1d6+1, bite); SA Trip; SQ Evasion, link, low-light vision, scent, share spells; AL N; SV Fort +6, Ref +6, Will +4; Str 14, Dex 16, Con 16, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +2, Listen +8, Move Silently +3, Spot +8, Survival +1; Alertness, Track, Weapon Focus (Bite).

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

Tricks: Come, Guarding (i.e., Attack, Defend, Down, Guard), Stay and Track.

APL 8

Canon Vraxtor: Male Human, Clr9; CR 9; Medium Humanoid; HD 9d8+18; hp 72; Init +1; Spd 30 ft.; AC 21 (touch 11, flat-footed 18) [+1 Dex, +8 armor, +2 shield]; BA/G +6/+6; Atk +8 melee (1d6, flail) or +7 ranged (1d8, light crossbow); Full Atk +8/+3 melee (1d6, flail) or +7 ranged (1d8, light crossbow); SA Spells; SQ Rebuke undead (8/day), spontaneously cast *inflict* spells; AL LE; SV Fort +8, Ref +4, Will +11; Str 10, Dex 12, Con 14, Int 12, Wis 20, Cha 12.

Skills and Feats: Bluff +2, Concentration +14, Diplomacy +5, Heal +5, Knowledge - Arcana +3, Knowledge - Religion +9; Listen +5, Sense motive +8, Spellcraft +9, Spot +6; Augment Summoning, Divine Metamagic (Rapid Spell), Extra Turning, Martial Weapon Proficiency (flail), Rapid Spell, Spell Focus (Conjuration), Weapon Focus (flail).

Possessions: Full plate, heavy steel shield, flail, spell component pouch with necessary spell components, wooden holy symbol, light crossbow, bolts (10), locked gauntlets, sunrod, traveler's outfit.

Spells Prepared (6/5+1/5+1/4+1/3+1/2+1; base DC = 15 + spell level): 0—*create water, cure minor wounds, detect magic, guidance, mending, read magic*, 1st—*protection from good**, *bane, bless, cure light wounds* (2), *divine favor*, 2nd—*spiritual weapon**, *bull's strength, cure moderate wounds, remove paralysis, silence, sonic burst*, 3rd—*magic circle against good**, *dispel magic* (2), *prayer*,

searing light; 4th—*divine power**, *air walk*, *freedom of movement*, *spell immunity*; 5th—*flame strike**, *righteous might*, *summon monster V*.

*Domain spell. *Domains*: [Evil (Cast evil spells at +1 caster level); War (Free Martial Weapon Proficiency with the deity's favored weapon and Weapon Focus with the deity's favored weapon)].

Spells Active: While within the vicinity of the tent, he gains the benefits of a *magic circle against good* spell. The +2 deflection bonus to AC and +2 resistance bonus on saves against attacks made by good creatures has not been applied to the stat block above.

Arlin Grimthor: Male Half-Troll, Bbn2/Ftr2/War2; CR 7; Medium Giant; HD 2d12+2d10+2d8+36; hp 81; Init +3; Spd 40 ft.; AC 21 (touch 13, flat-footed 20) [+3 Dex, +4 armor, +4 natural]; BA/G +6/+13; Atk +14 melee (2d6+11+1d6/19-20, *frost greatsword +1*) or +13 melee (1d4+7, claw) or +8 ranged (1d8+4/X3, composite Str longbow); Full Atk +14/+9 melee (2d6+11+1d6/19-20, *frost greatsword +1*) and +8 melee (1d6+3, bite) or +13 melee (1d4+7, 2 claws) and +8 melee (1d6+3, bite) or +8/+3 ranged (1d8+4/X3, composite Str longbow); SA Rage 1/day, rend; SQ Darkvision 60 ft., fast healing, fast movement, half-troll traits, illiteracy, scent, uncanny dodge; AL CN; SV Fort +15, Ref +3, Will +3; Str 24, Dex 16, Con 23, Int 6, Wis 12, Cha 6.

Skills and Feats: Climb +7, Intimidate +1, Jump +7, Listen +4, Ride +3, Spot +2, Survival +2, Swim +7, Tumble +3; Cleave, Destructive Rage, Intimidating Rage, Iron Will, Power Attack.

Fast Healing (Ex): A half-troll heals 5 points of damage each round so long as it has at least 1 hit point. Fast healing does not restore hit points lost from starvation, thirst or suffocation, and it does not allow a half-troll to regrow or reattach lost body parts.

Rend (Ex): If a half-troll hits with two or more claw attacks against the same opponent, it latches upon the opponent's body and tears the flesh. This attack automatically deals an additional 2d4+10 points of damage.

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

Possessions: Chain shirt, *frost greatsword +1*, composite longbow (+4 Str), quiver, arrows (10), locked gauntlets, tanglefoot bag.

Spells Active: While within the vicinity of the tent, he gains the benefits of a *magic circle against good* spell. The +2 deflection bonus to AC and +2 resistance bonus on saves against attacks made by good creatures has not been applied to the stat block above.

Morlok Grimthor: Male Half-Troll Mnk1/War3; CR 5; Medium Giant; HD 4d8+20; hp 44; Init +3; Spd 30 ft.; AC

20 (touch 14, flat-footed 17) [+3 Dex, +1 Wis, +4 natural, +2 armor]; BA/G +3/+9; Atk +9 melee (1d8+6, unarmed strike) or +9 melee (1d10+9, greatclub) or +6 ranged (1d8, light crossbow); Full Atk +9 melee (1d8+6, unarmed strike) and +9 melee (1d8+6, claw) and +4 melee (1d6+3, bite) or +7/+7 (1d8+6 unarmed strike, flurry) and +7 melee (1d6+6, claw) and +2 melee (1d6+3, bite) or +9 melee (1d10+9, greatclub) and +5 melee (1d6+3, bite) or +7 ranged (1d8, light crossbow); SA Flurry of blows, unarmed strike, rend; SQ Darkvision 60 ft., fast healing, half-troll traits, scent; AL LE; SV Fort +11, Ref +5, Will +5; Str 22, Dex 16, Con 20, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +7, Escape Artist +7, Listen +5, Spot +6, Swim +7, Tumble +6; Improved Natural Attack (Claw), Improved Unarmed Strike, Iron Will, Stunning Fist.

Fast Healing (Ex): A half-troll heals 5 points of damage each round so long as it has at least 1 hit point. Fast healing does not restore hit points lost from starvation, thirst or suffocation, and it does not allow a half-troll to regrow or reattach lost body parts.

Rend (Ex): If a half-troll hits with two or more claw attacks against the same opponent, it latches upon the opponent's body and tears the flesh. This attack automatically deals an additional 2d8+9 points of damage.

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

Stunning Fist: Fortitude save (DC 13) or stunned one round; 2/day.

Possessions: *Bracers of armor +2*, greatclub, light crossbow, bolts (10), tanglefoot bag (2), *potion of owl's wisdom*.

Spells Active: While within the vicinity of the tent, he gains the benefits of a *magic circle against good* spell. The +2 deflection bonus to AC and +2 resistance bonus on saves against attacks made by good creatures has not been applied to the stat block above.

Crisnar Smithfeld: Male Elf, Drd5; CR 5; Medium Humanoid; HD 5d8+10; hp 40; Init +1; Spd 30 ft.; AC 16 (touch 11, flat-footed 13) [+1 Dex, +3 armor, +2 shield]; BA/G +3/+3; Atk +4 melee (1d6/18-20, masterwork scimitar) or +4 ranged (1d4, sling); Full Atk +4 melee (1d6/18-20, masterwork scimitar) or +4 ranged (1d4, sling); SQ Animal companion, elf traits, nature sense, spontaneous casting, resist nature's lore, trackless step, wild empathy, wild shape, woodland stride; AL CN; SV Fort +6, Ref +2, Will +8; Str 10, Dex 12, Con 14, Int 10, Wis 19, Cha 12.

Skills and Feats: Concentration +10, Handle Animal +9, Knowledge – Nature +6, Listen +6, Spellcraft +2, Spot +7, Survival +7, Tumble +4; Augment Summoning, Spell Focus (Conjuration).

Possessions: Hide armor, heavy wooden shield, masterwork scimitar, sling, sling bullets (10), spell component pouch with necessary spell components, wooden holy symbol, sunrod.

Druid Spells Prepared (5/4/3/2; base DC = 14 + spell level): 0—*create water, detect magic, flare, guidance, resistance*, 1st—*calm animals, entangle* (2), *magic fang*, 2nd—*barkskin, briar web, heat metal*, 3rd—*greater magic fang, spike growth*.

Spells Active: While within the vicinity of the tent, he gains the benefits of a *magic circle against good* spell. The +2 deflection bonus to AC and +2 resistance bonus on saves against attacks made by good creatures has not been applied to the stat block above.

Horviss: Crisnar's Animal Companion, Wolf; CR —; Medium Animal; HD 4d8+12; hp 36; Init +3; Spd 50 ft.; AC 17 (touch 13, flat-footed 14) [+3 Dex, +4 natural]; BA/G +2/+4; Atk +5 melee (1d6+1, bite); Full Atk +5 melee (1d6+1, bite); Space/Reach 5 ft./5 ft.; SA Trip; SQ Evasion, link, low-light vision, scent, share spells; AL N; SV Fort +6, Ref +6, Will +4; Str 14, Dex 16, Con 16, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +2, Listen +8, Move Silently +3, Spot +8, Survival +1 (+%, when tracking by scent); Alertness, Track, Weapon Focus (Bite).

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

Tricks: Come, Guarding (i.e., Attack, Defend, Down, Guard), Stay and Track.

Spells Active: While within the vicinity of the tent, he gains the benefits of a *magic circle against good* spell. The +2 deflection bonus to AC and +2 resistance bonus on saves against attacks made by good creatures has not been applied to the stat block above.

APL 10

Canon Vraxtor: Male Human, Clr11; CR 11; Medium Humanoid; HD 11d8+22; hp 88; Init +5; Spd 30 ft.; AC 21 (touch 11, flat-footed 18) [+1 Dex, +8 armor, +2 shield]; BA/G +8/+8; Atk +10 melee (1d6, masterwork flail) or +10 ranged (1d8, light crossbow); Full Atk +10/+5 melee (1d6, masterwork flail) or +10 ranged (1d8, light crossbow); SA Spells; SQ Rebuke undead (8/day), spontaneously cast *inflict* spells; AL LE; SV Fort +9, Ref +4, Will +12; Str 10, Dex 12, Con 14, Int 12, Wis 20, Cha 12.

Skills and Feats: Bluff +2, Concentration +16, Diplomacy +5, Heal +5, Knowledge – Arcana +3, Knowledge – Religion +11; Listen +6, Sense motive +8, Spellcraft +9, Spot +7; Augment Summoning, Divine Metamagic (Rapid Spell), Extra Turning, Martial Weapon

Proficiency (flail), Rapid Spell, Spell Focus (Conjuration), Weapon Focus (flail).

Possessions: Full plate, heavy steel shield, masterwork flail, spell component pouch with necessary spell components, wooden holy symbol, light crossbow, bolts (10), locked gauntlets, sunrod.

Spells Prepared (6/6+1/6+1/5+1/4+1/3+1/2+1; base DC = 16 + spell level): 0—*create water, cure minor wounds, detect magic, guidance, mending, read magic*, 1st—*protection from good**, *bane, bless, cure light wounds* (2), *divine favor, shield of faith*; 2nd—*spiritual weapon**, *bear's endurance, bull's strength, cure moderate wounds, remove paralysis, silence, sonic burst*, 3rd—*magic circle against good**, *bestow curse, dispel magic* (2), *prayer, searing light*; 4th—*divine power**, *air walk, cure critical wounds, freedom of movement, spell immunity*; 5th—*flame strike**, *righteous might, slay living, summon monster V*; 6th—*blade barrier**, *harm, summon monster VI*.

*Domain spell. *Domains:* [Evil (Cast evil spells at +1 caster level); War (Free Martial Weapon Proficiency with the deity's favored weapon and Weapon Focus with the deity's favored weapon)].

Spells Active: While within the vicinity of the tent, he gains the benefits of a *magic circle against good* spell. The +2 deflection bonus to AC and +2 resistance bonus on saves against attacks made by good creatures has not been applied to the stat block above.

Arlin Grimthor: Male Half-Troll, Brb2/Ftr2/War2/FrenziedBerserker2; CR 9; Medium Giant; HD 4d12+2d10+2d8+56; hp 119; Init +3; Spd 40 ft.; AC 21 (touch 13, flat-footed 21) [+3 Dex, +4 armor, +4 natural]; BA/G +8/+15; Atk +16 melee (2d6+11+1d6/17-20, *frost greatsword* +1) or +15 melee (1d4+7, claw) or +10 ranged (1d8+4/X3 composite Str longbow); Full Atk +16/+11 melee (2d6+11+1d6/17-20, *frost greatsword* +1) and +10 melee (1d6+3, bite) or +15 melee (1d4+7, 2 claws) and +10 melee (1d6+3, bite) or +10/+5 ranged (1d8+4/X3 composite Str longbow); SA Frenzy 1/day, rage 1/day, rend; SQ Darkvision 60 ft., fast healing, fast movement, half-troll traits, illiteracy, scent, supreme cleave, uncanny dodge; AL CN; SV Fort +19, Ref +3, Will +3; Str 24, Dex 16, Con 24, Int 6, Wis 12, Cha 6.

Skills and Feats: Climb +8, Intimidate +1, Jump +8, Listen +4, Ride +3, Spot +2, Survival +3, Swim +8, Tumble +3; Cleave, Destructive Rage, Diehard, Intimidating Rage, Iron Will, Power Attack.

Fast Healing (Ex): A half-troll heals 5 points of damage each round so long as it has at least 1 hit point. Fast healing does not restore hit points lost from starvation, thirst or suffocation, and it does not allow a half-troll to regrow or reattach lost body parts.

Frenzy (Ex): When frenzied, a frenzied barbarian gains a +10 bonus to Strength, and he gains a single extra attack at a +15 bonus, if he makes a full attack action. He takes a -4 penalty to Armor Class and takes 2 points of nonmetal damage every round. The frenzy lasts for 9 rounds, or 11 rounds if he is also raging. He can enter a frenzy as a free action. In addition, if he takes damage from an attack, spell, trap, or any other source, he automatically enters a frenzy at the start of his next action, as long as he has at least one daily usage if the ability left. To avoid entering a frenzy in response to a provoking effect, the character must make a successful Will save (DC 10 + points of damage taken since his last action) at the start of his next turn.

Rend (Ex): If a half-troll hits with two or more claw attacks against the same opponent, it latches upon the opponent's body and tears the flesh. This attack automatically deals an additional 2d4+10 points of damage.

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

Supreme Cleave: A frenzied berserker can take a 5-foot step between attacks when using the Cleave or Great Cleave feats. He is still limited to one such adjustment per round, so he cannot use this ability during a round in which he has already taken a 5-foot step.

Possessions: Chain shirt, *frost greatsword* +1, composite longbow (+4 Str), quiver, arrows (10), locked gauntlets, tanglefoot bag, *oil of keen edge*.

Spells Active: While within the vicinity of the tent, he gains the benefits of a *magic circle against good* spell. The +2 deflection bonus to AC and +2 resistance bonus on saves against attacks made by good creatures has not been applied to the stat block above.

Morlok Grimthor: Male Half-Troll Mnk3/War3; CR 7; Medium Giant; HD 6d8+30; hp 66; Init +3; Spd 40 ft.; AC 20 (touch 14, flat-footed 17) [+3 Dex, +1 Wis, +4 natural, +2 armor]; BA/G +5/+11; Atk +12 melee (1d8+7, unarmed strike) or +12 melee (1d10+9, greatclub) or +8 ranged (1d8, light crossbow); Full Atk +12/+7 melee (1d8+7, unarmed strike) and +12 melee (1d6+7, claw) and +5 melee (1d6+3, bite) or +10/+10/+5 (1d8+7, unarmed strike, flurry) and +10 melee (1d6+7, claw) and +3 melee (1d6+3, bite) or +12/+7 melee (1d10+9, greatclub) and +5 melee (1d6+3, bite) or +8/+3 ranged (1d8, light crossbow); SA Flurry of blows, unarmed strike, rend; SQ Darkvision 60 ft., evasion, fast healing, half-troll traits, scent, still mind; AL LE; SV Fort +12, Ref +6, Will +6; Str 22, Dex 16, Con 20, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +7, Escape Artist +9, Listen +8, Spot +8, Swim +7, Tumble +10; Combat Reflexes, Improved Natural Attack (Claw), Improved Unarmed Strike, Iron Will, Stunning Fist.

Fast Healing (Ex): A half-troll heals 5 points of damage each round so long as it has at least 1 hit point. Fast healing does not restore hit points lost from starvation, thirst or suffocation, and it does not allow a half-troll to regrow or reattach lost body parts.

Rend (Ex): If a half-troll hits with two or more claw attacks against the same opponent, it latches upon the opponent's body and tears the flesh. This attack automatically deals an additional 2d8+9 points of damage.

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

Stunning Fist: Fortitude save (DC 15) or stunned one round; 3/day.

Possessions: *Amulet of mighty fists* +1, *bracers of armor* +2, greatclub, light crossbow, bolts (10), tanglefoot bag (2), *potion of flaming fist*.

Spells Active: While within the vicinity of the tent, he gains the benefits of a *magic circle against good* spell. The +2 deflection bonus to AC and +2 resistance bonus on saves against attacks made by good creatures has not been applied to the stat block above.

Crisnar Smithfeld: Male Elf, Drd7; CR 7; Medium Humanoid; HD 7d8+14; hp 56; Init +1; Spd 30 ft.; AC 17 (touch 11, flat-footed 14) [+1 Dex, +4 armor, +2 shield]; BA/G +5/+5; Atk +6 melee (1d6/18-20 masterwork scimitar) or +6 ranged (1d4, sling); Full Atk +6 melee (1d6/18-20 masterwork scimitar) or +6 ranged (1d4, sling); SQ Animal companion, elf traits, nature sense, spontaneous casting (*summon nature's ally*), resist nature's lore, trackless step, wild empathy, wild shape 3/day, woodland stride; AL CN; SV Fort +7, Ref +3, Will +9; Str 10, Dex 12, Con 14, Int 10, Wis 19, Cha 12.

Skills and Feats: Concentration +12, Handle Animal +11, Knowledge – Nature +6, Listen +7, Spellcraft +2, Spot +8, Survival +7, Tumble +4; Augment Summoning, Natural Spell, Spell Focus (Conjuration).

Possessions: *Hide armor* +1, heavy wooden shield, masterwork scimitar, sling, sling bullets (10), spell component pouch with necessary spell components, wooden holy symbol, sunrod.

Druid Spells Prepared (6/5/4/3/2; base DC = 14 + spell level): 0—*create water, detect magic* (2), *flare, guidance, resistance*, 1st—*calm animals, entangle* (2), *faerie fire, magic fang*, 2nd—*barkskin, briar web, fog cloud, heat metal*, 3rd—*greater magic fang, spike growth, spikes*, 4th—*bear's heart, flame strike*.

Spells Active: While within the vicinity of the tent, he gains the benefits of a *magic circle against good* spell. The +2 deflection bonus to AC and +2 resistance bonus on saves against attacks made by good creatures has not been applied to the stat block above.

Horviss: Crisnar's Animal Companion; brown bear; CR –; Large Animal; HD 6d8+24; hp 60; Init +1; Spd 40 ft.; AC 15 (touch 10, flat-footed 14) [-1 size, +1 Dex, +5 natural]; BA/G +4/+16; Atk +11 melee (1d8+8, claw); Full Atk +11 melee (1d8+8, 2 claws) and +6 melee (2d6+4, bite); Space/Reach 10 ft./5 ft.; SA Improved grab; SQ Link, low-light vision, scent, share spells; AL N; SV Fort +9, Ref +6, Will +6; Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6.

Skills and Feats: Listen +4, Spot +7, Swim +12; Endurance, Run, Track.

Improved Grab (Ex): A brown bear must hit with a claw attack to start a grapple as a free action without provoking an attack of opportunity.

Tricks: Come, Guarding (i.e., Attack, Defend, Down, Guard), and Stay.

Spells Active: While within the vicinity of the tent, he gains the benefits of a *magic circle against good* spell. The +2 deflection bonus to AC and +2 resistance bonus on saves against attacks made by good creatures has not been applied to the stat block above.

APL 12

Canon Vraxtor: Male Human, Clr13; CR 13; Medium Humanoid; HD 13d8+26; hp 104; Init +5; Spd 30 ft.; AC 21 (touch 11, flat-footed 20) [+1 Dex, +8 armor, +2 shield]; BA/G +9/+9; Atk +11 melee (1d6, masterwork flail) or +10 ranged (1d8, light crossbow); Full Atk +11/+6 melee (1d6, masterwork flail) +10/+5 ranged (1d8, light crossbow); SA Spells; SQ Rebuke undead (12/day), spontaneously cast *inflict* spells; AL LE; SV Fort +10, Ref +5, Will +13; Str 10, Dex 12, Con 14, Int 12, Wis 21, Cha 12.

Skills and Feats: Bluff +2, Concentration +18, Diplomacy +4, Heal +5, Knowledge – Arcana +5, Knowledge – Religion +13; Listen +7, Sense motive +7, Spellcraft +9, Spot +7; Augment Summoning, Divine Metamagic (Rapid Spell); Extra Turning, Extra Turning, Martial Weapon Proficiency (Flail), Rapid Spell, Spell Focus (Conjuration), Weapon Focus (flail).

Possessions: Full plate, heavy steel shield, flail, spell component pouch with necessary spell components, wooden holy symbol (x3), light crossbow, bolts (10), locked gauntlets, sunrod.

Spells Prepared (6/7+1/6+1/5+1/5+1/4+1/3+1/1+1; base DC = 16 + spell level): 0—*create water, cure minor wounds, detect magic, guidance, mending, read magic*; 1st—*protection from good**, *bane, bless, cure light wounds* (2), *divine favor, obscuring mist, shield of faith*; 2nd—*spiritual weapon**, *bull's strength, cure moderate wounds, remove paralysis, silence* (2), *sonic burst*; 3rd—*magic circle against good**, *bestow curse, dispel magic* (2), *prayer, searing light*; 4th—*divine power**, *air walk, cure critical wounds, freedom of movement, restoration, spell immunity*; 5th—*flame strike**, *flame strike, righteous might, slay living, spell resistance*; 6th—*blade barrier**,

harm, mass bear's endurance, summon monster VI; 7th—*blasphemy**, *summon monster VII*.

*Domain spell. *Domains:* [Evil (Cast evil spells at +1 caster level); War (Free Martial Weapon Proficiency with the deity's favored weapon and Weapon Focus with the deity's favored weapon)].

Spells Active: While within the vicinity of the tent, he gains the benefits of a *magic circle against good* spell. The +2 deflection bonus to AC and +2 resistance bonus on saves against attacks made by good creatures has not been applied to the stat block above.

Arlin Grimthor: Male Half-Troll, Brb2/Ftr2/War2/FrenziedBerserker4; CR 11; Medium Giant; HD 6d12+2d10+2d8+70; hp 151; Init +3; Spd 40 ft.; AC 22 (touch 13, flat-footed 22) [+3 Dex, +5 armor, +4 natural]; BA/G +10/+18; Atk +19 melee (2d6+13+1d6/17-20, *greatsword +1 frost*) or +18 melee (1d4+8, claw) or +12 ranged (1d8+4/X3, composite Str longbow); Full Atk +19/+14 melee (2d6+13+1d6/17-20 *greatsword +1 frost*) and +14 melee (1d6+4, bite) or +18 melee (1d4+8, 2 claws) and +13 melee (1d6+4, bite) or +12/+7 ranged (1d8+4/X3, composite Str longbow); SA Deathless frenzy, frenzy 2/day, rage 1/day, rend; SQ Darkvision 60 ft., fast healing, fast movement, half-troll traits, illiteracy, scent, supreme cleave, uncanny dodge, DR 5/piercing and slashing; AL CN; SV Fort +19, Ref +4, Will +4; Str 24, Dex 16, Con 24, Int 6, Wis 12, Cha 6.

Skills and Feats: Climb +8, Intimidate +1, Jump +9, Listen +4, Ride +3, Spot +2, Survival +3, Swim +9, Tumble +4; Cleave, Combat Reflexes, Destructive Rage, Diehard, Intimidating Rage, Iron Will, Power Attack.

Deathless Frenzy (Ex): A frenzied berserker can scorn death and unconsciousness while in a frenzy. As long as his frenzy continues, he is not treated as disabled at 0 hit points, nor is treated as dying at -1 to -9 hit points. Even if reduced to -10 hit points or less, he continues to fight normally until his frenzy ends. At that point, the effects of his wounds apply normally if they have not been healed. This ability does not prevent death from massive damage or from spell effects such as *slay living* or *disintegrate*.

Fast Healing (Ex): A half-troll heals 5 points of damage each round so long as it has at least 1 hit point. Fast healing does not restore hit points lost from starvation, thirst or suffocation, and it does not allow a half-troll to regrow or reattach lost body parts.

Frenzy (Ex): When frenzied, a frenzied barbarian gains a +10 bonus to Strength, and he gains a single extra attack at a +15 bonus, if he makes a full attack action. He takes a -4 penalty to Armor Class and takes 2 points of nonlethal damage every round. The frenzy lasts for 9 rounds, or 11 rounds if he is also raging. He can enter a frenzy as a free action. In addition, if he takes damage from an attack,

spell, trap, or any other source, he automatically enters a frenzy at the start of his next action, as long as he has at least one daily usage if the ability left. To avoid entering a frenzy in response to a provoking effect, the character must make a successful Will save (DC 10 + points of damage taken since his last action) at the start of his next turn.

Rend (Ex): If a half-troll hits with two or more claw attacks against the same opponent, it latches upon the opponent's body and tears the flesh. This attack automatically deals an additional 2d4+12 points of damage.

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

Supreme Cleave: A frenzied berserker can take a 5-foot step between attacks when using the Cleave or Great Cleave feats. He is still limited to one such adjustment per round, so he cannot use this ability during a round in which he has already taken a 5-foot step.

Possessions: *Axeblock chain shirt* +1, *frost greatsword* +1, composite longbow (+4 Str), quiver, arrows (10), locked gauntlets, tanglefoot bag, *oil of keen edge*.

Spells Active: While within the vicinity of the tent, he gains the benefits of a *magic circle against good* spell. The +2 deflection bonus to AC and +2 resistance bonus on saves against attacks made by good creatures has not been applied to the stat block above.

Morlok Grimthor: Male Half-Troll Mnk5/War3; CR 9; Medium Giant; HD 8d8+40; hp 88; Init +3; Spd 40 ft.; AC 22 (touch 16, flat-footed 19) [+3 Dex, +1 Wis, +4 natural, +2 armor, +2 monk]; BA/G +6/+12; Atk +14 melee (1d10+7, unarmed strike) or +12 melee (1d10+9, greatclub) or +9 ranged (1d8, light crossbow); Full Atk +14/+9 melee (1d10+7 unarmed strike) and +13 melee (1d6+7 claw) and +7 melee (1d6+3 bite) or +12/+12/+7 (1d10+7 unarmed strike, flurry) and +11 melee (1d6+6 claw) and +5 melee (1d6+3, bite) or +12/+7 melee (1d10+9, greatclub) and +7 melee (1d6+3, bite) or +9/+4 ranged (1d8, light crossbow); SA Flurry of blows, Ki strike (magic), unarmed strike, rend; SQ Darkvision 60 ft., evasion, fast healing, half-troll traits, purity of body, scent, slow fall 20 ft., still mind; AL LE; SV Fort +13, Ref +7, Will +7; Str 23, Dex 16, Con 20, Int 10, Wis 12, Cha 6. *Skills and Feats:* Climb +7, Escape Artist +10, Listen +10, Spot +10, Swim +7, Tumble +13; Combat Reflexes, Improved Natural Attack (Claw), Improved Unarmed Strike, Iron Will, Stunning Fist, Weapon Focus (unarmed strike).

Fast Healing (Ex): A half-troll heals 5 points of damage each round so long as it has at least 1 hit point. Fast healing does not restore hit points lost from starvation, thirst or suffocation, and it does not allow a half-troll to regrow or reattach lost body parts.

Rend (Ex): If a half-troll hits with two or more claw attacks against the same opponent, it latches upon the opponent's body and tears the flesh. This attack automatically deals an additional 4d6+9 points of damage.

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

Stunning Fist: Fortitude save (DC 16) or stunned one round; 6/day.

Possessions: *Amulet of mighty fists* +1, *bracers of armor* +2, greatclub, light crossbow, bolts (10), tanglefoot bag, *potion of flaming fist*.

Spells Active: While within the vicinity of the tent, he gains the benefits of a *magic circle against good* spell. The +2 deflection bonus to AC and +2 resistance bonus on saves against attacks made by good creatures has not been applied to the stat block above.

Crisnar Smithfeld: Male Elf, Drd9; CR 9; Medium Humanoid; HD 9d8+18; hp 72; Init +1; Spd 30 ft.; AC 17 (touch 11, flat-footed 14) [+1 Dex, +4 armor, +2 shield]; BA/G +6/+6; Atk +7 melee (1d6/18-20, masterwork scimitar) or +7 ranged (1d4, sling); Full Atk +7/+2 melee (1d6/18-20, masterwork scimitar) or +7/+2 ranged (1d4, sling); SQ Animal companion, elf traits, nature sense, spontaneous casting (*summon natures ally*), resist nature's lore, trackless step, wild empathy, wild shape 3/day (large), venom immunity, woodland stride; AL CN; SV Fort +8, Ref +6, Will +11; Str 10, Dex 12, Con 14, Int 10, Wis 20, Cha 12.

Skills and Feats: Concentration +14, Handle Animal +13, Knowledge – Nature +6, Listen +8, Spellcraft +2, Spot +8, Survival +8, Tumble +5; Augment Summoning, Lightning Reflexes, Natural Spell, Spell Focus (Conjuration).

Possessions: *Hide armor* +1, heavy wooden shield, masterwork scimitar, sling, sling bullets (10), spell component pouch with necessary spell components, wooden holy symbol, sunrod, *scroll of animal growth*.

Druid Spells Prepared (6/5/5/4/3/2; base DC = 15 + spell level): 0—*create water, detect magic* (2), *flare, guidance, resistance*, 1st—*calm animals, entangle* (2), *faerie fire, magic fang*, 2nd—*barkskin, briar web, fog cloud, heat metal, resist energy*, 3rd—*greater magic fang, nature's favor, spike growth, spikes*, 4th—*bear's heart, flame strike* (2); 5th—*quill blast* (2).

Spells Active: While within the vicinity of the tent, he gains the benefits of a *magic circle against good* spell. The +2 deflection bonus to AC and +2 resistance bonus on saves against attacks made by good creatures has not been applied to the stat block above.

Horviss: Crisnar's Animal Companion; brown bear; CR –; Large Animal; HD 8d8+40; hp 88; Init +2; Spd 40 ft.; AC 18 (touch 11, flat-footed 16) [-1 size, +2 Dex, +7 natural];

BA/G +6/+19; Atk +14 melee (1d8+9, claw); Full Atk +14 melee (1d8+9, 2 claws) and +9 melee (2d6+4, bite); Space/Reach 10 ft./5 ft.; SA Improved grab; SQ Evasion, link, low-light vision, scent, share spells; AL N; SV Fort +11, Ref +8, Will +7; Str 28, Dex 14, Con 20, Int 2, Wis 12, Cha 6.

Skills and Feats: Listen +6, Spot +9, Swim +13; Endurance, Run, Track.

Improved Grab (Ex): A brown bear must hit with a claw attack to start a grapple as a free action without provoking an attack of opportunity.

Tricks: Come, Guarding (i.e., Attack, Defend, Down, Guard), Stay and Track.

Spells Active: While within the vicinity of the tent, he gains the benefits of a *magic circle against good* spell. The +2 deflection bonus to AC and +2 resistance bonus on saves against attacks made by good creatures has not been applied to the stat block above.

Encounter Eight

All APLs

Pravnar Al'Vakar: Male Lich, Wiz14/ArchMage2; CR 18; Medium Undead (Augmented Human); HD 16d12; hp 144; Init +7; Spd 30 ft.; AC 22 (touch 17, flat-footed 19) [+3 Dex, +5 natural, +4 *Mage Armor*]; BA/G +8/+8; Atk +8 melee (1d8+5 negative energy plus paralysis, touch) or +8 melee (1d6, quarterstaff); Full Atk +8 melee (1d8+5 negative energy plus paralysis, touch) or +8/+3 melee (1d6, quarterstaff); SA Damaging touch, fear aura, paralyzing touch, spells; SQ Arcane reach, DR 15/bludgeoning and magic, darkvision 60 ft., immunities (cold, electricity, polymorph, and mind-affecting effects), mastery of elements, summon familiar, turn resistance, undead traits; AL LE; SV Fort +4, Ref +7, Will +13; Str 10, Dex 16, Con –, Int 26, Wis 12, Cha 14.

Skills and Feats: Concentration +19, Diplomacy +10, Knowledge – Arcana +26, Knowledge – History +17, Knowledge – Local [Iuz Border States] +10, Knowledge – Local [Velverdyva Trade Route] +10, Knowledge – Planes +26, Hide +13, Listen +15, Move Silently +13, Search +20, Sense motive +14, Spellcraft +27; Spot +14; Craft Wondrous Item, Empower Spell, Extend Spell, Improved Initiative, Improved Turn Resistance, Quicken Spell, Scribe Scroll, Skill Focus (Spellcraft), Spell Focus (Divination), Spell Focus (Evocation).

Damaging Touch: A lich without natural weapons has a touch attack (once per round) that uses negative energy to deal 1d8+5 points of damage to living creatures; a Will save (DC 21) halves the damage. Its natural weapons are treated as magical weapons for the purpose of overcoming damage reduction.

Fear Aura (Su): Lich's are surrounded in a dreadful aura of death and evil. Creatures of less than 5 HD in a 60-foot radius that look at the lich must succeed on a Will save (DC 21) or be affected as though by a *fear* spell from a sorcerer of the lich's level. A creature that successfully saves cannot be affected again by the same lich's aura for 24 hours.

Paralyzing Touch (Su): Any living creature a lich hits with its touch attack must succeed on a Fortitude save (DC 21) or be permanently paralyzed. *Remove paralysis* or any spell that can remove a curse can free the victim (see the *bestow curse* spell description, page 203 of the *Player's Handbook*). The effect cannot be dispelled. Anyone paralyzed by a lich seems dead, though a Spot Check (DC 20) or a Heal Check (DC 15) reveals that the victim is still alive.

Arcane Reach (Su): The archmage can use spells with a range of touch on a target up to 30 feet away. The archmage must make a ranged touch attack. The ability costs one 7th-level spell slot.

Mastery of Elements (Su): The archmage can alter an arcane spell when cast so that it utilizes a different element from the one that it normally uses. This ability can only alter a spell with the acid, cold, fire, electricity or sonic descriptor. The spell's casting time is unaffected. The caster decides whether to alter the spell's energy type and chooses the new energy type when he begins casting. This ability costs one 8th-level spell slot.

Possessions: Robes, quarterstaff, spell component pouch with necessary spell components.

Spells Known (4/6/6/6/6/5/4/3/2; base DC = 18 + spell level (+ spell focus, if applicable)): 0—*detect magic, mage hand, prestidigitation, read magic*; 1st—*charm person, comprehend languages, magic missile* (2), *protection from good, shield*; 2nd—*levitate, mage armor* (Extend Spell), *mirror image, scorching ray, see invisibility, touch of idiocy*; 3rd—*dispel magic, fly, haste, nondetection, slow, tongues*; 4th—*confusion, detect scrying, displacement* (Extend Spell), *greater invisibility, ice storm, stonewall*; 5th—*cone of cold, feeblemind, magic missile* (Quicken Spell) (3); 6th—*chain lightning, disintegrate* (2), *teleport* (Silent Spell); 7th—*cone of cold* (Empower Spell), *greater scrying, prismatic spray*; 8th—*maze, horrid wilting*.

Spells Active: *contingency* (16 Days; if seriously wounded (i.e., below 36 hp), then *teleport* self to City of Littleberg in Kingdom of Furyondy), *detect scrying* (24 hours), *greater scrying* (16 hours), *mage armor* (Extend Spell; 32 hours); *nondetection* (16 hours; casted on self).

Appendix B – Timeline

The following is a timeline for the major events of this adventure:

Sunday, 16th Goodmonth, 594 CY:

Canon Vraxtor departs the temple and travels to Lake Rythin to meet with Pravnar Al'Vakar.

Moonday, 17th Goodmonth, 594 CY:

**Early Evening –
Three Hours before Midnight –
Hour Before Midnight –**

Herfad family attacked by cultists.
Adventure begins; Tomas Herfad crawls to the inn and pleads for help.
Villagers gather and travel to the cultist's temple.

Godsday, 18th Goodmonth, 594 CY:

**Two Hours After Midnight –
Hour before Dawn –
Before Midnight –**

Arrive at temple; witness ritual; rescue the Herfads.
Emerge from inner temple.
Canon Vraxtor prepares for his meeting with Pravnar Al'Vakar

Waterday, 19th Goodmonth, 594 CY:

After Midnight –

Pravnar fails to show up for the meeting. If still alive, Canon Vraxtor is extremely displeased.

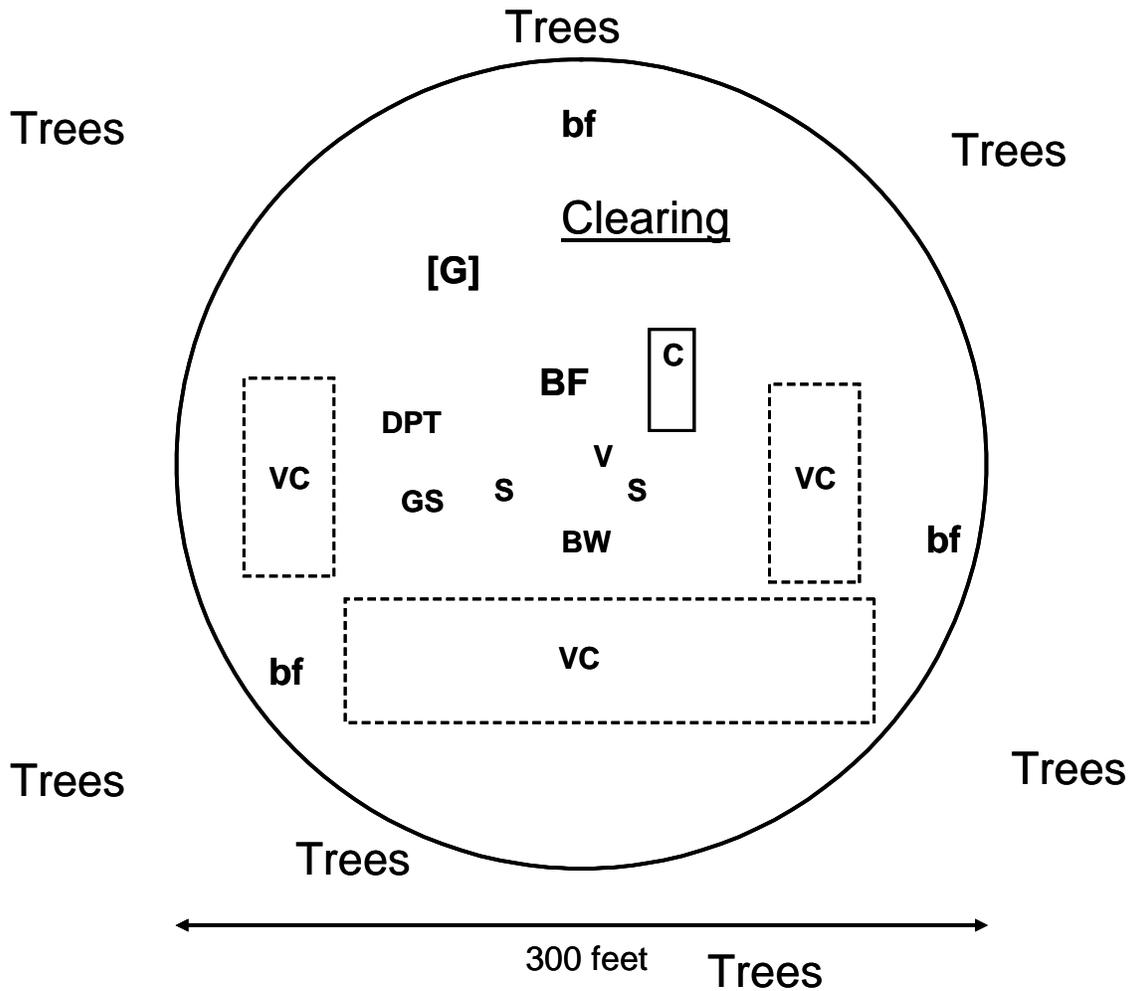
Earthday, 20th Goodmonth, 594 CY:

**Dawn –
Midafternoon –**

If still alive, Canon Vraxtor makes the return journey to the temple.
If still alive, Canon Vraxtor returns to the temple.

DM's Aid #1 – Map of the Outer Temple of Graz'zt

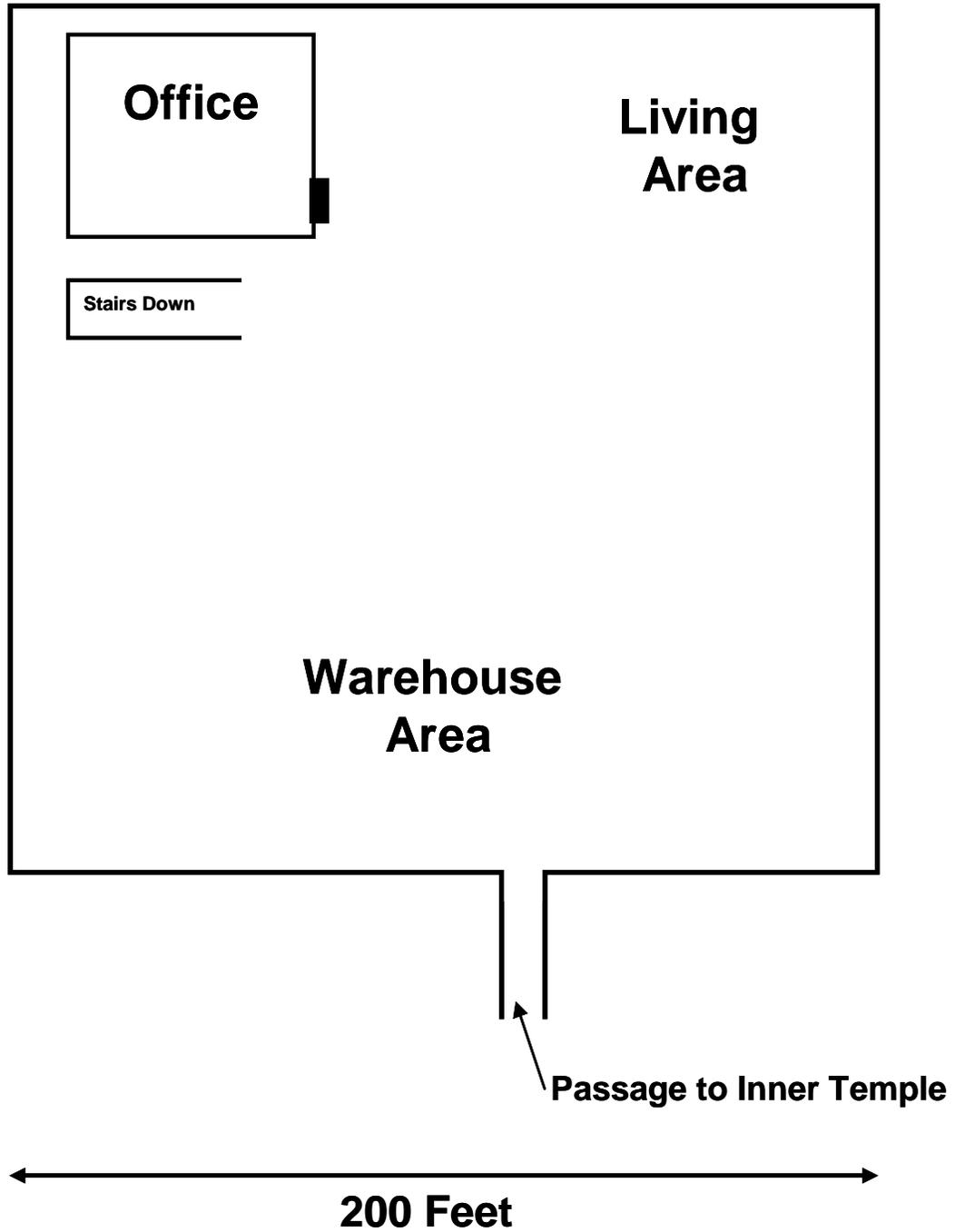
Not Drawn to Proportion



BF = big bonfire; bf = small bonfire; BW = Burning Witch; C = chasm and cave entrance; DPT = Dark Prince's Throne; [G] = hidden position of Guardian; GS = Granite Slab (sacrificial stone); S = stake where one of Tommy's parents is bound; V = Varnef; VC = position of various cultists.

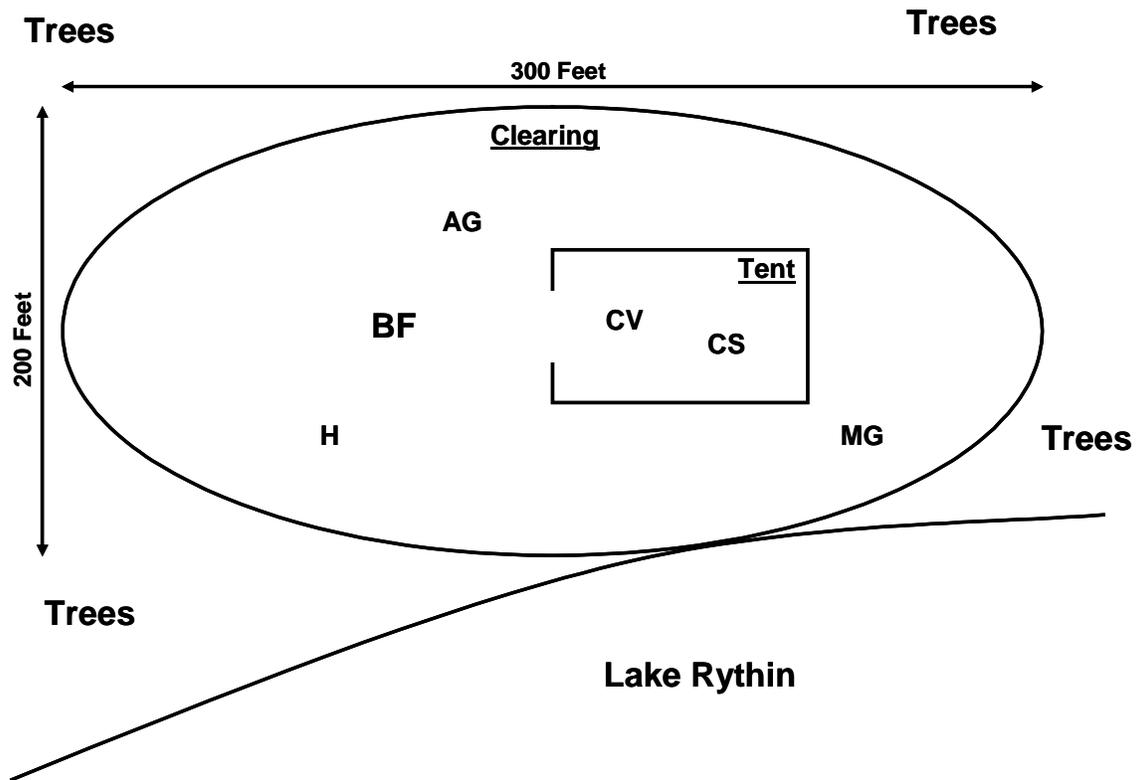
DM's Aid #2 – Map of the Inner Temple of Graz'zt

Not Drawn to Proportion



DM's Aid #3 – Canon Vraxtor and Friends

Not Drawn to Proportion



AG = Arlin Grimthor; BF = bonfire; CS = Crisnar Smithfeld; CV = Canon Vraxtor; H= Horvis; MG = Morlok Grimthor (APLs 6-12 only).

DM's Aid #4: New Rules Items

Half-Troll Template (Fiend Folio, pp. 92–94)

“Half-troll” is an inherited template that can be added to any animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid or outsider (referred to hereafter as the base creature). The creature’s type becomes giant, and a half-troll with an outsider as the base creature also gains the outsider subtype. The half-troll uses all the base creature’s statistics and special abilities except as noted here.

Size: Same as base creature.

Hit Dice: Same as base creature..

Initiative: Same as base creature.

Speed: Same as base creature.

AC: Natural armor improves by +4.

Attacks: Half-trolls have bite and claw attacks.

Damage: Half-trolls have bite and claw attacks. If the base creature does not have these attack forms, use the appropriate damage values based on the half-troll’s size (see the table below). Otherwise, use the values from the table or the base creature’s damage, whichever is greater.

<u>Size</u>	<u>Bite Damage</u>	<u>Claw Damage</u>
Fine	1	--
Diminutive	1d2	1
Tiny	1d3	1d2
Small	1d4	1d3
Medium-size	1d6	1d4
Large	1d8	1d6
Huge	2d6	1d8
Gargantuan	2d8	2d6
Colossal	4d6	2d8

Face/Reach: Same as base creature.

Special Attacks: A half-troll retains all the special attacks of the base creature. Half-trolls also gain two claw attacks (or the base creature’s number of claw attacks, whichever is higher) and the special ability to rend.

Rend (Ex): If a half-troll hits with two or more claw attacks against the same opponent, it latches upon the opponent’s body and tears the flesh. This attack automatically deals an additional amount of damage based on the half-troll’s size (see the table below). A half-troll adds 1½ times its Strength modifier to this base rend damage.

<u>Size</u>	<u>Bite Damage</u>
Fine	--
Diminutive	1d2
Tiny	2d2
Small	2d3
Medium-size	2d4
Large	2d6
Huge	2d8
Gargantuan	4d6
Colossal	4d8

Special Qualities: A half-troll has all the special qualities of the base creature, plus darkvision with a range of 60 feet, fast healing 5 and scent.

Fast Healing (Ex): A half-troll heals 5 points of damage each round so long as it has at least 1 hit point. Fast healing does not restore hit points lost from starvation, thirst or suffocation, and it does not allow a half-troll to regrow or reattach lost body parts.

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

Base Saves: Same as base creature.

Abilities: Adjust from the base creature as follows: Str +6, Dex +2, Con +6, Int -2 and Chr -2.

Skills: A half-troll has skill points equal to (2 + its Int modifier, minimum 1) X (Hit Dice + 3). Treat skills possessed by the base creature as class skills and other skills as cross-class. If the creature has a class, it gains skill points for class levels normally.

Feats: Half-trolls gain feats normally. They tend to favor feats that take advantage of their strength, such as Power Attack and Cleave, or feats that offset their natural weakness, such as Iron Will.

Climate/Terrain: Same as base creature or any land, aquatic or underground.

Organization: Same as base creature or solitary.

Challenge Rating: Same as base creature +2

Treasure: None.

Alignment: Usually chaotic neutral or chaotic evil.

Advancement: Same as base creature.

Level Adjustment: +4.

Frenzied Berserker Prestige Class (*Complete Warrior*, pp. 34–36)

The frenzied berserker's path is unsuited for most adventurers – a fact for which the peace-lovers of the world can be thankful. Because of their traditional love for battle, orc and half-orc barbarians are the ones who most frequently adopt this prestige class, though human and dwarf barbarians also find it appealing. It might seem that elves would be good candidates because of their chaotic nature, but the elven aesthetics and love of grace are at odds with the frenzied berserker's devotion of the self. Spellcasting characters and monks almost never become frenzied berserkers.

NPC frenzied berserkers often lead tribal warbands or raiders made up of fighters, barbarians, or other martial characters. Some fall in with humanoids and even giantish tribes, but not all frenzied berserkers turn their chaotic energy to evil. A few have found homes in small villages or in rural areas, acting as members of the settlement's defenses. Most people give even such well-intentioned frenzied berserkers a wide berth, however, and they often find themselves wandering as loners in the wilderness.

Hit Die: d12.

Requirements

To qualify to become a frenzied berserker, a character must fulfill all the following criteria.

Alignment: Any nonlawful.

Base Attack Bonus: +6.

Feats: Cleave, Destructive Rage, Intimidating Rage, Power Attack

Class Skills

The frenzied berserker's class skills are Climb, Intimidate, Jump, Ride and Swim.

Skill Points at Each Level: 2 + Int Modifier.

Frenzied Berserker

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+0	+0	Frenzy 1/day, Diehard
2 nd	+2	+3	+0	+0	Supreme Cleave
3 rd	+3	+3	+1	+1	Frenzy 2/day
4 th	+4	+4	+1	+1	Deathless Frenzy
5 th	+5	+4	+1	+1	Frenzy 3/day, Improved Power Attack
6 th	+6	+5	+2	+2	Inspire Frenzy 1/day
7 th	+7	+5	+2	+2	Frenzy 4/day
8 th	+8	+6	+2	+2	Greater Frenzy, Inspire Frenzy 2/day
9 th	+9	+6	+3	+3	Frenzy 5/day
10 th	+10	+7	+3	+3	Inspire Frenzy 3/day, Tireless Frenzy,

Class Features

All of the following are class features of the frenzied berserker prestige class.

Weapon and Armor Proficiency: Frenzied berserkers gain no proficiency with any armor or weapons.

Frenzy (Ex): When frenzied, a frenzied barbarian gains a +6 bonus to Strength, and he gains a single extra attack at his highest bonus, if he makes a full attack action. He takes a -4 penalty to Armor Class and takes 2 points of nonlethal damage every round. The frenzy lasts a number of rounds equal to 3 + the frenzied berserker's Constitution modifier. He can enter a frenzy as a free action. In addition, if he takes damage from an attack, spell, trap, or any other source, he automatically enters a frenzy at the start of his next action, as long as he has at least one daily usage if the ability left. To avoid entering a frenzy in response to a provoking effect, the character must make a successful Will save (DC 10 + points of damage taken since his last action) at the start of his next turn.

Diehard: A frenzied berserker gains Diehard as a bonus feat even if he does not meet the requirement. When reduced to between -1 and -9 hit points, a frenzied barbarian automatically becomes stable and acts as disabled, rather than dying.

Supreme Cleave: At 2nd level and higher, a frenzied berserker can take a 5-foot step between attacks when using the Cleave or Great Cleave feat. He is still limited to one such adjustment per round, so he cannot use this ability during a round in which he has already taken a 5-foot step.

Deathless Frenzy (Ex): A frenzied berserker can scorn death and unconsciousness while in a frenzy. As long as his frenzy continues, he is not treated as disabled at 0 hit points, nor is treated as dying at -1 to -9 hit points. Even if reduced to -10 hit points or less, he continues to fight normally until his frenzy ends. At that point, the effects of his wounds apply normally if they have not been healed. This ability does not prevent death from massive damage or from spell effects such as *Slay Living* or *Disintegrate*.

Improved Power Attack: Beginning at 5th level, a frenzied berserker gains a +3 bonus on his melee damage rolls for every -2 penalty he takes on his melee attack rolls when using the Power Attack feat (or +3 for every -1 penalty if wielding a two-handed weapon other than a double weapon). This benefit does not stack with the normal effects of Power Attack.

Inspire Frenzy (Su): Beginning at 6th level, a frenzied berserker can inspire frenzy in his allies while he himself is frenzied. When he uses this ability, all willing allies within 10 feet of him gain the benefits and disadvantages of frenzy as if they had that ability themselves. The frenzy of affected allies lasts for a number of rounds equal to 3 + the frenzied berserker's Constitution modifier, regardless of whether they remain within 10 feet of him.

A frenzied berserker gains one additional use of this ability for every two additional frenzied berserker levels he acquires, though the ability is still usable only once per encounter.

Greater Frenzy (Ex): Starting at 8th level, the character's bonus to Strength during a frenzy becomes +10 instead of +6.

Supreme Power Attack: A 10th-level frenzied berserker gains a +2 bonus on his melee damage rolls for every -1 penalty he takes on her melee attack rolls when using the Power Attack feat (or +4 for every -1 penalty if wielding a two-handed weapon other than a double weapon). This benefit does not stack with the effects of Power Attack or Improved Power Attack.

Tireless Frenzy: A 10th-level frenzied berserker no longer becomes fatigued after a frenzy, though she still takes the nonlethal damage for each round it lasts.

Feats**Destructive Rage [General]**

See *Complete Warrior*, pp. 97.

Prerequisites: Rage or Frenzy Ability.

Benefit: While you are in a rage or frenzy, you gain a +8 bonus on any Strength checks you make to break down doors or break inanimate, immobile objects.

Divine Metamagic [Divine]

See *Complete Divine*, p. 80; Errata.

Prerequisites: Ability to turn or rebuke undead.

Benefit: When you take this feat, choose a metamagic feat that you have. 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 divine 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.

Expert Tactician [General]

See *Song and Silence*, pp. 38-39.

Prerequisites: Dex 13+, base attack bonus +2, Combat Reflexes.

Benefit: You can make one extra melee attack (or do anything that can be done as a melee attack or a melee touch attack, including attempts to disarm, trip, or make a grab to start a grapple) against one foe who is within melee reach and denied a Dexterity bonus against your melee attacks for any reason. You take your extra attack when it's your turn, either before or after your regular action. If several foes within melee reach and denied Dexterity bonuses against your attacks, you can use this feat against only one of them.

Improved Turn Resistance [Monstrous]

See *Savage Species*, p. 36.

Prerequisites: Undead.

Benefit: You are less easily affected by clerics or paladins than you normally would be (See Turn and Rebuke Undead in Chapter 8 of the *Player's Handbook*). When resolving a turn, rebuke, command, or bolster attempt, add 4 to your character level (monster Hit Dice plus class levels) to determine your Hit Dice for turn, rebuke, command, and bolster attempts. For example, a 4 HD wight with this feat is treated as an 8 HD undead for the purposes of turn, rebuke, command, and bolster attempts, even though it is a 4 HD creature for any other purpose.

Intimidating Rage [General]

See *Complete Warrior*, p. 102.

Prerequisites: Rage or frenzy ability.

Benefit: While you are raging, you designate a single foe within 30 feet of you that you can attempt to demoralize as a free action (see the Intimidate skill, page 76 of the *Player's Handbook*). A foe that you successfully demoralize remains shaken for as long as you continue to rage. You may only use this feat against a single foe in any particular encounter.

Rapid Spell [Metamagic]

See *Complete Divine*, p. 84.

Benefit: Only spells with a casting time greater than 1 standard action can be made rapid. A rapid spell with a casting time of 1 full round can be cast as a standard action. A rapid spell with a casting time measured in rounds can be cast in 1 full round. Rapid spells with casting times measured in minutes can be cast in 1 minute, and rapid spells with casting times measured in hours can be cast in 1 hour. A rapid spell uses up a spell slot one level higher than the spell's actual level.

Special: A spell can be made rapid and quickened only if its original casting time was 1 full round. This feat can be applied to a spell cast spontaneously as long as its original casting time was longer than 1 full round.

Non-Core Spells

Bear's Heart

(See *Defender's of the Faith*, p. 81)

Transmutation

Level: Beastmaster 4, Cleric 5, Druid 4

Components: V, S

Casting Time: 1 standard action

Range: 20 ft.

Target: Living Allies within 20 ft.

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: No

You turn your living allies (one per caster level) into fierce warriors, but exhaust them in the process. Allies gain a +4 enhancement bonus to Strength, and also 1d4 temporary hit points per caster level. When the spell ends, any remaining temporary hit points from its effect are lost, and each ally takes 1 point of nonlethal damage per level of the caster.

Briar Web

(See *Complete Divine*, pp 156-157)

Transmutation

Level: Cleric 3, Druid 2, Ranger 2
Components: V, S, DF
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: Plants in a 20-ft.-radius spread
Duration: 1 minute/level
Saving Throw: Reflex negates; see text
Spell Resistance: No

This spell causes grass, weeds, bushes and even trees to grow thorns and then wrap and twist around creatures in or entering the area. Creatures that make their save against the spell are unaffected other than having to move at half speed within the area of effect. If a creature fails its initial saving throw, it has three options: stay perfectly still, attempt to break free from the thorns, or continue to act normally. A creature that fails its save but stands perfectly still is entangled (-2 attack, -4 dexterity), but experiences no other effect and takes no damage. Anyone entangled in this way loses the entangled condition if they leave the area of the spell. Each round in which a creature remains in the area, it may spend a full round action extricating themselves from the thorns. Doing so allows for a new saving throw. If successful, the creature is unaffected by the thorns except it may only move at half speed in the area of the spell. Successfully breaking free in this way is the only thing a character can do that does not cause thorn damage to the character. A failed attempt to break free deals the normal 2d6 thorn piercing damage. Those that attempt actions (such as attack, cast a spell with a somatic component, or move) take 2d6 points of damage from the thorns. A creature that tries to cast a spell must also make a Concentration check (DC 15 + spell level + damage taken) or lose the spell.

The plants provide cover. A creature 5 feet away has cover. Creatures separated by 20 or more feet of *Briar Webs* have total cover.

Nature's Favor

(See *Complete Divine*, pp 156-157; Errata)

Evocation

Level: Druid 3, Ranger 2
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Animal touched
Duration: 1 minute/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

By calling on the power of nature, you grant the target animal a +1 luck bonus on attack and damage rolls for every three caster levels you possess (maximum +3).

Quill Blast

(See *Complete Divine*, pp 156-157)

Conjuration (Creation)

Level: Druid 5
Components: V, S, M
Casting Time: 1 standard action
Range: 20 ft.
Area: 20-ft.-radius spread, centered on you
Duration: Instantaneous

Saving Throw: Reflex half; see text

Spell Resistance: Yes

Needle-sharp quills emerge from your skin as you cast this spell, then fly outward in every direction when you complete this spell. Creatures within the spread of a *Quill Blast* are hit by one or more quills, depending on their size.

<u>Creature Size</u>	<u>Number of Quills</u>
Tiny or smaller	1
Small	1d4
Medium	2d6
Large	3d6
Huge or larger	4d6

Creatures who make their saves are struck by half as many quills; Tiny or smaller creatures avoid the quills completely. Each quill inflicts 1d6 or piercing damage and lodges itself in the flesh of any living creature it hits. Lodged quills impose a -1 penalty on attacks, saves and checks per quill. A quill can be removed safely as a standard action with a DC 20 Heal check. Otherwise, removing a quill deals an extra 1d6 points of damage.

Material Component: Porcupine quill.

Spikes

(See *Complete Divine*, pp 156-157)

Transmutation

Level: Cleric 3, Druid 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Wooden weapon touched

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

Small magical thorns or spikes protrude from the surface of a wooden weapon, such as a club, greatclub, nunchaku or a quarterstaff. For the duration of the spell, the weapon deals both piercing and slashing damage. It gains a +2 enhancement bonus on its attacks and deals an additional +2 points of damage per caster level (maximum +20). The weapons threat range is doubled. This spell works only on melee weapons with wooden striking surfaces. For instance, it does not work on a bow, an arrow or a metal mace.

Material Component: A small thorn.

Player Handout #1 – Varnef’s Journal

The following are relevant passages found in Varnef’s Journal:

22nd Coldeven, 593 CY: *Vren recruited fat Mot and his wife Mariska to the worship of the Dark Prince. Every night these pathetic villagers tell their children about the victory of Sir Lorton and his fellow Jesters of Heironeous over our beloved lord and how Graz’zt worship was eliminated from the area. What delicious lies they tell! These same parents jump at their shadows, bar the door at night and quake by the fire waiting in terror for the return of Graz’zt’s Chosen, the Burning Witch, and the rise of the cult. Those loyal to the Dark Prince are already here! We have been here for decades waiting for the cult to rise again!*

4th Wealsun, 593 CY: *Vren is secretive but ecstatic. The old goat tells me to be patient, but it is clear something has happened. Something big!*

9th Reaping, 593 CY: *The cult of Graz’zt has been reborn! Fellow worshippers from Furyondy, Veluna, Dyvers and beyond have gathered at the sacred temple. It is breath-taking to see the Dark Prince’s Throne again used by a Chosen. A sacrifice was made in the old way. Gnome blood was spilt, but it was better than nothing.*

The Burning Witch herself was freed by some fool of a wizard, who thought to resurrect her and harness her power for his own. The Witch killed him with bolts of abyssal fire. By the Dark Prince, she is beautiful! No woman is her equal in boldness, power and wickedness. I will follow her to the Abyss.

23rd Goodmonth, 593 CY: *The power of our cult grows. I hope to rise in the ranks and gain her favor, even if I have to be subservient to her toady and second-in-command Canon Vractor.*

17th Harvester, 593 CY: *We have begun to make our presence known. I nearly laughed aloud when Warren ordered a meeting of the village elders and stated that the hamlet’s worst fears have been realized: the cult of Graz’zt has returned. All the elders, especially Michel and that half-wit Norbis, were in shock.*

2nd Patchwall, 593 CY: *I am still confused why we never worship in the inner temple. The worship to Graz’zt is usually conducted in secret, dark places, not above ground.*

11th Ready’reat, 593 CY: *I do not understand why the Burning Witch refuses to walk through the town like old, taking villagers for sacrifice. She follows Vractor’s advice in everything.*

Last night was perfect. We caught a halfling merchant unawares. He was carrying a treasure trove of alchemist fire flasks, ranglefoot bags and sunrods. I was put in charge of some of the cultists and we pushed the supplies into the portal to the Abyss. I expected the portal to be in the temple, not the passageway. Now I understand why we never have worshipped in the inner temple. The inner temple is in the ABYSS!

The temperature was so hot near the portal; I could have fried an egg on cavern floor. Later that night, the Witch, my lovely bride to be, laid the halfling’s heart at the foot of the Dark Prince’s Throne. The Witch, praise her, let me take the halfling’s tongue to add to my collection.

13th Fireseek, 594 CY: *I do not want the Canon as my enemy. He is clearly more powerful than I ever imagined. A wizard arrived at the temple, he acted the fawning servant but I can smell combat wizards and officers a mile away. The Canon and he talked some, about what I dare not guess. They created a guardian for the temple. I nearly wet myself when the creature burrowed out from the earth and spat fire.*

The Burning Witch pranced around like the guardian was her pet...but she was scared, real scared. Who’s really in charge here?

Player Handout #1 – Varnef’s Journal (Continued)

17th Coldeven, 594 CY: *Old Bartell shot his mouth off once too often and claimed that he was going to ride to Free Borough for help. The Witch told me to make an example of him. I did. One more tongue for my collection!*

21st Coldeven, 594 CY: *The Burning Witch told me to bring five trustworthy cultists and accompany Canon Vractor. No questions were to be asked. We traveled east for almost a full day through the woods and came to a clearing on the other side. There we met an arrogant noblewoman. She had two half-giant bodyguards with her. I never thought I’d see the Canon frightened, but when the meeting ended, they left on terse terms. Vractor seemed very disappointed about something.*

25th Flocktime, 594 CY: *Marack the Scribe, author of the threatening letters to the village, got caught with his hand on the money purse. The greedy little cuss stole something from the Canon. Marack was sacrificed that night. Another tongue for my collection!*

6th Reaping, 594 CY: *I always thought the highest-ranking cleric in a temple to Graz’zt was supposed to be female. Canon Vractor is male and he is the one in charge here. I have my suspicions about the Burning Witch, but I obey her dutifully anyway. The Burning Witch of old was really a lamia. Lamias have the power to alter their appearance. I wonder if Canon Vractor is really the old Burning Witch in disguise and the other Burning Witch is an imposter.*

Player Handout #2 – Inventory Records

<u>Armor</u>	<u>Acquired</u>	<u>Available</u>
Padded	10	7
Leather	5	3
Masterwork Leather	2	0
Studded Leather	5	1
Masterwork Studded Leather	1	0
Chain Shirt	8	2
Masterwork Chain Shirt	2	0
Scale Mail	4	0
Chainmail	10	1
Masterwork Chainmail	5	0
Breastplate	4	1
Masterwork Breastplate	1	0
Splint Mail	2	0
Banded Mail	2	1
Full Plate	2	0
Masterwork Full Plate	2	0
Buckler	10	3
Light Wooden Shield	10	5
Light Steel Shield	8	2
Masterwork Light Steel Shield	2	0
Heavy Wooden Shield	10	3
Heavy Steel Shield	4	0
Masterwork Heavy Steel Shield	4	0
Tower Shield	9	1
Locked Gauntlets	10	2
<u>Ranged Weapons</u>	<u>Acquired</u>	<u>Available</u>
Light Crossbow	20	2
Masterwork Light Crossbow	2	0
Light Crossbow Bolt	200	20
Heavy Crossbow	10	1
Heavy Crossbow Bolt	100	10
Dart	10	10
Javelin	4	4
Longbow	10	0
Composite Longbow	10	1
Masterwork Composite Longbow	1	0
Longbow Arrow	200	20
Shortbow	10	2
Composite Shortbow	10	1
Shortbow Arrow	400	60

Player Handout #2 – Inventory Records (Continued)

<u>Weapons</u>	<u>Acquired</u>	<u>Available</u>
Dagger	20	2
Light Mace	4	1
Handaxe	4	1
Short Sword	10	2
Masterwork Short Sword	3	1
Heavy Mace	2	0
Morningstar	4	0
Shortspear	2	2
Battleaxe	2	0
Flail	6	2
Longsword	10	0
Masterwork Longsword	2	0
Warhammer	3	3
Masterwork Warhammer	2	0
Bastard Sword	3	1
Masterwork Bastard Sword	2	0
Dwarven Ugrosh	2	1
Masterwork Dwarven Ugrosh	2	0
Longspear	2	0
Spear	6	0
Glaive	2	0
Greatsword	6	1
Masterwork Greatsword	1	0
Halberd	4	2
Masterwork Halberd	1	0
Dire Flail	4	0
Masterwork Dire Flail	2	0
<u>Special Items</u>	<u>Acquired</u>	<u>Available</u>
Flask of Acid	20	0
Flask of Alchemist Fire	20	0
Everburning Torch	10	0
Smokestick	30	1
Sunrod	10	10
Tanglefoot Bag	40	0
Thunderstone	20	0
Tindertwig	100	9
Silversheen	3	1
<u>Tools and Kits</u>	<u>Acquired</u>	<u>Available</u>
Climber's Kit	10	0
Healer's Kit	20	1
Thieves' Tools	25	2
Masterwork Thieves' Tools	7	0

Player Handout #2 – Inventory Records (Continued)

<u>Gear</u>	<u>Acquired</u>	<u>Available</u>
Backpack	10	1
Bedroll	40	3
Winter Blanket	90	0
Bag of Caltrops	4	0
Crowbar	10	1
Feed (1 Day Packet)	150	10
Flint and Steel	20	2
Grappling Hook	10	1
Bullseye lantern	10	0
Hooded Lantern	8	2
Flask of Oil	20	0
Portable Ram	1	0
Trail Rations (1 Day Packet)	400	20
Hemp Rope (50 ft.)	10	2
Silk Rope (50 ft.)	4	0
Shovel	25	1
Tent	20	2
Torch	100	33
Waterskin	45	5
Whetstone	20	0

Player Handout #3 – Canon Vraxtor’s Journal

The following are relevant passages found in Canon Vraxtor’s Journal:

26th Reaping, 592 CY: *What a magnificent day! This morning my Master took me aside and entrusted me with a bold, new assignment which will be integral in the taking of the throne from Old Belvor. I have been instructed to build a base of operation in southern Furyondy to supply all of my master’s agents. All must be done quietly and inconspicuously as possible. The supplies will encompass a wide range of weapons, armor and mundane items and equipment. Although acquiring such items would present little difficulty for the elite agents, the base will be more useful to both clandestine agents and average, sometime monstrous, agents. Such dissent and discord my lord sends through Furyondy is like a satisfying knife thrust to a still-beating heart. I envision this supply base as a safe haven where all of the servants loyal to our true liege can gather to relax, recuperate, regroup and plot.*

14th Harvester, 592 CY: *I may have found the place to build my stronghold. It has access to a well used highway, but will there be the supplies I need? Will it be secluded enough? If one or two travelers disappear every now and then, will this draw unwanted attention?*

2nd Ready’reat, 592 CY: *This year has been unbelievably fortuitous for me. It is hard to imagine that there could be any place easier to exploit than Lorton’s Hollow and the Burning Witch Woods. The region is ripe with history and superstition. I found the temple, it was surprisingly intact. Well...perhaps not so surprisingly given that the temple was “destroyed” by paladins of Heironeous. Paladins are notoriously lazy when it comes to actual physical labor.*

I think I will take a page from the Seeker’s rulebook. My old friend always had the habit of usurping local legends and using them to his own advantage. It is a tried and true tactic of his that almost always works.

I need to find someone to portray this Burning Witch. Phaermore, our wizard, says he knows someone in Dyvers who might do the trick.

23rd Ready’reat, 592 CY: *Phaermore’s actress friend was not interested. I’m not sure she could have convinced anyone that she was the Burning Witch anyway. She was rather ugly and that voice, could it have been any more grating and shrill? Phaermore, Phaermore...I need to have a long talk with that boy.*

24th Ready’reat, 592 CY: *I have a lead on an excellent actress in Herechel. This bard is supposed to be very unscrupulous and mercenary – a perfect choice.*

17th Coldeven, 593 CY: *Everything is proceeding as planned. Alendria is working out well as the Burning Witch. I may have to keep an eye on her though; she tends to be a little too dramatic at times. It was very wise to keep the true nature of our operation secret from her.*

A few cultists of Graz’zt have begun to arrive. Amazing the corruption we discover from Veluna! I will have to keep on my toes lest I reveal too much. Already we have waylaid a few easy targets and added some much needed equipment to our inventory.

11th Planting, 593 CY: *Not in full operation with secret tunnel only half complete and, yet, already first group came for resupply. Did the best we could.*

20th Flocktime, 593 CY: *More cultists arrive, with the Burning Witch strutting around as queen. At least she is happy and not complaining anymore. A few villagers from Lorton’s Hollow have been recruited to our cause.*

Player Handout #3 – Canon Vraxtor’s Journal (Continued)

23rd Patchwall, 593 CY: *Lorton’s Hollow is now completely under our control. The villagers don’t have the stomach for any sort of opposition and obey us like sheep led off to slaughter.*

14th Sunsebb, 593 CY: *New orders came. The Black Knight has approved my plan to make clandestine contact with potential allies. If all goes well soon my Master’s forces will be furthered strengthened and our cause aided.*

18th Fireseek, 594 CY: *The necromancer Torvan Dra, a contemporary of Seeker, arrived to help bolster the temple’s defenses. Together we created guardians for the temple complex above and below. I made sure that Varnef witnessed the creation of the illusionary “dragon”. The fool has been making dreamy eyes at the Burning Witch and may be contemplating trying to get rid of me.*

Torvan claims the temple guardians are foolproof. I’m not so certain and said so. I will have to find suitable guardians for the inner temple...maybe a basilisk or a couple of barghests. Torvan says he will bring a different guardian when he comes to visit next time.

28th Coldeven, 594 CY: *Over the last month I have made contact with various potential allies. I have always been careful to meet them away from the temple grounds near Lake Rythin, on the opposite side of the woods. Some have agreed to help my Master while other have made impossible demands.*

25th Flocktime, 594 CY: *Marack the Scribe got a little too curious and somehow bypassed the illusionary fire portal. One of the Grimthor brothers subdued him, but the scribe saw too much of our operation. I let Varnef cut out Marack’s tongue before he was sacrificed.*

1st Wealsun, 594 CY: *On his way to another base Torvan dropped by briefly and left a suitable guardian. This one is more to my liking and it is helping us finish the secret tunnel. Phaermore left with Torvan and the old guardian. The lad has a new assignment. He will be missed.*

18th Wealsun, 594 CY: *New allies abound. I have met with an emissary from Pravnar Al’Vakar, who wishes to join forces with us. Pravnar desires to carve out some territory in Furyondy, a stronghold from which this lich can operate undisturbed. I will have to arrange a face-to-face meeting to go over the particulars and perhaps finalize an agreeable arrangement.*

10th Goodmonth, 594 CY: *Meeting between Pravnar and I set for just after midnight, in the early morning hours of the 19th. I will leave a few days in advance. With any luck, while I’m gone, the cultists will ambush a merchant carrying armor. Inventory is desperately low in that area.*

Player Handout #4 – Unfinished Letter to Sister

16th Goodmonth, 594 CY

Dearest Sister:

It has been far too long since I have written to you. My work progresses well. The supply of the Black Knight's forces in Furyondy has thus far been undetected. Those loyal to our future liege, both living and undead, grow in number daily. My mission is not unique, as other supply bases exist, though I think mine is the largest. So many units have passed through the secret tunnel that I can barely keep up with their needs. As it stands, my inventory is sorely depleted. I only hope that useful merchants pass through the hamlet soon to supply our needs!

The actress Alendria, the one who I gave the role of the Burning Witch, has become unbearable. Her demands on the cultists and the torture she has been ordering on victims have grown more "artistically" dramatic. Do you have any advice on how to keep her under control?

Oh! That weasel Varnef may be smarter than I thought. He no longer seems to be jockeying for position with me as the Witch's second in command. He's afraid of me. I think he knows I am really in charge. I have been dropping hints that I am a lamia.

Ah forgive me, I have forgotten to ask, how are you my little sister? Are you truly happy now? I hope so. Lord Silmar is a fine young man. He is a good prospect, ambitious but with wisdom beyond his years. He will go far in the new court. I truly regret not being there to give you away. If only our father and mother were alive to see your wedding day, they would have been proud. I hope you share a long life with him and know the joy of many children.

Speaking of children, I understand that my son Hardek has grown nearly a foot since I was last home – or so Aunt Charena claims. I miss him and my other children so. It must be hard on them with me so far away and their mother recently departed to the halls of Hextor. She died a glorious death protecting the temple and took many a paladin of Heironeous with her. Someday, when my mission is complete, I will go to the temple and recover her body. I shall return her to life, if she be willing. I do hope so. Ilan, please give a kiss and hug to Hardek, Myora and little Shella – especially little Shella – and promise her that their mother will return soon.

I have chosen to accept the title of baron. I do not know yet what lands will be mine, but I would not mind Willip. A castle on a bluff overlooking the Nyr Dyv, wouldn't that be grand!

I have been giving some thought on all this sacrifice and pretend worship to Graz'zt. I want your opinion on this, Ilan; you were always better at understanding Hextor's plans and allegiances than I. Your knowledge in the planes and of devils and demons rival some of the best loremasters. I know Hextor would prefer to align with devils, but I have been contemplating contacting Graz'zt. Surely, these sacrifices have drawn his attention and favor. This would be useful in the conflict ahead – the removal of King Belvor and taking of the throne. Mayhap, I can use any demonic knowledge to become a thaumaturgist. What do you think?

I have more to say, but it is time for me to meet with the lich, Pravnar Al'Vakar. He is recently created, I think...a former adventurer, cautious but very deadly. He could be a very useful ally for our Master. I will meet him at midnight in the usual place, where I found the black lotus for you. Were you successful at making the poison?

Anyway, I will write more when I return...

FUR04-08 *Under The Pale Moon*
If this is a premiere, return to HQ

- | | | | | |
|----|---|-----|-----|----|
| 1. | Did the adventurers heal Tomas Herfad themselves? | YES | NO | |
| | Did they willingly volunteer to rescue his parents? | YES | NO | |
| | Did they raise/resurrect Jerric Herfad? | | YES | NO |
| | Did they completely heal Tomas's parents? | YES | NO | |
| 2. | Did the PCs disturb the grave within the circle of stone (Encounter 3.B.)? | | | |
| | | YES | NO | |
| 3. | In Encounter Four, did the PCs destroy the granite sacrificial stone? | | | |
| | | YES | NO | |
| | How about the Dark Prince's Throne? | YES | NO | |
| 4. | Did the PCs encounter Padraic MacMurchadha (the pixie in Encounter Six)? | | | |
| | | YES | NO | |
| | If YES, did the PCs kill him? | YES | NO | |
| 5. | What was the fate of Canon Vraxtor? | | | |
| | PCs did not fight him? | YES | NO | |
| | PCs fled from him? | YES | NO | |
| | He escaped? | YES | NO | |
| | He was captured? | YES | NO | |
| | He was killed? | YES | NO | |
| 6. | Did the PCs locate and confront Pravnar Al'Vakar? | YES | NO | |
| | If YES, then was Pravnar killed? | YES | NO | |
| 7. | Did the PCs inform the proper authorities that Canon Vraxtor was a servant of the Black Knight? | YES | NO | |
| | Did they tell the authorities (i.e., Sir Alton) of the Black Knight's plan to seize the throne of Furyondy and become King? | YES | NO | |
| 8. | Additional comments? (Use the back of this paper.) | | | |