

Cry in the Dark

A One-Round Dungeons & Dragons® Living Greyhawk™ Furyondy Regional Adventure

Version 0.99

by Steve Yee

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“Good Sirs, I am from the hamlet of Orlan’s Tower, in the Gold County; my fellow peasants and I are in need of your assistance.” On a dusty, deserted road a desperate peasant begs for the aid of adventurers. A pack of hungry wolves has been preying upon the livestock in the farms about his hamlet and the peasants are defenseless against them. Do you have the decency and courage to help him? A heroic Furyondy Regional adventure for APLs 2-10. This adventure is a loosely-related sequel to FUR6-05 *Darkest Night*.

Resources for this adventure include *Complete Arcane*, *Complete Warrior*, *Draconomicon*, FUR4-07 *Under the Pale Moon*, FUR5-05 *Of Blood and Bone*, FUR6-05 *Darkest Night*, *Libris Mortis*, *Magic Item Compendium*, and *Spell Compendium*.

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This adventure retires from RPGA-sanctioned play on December 31, 2008.

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

Along with this adventure, you'll find a RPGA session tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in

this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK adventure record (AR). You need one copy of this for each participating player.

AVERAGE PARTY LEVEL (APL)

See Chapter One of the *Living Greyhawk Campaign Sourcebook* for details on APLs. If the APL of your group is an odd number, ask them before the adventure begins whether they would like to play the higher or the lower adjacent APL.

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

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them and fight for them.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure, set in Furyondy. Characters native to that region pay 1 Time Units per round; all other characters pay 2 Time Units per round.

More information about Lifestyle and Upkeep can be found in the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

More than three centuries ago, the Master of Bronzeblood and his allies were defeated by King Thrommel I, the first King of Furyondy. The Master of Bronzeblood, along with many powerful and trusted minions, however, was able to escape his fate by fleeing into the deep dungeons of his abode (i.e., what would later become known as Bronzeblood Haunt) and setting up a realm onto his own. From deep below Bronzeblood Haunt, the Master nursed his anger and vowed vengeance upon the newly formed Kingdom of Furyondy and Thrommel's line.

Amongst the survivors was one of the Master of Bronzeblood's most trusted spies, Captain Jerric D'Arbanon, but for some unknown reason he quickly fell from favor in the Master's Court. Subject to slights and other humiliations, his loyalty to the Master turned to hatred and he longed to escape from the Master's cold and heartless grasp. Captain D'Arbanon fell back upon his skills of patience and deception. While in appearance striving to return to the Master's grace, he found similar disgruntled followers of the Master and formed allegiances. He, along with his new found compatriots, abided patiently for a chance to escape from the Master of Bronzeblood.

At last, the Master arose from Bronzeblood to visit destruction upon the Kingdom of Furyondy and vengeance upon Thrommel and his line. The Master's anger and bloodlust knew no bounds and many of his

most powerful minions and trusted lieutenants were at the forefront of these deadly excursions and much chaos was sown. Captain D'Arbanon and his minions took this opportunity to quietly slip away and flee from the Master's domain. Avoiding confrontations, Captain D'Arbanon traveled deeper into Furyondy, southwest from Bronzeblood Haunt, into the Gold County.

In the peaceful hamlet of Orlan's Tower, Captain D'Arbanon found the perfect place to set up his own domain. Orlan's Tower was situated in the southern part of the Gold County. North of the Velverdyva River and east of the portion of the Gnarley Forest known as the Gleaming Glade. Indeed, Orlan's Tower was itself partially surrounded to the north and west by modestly-sized woods known as the Weeping Woods. The woods were likely a one-time outcropping of the Gnarley Forest. At the far end of the woods, Captain D'Arbanon discovered a burial mound dedicated to worshippers of Merikka, the Lawful Good demigoddess of Farming, Agriculture and Home. Captain D'Arbanon lost several minions to a powerful trap near the stone circle atop the burial mound but in the end was able to claim the burial chamber below as his new home. Here, he placed his primary tombstone, a stone he had bonded to at his original burial site. The tombstone acts similar to a coffin for normal vampires. Captain D'Arbanon must sleep next to his tombstone.

Captain D'Arbanon was pleased if not mildly amused with the location of his new domain. The hamlet of Orlan's Tower was a small farming community of perhaps a score of farms, a blacksmith shop and a small inn. The community was tightly knit and private. Their local lord had recently died and an inheritance dispute was in process, leaving the hamlet without immediate aid.

Near the inn, at the center of the town, was the deserted ruined tower of the long-dead wizard Orlan. A moderately powerful, but morally-challenged wizard in the Vice-Royalty of Ferrond, Orlan died nearly a century before the founding of the Kingdom of Furyondy. By the time of Thrommel's unprovoked attack on the Master of Bronzeblood, already the rumors and stories of Orlan's excesses and evil deeds had begun to fade to the stuff of fairy tales and legends. It seemed fitting that Captain D'Arbanon's new domain would be within the area of such former evil and his seat of his power would be at one of the accursed stone gathering circles of Merikka. This perhaps was the very stone circle where the lawful good warriors and spell-casters gathered to defeat poor Orlan centuries past.

Captain D'Arbanon's arrival, however, did not go unnoticed. The explosions in the vicinity of the old stone circle attracted the attention of the local druid of Obad-Hai, Millennna Hardenford, who soon left Orlan's Woods to investigate this strange occurrence. Captain D'Arbanon quickly corrupted her and used her to help him establish a hold on the hamlet. Before making her one of his servants (i.e., a vampire spawn), Millennna helped Captain D'Arbanon dominate and feed off of some of the residents. Captain D'Arbanon was careful not to kill any of the residents or wayward travelers he dined upon, lest

he create too many vampiric undead minions, which would prey upon the populace and attract undesired attention. Indeed, Captain D'Arbanon avoided the creation or the recruitment of any undead for the fear of unwanted attention.

As Captain D'Arbanon settled into his domain and worked to subtly expand it, he, with the help of Millennna Hardenford, persuaded a monstrous plant creature (i.e., an assassin vine at low tiers and a tendriculos at higher tiers) to take up residence in the nearby woods. Before long a villainous werewolf named Norgruk Ekim fell under the vampire's influence and took to terrorizing the residents of Orlan's Towers. This fell nicely into Captain D'Arbanon's plans and he used the werewolf and other wolves (some summoned via his *children of the night* ability) to cower the residents. He allowed the wolves to occasionally feed on farm animals, such as sheep and goats. Captain D'Arbanon was strict with Norgruk not to spread his curse to others, for now, lest this draw too much attention from the outside world.

After wolves killed an elder of the hamlet, coupled with the disappearance of the local priest of St. Cuthbert and the druidess Millennna Hardenford, Captain D'Arbanon was confident the peasants of Orlan's Tower were now thoroughly cowed and under his control. This overconfidence would be his undoing. A lone peasant, perhaps aided by the Fates, escaped his notice and sought out assistance for the hamlet against the rising threat of the wolves....

ADVENTURE SUMMARY

In the far southern part of the Gold County, a chance encounter with a desperate peasant leads adventurers to defend the small hamlet of Orlan's Tower from the viciousness of a marauding pack of wolves. The adventurers soon discover, however, the wolves mask a far greater threat than anticipated...for the community has fallen under the power of a vampire. With great courage and combat prowess, the adventurers may defeat this vampire, a one-time lieutenant of the Master of Bronzeblood, and save the peasants of Orlan's Tower and all those in the immediate vicinity from the depravations of this undead villain.

Introduction. A peasant recruits the PCs to defend the hamlet of Orlan's Tower from a pack of wolves.

Encounter One. At Orlan's Tower, the PCs discover the residents are terrified of the wolves and suspect the wolves may actually be werewolves. The PCs learn that the druidess Millennna Hardenford, living in the nearby Weeping Woods, may be able to offer assistance. Clues, however, suggest the wolves live in these woods, as well.

Encounter Two. In the Weeping Woods, the PCs discover the druidess's abandoned home. There they find evidence of the arrival of a mysterious stranger and his connections to an ancient circle of stones north of the woods.

Encounter Three. When the PCs arrive at the stone circle, they are attacked by wolves and their werewolf

leader. After defeating the wolves, the PCs discover a burial chamber, which was being used by the wolves as a lair. Inside the chamber, the PCs find a mysterious stone. A taunting clue challenges the PCs to meet the mysterious stranger for dinner at Orlan's Tower.

Encounter Four. The PCs arrive at Orlan's Tower for dinner but the mysterious stranger never shows up.

Encounter Five. Later that evening, wolves attack a farm on the outskirts of the hamlet. Captain D'Arbanon and his minions attack the PCs as they arrive to aid the peasants.

Conclusion. The PCs are rewarded for uncovering an unknown threat and defeating the vampire that held dominion over Orlan's Tower. The peasants of Orlan's Tower reward the PCs, as well.

PREPARATION FOR PLAY

Prior to this and any other Furyondy regional adventure, the DM should ask the PCs the following questions:

- Do you or any items you possess detect as evil?
- If items detect as evil, do you plan to bring them on this adventure?
- Are you presently wanted for any crimes in Furyondy?

If the PCs detect as evil or possess any items that do, be sure that they are aware that both are criminal acts in the kingdom and that they are likely to be arrested and prosecuted if captured.

During this adventure, the moon is full. Thus, it is especially important to ask the PCs if any of them have contracted lycanthropy. If so, please refer to the most recent *Living Greyhawk Campaign Standards* for guidelines on adjudicating this condition.

This adventure uses NPCs and plot elements first introduced in FUR4-07 *Under the Pale Moon*, FUR5-05 *Of Blood and Bone* and FUR6-05 *Darkest Night*. Although it is not necessary to have played these adventures to enjoy this one, the GM is encouraged to determine which PCs participated in those adventures, as it may become relevant later in the module.

Before the start of the adventure, determine if any of the PCs are worshippers or clerics of Merikka. Also, determine if any of the PCs have the Favor of the Church of Merikka from FUR5-05 *Of Blood and Bone*.

Some parts of this adventure are labeled "Home Play Extension". These parts should not be run during a four-hour convention slot for time reasons, but are strongly recommended during home play to experience the complete adventure.

Finally, some of the read-aloud text may not be suitable for young and/or immature players. In this case, modify as appropriate. Given that there are three potentially difficult combats in this adventure, try to keep players proceeding through the adventure at a good pace.

INTRODUCTION

It is Moonday, 24th of Goodmonth, CY597, and this evening the pale Great Moon, known as Luna, is almost full. Over the last few nights, Luna has been waxing gibbous and the full moon, starting tomorrow night, will last for three nights. The PCs have been traveling together for protection from the city of Libernen, capital of the Gold County, to the sentinel port of Dianrift in the Barony of Willip. Although the PCs are free to come up with reasons why they are traveling in a group to Dianrift, some suggestions include: Dianrift is in desperate need of adventurers, a merchant in Dianrift is hiring bodyguards, there are great employment opportunities in Dianrift, everyone is fleeing the Libernen city authorities, etc. Additionally, PCs, who are worshippers/clerics of Merikka or have received the Favor of the Church of Merikka from FUR5-05 *Of Blood and Bone*, have been dreaming for the last few weeks about the need to travel to the southern part of the Gold County and provide assistance. Should such PCs fail a DC 25 Will save, then they have a feeling of righteousness as they travel in the Gold County.

Before the start of the adventure, allow the PCs a few minutes to describe their characters and coordinate spells and tactics. It is mid-afternoon and the PCs are currently on a well-maintained, but slightly meandering road between Libernen and Dianrift. They are a good two-thirds of the way to Dianrift and, if riding, should be there by tomorrow evening (i.e., the PCs are a little over 30 miles away). The road is twenty feet wide with rolling fields of dresadoes, wheat and corn on both sides of the road. Since entering this slightly hilly terrain in the early afternoon of this rather hot day, it has been difficult to see further down the road a great distance. The big talk amongst passing travelers heading toward Libernen has been of a growing presence of King's Men and other military units a few miles north of Dianrift. There is a rumor of a coming battle with undead, possibly from Bronzeblood Haunt, which have been terrorizing innocents in the Barony of Willip. Have the PCs place themselves in a marching order. Modify the box text below as needed, if a PC places himself well ahead of the party.

When the PCs are ready, read the following box text:

At last, the road crests a small hill amongst the gently rolling farmlands of the Gold County. The countryside below to either side of the road offer a wide expanse of green grass, wheat, corn and the unique golden sunflowers called dresadoes, which the Gold County is so famous for. Off in the distance, no more than a mile or two, the rear guard of what must be a large group of mounted soldiers heads dutifully south on the road toward Dianrift. Their polished plate mail armor, heavy shields and lances occasionally reflect the late afternoon sunlight of this dismally hot day.

Perhaps no more than a hundred feet from you further down the road, a lone peasant trudges along.

The middle-aged Oeridian man is dressed in simple garb and carries a backpack. He appears to be unaware of your presence, though the tension in his shoulders and his hand's close proximity to the hilt of a longsword belies this appearance. Abruptly, he turns about and studies you for a moment. The peasant raises a hand in wary, but friendly greetings, while his other hand remains cautiously close to his weapon. He calls out, "Good day, Gentle Sirs (and Ladies)! How are you this fine afternoon?"

CREATURES

Rolf Greyfeld: Male human (Oeridian) Commoner 3/Warrior 1 (19 hp; Neutral Good; Diplomacy +3, Sense Motive +3; Will +2).

Rolf is almost six feet in height, with graying auburn hair, light brown eyes, a strong jaw line and a husky build. In his mid to late forties, face heavily weathered, Rolf is still in fine physical shape. He wears a simple brown tunic, boots and baggy, wool breeches, and is armed with a well-honed longsword. He is a worshipper of Merikka. Rolf is humble, polite, and respectful at all times, and believes that any outright rudeness is a result of his causing offense.

If the PCs ignore Rolf or pass him by, he tries again to get their attention and to engage them in conversation. Should the PCs still continue on without talking to Rolf, the adventure is over for the PCs, and they are not able to find the peasant again. The PCs can continue onto Dianrift and can join Lord Nikar on his planned attack (see below), if they so desire. Allow the PCs to role-play for the remainder of the round, preparing for the attack and end the round just as Lord Nikar and his forces ride north. Make sure to give the PCs full role-play experience for their endeavors.

The peasant introduces himself as Rolf Greyfeld from the hamlet of Orlan's Tower. He exchanges names and pleasantries with the PCs. Should he be attacked or become fearful for his life, Rolf runs away. He does not fight the PCs. Further, if he is threatened by the PCs, he does not tell them his story and the adventure is effectively over for the PCs. Finally, should the PCs slay (or steal from) Rolf, they find 300 wheatsheaves in his backpack (see treasure below). Slaying Rolf qualifies all PCs, regardless of their actions, to the Enmity of the Knights of Furyondy. Furthermore, such PCs become Wanted in Furyondy.

As Rolf exchanges pleasantries and small talk with the PCs, he appears to be determining the PCs experience and qualifications (DC 15 Sense Motive Check). Rolf asks after the deeds of each of the PCs, wanting to hear of any great adventures or experiences (see below). Rolf does not directly ask if the PCs are adventurers.

At some point during the conversation, lawful good PCs (especially paladins), worshippers and clerics of Merikka or PCs with the Favor of the Church of Merikka interacting with Rolf have the following vision:

In the center of the clearing an older, matronly woman sits on a tree stump surrounded by tall, irregularly shaped stones arranged in a circle. A basket of grain is on the ground near her. The gray-haired woman, who in her prime must have been a stunning beauty, smiles warmly at you and nods approvingly.

A successful Knowledge – Religion check (DC 10) reveals this vision presents distinct aspects of Merikka, the lawful good Oeridian demigoddess of Farming, Agriculture and Home. Worshippers and clerics of Merikka and PCs with the favor of the Church of Merikka immediately recognize the woman as an aspect of Merikka. PCs that failed the DC 25 Will save and gained the feeling of righteousness, realize on a successful DC 10 Wisdom check that this may have been the reason they felt an urge to travel to the southern part of the Gold County.

During the conversation with Rolf, he provides the following information (note, information is organized by category):

- Rolf is from the small hamlet of Orlan's Tower, which is about twenty miles to the northwest.

History of Orlan's Tower

- Orlan's Tower is a hamlet that sprung up around the ruined tower of Orlan the Wizard nearly a century ago. Orlan was a moderately powerful, kindly wizard, who died centuries ago. He served as an advisor to King Thrommel I, but Rolf knows very little about him. [Rolf would be very shocked to learn of the truth about Orlan. A successful DC 25 Bardic Knowledge or Knowledge (Arcana or History) or a DC 30 Knowledge (Local – Iuz Border States) check reveals Orlan to have been an evil, reclusive wizard killed by paladins and other followers of Merikka (lawful good demigoddess of farming, agriculture and home) in 137 CY, about thirty years after the founding of the Viceroyalty of Ferrond and over a century before the formation of the Kingdom of Furyondy.]
- The hamlet's reeve [the leader of Orlan's Tower appointed by the local lord] and some of the hamlet's more capable warriors and soldiers joined their local lord, Baron DeCorbus and his men fighting the undead hordes from Bronzeblood Haunt. [A successful DC 20 Bardic Knowledge or Knowledge (History or Nobility and Royalty) or a DC 25 Knowledge (Local – Iuz Border States) check reveals Baron DeCorbus to be a descendant of Sir Lorton DeCorbus, a Knight of Furyondy, who defeated the Burning Witch, leader of a Cult of Graz'zt, in the Burning Witch Woods in northern Gold County over two centuries ago (FUR4-07 *Under the Pale Moon*)].

Past Events

- Baron DeCorbus was slain while serving under the banner of Lord Nikar Aldestead, last Commandant of Overlook Fortress and son of Lord Vormar of Brancast Keep, in a skirmish with the undead in the Barony of Willip about a year ago. [Referenced in FUR6-05 *Darkest Night*. A successful DC 15 Knowledge (Local – Iuz Border States) or equivalent reveals Lord Nikar is a Warmaster and brevet General in the Furyondy Army.]
- Since then the sons (Sir Michel the Younger, Sir Rhovan the Mighty, Sir Praevor of Heironeous and Willem the Crafty) of Baron DeCorbus have been squabbling over their inheritance and a new Baron has not yet been named.

Current Events

- The weather has been hot this month, but Rolf believes it is nothing similar to the heat wave this part of the County experienced two years ago. Today, however, is the hottest day it has been in a long time. ***“My wife, Allendra, always hated this weather. She been gone four years now. Died in childbirth along with our baby son.”*** Rolf tears up for a moment and quickly changes the subject.
- King’s Men are gathering north of Dianrift, rumor has it they are hunting down undead in the Barony of Willip and possibly pushing on to Bronzeblood Haunt.
- A group of King’s Men, maybe a hundred or so, came down a side road a while ago and passed Rolf by with hardly a glance. They were armored knights, many in plate mail and carrying lances and the banners of Furyondy. They were mounted on heavy warhorses. [Rolf is not quite being honest here as he had a brief conversation with the knights. A successful DC 15 Sense Motive check reveals the deception.]

Traveling

- If the PCs ask why Rolf is on the road, he smiles bitterly and asks why the PCs are themselves traveling. Although slightly evasive, Rolf will admit he does not like to travel far from Orlan’s Tower and his wife’s grave but he felt the urge...perhaps to find a few things he sought in his youth. ***“Tried to be an adventurer once myself, but didn’t get very far. Fell in with the wrong crowd. Nothing more than bullies, we were. Left before there was any real trouble and returned to Orlan’s Tower and my beloved Allendra. Wisest decision I ever made. I heard later that most of my so-called friends found their fate at the business end of a sword or a rope and a short drop.”*** Rolf smiles bitterly. [Again, Rolf is a bit deceptive and is not revealing the entire story of why he is on the road. A successful DC 15 Sense Motive check reveals this slight deception.] If pressed, he confesses he was long ago forgiven for his transgressions, both by the local lord and the Crown. [True].

- Rolf is evasive when asked if he or the hamlet of Orlan’s Tower is in need of assistance. [At this point, he is still evaluating the PCs to determine if they are experienced enough to lend aid or just make matters worse. A successful DC 10 Sense Motive check reveals Rolf likely does not trust the PCs yet.]

“But the life of this poor peasant is hardly glamorous. Surely you are more-worldly folk than I, have you seen battle and adventure? Have you accomplished great deeds?”

Rolf focuses his attention on any stories the PCs might tell. He is looking for evidence of that the PCs have combat skills, problem solving ability and are of a goodly-nature (i.e., the telling of out-right evil acts will frighten him and make him wary of the PCs). If he recognizes any of the PCs due to great standing (i.e., something on an AR which causes Rolf to recognize the PC), Rolf immediately wants to hear how the PC earned that status. As mentioned above, Rolf is evaluating the PCs for help with a problem plaguing Orlan’s Tower. Moreover, if the PCs start telling tall-tales, Rolf may be able to recognize this and ask appropriate questions to find out what really happened. Finally, if the PCs convince Rolf that they are not adventurers, then Rolf moves on down the road. The adventure is effectively over for the PCs unless they can convince Rolf they are indeed adventurers and of good heart.

Once Rolf is satisfied, he relaxes.

Rolf smiles broadly. “For nearly a fortnight, I prayed to Merikka for guidance. I was told in a dream to seek the open road and find adventurers who would aid me. I left yesterday morning, carefully avoiding the wolves that have so terrorized my friends and neighbors. I had been traveling on this road for a while, when those knights over yonder came from a side-road and began to pass me by. I shouted for their aid, convinced that this was Merikka’s help manifested. I told them my tale. Sir Alton Cire, a Knight of Furyondy, said he could not spare the men to help me, but suggested I head to Dianrift to seek out adventurers or to look for them along way. Sir Alton and his men were to meet with Lord Nikar north of Dianrift. Many King’s Men and adventurers would be gathering under Lord Nikar’s banner to fight the undead scourge. Before Sir Alton departed, he told me to be wary and not suffer fools and bandits lightly. He also gave me some coin to hire adventurers with. Praise Merikka, for she has provided me much....”

PCs that have played either FUR4-07 *Under the Pale Moon* or FUR6-05 *Darkest Night* and make a successful DC 10 Intelligence check recognizes the name of this prominent Knight of Furyondy who in recent years has served Lord Nikar. A successful DC 15 Bardic Knowledge or Knowledge (Nobility and Royalty or Local – Iuz Border States) also confirms Sir Alton Cire to be a Knight of Furyondy and a vassal of Lord Nikar.

Rolf knows the following information:

- For the last year, Orlan's Tower has been plagued by a pack of wolves which have harried the local livestock. At first the attacks were occasional, but in the recent months they have become more numerous and up until a month ago only centered on animals.
- Last month, however, the wolves attacked and killed a local farmer named Dentar Graffel. His mutilated and partially eaten corpse was found near the remains of several of his sheep. Dentar is believed to be the first in the hamlet slain by the wolves.
- Rolf suspects this is not true and others have been slain, as well.
- Millennia Hardenford, the local druidess, living in the nearby Weeping Woods has not been seen for nearly half a year. Since then the woods have become overgrown and wild...a truly frightening and dangerous place.
- Brother Joran Van Niles, a priest of St. Cuthbert, entered the woods several months ago and has not been seen since.
- Rolf believes both the druidess and the priest are dead. He believes they have been killed by the wolves.
- The wolves are tightening their hold on the hamlet. Over the last few weeks it has been difficult to enter or leave the area surrounding the hamlet without attracting the attention of the wolves. Many times those attempting to leave have been forced back to the hamlet. As of yet though, no one coming or going has been directly attacked.
- Rolf has a suspicion that something intelligent is controlling the wolves. *Rolf hesitates a moment, looking uncomfortable, "We have no one to turn to for help. Tomlin Swiftfoot, our reeve, and many of the skilled warriors in the village are all dead. Baron DeCorbus is dead and his sons all but ignore us as they squabble like vultures over their inheritance. No one has seen or heard from either the druidess or Brother Joran. And the wolves call out at night to each other, tightening their circle, killing our animals as they please. These wolves have frightened us to our souls. Some of us...I...I think the wolves are being controlled by someone...there is an awful intelligence at work here that is seeking the hamlet for its own...tightening the noose around us slowly...I think..." Rolf swallows heavily, before continuing, "I think...we're*

dealing with a werewolf...or more specifically...a werewolf lord. I have no proof of this, other than a suspicion. Brother Joran believed this as did poor Dentar."

- The residents of the hamlet have become sick with worry. Illness has been rampant in the community for more than half a year, with many of the villagers left too weak to tend the fields.
- Rolf begs the PCs to help him and the hamlet of Orlan's Tower to break free of the wolves and whatever might be controlling them.
- Very few in the hamlet know Rolf has gone in search of help.
- Sir Alton Cire gave Rolf 300 wheatsheaves to pay the adventurers with. Rolf will gladly pay the money upfront, if the PCs agree to help him. Rolf does not have any additional money to pay the adventurers with.

Rolf looks at you pleadingly, "Please, Good Sirs (and Ladies), please...will you help defend my neighbors and our homes from the wolves? Will you find out the why the wolves are attacking us...and if there is some purpose behind them, then end this threat? You will forever earn my gratitude and those that live in Orlan's Tower."

If the PCs agree, proceed to Encounter One. If not, then the adventure is over.

There is a possibility the PCs may chose to help Rolf but still follow the departing horsemen, for whatever reason. Allow the PCs to catch up with the horsemen. Sir Alton confirms that his men are riding to join Lord Nikar near Dianrift. He also confirms the need for stalwart adventurers, but then recalls a peasant named Rolf nearby who had a more immediate need for adventurers. Sir Alton felt bad he could not assist the peasant and suggests the PCs help Rolf then join Lord Nikar afterwards. If the PCs insist on accompanying Sir Alton and his men, allow the PCs to do so (see above for role-play suggestions) but the adventure is effectively over them.

Treasure

APL APLs: Loot 0 gp; Coin 50 gp; Magic 0 gp; Total 50 gp.

1: ORLAN'S TOWER

Note: This encounter has been shortened for convention play. During homeplay, use the information about Orlan's Tower in the Addendum to provide a more detailed description of this small hamlet.

Rolf leads the PCs nearly twenty miles northwest from their current position through a series of narrow country back roads. The night passes uneventfully should the PCs decide to make camp before starting on the majority of their travel. Likewise, the journey to Orlan's Tower is uneventful.

From the top of a small hill, Rolf looks about warily as a wolf howls somewhere in the distance. "Those cursed things howl all the time, a terrorizing cry in the dark. They keep track of you and herd you back toward the hamlet if you try to leave it proper for the outside world. They tried to do that to me, but I managed to slip by them. There...between those oak trees..."

Just within sight, a few miles away to the north, a collection of small cottages and the stone ruin of a tower can be seen. The buildings are surrounded by rich farmland, fields of wheat, dresadoes and corn. Further to the north and west of the hamlet is a small woods, perhaps a few miles at its widest, "Orlan's Tower...both the hamlet and the ruins. Heh. The woods beyond are the Weeping Woods. Supposedly, centuries ago, you could hear someone crying from the woods. No one's heard any crying for at least a decade or two. The woods are the home to our druidess."

Rolf smiles warmly. "You will get a heroes' welcome in the hamlet for coming to our aid. We have a tavern near the center of town, next to the ruins of Orlan's Tower. The tavern has a few rooms for rent and you can stay there until you've taken care of the wolves attacking our animals and...us. Ahem. Well, let's be off."

As the PCs are about to enter the hamlet proper, the harassment stops.

Rolf turns to you, "Settle down at the Wizard's Rest for the night and I will meet you for dinner. My home is the first farm north of the inn. I need to check on my nephew and make sure he's tended the livestock and fields while I've been away." Rolf heads off in the direction of his farm.

A. Immediate Vicinity around Orlan's Tower

Within five miles of Orlan's Tower, subtle changes to the surrounding environment can be detected (DC 20 Spot or Listen checks). Colors are less vibrant and sound becomes flatter and muffled, the nearer one is to Orlan's Tower. These subtle changes reflect an overall gloomy and dreary atmosphere about the hamlet. Further, increased numbers of crows and vultures are in and about Orlan's

Tower. Although their numbers are not quite conspicuous, the crows call to each other incessantly, reminiscent of mocking laughter. Occasionally, human sounding words can be heard, mainly "blood" and "death". Lastly, as one approaches the hamlet, there is a slight but significant increase in the number of vermin (i.e., rats, mice, insects and so forth) in the area. Neither the vermin nor the birds have any useful information other than that they have been drawn here. To them the "stench" of death inundates this area and is strongest within the hamlet itself.

At night, a thick fog forms surrounds Orlan's Tower and all the area within 5 miles of the hamlet. The ring of fog is several hundred yards thick and radiates faintly of magic (Conjuration and Necromancy). If dispersed, the fog reappears within 10 minutes. However, in the morning the fog dissipates.

So what about the wolves? Within five miles of Orlan's Tower there is evidence, (DC 20 Survival or Search check) of several different packs of wolves prowling the area. The wolves howl to each other occasionally toward the evening hours, but otherwise remain unseen. They subtly harass anyone entering, but more overtly harass those leaving the village. Harassment includes howls, growls, and more than the occasional fleeting glimpse in an attempt to drive the person back to the hamlet. Hence, the wolves make their presence known but do not directly confront anyone...at least, not yet.

Finally, any lawful good PCs or clerics or worshipers of lawful good gods who fall asleep or enter into trance within ten miles of Orlan's Tower have an uneasy rest. Their sleep/trance is filled with visions of blood, eating rotted flesh and remembrances of past sins both minor and major. In the morning, affected PCs have vague memories of these visions and, should they desire, may role-play themselves as irritable and cranky. These effects do not have any in-game consequences.

B. Orlan's Tower

The hamlet of Orlan's Tower is located in a low area of rich farmland amongst the grasslands of the southern Gold County. About a mile to the north and west, forming an arc about the hamlet, is the modestly-sized Weeping Woods. While a map of Orlan's Tower is not provided, at the center of the hamlet is the ruin of Orlan's Tower and various commercial buildings, including the local tavern, a blacksmith/trading post, a mill and a shrine. Surrounding the building and ruined tower are about a score of farms, farmland and pastures. Most farms grow a variety of wheat, corn and dresadoes and keep chickens, pigs, goats, sheep and cattle. A five-foot wide creek bisects the hamlet, running through the southernmost part of the hamlet's center, powering the mill.

The hamlet consists of about seventy or so residents, more than half of which are children and elderly. Unless otherwise specified, all residents are 1st or 2nd level commoners or experts. See below for more information about the health and possible magical effects on the

residents of this hamlet. Feel free to add any building or relevant NPC as long as such an addition does not interfere with or give away the overall plot of the module.

General Information

As long as the PC is polite and respectful, the residents know the following information (organized by category):

Recent Past

- For about a year, wolves have been attacking the livestock of the hamlet, mostly chickens and pigs. In recent months, the attacks have increased, now including the occasional goat, sheep or cow.
- The attacks started shortly after Tomlin Swiftfoot and the majority of men with soldiering experience left to join Baron DeCorbus in fighting the undead from Bronzeblood Haunt.

The Attacks

- The attacks occur during night, sometimes only days apart, and several weeks apart at others. The phase of the moon does not seem influence when the attack occurs, though they almost always attack when Luna is full.
- Luna will be full the next few nights. With the increased attacks, everyone fully expects the wolves to make another appearance one of those nights and attack the livestock.
- Two nights ago, the wolves attacked the Smithfield farm at the north end of the hamlet, about a half mile south of the Weeping Woods. A cow was killed and dragged into the woods.
- Everyone is happy with arrival of the PCs and hope they bring an end to the wolf problem as quickly as possible.

Wolves and the Undead

- The wolves threaten anyone entering or leaving the hamlet. Those that attempt to leave are harassed by wolves until they return.
- Since the wolves appeared, sickness has been common amongst most of the residents. They are left tired and pale. Often times, they become sick easily, sometimes the sniffles and colds last only a few days but other times it can last weeks.
- The undead have left this area alone. No one has seen or heard of any undead or other monsters in this part of the Southern County for years. The only thing that threatens the hamlet is the wolves and up until a month ago (i.e., Dentar's death), the wolves never attacked any of the residents.

The Druidess

- No one has seen or heard from the druidess in over six months. The Weeping Woods is now a dangerous place, where some say the wolves dwell. The children are forbidden from entering or even approaching the woods.
- The druidess largely kept to herself. She is very beautiful but is also vain and has a short temper. Only Brother Joran, Tomlin Swiftfoot, Alloran DeMiles, Dentar Graffel and Rolf Greyfeld know exactly where the druidess lives in the Weeping Woods.
- Brother Joran went into the Weeping Woods several months ago and has not been seen since. Without the druidess and Brother Joran, there are no spellcasters in the hamlet. Almost all the experienced soldiers went off with Baron DeCorbus to fight the undead and either died or have not been heard from in many months. Alloran, Rolf and a few others are the only residents in village with weapons training and/or soldiering experience.
- The hamlet has no designated healer. They have been depending on the combined common advice and homebrewed remedies of all the local families.

Orlan's Tower

- Baron DeCorbus was a good man and, unlike other nobles in the Gold County, was fair and generous, treating the peasant serving him well. Hardly anyone spoke ill of him. There is some worry about which of his sons will inherit the barony as none are their father's equal, although Sir Praevor of Heironeous comes closest.
- Dentar Graffel, a former soldier, organized some of the men of the hamlet into a Watch of sorts to drive the wolves away when they attacked. Whenever the men approached, the wolves would run away dragging the animal corpses with them. Since Dentar's death, the leadership has fallen to Alloran the Blacksmith and Rolf the Wise

The following are important locations in the hamlet:

Ruin of Orlan's Tower

Located at the center of the hamlet is the ruin of a three-story stone tower. The walls of the tower are thick but are riddled with the pockmarks and cracks. Several sections of the walls are missing, as is the roof of the tower. The upper floors have long since rotted away, leaving the bottom floor of cracked flagstones open to the elements. The bottom floor is empty save for a narrow staircase leading down.

A DC 15 Bardic Knowledge, Knowledge (architecture and engineering), or Knowledge (history) check reveals the tower, based on overall design and ornamentation, to have been built around 100 CY. An additional DC 15 Knowledge (architecture and engineering) or equivalent check reveals the tower to have been heavily damaged,

perhaps from some sort of attack, and then abandoned to the elements. Nothing of interest can be found on the first floor other than straw and the occasional bird droppings.

The stairs lead down to an unlit thirty foot diameter basement deep underneath the tower. A variety of boxes, crates and barrels containing the hamlet's emergency supplies and non-perishable food stock as well as general storage (e.g., ladders, tables, holiday supplies and so forth) for the hamlet are stacked up to near the ceiling. Finally, a secret door (DC 40 Search check) is located in the southern wall. The secret door (DC 20 Open Locks check) leads to a spiral staircase descending deeper into the earth. At the bottom of the stairs is an unlit fifteen by fifteen foot empty room. On the walls are graffiti from previous adventurers who have found this secret chamber, including, "Artur the Demonslayer was here, 351 CY", "Naloomi loves fireballs!" and others.

Wizard's Rest

This modestly-sized two story building is less than a hundred feet to the east of the ruined tower. A small sign above the door depicts a man in wizard's robes with a wide, floppy pointed hat. Nearby the building is a large barn.

This building is the only tavern/inn in Orlan's Tower and is run by the Swiftfoot family. Tomlin Swiftfoot was the owner of the Wizard's Rest and reeve for Orlan's Tower. He died along with his elder two sons, Rhovan and Garrett, while serving Baron DeCorbus. The inn is now run by his eldest daughter Karyan Swiftfoot (female, human, mid-twenties, Expert 3; Will +5) and her younger brother Darvin (male, human, late teens, Warrior 1/Expert 2; Will +4) and her two young sisters Laurena and Marallena (female, human, early teens; Expert 1; Will +2). Both Karyan and Darvin are good-looking (Cha 14), intelligent and possess a great deal of common sense. Their mother, Xellendra, died over a year ago, shortly after learning of the death of Tomlin and her elder sons.

The first floor of the inn is devoted to the common room, the kitchen and storage. The upper floor is for the family but has three small rooms for rent. Each guest room has two beds, a chest and a wardrobe. The barn outside has several stalls for horses or centaurs.

Karyan runs a tight ship and is known for an extremely sharp tongue. She does not suffer fools lightly. Good quality ale and meals are served for 4 commons a mug and 3 sheridans per meal. Rooms are of common quality and are exceedingly clean. Each room rents for 6 sheridans a night or 3 wheatsheaves a week. All of her rooms are empty. Lastly, although Karyan serves asherati and half-orcs, she does not permit kobolds, centaurs, animals or monstrous creatures inside the tavern. She serves such creatures their drinks and meals outside and allows them to sleep in the barn for 6 sheridans a night or 4 wheatsheaves a week. She only charges 1 sheridan a night for stabling a medium-sized or smaller normal mount.

Note, the youngest daughter Marallena has been dominated, but otherwise acts normally (see below.)

The Swiftfoots know the following additional information:

- The wolves flee before any of the braver farmers arrive to drive them off. However, last month old Dentar Graffel confronted a pack of wolves himself and was killed.
- *"You are the first visitors we've had in close to a month. It as if the wolves are trying to isolate us."*
- In the past few months (or maybe a little bit more), many of the locals have fallen ill becoming feverish and weak. The sickness can last for days or weeks, but the person is left weak. *"Some say this is a curse from the Weeping Woods because we have not been paying attention to the Old Faith."*
- On a successful DC 20 Diplomacy Check, Karyan or Darvin tells the following story: *"Alloran DeMiles the Blacksmith found old Dentar's body. He says that Dentar went to defend his sheep and was killed by the wolves. When Alloran and the other men folk from the farms arrived, Alloran said he spotted a huge beast half-wolf and half-man fleeing into the woods. Alloran is certain it was a werewolf. Brother Joran of St. Cuthbert, before he disappeared, also claimed that all our problems were due to a werewolf."*

DeMiles Blacksmith and Trading Post

This small two-story wood building to the north of the ruined tower has a large barn attached to it. Signs above both the barn door and a stout wooden door to the building have pictures of an anvil and a hammer on them.

The DeMiles family runs both the blacksmith shop and the trading post. Most of their business comes from blacksmithing rather than selling of wares. The blacksmith shop can handle most business dealing with farming and normal day-to-day activity but cannot make martial weapons or armor. The blacksmith shop can apply alchemical silver to existing weapons, per the rules in the DMG. The trading post has most clothing, tools, gear, and equipment which would be found in a community centered about farming and animal herding and husbandry. The trading post does not have available any martial weapons with the exception of shortbows, longbows, and their respective normal arrows, nor does it carry armor, shields, adventuring-related gear or alchemical or special substances and items.

The elder of the family is Alloran DeMiles (male, human, NG, Fighter 1/Expert 3; Will +4), an older bald man in his early sixties but still very fit. His daughter, Trianna (female, mid to late twenties, human, Expert 3; Will +3), and her four children, all below the age of 10, live with him. Trianna's husband, Valmor, and her brothers Michel and Finel, all joined with Baron

DeCorbus to fight the undead. Valmor and Michel were both slain. Finel is missing and presumed dead. Both Alloran and Trianna fear Finel may have died while fighting and has subsequently risen as undead (which is likely, given the nature of the enemies they are fighting).

Alloran and Trianna know the following additional information:

- Rolf Greyfeld is a good man, worldlier than most in the hamlet.
- Rolf, Alloran, Brother Joran and Dentar are considered the elders of the village.
- Alloran will provide the PCs with the direction to the druidess's home, if asked.
- If Alloran is asked about finding the body of Dentar and the possible connection to werewolves and a DC 20 Diplomacy check is made, then Alloran says the following, ***"It was during the last full moon that Dentar was killed. He went looking for trouble and was armed with a silver longsword. He was convinced, much like Rolf and Brother Joran, that the true monster plaguing the village was a werewolf that now made its home in the woods. By the time I arrived with the other men – including Rolf and Darvin Swiftfoot – the fight was over. A few pieces from what we guess were three sheep were scattered everywhere. The majority of the carcasses had been dragged off. Old Dentar's body was found a hundred feet away, ripped apart and partially eaten. I swear to The Shalm, just as I arrived, I thought I saw a huge wolf-like beast, half-wolf and half something else but definitely not human enter the woods."*** Alloran does not know what happened to the silver longsword.
- Finally, if a DC 20 Diplomacy check is made with Trianna, she reveals ***"I have been having trouble sleeping for the last few weeks, but over the last few nights I have been having dreams about a matronly gray-haired woman sitting near a basket of grain. The woman smiles reassuringly while holding a small child in her lap and says, 'Be at peace, Rolf brings aid.' I think this is a message sent by one of The Shalm's followers...at least, I think. I've not told anyone else about these dreams."*** A DC 10 Knowledge (Religion) check identifies the woman as a representation of Merikka.

The Mill

The mill is located along the small creek that runs through the hamlet. A small one-story house is next to the mill building.

Ursal and Elleigh Millford (male and female, respectively, in their late fifties; human, Expert 3; Will +3) run the local mill. They have no surviving children. The mill grinds grain as well as presses oil from the dresadoes. Elleigh Millford has been sickly for months and is dominated (see below). Ursal spends all of his time caring for his sick wife. He doesn't know any additional information. However, if a DC 20 Diplomacy check is made, he confesses to hearing a fever-induced rambling from his wife about a dark master that lives in the woods. The master is a fearsome and wild beast.

Shrine

A small one-story cottage is fifty feet to the west of the ruined tower. Inside are the symbols and small altars to various gods.

This small shrine is dedicated to the worship of several gods including St. Cuthbert (chiefly), Pelor, Heironeous, Obad-Hai and Merikka. A graveyard is next to the shrine. Dentar Graffel's remains are buried in the graveyard. Exhuming Dentar's body is a crime in Furyondy. Even if the PCs chose to do so, not much of the body is left for burial. A DC 10 Heal check confirms the body was ripped apart by huge claws and teeth. The lower half of Dentar's face has been bitten off, suggesting a larger creature of some sort. Lastly, since Dentar's jaw and tongue are missing, this prevents the use of a *Speak with Dead* spell (which is fine, since casting *Speak with Dead* is also illegal in Furyondy).

The shrine was maintained by Brother Joran Van Niles of St. Cuthbert. He lived in a small room next the shrine. All his worldly items are as he left them, including a change of priestly garbs, two vials (marked as holy water) and a few odds and ends. On a night stand is Brother Joran's journal which contains references to a growing problem with wolves attacking livestock, a human-like intelligence behind the wolves that seeks to isolate the hamlet from the outside world, a need to fight the wolves, and a growing concern that the leader of the wolves is a werewolf, possibly someone from the town or perhaps one of the returning soldiers. Brother Joran speculates this could be Findel, Trianna's missing brother. Finally, the journal describes werewolves as being susceptible to silver weapons.

Treasure

APL APLs: Loot 4 gp; Coin 0 gp; Magic 0 gp; Total 4 gp.

Rolf's Farm

Some two hundred feet north of the inn is a small one-story cottage. A garden at the front of the home is well-tended. Several cows, pigs and chickens are in a pasture nearby the cottage. In nicely fenced off sections are fields of wheat and dresadoes.

Rolf Greyfeld and his young nephew Pieter Greyfeld (male, late teens, human, Commoner 2; Will +1) run the farm. In back of the farm are the graves of Rolf's wife Allendra and their five children, none of which survived for more than a year. Nothing of interest to the investigation can be found in the house although a secret compartment (DC 20 Search to find) hides a silver longsword (which is given to the PCs later if they do not steal it). Pieter confirms the back-story of his Uncle Rolf.

Smithfeld Farm

Located in the northern outskirts of the hamlet, the Smithfeld farm is about a half-mile from the Weeping Woods. A well-maintained single-story home is dozen or so feet away from a small barn with a fenced in area. Pastures and fields of wheat surround the farm.

Luthur, Mot, and Regor Smithfeld (male, mid-fifties, human; Commoner 3) maintain one of the more successful, privately owned farms in the hamlet.

Inspection of the farm (DC 10 Search) reveals a portion of the fence near the barn that was destroyed and rebuilt. A DC 15 Track check finds that something large was dragged away from the fenced-in area by what appear to be large and medium-sized wolves. The tracks head toward the woods. If the PCs follow the tracks, proceed to Encounter Two.

The Smithfelds know the following:

"It happened very fast. By the time we got outside, an immense gray wolf accompanied by several medium-sized wolves had torn apart a section of the fence and killed one of our best cows. The wolves looked at us with eyes filled with disdain and growled threateningly as they dragged the cow toward the woods. We ran back inside and barred the door. I know we should have called for help, ringing the bell as loud as we could and lighting the signal fire, but there was something absolutely terrifying about that gray wolf... something in the eyes that promised certain death."

The Animals and Residence of Orlan's Tower

A successful DC 10 Handle Animal check confirms that the domesticated animals and livestock are terrified. Speaking with the animals reveals that they know wolves and a creature half-man and half wolf patrol the area surrounding the hamlet and preys on them.. An unnatural man, half-wolf and half man, sometimes enters the homes and dances with the two-leggers. Finally they believe the wolves and shapeshifters live in the woods.

About twenty percent of the villagers are sickly, suffering from tiredness and minor illnesses. Based on what little information has been given so far, a DC 20 Heal check reveals these inhabitants may be suffering from a loss in Constitution (likely permanent). Weakness, fatigue and sickliness can be symptoms of Constitution drain. None of these residents remember how they came to be drained of their health and do not have any physical wounds.

Further, about a third of the inhabitants (which includes all of the sickly residents), appear to be enchanted (in particular by *dominate person*). This spell does not seem to affect the normal/daily activity of the residents. Since the *dominate* effect is not overt, a successful DC 25 Sense Motive check reveals these affected residents may be under an enchantment effect. A DC 20 Knowledge (Religion) check identifies that vampires are capable of both draining Constitution and dominating the weaker-willed. Additionally, the check reveals that vampires can change into a wolf.

Freeing any of the residents of the hamlet from the enchantment reveals nothing of the creature that created the effect. At most, the resident remembers encountering a big grey wolf that thoroughly frightened him/her but nothing further. Should any PC try to exploit the dominated resident to learn what or who has control, the domination is immediately broken.

C. Specific Information

The PCs can learn the following via Gather Information checks (note, the PC learns all the information appropriate to that DC and the DCs below it):

Rolf Greyfeld:

- **DC 8:** Although Dentar Graffel volunteered to fight the undead, the Baron ordered him to remain in the hamlet and protect the residents should the need arise.
- **DC 10:** The Weeping Woods was likely once an offshoot of the Gnarley Forest. It once was quite large surrounding the ruin of Orlan's Tower entirely. Animals have been fleeing the woods since the wolves have taken shelter there.
- **DC 12:** Brother Joran was born in the village but found his calling to St. Cuthbert. He always wore a bronzewood billet symbol to identify himself as a minister and protector of the faithful.
- **DC 14:** Brother Joran, Rolf Greyfeld, Alloran DeMiles and Dentar Graffel are considered the unofficial elders of the village since the death of Tomlin Swiftfoot. Prior to his death, Tomlin sought their counsel regularly
- **DC 16:** Brother Joran and the druidess Millennia Hardenford have always been respectful of one another but not the closest of friends. With the increasing wolf attacks and no sightings of the druidess in months, Brother Joran feared the worse and wanted to enter the woods to look for her.

- **DC 18:** Rolf argued with Brother Joran the night before Brother Joran went into the Weeping Woods. Rolf has taken it hard that Brother Joran has not yet returned.
- **DC 20:** Dentar Graffel suspected the wolves were under the control of an intelligent leader, possibly a werewolf. He began to carry silver weapons.
- **DC 22:** Sometimes late at night, a large wolf, a dire wolf, enters the hamlet during a wolf attack and turns into a man, disappearing before anyone can get a good look at him.
- **DC 24:** Many fear that Brother Joran is dead
- **DC 26:** Dentar Graffel was killed by a creature that was half-wolf and half man-like monster. Brother Joran, Rolf the Wise and Alloran the Blacksmith believe this was the leader of the wolves... a werewolf. Could the werewolf be a returning soldier...or worse a neighbor?

D. Dinner with Rolf

By the time of this meeting, the PCs may already have learned all the necessary information needed to get to the next encounter. This sub-encounter serves to make sure the PCs are on the right track.

The sun has begun to set and already the residents of Orlan's Tower are nervous and fearful. Luna will be full tonight and for the next few nights. Though the wolves attacked two nights ago, everyone fears another attack is imminent.

Rolf gestures for you to join him at a large table. A succulent roast pig, accompanied by plates of roasted corn and steamed carrots and loaves of freshly baked bread, has been laid across the table. "Come, my friends, let us eat. We have much to discuss."

The food is excellent. Rolf relates the following information (paraphrase, if possible):

- Rolf has talked with Karyan Swiftfoot, who has agreed to provide the PCs with free room and board as long as they are defending the hamlet. She will return whatever money they have already paid. The PCs will still be charged for any alcoholic drinks and any centaurs, animals or monstrous creatures are still not permitted inside the main house.
- Rolf informs the PCs of any relevant information they may have missed from the Introduction or from Part B.
- He re-emphasizes that while defending the hamlet from the wolves is important, determining and destroying the entity controlling them is much more critical. With the root cause destroyed, the wolves should disperse and/or be more easily handled by the PCs.
- One place to start is the Weeping Woods, where the wolves are suspected to have their lair. If possible, the PCs should determine the fate of Millenna

Hardenford and Brother Joran. Should Millenna be still alive, her abilities as a druid would be beneficial in handling the wolves. Rolf provides directions to the druidess home near the center of the Weeping Woods. Rolf also provides a detailed description of both Millenna Hardenford (female in her late thirties to early forties, Oeridian human, very beautiful, long black hair, grey eyes, 5' 6" in height and a hundred pounds or so in weight) and Brother Joran (male in his mid forties, Oeridian human, graying beard, black hair, brown eyes, 6' in height and 170 pounds weight.)

- In the past, the druidess has been aloof and is sometimes not very friendly. Hence, it is possible the druidess may be involved in the attacks on the hamlet. However, Rolf feels this is unlikely. Rolf also reluctantly confesses it is possible the werewolf may be one of the residents of Orlan's Tower with a hidden agenda all his/her own.
- If the PCs have not already done so, Rolf urges the PCs to talk with the residents of Orlan's Tower, who may be able to provide additional information. He suggests talking with the Swiftfoots, Alloran DeMiles and the Smithfelds, who suffered the most recent attack.
- Should Rolf be told that an undead (e.g., vampire) may be behind the attacks not a werewolf, Rolf becomes obviously terrified, especially if it is revealed that some of the residents may be under enchantments. Rolf warns the PCs to be especially careful, but points out that no undead has been seen in this area for years. He also points out that powerful undead usually have other undead as minions rather than wolves?

If the PCs are at APL 2-4 and do not possess silver weapons, Rolf says, *"As you may already know, Alloran the Blacksmith, the late Dentar Graffel and I formed the backbone of the watch here... what little good we did in protecting the hamlet. Dentar lost his life confronting the largest wolf... which we fear was a werewolf. After the fight, I took Dentar's sword. This is our most precious possession now... but I think it might be better in your hands."* Rolf presents the PCs with a non-magical silver longsword. This is the prized possession of the hamlet as it may be what is needed to destroy the werewolf. When Rolf left looking for adventurers, he gave the sword to Alloran for safe keeping rather than taking it himself for his own defense.

Treasure

APL APLs: Loot 3 gp; Coin 0 gp; Magic 0 gp; Total 3 gp.

2: WEeping WOODS

The Weeping Woods appears dark and gloomy. Hardly a sound comes from the woods, only occasionally can a birdcall be heard from within. The tall elm, oak and pine trees have an unnatural, sickly appearance, with their long branches twisted and gnarled. The shrubs and bushes below have become over grown, thick and misshapen. As you near the woods, ravens take flight from perches high in the trees and scatter across the sky to destinations unknown.

As the PCs walk about the woods, give them the impression the Weeping Woods is a dark, dangerous and wild place. Nature has run amok but in a most unhealthy way. Have the PCs take up a marching order as they enter the woods.

If the PCs have entered the woods with no general plan or are attempting to hunt wolves and/or find their lair, they find multiple wolf tracks that eventually lead to a small animal trail heading toward the general direction of the center of the woods.

If the PCs followed the wolf tracks from the Smithfield farm, they find the gnawed bones of a cow a few hundred yards from the woods. A DC 15 Heal check confirms these bones came from a cow that died at roughly the time of the wolf raid on the Smithfield farm (i.e., the bones are recent). Clear tracks (DC 10 Search or Survival) lead from around the bones to head into the woods. The tracks eventually converge on a narrow animal trail heading toward the center of the woods.

If the PCs follow the directions to Millennia Hardenford's home, they lead to a narrow animal trail. Observant PCs (DC 10 Spot or Survival) notice wolf tracks along and to the side of the trail.

Regardless of the PCs means and reasons for entering the woods, they find themselves on a narrow 5-foot wide path that winds its way slowly toward the center of the woods. Grass, small shrubs and bushes line the sides of trail before becoming thicker and heavier within ten feet of the trail. These bushes impede movement (i.e., difficult terrain). A DC 15 Track check reveals that the wolf tracks follow the trail or within 5 feet from it, and that the wolves range in size from Medium to Large.

The narrow animal trail continues to wind its way deeper into the heart of the woods. The trees and bushes that line the sides of the trail have become more and more gnarled and twisted.

After a while, the PCs discover an open pit trap (20 feet deep) along the trail, Interestingly, some of the medium-sized wolf tracks continue over the very spot of the pit trap, suggesting heavy weight was required to activate the trap. A successful DC 15 Knowledge (architecture and engineering) confirms this theory.

At the bottom of the pit are the bones of a male human dressed in the robes of a priest of St. Cuthbert,

with the symbol of a bronzewood billet symbol sewn onto the robes. A DC 10 Heal check confirms that victim was killed by the fall. Incidentally, searching the area around the pit (DC 20 Search) reveals a small bronzewood billet under a nearby shrub. A successful DC 10 Knowledge (religion) identifies the billet as one of the symbols for St. Cuthbert.

Treasure

APL APLs: Loot 2 gp; Coin 0 gp; Magic 0 gp; Total 2 gp.

DEVELOPMENT

If the PCs do not make the connection on their own, allow them a DC 10 Wisdom check to realize the human remains belong to Brother Joran, who disappeared several months ago. If the PCs cast *speak with dead* or a similar spell (despite such acts being illegal in Furyondy), Brother Joran does not know any useful information other than what was reported in the Introduction and Encounter One.

The wolf tracks continue for another couple of hundred feet or so along the animal trail toward the center of the woods. Around a bend in the trail, a huge clearing opens up. The nearly hundred foot diameter clearing near the center of the woods consists of a few clumps of light grass (i.e., sparse vegetation) and dirt and rocks. Several shallow caves are in the center of the clearing. A small stream flows toward the center of Weeping Woods.

Deep in the Weeping Woods, the animal trail leads to a large clearing. A small stream flows toward the center of the woods. Sparse vegetation and rocks protrude from the rough, uneven ground. Several rocks piles and shallow cave openings can be observed at the center of the clearing.

The uneven, rocky ground is considered difficult terrain. Additionally, a small footbridge crosses the 1-foot deep stream at the far northwest part of the clearing. From there, a narrow trail continues toward the center of the woods. A DC 15 Listen check reveals a waterfall somewhere to the northwest (at the far end of the clearing), likely near the center of the woods.

The shallow caves extend at most ten feet into the earth. Bits of fur, bones and spoor can be found in and around the caves, identifying this to be the lair a large pack of wolves. A DC 15 Track check confirms that nearly twenty wolves live here, though they have not been in the area for almost a week.

Use DM's Map 1 for this combat. At APLs 2 and 4, as the PCs approach the footbridge an assassin vine attacks the PCs. The assassin vine is 5 ft. from the bridge. When the PCs are within 20 feet of the footbridge, a successful DC 20 Spot check reveals the assassin vine. At APLs 6 – 10, the tendriculos arrives as the PCs are finishing up there inspection of the caves. It emerges from near the area of the footbridge. The tendriculos was either

attracted by the noise of the PCs or more than likely happened to wander into the area looking for lunch. A successful DC 10 Listen check reveals the approach of the hungry plant when it is 20 feet from the edge of the clearing. For each 1 by which the best check exceeds 10, the listening or spotting PC hears or sees the plant when it is an additional 10 feet away (to a maximum of 100 feet).

APLs 2 and 4

This vine has a fibrous stem covered with brown stringy bark and as thick as a human's forearm. Its leaves are shaped like human hands.

APLs 6–10

This creature looks like a mound of vegetation supported by vines and branches. The mass has a huge opening filled with “teeth” of sharp branches and long thorns.

CREATURES

APL 2 (EL 3)

Assassin Vine: hp 36; *Monster Manual* 20.

APL 4 (EL 5)

2 Assassin Vine: hp 36, 36; *Monster Manual* 20.

APL 6 (EL 7)

Advanced Tendriculos: hp 150; *Appendix 1*.

APL 8 (EL 9)

Advanced Tendriculos: hp 230; *Appendix 1*.

APL 10 (EL 11)

Advanced Tendriculos: hp 338; *Appendix 1*.

Tactics: Both the assassin vine and the tendriculos are hungry and attack the PCs without mercy. Remember, these creatures have low intelligence and are affected (just as the PCs are) from the difficult terrain in the clearing.

Treasure:

APL 6: Loot 0 gp; Coin 0 gp; Magic 83 gp; *cloak of resistance* +1 (83 gp); Total 83 gp.

APL 8: Loot 0 gp; Coin 0 gp; Magic 333 gp; *cloak of resistance* +2 (333 gp); Total 333 gp.

APL 10: Loot 0 gp; Coin 0 gp; Magic 750 gp; *cloak of resistance* +3 (750 gp); Total 750 gp.

Detect Magic Results: *Cloak of resistance* +1 or +2 or +3 (faint abjuration).

DEVELOPMENT

If the PCs manage to communicate with either the assassin vine or the tendriculos, then these creatures are able to confirm that a female two-legger (i.e., humanoid) with long black hair negotiated with them to come and live in these woods. The creatures were to leave her alone, as well as any four-legged medium or large furry creatures she individually identified as friends (i.e., the wolves).

C. Druidess's Home

Crossing the footbridge, you follow the narrow path deeper into the woods. Soon you come across an even larger clearing. The stream that paralleled the path falls into a modestly sized lake. On a small bluff, overlooking the lake, at the far end of the clearing, is a dilapidated cottage. Fields and gardens near the cottage appear to be overgrown with weeds.

A casual glance (DC 10 Spot) reveals the cottage to be abandoned and whatever plants cultivated in the fields and gardens have been untended and become overgrown with weeds and such.

A strong smell of blood and death comes from within the cottage. Even after many months, the smell of decaying flesh is still prominent. Inside, the cottage is a mess. Clothes, furniture and miscellaneous items are strewn across the floor. Near the center of the cottage is an iron bathtub. Dozens and dozens of small to medium-sized rotting animal carcasses (i.e., rabbit, squirrel, deer, and so forth...no wolves!) are piled near the tub. Dark stains and dried blood is within the tub. A DC 15 Intelligence check reveals the tub was likely filled with blood on several occasions. The tub itself is not magical but does have an aura of moderate evil. Any druid, ranger or PC associated with nature that touches the tub must make a DC 20 Will save or become stunned for 1d4 rounds by the images of animals being slain and bled to fill the tub so that a beautiful Oeridian woman in her late thirties to early forties, with long black hair, could bathe in the blood. A DC 15 Intelligence check confirms this matches the description given of Millennia Hardenford.

PCs searching the cottage may make a DC 20 Search check to find a journal under the bed (see *Players' Handout 1*). Nothing else of interest can be found in the cottage.

D. The Path North

The rough directions provided in the journal or a DC 20 Search check in the clearing allows the PCs to discover an overgrown path leading north, taking the PCs out of the Weeping Woods.

Nearly a half-mile before the edge of the woods, the PCs find another clearing. At the center of the clearing are the burnt remains of a Huge tree (i.e., a weeping willow). The tree has been dead for decades but still has a faint aura of conjuration, necromancy and transmutation. Otherwise, the remainder of the journey to the standing stones is uneventful.

3: HOME, SWEET, HOME

Emerging from the woods, you find yourself once again amongst the rolling grasslands and fields of dresadoes. A modestly-sized hill stands a couple miles to the north. Atop the hill are irregularly shaped stones arranged in an almost perfect circle. All the stones jut nearly perpendicular from the ground. A thick wall of bushes and brambles encircles the base of the hill.

Fortunately, the encircling wall of bushes – despite being full of brambles and thorns – is not as difficult to traverse as it appears to be. Indeed, several gaps and pathways into the thick bushes and shrubs can readily be found with a DC 10 Search check. The wall of bushes is about ten to twelve feet high and roughly a hundred feet thick. Moving through the wall is considered to be movement through difficult terrain, though no hindrance occurs if a path is taken. The brambles and thorns look dangerous but do not have any in-game effect.

The wall of bushes and other vegetation surrounds a hill approximately two hundred feet in diameter. The top of the hill is at the center of this area and rises up gradually about seventy feet. Since the slope is not steep, movement is not hindered. A flattened area of about thirty feet by thirty feet is at the top of the hill. The circle of stones is at the center of this flattened area. Have the PCs take up a marching order as they move through the encircling wall of bushes (i.e., thicket).

As the PCs emerge from the thick wall of bushes, read the following text:

At the top of this modestly-sized grassy hill is a set of small, irregularly shaped stones arranged in a circle. Each standing stone is perhaps no more than a few feet high. A large burned area, encompassing the standing stones, is at the top of the hill.

Have the PCs make a DC 15 Spot check to avoid being surprised as a large wolf (i.e., werewolf) emerges from the top of the hill and wolf-like creatures (APLs 4-10) emerge from the other side of the hill. Use DM's Map 2 for this combat. Don't be too concerned about exact dimensions for the layout of this map, it is okay to approximate.

Read the following descriptions to the PCs based on their APL:

APL 2

[Norgurk] Short, gray fur covers this lean, feral humanoid. It has sharp claws and a wolf-like muzzle.

APLs 4–10

[Norgurk] Short, gray fur covers this lean, muscular, feral humanoid. It stands nearly as tall as an ogre and has sharp claws and a wolf-like muzzle.

[Worg] This dangerous-looking animal appears to be a dark-colored wolf with a malevolent intelligence in its face and sinister-looking eyes.

CREATURES

APL 2 (EL 4)

Norgruk: male bugbear werewolf, hybrid wolf form; hp 32; *Appendix 1*.

APL 4 (EL 6)

Norgruk: male ogre werewolf, hybrid wolf form; hp 46; *Appendix 1*.

Advanced Worg: hp 45; *Appendix 1*.

APL 6 (EL 8)

Norgruk: male troll werewolf, hybrid wolf form; hp 84; *Appendix 1*.

Advanced Worg (2): hp 45 each; *Appendix 1*.

APL 8 (EL 10)

Norgruk: male troll dire werewolf; hp 120; *Appendix 1*.

Advanced Worg (3): hp 67 each; *Appendix 1*.

APL 10 (EL 12)

Norgruk: male troll dire werewolf fighter 2; hp 151; *Appendix 1*.

Advanced Worg (4): hp 95 each; *Appendix 1*.

Tactics: Norgruk and the worgs attempt to protect their master's primary resting place to the best of their abilities. Fortunately for the PCs, the master is away at the moment. Norgruk and the worgs work as a team, with the wolves setting up flanks for the werewolf. Norgruk especially likes to target wizards and clerics so they cannot use magic to protect or buff themselves and the rest of their party. However, practically speaking, Norgruk knows he will have to engage the front-line fighters before he can get to the spellcasters, though if the opportunity presents itself, he will take full advantage of the situation. If given the opportunity, he drinks his potion of *owl's wisdom* to raise his Will saves. Further, if he is in need of healing, he uses his *healing belt*. Lastly, he uses his sling to target flying creatures or hard to reach PCs.

The worgs fight to the death. However, if Norgruk is reduced to 10 hit points or less, he attempts to flee. If Norgruk is a natural lycanthrope and if forced out of hybrid form, he will return to hybrid form if possible. If he should be forced out of the hybrid form, then at APLs 2-6 reduce his Str -2, Dex -4 and Con -4, while at APL 8 and 10 reduce his Str -14, Dex -4 and Con -6. Note, if any PC is bitten by Norgruk and fails his/her Fortitude Save, then the PC contracts lycanthropy and if not cured by the end of the adventure is subject to the Curse of Lycanthropy – Werewolf as noted on the AR.

Treasure:

APL 2: Loot 0 gp; Coin 0 gp; Magic 170 gp; *healing belt* (62 gp); *potion of owl's wisdom* (25 gp), *vest of resistance +1* (83 gp); Total 170 gp.

APL 4: Loot 0 gp; Coin 0 gp; Magic 253 gp; healing belt (62 gp); cloak of elemental protection (83 gp), potion of owl's wisdom (25 gp), vest of resistance +1 (83 gp); Total 253 gp.

APL 6: Loot 0 gp; Coin 0 gp; Magic 503 gp; healing belt (62 gp); cloak of elemental protection (83 gp), potion of owl's wisdom (25 gp), vest of resistance +2 (333 gp); Total 503 gp.

APL 8: Loot 0 gp; Coin 0 gp; Magic 503 gp; healing belt (62 gp); cloak of elemental protection (83 gp), potion of owl's wisdom (25 gp), vest of resistance +2 (333 gp); Total 503 gp.

APL 10: Loot 0 gp; Coin 0 gp; Magic 920 gp; healing belt (62 gp); cloak of elemental protection (83 gp), potion of owl's wisdom (25 gp), vest of resistance +3 (750 gp); Total 920 gp.

Detect Magic Results: healing belt (faint conjuration), cloak of elemental protection (faint abjuration), potion of owl's wisdom (faint transmutation), vest of resistance +1 or +2 or +3 (moderate abjuration)

DEVELOPMENT

After the defeat of Norgruk and the worgs, the PCs can fully explore the circle of standing stones. At the center of the circle are the sundered remains of a ten foot by ten foot flat cover stone. Interestingly, the standing stones were not moved here, though a DC 10 Knowledge (architecture and engineering) or stonemasonry check reveals that the stone at the center was. A DC 10 Wisdom check indicates that the standing stones served as markers to a burial chamber below. Further, a DC 15 Search check reveals that the cover stone had been in place for hundreds of years until it was recently sundered by brute force. Sundering the stone likely set off a magical trap; the scorched area about the standing stones, which a DC 18 Spellcraft check identifies as the physical evidence of fireball spell, serves as further evidence. Engraved on the cover stone is an old woman holding a basket of grain and a long scroll. A DC 10 Knowledge (religion) or check identifies the symbol of Merikka, the lawful good demigoddess of Farming, Agriculture and Home. PCs that follow Merikka or have played FUR4-07 *Under the Pale Moon* or FUR5-05 *Of Blood and Bone* automatically recognize her symbol.

Beneath the cover stone, a 10 foot wide tunnel is revealed. The gently sloping tunnel leads to a forty by forty foot room nearly a hundred feet underneath the hill

If the PCs are able to see about this dark room, read the following text:

Far beneath the hill is a burial chamber carved out of the rock. Intricate carvings of armored men fighting fearsome monsters and nightmarish creatures adorn the walls and ceiling. Atop a small dais are two stone sarcophagi. The lids of the sarcophagi have been sundered and a large stone brick has been placed in the leftmost sarcophagus. A pair of richly dressed humanoid skeletons has been unceremoniously dumped into the far corner of the room.

In the left sarcophagus is a large, unadorned stone brick (perhaps weighting 50 pounds or so). Atop the stone is a folded letter (see Players' Handout 2). The stone radiates overwhelming evil. If the stone is sundered, a psychic scream is heard by all PCs in the burial chamber. The PCs' ears and nose begin to bleed briefly (no in-game effect). Additionally, the PCs must make a DC 15 Will save or be stunned for one minute. A DC 25 Knowledge (religion) check reveals that some vampires do not have coffins and are instead bound to a large stone (called a tombstone) from the site of their burial. The vampire returns to this stone if it is reduced to 0 hit points

The other sarcophagus is filled with gems, jewelry and archaic gold coins. Taking these coins and other treasure is technically tomb robbing and prohibited by Furyondy law, but the gold-piece value of the treasure is reported below. Tossed unceremoniously in one corner of the room is a pair of human skeletons, dressed in the ragged remains of noble clothing and dress armor. Both bear the symbol of Merikka about their necks. Should the PCs return the skeletons to their sarcophagi, give them burial rites from any good or neutral religion, and do not take the treasure in the burial chamber, then the PCs receive the Blessings of Merikka and are affected by a modified recitation spell (CL 19, *Spell Compendium* 170) for the remainder of this adventure, granting all PCs a +2 luck bonus to Armor Class, attack rolls and saving throws. If the PCs are worshippers of Merikka, lawful good aligned or have the Favor of the Church of Merikka from FUR5-05 *Of Blood and Bone*, the luck bonus increases to +3 for those PCs.

Scattered about the room are bits and pieces of fur, animal bones and spoor. A DC 15 Track check reveals the room to have had twenty or more wolves living here for about a year or so.

There is nothing preventing the PCs from resting here for the night. Captain D'Arbanon does not return to this resting place until he knows the PCs are dead.

Treasure: While obtaining this treasure is illegal, there is nothing physically preventing the PCs from doing so.

All APLs: Loot 0 gp; Coin 100 gp; Magic 0 gp; Total 100 gp.

4: DINNER PARTY

Note: Run this full encounter ONLY in a home game or if there is still over an hour and a half remaining in the slot. Otherwise, inform the PCs that no one arrives for dinner at Orlan's Tower and encourage the PCs to return to Wizard's Rest for the night. In this case, proceed to Encounter Five.

The journey back to Orlan's Tower is uneventful. The wolves don't harass the PCs and appear to be keeping their distance. If the PCs first entered the woods in the early morning, they arrive back in the hamlet by late afternoon. If they rested for the night before returning to the hamlet, assume they arrive by mid-morning.

When the PCs arrive in the hamlet, Rolf and Alloran are very interested to learn all that has occurred and what they have learned. They will be saddened to learn of the death of Brother Joran and look to the PCs to stop whoever or whatever is trying to gain control of the hamlet. If the PCs inquire after anyone entering Orlan's Tower, they respond that no one has, but - as the PCs requested - a dining table with eight chairs and a fine dinner has been prepared. Further investigation reveals that Karyan Swiftfoot found a note and several gold coins requesting the meal (steak, vegetables, etc.) and a table to be set up in the tower. Karyna assumed it came from the PCs. If the PCs managed to get rid of the enchantments on the residents, then assume that one resident is still under the domination of Captain D'Arbanon and escaped notice. The dominated resident was the one who planted the note. Lastly, if the PCs rested the night in the Weeping Woods, assume the note indicated that the food was to be left for last night and tonight.

Captain D'Arbanon uses the night to better assess where the PCs are and their status either by dominated residents (including those newly dominated, should the PCs have rested in the woods yesterday) or animals. During the night, Captain D'Arbanon avoids any unplanned confrontation and takes the form of a bat to look around.

Once the PCs have entered the tower and find it empty (except for the table and prepared meal), they will likely want to set up some defenses. Allow them up to 10 minutes only to do so. Once midnight passes, allow the PCs a DC 15 Wisdom check each hour to come to the conclusion the "Orlan" has no intentions of showing up to meet the PCs. At about 3 AM, proceed to the next encounter.

5: CAPTAIN D'ARBANON

By 3 AM, the PCs are likely either still at the tower or have gone to bed, possibly at the Wizard's Rest. At this time, a hue and cry, is raised by one of the farms to the east (i.e., essentially where the PCs are not) of the hamlet. Captain D'Arbanon has used his *children of the night* special attack ability to summon 12 wolves and sent them to raid the farm. The wolves are serving as a distraction to draw out the PCs.

Late in the night, perhaps a few hours from dawn, with the full moon is still in the sky, a loud ringing sound can be heard and a signal fire seen from the east of the hamlet. Rolf [or Alloran] calls out, "Wolves are attacking the Lerwent Farm! Come, we are in need of your assistance!" Rolf is armed with a longsword and gestures for you to follow. He and a group of ten other men head down a narrow path to the east.

Rolf, Alloran and the Watch allow the PCs to catch up and give them instructions. For the purposes of this combat, it is entirely possible that the PCs may order the men to stay in the hamlet and investigate the attack on the farm themselves. This is perfectly acceptable, as once the real combat starts, the Watch scatters everywhere, leaving the PCs to deal with Captain D'Arbanon and his minions.

The attack occurs halfway between the Lerwent Farm and Orlan's Tower. The Lerwent farm is approximately a thousand feet east of Orlan's Tower proper. Have the PCs take up a marching order as they move down a ten-foot wide hard-packed dirt path. In the near distance, open, rolling grassland is to either side of the path. Remember to determine where the light sources in the party are. Have the PCs make a DC 20 Spot check to avoid surprise. Use DM's Map 3 for this combat.

Read the following descriptions to the PCs based on their APL:

APL 2

[Ghoul] *This foul creature appears more or less humanoid, but has mottled decaying flesh drawn tight across clearly visible bones. It is mostly hairless and has a carnivore's sharp teeth. Its eyes burn like hot coals in their sunken sockets.*

[Millenna] *This feral-looking creature virtually drips in evil. It is dressed in cleric vestments, though in a state of disrepair. Its dark red-mouth is dominated by a pair of vicious-looking canine teeth.*

APL 4

[Ghoul/Ghast] This foul creature appears more or less humanoid, but has mottled decaying flesh drawn tight across clearly visible bones. It is mostly hairless and has a carnivore's sharp teeth. Its eyes burn like hot coals in their sunken sockets.

[D'Arbanon] This sinister looking creature has pale skin, haunting eyes and a feral cast to his Oeridian features. He is dressed in fine noble garb wears a floppy, wide-brimmed hat.

APLs 6 – 10

[Entomber] This shrunken and disfigured humanoid carcass moves under the power of its own animation, though the details of its shape are blurred beneath a coating of filth and grave dirt.

[D'Arbanon] This sinister-looking creature has pale skin, haunting eyes and a feral cast to his Oeridian features. He is dressed in fine noble garb wears a floppy, wide-brimmed hat.

CREATURES

APL 2 (EL 5)

Millenna Hardenford: female vampire spawn (psychic vampire variant); hp 39; *Appendix 1*.

Ghoul (2): hp 18; *Monster Manual 118-119*.

APL 4 (EL 7)

Captain D'Arbanon: male doppelganger vampire (psychic vampire variant) fighter 1; hp 45; *Appendix 1*.

Ghast: hp 36; *Monster Manual 118-119*.

Ghoul: hp 18; *Monster Manual 118-119*.

APL 6 (EL 9)

Captain D'Arbanon: male doppelganger vampire (psychic vampire variant) fighter 2/monk 1; hp 63; *Appendix 1*.

Advanced Entomber: hp 78; *Appendix 1*.

APL 8 (EL 11)

Captain D'Arbanon: male spellstitched doppelganger vampire (psychic vampire variant) fighter 2/monk 2; hp 72; *Appendix 1*.

Advanced Entomber (2): hp 78 each; *Appendix 1*.

APL 10 (EL 13)

Captain D'Arbanon: male spellstitched doppelganger vampire (psychic vampire variant) fighter 4/monk 2; hp 100; *Appendix 1*.

Advanced Entomber (3): hp 104 each; *Appendix 1*.

Tactics: The undead focus their attacks on the PCs and ignore any accompanying residents from the hamlet, who flee at the sight of these creatures. In general, the undead minions (i.e., ghoul, ghast and/or entomber) attack the front of the party while Captain D'Arbanon (or Millenna Hardenford at APL2) bides his/her time to study the PCs, then flanking the PCs to attack them from the rear. Captain D'Arbanon (or Millenna) starts from the same spot as the undead. At APLs 8 and 10, Captain D'Arbanon

precasts *false life* on himself to gain extra hit points. Additionally, at APL 10, he uses the *hand of the oak father* to cast *barkskin* (50 minute duration) on himself.

The ambush occurs at a portion of the path as it moves between two barren rises (gradual slope to twenty feet high). In this area, there is not enough vegetation to support an *entangle* spell. The undead minions charge down at the PCs and attack them to the best of their ability. At APL 6 and above, the entombers not only damage foes, but strive to entomb front-line fighter and, whenever, possible spell-casters. The entombers' goal is to decrease the number of combatants against them. Those that manage to escape are beaten down and entombed once more until they either die from suffocation or are killed by brute force. Whenever possible, they coordinate tactics with Captain D'Arbanon, making sure only a limited number of combatants face him.

Once Captain D'Arbanon (or Millenna Hardenford) has moved his/her position to the rear of the PCs, he/she attacks spellcasters preferentially. In all cases, Captain D'Arbanon uses his slam/unarmed strikes to the best of his ability. Captain D'Arbanon (or Millenna Hardenford) reserves sling attacks for hard to reach PCs. At APLs 8 and 10, however, Captain D'Arbanon foregoes any direct attacks initially, relying instead on his arcane spells. When casting area of effect spells, D'Arbanon tries not to catch his own undead minions in the area of effect. Also, he reserves use of his *anklet of translocation* (starting APL 6) and his *dimension door* spell to escape an immediate problem area rather than for fleeing. Additionally, he reserves the potion of *fly* to combat aerial opponent, should the need arise. Further, at APL 10, he uses his *wall of force* spell to divide the PCs so he can concentrate his attacks on fewer opponents and hopefully kill them before dealing with the other PCs. Generally speaking, Captain D'Arbanon fights to the death. However, if it becomes obvious he cannot win or is too ineffectual in combat, he attempts to flee the area. The PCs have defeated him and should receive full experience.

Unfortunately, Captain D'Arbanon turns any captured PCs into vampire spawns or full-fledged vampires depending on the particular PC levels. Lastly, Captain D'Arbanon arrogantly allows fleeing PCs to escape initially, believing the defeated PCs will not alert authorities. D'Arbanon realizes his error in this belief too late and, consequently, later temporarily leaves Orlan's Tower.

If the PCs refused to help the villagers and are holed up at either the inn or Orlan's Tower, then Captain D'Arbanon changes his plan of attack. First, he sends the entombers to drive the innocents, which should be mainly woman and children at this point, from their homes and then has them entomb as many innocents into the ground as possible until the PCs are drawn out to fight. It is considered an evil act for any good PC to allow such a slaughter of innocents to occur. Additionally, any paladin or lawful good cleric would lose his/her paladinhood or divine casting ability until an *atonement* spell could be cast upon him/her. Second, if slaughtering the residents does not draw out the PCs, then Captain

D'Arbanon has little choice but to send his minions against the PCs directly, possible to be injured by whatever defenses the PCs have managed to create. Regardless, Captain D'Arbanon allows the entombers to take the brunt of the attacks by the PCs before directly attacking the PCs himself.

Treasure:

APL 2: Loot 0 gp; Coin 0 gp; Magic 83 gp; *cloak of resistance +1* (83 gp); Total 83 gp.

APL 4: Loot 0 gp; Coin 0 gp; Magic 83 gp; *cloak of resistance +1* (83 gp); Total 83 gp.

APL 6: Loot 4 gp; Coin 0 gp; Magic 200 gp; *cloak of resistance +1* (83 gp), *anklet of translocation* (117 gp); Total 212 gp.

APL 8: Loot 4 gp; Coin 0 gp; Magic 928 gp; *anklet of translocation* (117 gp), *bracers of armor +1* (83 gp), *cloak of resistance +2* (333 gp), *gauntlets of ogre power* (333 gp), *potion of fly* (62 gp); Total 932 gp.

APL 10: Loot 4 gp; Coin 0 gp; Magic 1,345 gp; *anklet of translocation* (117 gp), *bracers of armor +1* (83 gp), *cloak of resistance +2* (333 gp), *gauntlets of ogre power* (333 gp), *hand of the oak father* (417 gp), *potion of fly* (62 gp); Total 1,349 gp.

Detect Magic Results: *amulet of mighty fists +1* (faint evocation), *anklet of translocation* (moderate conjuration), *bracers of armor +1* (moderate conjuration), *cloak of resistance +1* (faint abjuration), *gauntlets of ogre power* (faint transmutation), *hand of the oak father* (faint divination and transmutation), *potion of fly* (faint transmutation).

DEVELOPMENT

Once Captain D'Arbanon (or Millennia Hardenford at APL 2) has been defeated and reduced to 0 hit points, he/she turns gaseous and moves as a cloud toward a secret chamber behind the wall of a dried up well in one of the southwestern most farms of the hamlet. The residents of the farm do not have any idea there was a secret chamber in one of their wells. PCs must break down this wall to gain access to the hidden chamber. There they will find another large stone brick similar to the one encountered in Encounter Three. Captain D'Arbanon can be destroyed normally, as described in *Monster Manual* p. 253. Similar events occur as in Encounter Three if the PCs destroy the stone before permanently slaying Captain D'Arbanon. On the other hand, if they permanently slay Captain D'Arbanon first, then nothing untoward happens when the stone is destroyed. At APL 2, Millennia Hardenford's coffin is in the chamber, but the stone is missing. At this APL, Captain D'Arbanon has already fled the area figuring the low level PCs were advance scouts (i.e., fodder) for the authorities. Interestingly, at APLs 4-10, Captain D'Arbanon has sent Millennia Hardenford to scout out another location in case Captain D'Arbanon is forced to relocate. At these APLs, Millennia Hardenford does not reappear. Finally, in the secret chamber, the PCs find a small fortune in coins and gems and a finely crafted adamantite longsword with the word "Aequitas"

engraved on the blade. A successful DC 15 Bardic Knowledge or Craft (Weaponsmithing) or Knowledge (History) reveals that the style and artwork on the sword suggests it was crafted sometime in the first century CY. Additionally, the PCs find a half-written letter to the Master of Bronzeblood apologizing for past indiscretions and stating Captain D'Arbanon's desire to renew his allegiance, swearing that all in his newly created domain of Orlan's Tower will obey the Master with unflagging loyalty. Captain D'Arbanon was writing the letter as an insurance policy in case the Master of Bronzeblood encroached upon his territory or he was compelled to go back into the Master of Bronzeblood's service.

Treasure:

All APLs: Loot 0 gp; Coin 50 gp; Magic 918 gp; +1 *magebane adamantite longsword* (918 gp); Total 968 gp.

Detect Magic Results: +1 *magebane adamantite longsword* (moderate evocation).

CONCLUSION

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 adventures or for the region, in general, should be explained on the backside of the paper. Select the appropriate conclusion based on PC actions.

A. PCs failed to help the residents of Orlan's Tower

The PCs have either ignored or declined Rolf Greyfeld's request for aid in defeating the pack of wolves attacking Orlan's Tower. The PCs do not receive any of the favors or blessings. However, if the PCs slew Rolf Grayfeld, then this is considered an evil act and the PCs, regardless of their culpability, earn the Enmity of the Knights of the Furyondy and become Wanted in Furyondy.

B. PCs attempted to save the residents of Orlan's Tower but were unable to defeat Captain D'Arbanon or Millennia.

The PCs made an honest attempt to save the residents of Orlan's Tower from the pack of wolves and the evil machinations of Captain D'Arbanon. They have failed to defeat Norgruk and/or Captain D'Arbanon/Millenna, but managed to escape with their lives. The PCs do not earn any additional favors or boons, except for the Blessings of Merikka if the PCs participated in providing burial rites to the skeletons in the burial chamber of Encounter Three. If the PCs have gone to the authorities for help, then read the following box text:

Within a week, a group of King's Men descends upon Orlan's Tower but find little amiss. Apparently, the leaders of the small hamlet, Rolf Greyfeld and Alloran DeMiles, were slain while repulsing a final wolf attack. Since then the hamlet has been free of any incursions. The King's Men stay for nearly a month but do not encounter any of the wolves or the influential power behind the wolves. Within weeks of the King's Men leaving, however, all contact with Orlan's Tower is lost...some say due to wolves patrolling the area.

C. PCs defeated Captain D'Arbanon (or at APL2, Millennia Hardenford) thereby rescuing the residents of Orlan's Tower

With the permanent defeat of Captain D'Arbanon, the wolf attacks on Orlan's Tower cease. The PCs are invited to stay in Orlan's Tower for the remainder of the week. At the end of their stay, a party is held celebrating the end to the wolf attacks and the defeat of the villainous vampire, Captain D'Arbanon. In attendance is Sir Jorvan Werdna (male, Oeridian human, Fighter 9) of the Knights of Furyondy and the new Baron DeCorbus, Sir Praevor of Heironeous (male, Oeridian human, Paladin 11). Sir Jorvan and Sir Praevor are on temporary leave from the forces of Lord Nikar to attend to matters in Orlan's Tower. At APLs 2 and 4, Sir Jorvan and Sir Praevor arrange for free *restoration* castings for PCs in need. PCs who participated in providing burial rites to the skeletons in the burial chamber of Encounter Three earn the Blessings of Merikka. Further, PCs who successfully save the hamlet of Orlan's Tower from the wolves by defeating Captain D'Arbanon earn the Friendship of Orlan's Tower, an Influence Point with the Knights of Furyondy and the Gratitude of Baron DeCorbus.

The residents of Orlan's Tower are overjoyed with the defeat of the wolves and real source behind the attack, the villainous Captain D'Arbanon. A great celebration is held in honor of the brave adventurers who defeated Captain D'Arbanon and prevented his evil machination from coming to fruition. Sir Jorvan Werdna of the Knights of Furyondy and the new Baron DeCorbus, Sir Praevor of Heironeous, are in attendance and congratulate the adventurers for their heroism. The celebration lasts long into the night.

The End

DISTRIBUTING AR ITEMS

Wanted in Furyondy: A PC is granted this, if he/she slew or participated in the slaying of Rolf Greyfeld.

Enmity of the Knights of Furyondy: A PC is granted this, if he/she slew or participated in the slaying of Rolf Greyfeld.

Curse of Lycanthropy – Werewolf: A PC gains this curse if he/she unknowingly gains the curse of lycanthropy or chooses not to have the Curse treated.

Blessings of Merikka: The PCs receive this blessing if they returned the skeletons to the sarcophagi, provided burial rites for the skeletons and did not remove any treasure from the burial chamber.

Aequitas: The PCs gain access to this sword upon discovering Captain D'Arbanon's secret sanctuary in the hamlet of Orlan's Tower.

Friendship of Orlan's Tower: This favor is given to PCs who successfully save the hamlet of Orlan's Tower (i.e., defeat Captain D'Arbanon).

Influence Point with the Knights of Furyondy: This favor is given to PCs who successfully save the hamlet of Orlan's Tower (i.e., defeat Captain D'Arbanon).

Gratitude of Baron DeCorbus: This favor is given to PCs who successfully save the hamlet of Orlan's Tower (i.e., defeat Captain D'Arbanon). An additional benefit is given to a PC who bears the title of Protector of the Standard.

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.

2: WEEPING WOODS

Defeat assassin vine or tendriculos	
APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP

3: HOME, SWEET, HOME

Defeat Norgruk Ekim and his worgs (or at APL 2 just Norgruk)	
APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP

5: CAPTAIN D'ARBANON

Defeat Captain D'Arbanon (or Millenna Hardenford) and his/her undead minion(s)

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP

STORY AWARD

Saved the resident of Orlan's Tower from the wolf attacks and/or figured out the real enemy behind the attacks:

All APLs	50 XP
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DISCRETIONARY ROLEPLAYING AWARD

APL 2	40 XP
APL 4	85 XP
APL 6	130 XP
APL 8	175 XP
APL 10	220 XP

TOTAL POSSIBLE EXPERIENCE:

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1125 XP
APL 10	1350 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.

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

INTRODUCTION

All APLs: Loot 0 gp; Coin 50 gp; Magic 0 gp – Total 50 gp.

1: ORLAN'S TOWER

B. Orlan's Tower: Shrine

All APLs: Loot 4 gp; Coin 0 gp; Magic 0 gp – Total 4 gp.

D. Dinner with Rolf

All APLs: Loot 3 gp; Coin 0 gp; Magic 0 gp – Total 3 gp.

2: WEEPING WOODS

Pit Trap

All APLs: Loot 2 gp; Coin 0 gp; Magic 0 gp – Total 2 gp.

Tendriculos

APL 6: Loot 0 gp; Coin 0 gp; Magic 83 gp; *cloak of resistance +1* (83 gp); Total 83 gp.

APL 8: Loot 0 gp; Coin 0 gp; Magic 333 gp; *cloak of resistance +2* (333 gp); Total 333 gp.

APL 10: Loot 0 gp; Coin 0 gp; Magic 750 gp; *cloak of resistance +3* (750 gp); Total 750 gp.

3: HOME, SWEET, HOME

Norgruk and Company

APL 2: Loot 0 gp; Coin 0 gp; Magic 170 gp; *healing belt* (62 gp); *potion of owl's wisdom* (25 gp), *vest of resistance +1* (83 gp); Total 170 gp.

APL 4: Loot 0 gp; Coin 0 gp; Magic 253 gp; *healing belt* (62 gp); *cloak of elemental protection* (83 gp), *potion of owl's wisdom* (25 gp), *vest of resistance +1* (83 gp); Total 253 gp.

APL 6: Loot 0 gp; Coin 0 gp; Magic 503 gp; *healing belt* (62 gp); *cloak of elemental protection* (83 gp), *potion of owl's wisdom* (25 gp), *vest of resistance +2* (333 gp); Total 503 gp.

APL 8: Loot 0 gp; Coin 0 gp; Magic 503 gp; *healing belt* (62 gp); *cloak of elemental protection* (83 gp), *potion of owl's wisdom* (25 gp), *vest of resistance +2* (333 gp); Total 503 gp.

ADVENTURE RECORD ITEMS

APL 10: Loot 0 gp; Coin 0 gp; Magic 920 gp; *healing belt* (62 gp); *cloak of elemental protection* (83 gp), *potion of owl's wisdom* (25 gp), *vest of resistance +3* (750 gp); Total 920 gp.

Burial Chamber

All APLs: Loot 0 gp; Coin 100 gp; Magic 0 gp – Total 0 gp.

5: CAPTAIN D'ARBANON

Captain D'Arbanon/Millenna Hardenford

APL 2: Loot 0 gp; Coin 0 gp; Magic 83 gp; *cloak of resistance +1* (83 gp); Total 83 gp.

APL 4: Loot 0 gp; Coin 0 gp; Magic 83 gp; *cloak of resistance +1* (83 gp); Total 83 gp.

APL 6: Loot 4 gp; Coin 0 gp; Magic 200 gp; *cloak of resistance +1* (83 gp), *anklet of translocation* (117 gp); Total 212 gp.

APL 8: Loot 4 gp; Coin 0 gp; Magic 928 gp; *anklet of translocation* (117 gp), *bracers of armor +1* (83 gp), *cloak of resistance +2* (333 gp), *gauntlets of ogre power* (333 gp), *potion of fly* (62 gp); Total 932 gp.

APL 10: Loot 4 gp; Coin 0 gp; Magic 1,345 gp; *anklet of translocation* (117 gp), *bracers of armor +1* (83 gp), *cloak of resistance +2* (333 gp), *gauntlets of ogre power* (333 gp), *hand of the oak father* (417 gp), *potion of fly* (62 gp); Total 1,349 gp.

Secret Chamber

All APLs: Loot 0 gp; Coin 50 gp; Magic 918 gp; +1 *magebane adamantite longsword* (918 gp); Total 968 gp.

TOTAL POSSIBLE TREASURE

APL 2: Loot 9 gp; Coin 200 gp; Magic 1,171 gp; Total 1,380 gp (450 gp max).

APL 4: Loot 9 gp; Coin 200 gp; Magic 1,171 gp; Total 1,380 gp (650 gp max).

APL 6: Loot 13 gp; Coin 200 gp; Magic 1,704 gp; Total 1,917 gp (900 gp max).

APL 8: Loot 13 gp; Coin 200 gp; Magic 2,665 gp; Total 2,878 gp (1,300 gp max).

APL 10: Loot 13 gp; Coin 200 gp; Magic 3,999 gp; Total 4,212 gp (2,300 gp max).

☛ Influence Point with the Knights of Furyondy

☛ **Wanted in Furyondy:** Base chance of capture 70%; cumulative chance of capture 60%. Punishment: Execution. Contact the Furyondy Triad if your PC has this AR item.

☛ **Enmity of the Knights of Furyondy:** This enmity voids all previous Favors or Influence Points of the Knights of the Hart or Knights of Furyondy, and is immediately ejected from the Knights of the Hart and Furyondy Military meta-organizations. This PC may never again gain such favors or influence points or rejoin these groups.

☛ **Curse of Lycanthropy – Werewolf:** See the *Living Greyhawk Campaign Standards* for details on this curse. A PC may spend 4 TU being treated at Castle Greylode to remove this curse at no monetary cost. Using this option causes the PC to be automatically captured and punished to the fullest extent of the law for all crimes in Furyondy he or she is currently Wanted for.

☛ **Blessings of Merikka:** You may use one of the following spells as spell-like abilities (CL = PC Hit Dice) a total of four times ever: *divine favor*, *shield other* and *magic circle against evil*:

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☛ **Friendship of Orlan's Tower:** You receive free standard upkeep in this adventure. For one year from the date of this AR, you receive a +2 competence bonus on Diplomacy and Gather Information checks when dealing with commoners who are citizens of Furyondy.

☛ **Gratitude of Baron DeCorbus:** Your Affiliation Score with the Gold County increases by 3. Further, if, at any point, you possess the title of Protector of the Standard, you are given a gift of land including a small hamlet in the Gold County and surrounding farmland. Your noble title does not change. Contact the Furyondy Triad for further details.

☛ **Aequitas:** A finely crafted +1 *magebane adamantite longsword* with the word "Aequitas" engraved on the blade.

ITEM ACCESS

APL 2:

- Aequitas (Regional; see above; 11,015 gp)
- Healing Belt (Adventure; MIC; limit 1)

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

- Cloak of Elemental Protection (Adventure; MIC)

APLs 6-8 (all of APLs 2-4 plus the following):

- Anklet of Translocation (Adventure; MIC, limit 1)

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

- Hand of the Oak Father (Adventure; MIC, limit 1)

3: THE CIRCLE

NORGRUK EKIM**CR 4**

Bugbear Werewolf, Hybrid Wolf Form

CE Medium Humanoid (goblinoid, shapechanger)

Init +3; **Senses** darkvision 60', low-light vision; Listen +6, Spot +6**Languages** Common and Goblin**AC** 16, touch 11, flat-footed 15

(+1 Dex, +5 natural)

hp 32 (5 HD); DR 10/silver**Fort** +8, **Ref** +10, **Will** +5**Speed** 30 ft. (6 squares);**Melee** 2 claws +8 (1d4+4) and bite +3 (1d6+2)**Ranged** sling +6 (1d4+4)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +3; **Grp** +7**Atk Options** curse of lycanthropy**Combat Gear** sling, 20 sling bullets, *potion of owl's wisdom, healing belt***Abilities** Str 18, Dex 16, Con 17, Int 10, Wis 12, Cha 9**SQ** alternate form, scent, wolf empathy**Feats** Alertness, Iron Will, Track, Weapon Focus (Bite), Weapon Focus (Claw)**Skills** Climb +5, Hide +5, Listen +6, Move Silently +8, Spot +6, Survival +2 (+6)**Possessions** combat gear plus belt pouch, *vest of resistance* +1

Curse of Lycanthropy (Su) Any humanoid or giant hit by a natural lycanthrope's bite attack in animal or hybrid form must succeed a DC 15 Fortitude save or contract lycanthropy. If the victim's size is not within one size category of the lycanthrope (for example, a hill giant bitten by a wererat), then the victim cannot contract lycanthropy from that lycanthrope. Afflicted lycanthropes cannot pass on the curse of lycanthropy.

Alternate Form (Su) A lycanthrope can shift into animal form as though using the *polymorph* spell on itself, though its gear is not affected, it does not regain hit points for changing form, and only the specific animal form indicated for the lycanthrope can be assumed. It does not assume the ability scores of the animal, but instead adds the animal's physical ability score modifiers to its own ability scores. A lycanthrope also can assume a bipedal hybrid form with prehensile hands and animalistic features.

Changing to or from animal or hybrid form is a standard action. A slain lycanthrope reverts to its humanoid form, although it remains dead. Separated body parts retain their animal form, however. Natural lycanthropes have full control over this power.

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

Skills A lycanthrope has a +4 (bugbear) racial bonus on Move Silently checks and a +4 (wolf) racial bonus on Survival checks when tracking by scent.

5: CONFRONTATION

MILLENNIA HARDENFORD

CR 4

Vampire Spawn, Psychic Vampire Variant
LE Medium undead

Init +6; **Senses** darkvision 60', Listen +12, Spot +12

Aura wisdom drain

Languages Common, Goblin

AC 15, touch 12, flat-footed 13

(+2 Dex, +3 natural)

hp 39 (4 HD); fast healing 2; DR 5/silver

Immune undead immunities

Resist cold 10, electricity 10, +6 turn resistance

Fort +2, **Ref** +6, **Will** +7

Weakness Vampire weakness

Speed 30 ft. (6 squares); spider climb

Melee slam +5 (1d6+4 plus wisdom drain)

Ranged sling +4 (1d4+3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +5

Atk Options wisdom drain

Special Actions blood drain, domination, gaseous form

Combat Gear sling, 20 sling bullets

Abilities Str 16, Dex 14, Con –, Int 13, Wis 14, Cha 14

SQ, gaseous form, spider climb, undead traits

Feats Alertness, Improved Initiative, Improved Turn Resistance, Lightning Reflexes, Toughness

Skills Bluff +6, Climb +8, Diplomacy +4, Hide +10, Jump+8, Listen +12, Move Silently +10, Profession (Herbalist) +2, Search +8, Sense Motive +12, Spot +12

Possessions combat gear plus belt pouch, traveler's outfit, *cloak of resistance* +1

Wisdom Drain (Su) With a successful touch attack or slam attack, a psychic vampire drains 1d6 points of Wisdom from the target, and simultaneously gains 5 temporary hit points that last for up to 1 hour. It can do this once per round. In addition, each living creature within 10 feet of a psychic vampire takes 1 point of Wisdom drain per round (Will negates; DC 14). A psychic vampire does not gain any temporary hit points from this effect. A psychic vampire can suppress or reactivate its Wisdom-draining aura as a standard action.

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

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

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

Domination (Su) A vampire spawn can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must take a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a DC 14 Will save or fall instantly under the vampire's influence as though by a *dominate person* spell from a 5th-level caster. The ability has a range of 30 feet. The save DC is Charisma-based.

Gaseous Form (Su) As a standard action, a vampire spawn can assume *gaseous form* at will as the spell (caster level 6th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Skills Vampire spawn have a +4 racial bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks.

3: THE CIRCLE

NORGRUK EKIM

CR 5

Ogre Werewolf, Hybrid Wolf Form
 CE Large Giant (shapechanger)
Init +1; **Senses** darkvision 60', low-light vision; Listen +5, Spot +6

Languages Giant

AC 17, touch 10, flat-footed 16
 (-1 Size, +1 Dex, +7 natural)

hp 46 (6 HD); DR 10/silver

Fort +12, **Ref** +6, **Will** +5

Speed 40 ft. (8 squares);

Melee 2 claws +9 (1d8+6) and bite +5 (1d8+3)

Ranged sling +5 (1d6+6)

Space 10 ft.; **Reach** 10 ft.

Base Atk +4; **Grp** +14

Atk Options curse of lycanthropy

Combat Gear large sling, 20 large sling bullets, *cloak of elemental protection*, *healing belt*, *potion of owl's wisdom*,

Abilities Str 23, Dex 12, Con 19, Int 6, Wis 12, Cha 7

SQ Alternate form, scent, wolf empathy

Feats Improved Natural Attack (claw), Iron Will, Toughness, Track, Weapon Focus (bite)

Skills Climb +6, Heal +3, Hide -3, Listen +5, Move Silently +1, Spot +6, Survival +1 (+5)

Possessions combat gear plus belt pouch, *vest of resistance* +1

Curse of Lycanthropy (Su) Any humanoid or giant hit by a natural lycanthrope's bite attack in animal or hybrid form must succeed a DC 15 Fortitude save or contract lycanthropy. If the victim's size is not within one size category of the lycanthrope (for example, a hill giant bitten by a wererat), then the victim cannot contract lycanthropy from that lycanthrope. Afflicted lycanthropes cannot pass on the curse of lycanthropy.

Alternate Form (Su) A lycanthrope can shift into animal form as though using the *polymorph* spell on itself, though its gear is not affected, it does not regain hit points for changing form, and only the specific animal form indicated for the lycanthrope can be assumed. It does not assume the ability scores of the animal, but instead adds the animal's physical ability score modifiers to its own ability scores. A lycanthrope also can assume a bipedal hybrid form with prehensile hands and animalistic features.

Changing to or from animal or hybrid form is a standard action. A slain lycanthrope reverts to its humanoid form, although it remains dead. Separated body parts retain their animal form, however. Natural lycanthropes have full control over this power.

Lycanthropic Empathy (Ex) In any form, lycanthropes can communicate and empathize with normal or dire animals of their animal form. This gives them a +4 racial bonus on checks when

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

Skills A lycanthrope has a +4 (wolf) racial bonus on Survival checks when tracking by scent.

WORG, ADVANCED

CR 3

NE Medium Magical Beast

Init +2; **Senses** darkvision 60', low-light vision; Listen +7, Spot +7

Languages Giant

AC 14, touch 12, flat-footed 12
 (+2 Dex, +2 natural)

hp 45 (6 HD);

Fort +7, **Ref** +7, **Will** +6

Speed 50 ft. (10 squares);

Melee Bite +9 (1d6+4)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +10

Atk Options trip

Abilities Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10

SQ Scent

Feats Improved Natural Attack (bite), Iron Will, Track

Skills Hide +5, Listen +7, Move Silently +6, Spot +7, Survival +2 (+6)

Trip (Su) A worg that hits with a bite attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the worg.

Skills A worg has a +1 racial bonus on Listen, Move Silently and Spot checks, and a +2 racial bonus on Hide checks. A worg has a +4 racial bonus on Survival checks when tracking by scent.

5: CONFRONTATION

CAPTAIN D'ARBANON

CR 6

Male psychic vampire doppelganger fighter 1
LE Medium undead (augmented monstrous humanoid)

Init +7; **Senses** darkvision 60'; Listen +17, Spot +17

Aura wisdom drain

Languages Common, Giant, Goblin and Oeridian

AC 23, touch 13, flat-footed 20

(+3 Dex, +10 natural)

hp 45 (5 HD); fast healing 5; DR 10/silver and magic

Immune undead immunities

Resist cold 10, electricity 10, +8 turn resistance

Fort +4, **Ref** +10, **Will** +8

Weakness Vampire weaknesses

Speed 30 ft. (6 squares); spider climb

Melee slam +9 (1d6+6 plus wisdom drain)

Ranged sling +8 (1d4+4)

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +9

Atk Options create spawn, wisdom drain

Special Actions Blood drain, children of the night, detect thoughts, domination, wisdom drain

Combat Gear sling, 20 sling bullets

Abilities Str 18, Dex 17, Con –, Int 15, Wis 16, Cha 17

SQ alternate form, change shape, gaseous form,

Feats Alertness, Combat Reflexes, Dodge, Improved Initiative, Improved Turn Resistance, Lightning Reflexes, Mobility

Skills Bluff +21, Diplomacy +8, Disguise +15 (+17 Acting), Hide +11, Knowledge (Arcana) +4, Knowledge (History) +4, Knowledge (Nobility and Royalty) +4, Knowledge (Religion) +4, Listen +17, Move Silently +11, Search +11, Sense Motive +15, Spot +17

Possessions combat gear plus belt pouch, traveler's outfit, *cloak of resistance* +1

Wisdom Drain (Su) With a successful touch attack or slam attack, a psychic vampire drains 1d6 points of Wisdom from the target, and simultaneously gains 5 temporary hit points that last for up to 1 hour. It can do this once per round. In addition, each living creature within 10 feet of a psychic vampire takes 1 point of Wisdom drain per round (Will negates; DC 15). A psychic vampire does not gain any temporary hit points from this effect. A psychic vampire can suppress or reactivate its Wisdom-draining aura as a standard action.

Fast Healing (Ex) as standard vampire, *Monster Manual* 252.

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

Create Spawn (Su) A humanoid or monstrous humanoid slain by Captain D'Arbanon's wisdom drain rises as a vampire spawn (see the Vampire Spawn entry, page 253) 1d4 days after burial. If the vampire instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the vampire that created it and

remains enslaved until its master's destruction. At any given time a vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires or vampire spawn. A vampire that is enslaved may create and enslave spawn of its own, so a master vampire can control a number of lesser vampires in this fashion. A vampire may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

Blood Drain (Ex) as standard vampire, *Monster Manual* 252.

Children of the Night (Su) as standard vampire, *Monster Manual* 252.

Detect Thoughts (Su) Captain D'Arbanon can continuously use detect thoughts as the spell (caster level 18th; Will DC 15 negates). It can suppress or resume this ability as a free action.

Dominate (Su) Captain D'Arbanon can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save (DC 15) or fall instantly under the vampire's influence as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.

Alternate Form (Su) as standard vampire, *Monster Manual* 252.

Change Shape (Su) Captain D'Arbanon can assume the shape of any Small or Medium humanoid. In humanoid form, Captain D'Arbanon loses its natural attacks. Captain D'Arbanon can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but it reverts to his natural form when reduced to 0 hit points or fewer. A *true seeing* spell or ability reveals its natural form.

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

Skills Vampires have a +8 racial bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks. Additionally, as a doppelganger, Captain D'Arbanon has a +4 racial bonus on Bluff and Disguise checks. *When using its change shape ability, a doppelganger gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

2: THE WEEPING WOODS**TENDRICULOS, ADVANCED CR 7**

N (NE tendencies) Huge Plant
Init +0; **Senses** Low-light vision, Listen +2, Spot +2
Languages Common

AC 17, touch 8, flat-footed 17
 (-2 size, +9 natural)

hp 150 (13 HD); regeneration 10

Immune plant immunities

Fort +14, **Ref** +4, **Will** +6

Speed 20 ft. (4 squares);

Melee bite +16 (2d8+9) and
 2 tendrils each +14 (1d6+4)

Space 15 ft.; **Reach** 15 ft.

Base Atk +9; **Grp** +26

Atk Options Improved grab, swallow whole/paralysis

Abilities Str 28, Dex 10, Con 22, Int 3, Wis 8, Cha 3

SQ plant traits

Feats Alertness, Blind-Fight, Improved Toughness, Iron Will, Multiattack

Skills Hide +8, Listen +2, Move Silently +2, Spot +2

Possessions *cloak of resistance* +1 (swallowed)

Regeneration (Ex) Bludgeoning weapons and acid deal normal damage to a tendriculos.

A tendriculos that loses part of its body mass can regrow it in 1d6 minutes. Holding the severed portion against the mass enables it to reattach instantly.

Improved Grab (Ex) To use this ability, a tendriculos must hit a creature at least one size smaller than itself with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the opponent in the following round.

A tendriculos can also use its improved grab ability on a tendril attack. If it wins the grapple check, it establishes a hold, picks up the opponent, and transfers it to the mouth as a free action, automatically dealing bite damage.

Swallow Whole/Paralysis (Ex) A tendriculos can try to swallow a grabbed opponent by making a successful grapple check. Once inside the plant's mass, the opponent must succeed on a DC 20 Fortitude save or be paralyzed for 3d6 rounds by the tendriculos's digestive juices, taking 2d6 points of acid damage per round. A new save is required each round inside the plant. The save DC is Constitution-based.

A swallowed creature that avoids paralysis can climb out of the mass with a successful grapple check. This returns it to the plant's maw, where another successful grapple check is needed to get free. A swallowed creature can also cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the tendriculos's interior (AC 14). Once the creature exits, the plant's regenerative capacity closes the hole; another swallowed opponent must cut its own way out.

A Huge tendriculos's interior can hold 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive or smaller opponents.

ENCOUNTER THREE: THE CIRCLE**NORGRUK EKIM CR 7**

Troll Werewolf, Hybrid Wolf Form

CE Large Giant (shapechanger)

Init +4; **Senses** darkvision 90', low-light vision; Listen +5, Spot +6

Languages Giant

AC 20, touch 13 flat-footed 16

(-1 Size, +4 Dex, +7 natural)

hp 84 (8 HD); regeneration 5; DR 10/silver

Fort +17, **Ref** +11, **Will** +6

Speed 30 ft. (6 squares);

Melee 2 claws each +11 (1d8+7) and
 bite +7 (1d8+3)

Ranged sling +9 (1d6+7)

Space 10 ft.; **Reach** 10 ft.

Base Atk +5; **Grp** +16

Atk Options curse of lycanthropy, rend (2d8+10)

Combat Gear large sling, 20 large sling bullets, *cloak of elemental protection*, *healing belt*, *potion of owl's wisdom*

Abilities Str 25, Dex 18, Con 24, Int 6, Wis 11, Cha 6

SQ alternate form, scent, wolf empathy

Feats Blind-Fight, Improved Natural Attack (claw), Iron Will, Track, Weapon Focus (bite)

Skills Heal +3, Hide +0, Listen +5, Move Silently +4, Spot +6, Survival +0 (+4).

Possessions combat gear plus belt pouch, *vest of resistance* +2

Regeneration (Ex) Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Curse of Lycanthropy (Su) Any humanoid or giant hit by a natural lycanthrope's bite attack in animal or hybrid form must succeed a DC 15 Fortitude save or contract lycanthropy. If the victim's size is not within one size category of the lycanthrope (for example, a hill giant bitten by a wererat), then the victim cannot contract lycanthropy from that lycanthrope. Afflicted lycanthropes cannot pass on the curse of lycanthropy.

Rend (Ex) If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. The attack automatically deals an additional 2d8+10 points of damage.

Alternate Form (Su) A lycanthrope can shift into animal form as though using the *polymorph* spell on itself, though its gear is not affected, it does not regain hit points for changing form, and only the specific animal form indicated for the lycanthrope can be assumed. It does not assume the ability scores of the animal, but instead adds the animal's physical ability score modifiers to its own ability scores. A lycanthrope also can assume a bipedal hybrid form with prehensile hands and animalistic features.

Changing to or from animal or hybrid form is a standard action. A slain lycanthrope reverts to its humanoid form, although it remains dead. Separated body parts retain their animal form, however. Natural lycanthropes have full control over this power.

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

Skills A lycanthrope has a +4 (wolf) racial bonus on Survival checks when tracking by scent.

WORG, ADVANCED

CR 3

NE Medium Magical Beast

Init +2; **Senses** darkvision 60', low-light vision; Listen +7, Spot +7

Languages Giant

AC 14, touch 12, flat-footed 12
(+2 Dex, +2 natural)

hp 45 (6 HD);

Fort +7, **Ref** +7, **Will** +6

Speed 50 ft. (10 squares);

Melee Bite +9 (1d6+4)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +10

Atk Options trip

Abilities Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10

SQ Scent,

Feats Improved Natural Attack (bite), Iron Will, Track

Skills Hide +5, Listen +7, Move Silently +6, Spot +7, Survival +2 (+6)

Trip (Su) A worg that hits with a bite attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the worg.

Skills A worg has a +1 racial bonus on Listen, Move Silently and Spot checks, and a +2 racial bonus on Hide checks. A worg has a +4 racial bonus on Survival checks when tracking by scent.

ENCOUNTER FIVE: CONFRONTATION

ENTOMBER

CR 6

LE Medium Undead [*Libris Mortis*, pp. 97-98]

Init +0; **Senses** Darkvision 60'; Listen +8, Spot +8;

Languages Common

AC 21, touch 10, flat-footed 21
(+11 natural)

hp 78 (12 HD); DR 5/silver

Resist +4 turn resistance

Fort +6, **Ref** +6, **Will** +10

Speed 30 ft. (6 squares), burrow 10 ft.;

Melee slam +14 (1d6+10 plus entomb)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +13

Atk Options entomb

Special Actions exhume

Abilities Str 24, Dex 10, Con –, Int 6, Wis 14, Cha 15
SQ undead traits

Feats Ability Focus (Entomb), Great Fortitude, Improved Turn Resistance, Lightning Reflexes, Weapon Focus (Slam)

Skills Hide +7, Listen +8, Move Silently +7, Spot+8, Tumble4

Entomb (Su) Whenever an entomber succeeds on a slam attack, it can attempt to entomb its foe. The foe must make a DC 18 Reflex save or be pounded bodily into a shallow grave. The save DC is Charisma-based. This ability doesn't work in locations with basements or open level immediately below, nor can the creature entomb victims in magical, living or animate materials, or materials with a hardness higher than 8.

The upthrust bulge of cracked flooring material, earth or stone reveals the location of the victim to compatriots. Two standard actions spent clearing away the broken flooring material reveals the entombed victim, who can use his or her standard action to stand from a prone (and dusty) position. Attempting to rescue a friend in this way can provoke attacks of opportunity.

The victim is treated as if pinned by an opponent (the earth) with a grappling check of 20. Breaking free of the first "pin" and then the "grapple" allows the victim to stand from a prone position on his or her next round. If compatriots of the victim have partially cleared away the covering material, then the victim needs only make a single check before standing from the prone position. Each round the victim spends fully or partially entombed is a round in which the victim suffocates (see Suffocation, *Dungeon Master's Guide* 304).

Exhume (Su) When an entomber spends a standard action and touches the top of a grave or space where a creature is buried no deeper than 10 feet, the body immediately rises to the surface, leaving no hole or tunnel. A body is not harmed when brought to the surface in this manner.

CAPTAIN D'ARBANON**CR 8**

Male psychic vampire doppelganger fighter 2/monk 1
LE Medium undead (augmented monstrous humanoid)

Init +8; **Senses** darkvision 60'; Listen +17, Spot +17
Aura wisdom drain

Languages Common, Giant, Goblin and Oeridian

AC 27, touch 17, flat-footed 23

(+4 Dex, +3 Wis (Monk), +10 natural)

hp 63 (7 HD); fast healing 5; DR 10/silver and magic

Immune undead immunities

Resist cold 10, electricity 10, +8 turn resistance

Fort +7, **Ref** +12, **Will** +10

Weakness Vampire weaknesses

Speed 30 ft. (6 squares); spider climb

Melee unarmed strike +10/+5 (1d6+4 plus wisdom drain) or unarmed strike (flurry of blows) +8/+8/+3 (1d6+4 plus wisdom drain) or greatsword +10/+5 (2d6+6/19-20, x2)

Ranged sling +9/+4 (1d4+4)]

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +14

Atk Options Dodge, Elusive Target, Mobility, Spring Attack, create spawn, wisdom drain

Special Actions Blood drain, children of the night, detect thoughts, domination, gaseous form

Combat Gear greatsword, sling, 20 sling bullets, *anklet of translocation*

Abilities Str 18, Dex 17, Con –, Int 15, Wis 16, Cha 17

SQ alternate form, change shape

Feats Alertness, Combat Reflexes, Dodge, Elusive Target, Improved Grapple, Improved Initiative, Improved Turn Resistance, Improved Unarmed Strike, Lightning Reflexes, Mobility, Spring Attack

Skills Bluff +21, Diplomacy +8, Disguise +15 (+17 Acting), Hide +11, Knowledge (Arcana) +4, Knowledge (History) +4, Knowledge (Nobility and Royalty) +4, Knowledge (Religion) +4, Listen +17, Move Silently +11, Search +11, Sense Motive +15, Spot +17, Tumble +11

Possessions combat gear plus scabbard, belt pouch, traveler's outfit, *cloak of resistance* +1

Wisdom Drain (Su) With a successful touch attack or slam attack, a psychic vampire drains 1d6 points of Wisdom from the target, and simultaneously gains 5 temporary hit points that last for up to 1 hour. It can do this once per round. In addition, each living creature within 10 feet of a psychic vampire takes 1 point of Wisdom drain per round (Will negates; DC 16). A psychic vampire does not gain any temporary hit points from this effect. A psychic vampire can suppress or reactivate its Wisdom-draining aura as a standard action.

Fast Healing (Ex) as standard vampire, *Monster Manual* 252.

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

Create Spawn (Su) A humanoid or monstrous humanoid slain by Captain D'Arbanon's wisdom drain rises as a vampire spawn (see the Vampire

Spawn entry, page 253) 1d4 days after burial. If the vampire instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the vampire that created it and remains enslaved until its master's destruction. At any given time a vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires or vampire spawn. A vampire that is enslaved may create and enslave spawn of its own, so a master vampire can control a number of lesser vampires in this fashion. A vampire may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

Blood Drain (Ex) as standard vampire, *Monster Manual* 252.

Children of the Night (Su) as standard vampire, *Monster Manual* 252.

Detect Thoughts (Su) Captain D'Arbanon can continuously use detect thoughts as the spell (caster level 18th; Will DC 16 negates). It can suppress or resume this ability as a free action.

Dominate (Su) Captain D'Arbanon can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save (DC 16) or fall instantly under the vampire's influence as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.

Alternate Form (Su) as standard vampire, *MM* 252.

Change Shape (Su) Captain D'Arbanon can assume the shape of any Small or Medium humanoid. In humanoid form, Captain D'Arbanon loses its natural attacks. Captain D'Arbanon can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but it reverts to his natural form when reduced to 0 hit points or fewer. A *true seeing* spell or ability reveals its natural form.

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

Skills Vampires have a +8 racial bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks. Additionally, as a doppelganger, Captain D'Arbanon has a +4 racial bonus on Bluff and Disguise checks. *When using its change shape ability, a doppelganger gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

2: THE WEeping WOODS**TENDRICULOS, ADVANCED CR 9**

N (NE tendencies) Gargantuan Plant
Init +0; **Senses** Low-light vision, Listen +2, Spot +2
Languages Common

AC 19, touch 6, flat-footed 19
 (-4 size, +13 natural)

hp 230 (17 HD); regeneration 10

Immune plant immunities

Fort +18, **Ref** +5, **Will** +6

Speed 20 ft. (4 squares);

Melee bite +21 (3d8+13) and
 2 tendrils each +19 (1d8+6)

Space 20 ft.; **Reach** 20 ft.

Base Atk +12; **Grp** +37

Atk Options Power Attack, improved grab

Special Actions swallow whole/paralysis

Abilities Str 36, Dex 10, Con 26, Int 3, Wis 9, Cha 3
SQ plant traits

Feats Alertness, Blind-Fight, Improved Toughness, Iron Will,
 Multiattack, Power Attack

Skills Hide +4, Listen +2, Move Silently +6, Spot +2

Possessions *cloak of resistance* +2 (swallowed)

Improved Grab (Ex) To use this ability, a tendriculos must hit a creature at least one size smaller than itself with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the opponent in the following round.

A tendriculos can also use its improved grab ability on a tendril attack. If it wins the grapple check, it establishes a hold, picks up the opponent, and transfers it to the mouth as a free action, automatically dealing bite damage.

Swallow Whole/Paralysis (Ex) A tendriculos can try to swallow a grabbed opponent by making a successful grapple check. Once inside the plant's mass, the opponent must succeed on a DC 22 Fortitude save or be paralyzed for 3d6 rounds by the tendriculos's digestive juices, taking 2d6 points of acid damage per round. A new save is required each round inside the plant. The save DC is Constitution-based.

A swallowed creature that avoids paralysis can climb out of the mass with a successful grapple check. This returns it to the plant's maw, where another successful grapple check is needed to get free. A swallowed creature can also cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the tendriculos's interior (AC 18). Once the creature exits, the plant's regenerative capacity closes the hole; another swallowed opponent must cut its own way out.

A Gargantuan tendriculos's interior can hold 2 Huge, 8 Large, 8 Medium, 128 Small, 512 Tiny or 1024 Diminutive or smaller opponents.

Regeneration (Ex) Bludgeoning weapons and acid deal normal damage to a tendriculos.

A tendriculos that loses part of its body mass can regrow it in 1d6 minutes. Holding the severed portion against the mass enables it to reattach instantly.

3: THE CIRCLE**NORGRUK EKIM CR 9**

Troll Dire Werewolf, Hybrid Dire Wolf Form
 CE Large Giant (shapechanger)
Init +4; **Senses** darkvision 90', low-light vision; Listen +9, Spot +8

Languages Giant

AC 20, touch 13, flat-footed 16
 (-1 Size, +4 Dex, +7 natural)

hp 120 (12 HD); regeneration 5; DR 10/silver

Fort +22, **Ref** +13, **Will** +11

Speed 30 ft. (6 squares);

Melee 2 Claws each +20 (1d8+13) and
 bite +16 (1d8+6)

Ranged sling +12 (1d6+13)

Space 10 ft.; **Reach** 10 ft.

Base Atk +8; **Grp** +25

Atk Options Curse of lycanthropy, rend (2d8+19)

Combat Gear large sling, 20 large sling bullets, *cloak of elemental protection*, *healing belt*, potion of owl's wisdom

Abilities Str 37, Dex 18, Con 30, Int 6, Wis 11, Cha 6
SQ Alternate form, scent, wolf empathy

Feats Alertness, Blind-Fight, Improved Natural Attack (claw), Iron Will, Run, Track, Weapon Focus (bite)

Skills Heal +3, Hide +0, Listen +9, Move Silently +4, Spot +8, Survival +1 (+5)

Possessions combat gear plus belt pouch, *vest of resistance* +2

Regeneration (Ex) Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly y holding it to the stump.

Curse of Lycanthropy (Su) Any humanoid or giant hit by a natural lycanthrope's bite attack in animal or hybrid form must succeed a DC 15 Fortitude save or contract lycanthropy. If the victim's size is not within one size category of the lycanthrope (for example, a hill giant bitten by a wererat), then the victim cannot contract lycanthropy from that lycanthrope. Afflicted lycanthropes cannot pass on the curse of lycanthropy.

Rend (Ex) If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. The attack automatically deals an additional 2d8+19 points of damage.

Alternate Form (Su) A lycanthrope can shift into animal form as though using the *polymorph* spell on itself, though its gear is not affected, it does not regain hit points for changing form, and only the specific animal form indicated for the lycanthrope can be assumed. It does not assume the ability scores of the animal, but instead adds the animal's physical ability score modifiers to its own ability scores. A lycanthrope also can assume a bipedal hybrid form with prehensile hands and animalistic features.

Changing to or from animal or hybrid form is a standard action. A slain lycanthrope reverts to its humanoid form, although it remains dead. Separated body parts retain their animal form, however. Natural lycanthropes have full control over this power.

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

Skills A lycanthrope has a +2 (dire wolf) racial bonus on Hide, Listen, Move Silently and Spot checks as well as a +4 (dire wolf) racial bonus on Survival checks when tracking by scent.

WORG, ADVANCED

CR 4

NE Large Magical Beast

Init +1; **Senses** darkvision 60', low-light vision; Listen +7, Spot +7

Languages Giant

AC 14, touch 10, flat-footed 13
(-1 Size, +1 Dex, +4 natural)

hp 67 (7 HD);

Fort +9, **Ref** +6, **Will** +6

Speed 50 ft. (10 squares);

Melee bite +13 (1d10+10) **Space** 10 ft.; **Reach** 5 ft.

Base Atk +7; **Grp** +18

Atk Options Trip

Abilities Str 25, Dex 13, Con 19, Int 6, Wis 14, Cha 10

SQ Scent

Feats Improved Natural Attack (bite), Iron Will, Track

Skills Hide +2, Listen +7, Move Silently +6, Spot +7, Survival +2 (+6)

Trip (Su) A worg that hits with a bite attack can attempt to trip the opponent (+11 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the worg.

Skills A worg has a +1 racial bonus on Listen, Move Silently and Spot checks, and a +2 racial bonus on Hide checks. A worg has a +4 racial bonus on Survival checks when tracking by scent.

ENTOMBER

CR 6

LE Medium Undead [*Libris Mortis*, pp. 97-98]

Init +0; **Senses** Darkvision 60'; Listen +8, Spot +8;

Languages Common

AC 21, touch 10, flat-footed 21
(+11 natural)

hp 78 (12 HD); DR 5/silver

Resist +4 turn resistance

Fort +6, **Ref** +6, **Will** +10

Speed 30 ft. (6 squares), burrow 10 ft.;

Melee slam +14 (1d6+10 plus entomb)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +13

Atk Options entomb

Special Actions exhume

Abilities Str 24, Dex 10, Con -, Int 6, Wis 14, Cha 15
SQ undead traits

Feats Ability Focus (Entomb), Great Fortitude, Improved Turn Resistance, Lightning Reflexes, Weapon Focus (Slam)

Skills Hide +7, Listen +8, Move Silently +7, Spot+8, Tumble4

Entomb (Su) Whenever an entomber succeeds on a slam attack, it can attempt to entomb its foe. The foe must make a DC 18 Reflex save or be pounded bodily into a shallow grave. The save DC is Charisma-based. This ability doesn't work in locations with basements or open level immediately below, nor can the creature entomb victims in magical, living or animate materials, or materials with a hardness higher than 8.

The upthrust bulge of cracked flooring material, earth or stone reveals the location of the victim to compatriots. Two standard actions spent clearing away the broken flooring material reveals the entombed victim, who can use his or her standard action to stand from a prone (and dusty) position. Attempting to rescue a friend in this way can provoke attacks of opportunity.

The victim is treated as if pinned by an opponent (the earth) with a grappling check of 20. Breaking free of the first "pin" and then the "grapple" allows the victim to stand from a prone position on his or her next round. If compatriots of the victim have partially cleared away the covering material, then the victim needs only make a single check before standing from the prone position. Each round the victim spends fully or partially entombed is a round in which the victim suffocates (see Suffocation, *Dungeon Master's Guide* 304).

Exhume (Su) When an entomber spends a standard action and touches the top of a grave or space where a creature is buried no deeper than 10 feet, the body immediately rises to the surface, leaving no hole or tunnel. A body is not harmed when brought to the surface in this manner.

5: CONFRONTATION

CAPTAIN D'ARBANON

CR 10

Male spellstitched psychic vampire doppelganger fighter 2/monk 2

LE Medium undead (augmented monstrous humanoid)

Init +8; **Senses** darkvision 60'; Listen +17, Spot +17

Aura wisdom drain

Languages Common, Giant, Goblin and Oeridian

AC 28, touch 17, flat-footed 24

(+4 Dex, +3 Wis (Monk), +10 natural, +1 armor)

hp 72 (8 HD); fast healing 5; DR 10/silver and magic

Immune undead immunities

Resist cold 10, electricity 10, +10 turn resistance, evasion, SR 14

Fort +11, **Ref** +16, **Will** +14

Weakness Vampire weaknesses

Speed 30 ft. (6 squares); spider climb

Melee unarmed strike +12 /+7 (1d6+5 plus wisdom drain) or

unarmed strike (flurry of blows) +10/+10/+5 (1d6+5 plus wisdom drain) or greatsword +12/+7 (2d6+7/19-20, x2)

Ranged sling +10/+5 (1d4+5)

Space 5 ft.; **Reach** 5 ft.

Base Atk +7; **Grp** +16

Atk Options Combat Reflexes, Deflect Arrows, Dodge, Elusive Target, Mobility, Spring Attack, create spawn, wisdom drain

Special Actions Blood drain, children of the night, detect thoughts, domination, gaseous form

Spell-Like Abilities (CL 10th):

3/day – *magic missile*;

2/day – *glitterdust* (DC 15), *false life*;

1/day – *dimension door*, *Evard's black tentacles*, *fireball* (DC 16), *lightning bolt* (DC 16), *ray of enfeeblement*

Combat Gear greatsword, sling, 20 sling bullets, *anklet of translocation*, *potion of fly*

Abilities Str 20, Dex 17, Con –, Int 15, Wis 16, Cha 18

SQ alternate form, change shape

Feats Alertness, Combat Reflexes, Deflect Arrows, Dodge, Elusive Target, Improved Grapple, Improved Initiative, Improved Turn Resistance, Improved Unarmed Strike, Lightning Reflexes, Mobility, Spring Attack

Skills Bluff +21, Diplomacy +8, Disguise +15 (+17 Acting), Hide +11, Knowledge (Arcana) +4, Knowledge (History) +4, Knowledge (Nobility and Royalty) +4, Knowledge (Religion) +7, Listen +17, Move Silently +11, Search +11, Sense Motive +15, Spot +17, Tumble +14

Possessions combat gear plus *bracers of armor* +1, scabbard, belt pouch, traveler's outfit, *cloak of resistance* +2, *gauntlets of ogre power*

Wisdom Drain (Su) With a successful touch attack or slam attack, a psychic vampire drains 1d6 points of Wisdom from the target, and simultaneously gains 5 temporary hit points that last for up to 1 hour. It can do this once per round. In addition, each living creature within 10 feet of a psychic vampire takes 1 point of Wisdom drain per round (Will negates; DC 18). A psychic vampire does not gain

any temporary hit points from this effect. A psychic vampire can suppress or reactivate its Wisdom-draining aura as a standard action.

Fast Healing (Ex) as standard vampire, *Monster Manual* 252.

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

Create Spawn (Su) A humanoid or monstrous humanoid slain by Captain D'Arbanon's wisdom drain rises as a vampire spawn (see the Vampire Spawn entry, page 253) 1d4 days after burial. If the vampire instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the vampire that created it and remains enslaved until its master's destruction. At any given time a vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires or vampire spawn. A vampire that is enslaved may create and enslave spawn of its own, so a master vampire can control a number of lesser vampires in this fashion. A vampire may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

Blood Drain (Ex) as standard vampire, *Monster Manual* 252.

Children of the Night (Su) as standard vampire, *Monster Manual* 252.

Detect Thoughts (Su) Captain D'Arbanon can continuously use detect thoughts as the spell (caster level 18th; Will DC 18 negates). It can suppress or resume this ability as a free action.

Dominate (Su) Captain D'Arbanon can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save (DC 18) or fall instantly under the vampire's influence as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.

Alternate Form (Su) as standard vampire, *Monster Manual* 252.

Change Shape (Su) Captain D'Arbanon can assume the shape of any Small or Medium humanoid. In humanoid form, Captain D'Arbanon loses its natural attacks. Captain D'Arbanon can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but it reverts to his natural form when reduced to 0 hit points or fewer. A *true seeing* spell or ability reveals its natural form.

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

Skills Vampires have a +8 racial bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks. Additionally, as a doppelganger, Captain D'Arbanon has a +4 racial bonus on Bluff and Disguise checks. *When using its change shape ability, a doppelganger gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

2: THE WEEPING WOODS**TENDRICULOS, ADVANCED****CR 11**

N (NE tendencies) Gargantuan Plant

Init +0; **Senses** Low-light vision, Listen +4, Spot +4**Languages** Common**AC** 19, touch 6, flat-footed 19

(-4 size, +13 natural)

hp 338 (25 HD); regeneration 10**Immune** plant immunities**Fort** +25, **Ref** +12, **Will** +12**Speed** 20 ft. (4 squares);**Melee** bite +27 (3d8+13) and tendrils +25/+25/+20 (2d6+6) [Note: This represents attacks with each of two tendrils plus one additional tendril attack per the Rapidstrike feat]**Space** 20 ft.; **Reach** 20 ft.**Base Atk** +18; **Grp** +43**Atk Options** Power Attack, improved grab**Special Actions** swallow whole/paralysis**Abilities** Str 36, Dex 10, Con 26, Int 4, Wis 10, Cha 3**SQ** plant traits**Feats** Alertness, Blind-Fight, Improved Natural Attack (Tendrils), Improved Toughness, Iron Will, Lightning Reflexes, Multiattack, Power Attack, Rapidstrike**Skills** Hide +8, Listen +4, Move Silently +8, Spot +4**Possessions** *cloak of resistance* +3 (swallowed)**Improved Grab (Ex)** To use this ability, a tendriculos must hit a creature at least one size smaller than itself with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the opponent in the following round.

A tendriculos can also use its improved grab ability on a tendril attack. If it wins the grapple check, it establishes a hold, picks up the opponent, and transfers it to the mouth as a free action, automatically dealing bite damage.

Swallow Whole/Paralysis (Ex) A tendriculos can try to swallow a grabbed opponent by making a successful grapple check. Once inside the plant's mass, the opponent must succeed on a DC 22 Fortitude save or be paralyzed for 3d6 rounds by the tendriculos's digestive juices, taking 2d6 points of acid damage per round. A new save is required each round inside the plant. The save DC is Constitution-based.

A swallowed creature that avoids paralysis can climb out of the mass with a successful grapple check. This returns it to the plant's maw, where another successful grapple check is needed to get free. A swallowed creature can also cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the tendriculos's interior (AC 18). Once the creature exits, the plant's regenerative capacity closes the hole; another swallowed opponent must cut its own way out.

A Gargantuan tendriculos's interior can hold 2 Huge, 8 Large, 32 Medium, 128 Small, 512 Tiny or 1024 Diminutive or smaller opponents.

Regeneration (Ex) Bludgeoning weapons and acid deal normal damage to a tendriculos.

A tendriculos that loses part of its body mass can regrow it in 1d6 minutes. Holding the severed portion against the mass enables it to reattach instantly.

3: THE CIRCLE**NORGRUK EKIM****CR 11**

Troll Dire Werewolf fighter 2, Hybrid Dire Wolf Form

CE Large Giant (shapechanger)

Init +4; **Senses** darkvision 90', low-light vision; Listen +10, Spot +9**Languages** Giant**AC** 20, touch 13, flat-footed 16

(-1 Size, +4 Dex, +7 natural)

hp 151 (14 HD); regeneration 5; DR 10/silver**Fort** +26, **Ref** +14, **Will** +12**Speed** 30 ft. (6 squares);**Melee** claws +22/+22/+17 (1d8+13) (these attacks include two claw attacks and one bonus claw attack from Rapidstrike) and bite +18 (1d8+6)**Ranged** sling +14 (1d6+13)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +10; **Grp** +27**Atk Options** Combat Reflexes, curse of lycanthropy, rend (2d8+19)**Combat Gear** large sling, 20 large sling bullets, *cloak of elemental protection*, *healing belt*, potion of owl's wisdom**Abilities** Str 37, Dex 18, Con 30, Int 6, Wis 11, Cha 6**SQ** Alternate form, scent, wolf empathy**Feats** Alertness, Blind-Fight, Combat Reflexes, Improved Natural Attack (claw), Iron Will, Rapidstrike, Run, Track, Weapon Focus (bite)**Skills** Heal +3, Hide +0, Listen +10, Move Silently +4, Spot +9, Survival +1 (+5)**Possessions** combat gear plus belt pouch, *vest of resistance* +3**Regeneration (Ex)** Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.**Curse of Lycanthropy (Su)** Any humanoid or giant hit by a natural lycanthrope's bite attack in animal or hybrid form must succeed a DC 15 Fortitude save or contract lycanthropy. If the victim's size is not within one size category of the lycanthrope (for example, a hill giant bitten by a wererat), then the victim cannot contract lycanthropy from that lycanthrope. Afflicted lycanthropes cannot pass on the curse of lycanthropy.**Rend (Ex)** If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. The attack automatically deals an additional 2d8+19 points of damage.**Alternate Form (Su)** A lycanthrope can shift into animal form as though using the *polymorph* spell on itself, though its gear is not affected, it does not regain hit points for changing form, and only the specific animal form indicated for the lycanthrope can be assumed. It does not assume the ability scores of the animal, but instead adds the animal's physical ability score modifiers to its own ability

scores. A lycanthrope also can assume a bipedal hybrid form with prehensile hands and animalistic features.

Changing to or from animal or hybrid form is a standard action. A slain lycanthrope reverts to its humanoid form, although it remains dead. Separated body parts retain their animal form, however. Natural lycanthropes have full control over this power.

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

Skills A lycanthrope has a +2 (dire wolf) racial bonus on Hide, Listen, Move Silently and Spot checks as well as a +4 (dire wolf) racial bonus on Survival checks when tracking by scent.

WORG, ADVANCED

CR 5

NE Large Magical Beast

Init +1; **Senses** darkvision 60', low-light vision; Listen +8, Spot +8

Languages Common and Giant

AC 14, touch 10, flat-footed 13
(-1 Size, +1 Dex, +4 natural)

hp 95 (10 HD);

Fort +13, **Ref** +8, **Will** +7

Speed 50 ft. (10 squares);

Melee Bite +17 (1d10+12)

Space 10 ft.; **Reach** 5 ft.

Base Atk +10; **Grp** +22

Atk Options Trip

Abilities Str 26, Dex 13, Con 19, Int 6, Wis 14, Cha 10

SQ Scent,

Feats Improved Natural Attack (bite), Improved Toughness, Iron Will, Track

Skills Hide +2, Listen +8, Move Silently +7, Spot +8, Survival +2 (+6)

Trip (Su) A worg that hits with a bite attack can attempt to trip the opponent (+12 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the worg.

Skills A worg has a +1 racial bonus on Listen, Move Silently and Spot checks, and a +2 racial bonus on Hide checks. A worg has a +4 racial bonus on Survival checks when tracking by scent.

ENTOMBER

CR 7

LE Medium Undead [*Libris Mortis*, pp. 97-98]

Init +0; **Senses** Darkvision 60'; Listen +10, Spot +10;

Languages Common

AC 21, touch 10, flat-footed 21
(+11 natural)

hp 104 (16 HD); DR 5/silver

Resist +4 turn resistance

Fort +7, **Ref** +7, **Will** +12

Speed 30 ft. (6 squares), burrow 10ft.;

Melee slam +16 (1d6+10 plus entomb)

Space 5 ft.; **Reach** 5 ft.

Base Atk +8; **Grp** +15

Atk Options Power Attack, entomb

Special Actions exhume

Abilities Str 24, Dex 10, Con -, Int 6, Wis 14, Cha 16
SQ undead traits

Feats Ability Focus (Entomb), Great Fortitude, Improved Turn Resistance, Lightning Reflexes, Power Attack, Weapon Focus (Slam)

Skills Hide +7, Listen +10, Move Silently +7, Spot+10, Tumble+8

Entomb (Su) Whenever an entomber succeeds on a slam attack, it can attempt to entomb its foe. The foe must make a DC 19 Reflex save or be pounded bodily into a shallow grave. The save DC is Charisma-based. This ability doesn't work in locations with basements or open level immediately below, nor can the creature entomb victims in magical, living or animate materials, or materials with a hardness higher than 8.

The upthrust bulge of cracked flooring material, earth or stone reveals the location of the victim to compatriots. Two standard actions spent clearing away the broken flooring material reveals the entombed victim, who can use his or her standard action to stand from a prone (and dusty) position. Attempting to rescue a friend in this way can provoke attacks of opportunity.

The victim is treated as if pinned by an opponent (the earth) with a grappling check of 20. Breaking free of the first "pin" and then the "grapple" allows the victim to stand from a prone position on his or her next round. If compatriots of the victim have partially cleared away the covering material, then the victim needs only make a single check before standing from the prone position. Each round the victim spends fully or partially entombed is a round in which the victim suffocates (see Suffocation, *Dungeon Master's Guide* 304).

Exhume (Su) When an entomber spends a standard action and touches the top of a grave or space where a creature is buried no deeper than 10 feet, the body immediately rises to the surface, leaving no hole or tunnel. A body is not harmed when brought to the surface in this manner.

5: CONFRONTATION

CAPTAIN D'ARBANON

CR 12

Male spellstitched psychic vampire doppelganger fighter 4/monk 2

LE Medium undead (augmented monstrous humanoid)

Init +8; **Senses** darkvision 60'; Listen +17, Spot +17

Aura wisdom drain

Languages Common, Giant, Goblin and Oeridian

AC 28, touch 17, flat-footed 24

(+4 Dex, +3 Wis (Monk), +10 natural, +1 armor)

hp 100 (10 HD); fast healing 5; DR 10/silver and magic

Immune undead immunities

Resist cold 10, electricity 10, +10 turn resistance, evasion, SR 14

Fort +12, **Ref** +17, **Will** +15

Weakness Vampire weaknesses

Speed 30 ft. (6 squares); spider climb

Melee unarmed strike +15 /+10 (1d6+5 plus wisdom drain) or

unarmed strike (flurry of blows) +13/+13/+8 (1d6+5 plus wisdom drain) or greatsword +14/+9 (2d6+7/19-20, x2)

Ranged sling +12/+7 (1d4+5)

Space 5 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +18

Atk Options Combat Reflexes, Deflect Arrows, Dodge, Elusive Target, Mobility, Spring Attack, create spawn, wisdom drain

Special Actions Blood drain, children of the night, detect thoughts, domination, gaseous form

Spell-Like Abilities (CL 12th):

3/day – *magic missile*;

2/day – *glitterdust* (DC 15), *false life*;

1/day – *dimension door*, *Evard's black tentacles*, *fireball* (DC 16), *lightning bolt* (DC 16), *ray of enfeeblement*

Combat Gear greatsword, sling, 20 sling bullets, *anklet of translocation*, *hand of the oak father*, *potion of fly*

Abilities Str 20, Dex 17, Con –, Int 15, Wis 16, Cha 18

SQ alternate form, change shape

Feats Alertness, Combat Reflexes, Deflect Arrows, Dodge, Elusive Target, Improved Grapple, Improved Initiative, Improved Toughness, Improved Turn Resistance, Improved Unarmed Strike, Lightning Reflexes, Mobility, Spring Attack,

Skills Bluff +21, Diplomacy +8, Disguise +15 (+17 Acting), Hide +11, Knowledge (Arcana) +6, Knowledge (History) +4, Knowledge (Nobility and Royalty) +4, Knowledge (Religion) +7, Listen +17, Move Silently +11, Search +11, Sense Motive +15, Spot +17, Tumble +16

Possessions combat gear plus *bracers of armor* +1, scabbard, belt pouch, traveler's outfit, *cloak of resistance* +2, *gauntlets of ogre power*

Wisdom Drain (Su) With a successful touch attack or slam attack, a psychic vampire drains 1d6 points of Wisdom from the target, and simultaneously gains 5 temporary hit points that last for up to 1 hour. It can do this once per round. In addition, each living creature within 10 feet of a

psychic vampire takes 1 point of Wisdom drain per round (Will negates; DC 19). A psychic vampire does not gain any temporary hit points from this effect. A psychic vampire can suppress or reactivate its Wisdom-draining aura as a standard action.

Fast Healing (Ex) as standard vampire, *Monster Manual* 252.

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

Create Spawn (Su) A humanoid or monstrous humanoid slain by Captain D'Arbanon's wisdom drain rises as a vampire spawn (see the Vampire Spawn entry, page 253) 1d4 days after burial. If the vampire instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the vampire that created it and remains enslaved until its master's destruction. At any given time a vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires or vampire spawn. A vampire that is enslaved may create and enslave spawn of its own, so a master vampire can control a number of lesser vampires in this fashion. A vampire may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

Blood Drain (Ex) as standard vampire, *Monster Manual* 252.

Children of the Night (Su) as standard vampire, *Monster Manual* 252.

Detect Thoughts (Su) Captain D'Arbanon can continuously use detect thoughts as the spell (caster level 18th; Will DC 19 negates). It can suppress or resume this ability as a free action.

Dominate (Su) Captain D'Arbanon can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save (DC 19) or fall instantly under the vampire's influence as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.

Alternate Form (Su) as standard vampire, *Monster Manual* 252.

Change Shape (Su) Captain D'Arbanon can assume the shape of any Small or Medium humanoid. In humanoid form, Captain D'Arbanon loses its natural attacks. Captain D'Arbanon can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but it reverts to his natural form when reduced to 0 hit points or fewer. A *true seeing* spell or ability reveals its natural form.

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

Skills Vampires have a +8 racial bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks. Additionally, as a doppelganger, Captain D'Arbanon has a +4 racial bonus on Bluff and Disguise checks. *When using its change shape ability, a doppelganger gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

FEATS

ELUSIVE TARGET [TACTICAL]

Prerequisites: Dodge, Mobility, base attack bonus +6.

Benefit: The Elusive Target feat enables the use of three tactical maneuvers.

Negate Power Attack: To use this maneuver, you must designate a specific foe to be affected by your Dodge feat. If that foe uses the Power Attack feat against you, the foe gains no bonus on the damage roll but still takes the corresponding penalty on the attack roll.

Diverting Defense: To use this maneuver, you must be flanked and you must designate one of the flanking attackers to be affected by your Dodge feat. The first attack of the round from the designated attacker automatically misses you and may strike the other flanking foe instead; the attacking creature makes an attack roll normally, and its ally is considered flatfooted. If the designated attacker is making a full attack against you, its second and subsequent attacks function normally.

Cause Overreach: To use this maneuver, you must provoke an attack of opportunity from a foe by moving out of a threatened square. If the foe misses you, you can make a free trip attempt against this foe, and the foe does not get a chance to trip you if your attempt fails.

Source: *Complete Warrior* 110

IMPROVED TOUGHNESS [GENERAL]

Prerequisite: Base Fortitude save bonus +2.

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a Hit Die (such as by gaining a level), you gain 1 additional hit point. If you lose a Hit Die (such as by losing a level), you lose 1 hit point permanently.

Source: *Complete Warrior* 101

IMPROVED TURN RESISTANCE [MONSTROUS]

Prerequisite: Undead type.

Benefits: You are less easily affected by clerics or paladins than you normally would be (see Turn or Rebuke Undead, page 159 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 purpose of turn, rebuke, command, and bolster attempts, even though it is a 4 HD creature for any other purpose. A vampire that already has +4 turn resistance adds an additional +4 with this feat, for a total of +8.

Source: *Libris Mortis* 27-28

RAPIDSTRIKE [MONSTROUS]

You can attack more than once with a natural weapon.

Prerequisite: Dex 9; one or more pairs of natural weapons; aberration, dragon, elemental, magical beast or plant type; base attack bonus +10.

Benefits: If you have a pair of natural weapons, such as two claws, two wings or two slams, you can make one extra attack with one of those weapons at a –5 penalty. A creature with multiple limbs qualifies for this feat as well, such as a creature with three arms and three claw attacks.

Source: *Draconomicon* 73

MAGIC ITEMS

ANKLET OF TRANSLOCATION

An *anklet of translocation* allows you to make short dimensional hops. When it is activated, you can instantly teleport (with no chance of error) up to 10 feet. The new space must be in line of sight and line of effect.

You can't use the anklet to move into a space occupied by another creature, nor can you teleport into a solid object; if you attempt to do so, the anklet's activation is wasted. You can bring along objects weighting up to your maximum load, but you can't bring another creature with you.

An *anklet of translocation* functions two times per day.

Moderate conjuration; swift (command) activation; CL 5th; Craft Wondrous Item, *dimension door*; Price 1,400 gp.

Source: *Magic Item Compendium* 71

CLOAK OF ELEMENTAL PROTECTION

When you activate a *cloak of elemental protection*, you gain resistance 10 against a single type of energy of your choice (acid, cold, electricity, fire, or sonic). This protection last until the start of your next turn.

A *cloak of elemental protection* functions once per day. You must wear a *cloak of protection* for 24 hours before you can access its abilities. If it is taken off, it becomes inactive until worn for an additional 24 hours.

Faint abjuration; immediate (command) activation; CL 3rd; Craft Wondrous Item, *resist energy*; Price 1,000 gp.

Source: *Magic Item Compendium* 87

HAND OF THE OAK FATHER

A *hand of the oak father* has six abilities, each of which functions once per day: *barkskin*, *entangle*, *goodberry*, *plant growth*, *speak with plants* and *tree shape*. All abilities function as spells of the same name.

A *hand of the oak father* has hardness 10 and resistance acid 10, cold 10, electricity 10, fire 10 and sonic 10.

Faint divination and transmutation; standard (command) activation; CL 5th; Craft Wondrous Item, *barkskin*, *entangle*, *goodberry*, *plant growth*, *speak with plants*, *tree shape*; Price 5,000 gp.

Source: *Magic Item Compendium* 109

HEALING BELT

While wearing a *healing belt*, you gain a +2 competence bonus on Heal checks. This is a continuous effect and requires no activation.

In addition, the belt has three charges, which are renewed each day at dawn. Spending 1 or more charges allows you to channel positive energy and heal damage with a touch. (You can use this ability to harm undead, dealing them an equivalent amount of damage instead.)

1 charge: Heals 2d8 points of damage

2 charges: Heals 3d8 points of damage

3 charges: Heals 4d8 points of damage

Faint conjuration; continuous and standard (command) activation; CL 3rd; Craft Wondrous Item, *cure moderate wounds*; Price 750 gp.

Source: *Magic Item Compendium* 110

MAGEBANE

Weapons that have this property are feared by all arcane spellcasters. Against any creature that can cast arcane spells or use invocations a magebane weapon's enhancement bonus is two higher than normal (Thus, +1 *longsword* with the magebane property becomes a +3 *longsword* when welded against such targets). Furthermore, a magebane weapon deals an extra 2d6 points of damage against targets capable of casting arcane spells or using invocations.

The magebane property can be added to a cold iron weapon without paying the extra 2,000 gp (DMG 284).

Projectile weapons bestow this property upon their ammunition.

Moderate evocation; CL 8th; Craft Magic Arms and Armor, *dispel magic*; Price +1 bonus.

Source: *Magic Item Compendium* 38

SPELLS

GREATER FIREBURST

Evocation [Fire]; **Level:** Sor/Wiz 5; **Components:** V, S, DF; **Casting Time:** 1 standard action; **Range:** 15 ft.; **Effect:** Burst of fire extending 15 ft. from you; **Duration:** Instantaneous; **Saving Throw:** Reflex half; **Spell Resistance:** Yes.

Greater fireburst causes a powerful explosion of flame to burst from you, damaging anyone within 15 ft. of you. All creatures and objects within that area, except you and any creatures or objects that share your space, take 1d10 points of fire damage per caster level (maximum 15d10).

Material Component: A bit of sulfur.

Source: *Spell Compendium* 94

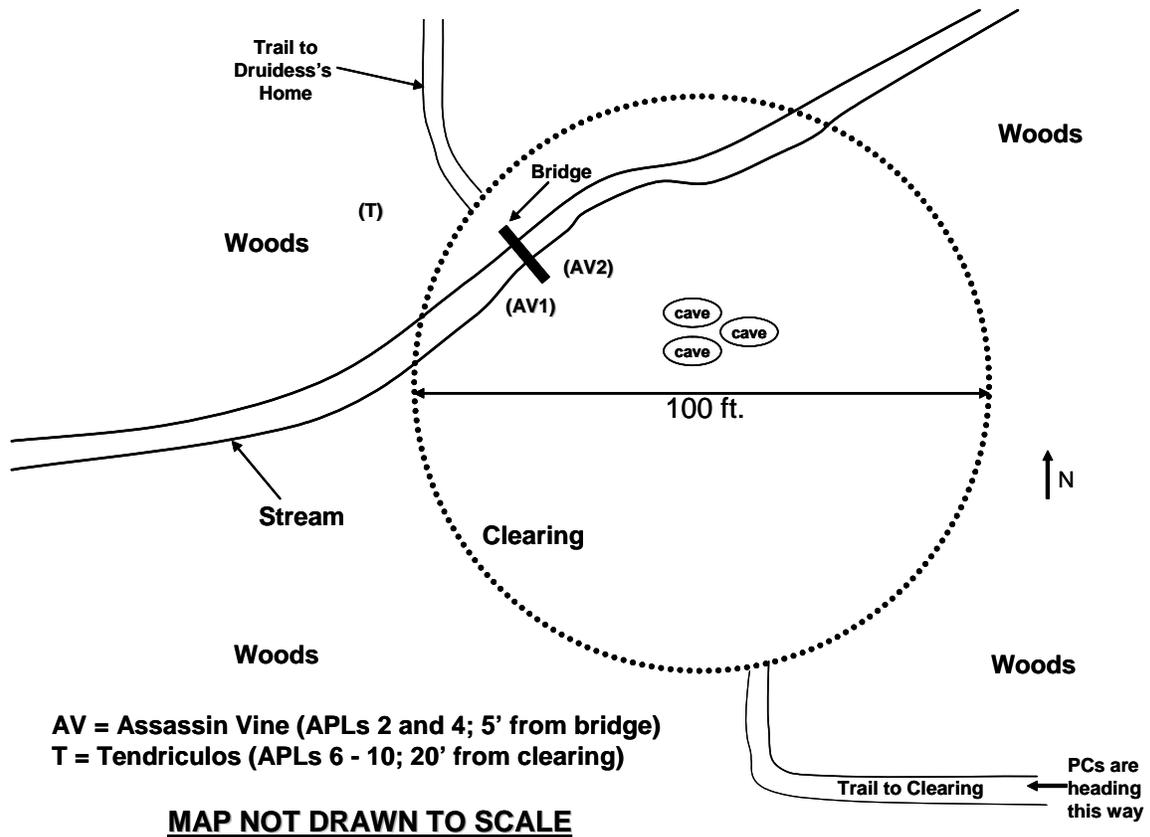
RECITATION

Necromancy; **Level:** Clr 4, Purification 3; **Components:** V, S, DF; **Casting Time:** 1 standard action; **Range:** 60 ft.; **Area:** All allies and within a 60-ft-radius burst centered on you; **Duration:** 1 round/level; **Saving Throw:** None; **Spell Resistance:** Yes.

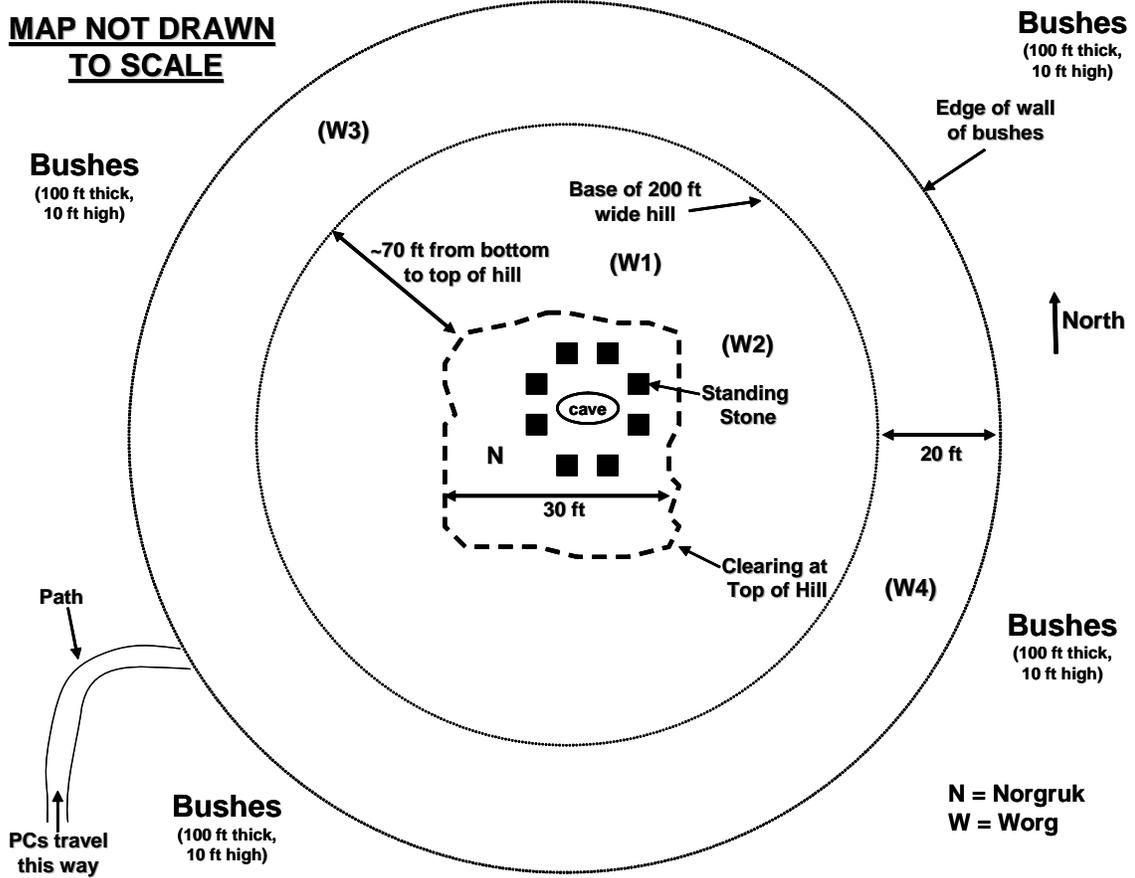
The spell affects all allies within the spell's area at the moment you cast it. Your allies gain a +2 luck bonus to AC, on attack rolls, and on saving throws, or a +3 luck bonus if they worship the same deity as you.

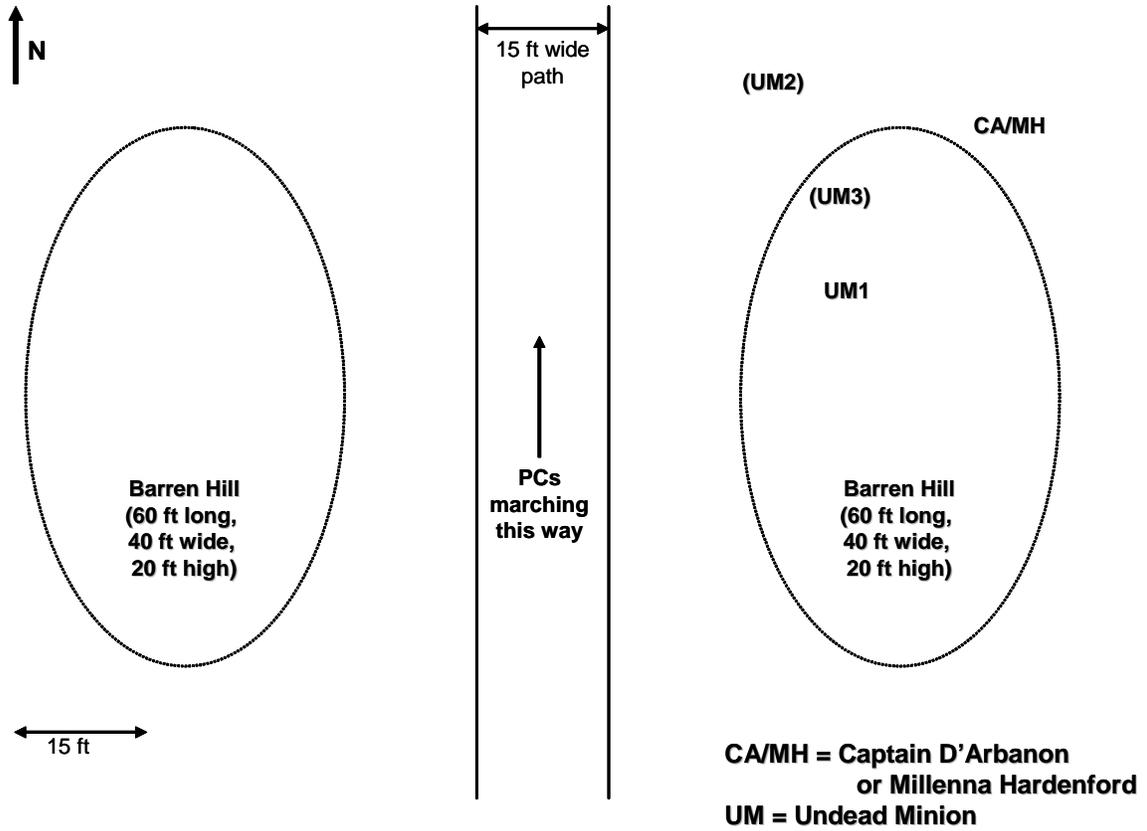
Divine Focus: In addition to your holy symbol, this spell requires a sacred text as a divine focus.

Source: *Spell Compendium* 170



**MAP NOT DRAWN
TO SCALE**





While the majority of the journal contents reflect living in the woods, tending plants, caring for animals, keeping harmony with nature and worshipping Obad-Hai, the latter entries are of particular interest. There are no further entries after Readying, CY597.

14th Reaping, CY596: Late today there was a large explosion north of the woods. I think it occurred near the ancient standing stones. Paladins of Merikka are buried there, if I remember correctly. It was likely tomb-robbers. If so, they more than likely encountered the tomb's magical defense and were killed. I will investigate in the morning and bury their bodies.

17th Reaping, CY596: I have never met a more wonderful and charming man. Tall and handsome, he is witty, kind and understanding. He listens, really listens, and respects all of my opinions and beliefs. He's a priest of Merikka and accidentally set off a trap as he was building his new home. He makes jests at his own expense, mocking his accident-prone self. He says we will be such good friends. Oh, I do agree!

20th Patchwall, CY596: He has asked me a favor. I must bring a creature into the woods. The creature is dangerous but it shall protect us and the wolves we so adore. My attentions to Obad-Hai wane as the love for my true Master grows...

12th Fireseek, CY597: The Master says I am to be his bride. I have bathed in the blood of animals. I feel and look so much younger now. The Master will be pleased.

20th Fireseek, CY597. The animals fear me now, but I am forever eternal....

Dear Friends,

Your bravery and combat skills should be commended. It would appear you have defeated one of my chief lieutenants. I hold no ill will toward any of you. There is no need for further bloodshed, however. I would like to make a proposition which I am certain would benefit us both. Not all disagreements need be solved by the sword. Please join me for dinner at my tower in the hamlet of Orlan's Tower so we may peacefully discuss my proposition further.

Sincerely,

O.

ADDENDUM: HOME PLAY EXTENSIONS

ENCOUNTER 1: ORLAN'S TOWER

A. Wolf Hunting

Although there is nothing preventing the PCs from hunting down the wolves, Rolf attempts to dissuade them from doing so. If the PCs persist, a random combat may occur. For every hour the PCs search for wolves, there is a 30% chance the PCs find some wolves and force them into combat. The number of creatures depends on the percentage roll and the APL. Hence, if the # of creatures = $(2 \times \text{APL})$, then for an APL 4 party, the PCs encounter 8 creatures. Similarly, if the # of creatures = $(2 + \text{APL})$, then for an APL 4 party, the PCs encounter 6 creatures. Use the chart below to determine the type of creature encountered,

Random Wolf Encounter(s)

%	Creatures
01 – 70	None
71 – 85	Wolves (16 hp; # = $(2 \times \text{APL})$; see <i>Monster Manual</i> , pp. 283).
86 – 95	Worgs (38 hp; # = $(2 + \text{APL})$; see <i>Monster Manual</i> , pp. 256-257).
96 – 100	Dire Wolves (54 hp; # = (APL) ; see <i>Monster Manual</i> , pp. 65-66).

So, on a successful (or unlucky) percentage roll, the PCs are able to track down the wolves. These wolves feel threatened and immediately attack the PCs mercilessly, working whenever possible as a team. **At APLs 2 and 4, the wolves do not pursue the PCs if they withdraw from combat.** The wolves attempt to flee if half of their numbers are slain. The wolves know very little about what is occurring in this area other than there are large numbers of them and that a great and powerful leader commands them all. The leader sometimes walks on two legs and sometimes on four. The worgs confirm the leader is a werewolf and that there is more than one. Their greater pack leader has decreed that the wolves are to avoid direct confrontation and to harass any who enter the hamlet and particularly any who try to leave. In the latter case, the wolves are to attempt to drive that person back to the hamlet. Regardless, the wolves are not to physically interact with anyone unless directly ordered to do so.

The PCs do not gain additional experience for these random combat encounters nor do they receive any treasure. It is possible the PCs, should they continue to search, may encounter more than one of these random combats. If Rolf is present, then he suggests that while eliminating the wolves from the hamlet is helpful, solving the reason they are drawn there would be better.

