

FUR7-08

Stake Survey

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

Version 0.91

by Greg Walters

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In the tortured lands between Old Wicked and Furyondy a seemingly defiled stretch of land might just be inhabitable again and ready to divulge its secrets for those who seek them, but has someone already discovered them?

A one-round Furyondy Regional adventure for APLs 2-8. This adventure is recommended for PCs who are members of the Furyondy Players, FAST-C, Church of Trithereon, or Monastery of the Way.

Resources for this adventure [and the authors of those works] include *Complete Adventurer* [Jesse Decker], *Complete Divine* [David Noonan], *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *Libris Mortis* [Andy Collins, Bruce R. Cordell], *Player's Handbook II* [David Noonan], *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor], *FUR6-08 The Dread Witch Project* [John du Bois].

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

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For questions specific to this document, please e-mail your Circle member at iuzcircle@gmail.com; for LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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 organized by APL.

Along with this adventure, you'll find an 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.

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.

If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

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

	7	7	9	10	11
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Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.

If you are running a table of six PCs, add one to that average.

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

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

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

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

1. Enlist a sixth player.
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 Furyondy Regional adventure, set in the Barony of Kalinstren. All characters with a home region of Furyondy pay 1 Time Units. Out of region characters pay 2 Time Units.

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

A character that does not pay for at least Standard Upkeep may also avoid the above-

described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

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

ADVENTURE BACKGROUND

When the Flanaess was new and the Flan people lived primarily without care there was a mound that was 'special'. The locals knew to avoid this place, but they still respected it. Later the Oeridians moved through, pushed by the Sueloise and Baklunish by the Twin Cataclysms. The Oeridians recognized the mound and why it was important, and built a temple there honoring the god of the stars, Celestian.

Years later, the area surrounding the mound was overrun with Ant Lions, creating the Swarming Grounds.

About eight months ago, a strange thing occurred – the Ant Lions calmed, and have become placid and lethargic and easy pickings. As well a strange cloud has been moved in, caused by unknown forces. The cloud bears similar properties to that which appeared over Crockport (See FUR6-08 The Dread Witch Project) but has slightly different properties.

At about the same time, a group of humans and a kobold fleeing the fighting in Perrenland discovered the easy-to-kill Ant Lions. They also discovered that they were not the only ones attempting to hide in the Swarming Grounds and since they moved the hunters have been in a running battle with hobgoblins answering to the Black Prince, Thrommel.

In response to reports of an unending fog in the Swarming Grounds, a band of adventurers has set out to investigate this phenomenon and determine what is causing it. They have been in the Swarming Grounds for four weeks when the adventure begins, and their superiors and friends have become disconcerted that they have not heard from the party in some time.

ADVENTURE SUMMARY

This adventure is largely site based.

The introduction may take place anywhere in Furyondy but should end with all PCs in Crockport. Encounter 1 takes place in Crockport where the PCs will be introduced to their employer and given a mission to scout the Swarming Grounds. Encounter 2 allows the PCs last minute preparations before trekking into the wilderness and covers the overall time it will take to get too and from the location.

The rest of the adventure happens in the Swarming Grounds. The encounters may happen out of order depending on how the PCs approach the quest and what skills and abilities they have. The Swarming Grounds are broken up into three areas of interest: Newhome, the Temple and the camp of the missing adventuring party.

Encounters 3, 4 and 5 deal with Newhome and will most likely be run in order. Encounter 3 is a fight with fleeing Hobgoblins and their leader, Encounter 4 is a parley with those who were pursuing the Hobgoblins and Encounter 5 is an optional encounter the PCs may have if they befriend or are able to track the trappers from Encounter 5 back to their home.

Encounters 6 and 7 take place at the Temple and should be run in order. Encounter 6 is a fight with the inhabitants of the derelict shrine and Encounter 7 is actually exploring it.

Encounters 8 and 9 take place near the camp of the missing adventuring party. Encounter 8 is where the PCs confront vile servants of Thrommel. Encounter 9 involves viewing a chest of important information that the servants of Thrommel were guarding.

Encounter 10 is the missing adventurers and their camp.

It is possible for the PCs to start at any of the major junctions and flow into another encounter.

The PCs may also have an opportunity to rest during the course of exploring the Swarming Grounds; these are noted in the specific Encounter.

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.

The DM should ask for the following information from the players:

- Do you belong to any Meta-Organization of Furyondy, and if so, which ones?
- Are you a citizen of Furyondy?

These will be used in the next section to determine which introduction and information each character starts with at the beginning of the scenario.

It is also advisable to get the alignment of every PC and write it down, as this may come up in the adventure.

The adventure takes place in the Swarming Grounds, a section of land in Furyondy which strange events are underway.

Currently there is a strange and mysterious fog over the land which has the following effects:

- All saves vs. Fear take a -1 penalty
- Scrying does not function into the area covered by the fog, but does function out of it
- Teleportation into, or out of, the fog affected region is impossible.
- Unlike many other effects that block teleportation, Summoning still functions.

PCs may attempt to identify possible causes with Spellcraft checks. All successes also reveal the information at lower DCs.

- DC 15: The fog is unnaturally contained to a specific place.
- DC 20: The fog seems to heighten fear and fear based effects and hampers divination
- DC 25: Spells of the teleportation subschool do not function. However, this has no effect on other types of spells affected by dimensional barriers, such as summoning.

INTRODUCTION

Determine what players are involved in which meta-orgs. For those that are in no meta org proceed to encounter 1a, for those who are apart of the *Twilight Hunters* or *The Furyondy Players* proceed to 1b, for those who are members of *FASTC*, *Church of Trithereon*, or *The Old Faith* proceed to 1c. Finally for those players who are members of the *Green Jerkin Rangers*, *Furyondy Military* (any branch), *The Mage Council*, or the *Monetary of the Way*, go to 1d. Read aloud the

text to the players and then determine how they are getting to Crockport.

1a: No meta-organization affiliation

A pamphlet going around the newly restored capitol of Chendl has caught your eye. It seems that the Royal Surveyor has received a request to survey and assess land between Spinecastle and Salamandara. Normally such work would not catch your eye but the potential pay for this job and the bold colored blue ink proudly proclaiming "ATTENTION ADVENTURERS" has caught your attention. Seeking to find out the source of the flyer and potential recompense, you have followed the directions to a 'Government Facility' in Crockport and are looking for the advertiser.

1b: Furyondy Players and Twilight Hunters *You receive in your rucksack in the customary manner a small, nondescript letter.*

Provide all PCs in the Furyondy Players and Twilight Hunters with a copy of Player Handout 1.

1c: FAST-C, Church of Trithereon, Old Faith

You receive word via the usual circles that some of your fellows are late to check in. It would be a good plan to see if any other adventurers are headed into a dangerous place known as the Swarming Grounds.

If the PC is in the FASTC meta-org, give him or her Player Handout 2. If the PC is in the Church of Trithereon Meta-Org give the PC Player Handout 3, PCs in the Old Faith meta-org should receive Player Handout 4.

1d: Green Jerkins, Furyondy Military, Mage Council, Monastery of the Way

You have received a letter from Jermy Johnson, It simply reads: Your services have been requested by the Baroness of Kalinstren. Please report to the Crockpot Inn and meet with Captain Latham Holdfast for briefing.

PCs of the Monastery of the Way also receive a letter, Player Handout 5.

1: MEETING WITH THE JOHNSON

The rumored 'Government Facility' that you are to meet for your briefing at turns out to be nothing more than the Crockpot Inn. The typical frontier inn, it is more comfortable than the road but not the lap of luxury such as Sutter's or the Wyrms in Chendl. After a brief moment of confusion, you are greeted by a cheerfully smiling middle aged man dressed in what can only be described as "noble on a budget" - nice but unremarkable clothing.

He introduces himself. "Greetings, you must be here about the job. My name is Jermy Johnson and I've been expecting you. Please, come up to my 'office'." He motions for you to follow.

Should any of the PCs challenge Jermy's authority or credentials he can produce several legitimate badges of office and a writ of authority from the Baroness herself.

After any questions the PCs may have about Jermy's legitimacy, they are lead into his 'office'. Read aloud the following description:

Jermy's 'office' is nothing more than a simple common private room at the inn. Most inn rooms are not this crowded, however, considering that it was made to hold at most 4 people and there appear to be quite a bit more than that right now. Fortunately, the bed has been removed and another desk installed.

Jermy attempts to secure the PCs' assistance in attempting to determine the habitability of the Swarming Grounds. Jermy has reason to believe that the grounds are habitable, but cannot spare any of the already thinly stretched defenders of the barony to check it out. Normally the Green Jerkin rangers would be responsible for this, but they too are stretched thin and were only able to send volunteers (the "volunteers" are the PCs who were summoned with the Player Handouts in the Introductions).

Once all the PCs are in the room read the following aloud:

"Greetings ladies and gentlemen; I'm glad you could come. Judging by your attendance, I'll assume you are here for the offer of employment to the Baroness, so I'll skip directly to the details as I know you will have many questions.

During the Greyhawk Wars, many attacks and other offences against this Barony occurred. In order to better defend the Barony, our Baroness, Jelleneth Kalinstren has undertaken an effort to make use of the area known as the “Swarming Grounds”. This location has the unique strategic advantage of being home to a number of nasty beasts and other assorted horrors.

My lady, Baroness Kalinstren, has authorized me to begin an official survey of the area and determine the condition and lay of the land. Not much is known about the area other than the fact that it should be a decent piece of land, it is the size of a small estate, and has been officially uninhabited since the re-taking of Crockport.

I would ask that you enter the Swarming Grounds, do a methodical search of the area and report back any interesting findings or anomalies, as well as a rudimentary report of the condition of the land.

Do you have any questions?”

The PCs now have a chance to ask Jermy some questions to get further information. If time is a concern, the relevant material may be added to the initial briefing:

- What do you expect us to find in the Swarming Grounds? **I do not know. We have heard reports of horrible monsters, demons, undead and worse but no one has had any serious official reports of activity in some time.**
- What will we be paid? **That entirely depends upon what you can do. If you should successfully complete a basic survey of the area and conduct a rudimentary investigation I am authorized to pay you the sum of 25 Wheatsheafs each. If you find the forces of evil about you will of course be allowed to keep reasonable spoils from victories over the enemies of Furyondy.**
- Why are you sending us and not a trained woodsman? If there are no members of the Green Jerkins, Military, Clerics of Fharlangan or Old Faith Members: **Because currently all of the Baroness’ men are tied up in defending us from Old Wicked.** If there are: **We are. We are sending you.**
- Why are you doing this now? **Because we, the Government of the Barony, and myself have not heard of a credible report of**

nefariousness that was not later explained as an already known army showing up in the Swarming Ground, and I would like to make sure that the land really isn’t habitable before I write off a significant section of the Barony, especially with new minor lords to be granted pieces of it.

- Were there any other parties sent in? or Who did you send in before us? **Adventurers wander in and out of the Swarming Grounds on a constant basis, though usually only with great cause. I have not been told of anyone else in the area who would have entered them.** PCs may make a DC 20 Sense Motive check to see that Jeremy is holding something back. If the PCs press the issue, have them make a DC 25 Diplomacy check (if they have not already so) with the following modifiers: +10 if any PC mentions that they know another group was in the area and +5 if there are any members of the Twilight Hunters at the table. If the PCs are successful, read the following: **Yes, there were rumors of a small party in the area investigating something or another. They were lead by Albert du Fromme and have been out quite some time.** PCs with Knowledge (local [Iuz’s Border States]) may make a DC 17 check to know that Albert is a moderately influential priest of Celestian and a member in good standing with FAST-C. If the PCs fail the check read the following: **As I said, I have not been properly informed of any other parties in the area.**

If the PCs press the issue of why the barony is pursuing this issue, allow a DC 25 Diplomacy check with +10 modifier for each of the following pieces of information that the PCs mention: The fact that another adventuring party has already headed into the area, and finally that the area would be quite taxable and that it’s possible that someone else may claim it as a conquered land and attempt to claim domain as their own.

If the PCs are unsuccessful at convincing Jermy, read the following: **It is pretty simple really; we need to fill in this ‘blind spot’ on our map and determine its nature and disposition.**

If the PCs were successful: **Ahh yes. That is a bit of a sensitive matter, but, in short, the Baroness does wish to ensure that the value of the land is properly assessed and catalogued before allowing opportunities for new land-owners in the Barony.** All Jermy knows of this is what has already been relayed to the kingdom: anyone who brings in the traitorous wizard

Karzalin alive or identifiably dead will be granted holdings in the Swarming Grounds.

When the players seem to have exhausted reasonable questions, read the following:

“Gentlemen and ladies, as usual should you foil any plots of Old Wicked or any other enemy of Furyondy, the Baroness would be most pleased and show her gratitude in the normal manner. Please be respectful and obey the spirit as well as the letter of the law and I wish you good luck. I can provide you with a rough map of the area. Though it does pre-date the invasion by Old Wicked, it should at least help you to find your way.”

As the PCs are leaving the inn and on their way out of Crockport, they encounter two gentlemen having a heated debate. The pair, Leon of the Monastery of the Way and Sachrimoe, one of the many faces and hands of the Furyondy Players and Twilight Hunters, have heard of the PCs’ presence in town and wish to have a public discourse in front of the PCs to ensure that the PCs know of other opportunities to dispose of hard won gains.

As you step into the dusty streets, ready to make preparations to leave the relative safety of Crockport and enter the wilds of Furyondy, you are struck by two men walking and talking together who, at first blush, should have nothing in common at all.

The first man is wearing what seems to be a very well tailored and lavishly decorated noble’s outfit, completed with eccentric flower garnishes, while the shorter of the two wears only sandals and a burlap sack. What the two men have in common is quickly apparent as they are holding the conversation – more of an argument, really – at a fairly high volume.

The taller gentleman, whom the shorter one refers to as “Sachrimoe”, is of the opinion that flowers are the new jewelry of the season, and that the best use of exotic plants and rare flowers is to decorate the lives of the beautiful and provide a garnish with perfection and leisure, while the smaller man whom is referred to as “Leon” states that the care and maintenance of such rare plants is in and of its self a reward worthy of a king.

Sachrimoe asks one of the PCs what they think the most beautiful flower they could possibly

imagine would look like. Allow some discussion to spring up about this if the table seems to enjoy it, but at some point have Leon or Sachrimoe say the following:

“The most beautiful flower I can possibly imagine would be a rare combination of two colors simultaneously. Something iridescent would surely surpass any mere single colored rose or tulip. A combination of lavender and blue, I think, would be the most gorgeous of creations. If any of you should happen to come across one of these rare creatures in your travels I am fairly certain that either one of us would pay you handsomely. We’re both quite easy to find.”

Development: From here the PCs should be planning about how to get to the Swarming Grounds. Start Encounter 2 once they have left the office.

2: ON THE ROAD AGAIN

This is the segue from ‘civilized’ life in Crockport to the rough wilderness and where the PCs determine how (and in what part) of the Swarming Grounds they will be entering first.

The players now have an opportunity to purchase equipment listed as Open access in the most recent *Living Greyhawk Campaign Sourcebook*.

The path suggested by Magistrate Johnson is to take the road from Crockport to Salamandara about half way, but then veer south and then approach the Swarming Grounds from the North.

A Knowledge (Local [Iuz’s Border States]) check can be made to recall information about the Swarming Grounds:

- DC 10: The area is regarded as highly dangerous by many woodsmen of Furyondy due to the purported monsters that live there.
- DC 15: The area is known for “slightly larger than normal” ant lion mounds.
- DC 20: The Baroness has been attempting to turn these dangerous creatures into a bulwark against Old Wicked.

A Knowledge (Geography) check can be used to determine the route an actual survey crew would take, as well as alternate paths:

- DC 15: The trip covers a distance of 16 miles, and should take a full day’s travel on foot and half a day by horse.
- DC 20: A survey team would most likely start at the north-west most portion and work east

to start, repeating ever south until they meet the Flare Line, the road which runs from Castle Ehlenestra to Morsten.

A DC 25 Gather Information check, taking 1d4 hours per attempt, will reveal the same information as the Knowledge checks as there are a significant number of adventurers and woodsmen in Crockport.

As the PCs approach the Swarming Grounds read the following:

Though it has been quite sunny of late and you did not feel that grey skies were ahead, the closer you get to the swarming grounds the more dreary and dull the days seem. The road that you have chosen eventually winds up near the actual dread locale known simply as the Swarming Grounds, and it is particularly appropriate that the day you have reached the area the air is still, the sky is dull and it seems that even the air its self is attempting to hide from whatever lurks before you. The land itself is wasted – pockmarked by the combination of dirt mounds, possibly ant lion nests, and unnatural lean-tos, representing the limited progress Baroness Kalinstren has made in her attempts to build fortifications in this vermin-infested territory. While there is nothing moving in the area at present, it seems that the safest course of action – apart from abandoning your mission – would be to survey the area quickly and return before anyone – or anything – notices that you are here.

Troubleshooting: If the PCs attempt to track the previous party (assuming they are aware of its existence) they may make a DC 22 Track check to find the previous party's path. If the PCs are successful in tracking the previous party, go to Encounter 10.

If the PCs wish to attempt to find the Temple right away, one PC may make a successful DC 25 Knowledge (History) check followed by a successful DC 30 Knowledge (Local [Iuz's Border States]) check to recall the location of the temple. Then, any PC may attempt a DC 15 Knowledge (Geography) check to lead the PCs directly to the Temple. Go to Encounter 7.

Development: If the PCs decide to attempt to scry or teleport to the Swarming Grounds, the attempt fails (see Preparations for Play and remember that scrying and teleportation does not

work in the Swarming Grounds, but summoning still does).

3: MONSTERS!

As the party enters the Swarming Grounds, they encounter some hobgoblins in flight.

As you are picking your way through a particularly nasty section of brush, a rough rumbling can be heard as heavy boots crash through the rough, disturbing the relative serenity of this barren land. As you start to wonder what is going on, you are confronted with a number of creatures whose intentions towards you seem to be rather dire.

The players have stumbled into the path of a retreating group of hobgoblins. They were sent into the Swarming Grounds to investigate why the ant lions seems to have gone into retreat, and more importantly found the *other* patrol that was sent into the Swarming Grounds earlier (it was ambushed by the hunters at Newhome, see Encounter 6 for more information). Use standard rules for determining encounter distances with a Listen DC of 0 to hear the oncoming opponents as they are running and making a large amount of noise.

Creatures:

APL 2 (EL 3)

Hergian the Leader: male hobgoblin monk 1; hp 6; *Appendix 1*.

Hobgoblin Warriors (2): hp 6 each; *Monster Manual 153*.

APL 4 (EL 5)

Hergian the Leader: male hobgoblin monk 3; hp 38; *Appendix 1*.

Hobgoblin Warriors (3): hp 6 each; *Monster Manual 153*.

APL 6 (EL 7)

Hergian the Leader: male hobgoblin monk 5; hp 38; *Appendix 1*.

Hobgoblin Thugs (2): male hobgoblin warrior 2; hp 14; *Appendix 1*.

APL 8 (EL 9)

Hergian the Leader: male hobgoblin monk 7; hp 45; *Appendix 1*.

Hobgoblin Thugs (2): male hobgoblin warrior 2; hp 14; *Appendix 1*.

Tactics: Hergian attempts to use his thugs to open a path of retreat, as he is mainly concerned with attempting to escape in an orderly fashion. Hergian attempts to Stunning Fist any spell casters or particularly weak individuals if he can to open paths of retreat. If it looks like Hergian can bolt and get away on his own, he will, but not before both warriors are down or 2 PCs are down. Hergian hopes to use the downed PCs as a stalling tactic to deter pursuit.

Treasure: The PCs can gain the following treasure here:

APL 2: Loot 8 gp; Coin 42 gp; Magic 0 gp; Total 258 gp.

APL 4: Loot 12 gp; Coin 0 gp; Magic 167 gp; *ring of protection* +1 (167 gp); Total 198 gp.

APL 6: Loot 31 gp; Coin 0 gp; Magic 334 gp *gloves of dexterity* +2 (334 gp); Total 365 gp.

APL 8: Loot 31 gp; Coin 0 gp; Magic 501 *gloves of dexterity* +2 (334 gp), *ring of protection* +1 (167 gp); Total 532 gp.

Detect Magic Results: *ring of protection* +1 (faint abjuration), *gloves of dexterity* +2 (faint abjuration)

Troubleshooting: If the PCs wish to pursue the monsters or Hergian is successful in getting past the PCs, they will have to catch up with him in some fashion. At APL 6 and 8 he has a movement speed of 40' per turn.

Development: If the PCs take longer than 15 rounds, begin Encounter 4 right away. Otherwise, the PCs have a few rounds to recover before Encounter 4 starts.

4: THE PURSUERS

There are individuals pursuing the fleeing hobgoblins. After the players have had a chance to take any loot they would like from the hobgoblins read the following text:

As you finish packing up the last of the hobgoblins' equipment, you hear the quick steps of someone in pursuit. Crushing through the brush are five Flan men who seem startled to have found humans instead of hobgoblins. These men are dressed in the manner of hunters – although not exceptionally clean ones – except that each man wears a brightly colored ribbon on his leathers.

The pursuers are Uleth the leader and his four companions: Dru, Ike, Lor and Bruno. They have been harrying the remains of the hobgoblin incursion from their camp since the attack by the hobgoblins and were in the process of hunting them down and putting them down permanently if possible. They are weary of outsiders knowing that they may well be trespassing on some powerful noble's lands but are willing to converse to a reasonable extent.

Getting information from the hunters requires a Diplomacy check. The hunters start at Unfriendly, and the DM can apply up to a +4 circumstance bonus to the check if the PCs effectively employ bribes, promises not to report the hunters to the authorities, and/or other reasonable strategies. Since these hunters are used to the Bandit Kingdoms, Perrenland and other states that border the Empire of Iuz, apply a -5 circumstance penalty to the check for each of the following in the PCs' company: Monstrous humanoids, half-orcs or any symbols of Old Wicked being displayed.

If the PCs fail to improve the hunters' attitude, they curtly answer any questions as best they can, thank the PCs for clearing up the hobgoblins, and then depart into the wilds.

If the PCs improve the attitude of Uleth to Indifferent or Friendly, the hunters offer their services as guides in the Swarming Grounds. In addition, if made Friendly or if the PCs inquire about purchasing supplies, Uleth leads them back to Newhome where the party can safely rest and recuperate if necessary. Newhome is detailed in Encounter 5.

The hunters also request that any prisoner hobgoblins be put down before they can escape and betray the location of both the party and the hunters.

Some questions the PCs may ask, and their answers, include:

- Who are you? **We are hunters, and we've been hunting and trapping.**
- How do you avoid the ant lions? **They don't come out into the surface anymore, and seem to be pretty slow and languid. They are nowhere near as tough as we expected.**
- Where is your camp? If the PCs have failed to improve the hunters' attitude, they simply respond with, "**Around**". If the hunters have been swayed to Indifferent or Friendly, they respond, "**A bit away; we would be happy**

to offer our services for a modest fee and allow you to rest there.”

Creatures:

Uleth: male human ranger 6. Uleth, the leader of the group, is a large Flan man with long unkempt brown hair and tan skin. Uleth also wears a white ribbon on his leathers as this helps Jacob (see Encounter 6) differentiate between humans.

Dru, Ike, Lor and Bruno: male human ranger 4. Dru, Ike, Lor and Bruno could easily be mistaken for brothers, if not identical twins. They are of generic Flan descent and wear the same woodsman’s leathers as Uleth, along with a small ribbon of a different color (so that Jacob can tell them apart, for more information on Jacob see Encounter 6). Dru is yellow, Ike is green, Lor is blue and Bruno is red.

Troubleshooting: If the PCs decide to attack the hunters refer to their stats in Appendix 1. They initially lay caltrops and tangle foot bags in order to escape. If there is continued pursuit, they do not hesitate to use lethal force in defense of their lives.

If the PCs appear to be alienating the hunters and are thinking of storming Newhome, remind any Lawful members of the party that the laws of Furyondy apply to any people in the country, not just citizens, and that wonton murder is still very much a crime. Unjustified killing is also a serious matter; Refer to the *Furyondy Laws and Punishments Document* for further details.

Development: If they fail to improve the attitudes of the hunters, The PCs can Track them back to Newhome with a DC 18 check.

If the PCs get directions to Newhome but decide to visit there later and instead begin looking for the missing adventurers, go to Encounter 8 if they are just wandering the woods or to Encounter 9. If the players instead start to look for the temple there is a 30% chance they will head into Encounter 8 and a 70% chance they will find the temple at to Encounter 6.

5: HUMANS GET INTO EVERYTHING

A clang of metal on metal tears your attention from the unnatural stillness that permeates the area. Ahead you can see a thin white smoke rising from a hilltop. As you approach the makeshift encampment, you notice that these folk have managed to eke out an existence from this harsh land. Their camp is fairly well

hidden from casual observers but is still comfortable, consisting of several low lean-tos and a fairly large crevice that looks like it may be deeper inside. The camp seems to be capable of sustaining no more than ten to fifteen people – the lean-tos are small and roughly built, and the lack of waste implies that food is somewhat hard to come by. The only standout feature that looks as if civilization is encroaching is a dedicated blacksmiths setup that can be seen by the glow of the forge towards the back of the cave.

The makeshift encampment the hunters call “Newhome” is the living place for 10 humanoids attempting to use an old ant-lion lair for cover from the dangers of the Swarming Grounds.

The current residents moved in about 8 months ago, shortly after the unending fog moved into the Swarming Grounds and started to suppress the ant-lion population.

All of the residents are refugees from Perrenland and other states on the border of the Empire of luz that have moved down into Furyondy to try to get away from the madness of their former homes. They are competent wilderness folk and are used to hiding as a way of life. They also tend to harbor an unreasoning hatred of luz and his minions, as well as most monstrous humanoids. They are, however, practical above all else.

Creatures:

The current residents are:

Uleth: Leader and current ruler of Newhome: male human (Flan) ranger 6; leader of the settlement. Chaotic Neutral. White ribbon.

Dru, Ike, Lor and Bruno: male humans (Flan) ranger 4; Uleth’s fellow hunters and loyal companions. Chaotic Neutral

Jacob the Elder: male kobold expert 4/rogue 3. Jacob is the provisioner and quartermaster and is also a talented blacksmith. Lawful Natural. Jacob has a bit of a problem telling various humans apart. This identity problem does not extend into Halflings and gnomes, whom he can tell apart with ease but does include dwarves and elves (as well as half elves and half-orcs). As such, whenever he meets a human he will have to interact with on a long term basis, he assigns a symbol or color to that person. He has already assigned ribbons to each of the NPCs presented in the camp, and adventurers are different enough from the camp residents to not need a separate distinguishing feature. However, if two PCs are so close enough in appearance that an un-introduced

person could mistake one for the other, Jacob assigns a ribbon of two colors to the each PC so that he may better tell them apart. He is partial to any humanoid that openly wears a unique coat of arms, as this makes distinguishing that person from other humans much easier.

Lilly, Yoseph, Fred and Merideth: female and male humans all fighter 4. Uleth's guards and general muscle, standing guards for the camp. Chaotic Neutral. Jacob is less concerned with telling the guards apart, mostly because he spends more time with them. Only Lilly and Merideth wear ribbons, one of gold and one of silver, to tell them apart.

If the PCs are escorted by Uleth and crew from Encounter 4 or Ike returning from any other encounter they may enter the camp freely and are not challenged.

If the PCs are entering the camp alone and have befriended or been given directions to Newhome by Uleth, then Fred and Merideth will challenge them during the day, or Lilly, Yoseph and one of the hunters at night. Mentioning Uleth's name gets the PCs a chance to go into the camp, though if they are still Unfriendly with the hunters then they either have to improve their attitudes using Diplomacy (at a -10 penalty if they failed to improve the relationship earlier, made threats to turn the hunters in for squatting, or were otherwise combative) or they are asked to leave. The hunters do not push the issue given the heavily armed nature of the average adventurer, but they mightily resent any unreasonable intrusion and use non-violent means to protect their homes. In the unlikely event that the PCs escalate to overt violence, the hunters defend themselves as best they can, but mostly attempt to flee.

The hunters do not have any dealings with Luz but have a long history fending off repeated raids by hobgoblins who fly a red banner and who have been attempting to find Newhome after Uleth and his hunters ambushed and defeated a sizeable hobgoblin patrol entering the area. This is where Jacob acquired most of his store of weapons and raw materials for his work.

Jacob has the following items for sale at standard prices: A masterwork cold iron halberd, up to 40 cold iron arrows and 20 cold iron crossbow bolts, four weeks rations, furs and chitin armor made from the ant lions they've been hunting (75 GP, +4 Armor Bonus, +4 Maximum Dex Bonus, -3 Armor Check Penalty, 30% Arcane Spell Failure Chance, 20 lbs, Speed: 20'/15').

The hunters can tell the PCs quite a bit about the local lay of the land, offer a place to rest and

recuperate, and fill the PCs in on the details of the hobgoblin attacks. The hunters know nothing about the strange haze or why the ant lions do not seem to want to go above ground anymore, but they do know about the other adventuring party they saw going through the area recently, and a strange mound that the ant lions do not seem to build nests in, they do not however know about the flowers growing on the mound.

If the PCs have improved the hunters' attitudes to Indifferent or better, Ike offers to accompany them through the rest of their trek as a guide for 25 gp. He explains that while he will not take life threatening chances for them, he will attempt to help out as best he can.

Troubleshooting: If the PCs decide to loot the camp and run off or kill the "interlopers", please note any evil acts upon the AR and contact the Furyondy Triad.

A DC 15 Profession (barrister) or Knowledge (local [Luz's Border States]) check allows the PCs to recall that the correct method of dealing with squatters is to contact the Noble who owns the land (in this case, Baroness Kalinstren), or the King's Men in the case of Crown land. Unless specifically empowered to evict individuals from the land in question (which the PCs are not), members of the various government bodies would always confer with the appropriate authority. Members of the Green Jerkin Rangers, Furyondy Military, Knights of the Hart, and any Lawful-aligned church meta-organization, as well as PCs who are Barristers of the Realm (from FUR7-02) automatically succeed at the check to know this information.

Development: If the PCs are friendly with the inhabitants and they have hired Ike then he will suggest looking into an old temple mound he has seen now and again.

If the PCs decide to look at the mound go to Encounter 6.

If the PCs decide to continue looking for the adventuring party then go to Encounter 8.

If the PCs have already had both sets of encounters please proceed to the appropriate conclusion.

6: VANGUARD OF DEFILEMENT

On top of a nearby hill, you can make out unnatural rock formations that seem to be surrounded by plant growth. Turning your

head to get a better peek, you almost stumble through a filthy pool of water. Fortunately, you note that it is not very deep and quite small. There seem to be quite a few of them around, run off from the top of the hill. As your party turns toward investigating the mound the hackles on the back of your neck go up, and suddenly everything feels wrong in the world. A writhing mass of bile blurts up from one of the puddles, splashing the area around it with putrid filth as twisted forms pour forth to block your way.

Creatures:

APL 2 (EL 4)

Dretch (2): hp 13 each; *Monster Manual 42.*

APL 4 (EL 6)

Dretch (2): hp 13 each; *Monster Manual 42.*

Fiendish Dire Wolf: 45 hp; *Appendix One.*

APL 6 (EL 8)

Dretch (2): hp 13; *Monster Manual 42.*

Fiendish Dire Wolf: 45 hp; *Appendix One.*

Babau: hp 66; *Monster Manual 42.*

APL 8 (EL 10)

Fiendish Dire Wolf (3): 45 hp each; *Appendix One.*

Advanced Babau (2): 75 hp; *Appendix One.*

All APLs

Ike the Hunter: male human ranger 4; hp 26; *Appendix 1.*

Tactics: When the PCs near the temple, waiting fiends attack them as to fiercely protect the potential summoning spot from all comers. They are not interested in talking as they either lack the mental facilities for conversation or believe (rightly or wrongly) that their deaths will send them back to the depths of the Abyss where they came from. Determine starting distances normally with Spot and Listen checks from the PCs opposing the Hide and Move Silently checks of the monsters.

Ike provides fire support as well as cold iron arrows; he has up to 20 he can lend out or use on his own. Allow a player to control Ike for this combat if necessary, but inform him or her that Ike tries to stay in the back and only provide covering fire. He specifically does not risk attacks of opportunity or open himself to melee combat to help a PC unless he has no other choice.

At APL 2-4, the monsters jump out and rely upon their DR to help them crush the party.

At APL 6-8, the babau command the dire wolf(s) and the dretch to allow the babau to get into a flanking position to better make use of its powers and abilities. At APL 8 the large babau will attempt to trip along with the Dire Wolves in order to for the PCs to provoke attacks of opportunity and to prevent the PCs from being able to attack back.

Treasure: None.

Troubleshooting: If the PCs wish to run away and come back they may, however any monsters that remain undefeated will still be lurking nearby expecting trouble.

Development: The PCs should proceed into the temple after clearing the guardians. If for some reason the PCs decide not to enter the temple then proceed to encounter 3 or 8. If they have done encounter 3 or 8 but choose not to enter the temple then proceed to the conclusion.

7: THE RUINED TEMPLE

When the PCs reach the temple, let them look around a bit before reading the following text:

Winding your way up the mound, you eventually reach the plateau. You are rewarded for your hard climb with a vista of this barren land, though much of it is obscured by the overcast fog that continues to dog you no matter where you go in this land. As you look about, you get a sense of disorientation, a sudden vertigo that passes very quickly. You seem to have entered a place of significant, if dormant, power. Underneath the hardy vines and ivy you can make out standing stones clearly not placed by nature alone. The vegetation itself seems almost to be attempting to devour the former structure. Horrific iridescent roses of purple and blue seem to thread into every conceivable surface and their terrible thorns make picking your way through difficult and slightly painful.

This is an old temple of Celestian which has been abandoned since well before the Greyhawk wars and is the source of the demons battled in Encounter Six. Minions of luz used this place for some of their more powerful summoning rites, as did the Horned Society before that.

A DC 15 Search check reveals that the Temple has been recently disturbed, and a DC 15 Track check reveals that the creatures went

directly from the inside of the temple though the location of the disturbance to the place where Encounter 6 happened.

A DC 15 Knowledge (religion) check reveals that this is a former temple of Celestian, and a DC 25 Knowledge (arcana) check reveals that this appears to be a large mystic calendar and summoning circle.

A DC 25 Search check inside the temple reveals a secret door under the main altar and writing in a strange and unique alphabet. A DC 25 Decipher Script check or another means of reading languages reveals the message. The message reads “Those who bring forth our lord’s bounty from the far and away are worthy of receiving his blessing upon the rock.” This door can be opened with a DC 30 Open Lock check, a DC 25 Use Magic Device check, or by casting any spell with the summoning or calling subschool within ten feet of the altar. The door can be cut through as well (1 in. thick, hardness 8; hp 15; AC 5; Break DC 28). Inside the small space is a notched plain stone disk known as a Shepherds Sundial, a primitive device used for approximating the time. This is a valuable ceremonial artifact and its recovery will please the FAST-C. A DC 20 Knowledge (religion) check (DC 15 for worshippers of Celestian, DC 18 for worshipers of Obad-Hai) reveals it to be a ceremonial tool for rites honoring Celestian. A DC 20 Profession (farmer) check reveals it to be a simple tool for determining the approximate time of day and season.

The deep purple and blue iridescent roses are valuable not only for their color but also for their alchemical and floral properties. A DC 15 Profession (herbalism) check confirms that the purple roses would be of particular value to alchemists and rose growers alike. If one of the PCs eats a rose they discover it has a pleasant rose taste, with a light spearmint aftertaste that turns almost unbearably bitter after a few seconds. When the taste fades the PC must roll a DC 14 Will save or be affected as if they had consumed an *elixir of love*. The PCs either need to note the location of the roses or properly take some clippings (a DC 15 Knowledge: Nature check) back with them in order to sell, or in the case of PCs who are members of the Furyondy Players, FAST-C, Church of Trithereon, and Monastery of the Way, to claim credit.

Treasure: The PCs can gain the following treasure here:

The sundial and roses have very low intrinsic value, however the Church of Celestian and

FAST-C in particular would reimburse any who brought in the artifact and several interested parties would pay for the roses.

The sundial will garner the PCs 100 gp a piece and the roses will bring in an additional 100 gp a piece as well as favors (see the Adventure Record Items section for details).

APL All: Loot 0 gp; Coin 200 gp; Magic 0 gp; ; Total 200 gp.

Detect Magic Results:

Area faint lingering *Conjuration*.

Stone Compartment faint lingering *Evocation*.

Troubleshooting: If the PCs decide to ‘close the gate’ or otherwise defile the temple, they are unable to determine a means of doing so. If this occurs, please record the defiling player’s name, RPGA number, and PC’s name, and send them to plots@furyondy.com, along with a detailed account of what the player did in an attempt to close the gate or defile the temple.

Development: If the PCs continue to search the Swarming Grounds (most likely because they came directly to the temple and are unaware of the adventuring party), go to Encounter 4. If the PCs are looking for the adventuring party or have a guide from Newhome, go to Encounter 8. If the PCs have already dealt with every other encounter, proceed to the Conclusion.

8: JUMPED IN THE WOODS

Around the location of the ‘lost’ adventuring party, one of Thrommel’s lesser lieutenants has found the remains of the first hobgoblin patrol and has scrounged up some ‘re-enforcements’ from the mangled and torn bodies. He has set about spying upon the local adventurers in an effort to determine what exactly they have learned about the haze, why the ant lions are subdued, and what else they had hoped to find. When his ghostly scouts find the party coming, he has set up an ambush.

The Swarming Grounds stretch out before you and you believe that you can see in the distance a bulwark, one of the first human works you’ve seen in quite some time, but you cannot make out whether it is real or just a trick of the landscape.

Suddenly you hear a sharp shout “Surrender to the rightful ruler of the land and be treated fairly. Or, if you serve the weak and

pathetic abscess that sits upon the throne, stand and deliver, for we shall send you to whatever inferior eternal reward you have chosen". In front of you, a foul smelling gnarled beast flanked by unblinking and rotting bodyguards stands, as though to challenge your mettle and your will.

"Come" he says, as he gestures to the open bit of land between you and him, "let us parlay before the inevitable happens, or should you wish not to parlay, draw your weapons and greet glorious death in battle!"

If the PCs wish to start combat, roll initiative and begin combat. If the PCs wish to parlay, they must not draw weapons and respond in a civil tone. Start the encounter with standard distances.

At APL 2, the PCs converse directly with Demetrius, the cleric of Hextor who controls the hobgoblin zombies. He offers the PCs passage and 'assistance' if they swear fealty to the Black Knight and renounce the current King of Furyondy. Demetrius is not picky and is looking for genuine converts, and the entire party must agree to forswear any allegiance with the 'well intentioned but small minded' groups of Furyondy (read: renounce membership in any good aligned meta-org) and swear on their own names to serve the Black Knight. If the PCs attempt to lie to Demetrius and he is able to see through the lie, or if Demetrius thinks he can just kill the party and take their stuff, start combat.

At APL 4-8, the PCs converse with Gerard Du AuPartiffe, Demetrius' superior and Knight of the Black, is more discriminating. In addition to the above, he only accepts the word of a fellow Knight, whether of the Hart, the march, the Watch or any other Lawful Knightly order. He asks that other PCs prove their loyalty by killing the adventurers on the next hill. He cautions the PCs that if they attempt to betray him he will destroy them and their families, for as many generations as it takes. He attacks if he thinks the PCs will betray him, or if they actively talk of doing so.

If the players wish to engage in bargaining with either the ghost or ghoul, remind them that they are about to commit a Grievous Crime in the Kingdom of Furyondy (specifically, Consorting with Demons, Devils or other evil beings of power and blasphemy, Treason, and Sedition). Note the act on the PC's AR as appropriate.

Agreeing to swear loyalty as a ruse to get close enough to ambush or attack the undead is not, per se, Consorting, but may involve Sedition. As long as the undead are destroyed or otherwise thwarted the law enforcement of the Barony of

Kalinstren is more than willing to overlook such technicalities, assuming any of said authorities were to ever learn of the incident.

Creatures:

APL 2 (EL 5)

Demetrius the Cleric of Hextor: hp 23; *Appendix 1.*

Hobgoblin zombies (4): hp 13 each; *Appendix 1.*

APL 4 (EL 7)

Demetrius the Cleric of Hextor: hp 34; *Appendix 1.*

Hobgoblin zombies (4): hp 13 each; *Appendix 1.*

Gerard Du AuPartiffe – Ghost Knight of the Black: hp 15; *Appendix 1.*

APL 6 (EL 9)

Demetrius the Cleric of Hextor: hp 56; *Appendix 1.*

Ogre Zombie (1): hp 55 each; *Monster Manual pg 267.*

Gerard Du AuPartiffe – Ghost Knight of the Black: hp 56; *Appendix 1.*

Ghost Brute mount: hp 26; *Appendix 1.*

APL 8 (EL 11)

Demetrius the Cleric of Hextor: hp 56; *Appendix 1.*

Ogre Zombies, Unkillable (4): hp 79 each; *Appendix 1.*

Gerard Du AuPartiffe – Ghost Knight of the Black: hp 50; *Appendix 1.*

Ghost Brute mount: hp 56; *Appendix 1.*

Tactics:

APL 2: Demetrius casts *bane* if able and uses the hobgoblins to hold back the heavily armored party members while he attempts to bite, scratch and paralyze spell casters or other lightly armored PCs.

APL 4: Demetrius orders the zombies to attack heavily armored individuals while Gerard challenges the most knightly PC. Gerard DOES NOT use dishonorable tactics, including using his *horrific visage*, unless attacking the PCs after they have broken their oath to him.

APL 6-8: Demetrius buffs the zombies while moving with them in order to sicken the PCs who are fighting the zombies. Gerard uses his mount to perform Ride-By Attacks and Spirited Charges against the most powerful characters, though he does stay above ground and not fly. He uses his knight's challenge ability to attempt to force spell

casting PCs to target him. Gerard DOES NOT use his *horrific visage* ability unless the PCs have sworn an oath to him and then broken that oath.

Treasure: The PCs can gain the following treasure here:

APL 2: Loot 63 gp; Coin 7 gp; Magic 13 gp; *scroll of spiritual weapon* (13 gp); Total 115 gp.

APL 4: Loot 63 gp; Coin 11 gp; Magic 63 gp; *potion of displacement* (62 gp); Total 190 gp.

APL 6: Loot 41 gp; Coin 11 gp; Magic 930 gp; +1 *ghost touch lance* (693 gp each), *potion of displacement* (62 gp), *potion of shield of faith +4* (62 gp), +1 *breastplate* (113 gp); Total 1035 gp.

APL 8: Loot 41 gp; Coin 11 gp; Magic 930 gp; +1 *ghost touch lance* (693 gp each), *potion of displacement* (62 gp), *potion of shield of faith +4* (62 gp), +1 *breastplate* (113 gp); Total 1035 gp

Detect Magic Results: *scroll of spiritual weapon* (faint evocation), *potion of displacement* (faint illusion), *potion of shield of faith +4* (faint abjuration), +1 *breastplate* (faint abjuration), +1 *ghost touch lance* (faint abjuration)

Troubleshooting: If the PCs agree to wipe out the adventuring party and actually attempt to go through with it, the party is detailed in Appendix I. The NPCs defend themselves ruthlessly, doing as much damage to the party as possible and damaging the PCs' bodies such that only a *true resurrection* spell will allow the PC to come back. Note on the AR of any surviving PCs or PCs who are raised that they have committed a severe willing evil act and contact both the Furyondy Triad and the Triad of the PCs' home region.

Development: The PCs may wish to follow the trail of the zombies, which is easy and does not require a check. If the PCs do so, go to Encounter 9. They may also continue to search for either the temple (Encounter 6) or the lost party of adventurers (Encounter 10). If they are continuing to wander after the ambush but do not follow the zombie's trail, go to Encounter 4.

9: A GREYHAWKING WE WILL GO

If the PCs choose to follow the fairly obvious trail left by the recon force (DC 5 Track check), they come across a freshly buried crate. Discovering where the chest is buried is a DC 15 spot or a DC 10 search check in the area. It is locked, but the box contains information pertaining to what

Thrommel's reconnaissance group was up to. Most pages are written in a simple scrawl of what appears to be gibberish; however there is a heavy flail wrapped in fine cloth with a seal that is similar to King Belvor's, but with crimson instead of azure field emblazoned upon it. Citizens of Furyondy will recognize Belvor's crest without a skill check. A DC 15 Knowledge (nobility and royalty) check will identify the discrepancy, and a DC 20 Knowledge (nobility and royalty) check will discern its meaning. PCs who played *FUR4-06 Shadow of the Sun* are already familiar with this distinction and do not need to make these checks to know the information.

Treasure: The PCs can gain the following treasure here:

Bundle of Documents and maps: This is a bundle of military papers and other information about the movements of Thrommel's troops in and around the Swarming Grounds and Crockport. It appears that the plan was to establish a camp and barracks in the Swarming Grounds and use it as a safe house and center of operations in the Barony. The documents contain precious little in the way of names but do suggest where to look for several operations. The military and the Baroness will most likely be quite interested in this material.

The material is written in a crude code, breaking it will require a DC 25 Decipher Script check, but otherwise the material is in common. Included in the text is a rough map with locations corresponding to the area around Newhome, the missing adventuring party and the temple mound. They are not annotated in anyway, just a simple X with a circle around it. It has no intrinsic value; however a reward of 100 gp per PC is awarded by the Baroness or other proper authorities of Furyondy if turned in.

A fine standard of Prince Thrommel made of silk and satin, as well as a masterwork Cold Iron Heavy Flail, and a small plain ring that is placed around the base of the flail.

All APLs: Loot 45 gp; Coin 100 gp; Magic 167 gp; *ring of sustenance* (167 gp); Total 312 gp.

Detect Magic Results: *ring of sustenance* faint conjuration;

Troubleshooting: If the PCs decide to read the documents thoroughly and/or make copies note it on the adventure summery if you are filling one out. Also note to whom the PCs give the documents.

Development: If the PCs have not continued into the nearby ant lion nest then you should proceed to Encounter 10.

If the PCs have had Encounter 10 already and are continuing to look for other monsters mentioned in the documents and have not had Encounter 4 proceed to that encounter now.

If the PCs have had Encounters 4 and 10 and continue to search the Swarming Grounds, proceed to Encounter 6.

If the PCs have had all the encounter chains proceed to the appropriate conclusion.

10: DOCTOR LIVINGSTON I PRESUME

In a now-dormant ant lion nest, a group of stalwart adventurers is studying the bizarre suppression of the ant lions and the odd haze that has covered the area.

PCs who have completed encounter 8 and 9 should easily be able to follow a fairly obvious trail that the creatures were following towards the mound.

As you climb the strange mound and round a corner into what must be an old ant-lion nest, you finally have confirmation that this strange structure is inhabited by humans - a large camp made in the first and shallowest chamber. Rising to greet you is an older man of indeterminate age who spreads his hands wide and says, "Welcome to our little expedition. I fancy that we're a bit late, eh? So, what can we do for you folk today?"

Creatures:

Albert Du Fromme; male human cleric of Celestian 12, hp 66;

Seraphin au Willip; male human druid 12, hp 66;

Edmund, male panther, hp 58;

Emmerich; male human sorcerer 10, hp 45

Conrad; male human ranger 10, hp 65

The speaker is Albert Du Fromme, Cleric of Celestian and leader of the party. He is accompanied by Seraphin au Willip, druid and member of the Old Faith, as well as Emmerich, a summoner of Trithereon.

They are in the area attempting to determine the nature of the haze and determine what is affecting the ant lions, either as a favor to the Baroness (in the case of Albert and Emmerich) or out of concern for the natural environs (in the case

of Seraphin). Conrad is along as a guide and to ensure that the party does not run afoul of any particular nastiness in the Swarming Grounds.

Albert is talkative and happy to discuss the metaphysical properties of the haze (namely that you cannot scry into any area affected, but can scry out; it prevents teleportation but not summoning and seems to negatively affect vermin). He mostly just wishes to have the PCs send a letter to his sponsors stating that he and his companions are in good health and are quite fine. As a representative of FAST-C, if he sees or is told by the PCs about the temple he will gladly ask for more information. If they show him the Shepherd's Sundial, he advises that they take it to a temple of Celestian as it is not an intrinsically valuable item, but would be valuable to the Church. He also expresses interest in the purple roses if the PCs tell him about them or show them, but state that they should choose wisely whom they sell the petals too. He adds that he believes FASTC would pay a fair price. He will mention to any member in good standing of FASTC that they should be on the lookout for unusual or interesting botanical specimens.

Seraphin is disturbed by the haze, but is more concerned with its effects on the ant lion population. He is relatively gruff but civil towards questions and attempts to answer any nature-related questions. He is not sure what is going on, nor what is causing it, but he is determined to find out.

Emmerich, the sorcerer of Trithereon, is not entirely certain of what is going on, and he also has a nagging feeling he is being spied upon. He is rather upset that the Baroness will no longer be able to count upon the impressive, if indiscriminate, ant lions for protection from Old Wicked. He also states that the Church of Trithereon will pay a fair price for the roses if the subject is mentioned. Otherwise, he has little to add. He will also mention to PCs of the church of Trithereon that his church has been on the lookout for interesting botanical specimens.

Conrad is just happy that the ant lions don't seem overly aggressive and that there is precious little sign of Old Wicked about. He is a ranger of the Green Jerkins and a lapsed member of the Old Faith.

Albert provides healing until he is halfway through his spells to anyone who needs it, and has several *lesser restorations* prepared to cure ability damage (see *Appendix 1* for Albert, Emmerich, Seraphin and Conrad's prepared spells). Seraphin attempts to heal any member of the Old Faith or cleric of Obad-Hai.

As long as the PCs are respectful, Albert allows the party to rest in the ant lion nest.

Treasure: None

Troubleshooting: If the PCs actually attempt to go through with an assassination attempt, the NPC party should be fully capable of killing them out of hand, or at least driving them off.

Development: If the PCs have not been to the temple yet, Albert can give a general area where he thinks they may be able to find it; go to Encounter 6. If the PCs have not had Encounter 3 yet, Conrad mentions that he's seen signs of other trappers around. If the PCs have not had Encounter 8 yet, Seraphin mentions that he thinks someone has been spying upon the group, and directs the party in the direction he believes the interlopers are coming from.

CONCLUSION

If the PCs successfully defeated the forces of Thrommel, found the missing adventuring party, and discovered the temple, go to Conclusion A.

If the PCs defeated the forces of Thrommel, found the party but failed to discover or were driven from the Temple, go to Conclusion B.

If the PCs defeated Thrommel's forces, but failed to find the Missing Adventuring Party and were driven from the Temple go to Conclusion C.

If the PCs failed to defeat the forces of Thrommel, failed to find the adventuring party but found the temple, go to Conclusion D.

If the PCs failed to defeat the forces of Thrommel but found the missing adventuring party and the temple, go to Conclusion E.

If the PCs failed to defeat the forces of Thrommel, found the adventuring party but did not discover the temple, go to Conclusion F.

If the PCs failed to defeat the forces of Thrommel, failed to find the adventuring party and failed to find or secure the temple, go to Conclusion G.

CONCLUSION A: THE PCS DEFEAT THROMMEL'S FORCES, FIND THE MISSING ADVENTURERS, AND EXPLORE THE TEMPLE.

Returning to Crockport, you are as full of questions as you are answers but at least you know you have done the right thing in stopping evil in its myriad forms.

When you report your findings to the authorities, they are grateful for your actions and ask how they can best find you should trouble rear its ugly head again.

Have the PCs determine who, if anyone, they are attempting to sell or give the purple roses to. Each PC who has a clipping or sample may only sell them to one party. Mark the appropriate favor on the AR and cross out the others.

CONCLUSION B: THE PCS DEFEAT THROMMEL'S MINIONS AND FIND THE MISSING ADVENTURERS BUT FAIL TO EXPLORE OR ARE DEFEATED IN THE TEMPLE.

You return to Crockport dismayed but not despairing. You have managed to find the missing persons and defeat the monstrous forces of the Blank Prince, however your inability to look at the mound has you wondering what treasures might have been discovered.

CONCLUSION C: THE PCS DEFEAT THROMMEL'S FORCES BUT FAIL TO FIND THE ADVENTURERS AND FAIL TO EXPLORE OR ARE DEFEATED IN THE TEMPLE.

You return to Crockport dismayed that you could not find those lost in the Swarming Grounds, and that you were unable to examine the great mound, however you do rest easier knowing that Thrommel has once again had his twisted plans slowed once again.

CONCLUSION D: THE PCS DO NOT DEFEAT THROMMEL'S FORCES OR FIND THE ADVENTURING PARTY BUT EXPLORE THE TEMPLE.

You return to Crockport weary and shaken, but otherwise unharmed. Though you have failed to find anything more than abandoned temple you have defeated forces of the dark nether, though your failure complete your original mission saddens you. Your only comfort is that demons have had their malevolent hands weakened on this plane.

Have the PCs determine who they are attempting to sell the roses to, if anyone, and if the PCs identified the sundial as a ritual object of Celestian determine if they are turning it in for the reward.

CONCLUSION E: THE PCS DO NOT DEFEAT THROMMEL'S FORCES BUT FIND THE ADVENTURING PARTY AND EXPLORE THE TEMPLE.

Weary but buoyed by the fact that you have found the missing adventuring party as well as

an artifact of Celestian, you still are sore over the loss to the mysterious forces of the night and are saddened that the original reason for the trek to the Swarming Grounds, that of surveying and securing the land, was not accomplished.

CONCLUSION F: THE PCS DO NOT DEFEAT THROMMEL'S FORCES OR EXPLORE THE TEMPLE, BUT FIND THE ADVENTURING PARTY.

Returning to Crockport with news of lost heroes is but a small comfort for the opportunities missed while in the Swarming Grounds. No matter what you do you cannot seem to shake the feeling that important deeds were left undone.

CONCLUSION G: IF THE PCS DO NOT DEFEAT THROMMEL'S FORCES, FIND THE ADVENTURING PARTY, OR EXPLORE THE TEMPLE.

Returning to Crockport in a sorry state you try to avoid eye contact with officials or anyone else for that matter as you know that in your hearts you have failed no only yourself, but those who may have needed your help, and Furyondy herself.

GUIDELINES FOR DISTRIBUTING ADVENTURE RECORD ITEMS

Gratitude of FAST-C: The PCs can receive this award for returning a long lost ritual item to the temple of Celestian.

Greater Gratitude of FAST-C: PCs who are members of FAST-C and who received the Gratitude are eligible to receive this reward if they also provided the roses to the church.

Gracious Gifts of [Furyondy player and twilight hunter]: Members of the Furyondy Players or Twilight hunters that provide access to the roses may receive this reward.

Freedom's Promise: Members of the Church of Trithereon who provide access to the purple roses gain access to this favor.

Results of Harmonious discipline and Right Action: Members of the Monastery of the Way receive access to this favor if they return clippings to the monastery.

Only one of the favors may be given out.

There's always a bed in Newhome: PCs who befriend the inhabitants of Newhome are eligible for this favor.

Jermy's Maps: PCs who successfully report on the status of the Swarming Grounds as well as discover the activity of Thrommel's forces in the area receive this reward.

Devil's Due: PCs that make a deal with either Demetrius or Gerard du AuPartiffe receive this "favor".

Murderer: PCs that slaughter the inhabitants of Newhome or attack and defeat the adventuring party should receive this note on their AR.

Anarchic weapon upgrade: PCs are rewarded this if they provide the notes found in encounter 9 to the baroness.

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.

Generally, to award XP for a combat encounter the judge should award 30 XP per EL defeated in the encounter. So at APL 2 the party defeats a monster at EL 4 and gets 120 XP, while at APL 4 the monster is EL 6 awarding the party 180 XP. The XP that can be awarded in an adventure is subject to certain maximum amounts. Authors should refer to the *Living Greyhawk Writer's Guidelines* for the most recent version of these rules including separate rules regarding the maximum amount of XP that can be awarded for story awards and for discretionary roleplaying.

4: MONSTERS!

Combat	
APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP

7: VANGUARD OF DEFILEMENT

Combat	
APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

8: JUMPED IN THE WOODS

Combat	
APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP

Story Award

Objective(s) met: Finding the Purple Roses	
APL 2	15 XP
APL 4	30 XP
APL 6	45 XP
APL 8	60 XP

Objective(s) met: Befriending Newhome	
APL 2	45 XP
APL 4	60 XP
APL 6	75 XP
APL 8	90 XP

Discretionary roleplaying award

APL 2	30 XP
APL 4	45 XP
APL 6	60 XP
APL 8	75 XP

Total possible experience:

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

3: MONSTERS!

APL 2: Loot 8 gp; Coin 42 gp; Magic 0 gp; Total 50 gp.

APL 4: Loot 12 gp; Coin 0 gp; Magic 167 gp; *ring of protection +1* (167 gp); Total 198 gp.

APL 6: Loot 31 gp; Coin 0 gp; Magic 334 gp *gloves of dexterity +2* (334 gp); Total 365 gp.

APL 8: Loot 31 gp; Coin 0 gp; Magic 501 *gloves of dexterity +2* (334 gp), *ring of protection +1* (167 gp); Total 532 gp.

7: The Ruined Temple

APL All: Loot 0 gp; Coin 200 gp; Magic 0 gp; ; Total 200 gp.

8: Jumped in the Woods

APL 2: Loot 63 gp; Coin 7 gp; Magic 13 gp; *Scroll of Spiritual Weapon* (13 gp); Total 83 gp.

APL 4: Loot 63 gp; Coin 11 gp; Magic 63 gp; *potion of displacement* (62 gp); Total 137 gp.

APL 6: Loot 41 gp; Coin 11 gp; Magic 930 gp; +1 Ghost touch Lance (693 gp each), *Potion of Displacement* (62 gp), *Potion of Shield of Faith +4* (62 gp), +1 *Breastplate* (113 gp); Total 982 gp.

APL 8: Loot 41 gp; Coin 11 gp; Magic 930 gp; +1 *Ghost touch Lance* (693 gp each), *Potion of Displacement* (62 gp), *Potion of Shield of Faith +4* (62 gp), +1 *Breastplate* (113 gp); Total 982 gp

9: A Greyhawking We Will Go

All APLs: Loot 45 gp; Coin 100 gp; Magic 167 gp; *ring of sustenance* (167 gp); Total 312 gp.

Total Possible Treasure

APL 2: Loot 116 gp; Coin 349 gp; Magic 180 gp; Total 645 gp (max 450 gp).

APL 4: Loot 120 gp; Coin 311 gp; Magic 397 gp; Total 828 gp (max 650 gp).

APL 6: Loot 117 gp; Coin 311 gp; Magic 1431 gp; Total 1859 gp (max 900 gp).

APL 8: Loot 117 gp; Coin 311 gp; Magic 1598 gp; Total 2026 gp (max 1300 gp).

ADVENTURE RECORD ITEMS

Gratitude of FAST-C: This PC gains an influence point with FAST-C, which may be expended to receive NPC spellcasting of any divine spell of 5th level or lower at a FAST-C temple at no cost.

Greater Gratitude of FAST-C: For furthering the cause of the churches the PC now has a permanent influence point with FAST-C, which may be expended as above.

Gracious Gifts of Sachrimoe: For providing him access to a new fashion item the PC may obtain a free noble's outfit and luxury lifestyle for the next three adventures set in Furyondy, after which time the clothes are out of style. This also counts as having an influence point with the Furyondy Players, which does not expire after three adventures and may be expended to obtain a single casting of any spell on the bard spell list by a 15th level bard. The PC is still responsible for any material components in the spell.

Freedom's Promise: For serving the Church as well as king this PC has an influence point with the Church of Trithereon in Furyondy. This influence point may be expended for the normal uses as well as to gain one-time access to a *spear of retribution* (MIC), except that it is a relic of Trithereon and gains its powers if the wielder is chaotic good, chaotic neutral or neutral good.

Results of Harmonious Discipline and Right Action: For returning a new botanical sample to the Monastery this PC has an influence point with the monastery of the way. This influence point grants access to masterwork tools for all Knowledge skills and may be expended by a member of the Monastery to gain access to one of the following monk alternate class features: holy strike (CC), prayerful meditation (CC), standing jump (Dungeonscape), wall walker (Dungeonscape).

There's always a bed in Newhome: A PC with this favor may take 20 when living off the land in any adventure set in the Barony of Kalinstren.

Jermy's Maps: For accomplishing above and beyond what was asked the PCs are provided with access to a map of Furyondy. This is considered a masterwork tool for Knowledge (Geography) checks made about Furyondy or her environs.

Devil's Due: For attempting to betray Furyondy to the Black Prince you have caught the eye of dark powers. This may have effects in later modules.

Murderer: The slaughter of innocents weighs on your mind. This may have affects in future modules.

ITEM ACCESS

APL 2:

- *Anarchic* weapon upgrade (Regional; DMG)
- *Ring of Sustenance* (Adventure; DMG; 2,500 gp)
- *Jermy's Maps* (Adventure; See AR notes; 50 gp)
- *Quiver of Ehlonna* (Adventure, DMG; 1,800 gp)

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

- *+1 mithral chain shirt* (Adventure; DMG; 2,100 gp)
- *Bag of holding, type I* (Adventure; DMG; 2,500 gp)

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

- *+1 ghost touch lance* (Adventure; DMG; 8,310 gp)

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

- *Metamagic rod of extend spell* (Adventure; DMG; 11,000 gp)
- *Bag of holding, type II* (Adventure; DMG; 5,000 gp)

4: THE PURSUERS

ULETH

CR 6

Male human (Flan) ranger 6

CN Medium humanoid (human)

Init +2; **Senses** Listen +9, Spot +9

Languages Common, Orc

AC 15, touch 12, flat-footed 13

(+2 Dex, +3 armor)

hp 33 (6 HD);

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

Speed 30 ft. in studded leather (6 squares)

Melee longsword +7/+2 (1d8+1)

Ranged mwk composite longbow (+1 Str) +9/+4 (1d8+1) or

composite longbow (+1 Str) +7/+7/+2 (1d8+1) with Rapid Shot

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

Base Atk +6; **Grp** +7

Atk Options Manyshot, Rapid Shot

Ranger Spells Prepared (CL 3rd):

1st—*entangle* (DC 11)[§]

§ Already cast

Abilities Str 12, Dex 15, Con 13, Int 14, Wis 11, Cha 8

SQ animal companion, wild empathy +5, favored enemy (monstrous humanoid +4, humanoid (orc) +2)

Feats Combat Reflexes, Diehard, Endurance Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Track

Skills Climb +10, Handle Animal +5, Hide +11, Knowledge(Geography) +11, Knowledge (Nature) +13 Listen +9, Move Silently +11, Spot +9, Survival +9

Possessions holy symbol of Fharlanghn, wooden, mirror, signal whistle and flint and tinder, mwk composite longbow (+1 Str), 20 arrows, 20 cold iron arrows, 10 silver arrows, mwk leather armor, longsword.

Skills +2 to Survival checks to track in outdoor terrain

DRU, IKE, LOR AND BRUNO

CR 4

Male human (Flan) ranger 4

CN Medium humanoid (human)

Init +3; **Senses** Listen +8, Spot +8

Languages Common

AC 16, touch 13, flat-footed 13

(+3 Dex, +3 armor)

hp 26 (4 HD)

Fort +6, **Ref** +7, **Will** +2 **Speed** 30 ft. in studded leather (6 squares)

Melee longsword +5 (1d8+1)

Ranged mwk composite longbow (+1 Str) +8 (1d8+1) or

Mwk composite longbow (+1 Str) +6/+6 (1d8+1) with Rapid Shot

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

Base Atk +4; **Grp** +5

APPENDIX 1: ALL APLS

Atk Options Rapid Shot

Combat Gear tanglefoot bag (2), caltrops

Ranger Spells Prepared (CL 2nd):

1st—*entangle* (DC 11)[§]

‡ Already cast

Abilities Str 13, Dex 16, Con 14, Int 10, Wis 12, Cha 8

SQ animal companion, favored enemy (humanoid (goblinoid) +2), wild empathy +3

Feats Diehard, Endurance, Point Blank Shot, Precise Shot, Rapid Shot, Track,

Skills Hide +10, Knowledge (nature) +9 Listen +8, Move Silently +10, Profession (Hunter) +8, Spot +8, Survival +8 **Possessions** combat gear plus holy symbol of Obad-hai, mwk studded leather armor, mwk composite longbow (+1 Str), longsword, 40 arrows, 20 cold iron arrows

Skills +2 to Survival checks to track in outdoor terrain

5: HUMANS GET INTO EVERYTHING

JACOB THE ELDER

CR 4

Male kobold expert 4/rogue 3

LN Small humanoid (reptilian)

Init +0; **Senses** darkvision 60 ft., Listen +2, Spot +2

Languages Common, Draconic, Undercommon

AC 14, touch 11, flat-footed 14; trap sense +1

(+1 size, +2 armor, +1 natural)

hp 17 (7 HD)

Resist evasion

Fort +1, **Ref** +4, **Will** +7

Speed 30 ft. in leather (6 squares)

Melee shortsword +6 (1d4)

Ranged heavy crossbow +6 (1d8)

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

Base Atk +5; **Grp** +1

Atk Options sneak attack +2d6

Combat Gear —

Abilities Str 10, Dex 10, Con 8, Int 14, Wis 15, Cha 12

SQ light sensitivity, trapfinding

Feats Endurance, Negotiator, Skill Focus (Craft (Blacksmithing))

Skills Appraise +12, Bluff +11, Craft (Trapmaking) +7, Craft (Blacksmith) +15, Craft (armorer) +12, Craft (Fletcher) +11, Diplomacy +17, Profession (miner)+6, Search +7, Sense Motive +12, Sleight of Hand +12, Survival +9 **Possessions** blacksmithing tools, fletching tools, mwk leather armor, heavy crossbow, 20 crossbow bolts, shortsword

Light Sensitivity (Ex) - Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell

LILLY, YOSEPH, FRED AND MERIDETH **CR 4**

Male human (Flan) fighter 4

CN Medium humanoid (human)

Init +5; **Senses** Listen +0, Spot +0

Languages Common

AC 17, touch 11, flat-footed 16

(+1 Dex, +6 armor)

hp 29 (4 HD);

Fort +6, **Ref** +2, **Will** +1

Speed 20 ft. in banded mail (4 squares), base movement 30 ft

Melee greatsword +7 (2d6+4)

Ranged longbow +5 (1d8)

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

Base Atk +4; **Grp** +7

Atk Options Cleave, Combat Expertise, Combat Reflexes, Improved Disarm, Power Attack

Abilities Str 16, Dex 12, Con 14, Int 13, Wis 10, Cha 8

Feats Cleave, Combat Expertise, Combat Reflexes, Improved Disarm, Improved Initiative, Power Attack

Skills Climb +5, Handle Animal +1, Jump +5, Survival +3, Swim +0,

Possessions mwk banded mail, greatsword, longbow, 20 arrows

10: DOCTOR LIVINGSTON I PRESUME

ALBERT DU FROMME

CR 12

Male human cleric 12

NG Medium humanoid (human)

Init +3; **Senses** Listen +4, Spot +4

Languages Common, Celestial, Infernal, Abyssal

AC 21, touch 9, flat-footed 21

(-1 Dex, +9 armor, +3 shield)

hp 66 (12 HD);

Fort +9, **Ref** +3, **Will** +12

Speed 20 ft. in full plate (4 squares), base movement 30 ft.

Melee +1 *heavy mace* +10/+5 (1d8+1)

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

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

Special Actions spontaneous casting, turn undead (5/day, +2, 2d6+14, 12th)

Combat Gear necklace of fireballs type VII, pearl of power 3rd level

Cleric Spells Prepared (CL 12th):

6th—*find the path*^D, *heal*, *summon monster VI*

5th—*break enchantment*, *flame strike* (DC 19), *summon monster V*, *true seeing*^D

4th—*dimension door*^D, *dismissal* (DC 18), *freedom of movement*, *restoration*, *spell immunity*

3rd—*dispel magic*, *fly*^D, *magic circle against evil*, *prayer*, *remove disease*, *summon monster III*

2nd—*bull's strength*, *calm emotions* (DC 16), *detect thoughts*^D (DC 16), *hold person* (DC 16), *lesser restoration*, *spiritual weapon*

1st—*bless*, *comprehend languages*, *longstrider*^D, *obscuring mist*, *protection from evil*, *shield of faith*

0—*detect magic*, *detect poison*, *guidance*, *mending*, *light*, *read magic*

D: Domain spell. Deity: Celestial. Domains: Knowledge, Travel

Abilities Str 11, Dex 8, Con 12, Int 14, Wis 18, Cha 14

Feats Augment Summoning, Combat Casting, Greater Spell Penetration, Improved Initiative, Spell Focus (Conjuration), Spell Penetration

Skills Concentration +16, Diplomacy +9, Knowledge (arcana) +7, Knowledge (architecture & engineering) +3, Knowledge (Dungeoneering) +3, Knowledge (geography) +3, Knowledge (history) +9, Knowledge (luz) +3, Knowledge (nobility & royalty) +3, Knowledge (religion) +7, Knowledge (the planes) +17, Spellcraft +19, Knowledge (nature) +3

Possessions combat gear plus silver holy symbol, backpack, week's rations, note books, ink, pens, +1 *full plate*, +1 *heavy steel shield*, +1 *mace*, *peripat of wisdom* +2

SERAPHIN AU WILLIP

CR 12

Male human druid 12

N Medium humanoid (human)

Init +6; **Senses** Listen +3, Spot +3

Languages Common, Druidic

AC 17, touch 12, flat-footed 15

(+2 Dex, +4 armor, +1 shield)

hp 66 (12 HD);

Immune poison

Fort +10, **Ref** +6, **Will** +11 (+4 against the spell-like abilities of fey)

Speed 20 ft. in hide (4 squares), base movement 30 ft.

Melee club +10/+5 (1d6+1)

Ranged Sling +11/+6 (1d4+1)

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

Base Atk +9; **Grp** +10

Atk Options spontaneous casting

Special Actions wild shape 4/day

Combat Gear *potion of shield of faith* +5, *lesser strand of prayer beads*

Druid Spells Prepared (CL 12th):

6th—*mass bull's strength*, *mass cat's grace*

5th—*insect plague*, *transmute rock to mud* (DC 18), *wall of fire*

4th—*flame strike* (DC 17), *ice storm*, *rusting grasp*

3rd—*dominate animal* (DC 16), *quench*, *spike growth* (DC 16), *wind wall*

2nd—*barkskin*, *flaming sphere* (DC 15), *gust of wind* (DC 15), *summon swarm*, *warp wood*

1st—*charm animal* (DC 14), *entangle* (DC 14), *faerie fire*, *magic fang*, *magic stone*, *shillelagh*

0—*cure minor wounds* (2) (DC 13), *detect magic*, *detect poison*, *mending*, *read magic*

† Already cast

Abilities Str 12, Dex 14, Con 15, Int 10, Wis 16, Cha 8

SQ animal companion, trackless step, wild empathy 1d20+11, woodland stride

Feats Combat Casting, Diehard, Endurance, Improved Initiative, Natural Spell, Track

Skills Concentration +17, Handle Animal +14, Knowledge (nature) +19, Spellcraft +15, Survival +20,

Possessions combat gear plus backpack, climbing kit, flasks, parchment, pens, ink, +1 *wild hide armor*, light wooden shield, sling, club

EDMUND

CR -

Male panther animal companion

N Medium animal

Init +6; **Senses** Listen +6, Spot +6

Languages none,

AC 23, touch 16, flat-footed 17

(+6 Dex, +7 natural)

hp 58 (9 HD)

Resist evasion

Fort +8, **Ref** +12, **Will** +4 (+4 vs enchantment)

Speed 40 ft. (8 squares)

Melee bite +12 (1d8+4) and
2 claws +10 (1d3+2)

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

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

Atk Options improved grap, pounce, rake 1d3+2

Special Actions Improved Grab, Pounce, Rake 1d3+2, tricks (attack, attack unnatural, defend, down, heal, guard, search)

Combat Gear none

Abilities Str 19, Dex 22, Con 15, Int 2, Wis 12, Cha 6

SQ link, share spells

Feats Alertness, Improved Natural Attack (bite), Multiattack, Weapon Finesse

Skills Balance +14, Climb +11, Hide +16, Jump +12, Listen +6, Move Silently +10, Spot +6

Improved Grab (Ex) To use this ability, a leopard must hit 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 rake.

Pounce (Ex) If a leopard charges a foe, it can make a full attack, including two rake attacks

Rake (Ex) Attack bonus +6 melee, damage 1d3+2

Link (Ex) A druid can handle her animal companion as a free action, or push it as a move action, even if she doesn't have any ranks in the Handle Animal skill. The druid gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

Share Spells (Ex) At the druid's option, she may have any spell (but not any spell-like ability) she casts upon herself also affect her animal companion. The animal companion must be within 5 feet of her at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the animal companion if the companion moves farther than 5 feet away and will not affect the animal again, even if it returns to the druid before the duration expires. Additionally, the druid may cast a spell with a target of "You" on her animal companion (as a touch range spell) instead of on herself. A druid and her

animal companion can share spells even if the spells normally do not affect creatures of the companion's type (animal).

Skills A panther can always choose to take 10 on a Climb check, even if rushed or threatened. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

EMMERICH

CR 10

Male human sorcerer 10

NG Medium humanoid (human)

Init +1; **Senses** Listen +0, Spot +0

Languages Common, Celestial, Terran

AC 10, touch 11, flat-footed 10

(+1 Dex)

hp 45 (10 HD)

Fort +5, **Ref** +4, **Will** +7

Speed 30 ft. (6 squares)

Melee dagger +4 (1d4-1)

Ranged light crossbow +6 (1d8)

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

Base Atk +5; **Grp** +4

Combat Gear *rod of extend spell*, *wand of magic missile* (CL 1st),

Sorcerer Spells Known (CL 10th):

5th (3/day)—*summon monster V*

4th (6/day)—*greater invisibility*, *summon monster IV*

3rd (7/day)—*fireball* (DC 17), *haste*, *summon monster III*

2nd (7/day)—*blur*, *mirror image*, *summon monster II*, *web* (DC 16)

1st (7/day)—*enlarge person*, *grease* (DC 15), *mage armor*, *ray of enfeeblement*, *summon monster I*

0 (6/day)—*acid splash*, *detect magic*, *disrupt undead*, *ghost sound* (DC 14), *light*, *mending*, *ray of frost*, *read magic*, *resistance*

† Already cast

Abilities Str 8, Dex 12, Con 14, Int 14, Wis 10, Cha 18

SQ summon familiar

Feats Augment Summoning, Combat Casting, Greater Spell Penetration, Spell Focus (Conjuration), Spell Penetration,

Skills Bluff +17, Concentration +15, Knowledge (arcana) +15, Knowledge (the planes) +8, Spellcraft +17,

Possessions combat gear plus robes, dagger, light crossbow, 20 quarrels, *cloak of charisma* +2, pens, backpack, paper, ink, 2 weeks trail rations.

CONRAD

CR 10

Male human ranger 10

N Medium humanoid (human)

Init +4; **Senses** Listen +15, Spot +15

Languages Common

AC 19, touch 14, flat-footed 16

(+4 Dex, +5 armor)

hp 65 (10 HD)

Resist evasion

Fort +9, Ref +11, Will +5

Speed 30 ft. in chain shirt (6 squares), woodland stride

Melee longsword +11/+6 (1d8+1)

Ranged +1 *shock composite longbow* (+1 Str) +15/+10 (1d8+1+1d6 electricity) or
+1 *shock composite longbow* (+1 Str) +13/+13/+8 (1d8+1+1d6 electricity) with Rapid Shot

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

Base Atk +10; **Grp** +11

Atk Options Manyshot, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run, favored enemy (humanoid (human) +6, humanoid (halfling) +2, monstrous humanoid +2)

Ranger Spells Prepared (CL 5th):

2nd—*barkskin*, *wind wall*

1st—*arrowmind*, *entangle* (DC 13)

Abilities Str 12, Dex 18, Con 14, Int 10, Wis 14, Cha 8

SQ animal companion, swift tracker, wild empathy (1d20+9)

Feats Dodge, Endurance, Manyshot, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run, Track

Skills Handle Animal +2, Hide +17, Knowledge (Dungeoneering) +5, Knowledge (nature) +7, Listen +15, Move Silently +17, Search +13, Spot +15, Survival +15,

Possessions +1 *mithral chain shirt*, longsword, +1 *shock composite longbow* (+1 Str), *quiver of Ehlonna*, 20 regular arrows, 20 cold iron arrows, 20 silver arrows, *gloves of dexterity* +2, backpack, rations, chalk, rope, vials, water skin.

2: MONSTERS!

HERGIAN THE LEADER (BUFFED) CR 2

Male hobgoblin monk 1
LE Large humanoid (goblinoid)
Init +3; **Senses** darkvision 60 ft., Listen +2, Spot +2
Languages Common, Goblin

AC 19, touch 15, flat-footed 15
(-1 size, +2 Dex, +2 Wis, +4 armor, +2 deflection)
hp 10 (1 HD)
Fort +4, **Ref** +6, **Will** +4

Speed 30 ft. (6 squares).
Melee unarmed strike +1 (1d8+2) or
Unarmed strike -1/-1 (1d8+2) with flurry of blows
Space 10 ft.; **Reach** 10 ft.
Base Atk +0; **Grp** +6
Atk Options Stunning Fist 1/day (DC 12), flurry of blows

Abilities Str 15, Dex 14, Con 14, Int 10, Wis 15, Cha 8
Feats Lightning Reflexes, Improved Unarmed Strike, Stunning Fist,
Skills Climb +5, Escape Artist +7, Hide +3, Move Silently +7, Tumble +7
Active Spells *enlarge person* (CL 1st), *mage armor* (CL 1st), *shield of faith* (CL 1st)

8: JUMPED IN THE WOODS

DEMETRIUS CR 4

Male ghastr cleric 1
LE Medium undead
Init +3; **Senses** darkvision 60 ft., Listen +4, Spot +9
Aura stench (DC 17)

Languages Common, Infernal
AC 17, touch 13, flat-footed 14
(+3 Dex, +4 natural)
hp 30 (5 HD);
Immune undead immunities
Resist turn resistance +2
Fort +3, **Ref** +4, **Will** +10

Speed 30 ft. (6 squares)
Melee flail +8 (1d8+4) and
Claw +1 (1d4+2 plus paralysis) and
Bite +1 (1d8+2 plus ghou fever plus paralysis)
Space 5 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** +6
Atk Options ghou fever, paralysis
Special Actions spontaneous casting, rebuke undead (8/day, +5, 2d6+6, 1st)
Combat Gear *scroll of spiritual weapon*, *scroll of bane*
Cleric Spells Prepared (CL 1st):
1st—*cause fear* (DC 15), *inflict light wounds*^D (DC 15), *shield of faith*
0—*detect magic*, *read magic*, *resistance*
D: Domain spell. Deity: Hextor. Domains: War, Destruction

Abilities Str 18, Dex 16, Con -, Int 15, Wis 19, Cha 20
SQ undead traits

Feats Combat Casting, Weapon Focus (Flail)

Skills Concentration +6 (+10 when casting defensively), Balance +2, Climb +2, Hide +2, Jump -4, Move Silently +2, Knowledge (religion) +6, Spellcraft +6, Spot +9,

Possessions combat gear plus masterwork cold iron flail

Stench (Su) Living creatures within 10 feet of Demetrius must succeed on a DC 17 Fortitude save or be sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected again by the same ghastr's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from a sickened creature. Creatures immune to poison are immune to a ghastr's stench, and creatures resistant to poison receive their normal bonus on their saving throws.

Ghou fever (Su) Fortitude DC 17, incubation period 1 day, damage 1d3 Con and 1d3 Dex..

Paralysis (Ex) Those hit by Demetrius' bite or claw attack must succeed on a DC 17 Fortitude save or be paralyzed for 1d4+1 rounds. Even elves can be affected by this paralysis.

Description: A shriveled abomination of a being clad in resplendent and spotless full plate adorned with the red and black badge of the Black Knight and emblazoned with the Flail of Hextor overtop.

HOBGOBLIN ZOMBIE (4) CR 1/2

Male Hobgoblin
NE Medium Undead
Init +0; **Senses** darkvision 60 ft., Listen +0, Spot +0
Languages Common

AC 15, touch 10, flat-footed 15
(+3 armor, +2 natural)
hp 16 (2 HD); DR 5/slashing
Immune undead immunities
Fort +0, **Ref** +0, **Will** +3

Speed 30 ft. in studded leather (6 squares)
Melee slam +3 (1d6+3)
Space 5 ft.; **Reach** 5 ft.
Base Atk +1; **Grp** +3

Abilities Str 15, Dex 10, Con -, Int -, Wis 10, Cha 1
SQ single actions only, undead traits
Feats Toughness
Possessions studded leather armor

2: MONSTERS!

HERGIAN THE LEADER (BUFFED) CR 4

Male hobgoblin monk 3
LE Large humanoid (goblinoid)
Init +3; **Senses** darkvision 60 ft., Listen +2, Spot +2
Languages Common, Goblin

AC 18, touch 14, flat-footed 14; Deflect Arrows
(-1 size, +2 Dex, +2 Wis, +4 armor, +1 deflection)

hp 20 (3 HD)

Resist evasion

Fort +5, **Ref** +7, **Will** +5 (+2 vs enchantment)

Speed 40 ft. (6 squares).

Melee unarmed strike +3 (1d8+2) or
Unarmed strike +1/+1 (1d8+2) with flurry of blows

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

Base Atk +2; **Grp** +8

Atk Options Prone Attack, Stunning Fist 3/day (DC 13), flurry of blows,

Abilities Str 15, Dex 14, Con 14, Int 10, Wis 15, Cha 8

Feats Deflect Arrows, Lightning Reflexes, Improved Unarmed Strike, Prone Attack, Stunning Fist,

Skills Balance +7, Climb +6, Escape Artist +9, Hide +3, Jump +12, Move Silently +7, Tumble +11

Possessions *ring of protection* +1

Active Spells *enlarge person* (CL 1st), *mage armor* (CL 1st)

6: VANGUARD OF DEFILEMENT

FIENDISH DIRE WOLF CR 4

NE Large magical beast (augmented animal, extraplanar)

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

Languages Infernal

AC 14, touch 11, flat-footed 12
(-1 size, +2 Dex, +3 natural)

hp 45 (6 HD); DR 5/magic

Resist fire 5, cold 5; **SR** 11

Fort +8, **Ref** +7, **Will** +6

Speed 50 ft. (10 squares),

Melee Bite +11 (1d8+10)

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

Base Atk +4; **Grp** +15

Atk Options smite good, trip

Abilities Str 25, Dex 15, Con 17, Int 3, Wis 12, Cha 10

Feats Alertness, Run, Track, Weapon Focus (bite)

Skills Hide+0, Listen +7, Move Silently +4, Spot +7, Survival +2 (+6 when tracking by scent)

Smite Good (Su) 1/day, +6 damage

Trip (Ex) A fiendish dire wolf that hits with a bite attack can attempt to trip its 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 fiendish dire wolf.

8: JUMPED IN THE WOODS

DEMETRIUS CR 6

Male ghastr cleric 3
LE Medium undead
Init +3; **Senses** darkvision 60 ft., Listen +4, Spot +9

Aura stench (DC 18)

Languages Common, Infernal

AC 22, touch 13, flat-footed 19

(+3 Dex, +5 armor, +4 natural)

hp 45 (7 HD)

Immune undead immunities

Resist turn resistance +2

Fort +4, **Ref** +5, **Will** +11

Speed 20 ft. in breastplate (4 squares); base movement 30 ft.

Melee flail +10 (1d8+4) and

Claw +3 (1d4+2 plus paralysis) and

Bite +3 (1d8+2 plus ghastr fever plus paralysis)

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

Base Atk +4; **Grp** +8

Atk Options ghastr fever, paralysis

Special Actions spontaneous casting, rebuke undead (8/day, +5, 2d6+9, 3rd)

Combat Gear *potion of displacement*

Cleric Spells Prepared (CL 3rd):

2nd—*shatter*^D (DC 16), *silence* (DC 16), *spiritual weapon* (+8, 1d8+1)

1st—*bane* (DC 15), *cause fear* (DC 15), *inflict light wounds*^D (DC 15), *shield of faith*

0—*detect magic*, *guidance*, *read magic*, *resistance*

D: Domain spell. Deity: Hextor. Domains: War, Destruction

Abilities Str 18, Dex 16, Con -, Int 15, Wis 19, Cha 20
SQ undead traits

Feats Combat Casting, Reach Spell, Weapon Focus (Flail)

Skills Concentration +8(+12 when casting defensively), Balance +2, Climb +2, Hide +2, Jump -4, Move Silently +2, Knowledge (religion) +7, Knowledge (Arcana) +7, Spellcraft +8, Spot +9,

Possessions combat gear plus masterwork cold iron flail, mwk breastplate, heavy steel shield

Stench (Su) Living creatures within 10 feet of Demetrius must succeed on a DC 18 Fortitude save or be sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected again by the same ghastr's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from a sickened creature. Creatures immune to poison are immune to a ghastr's stench, and creatures resistant to poison receive their normal bonus on their saving throws.

Ghastr fever (Su) Fortitude DC 18, incubation period 1 day, damage 1d3 Con and 1d3 Dex..

Paralysis (Ex) Those hit by Demetrius' bite or claw attack must succeed on a DC 18 Fortitude save or

be paralyzed for 1d4+1 rounds. Even elves can be affected by this paralysis.

Description: A shriveled abomination of a being clad in resplendent and spotless full plate adorned with the red and black badge of the Black Knight and emblazoned with the Flail of Hextor overtop.

HOBGOBLIN ZOMBIE (4) CR 1/2

Male Hobgoblin

NE Medium Undead

Init +0; **Senses** darkvision 60 ft., Listen +0, Spot +0

Languages Common

AC 15, touch 10, flat-footed 15

(+3 armor, +2 natural)

hp 16 (2 HD); DR 5/slashing

Immune undead immunities

Fort +0, **Ref** +0, **Will** +3

Speed 30 ft. in studded leather (6 squares)

Melee slam +3 (1d6+3)

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

Base Atk +1; **Grp** +3

Abilities Str 15, Dex 10, Con -, Int -, Wis 10, Cha 1

SQ single actions only, undead traits

Feats Toughness

Possessions studded leather armor

GERARD DU AUPARTIFFE CR 3

Male ghost human knight 1

LN Medium undead (augmented humanoid (human))

Init +2; **Senses** darkvision 60 ft., Listen +8, Spot +8

Aura horrific appearance (DC 14, see tactics)

Languages Common, Old Oeridean

AC 16, touch 16, flat-footed 14

(+2 Dex, +4 deflection)

AC on Ethereal Plane 22, touch 12, flat-footed 20 (+2

Dex, +8 armor, +2 shield)

Miss Chance 50% (incorporeal)

hp 10 (1 HD);

Immune undead immunities

Resist turn resistance +4;

Fort +0, **Ref** +2, **Will** +2

Speed 30 ft. fly (perfect) (6 squares);

Melee Corrupting touch +3 (1d6) or

Corrupting touch +2 (1d6+1) against ethereal opponents or

Mwk longsword +3 (1d8+1) against ethereal opponents

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

Base Atk +1; **Grp** +2

Special Actions Goad, knight's challenge 4/day, telekinesis

Abilities Str 13, Dex 15, Con -, Int 12, Wis 10, Cha 18

SQ knight's code, manifestation, rejuvenation, undead traits

Feats Toughness, Goad

Skills Bluff +4, Handle Animal +8, Hide +10, Intimidate +8, Knowledge (nobility) +5, Listen +8, Ride +6, Search +9, Spot +8

Possessions mwk full plate, mwk longsword, mwk heavy steel shield

Horrific Appearance (Su) Any living creature within 60 feet that views Gerard must succeed on a CD 14 Fortitude save or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect may not be affected by the same ghost's horrific appearance for 24 hours. (This ability is suppressed at the start of the encounter – see the Tactics section for details.)

Corrupting Touch (Su) A ghost that hits a living target with its incorporeal touch attack deals 1d6 points of damage.

Knight's Challenge (Ex) Four times per day, Gerard can use the force of his personality to call out a foe, manipulating that foe by playing on his ego. This challenge can generate one of the following effects:

Fighting Challenge (Ex) As a swift action, you may target one opponent with an Intelligence of 5 or higher and a CR greater than or equal to 1. You gain a +1 morale bonus on Will saves and a +1 morale bonus on attack rolls and damage rolls against the target of this ability. If the chosen foe reduces you to 0 or fewer hit points, you lose two daily uses of your knight's challenge ability. This effect lasts 9 rounds. If your first chosen foe is defeated or flees the area, you can issue a new challenge to a different foe.

Telekinesis (Su) Gerard can use *telekinesis* as a standard action (CL 12th). When he uses this power, he must wait 1d4 rounds before using it again.

Knight's Code Gerard does not gain a bonus on attack rolls when flanking, strike a flat-footed opponent, or deal lethal damage against a helpless foe. If he does any of these things, he loses one use of his knight's challenge ability for the day; if the knight's challenge ability is not available, he takes a -2 penalty on attack rolls and saves for the rest of the day.

Manifestation (Su) see *Monster Manual* 118.

Rejuvenation (Su) see *Monster Manual* 118.

Description: Gerard appears as a large, barrel-chested man in a knight's outfit, complete with a lion fighting a demon on a blood-red field on his chest.

2: MONSTERS!

HERGIAN THE LEADER (BUFFED) CR 6

Male hobgoblin monk 5
LE Large humanoid (goblinoid)
Init +3; **Senses** darkvision 60 ft., Listen +3, Spot +3
Languages Common, Goblin

AC 21, touch 17, flat-footed 14; Deflect Arrows (-1 size, +1 class, +3 Dex, +3 Wis, +4 armor, +1 deflection)

hp 33 (5 HD)

Immune diseases except magical and supernatural diseases

Resist evasion

Fort +6, **Ref** +9, **Will** +7 (+2 vs enchantment)

Speed 40 ft. (6 squares).

Melee unarmed strike +4 (2d6+2) or Unarmed strike +3/+3 (2d6+2) with flurry of blows

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

Base Atk +3; **Grp** +9

Atk Options Prone Attack, Stunning Fist 5/day (DC 15), flurry of blows, *ki* strike (magic)

Abilities Str 15, Dex 16, Con 14, Int 10, Wis 16, Cha 8

SQ slow fall 20 ft.

Feats Deflect Arrows, Lightning Reflexes, Improved Unarmed Strike, Prone Attack, Stunning Fist,

Skills Balance +11, Climb +6, Escape Artist +11, Hide +3, Jump +12, Move Silently +7, Tumble +13

Possessions *gloves of dexterity* +2, *ring of protection* +1

Active Spells *enlarge person* (CL 1st), *mage armor* (CL 1st)

HOBGOBLIN THUGS (2) CR 2

Male hobgoblin Warrior 2
LE M Humanoid (Goblinoid)
Init +1; **Senses** darkvision 60 ft., Listen -1, Spot -1
Languages Common, Hobgoblin

AC 18, touch 11, flat-footed 17 (+1 Dex, +5 armor, +2 shield)

hp 13 (2 HD);

Fort +5, **Ref** +1, **Will** -1

Speed 20 ft. in chainmail (4 squares), base movement 30 ft.

Melee longsword +3 (1d8+1)

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

Base Atk +2; **Grp** +3

Atk Options Power Attack

Abilities Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8

Feats Power Attack

Skills Climb -1, Jump -7

Possessions longsword, chainmail, heavy wooden shield

6: VANGUARD OF DEFILEMENT

FIENDISH DIRE WOLF CR 4

NE Large magical beast (augmented animal, extraplanar)

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

Languages Infernal

AC 14, touch 11, flat-footed 12 (-1 size, +2 Dex, +3 natural)

hp 45 (6 HD); DR 5/magic

Resist fire 5, cold 5; **SR** 11

Fort +8, **Ref** +7, **Will** +6

Speed 50 ft. (10 squares),

Melee Bite +11 (1d8+10)

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

Base Atk +4; **Grp** +15

Atk Options smite good, trip

Abilities Str 25, Dex 15, Con 17, Int 3, Wis 12, Cha 10

Feats Alertness, Run, Track, Weapon Focus (bite)

Skills Hide+0, Listen +7, Move Silently +4, Spot +7, Survival +2 (+6 when tracking by scent)

Smite Good (Su) 1/day, +6 damage

Trip (Ex) A fiendish dire wolf that hits with a bite attack can attempt to trip its 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 fiendish dire wolf.

8: JUMPED IN THE WOODS

DEMETRIUS CR 8

Male ghastr cleric 5
LE Medium undead
Init +3; **Senses** darkvision 60 ft., Listen +4, Spot +9

Aura stench (DC 19)

Languages Common, Infernal

AC 25, touch 13, flat-footed 22 (+3 Dex, +6 armor, +2 shield, +4 natural)

hp 45 (7 HD)

Immune undead immunities

Resist turn resistance +2

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

Speed 20 ft. in breastplate (4 squares); base movement 30 ft.

Melee flail +11 (1d8+4) and Claw +4 (1d4+2 plus paralysis) and Bite +4 (1d8+2 plus ghoulish fever plus paralysis)

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

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

Atk Options Power Attack, ghoulish fever, paralysis

Special Actions spontaneous casting, rebuke undead (8/day, +5, 2d6+11, 5th)

Combat Gear *potion of displacement*, *potion of shield of faith* +4

Cleric Spells Prepared (CL 5th):

3rd—*blindness/deafness* (DC 18), *dispel magic*, *magic vestment*^P

2nd—hold person (DC 17), shatter^P (DC 17), silence (DC 17), spiritual weapon (+8, 1d8+1)
1st—bane (DC 16), cause fear (DC 16), command (DC 16), divine favor, inflict light wounds^D (DC 16), shield of faith

0—detect magic x2, guidance, read magic, resistance

D: Domain spell. Deity: Hextor. Domains: War, Destruction

Abilities Str 18, Dex 16, Con -, Int 15, Wis 20, Cha 20
SQ undead traits

Feats Combat Casting, Power Attack, Reach Spell, Weapon Focus (Flail)

Skills Concentration +9 (+13 when casting defensively), Balance +4, Climb +2, Hide +4, Jump -1, Move Silently +4, Knowledge (religion) +7, Knowledge (Arcana) +7, Spellcraft +9, Spot +9,

Possessions combat gear plus masterwork cold iron flail, +1 breastplate, masterwork heavy steel shield

Stench (Su) Living creatures within 10 feet of Demetrius must succeed on a DC 19 Fortitude save or be sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected again by the same ghost's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from a sickened creature. Creatures immune to poison are immune to a ghost's stench, and creatures resistant to poison receive their normal bonus on their saving throws.

Ghoul fever (Su) Fortitude DC 19, incubation period 1 day, damage 1d3 Con and 1d3 Dex..

Paralysis (Ex) Those hit by Demetrius' bite or claw attack must succeed on a DC 19 Fortitude save or be paralyzed for 1d4+1 rounds. Even elves can be affected by this paralysis.

Description: A shriveled abomination of a being clad in resplendent and spotless full plate adorned with the red and black badge of the Black Knight and emblazoned with the Flail of Hextor atop.

GERARD DU AUPARTIFFE **CR 6**

Male ghost human knight 4
LN Medium undead (augmented humanoid (human))

Init +3; **Senses** darkvision 60 ft., Listen +8, Spot +8

Aura horrific appearance (DC 14, see tactics)

Languages Common, Old Oeridean

AC 17, touch 17, flat-footed 14
(+3 Dex, +4 deflection)

AC on Ethereal Plane 27, touch 13, flat-footed 20 (+3 Dex, +10 armor, +4 shield)

Miss Chance 50% (incorporeal)

hp 29 (4 HD);

Immune undead immunities

Resist turn resistance +4;

Fort +1, **Ref** +4, **Will** +4

Speed 30 ft. fly (perfect) (6 squares);

Melee +1 ghost touch lance +8 (1d8+2) or
Corrupting touch +7 (1d6) or
+1 longsword +6 (1d8+2) against ethereal opponents

Space 5 ft.; **Reach** 5 ft. (10 ft. with lance)

Base Atk +4; **Grp** +5

Atk Options Mounted Combat, Ride-By Attack, bulwark of defense, shield block +1

Special Actions Goad, knight's challenge 6/day, telekinesis

Abilities Str 13, Dex 16, Con -, Int 12, Wis 10, Cha 18
SQ armor mastery, knight's code, manifestation, rejuvenation, undead traits

Feats Goad, Mounted Combat, Ride-By Attack, Toughness

Skills Bluff +4, Diplomacy +6, Handle Animal +13, Hide +11, Intimidate +13, Knowledge (nobility) +10, Listen +8, Ride +14, Search +9, Spot +8

Possessions +2 mithral full plate (ghostly), +1 longsword (ghostly), +1 mithral heavy steel shield (ghostly), +1 ghost touch lance

Horrific Appearance (Su) Any living creature within 60 feet that views Gerard must succeed on a CD 14 Fortitude save or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect may not be affected by the same ghost's horrific appearance for 24 hours. (This ability is suppressed at the start of the encounter – see the Tactics section for details.)

Corrupting Touch (Su) A ghost that hits a living target with its incorporeal touch attack deals 1d6 points of damage.

Bulwark of Defense (Ex) An opponent that begins its turn in Gerard's threatened area treats all the squares he threatens as difficult terrain.

Shield Block (Ex) During his action, Gerard may designate a single opponent. His shield bonus to AC increases by 1 against that foe. For Gerard, this ability only functions against attacks that are ethereal.

Knight's Challenge (Ex) Seven times per day, Gerard can use the force of his personality to call out a foe, manipulating that foe by playing on his ego. This challenge can generate one of the following effects:

Fighting Challenge (Ex) As a swift action, you may target one opponent with an Intelligence of 5 or higher and a CR greater than or equal to 4. You gain a +1 morale bonus on Will saves and a +1 morale bonus on attack rolls and damage rolls against the target of this ability. If the chosen foe reduces you to 0 or fewer hit points, you lose two daily uses of your knight's challenge ability. This effect lasts 9 rounds. If your first chosen foe is defeated or flees the area, you can issue a new challenge to a different foe.

Test of Mettle (Ex) As a swift action, Gerard may cause all his enemies within 100 feet with a CR greater than or equal to 4 to make a DC 17 Will save or be forced to attack him with their ranged or melee attacks in preference over other available targets. If a foe attacks by casting a spell or using a supernatural ability, he must target you with the

attack or include you in the area. Opponents do not need to move to attack you in melee if doing so would provoke attacks of opportunity; in this case, he can use ranged attacks against you or attack any opponents he threatens as normal. If anyone other than you attacks the target, the effect of test of mettle ends for that target. Test of mettle lasts for 9 rounds, and an enemy can only be targeted by this ability once per day.

Telekinesis (Su) Gerard can use *telekinesis* as a standard action (CL 12th). When he uses this power, he must wait 1d4 rounds before using it again.

Armor Mastery (Ex) Gerard ignores the standard speed reduction for wearing medium armor.

Knight's Code Gerard does not gain a bonus on attack rolls when flanking, strike a flat-footed opponent, or deal lethal damage against a helpless foe. If he does any of these things, he loses one use of his knight's challenge ability for the day; if the knight's challenge ability is not available, he takes a -2 penalty on attack rolls and saves for the rest of the day.

Manifestation (Su) see *Monster Manual* 118.

Rejuvenation (Su) see *Monster Manual* 118.

Description: Gerard appears as a large, barrel-chested man in a knight's outfit, complete with a lion fighting a demon on a blood-red field on his chest. He is mounted on a translucent blue stallion of impressive size and terrible demeanor.

GERARD'S STEED

CR 4

Male ghost brute heavy warhorse

N Large undead (augmented animal, incorporeal)

Init +1; **Senses** low-light vision, scent, Listen +5, Spot +4

Languages None

AC 12, touch 12, flat-footed 12
(-1 size, +1 Dex, +2 deflection)

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

Miss Chance 50% (incorporeal)

hp 26 (4 HD);

Immune undead immunities

Resist turn resistance +2

Fort +4, **Ref** +5, **Will** +2

Speed fly 30 ft. (perfect) (6 squares);

Melee corrupting touch +4 (1d4) or
2 hooves +6 (1d6+4) against ethereal opponents
and Bite +1 (1d4+2) against ethereal opponents

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

Base Atk +3; **Grp** +11

Atk Options corrupting touch

Abilities Str 18, Dex 13, Con -, Int 2, Wis 13, Cha 14

SQ manifestation (see *Monster Manual* 118),
rejuvenation (see *Monster Manual* 118)

Feats Endurance, Run,

Skills Listen +5, Spot +4

Corrupting Touch (Su) A ghost brute that hits a living target with its corrupting touch attack deals

1d4 points of damage. Against ethereal opponents, it adds its Strength modifier to attack rolls and damage rolls. Against material opponents, it adds its Dexterity modifier to attack rolls only.

2: MONSTERS!

HERGIAN THE LEADER (BUFFED) CR 8

Male hobgoblin monk 7
 LE Large humanoid (goblinoid)
Init +3; **Senses** darkvision 60 ft., Listen +3, Spot +3
Languages Common, Goblin

AC 24, touch 17, flat-footed 17; Deflect Arrows (-1 size, +1 class, +3 Dex, +3 Wis, +4 armor, +1 deflection, +3 natural)
hp 54 (7 HD)
Immune diseases except magical and supernatural diseases
Resist evasion
Fort +7, **Ref** +10, **Will** +8 (+2 vs enchantment)

Speed 50 ft. (10 squares).
Melee unarmed strike +8 (2d6+4) or Unarmed strike +7/+7 (2d6+4) with flurry of blows
Space 10 ft.; **Reach** 10 ft.
Base Atk +5; **Grp** +13
Atk Options Improved Disarm, Power Attack, Prone Attack, Stunning Fist 7/day (DC 16), flurry of blows, *ki* strike (magic)
Special Actions wholeness of body

Abilities Str 19, Dex 16, Con 14, Int 10, Wis 16, Cha 8
SQ slow fall 30 ft.
Feats Deflect Arrows, Lightning Reflexes, Improved Disarm, Improved Unarmed Strike, Power Attack, Prone Attack, Stunning Fist,
Skills Balance +15, Climb +6, Escape Artist +13, Hide +3, Jump +16, Move Silently +7, Tumble +15
Possessions *gloves of dexterity* +2, *ring of protection* +1
Active Spells *barkskin* (CL 6th), *bull's strength* (CL 3rd), *enlarge person* (CL 1st), *mage armor* (CL 1st)

HOBGOBLIN THUGS (2) CR 2

Male hobgoblin Warrior 2
 LE M Humanoid (Goblinoid)
Init +1; **Senses** darkvision 60 ft., Listen -1, Spot -1
Languages Common, Hobgoblin

AC 18, touch 11, flat-footed 17 (+1 Dex, +5 armor, +2 shield)
hp 13 (2 HD);
Fort +5, **Ref** +1, **Will** -1

Speed 20 ft. in chainmail (4 squares), base movement 30 ft.
Melee longsword +3 (1d8+1)
Space 5 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** +3
Atk Options Power Attack

Abilities Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8
Feats Power Attack
Skills Climb -1, Jump -7

Possessions longsword, chainmail, heavy wooden shield

6: VANGUARD OF DEFILEMENT

FIENDISH DIRE WOLF (3) CR 4

NE Large magical beast (augmented animal, extraplanar)
Init +2; **Senses** low-light vision, darkvision 60 ft., Listen +7, Spot +7
Languages Infernal

AC 14, touch 11, flat-footed 12 (-1 size, +2 Dex, +3 natural)
hp 45 (6 HD); DR 5/magic
Resist fire 5, cold 5; **SR** 11
Fort +8, **Ref** +7, **Will** +6

Speed 50 ft. (10 squares),
Melee Bite +11 (1d8+10)
Space 10 ft.; **Reach** 5 ft.
Base Atk +4; **Grp** +15
Atk Options smite good, trip

Abilities Str 25, Dex 15, Con 17, Int 3, Wis 12, Cha 10
Feats Alertness, Run, Track, Weapon Focus (bite)
Skills Hide+0, Listen +7, Move Silently +4, Spot +7, Survival +2 (+6 when tracking by scent)

Smite Good (Su) 1/day, +6 damage

Trip (Ex) A fiendish dire wolf that hits with a bite attack can attempt to trip its 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 fiendish dire wolf.

ADVANCED BABAU (2) CR 7

CE Large Outsider (Chaotic, Extraplanar, Evil, Tanar'ri)
Init +1; **Senses** Listen +19, Spot +1
Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

AC 19, touch 9, flat-footed 19; protective slime (-1 size, +10 natural)
hp 92 (8 HD); DR 10/cold iron or good
Immune electricity, poison
Resist acid 10, cold 10, fire 10; **SR** 14
Fort +13, **Ref** +6, **Will** +7

Speed 30 ft. (6 squares);
Melee 2 claws +17 (1d6+10) and Bite +12 (1d6+5)
Space 10 ft.; **Reach** 10 ft.
Base Atk +8; **Grp** +22
Atk Options Cleave, Power Attack, sneak attack +2d6
Special Actions *summon tanar'ri*
Spell-Like Abilities (CL 8th):

At will—*darkness*, *dispel magic*, *greater teleport* (self and 50 pounds of objects only), *see invisibility*.

Abilities Str 30, Dex 10, Con 24, Int 14, Wis 13, Cha 16

Feats Cleave, Multiattack, Power Attack

Skills Climb +15, Disable Device +12, Disguise +13, Escape Artist +11, Hide +19, Listen +19, Move Silently +19, Open Lock +11, Search +20, Sleight of Hand +11, Survival +1 (+3 following tracks), Use Rope +1 (+3 with bindings)

Protective Slime (Su) Any weapon that touches the slimy red jelly coating the babau's skin takes 1d8 points of acid damage, which is not reduced by hardness. A magic weapon may attempt a DC 21 Reflex save to avoid taking this damage. A creature who strikes the babau with an unarmed attack, unarmed strike, touch spell, or natural weapon takes this damage as well but can negate the damage with a DC 21 Reflex save.

Summon Tanar'ri (Sp) Once per day a babau can attempt to summon 1 babau with a 40% chance of success. This ability is the equivalent of a 3rd-level spell.

8: JUMPED IN THE WOODS

DEMETRIUS

CR 8

Male ghastr cleric 5

LE Medium undead

Init +3; **Senses** darkvision 60 ft., Listen +4, Spot +9

Aura stench (DC 19)

Languages Common, Infernal

AC 25, touch 13, flat-footed 22

(+3 Dex, +6 armor, +2 shield, +4 natural)

hp 45 (7 HD)

Immune undead immunities

Resist turn resistance +2

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

Speed 20 ft. in breastplate (4 squares); base movement 30 ft.

Melee flail +11 (1d8+4) and

Claw +4 (1d4+2 plus paralysis) and

Bite +4 (1d8+2 plus ghastr fever plus paralysis)

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

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

Atk Options Power Attack, ghastr fever, paralysis

Special Actions spontaneous casting, rebuke undead (8/day, +5, 2d6+11, 5th)

Combat Gear *potion of displacement*, *potion of shield of faith* +4

Cleric Spells Prepared (CL 5th):

3rd—*blindness/deafness* (DC 18), *dispel magic*, *magic vestment*^P

2nd—*hold person* (DC 17), *shatter*^P (DC 17), *silence* (DC 17), *spiritual weapon* (+8, 1d8+1)

1st—*bane* (DC 16), *cause fear* (DC 16), *command* (DC 16), *divine favor*, *inflict light wounds*^D (DC 16), *shield of faith*

0—*detect magic* x2, *guidance*, *read magic*, *resistance*

D: Domain spell. Deity: Hextor. Domains: War, Destruction

Abilities Str 18, Dex 16, Con -, Int 15, Wis 20, Cha 20
SQ undead traits

Feats Combat Casting, Power Attack, Reach Spell, Weapon Focus (Flail)

Skills Concentration +9 (+13 when casting defensively), Balance +4, Climb +2, Hide +4, Jump -1, Move Silently +4, Knowledge (religion) +7, Knowledge (Arcana) +7, Spellcraft +9, Spot +9,

Possessions combat gear plus masterwork cold iron flail, +1 *breastplate*, masterwork heavy steel shield

Stench (Su) Living creatures within 10 feet of Demetrius must succeed on a DC 19 Fortitude save or be sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected again by the same ghastr's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from a sickened creature. Creatures immune to poison are immune to a ghastr's stench, and creatures resistant to poison receive their normal bonus on their saving throws.

Ghastr fever (Su) Fortitude DC 19, incubation period 1 day, damage 1d3 Con and 1d3 Dex..

Paralysis (Ex) Those hit by Demetrius' bite or claw attack must succeed on a DC 19 Fortitude save or be paralyzed for 1d4+1 rounds. Even elves can be affected by this paralysis.

Description: A shriveled abomination of a being clad in resplendent and spotless full plate adorned with the red and black badge of the Black Knight and emblazoned with the Flail of Hextor oortop.

GERARD DU AUPARTIFFE

CR 8

Male ghost human knight 6

LN Medium undead (augmented humanoid (human))

Init +3; **Senses** darkvision 60 ft., Listen +8, Spot +8

Aura horrific appearance (DC 14, see tactics)

Languages Common, Old Oeridean

AC 17, touch 17, flat-footed 14

(+3 Dex, +4 deflection)

AC on Ethereal Plane 27, touch 13, flat-footed 20 (+3 Dex, +10 armor, +4 shield)

Miss Chance 50% (incorporeal)

hp 42 (6 HD);

Immune undead immunities

Resist turn resistance +4;

Fort +2, **Ref** +5, **Will** +5

Speed 30 ft. fly (perfect) (6 squares);

Melee +1 *ghost touch lance* +11/+6 (1d8+2) or

Corrupting touch +9 (1d6) or

+1 *longsword* +8/+3 (1d8+2) against ethereal opponents

Space 5 ft.; **Reach** 5 ft. (10 ft. with lance)

Base Atk +6; **Grp** +7

Atk Options Mounted Combat, Ride-By Attack, Spirited Charge, bulwark of defense, shield ally, shield block +1, vigilant defender

Special Actions Goad, knight's challenge 7/day, telekinesis

Abilities Str 13, Dex 16, Con -, Int 12, Wis 10, Cha 18
SQ armor mastery, knight's code, manifestation, rejuvenation, undead traits

Feats Goad, Mounted Combat, Ride-By Attack, Spirited Charge, Toughness, Weapon Focus (lance)

Skills Bluff +4, Diplomacy +6, Handle Animal +13, Hide +11, Intimidate +13, Knowledge (nobility) +10, Listen +8, Ride +14, Search +9, Spot +8

Possessions +2 *mithral full plate* (ghostly), +1 *longsword* (ghostly), +1 *mithral heavy steel shield* (ghostly), +1 *ghost touch lance*

Horrific Appearance (Su) Any living creature within 60 feet that views Gerard must succeed on a CD 14 Fortitude save or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect may not be affected by the same ghost's horrific appearance for 24 hours. (This ability is suppressed at the start of the encounter – see the Tactics section for details.)

Corrupting Touch (Su) A ghost that hits a living target with its incorporeal touch attack deals 1d6 points of damage.

Bulwark of Defense (Ex) An opponent that begins its turn in Gerard's threatened area treats all the squares he threatens as difficult terrain.

Shield Ally (Ex) As an immediate action, Gerard may opt to absorb part of the damage dealt to an adjacent ally. Each time this ally takes damage from a physical attack before your next turn, he can take half this damage on himself. The target takes the other half as normal. Only damage from physical melee attacks and ranged attacks can be absorbed in this way. These attacks are still subject to Gerard's incorporeal miss chance; if they miss Gerard, the shielded ally still takes full damage.

Shield Block (Ex) During his action, Gerard may designate a single opponent. His shield bonus to AC increases by 1 against that foe. For Gerard, this ability only functions against attacks that are ethereal.

Vigilant Defender (Ex) If an opponent attempts to use the Tumble skill to move through Gerard's threatened area or his space without provoking attacks of opportunity, the Tumble check DC is increased by 6.

Knight's Challenge (Ex) Seven times per day, Gerard can use the force of his personality to call out a foe, manipulating that foe by playing on his ego. This challenge can generate one of the following effects:

Fighting Challenge (Ex) As a swift action, you may target one opponent with an Intelligence of 5 or higher and a CR greater than or equal to 4. You gain a +1 morale bonus on Will saves and a +1 morale bonus on attack rolls and damage rolls against the target of this ability. If the chosen foe reduces you to 0 or fewer hit points, you lose two daily uses of your knight's challenge ability. This

effect lasts 9 rounds. If your first chosen foe is defeated or flees the area, you can issue a new challenge to a different foe.

Test of Mettle (Ex) As a swift action, Gerard may cause all his enemies within 100 feet with a CR greater than or equal to 4 to make a DC 17 Will save or be forced to attack him with their ranged or melee attacks in preference over other available targets. If a foe attacks by casting a spell or using a supernatural ability, he must target you with the attack or include you in the area. Opponents do not need to move to attack you in melee if doing so would provoke attacks of opportunity; in this case, he can use ranged attacks against you or attack any opponents he threatens as normal. If anyone other than you attacks the target, the effect of test of mettle ends for that target. Test of mettle lasts for 9 rounds, and an enemy can only be targeted by this ability once per day.

Telekinesis (Su) Gerard can use *telekinesis* as a standard action (CL 12th). When he uses this power, he must wait 1d4 rounds before using it again.

Armor Mastery (Ex) Gerard ignores the standard speed reduction for wearing medium armor.

Knight's Code Gerard does not gain a bonus on attack rolls when flanking, strike a flat-footed opponent, or deal lethal damage against a helpless foe. If he does any of these things, he loses one use of his knight's challenge ability for the day; if the knight's challenge ability is not available, he takes a -2 penalty on attack rolls and saves for the rest of the day.

Manifestation (Su) see *Monster Manual* 118.

Rejuvenation (Su) see *Monster Manual* 118.

Description: Gerard appears as a large, barrel-chested man in a knight's outfit, complete with a lion fighting a demon on a blood-red field on his chest. He is mounted on a translucent blue stallion of impressive size and terrible demeanor.

GERARD'S STEED

CR 4

Male ghost brute heavy warhorse

N Large undead (augmented animal, incorporeal)

Init +1; **Senses** low-light vision, scent, Listen +5, Spot +4

Languages None

AC 12, touch 12, flat-footed 12

(-1 size, +1 Dex, +2 deflection)

AC against ethereal 14, touch 10, flat-footed 13

(-1 size, +1 Dex, +4 natural)

Miss Chance 50% (incorporeal)

hp 26 (4 HD);

Immune undead immunities

Resist turn resistance +2

Fort +4, **Ref** +5, **Will** +2

Speed fly 30 ft. (perfect) (6 squares);

Melee corrupting touch +4 (1d4) or

2 hooves +6 (1d6+4) against ethereal opponents and Bite +1 (1d4+2) against ethereal opponents

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

Base Atk +3; Grp +11

Atk Options corrupting touch

Abilities Str 18, Dex 13, Con -, Int 2, Wis 13, Cha 14

SQ manifestation (see *Monster Manual* 118),
rejuvenation (see *Monster Manual* 118)

Feats Endurance, Run,

Skills Listen +5, Spot +4

Corrupting Touch (Su) A ghost brute that hits a living target with its corrupting touch attack deals 1d4 points of damage. Against ethereal opponents, it adds its Strength modifier to attack rolls and damage rolls. Against material opponents, it adds its Dexterity modifier to attack rolls only.

UNKILLABLE OGRE ZOMBIE (4) CR 4

NE Large Undead

Init -2; **Senses** darkvision 60 ft., Listen +0, Spot +0

Languages None

AC 15, touch 7, flat-footed 15

(-1 size, -2 Dex, +8 natural)

hp 71 (8 HD); fast healing 5; DR 5/slashing

Immune undead immunities

Fort +2, **Ref** +0, **Will** +6

Speed 40 ft. cannot run (8 squares)

Melee Greatclub +9 (2d8+9) or
slam +9 (1d8+9)

Ranged Javelin +1 (1d8+6)

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

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

Combat Gear – Greatclub, 2 javelins

Abilities Str 23, Dex 6, Con -, Int -, Wis 10, Cha 1

SQ single actions only, undead traits

Feats Toughness, Improved Toughness

Possessions greatclub, 3 javelins

APPENDIX 2: NEW RULES ITEMS

FEATS

Goad

You are skilled at inducing opponents to attack you.

Prerequisites: Cha 13, base attack bonus +1

Benefit: As a move action, you can goad an opponent that threatens you, has line of sight to you, can hear you and has an Intelligence of 3 or higher. (The goad is a mind-affecting ability.) When the goaded opponent starts its next turn, if it threatens you and has line of sight to you, it must make a Will saving throw (DC 10+1/2 your character level + your Cha modifier). If the opponent fails it's save you are the only creature it can make melee attacks against during this turn. (If it kills you, knocks you unconscious, loses sight of you, or otherwise is unable to make melee attacks against you, it may make any remaining melee attack against other foes, as normal.) A goaded creature can still cast spells, make ranged attacks, move or perform other actions normally. The use of this feat restricts only melee attacks.

Source: *Complete Adventurer* 109

Improved Toughness

You are significantly tougher than normal.

Prerequisites: Base Fortitude save bonus +2.

Benefit: You gain a number of hit points equal to your current Hit Die. Each time you gain a Hit Die, you gain 1 additional hit point. If you lose a Hit Die, you lose 1 hit point permanently.

Prone Attack

You can attack from a prone position without penalty.

Prerequisites: Dex 15, Lightning Reflexes, base attack bonus +2.

Benefit: You can make an attack from the prone position and take no penalty on your attack roll. If your attack roll is successful, you may regain your feet immediately as a free action. Opponents gain no bonus on melee attacks against you while you are prone.

Special: A fighter may select Prone Attack as one of his bonus feats.

Source: *Complete Warrior* 103

Reach Spell [Metamagic]

You can cast touch spells without touching the spell recipient.

Benefit: You may cast a spell that normally has a range of touch at any distance up to 30 feet. The spell effectively becomes a ray, so you must succeed on a ranged touch attack to bestow the spell upon the recipient. A reach spell uses up a spell slot two levels higher than the spell's actual level.

Source: *Complete Divine* 84

SPELLS

Arrowmind

Divination

Level: Ranger 1, sorcerer/wizard 1

Components: V, S, M

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: 1 minute/level (D)

The bow in your hand feels more like an extension of your body as you complete the spell—as if it's become a part of your arm. Creatures nearby seem sharper to your eyes, more in focus.

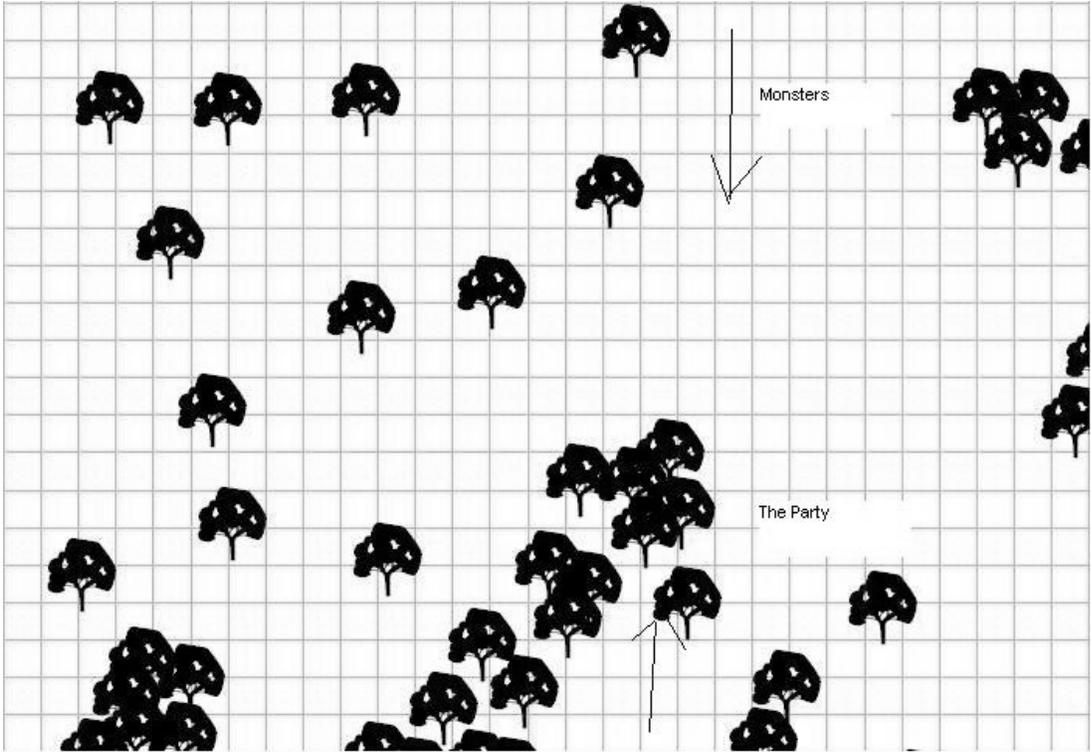
While this spell is in effect and you are wielding a projectile weapon that fires arrows, such as a longbow or shortbow, you threaten all squares within your normal melee reach (5 feet if Small or

Medium, 10 feet if Large) with your bow, allowing you to make attacks of opportunity with arrows shot from the bow. In addition, you do not provoke attacks of opportunity when you shoot a bow while you are in another creature's threatened square.

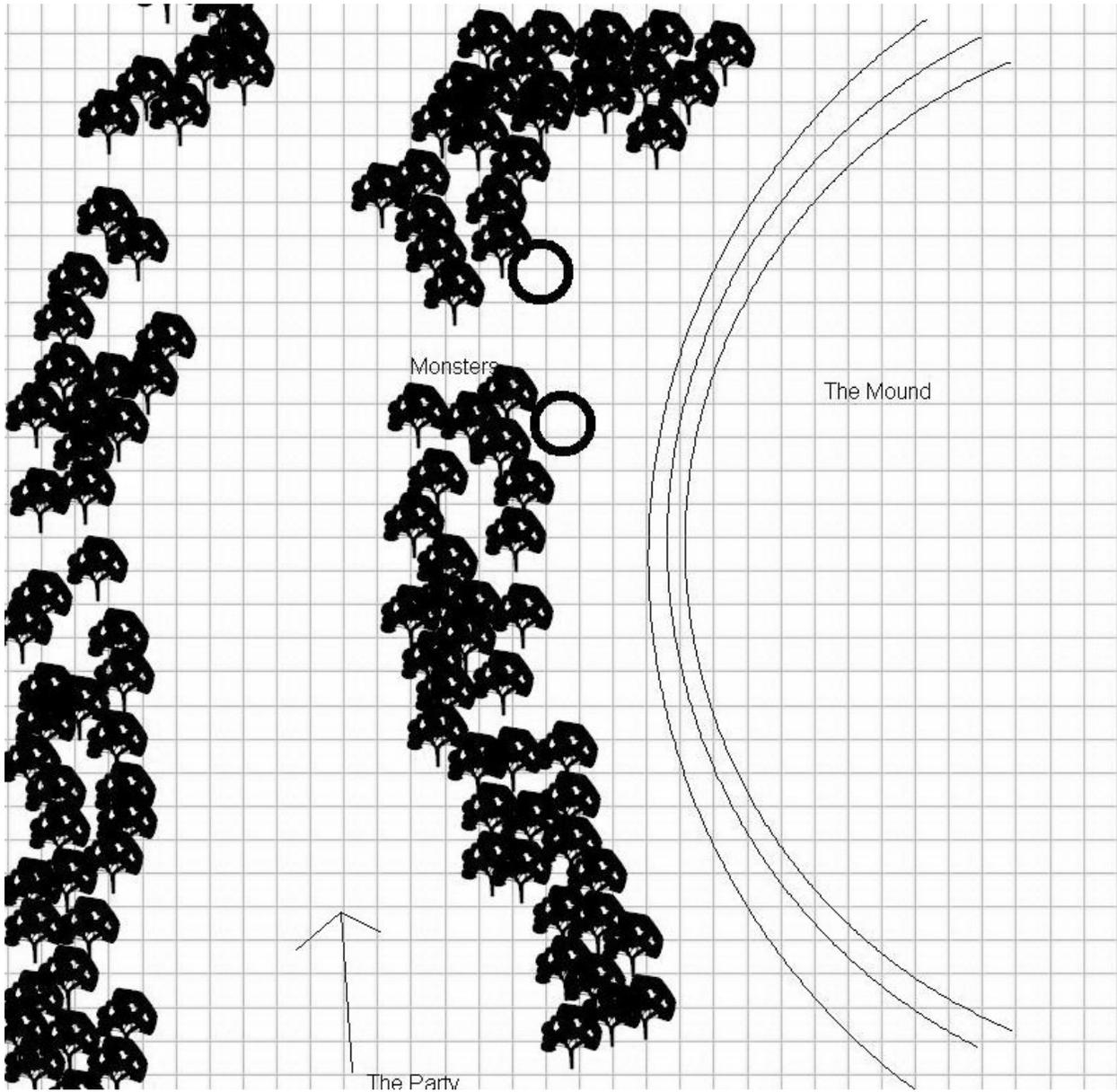
Material Component: A flint arrowhead.

Source: *Spell Compendium* 15

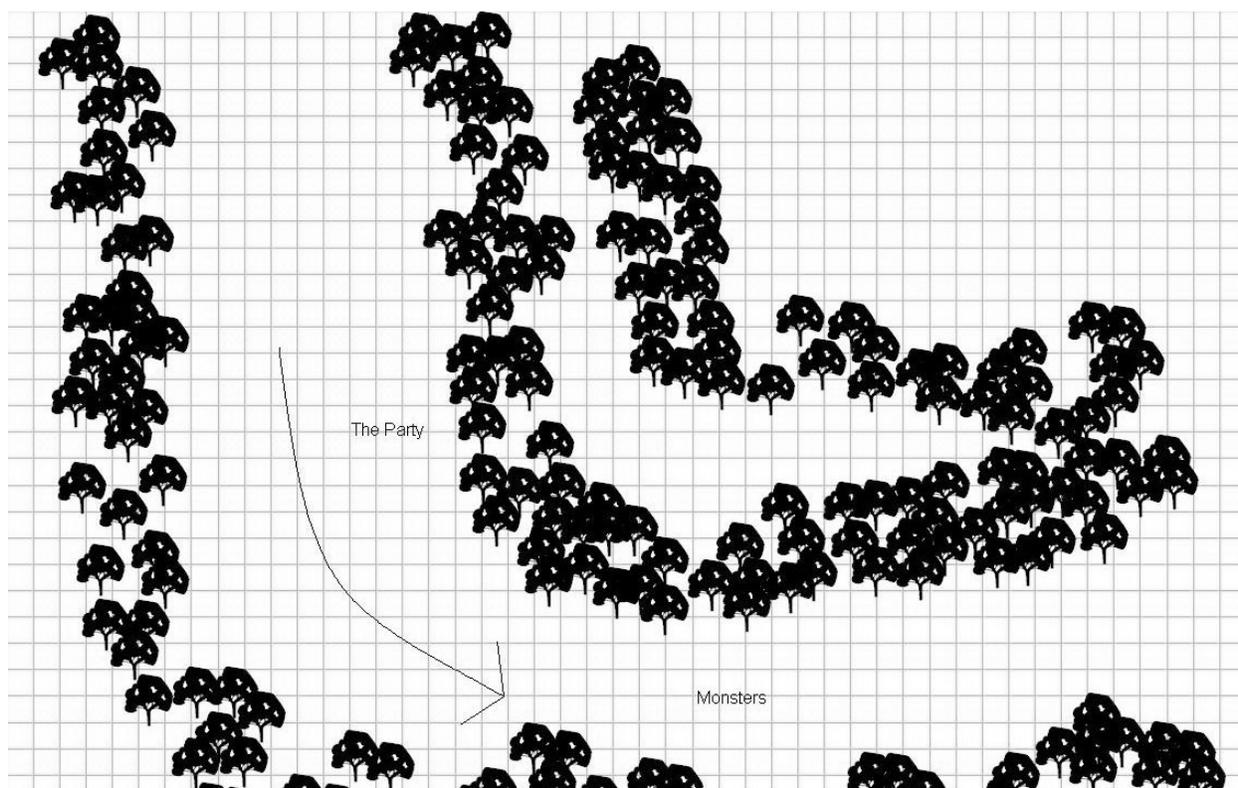
APPENDIX 3: DM AID OR MAP
4: MONSTERS



6: VANGUARD OF DEFILEMENT



8: JUMPED IN THE WOODS



PLAYERS' HANDOUT 1

For any member of the Furyondy Players or Twilight Hunters show the PCs this message, found inside their pack one morning on a meticulously folded piece of paper. Members of both meta-organizations will recognize this as a general calling card for members to be aware of opportunities for adventure and advancement.

Friends and others of the good fortune to have fallen upon this letter I greet you. To the weary traveler who has found this half burnt bit of scrap poetry, do not concern yourself with who I am, only know that I am very generous to my friends, especially to those bearing gifts.

And what would I think a proper gift? Why some nice shiny things, a note of who's where and what or just some really juicy gossip. And flowers. Exotic flowers. Nice flowers.

You can of course, call upon my friends, or my associates, at all the Noteworthy parties in any place of import.

PLAYERS' HANDOUT 2

Members of Furyondy Association of Small Temples and Churches should be on the lookout for Albert Du Fromme, Chosen of Celestian and member of Furyondy Association of Small Temples and Churches. He was last seen exploring the Swarming Grounds in the Barony of Kalistran and in the company of Seraphin au Willip and Emmerich.

Members of the Furyondy Association of Small Temples and Churches who are capable are urged to go looking for our wayward member.

PLAYERS' HANDOUT 3

In the Name of the Summoner I greet you,
Know that our noble patron, Baroness Kalistran has requested that we assist with the defense of the barony from the forces of Old Wicked.

We have done so, but in doing, one of our order, Emmerich, a summoner of no small abilities has not checked in on time during and expedition to the Swarming Grounds.

It would greatly assist the cause if any able bodied individuals would set out and ensure that he has not been wounded or killed.

He was last in the company of Albert Du Fromme, a priest of Celestian and Conrad, a man of the woods.

PLAYERS' HANDOUT 4

The Wind be with you.

One of our order, Seraphin au Willip, has gone missing in the strange lands of the Swarming Grounds. Information to his whereabouts and what has delayed him is sought, as is the righting of nature and restoring of balance, should it have been tipped.

PLAYERS' HANDOUT 5

Members of the Monastery of the way receive a short scroll with the following:

Allow me to disturb your mind. Let the thoughts flow around the disturbance and focus on the goal. The sword is forged, and the testing of mettle is now at hand.

To the victors go the spoils, and flowers their mark of achievement.