

A Game of Pawns

A One-Round Dungeons & Dragons® Living Greyhawk™ Regional Adventure set in the County of Urnst

v1.0

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Winter has settled upon the County. Soon, the Council of Peers will elect a new Count. You find yourself in a small inn near the Brethildeep forest in the small town of Fieldhaven. Little do you know that you will soon be thrown into a complex game of pawns! A one-round regional adventure set in the County of Urnst for characters level 2-15 (APLs 4-12).

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

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

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

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

This adventure retires from RPGA-sanctioned play on December 31, 2007.

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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*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full

information on NPCs and monsters are given in Appendix 1.

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

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as CR 1 2 3 4 animal 1/4 and 1/6 0 0 0 1 companions, 1/3 and 1/2 0 0 1 1 familiars 1 1 1 2 3 paladin's mounts) or 2 2 3 4 5 the warhorse 3 3 5 6 7 of a character 4 4 6 7 8 with the 5 5 7 8 9 Mounted 6 6 8 9 10 7 7 9 10 11

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. Animals with different CRs are determined separately using the chart; then, take the highest CR animal (or animals), and add 2 (drop fractions). This result is the effective character level for a mixed-CR group of animals. A single PC may only bring four or fewer animals of this type.

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

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure

is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

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

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

5. Enlist a sixth player.
6. Advise characters to buy riding dogs to help protect them, and fight for them.

TIME UNITS AND UPKEEP

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

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

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

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

ADVENTURE BACKGROUND

During the Greyhawk Wars, Sir Aldorin Trabeaux served in the County's armies in Almor. He distinguished himself on many occasion by his cunning and his fighting prowess. After receiving a number of decorations, he was made a Thane of the County and given the small village of Norwyn whose previous Lord had died without heirs. Sir Aldorin is a fair and generous man, loved by his people. He has a single daughter, Lady Ilisya.

Lady Ilisya served the Lord of the East during the Civil War. She was given command of a garrison in Markham where she left the impression of a fair and capable leader.

Just a little over three weeks ago, one of Sir Aldorin's old adventuring friends Sir Genard arrived in Norwyn and he was welcomed as a friend. However, Sir Genard was now a vampire and he managed to *dominate* Sir Aldorin, Lady Ilisya, and most of the staff.

Sir Genard began to feast on the blood of the locals for his dark master (who is not identified during this adventure). When the characters arrive in town, Sir Genard plans on transforming Lady Ilisya into his undead bride.

SIR GENARD'S STORY

Sir Genard was an adventuring sorcerer who spent his youth traveling the world with a number of adventuring bands. He adventured for many years, only doing the occasional adventure.

During the Greyhawk Wars, Sir Genard was captured by a powerful vampire and transformed into one of the undead. Since that time, he has kept a low profile.

THE HUNTER'S STORY

Like many vampires, Sir Genard slaughtered many good (and some bad) folk to sate his dark thirst. One family that was killed belonged to a hunter werewolf. This werewolf has since dedicated his life to tracking down and destroying Sir Genard. He has given up his name and now calls himself "The Hunter."

Because of The Hunter, Sir Genard is incapable of leaving with all the bodies he needs and he looses a steady stream of his humanoid hirelings.

During the course of the adventure, Sir Genard tries to send the characters against this implacable foe in the hope that they will kill each other.

THE HUMANOID BANDS

Sir Genard uses humanoids and bandits to prevent the populace of Norwyn from leaving and to prevent anyone from the outside to enter. These humanoids have been paid good money and dominated into serving Sir Genard.

They are looking for The Hunter to try to kill him, but The Hunter has always managed to avoid them (by turning into a wolf or passing himself as a bandit).

Sir Genard plans to turn them all into undead servants when he is done in Norwyn.

CURRENT EVENTS

It is fall of 596CY. Lord Terard Duncombe is the Regent of the County of Urnst. His Council of Peers of the Realm will soon take place. In Brotton, the Lord Mayor has announced publicly that he and the city supports the former Lord Chamberlain Darius Alan Dane to the throne.

Lord Duncombe has ordered a County-wide curfew. This means that only soldiers and Knights of the Swan are allowed outside after nightfall. Anyone caught on the street will be detained and questioned by church inquisitors and justicars (something most people would rather avoid).

The curfew is NOT enforced in Norwyn, but it is in Fieldhaven.

WEATHER THROUGH THE ADVENTURE

Throughout the adventure, a light snow falls. This snow blocks long-range vision (500+ feet), but does not hamper ranged combat or any checks.

ADVENTURE SUMMARY

Introduction: The characters are in Fieldhaven. A maiden enters and calls for help in saving her mistress.

Encounter 1: The characters travel to Norwyn and are attacked by humanoids on the way.

Encounter 2: The characters arrive in Norwyn and investigate what is happening there.

Encounter 3: While the characters are investigating around town, they are invited by the local lord for dinner.

Encounter 4: The characters travel to the mansion and prepare for dinner. They meet the new lord of Norwyn, a vampire named Sir Genard who offers to play a game with them.

Encounter 5: The characters agree to the game and head out to face the werewolf hunting Sir Genard.

Encounter 6: The characters attack "Sir Genard" who turns out to be Sir Aldorin, the real local lord disguised as Sir Genard.

Encounter 7: The characters explore the house looking for Sir Genard.

Encounter 8: Adventurers who were captured in Encounter 1 wake up in the manor.

Encounter 9: The characters finally locate the crypt and face Sir Genard and his bodyguard while racing against the clock.

Conclusion: The characters get their rewards.

PREPARATION FOR PLAY

This module was written with the hope of bringing an 'edge-of-your-seat' suspense, and some unexpected events. Add your own verbal descriptions to aid in the tension during the adventure. Keep the characters on-edge and looking over their shoulder.

Try to create suspense with random Listen and Spot checks, but do not bog down the game with these. Your goal is to make the players think something is after them and that it might leap out from behind the next tree.

This adventure should have a very classic gothic-horror feel to it. Until the characters discover Sir Genard's real identity, do not discourage any strange theories they may have. Keep them guessing. Add your

own flair in getting the players into the game and into what is building.

If you have access to a CD player, we recommend soundtracks like "Bram Stoker's Dracula" or "The Mummy".

INTRODUCTION

You find yourselves in the small settlement of Fieldhaven. Located in the Barony of Dryburgh, about halfway between Dryburgh and Rothberry, the Brethil Alehouse has only recently opened. The proprietor, Eramil Bousent and his wife Adela, two Oeridian are becoming well known for their culinary delights.

The sun is setting over the snow-covered County and the tavern has a light buzz of conversation about the day's events, and the latest rumors from the many travelers that are enjoying the new rest stop. The sound of a crackling fire, and the smells of fresh bread mixed with spiced meats fills the air of the new Inn. A light banter is taking place at the bar between Eramil and a patron.

The place is packed, and only a single table, where other adventurers are already seated, has an open seat. Despite the turmoil in which the County finds itself, it has been a few weeks since adventure has found you.

A beautiful young half-elf woman greets your group while placing a drink menu on the table. "My name is Neenah... Will you be eating this evening?"

Neenah (Eramil's half-sister) tends to the characters, telling them the dinner for the evening is roast pheasant with rice, or smoked venison with mushroom sauce and potatoes, both are served with greens. The Alehouse offers rooms at a reasonable price.

Allow the characters to introduce themselves to each other and to do some in-character role-play.

WORD ON THE STREET

In this section, the characters can get some hints as to where to look for information by making a Gather Information check with a variable DC. Making a check takes 1d4+1 hours. Give a +1 bonus for each gp spent, to a maximum of +4.

Alternatively, the characters may do a Listen check to hear the rumors.

- **DC 5** Lord Terard Duncombe has done a good thing in getting the politicians in line. He'll make sure we get our new Count.
- **DC 10** In a few short weeks, the Council of peers will gather in Charn to elect the new Count.
- **DC 13** I heard many people say that the race is very close.

- **DC 15** The Thane of Norwyn has left one of his cousins in charge while he traveled to Charn.
- **DC 16** I'm not sure who I'd prefer as a Count. They all sound good to me.
- **DC 17** Many people are quite surprised, myself included that Lord Terard Duncombe has not declared himself count.
- **DC 20** Lady Rachel, the Regent's daughter has a very cool relation with her father. I doubt that putting HER on the throne will allow Lord Terard to control the throne.
- **DC 25** I heard there are strange things happening in Norwyn. Since the Thane's cousin took over... Some say he worships Hextor and that he demands blood sacrifice.

A DAMSEL IN NEED

Timing here is important to catch the players off guard. Therefore, just as soon as they are finished role-playing and introducing themselves, start with a loud crashing noise or similar effect to startle them.

A dirty and bloodstained Flan woman crashes through the front door dressed in a maid's uniform.

"Help me, by Pelor please someone help me!" she says before collapsing to the floor next to your table.

A Heal check DC 15 informs the characters that she is severely dehydrated (from running such a long distance). But that she should be fine after a little rest and some water.

ONCE THE MAID HAS RESTED A LITTLE

The maid, Ageve (A-GUEE-VEE), works for Lady Ilisya Trabeaux, the daughter of Sir Aldorin Trabeaux, a former adventurer who was named Thane following the Greyhawk wars.

Her Mistress, Lady Ilisya, was captured some miles out of town by a group of bandits who downed her horse. The maid managed to flee from them. She pleads with the characters to go and save her mistress as she fears for her life and virtue. She did not see her attackers; only that they attacked from cover. She assumes they are bandits because there have been problem with them in the area.

It took a long time to get here because she was so afraid to move that she sat still in an irrigation ditch for what she believes to have been a couple of hours before crawling out. She hid among the undergrowth as she made her way to this little settlement.

Ageve can give an overview of the situation in Norwyn (Sir Aldorin is gone, Sir Genard an old adventuring buddy is not in charge, Lady Ilisya is a beautiful lady), but she does NOT know about Sir Genard being a vampire, she will however say there is "something wrong with him."

She can promise them nothing in payment since she has nothing to give; however, she tells the characters that her mistress and her father are both very generous people. If the characters agree, the maid hands them a simple copper ring that was a gift from her mistress, so that Lady Ilisya will recognize them as allies.

Ageve does not remember exactly where the attack took place other than there were fields nearby and that it was near an orchard. She also knows that she has been traveling for the better part of a day to reach this inn.

When the characters decide to head to Norwyn, proceed to Encounter One.

TROUBLESHOOTING: WE DON'T WANT TO HELP

Refusing such a call for help is anti-heroic at best. The adventure is over for those characters who do.

ENCOUNTER 1: ON THE ROAD AGAIN

The cold air is dry and a light snow is falling upon the Countryside. As you leave the vicinity of Fieldhaven, you pass by a few fields where thick-furred cattle dig in the snow to reach the grass and flowers below.

As most of the trade roads in the County, including the one you travel, date back to the days of The Great Kingdom, travel is easy even in winter conditions. The traffic is almost nonexistent as your group heads east.

It takes the characters 20 hours of travel on foot (characters reach Norwyn mid-afternoon) or 15 hours on horseback (characters reach Norwyn mid-morning). The first day passes uneventfully as they travel across the countryside.

There are no taverns or inns between Fieldhaven and Norwyn. There are farms sparsely scattered along the way and paying a few coins to some farmers provide the characters with a bed in the barn and a warm meal.

Once the characters set up camp, try to get them paranoid by calling for Listen and/or Spot checks. Anytime one of the characters makes a [DC16], tell them something like "...you feel as if you are being watched." or that "...you hear wolves howling in the distance."

If the characters have set out immediately from Fieldhaven, adjust the lighting and timeline to fit.

NIGHT ATTACK

During the night (or at first light if a night assault is somehow impossible), a group of creatures attack the characters. These creatures are all bandits who have

been hired by Sir Genard to ensure no one managed to escape his new lands.

APL4 (EL6)

Bugbears (2): hp16 each; *Monster Manual* p.29
Goblins (3): hp 5 each; *Monster Manual* p.133
Ogres: hp29; *Monster Manual* p.198

APL6 (EL8)

Bugbears (2): hp16 each; *Monster Manual* p.29
Goblin Hunters (2): hp30 each; Appendix One
Ogres (3): hp 29 each; *Monster Manual* p.198

APL8 (EL10)

Goblin Hunters (2): hp30 each; Appendix One
Goblin Tracker: hp 43; Appendix One
Ogre Mage: hp 37; *Monster Manual* p.200

APL10 (EL12)

Goblin Tracker (4): hp 43; Appendix One
Goblin Sniper (2): hp 58; Appendix One
Ogre Mage: hp 37; *Monster Manual* p.200

APL12 (EL14)

Goblin Sniper (2): hp 58; Appendix One
Harpy Archer: hp103; *Monster Manual* p. 150
Ogre barbarians (3): hp 79 each; *Monster Manual* p.198
Ogre Mage: hp 37; *Monster Manual* p.200

Tactics: The humanoid have confidence in their number but should they find themselves isolated, the goblins try to flee.

At low APLs, the goblins have one javelin each, which they throw prior to closing in hand-to-hand. At higher levels, the goblin rangers use their bows and try to stay out of melee combat.

If the harpy is present, the humanoid have plugged their ears with wax, effectively deafening them. (This gives a 20% chance to miscast any spell with a verbal component).

Development: Any of the humanoid is willing to exchange his life in return for information. They demand that one of the obvious lawful types swear (followers of Heironeous, Pholtus and St Cuthbert immediately come to mind) to keep that promise..

They were hired by a man around Norwyn to make sure no one entered or left the domain. They are also looking for a wolf-thing, but they have not seen it.

TROUBLESHOOTING: DEFEATED

When the final character falls; give everyone one round to stabilize. After that those characters still alive are automatically stabilized by the humanoid. Proceed to Encounter 8: Sir Genard's Guests.

ENCOUNTER 2: NORWYN

TOWN INVESTIGATION

The peaceful hamlet of Norwyn rests in an area surrounded by apple orchards. Two empty guard towers stand at the entrance of the town. Many of the town's buildings are made of stone blocks matching the stone used to make the four-foot tall wall that surrounds most of the hamlet. There is currently no one outside, but tracks in the snow lets you know people have been walking around.

Two buildings attract your attention. One building has an orange sun painted over the door, obviously a temple of Pelor. The other one has a statue of some sort of knight or warrior on the roof. It seems to be an inn.

Allow the characters a chance to ask a few questions before running Encounter 3: The Invitation as an interlude.

WORD ON THE STREET

When the characters want to go around asking questions, use the following list for their Gather Information checks. As usual, the characters receive a +1 circumstance bonus for each fountain (gp) up to +5 they give away.

Alternatively, you can allow the characters to discover most of this information by simply asking around.

It is important to note that the locals do not know yet that they cannot leave the town, or about the bandits blockading the town. It is only a matter of time before they notice. However, most of them are afraid of Sir Genard even though they don't know why.

It is also important to note that most of the towns' folk are too afraid to speak openly about what is going on; however, some of the folks in the bar are more receptive since they are already in their cups. Therefore, to get any of the town's folk to talk, they should make a DC15 diplomacy check (unrushed).

If the party includes a priest of Pelor, the party receives a +5 circumstance bonus with all the locals assuming the character is their new priest.

- **DC 5** Sir Aldorin Trabeaux is the local lord. He was given the small town after his heroics during the Greyhawk wars. Sir Aldorin is loved by all. He is caring and generous.
- **DC 6** The Weeping Paladin is the only inn in town. The food and drink there are so good that anyone trying to open another one would be a fool!
- **DC 7** Since taking over, Sir Genard has removed the curfew for all locals and for his guests. All strangers must obey the curfew. In confidence: but no one enforces the curfew.

- **DC 8** Sir Aldorin has gone to Charn to participate in the Council of Peers held by the Regent. He left three weeks ago.
- **DC 9** Sir Aldorin has a single daughter called Ilisya. Everyone loves her. She spends most of her time adventuring. She just left town with her handmaiden the other day.
- **DC 10** Sir Aldorin left his cousin sir Genard in charge when he left two weeks ago. The two men were adventuring buddies when they were younger.
- **DC 11** The local priest, Father Barnhart, has left town for parts unknown.
- **DC 12** Expected shipments of trade goods have gone missing. No one knows what happened to them.
- **DC 13** The wildlife in the area seems to be unusually diminished. One can barely survive by hunting nowadays...
- **DC 14** Sir Aldorin has not yet sent word from Charn. Everyone wonders who he will support, though most agree that he should throw his support behind Lady Rachel.
- **DC 15** The blacksmith, Ol'Jeb, served in the army and his wife works at the mansion now.
- **DC 16** Large packs of wolves have been seen roaming the countryside, where traditionally there has been very few.
- **DC 17** Many of the town's pets have gone missing, and found mutilated and half eaten near the village. (there were cause by the werewolf or the humanoids)
- **DC 18** Since Sir Aldorin left, Sir Genard insisted that some people serve him at the mansion doing various tasks: cleaning, cooking, moving furniture, or gardening. They have stayed at the mansion.
- **DC 19** Only Savarion, the butler, and the teamsters, have come to town since Sir Genard took over. Anyone who served in the manor hasn't been in town for a few weeks.
- **DC 20** Jeb Cull the blacksmith is the only one who refuses to bow to the Sir Genard's new edicts. Then again, he is the only blacksmith for leagues.
- **DC 21** I've seen a gigantic wolf in the orchard the other day. Good thing I was downwind from it or it would have torn me to pieces! I'd stay away from there...
- **DC 22** Ol'Jeb has spoken loudly against Sir Genard calling him a tyrant and an oppressor. He has sent a number of letters to the Knights of the Swan and Lord Baron Shandell Damian, but has not received any news.
- **DC 25** Just the other day, I saw Lady Ilisya and her maid riding with all haste westward towards Fieldhaven. It's like they were followed by all the forces of hell.

THE WEeping PALADIN

This is the only inn in town. The name comes from a statue of a warrior on top of the building. No one knows who the statue represents.

It is run by the Dorn family, a family of Lightfoot Halflings. Two of their children (both of adventuring age) are at the manor and they fear for them. Therefore, they insist that the characters obey Sir Genard's orders. Under no circumstance do they talk badly about him and are not afraid to ask those who badmouth him to leave their establishment.

THE TEMPLE OF PELOR

The temple of Pelor, the only temple in town, is locked. Entering the temple should not pose too much of a problem. If the characters come up with a reasonable discreet method, it should work. Remember that the populace does not wish to attract the attention of Sir Genard's goons.

The interior is in good order with all the ceremonial gear still present, but no trace of Father Barnhart.

Divine casters of Pelor and other characters who succeed at a Search check OR Knowledge (religion) check DC 20 find Player Handout #3: the note.

Everything here points to Father Barnhart simply leaving of his own free will. A number of personal effects are missing, but the place has not been searched or ransacked.

The area is not *consecrated*.

OL'JEB THE BLACKSMITH

Jebidiah (Ol'Jeb) Cull is an aging man who retired prior to the Greyhawk wars. He is still as strong as an ox. He keeps his head clean shaven.

Ol'Jeb is willing to talk because he is a retired army sergeant of the County of Urnst, and has seen many battles and many strange things, so he refuses to be intimidated or bullied. His only son was killed during the civil war while serving in the Lord of the East's Army, and his wife is being held up at the Baron's Mansion already, so he does not feel much else can happen.

To get Ol'Jeb to open up, the characters need to succeed at a Diplomacy check DC 15+APL. The check is not required if any character is a member of the Knights of the Swan, the army, a retainer of the Duncombe family, or a priest of Heironeous.

Ol'Jeb thinks Sir Genard is holding his wife and the folk hostage to ensure his services. He strongly suspects Sir Genard to be in league with a Hextorite, if not one himself.

Jeb tells the characters that shortly after Sir Aldorin's departure, Sir Genard started having a patrol come through town with proclamations stating that certain persons were to report to the mansion at once. When some individuals did not return to their families, those families became concerned and wanted

to see what was happening to their loved ones. So they went up to the mansion to see their missing family members and find out what was going on. These inquiring people never returned. Their homes were found empty soon after that and no one knows where they went. It is very disturbing, people being taken away with no one knowing.

Ol'Jeb is not sure what is going on. However, he guesses one of the following may be behind the sudden change of power.

- Slavers (though he admits Norwyn's location is not ideal for that)
- Smuggling (though he admits Norwyn's location is not ideal for that)
- Hextorites (he believes they are behind this)

ENCOUNTER 3: THE INVITATION

This encounter should take place late in the afternoon, about an hour or two before sunset.

After the characters have been in town and asking questions, Sir Genard's majordomo, a high elf name Savarion, comes seeking them. Savarion travels on an unremarkable-looking dark gray Urnstian warhorse so common in the County. Savarion is extremely polite, with a touch of arrogance. Think of a British butler.

Savarion says that he carries a dinner invitation for the characters. It is signed by Sir Genard. He tells the characters that Sir Genard has a problem and needs characters to help him solve it. He asks the characters to wash up and put on their nicest clothes.

Savarion tells the characters that upon his return to the manor, he will send Sir Genard's carriage to pick them up. He asks that the characters wait for the carriage. Savarion refuses to answer any question, telling the characters that his master, Sir Genard, will answer all their questions over dinner. (Any Sense Motive roll reveals that he is not saying everything he knows, though this might be easily dismissed as Savarion being a good servant).

TROUBLESHOOTING: GOING NOW

Some characters may elect to go to the manor immediately. In that case you may have to modify the following encounter to match the time. Everyone they meet asks them to wait politely for Sir Genard who is "freshening up" (or some other excuse).

TROUBLESHOOTING: WE REFUSE TO GO

Some characters may decide NOT to go to the manor, smelling the obvious trap that it is. In that case, run them through the werewolf hunter (Encounter 5) then through another encounter identical to the one they fought before (Encounter 1) then proceed to the Conclusion under "Fled Norwyn".

TROUBLESHOOTING: USING CHARM MAGIC

Some parties may have some Charm-related magic available to them and try to use it on Savarion.

To simplify this, Savarion has a Will save equal to APL+2 (this includes his natural elven resistance to enchantment magic). Under no circumstance does Savarion fight.

Savarion knows the following:

- Sir Genard is a vampire, and a powerful one.
- Sir Aldorin and his daughter are kept in a secret location in the manor (Savarion does not know where)
- He expects the characters will die if they head to the manor without an invitation (as long as he is not personally affected, he does not care).
- Sir Genard HAS expressed a desire to talk to any party of characters who come to town.
- Sir Genard has hired many brigands and thugs to prevent anyone from getting in or out of the domain.
- The servants at the manor eventually are used as food by Sir Genard. (Savarion guesses that will be his fate too but he fears Sir Genard too much to do anything about it.) He and the teamsters are the only ones alive.

Development: Allow the characters to return to Encounter 2, or proceed to Encounter 4 when they are ready to go meet Sir Genard.

ENCOUNTER 4: GOURMET DINNING

GETTING TO THE MANSION: CARRIAGE

At dusk, the carriage arrives in front of the tavern to give the characters a ride to the mansion. The carriage is pulled by two draft horses. Inside the carriage is a table with a nice bottle of Urnstian brandy and six crystal snifters in specially-made holders.

Two, obviously dim-witted, half-orcs drive the carriage. They are dressed in studded leather and carry falchions. Neither of the half-orc teamsters talk. If pressed they show that their tongues have been cut out. Neither of them is particularly pleasant to look at or smell.

Proceed to "The Mansion".

GETTING TO THE MANSION: ON THEIR OWN

Getting to the mansion is easy, anyone of the locals can give them direction. The road is well-maintained.

THE MANSION

The mansion itself is location about a half-mile out of town in the midst of several orchards. The trip is uneventful, but a Spot check DC 10 reveals a large pack of wolves running alongside the carriage (about 50'

out) once they get out of town and on the road to the mansion. These wolves dispersed if approached in any manner.

If somehow approached (through *charm*-like spells, or other special ability), ask the character who manages this for a Sense Motive check DC 25 to notice that these wolves are highly agitated and aggressive.

The following boxed text assumes the characters get to the mansion at night. Modify if they arrive during the day.

The squat mansion that appears from within the trees has not been designed with any military purpose in mind. Made of common local stone and mortar, the central pavilion has two stories with single storied wings extending on both sides. The central structure seems much older than the wings. Vines rampant on the central pavilion giving the place of feel of ancientness. Many braziers illuminate the courtyard revealing dependencies in the distance

Standing in front of the door holding a lantern, the unmistakable elven butler Savarion is obviously waiting for you.

If the characters came here by themselves, the two dim-witted half-orcs take their mounts and bring them to the stables. The half-orcs are employees of Lord Aldorin and are too dumb to notice anything. Their only skills are with animals. Sir Genard wants no animals inside the house.

TO THE DINING ROOM

Savarion politely invites the characters into the mansion. He tells them that Sir Genard will join them in the dining room shortly. He brings the characters to the north wing into a grand dining hall. Any questions are answered with "Sir Genard will answer all your questions once he finishes preparing himself."

Three gigantic hanging chandeliers sparkle brightly, sending rainbow colored beams of light throughout the entire room. A very long table, well over 20ft in length, occupies the center of the room. The gold-trimmed china reflects the light showing [number of characters+1] places. The platinum flatware has been well-polished and adds to the dazzling display of color.

Chamber music gently plays a waltz as you enter, but does not seem to have a clear source. The walls of the dining hall alternate tall glass-filled doors and paintings. One portrait dominates the nature scenes. It depicts an Oeridian man sitting. His features have a touch of arrogance mixed with an obvious kindness.

As you admire the painting, Savarion informs you that it is of Sir Aldorin Trabeaux. The elf motions for you to select seats. "May I offer you anything to drink?" He politely asks.

None of the food and drink here are poisoned or drugged in any way. The wines are quality wines and the food is good. Any type of drink is available in moderate quantity.

"SIR GENARD"

Give the characters a few moments to place themselves. Savarion asks that the characters remain in the room until Sir Genard arrives.

"Sir Genard Mouvet, Steward of the Norwyn!" Savarion calls out. The door opens and in comes a man dressed in a heavily embroidered blue jacket with coat tails and a lace tie. Long cuffs do not hide the perfectly manicured, ring-covered hands. A beautiful sapphire amulet hangs around his neck. A jewel covered sword and scabbard hang by his side.

Sir Genard has a very pale complexion and sports a perfectly-trimmed beard and his hair is also immaculate and short. His eyes are cobalt blue and his face radiates calm, confident power.

He walks to the chair at the end of the table. "Welcome to you, my dear guests. I know you have many questions, but first let us partake of the delicious fowl Savarion has prepared for you while we talk. Tell me about your selves."

As Sir Genard speaks, you cannot help but notice his elongated canines...

Allow the characters to make Knowledge (religion) checks DC 15 to recognize and ascertain the man before the party is NOT a vampire. He radiates magic (faint illusion and abjuration) but no evil or undead (!!!).

This is NOT Sir Genard, but a charmed Sir Aldorin Trabeaux Disguised (Spot check DC 42) through a *hat of disguise* to resemble Sir Genard. Therefore turning undead does not work on "Sir Genard". The real Sir Genard listens to the conversation through specially-made ducts disguised as mouse holes.

Having been *dominated* quite often by Sir Genard, Sir Aldorin now believes he is Sir Genard. Since Sir Aldorin knows a lot of Sir Genard's history he can make a very convincing Sir Genard. See Sir Genard's Story in the Adventure background.

Sir Genard does acknowledge that he is a vampire, but insists that "such silly details should not prevent civility." Play him as some sort of dandy vampire, not interested in fighting at all. He ignores any questions about Sir Aldorin, Lady Ilisya or the priest Father Barnhart.

Throughout the meal, he does not eat, but speaks in friendly terms. Allow the encounter to run its course as the characters interact with a rather friendly "Sir Genard." Once the conversations die down, proceed to "The Game".

THE GAME

Sir Genard sits back in his chair. A twisted smile appears on his face, once more revealing his fangs.

"You have been such delightful guests... so delightful in fact that I'm willing to offer you a deal. A game of sort... You see, this mansion is under siege by some dark and foul creature... I have been trying to keep it out to protect the good people of Norwyn, but I'm afraid my own abilities are of limited use against it."

"The game is simple; head out to the orchard that is just beyond these doors, find the creature, and bring its head back to me... In return I offer not only your lives, but also my beloved Lady Ilisya. I also promise to leave this Country, never to return."

"Is that acceptable? You can discuss it amongst yourselves."

Now, seriously... we KNOW that many characters won't even consider this proposal and that combat may start right there.

Sir Genard asks whether the characters accept or refuse. He won't answer questions at this stage.

TROUBLESHOOTING: BARGING IN

By now, it is possible the characters know they are in the lair of a vampire. As such, they may decide to simply "invade" and ignore Savarion's invitation to the dining hall. In that case, Sir Aldorin-as-Sir Genard attacks them in a random location of the house (suitable for an ambush). Proceed to Encounter 6: The Host.

TROUBLESHOOTING: ATTACKING "SIR GENARD"

Proceed to Encounter 6: The Host.

ENCOUNTER 5: THE HUNTER

The characters have agreed to partake in Sir Genard's game.

"The beast is usually in my orchard... it stalks my mansion day and night. It seeks only the destruction of all those within. And now, that means you as well. So you are in fact helping yourself!"

"It will find you... you won't have to search too long. I'll be here waiting for you"

"Sir Genard" can answer a few questions, but he ushers the heroes to the orchard.

- **What is the creature?** I'm not sure... some kind of demonic wolf-thing I think.
- How many are there? Just one.

- **Where is Lady Ilisya?** In a safe place! Safe enough that should you renege on our bargain, she would meet a quick death.
- **Why does it not attack the mansion?** Sir Aldorin may have warded the place. Maybe it is afraid of coming in, who knows...
- Why did it not attack us when we came in? I don't know...
- What would be a good time to fight it? Now would be as good a time as any.

THE ORCHARD

The orchard has neatly arranged rows of apple trees. The stone ground is only broken up by the trees themselves.

The werewolf assumes (correctly) the characters were sent by Sir Genard to kill him. Therefore he does not talk initially and attacks.

APL4 (EL6)

Werewolf Hunter (hybrid): fighter 2 / Ranger 1; hp 45; Appendix One

Wolf (3): hp 13 each; see *Monster Manual* p.283

APL6 (EL8)

Werewolf Hunter (hybrid): fighter 4 / Ranger 1; hp 61; Appendix One

Dire Wolf (2): hp 45 each; see *Monster Manual* p.65

APL8 (EL10)

Werewolf Hunter (hybrid): fighter 4 / Ranger 1 / Warshaper 2; hp 75; Appendix One

Advanced Dire Wolf (2): hp 102 each; Appendix One

APL10 (EL12)

Werewolf Hunter (hybrid): fighter 6 / Ranger 1 / Warshaper 2; hp 113; Appendix One

Advanced Dire Wolf (4): hp 171 each; Appendix One

APL12 (EL14)

Werewolf Hunter (hybrid): fighter 6 / Ranger 1 / Warshaper 2; hp 113; Appendix One

Advanced Fiendish Dire Wolf (4): hp 171 each; Appendix One

Tactics: A wolf stands in the open and growls, drawing attention. The werewolf and other wolves (if present) attack from the sides (werewolf on one side, the wolves on another), in a pack-like manner. The werewolf HAS trained the wolves and they try to take advantage of flanks.

If the wolf "lure" is quickly incapacitated or rendered incapable of helping the pack (this include spells like *entangle*, *Evard's black tentacles and web spells*), then the werewolf waits a minute before attacking. It is

a clever hunter, not a rabid, raging barbarian. It tries to assess the most powerful party member and targets the weakest one. He may wait a number of rounds for the characters buff spells to go down (such as *haste* spells).

The werewolf uses his power attack feat on any to hit bonus he has (such as a tripped or flanked opponent).

Development: Though unlikely, the characters may capture the werewolf alive (through non-lethal damage OR use a spell that completely renders him useless), at that point the werewolf agrees to surrender. He wishes to kill Sir Genard who slaughtered the rest of his family. His goal is to see Sir Genard killed; he does not care by whom. Some characters may be tempted to try and ally with the werewolf. The werewolf agrees to such an alliance. In that case, once Sir Genard and Runk are defeated, the werewolf turns on the party and tries to kill them.

They return to find the dining hall empty. Proceed to Encounter 7: The Manor

TROUBLESHOOTING: LET'S REST

After the fight with The Hunter, the characters may decide to rest. Remind them that they have made a deal with a vampire. If they persist, then Lady Ilisya dies shortly before morning and is turned into a vampire. Runk and Sir Genard are both still in the crypt waiting for the night to escape. Proceed to Encounter 7.

ENCOUNTER 6: THE HOST

The characters attack "Sir Genard". This fight most likely takes place in the dining room, but adapt the location to where ever.

APL4 (EL6)

Sir Aldorin Trabeaux: fighter 6; hp 52; Appendix One

APL6 (EL8)

Sir Aldorin Trabeaux: fighter 8; hp 76; Appendix One

APL8 (EL10)

Sir Aldorin Trabeaux: fighter 10; hp 104; Appendix One

APL10 (EL12)

Sir Aldorin Trabeaux: fighter 12; hp 136; Appendix One

APL12 (EL14)

Sir Aldorin Trabeaux: fighter 14; hp 158; Appendix One

Tactics: Sir Aldorin concentrates his attacks on anyone who can seriously hurt him. He tries to move to a

doorway where he can fight as few opponents as possible.

Once combat starts, Sir Aldorin defends himself to the death. If hit by a *protection from [chaos/evil/law]* spell or if he enters such a *circle*, Sir Aldorin offers to surrender if he thinks the characters will honor it. Otherwise, he fights to the death.

Development: After they have killed "Sir Genard", allow them to search him and discovered they have been taken for fools. Then allow them to explore the mansion in Encounter 7: The Manor.

Note: it should be quite possible for the characters to take Sir Aldorin alive. Sir Aldorin has little interest in dying, but is ready to if he believes he has no chance of survival.

ENCOUNTER 7: THE MANOR

The characters explore the manor house. You can find a map of the manor in Appendix 3.

RUNNING THIS ON A TIME CONSTRAINT

If you are limited in time, give the characters Player Handout #4 and tell them they have made their way to the crypt. Proceed to Encounter 8.

OVERALL

Inner wooden doors: 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18; Open Lock DC 20 (if locked).

Reinforced windows shutters: 2 in. thick; hardness 6; hp 10; AC 5; Break DC 20; Open Lock DC 25.

WHO IS STILL ALIVE AT THE MANOR

When the characters arrive at the manor, the only people still alive are: Runk (Sir Genard's servant), Savarion the Butler, the two dim-witted half-orcs, Lord Aldorin and Lady Ilisya. The werewolf, or Sir Genard, already killed everyone else.

ROOM-BY-ROOM

Room A: Lobby

The great lobby has a ceiling 2 stories high and has a great chandelier lit up with *continual flames* constantly illuminating it. Two flights of stairs lead to two doors upstairs.

There is little in interest to find here.

Room(s) B: Servants/Guest Bedroom

These are rooms that could server either for guests or servants. When the characters arrive at the manor, only Savarion is still living in these.

Savarion's room is the one closest to the kitchen. After the game, Savarion will be resting in his room.

Room(s) C: Guard Rooms

These rooms are designed for guards. Well-hidden murder holes give a good view from the outside. However, there is no one currently occupying them.

Room(s) D: Large Guest Rooms

These guestrooms are becoming very dusty. There is very little of interest here.

Room E: Kitchen

The kitchen is surprisingly well stocked. Most of the supplies come from the humanoid bandits who intercepted shipment in or out of Norwyn. None of the food here is tainted or bad.

Adventurers with Track can easily (DC₅+APL) find a trail that leads to the family crypt.

Room F: Chapel of Pelor

The chapel of Pelor has been left as is. There is no sign of defiling. However, anyone spending time searching the chapel and making a Knowledge (religion) DC₁₀ (automatic for divine casters of Pelor) notice that there are no consecrated holy symbols or holy water.

Room G: Dining hall

The dining hall has been described in Encounter 4. There is still nothing here other than the portraits and the table.

Room H: Sir Aldorin's room

Sir Aldorin's room is well-kept and tidy. Many books of philosophy and geography can be found here.

A Search check DC₁₀+APL in the room reveals that the room is still used on a daily basis (by Sir Aldorin).

On his desk are a number of finished letters Sir Aldorin has not sent these. The dates on the letters are accurate.

Room I: Lady Ilisya's room

This room has a very feminine décor. A number of paintings are left unfinished on stands. Books about poetry, local legends, and history of the County lay scattered about.

This room has been searched and feminine clothes lie everywhere. A Search check DC₁₅ reveals the all the feminine essentials are missing. Either the woman here left in a hurry or the place was searched after she left.

GETTING TO THE CRYPT

The crypt is located under the chapel. The entrance is hidden behind bushes. There are a number of methods the characters can find it, here are a few.

- **Asking Savarion:** Savarion first tells the characters that he has been specifically instructed NOT to reveal the location of the crypt to anyone. However, with some convincing through a Bluff,

Diplomacy or Intimidate check DC₁₅+APL, has him reveal the location.

- **Asking the staff:** The characters may also try to talk to the two dim-witted half-orc teamsters. They immediately tell the characters where it is.
- **Looking around the house:** Spot (or Search, depending on method used to find it) check DC₂₀.
- **Tracking:** From the kitchen, and the back door, it is very easy to follow tracks (Runk and Sir Aldorin's). A Track check DC₁₀ finds the way.

However, reward creativity with success.

ENCOUNTER 8: SIR GENARD'S GUESTS

The characters have been defeated by the humanoids and are now in one of the large guest room. They wake up shackled having been stripped of all their equipment dressed only in their under clothes. They currently have 1 hp each.

A pale and thin-looking elf enters the room. He places fresh clothes on a stool he carries with him. It is obvious by his demeanor that he is a butler or majordomo.

"Sir Genard wishes you welcome to Norwyn. He has extended a dinner invitation to you all. Please, dress in these clothes. I will wait outside to bring you to him; dinner will be served shortly."

He pulls out a key and unlocks your shackles.

Savarion only gives his name and encourages the characters to follow him. He does not elaborate on anything, simply saying that Sir Genard will answer all their questions.

Proceed to Encounter 4: Gourmet Dining, However this time the characters do not have their equipment. Sir Genard had it dropped outside the house behind a tree; a fact he reveals when the characters head out to face The Hunter. Otherwise he says nothing.

ENCOUNTER 9: THE CRYPT

Finally, the characters should find the crypt. The crypt is dark and unlit. While the characters are searching the house, Sir Genard uses his Children of the Night ability (APL₆+) to summon bat swarms.

LADY ILISYA

Before the characters arrive, Runk has placed Lady Ilisya in a coffin filled with blood. Sir Genard planned on making her his "bride". However, the characters interrupt him.

From the moment the characters open the door, they have 14-APL rounds before Lady Ilisya begins to drown. She is in one of the coffins at the back of the room, behind the curtain.

Once the door is opened, a Listen check DC15 reveals faint pounding on stone in the back of the room. This should clue the characters that there is someone or something in one of the coffins.

COMBAT

If the characters spend a lot of time in the house (use your judgment), then use the “Power-up Suite” of Sir Genard and Runk.

Through the combat, Sir Genard keeps making references to Lady Ilisya and how the characters will not take his bride from him.

APL4 (EL6)

Sir Genard: male human vampire spawn; hp 29; *Monster Manual* p.253

Runk: male half-orc barbarian 1 / fighter 3; hp 46; Appendix One.

APL6 (EL8)

Sir Genard: male human vampire; sorcerer 4; hp 33; Appendix One.

Runk: male half-orc barbarian 1 / fighter 4 / Death's Chosen 1; hp 66; Appendix One.

Summoned Bat Swarms (1d4+1): hp 13 each; *Monster Manual* p.238

APL8 (EL10)

Sir Genard: male human vampire sorcerer Sorcerer 6; hp 47; Appendix One.

Runk: male half-orc barbarian 1 / fighter 4 / Death's Chosen 3; hp 86; Appendix One.

Summoned Bat Swarms (1d4+1): hp 13 each; *Monster Manual* p.238

APL10 (EL12)

Sir Genard: male human vampire sorcerer 8; hp 61; Appendix One.

Runk: male half-orc barbarian 1 / fighter 6 / Death's Chosen 3; hp 116; Appendix One.

Summoned Bat Swarms (1d4+1): hp 13 each; *Monster Manual* p.238

APL12 (EL14)

Sir Genard: male human vampire sorcerer 10; hp 85; Appendix One.

Runk: male half-orc barbarian 1 / fighter 8 / Death's Chosen 3; hp 138; Appendix One.

Summoned Bat Swarms (1d4+1): hp 13 each; *Monster Manual* p.238

Tactics: If he can, Sir Genard casts invisibility on himself and Runk. The swarms fly around the crypt until Sir Genard orders the attack. At that point, the bats swarm together and surge forward.

Sir Genard tries to incapacitate the party by using *suggestions* to get the biggest fighters to leave. He uses his spells-like walls to split the party and get Runk one-on-one with a weaker fighter.

Sir Genard is absolutely ruthless and vicious. Play him as such. Do not have pity. The characters are taking on a vampire in his lair. This is a dangerous undertaking and should be run as such.

At APL8+, the summoned bat swarms move away from Runk and never approach him closer than 30 feet. However, they will go after any other living creature they can feel (they do not feel Sir Aldorin or Ilisya).

Once Sir Genard is defeated, assume the characters can destroy him without problem. If they don't know how, Sir Aldorin or Lady Ilisya can tell them how.

Development: Keep track of the number of rounds before Lady Ilisya begins drowning. Three rounds after that, she is dead. Pulling her out of the coffin before then assures she is fine and alive.

Sir Aldorin is sleeping in a coffin. He was drugged and energy drained, but still alive. He is in the coffin opposite his daughter (in the back, behind the curtain). Note that he is still dressed exactly like Sir Genard, but since he is asleep, his hat of disguise no longer keeps him covered.

Sir Genard hid his coffin beneath the one used by Sir Aldorin.

On Sir Genard, the characters can find Player Handout 5: The Sealed Letter.

TROUBLESHOOTING: FLEEING

If the characters elect to flee at this time, then they avoid the humanoid patrols and manage to flee. Obviously, unless they leave with Sir Aldorin and/or Lady Ilisya, these two die. Proceed to the conclusion under “Fled Norwyn”.

CONCLUSION

SAVED LADY ILISYA & LORD ALDORIN

Morning rises over Norwyn. Light snowflakes fall gently as the light of Pelor chases the darkness away. Lady Ilisya and her father are overjoyed at having escaped the clutches of the vile Sir Genard and are both thankful to you.

“I wonder why he left us alive...” ponders Sir Aldorin.

“Father, there is something afoot... And I don't like it. I don't like it at all...” replies his daughter.

“Good adventurers, I thank you for having saved not only my own life but my daughter's as well! You deserved to be rewarded. You have my thanks,” Sir Aldorin says to you.

Proceed to “AR Rewards”.

SAVED LADY ILISYA ONLY

Morning rises over Norwyn. Light snowflakes fall gently as the light of Pelor chases the darkness away. Lady Ilisya.

"I wonder why he left me alive so long..." ponders Lady Ilisya. "There is something afoot... And I don't like it. I don't like it at all... Thank you for saving my life."

Proceed to "AR Rewards".

LADY ILISYA DIED

Morning rises over Norwyn. Light snowflakes fall gently as the light of the Pelor chases darkness away. Sir Aldorin's tear-filled eyes look at the rising sun.

"Ilisya..." he whispers as if in a prayer. "Thank you good folk for saving me... It is with regret that I find my daughter not to be with us anymore. Let me reward you for your efforts."

Proceed to "AR Rewards".

FLED NORWYN

You have managed to escape the perils of Norwyn. However you have little doubt that your actions have condemned the good folk of the village.

Proceed to "AR Rewards".

AR REWARDS

- If the characters saved Sir Aldorin Trabeaux, they receive the "Favor of Sir Aldorin Trabeaux" AR Reward.
- If the characters saved Lady Ilisya, they receive the "Favor of Lady Ilisya Trabeaux" AR Reward
- If the characters saved Lady Ilisya AND Sir Aldorin and do NOT belong to a current Noble House OR the County Military AND are human, half-elf or half-orc, Sir Aldorin offer them the "Offer of Vassalage" AR Reward. This reward must be accepted immediately.
- If the characters defeated Sir Genard, they receive "Ol'Jeb's Favor" AR Reward.
- If the characters fled Norwyn, they receive the "Infamy" AR Reward.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 1

Defeat the Humanoids

APL4	180xp
APL6	240xp
APL8	300xp
APL10	360xp
APL12	420xp

Encounter 5

Defeat the Werewolf Hunter

APL4	180xp
APL6	240xp
APL8	300xp
APL10	360xp
APL12	420xp

Encounter 6

Defeat Sir Aldorin

APL4	180xp
APL6	240xp
APL8	300xp
APL10	360xp
APL12	420xp

Encounter 9

Defeat Sir Genard and Runk

APL4	180xp
APL6	240xp
APL8	300xp
APL10	360xp
APL12	420xp

Story Award

Objective(s) met: Saving Lady Ilisya

APL4	135xp
APL6	180xp
APL8	225xp
APL10	270xp
APL12	315xp

Total possible experience:

APL4	675xp
APL6	900xp
APL8	1,125xp
APL10	1,350xp
APL12	1,575xp

TREASURE SUMMARY

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters

cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

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

Encounter 1

APL4: L: 50gp; C: 30gp; M: ogp;

APL6: L: 53gp; C: ogp; M: +1 *composite longbow* x2 (200gp per character);

APL8: L: 58gp; C: ogp; M: +1 *chain shirt* (94gp); +1 *composite longbow* x2 (200gp per character); +1 *composite longbow (str+1)* (208gp);

APL10: L: 33gp; C: ogp; M: +1 *chain shirt* x6 (94gp per character); +2 *composite longbow (str+1)* x2 (700gp per character); +1 *composite longbow (str+1)* x4 (208gp per character);

APL12: L: 11gp; C: ogp; M: +1 *chain shirt* x2 (94gp per character); +2 *composite longbow (str+1)* x2 (700gp per character);

Encounter 5

APL4: L: 57gp; C: ogp; M: *cloak of resistance +1* (83gp); *silversheen* x4 (21gp per character);

APL6: L: 10gp; C: ogp; M: +1 *chain shirt* (104gp); +1 *rapier* (193gp); *cloak of resistance +1* (83gp); *silversheen* x4 (21gp per character);

APL8: L: 10gp; C: ogp; M: +1 *chain shirt* (104gp); +1 *rapier* (193gp); *cloak of resistance +1* (83gp); *gloves of dexterity +2* (333gp); *silversheen* x4 (21gp per character);

APL10: L: 10gp; C: ogp; M: +1 *buckler* (97gp); +2 *chain shirt* (104gp); +2 *rapier* (193gp); *cloak of resistance +1* (83gp); *gloves of dexterity +2* (333gp); *silversheen* x4 (21gp per character);

APL12: L: 10gp; C: ogp; M: +1 *buckler* (97gp); +2 *chain shirt* (104gp); +2 *rapier* (193gp); *cloak of resistance +1* (83gp); *gloves of dexterity +2* (333gp); *silversheen* x4 (21gp per character);

Encounter 6

APL4: L: 25gp; C: ogp; M: +1 *glammered chain shirt* (329gp); +1 *longsword* (193gp); *ring of protection +1* (167gp); *vest of resistance +1* (83gp);

APL6: L: ogp; C: ogp; M: +1 *dagger* (192gp); +1 *longsword* (193gp); +2 *glammered chain shirt* (579gp); *amulet of health +2* (333gp); *ring of protection +1* (167gp); *vest of resistance +2* (333gp);

APL8: L: ogp; C: ogp; M: +1 *dagger* (192gp); +2 *glammered chain shirt* (579gp); +2 *longsword* (693gp); *amulet of health +2* (333gp); *ring of protection +1* (167gp); *vest of resistance +2* (333gp);

APL10: L: ogp; C: ogp; M: +1 *dagger* (192gp); +2 *glammered chain shirt* (579gp); +2 *longsword* (693gp); *amulet of health +4* (333gp); *belt of giant strength +4* (1333gp); *ring of protection +2* (667gp); *vest of resistance +2* (333gp);

APL12: L: ogp; C: ogp; M: +1 *defending dagger* (692gp); +3 *glammered chain shirt* (996gp); +3 *longsword* (1526gp); *amulet of health +4* (333gp); *belt of giant strength +4* (1333gp); *ring of protection +2* (667gp); *vest of resistance +3* (750gp);

Encounter 9

APL4: C: 165gp; C: ogp; M: ogp;

APL6: C: 3gp; C: ogp; M: +1 *full plate* (221gp); +1 *scythe* (193gp); *bracers of armor +1* (83gp); *vest of resistance +1* (83gp);

APL8: C: 3gp; C: ogp; M: +1 *elfbane scythe* (693gp); +1 *full plate* (221gp); *bracers of armor +2* (333gp); *cloak of charisma +2* (333gp); *cloak of resistance +1* (83gp); *vest of resistance +2* (333gp);

APL10: C: 3gp; C: ogp; M: +1 *elfbane scythe* (693gp); +1 *full plate* (221gp); *amulet of health +2* (333gp); *belt of giant strength +4* (1333gp); *bracers of armor +2* (333gp); *cloak of charisma +2* (333gp); *cloak of resistance +1* (83gp); *vest of resistance +2* (333gp);

APL12: C: 3gp; C: ogp; M: +1 *animated heavy steel shield* (763gp); +1 *elfbane scythe* (693gp); +1 *full plate* (221gp); *amulet of health +2* (333gp); *belt of giant strength +4* (1333gp); *bracers of armor +3* (750gp); *cloak of charisma +4* (1333gp); *cloak of resistance +1* (83gp); *vest of resistance +3* (750gp);

Conclusion

Rescued Lady Ilisya

APL 4: L: ogp; C: 200gp; M: ogp

APL 6: L: ogp; C: 300gp; M: ogp
APL 8: L: ogp; C: 400gp; M: ogp
APL 10: L: ogp; C: 500gp; M: ogp
APL 12: L: ogp; C: 600gp; M: ogp

Rescued Sir Aldorin only

APL 4: L: ogp; C: 50gp; M: ogp
APL 6: L: ogp; C: 75gp; M: ogp
APL 8: L: ogp; C: 100gp; M: ogp
APL 10: L: ogp; C: 125gp; M: ogp
APL 12: L: ogp; C: 150gp; M: ogp

Total Possible Treasure

APL 4: 650gp
APL 6: 900gp
APL 8: 1,300gp
APL 10: 2,300gp
APL 12: 3,300gp

Special

Favor of Sir Aldorin Trabeaux: This counts as an influence point with House Trabeaux. (Cross off once used.)

Favor of Lady Ilisya Trabeaux: Lady Ilisya has many friends in high places. This counts as an influence point with the Noble house of your choice (in the County). (Cross off once used.)

Offer of Vassalage: You can exchange one influence point with House Trabeaux to become a vassal of Sir Aldorin. This has a few advantages:

- You are now considered a member of House Trabeaux. (You may take the name)
- Counts as a permanent influence with House Trabeaux
- You get free Standard upkeep when playing an adventure in the lands of House Trabeaux.
- You MUST join the Thane of the Realm meta-org and remain a member in good standing. If you lapse in your membership, you receive an infamy point with the house. (This qualifies you for the meta-org)

Ol'Jeb's Favor: This influence point can be used in one of two ways. (Cross off once used.)

Promotion in the military

Cover the gp cost for ONE County meta-org for one year.

Infamy: You have earned an infamy point with the Churches of Pelor and the Knights of the Swan. This immediately cancels out any influence you may have with either of these factions. You cannot progress in these metaorgs until you have spent one influence point to remove this infamy.

ITEM ACCESS

APL4:

- +1 *glammered chain shirt* (Adventure, DMG, 3,950gp)
- *Silversheen* (Adventure, DMG)
- *Vest of resistance +1* (Adventure, CAr, 1,000gp)

APL6 (All APL4 plus):

- +2 *glammered chain shirt* (Adventure, DMG, 6,950gp)
- *Vest of resistance +2* (Adventure, CAr, 4,000gp)

APL8 (All APL4-6 plus):

- +1 *elfbane scythe* (Adventure, DMG, 8,318gp)
- +2 *longsword* (Adventure, DMG, 8,315gp)
- *Bracers of armor +2* (Adventure, DMG)

APL10 (All APL4-8 plus):

- +2 *chain shirt* (Adventure, DMG, 4,250gp)
- +2 *composite longbow (str+1)* (Adventure, DMG, 8,500gp)
- +2 *rapier* (Adventure, DMG, 8,320gp)
- *Amulet of health +4* (Adventure, DMG)
- *Belt of giant strength +4* (Adventure, DMG)
- *Ring of protection +2* (Adventure, DMG)

APL12 (All APL4-10 plus):

- +1 *animated heavy steel shield* (Adventure, DMG, 9,170gp)
- +1 *defending dagger* (Adventure, DMG, 8,302gp)
- +3 *glammered chain shirt* (Adventure, DMG, 11,950gp)
- *Bracers of armor +3* (Adventure, DMG)
- *Cloak of charisma +4* (Adventure, DMG)
- *Vest of resistance +3* (Adventure, CAr, 9,000gp)

APPENDIX ONE – ALL APLS

Lady Ilisya Trabeaux: Female Oeridian Ariz; CR 2; Medium Humanoid; HD 2d8+2; hp 15; Init +2; Spd 30ft; AC 12 (+2 Dex), touch 12, flat-footed 10; Base Atk +1; Grp+3; Full Atk +3 melee (1d4+2, Dagger); AL NG; SV Fort +1, Ref +2, Will +3; Str 14, Dex 14, Con 12, Int 14, Wis 10, Cha 12;

Skills and Feats: Bluff +8, Diplomacy +14, Gather Information +6, Knowledge (nobility) +7, Knowledge (local/nmr) +7, Perform (painting) +3 Ride +7, Sense Motive +5. Negotiator, Persuasive.

Savarion the Butler: Male High Elf Exp3; CR 2; Medium Humanoid; HD 3d6; hp 14; Init +8; Spd 30ft; AC 14 (+4 Dex), touch 14, flat-footed 10; Base Atk +2; Grp+3; AL NG; SV Fort +1, Ref +5, Will +3; Str 12, Dex 18, Con 10, Int 14, Wis 10, Cha 10;

Skills and Feats: Diplomacy +8, Knowledge (nobility) +8, Knowledge (local/nmr) +8, Move Silently +10, Profession (Butler) +9, Profession (Cooking) +6, Spot +8, Tumble +10. Improved Initiative, Skill Focus (Profession (Butler)).

ENCOUNTER 5: THE HUNTER

The Hunter (hybrid form): male human (natural lycanthrope) Ftr2/Rgr1; CR 5; Medium Humanoid (Human, human, shapechanger); HD 3d8+2d10+14; hp 45; Init +9; Spd 30 ft; AC 22 (+4 armor, +4 Dex, +4 natural), touch 14, flat-footed 18; Base Atk +4; Grp +7; Atk +11 melee (1d6+3, Masterwork rapier) or +7 melee (1d8+3, Longsword) or +9 ranged (1d8, Longbow); Full Atk +11 melee (1d6+3, Masterwork rapier) and +4 melee (1d6+1, bite) or +7 melee (1d8+3, Longsword) and +4 melee (1d6+1, bite) or +9 ranged (1d8, Longbow); SA Curse of lycanthropy, favored enemy (undead +2); SQ Alternate form, DR10/silver, low-light vision, lycanthropic empathy, scent, wild empathy (1d20+2); AL CE; SV Fort +13, Ref +11, Will +5; Str 16, Dex 21, Con 18, Int 10, Wis 14, Cha 8;

Skills and Feats: Climb +7, Handle Animal +4, Jump +7, Listen +5, Survival +10. Blind-Fight, Improved Initiative, Iron Will, Power Attack, Track, Weapon Finesse, Weapon Focus (Rapier).

Curse of Lycanthropy(Su): Any humanoid or giant, within one size category of you, hit by your bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Alternate Form (Su): You can shift into animal form as though using the polymorph spell on yourself, though your gear is not affected, you do not regain hit points for changing form, and you may only assume wolf form. You also can assume a bipedal hybrid form with prehensile hands and animalistic features.

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

Skills: While in hybrid or wolf form you gain a +4 racial bonus on Survival checks when tracking by scent.

Possessions: cloak of resistance +1, masterwork chain shirt, masterwork rapier, silversheen (4 vials), longsword, longbow, many arrows

ENCOUNTER 6: THE HOST

Sir Aldorin Trabeaux: Male Oeridian Ftr6; CR 6; Medium Humanoid (Human); HD 6d10+12; hp 52; Init +6; Spd 30 ft; AC 18 (+5 armor, +2 Dex, +1 deflection), touch 13, flat-footed 16; Base Atk +6; Grp +8; Atk +10 melee (1d8+5, +1 longsword) or +9 melee (1d4+2, Masterwork dagger); Full Atk +10/+5 melee (1d8+5, +1 longsword) or +9/+4 melee (1d4+2, Masterwork dagger); AL NG; SV Fort +8, Ref +5, Will +6; Str 14, Dex 15, Con 14, Int 10, Wis 12, Cha 12;

Skills and Feats: Handle Animal +10, Intimidate +10, Ride +13. Close-Quarters Fighting**, Dodge,

Improved Initiative, Iron Will, Mobility, Power Attack, Weapon Focus (Longsword), Weapon Specialization (Longsword).

Possessions: +1 longsword, masterwork dagger, +1 glammered chain shirt, ring of protection +1, vest of resistance +1

ENCOUNTER 9: THE CRYPT

Runk: Male Half-Orc Bbn1/Ftr3; CR 4; Medium Humanoid (Orc); HD 3d10+1d12+12; hp 46; Init +5; Spd 20 ft; AC 19 (+8 armor, +1 Dex), touch 11, flat-footed 18; Base Atk+4; Grp +8; Atk/Full Atk +10 melee (2d4+6, Masterwork scythe) or +8 melee (1d8+4, Longsword) or +8 melee (1d4+4, Dagger); SA Rage; SQ Fast Movement(Ex); AL NE; SV Fort +8, Ref +2, Will +2; Str 18, Dex 12, Con 16, Int 6, Wis 12, Cha 6;

Skills and Feats: Intimidate +3, Knowledge (religion) -1, Spot +3. Improved Initiative, Improved Toughness**, Power Attack, Weapon Focus (Scythe).

Rage: You can fly into a screaming frenzy once per encounter, up to 1 time per day. This gives +4 to Strength and Constitution, +8 hit points, and a +2 morale bonus to Will saves, but gives a -2 penalty to AC. Cannot use any skills that require patience or concentration while enraged. Your rage lasts up to 8 rounds. *Possessions:* mw full plate, mw scythe, longsword, dagger,

ENCOUNTER 1: ON THE ROAD AGAIN

Goblin hunter: Male Goblin Rgr3/Rog1; CR4; Small Humanoid (Goblinoid); HD 1d6+3d8+8; hp 30; Init +4; Spd 30 ft; AC 19, touch 15, flat-footed 15; Base Atk +3; Grp +0; Atk +10 melee (1d6+1, +1 Composite Longbow), +5 melee (1d6+1, morningstar); Full Atk +8/+8 melee (1d6+1, +1 Composite Longbow), +5 melee (1d6+1, morningstar); SA Archery combat style, Favored enemy (human +2), sneak attack (+1d6); SQ Darkvision, Wild Empathy, Trapfinding; AL NE; SV Fort +5, Ref +9, Will +2; Str 12, Dex 19, Con 14, Int 10, Wis 12, Cha 6;

Skills and Feats: Climb +7, Handle Animal +4, Hide +14, Ride +16, Spot +7, Survival +7, Tumble +9. Point Blank Shot, Weapon Focus (Composite Longbow), Rapid Shot, Track,

Possessions: +1 composite longbow, morningstar, tanglefoot bag, masterwork chain shirt.

ENCOUNTER 5: THE HUNTER

The Hunter (hybrid form): male human (natural lycanthrope) Ftr4/Rgr1; CR 7; Medium Humanoid (Human, human, shapechanger); HD 3d8+4d10+18; hp 61; Init +9; Spd 30 ft; AC 23 (+5 armor, +4 Dex, +4 natural), touch 14, flat-footed 19; Base Atk +6; Grp +9; Atk +13 melee (1d6+6, +1 Rapier) or +9 melee (1d8+3, Longsword) or +11 ranged (1d8, Longbow); Full Atk +13/+8 melee (1d6+6, +1 Rapier) and +6 melee (1d6+1, bite) or +9/+4 melee (1d8+3, Longsword) and +6 melee (1d6+1, bite) or +11/+6 ranged (1d8, Longbow); SA Curse of lycanthropy, favored enemy (undead +2); SQ Alternate form, DR10/silver, low-light vision, lycanthropic empathy, scent, wild empathy (1d20+2); AL CE; SV Fort +14, Ref +12, Will +6; Str 16, Dex 21, Con 18, Int 10, Wis 14, Cha 8;

Skills and Feats: Climb +9, Handle Animal +6, Jump +9, Listen +5, Survival +10. Blind-Fight, Combat Reflexes, Improved Initiative, Iron Will, Power Attack, Track, Weapon Finesse, Weapon Focus (Rapier), Weapon Specialization (Rapier).

Curse of Lycanthropy(Su): Any humanoid or giant, within one size category of you, hit by your bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Alternate Form (Su): You can shift into animal form as though using the polymorph spell on yourself, though your gear is not affected, you do not regain hit points for changing form, and you may only assume wolf form. You also can assume a bipedal hybrid form with prehensile hands and animalistic features.

Lycanthropic Empathy (Ex): In any form, you can communicate and empathize with normal or dire wolves. This gives you a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal

is friendly) commands, such as 'friend,' 'foe,' 'flee,' and 'attack.'

Skills: While in hybrid or wolf form you gain a +4 racial bonus on Survival checks when tracking by scent.

Possessions: cloak of resistance +1, +1 chain shirt, +1 rapier, silversheen (4 vials), longsword, longbow, many arrows

ENCOUNTER 6: THE HOST

Sir Aldorin Trabeaux: Male Oeridian Ftr8; CR 8; Medium Humanoid (Human); HD 8d10+24; hp 76; Init +7; Spd 30 ft; AC 20 (+6 armor, +3 Dex, +1 deflection), touch 14, flat-footed 17; Base Atk +8; Grp +10; Atk +12 melee (1d8+5, +1 longsword) or +11 melee (1d4+3, +1 Dagger) Full Atk +12/+7 melee (1d8+5, +1 longsword) or +11/+6 melee (1d4+3, +1 Dagger) or +10/+5 Two-Weapon (primary) (1d8+5, +1 longsword) and +9 Two-Weapon (secondary) (1d4+2, +1 Dagger); AL NG; SV Fort +11, Ref +7, Will +7; Str 14, Dex 16, Con 16, Int 10, Wis 12, Cha 12;

Skills and Feats: Handle Animal +12, Intimidate +12, Ride +16. Close-Quarters Fighting**, Dodge, Improved Initiative, Iron Will, Mobility, Power Attack, Two-Weapon Fighting, Weapon Focus (Longsword), Weapon Specialization (Longsword).

Possessions: +1 longsword, +1 dagger, +2 glamered chain shirt, ring of protection +1, vest of resistance +2, amulet of health +2

ENCOUNTER 9: THE CRYPT

Sir Genard: male human Sor4; CR 6; Medium Undead (augmented humanoid, human); HD 4d12; hp 33; Init +7; Spd 30 ft; AC 20 (+1 armor, +3 Dex, +6 natural), touch 13, flat-footed 17; Base Atk +2; Grp+4; Atk/Full Atk +4 melee (1d8+2, Morningstar), +4 melee (1d4+2, dagger); SA Blood Drain, Dominate (DC 18), Energy Drain; SQ Alternate form, Children of the night, Create Spawn, DR10/magic and silver, Familiar (weasel), Fast healing 5, Gaseous form, Resistance to Cold and Electricity 10, Spider Climb, Turn Resistance (+4); AL CE; SV Fort +2, Ref +9, Will +6; Str 14, Dex 16, Con -, Int 14, Wis 12, Cha 23;

Skills and Feats: Bluff +21, Concentration +13, Knowledge (arcana) +9, Spellcraft +11. Alertness, Combat Reflexes, Dodge, Eschew Materials, Improved Initiative, Lightning Reflexes, Sudden Empower**, Sudden Silent7.

Sorcerer Spells Known (6/8/5; base DC = 16 + spell level): 0-[acid splash, detect magic, flare, light, read magic, resistance]; 1-[burning hands, magic missile, protection from good]; 2-[invisibility]

Possessions: vest of resistance +1, bracers of armor +1, morningstar, dagger, spell component pouch

Power-Up Suite: AC 22 vs good characters, Fort +3 vs good characters, Ref +10 vs good characters, Will

+7 vs good characters. Spells active: *protection vs good*, *invisibility*. Spells per day: 6/6/3

Runk: Male Half-Orc Bbn1/Ftr4/Death's Chosen**1; CR 6; Medium Humanoid (Orc); HD 5d10+1d12+18; hp 66; Init +5; Spd 20 ft; AC 20 (+9 armor, +1 Dex), touch 11, flat-footed 19; Base Atk +6; Grp +10; Atk +12 melee (2d4+9, +1 Scythe) or +10 melee (1d8+4, Longsword) or +10 melee (1d4+4, Dagger); Full Atk +12/+7 melee (2d4+9, +1 Scythe) or +10/+5 melee (1d8+4, Longsword) or +10/+5 melee (1d4+4, Dagger); SA Rage; SQ Fast Movement(Ex), Shield of the Master (Ex), Vigor of the Chosen (Ex); AL NE; SV Fort +11, Ref +2, Will +2; Str 18, Dex 12, Con 16, Int 6, Wis 12, Cha 6;

Skills and Feats: Intimidate +4, Knowledge (religion) -1, Spot +4. Endurance, Improved Initiative, Improved Toughness**, Power Attack, Weapon Focus (Scythe), Weapon Specialization (Scythe).

Rage: You can fly into a screaming frenzy once per encounter, up to 1 time per day. This gives +4 to Strength and Constitution, +12 hit points, and a +2 morale bonus to Will saves, but gives a -2 penalty to AC. Cannot use any skills that require patience or concentration while enraged. Your rage lasts up to 8 rounds.

Shield of the Master (Ex): Whenever your master casts a spell, uses an extraordinary, supernatural, or spell-like ability, your master can choose to exempt you from its effects.

Vigor of the Chosen (Ex): You need consume only 1/10th the normal amount of food and water each day. You can subsist on a mere 2 hours of sleep each night without becoming fatigued. You gain Endurance as a bonus feat (or if you already have the feat, the bonuses granted increase to +8), and a +4 bonus on Fortitude saves to resist disease.

Possessions: +1 *full plate*, +1 Scythe, longsword, dagger,

Power-Up Suite: AC 22 vs good characters, Fort +13 vs good characters, Ref +4 vs good characters, Will +4 vs good characters. Spells active: *protection vs good*, *invisibility*.

ENCOUNTER 1: ON THE ROAD AGAIN

Goblin Hunter: Male Goblin Rgr3/Rog1; CR4; Small Humanoid (Goblinoid); HD 1d6+3d8+8; hp 30; Init +4; Spd 30 ft; AC 19, touch 15, flat-footed 15; Base Atk +3; Grp +0; Atk +10 melee (1d6+1, +1 Composite Longbow), +5 melee (1d6+1, morningstar); Full Atk +8/+8 melee (1d6+1, +1 Composite Longbow), +5 melee (1d6+1, morningstar); SA Archery combat style, Favored enemy (human +2), sneak attack (+1d6); SQ Darkvision, Wild Empathy, Trapfinding; AL NE; SV Fort +5, Ref +9, Will +2; Str 12, Dex 19, Con 14, Int 10, Wis 12, Cha 6;

Skills and Feats: Climb +7, Handle Animal +4, Hide +14, Ride +16, Spot +7, Survival +7, Tumble +9. Point Blank Shot, Weapon Focus (Composite Longbow), Rapid Shot, Track,

Possessions: +1 composite longbow, morningstar, tanglefoot bag, masterwork chain shirt.

Goblin Tracker: Male Goblin Rgr4/Rog2; CR 6; Small Humanoid (Goblinoid); HD 2d6+4d8+12; hp 43; Init +4; Spd 30 ft; AC 20, touch 15, flat-footed 16; Base Atk +5; Grp +2; Atk +13 ranged (1d6+3; +2 composite longbow (+1 Str)), +7 melee (1d6+1; morningstar); Full Atk +11/+11 ranged (1d6+3; +2 composite longbow (+1 Str)), +7 melee (1d6+1; morningstar); SA Archery combat style, Favored enemy (human +2), sneak attack (+1d6); SQ Darkvision, Wild Empathy, Trapfinding, Evasion; AL NE; SV Fort +6, Ref +11, Will +2; Str 12, Dex 19, Con 14, Int 10, Wis 12, Cha 6;

Skills and Feats: Climb +9, Handle Animal +5, Hide +16, Intimidate +2, Ride +17, Spot +9, Survival +7, Tumble +11. Point Blank Shot, Weapon Focus (Composite Longbow), Rapid Shot, Track, Precise Shot

Ranger Spells Prepared (1; base DC = 11 + spell level); 1 – [longstrider];

Possessions: +1 Composite longbow (mighty +1), morningstar, tanglefoot bag, +1 Chain shirt Riding Dog Companion

ENCOUNTER 5: THE HUNTER

The Hunter (hybrid form): male human (natural lycanthrope) Ftr4/Rgr1/Wrp2; CR 9; Medium Humanoid (Human, human, shapechanger); HD 5d8+4d10+22; hp 75; Init +10; Spd 30 ft; AC 24 (+5 armor, +1 shield, +4 Dex, +4 natural), touch 14, flat-footed 20; Base Atk +7; Grp +10; Atk +15 melee (1d6+6, +1 Rapier) or +10 melee (1d8+3, Longsword) or +13 ranged (1d8, Longbow); Full Atk +15/+10 melee (1d6+6, +1 Rapier) and +9 melee (1d6+1, bite) or +10/+5 melee (1d8+3, Longsword) and +9 melee (1d6+1, bite) or +13/+8 ranged (1d8, Longbow); SA Curse of lycanthropy, favored enemy (undead +2); SQ Alternate form, DR10/silver, low-light vision, lycanthropic empathy, morphic features, morphic immunities, morphic weapons, morphic body, scent, wild empathy

(1d20+2); AL CE; SV Fort +17, Ref +13, Will +6; Str 16, Dex 22, Con 18, Int 10, Wis 14, Cha 8;

Skills and Feats: Climb +10, Escape Artist +9, Handle Animal +6, Jump +10, Listen +5, Survival +10. Blind-Fight, Combat Reflexes, Improved Initiative, Iron Will, Power Attack, Track, Weapon Finesse, Weapon Focus (Rapier; bite), Weapon Specialization (Rapier).

Curse of Lycanthropy(Su): Any humanoid or giant, within one size category of you, hit by your bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Alternate Form(Su): You can shift into animal form as though using the polymorph spell on yourself, though your gear is not affected, you do not regain hit points for changing form, and you may only assume wolf form. You also can assume a bipedal hybrid form with prehensile hands and animalistic features.

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

Skills: While in hybrid or wolf form you gain a +4 racial bonus on Survival checks when tracking by scent.

Morphic Features: These features only function when you are in a form other than your own.

Morphic Immunities(Ex): You are immune to stunning and critical hits.

Morphic Weapons(Su): As a move action, you can grow natural weapons dealing the appropriate amount of damage (see Table 5-1, MM p. 296).

These morphic weapon need not be natural to the form the warshaper is in. If the warshaper's form already has that type of natural weapon, the morphic weapon deals damage as if it were one category larger. You can change natural weapons as often as you like.

Morphic Body(Su): You can make yourself stronger or heartier, +4 to Str and Con.

Possessions: gloves of dexterity +2, cloak of resistance +1, +1 chain shirt, +1 rapier, silversheen (4 vials), longsword, longbow, many arrows

Advanced Dire Wolf: large animal; CR5; HD 12d8+36; hp 102; Init +6; Spd 50ft; AC 14, touch 11, flat-footed 12; BAB +8; Grp +19; Atk/Full Atk Bite +16 melee (2d8+12); Space/Reach 10ft/5ft; SA Trip; SQ low-light vision, scent; AL N; SV Fort +12, Ref +10, Will +9; Str 26, Dex 15, Con 18, Int 2, Wis 12, Cha 10

Skills and Feats: Hide +2, Listen +7, Move Silently +4, Spot +7, Survival +6*. Alertness, Improved Initiative, Improved Natural Attack (bite), Run, Track, Weapon Focus (bite)

ENCOUNTER 6: THE HOST

Sir Aldorin Trabeaux: Male Oeridian Ftr10; CR 10; Medium Humanoid (Human); HD 10d10+30; hp 104; Init +7; Spd 30 ft; AC 20 (+6 armor, +3 Dex, +1 deflection), touch 14, flat-footed 17; Base Atk +10; Grp +12; Atk +15 melee (1d8+6, +2 longsword) or +13 melee (1d4+3, +1 Dagger); Full Atk +15/+10 melee (1d8+6, +2 longsword) or +13/+8 melee (1d4+3, +1 Dagger) or +13/+8 Two-Weapon (primary) (1d8+6, +2 longsword) and +11 Two-Weapon (secondary) (1d4+2, +1 Dagger); AL NG; SV Fort +12, Ref +8, Will +8; Str 14, Dex 16, Con 16, Int 10, Wis 12, Cha 12;

Skills and Feats: Handle Animal +14, Intimidate +14, Ride +18. Close-Quarters Fighting**, Dodge, Improved Initiative, Improved Toughness**, Iron Will, Mobility, Power Attack, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (Longsword), Weapon Specialization (Longsword).

Possessions: +2 longsword, +1 dagger, +2 glamered chain shirt, ring of protection +1, vest of resistance +2, amulet of health +2

ENCOUNTER 9: THE CRYPT

Sir Genard: male human Sor6; CR 8; Medium Undead (augmented humanoid, human); HD 6d12; hp 47; Init +7; Spd 30 ft; AC 21 (+2 armor, +3 Dex, +6 natural), touch 13, flat-footed 18; Base Atk +3; Grp+5; Atk/Full Atk +5 melee (1d8+2, Morningstar), +5 melee (1d4+2, dagger); SA Blood Drain, Dominate (DC 20), Energy Drain; SQ Alternate form, Children of the night, Create Spawn, DR10/magic and silver, Familiar (weasel), Fast healing 5, Gaseous form, Resistance to Cold and Electricity 10, Spider Climb, Turn Resistance (+4); AL CE; SV Fort +4, Ref +11, Will +8; Str 14, Dex 16, Con -, Int 14, Wis 12, Cha 25;

Skills and Feats: Bluff +24, Concentration +16, Knowledge (arcana) +11, Spellcraft +13. Alertness, Combat Reflexes, Dodge, Empower Spell, Eschew Materials, Improved Initiative, Lightning Reflexes, Sudden Empower**, Sudden Silent**.

Sorcerer Spells Known (6/9/7/5; base DC = 17 + spell level): 0- [acid splash, daze, detect magic, flare, ray of frost, read magic, resistance]; 1-[burning hands, magic missile, protection from good, shocking grasp]; 2-[invisibility, scorching ray]; 3- [dispel magic]

Possessions: *cloak of charisma* +2, *vest of resistance* +2, *bracers of armor* +2, morningstar, dagger, spell component pouch

Power-Up Suite: AC 23 vs good characters. Spells active: *protection vs good*, *invisibility*. Spells per day: 6/7/5/5

Runk: Male Half-Orc Bbn1/Ftr4/Death's Chosen**3; CR 8; Medium Humanoid (Orc); HD 7d10+1d12+24; hp 86; Init +5; Spd 20 ft; AC 20 (+9 armor, +1 Dex), touch 11, flat-footed 19; Base Atk +8; Grp +13; Atk +15 melee (2d4+10, +1 *elfbane scythe*) or +13 melee (1d8+5, Longsword) or +13 melee (1d4+5, Dagger); Full Atk +15/+10 melee (2d4+10, +1 *elfbane scythe*) or +13/+8

melee (1d8+5, Longsword) or +13/+8 melee (1d4+5, Dagger); SA Bravery of the Chosen (Ex), Rage; SQ Fast Movement(Ex), Shield of the Master (Ex), Vigor of the Chosen (Ex), Will of the Chosen (Ex), Unnatural Aura (Su); AL NE; SV Fort +13, Ref +4, Will +4; Str 20, Dex 12, Con 16, Int 6, Wis 12, Cha 6;

Skills and Feats: Intimidate +4, Knowledge (religion) -1, Spot +6. Close-Quarters Fighting**, Endurance, Improved Initiative, Improved Toughness**, Power Attack, Weapon Focus (Scythe), Weapon Specialization (Scythe).

Rage: You can fly into a screaming frenzy once per encounter, up to 1 time per day. This gives +4 to Strength and Constitution, +16 hit points, and a +2 morale bonus to Will saves, but gives a -2 penalty to AC. Cannot use any skills that require patience or concentration while enraged. Your rage lasts up to 8 rounds.

Shield of the Master (Ex): Whenever your master casts a spell, uses an extraordinary, supernatural, or spell-like ability, your master can choose to exempt you from its effects.

Vigor of the Chosen (Ex): You need consume only 1/10th the normal amount of food and water each day. You can subsist on a mere 2 hours of sleep each night without becoming fatigued. You gain Endurance as a bonus feat (or if you already have the feat, the bonuses granted increase to +8), and a +4 bonus on Fortitude saves to resist disease. Will of the Chosen (Ex): You gain a +2 morale bonus on Will saves as long as you are within 60 feet of your master.

Bravery of the Chosen (Ex): When within 30 feet of your master, you gain a +1 morale bonus on melee attack rolls and melee damage rolls. If your master has been reduced to half or less than half of its full normal hit points, this bonus becomes +2.

Unnatural Aura (Su): Wild or domesticated animals can sense your unnatural presence out to a distance of 30 feet.

Possessions: +1 full plate, +1 elfbane scythe, cloak of resistance +1, longsword, dagger,

Power-Up Suite: AC 22 vs good characters. Spells active: *protection vs good*, *invisibility*.

ENCOUNTER 1: ON THE ROAD AGAIN

Goblin Tracker: Male Goblin Rgr4/Rog2; CR 6; Small Humanoid (Goblinoid); HD 2d6+4d8+12; hp 43; Init +4; Spd 30 ft; AC 20, touch 15, flat-footed 16; Base Atk +5; Grp +2; Atk +13 ranged (1d6+3; +2 *composite longbow* (+1 Str)), +7 melee (1d6+1; morningstar); Full Atk +11/+11 ranged (1d6+3; +2 *composite longbow* (+1 Str)), +7 melee (1d6+1; morningstar); SA Archery combat style, Favored enemy (human +2), sneak attack (+1d6); SQ Darkvision, Wild Empathy, Trapfinding, Evasion; AL NE; SV Fort +6, Ref +11, Will +2; Str 12, Dex 19, Con 14, Int 10, Wis 12, Cha 6;

Skills and Feats: Climb +9, Handle Animal +5, Hide +16, Intimidate +2, Ride +17, Spot +9, Survival +7, Tumble +11. Point Blank Shot, Weapon Focus (Composite Longbow), Rapid Shot, Track, Precise Shot

Ranger Spells Prepared (1; base DC = 11 + spell level): 1 – [longstrider];

Possessions: +1 *Composite longbow* (mighty +1), morningstar, tanglefoot bag, +1 *Chain shirt*; Riding Dog Companion

Goblin Sniper: Male Goblin Ftr1/Rgr5/Rog2; CR8; Small Humanoid (Goblinoid); HD 2d6+5d8+1d10+16; hp 58; Init +5; Spd 30 ft; AC 21, touch 15, flat-footed 17; Base Atk +7; Grp +4; Full Atk +14/+14/+11 melee (1d6+3; +2 *composite longbow* (+1 Str)), +9/+4 melee (1d6+1; morningstar); Atk +16 melee (1d6+3; +2 *composite longbow* (+1 Str)), +9 melee (1d6+1; morningstar); SA Archery combat style, Favored enemy (human +4, dwarves+2), sneak attack (+1d6); SQ Darkvision, Wild Empathy, Trapfinding; AL NE; SV Fort +8, Ref +12, Will +2; Str 12, Dex 20, Con 14, Int 10, Wis 12, Cha 6;

Skills and Feats: Climb +12, Handle Animal +5, Hide +18, Intimidate +2, Ride +20, Spot +11, Survival +7, Tumble +12. Point Blank Shot, Weapon Focus (Composite Longbow), Rapid Shot, Track, Precise Shot, Far Shot

Ranger Spells Prepared (1; base DC = 11 + spell level): 1 – [longstrider];

Possessions: +2 *composite longbow* (mighty +1), morningstar, tanglefoot bag, +1 *chain shirt*; Riding Dog Companion

ENCOUNTER 5: THE HUNTER

The Hunter (hybrid form): male human (natural lycanthrope) Ftr6/Rgr1/Wrp2; CR 11; Medium Humanoid (Human, human, shapechanger); HD 5d8+6d10+48; hp 113; Init +11; Spd 30 ft; AC 26 (+6 armor, +2 shield, +4 Dex, +4 natural), touch 14, flat-footed 22; Base Atk +9; Grp +14; Atk +19 melee (1d6+9, +2 Rapier) or +14 melee (1d8+5, Longsword) or +16 ranged (1d8, Longbow); Full Atk +19/+14 melee (1d6+8, +1 Rapier) and +12 melee (1d6+4, bite) or +14/+9 melee (1d8+5, Longsword) and +12 melee

(1d6+4, bite) or +16/+11 ranged (1d8, Longbow); SA Curse of lycanthropy, favored enemy (undead +2); SQ Alternate form, DR10/silver, low-light vision, lycanthropic empathy, morphic features, morphic immunities, morphic weapons, morphic body, scent, wild empathy (1d20+2); AL CE; SV Fort +20, Ref +15, Will +7; Str 20, Dex 24, Con 22, Int 10, Wis 14, Cha 8;

Skills and Feats: Climb +14, Escape Artist +10, Handle Animal +10, Jump +12, Listen +5, Survival +10. Blind-Fight, Combat Reflexes, Improved Initiative, Iron Will, Power Attack, Track, Weapon Finesse, Weapon Focus (Rapier; bite), Weapon Specialization (Rapier; bite).

Curse of Lycanthropy(Su): Any humanoid or giant, within one size category of you, hit by your bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Alternate Form(Su): You can shift into animal form as though using the polymorph spell on yourself, though your gear is not affected, you do not regain hit points for changing form, and you may only assume wolf form. You also can assume a bipedal hybrid form with prehensile hands and animalistic features.

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

Skills: While in hybrid or wolf form you gain a +4 racial bonus on Survival checks when tracking by scent.

Morphic Features: These features only function when you are in a form other than your own.

Morphic Immunities(Ex): You are immune to stunning and critical hits.

Morphic Weapons(Su): As a move action, you can grow natural weapons dealing the appropriate amount of damage (see Table 5-1, MM p. 296).

These morphic weapon need not be natural to the form the warshaper is in. If the warshaper's form already has that type of natural weapon, the morphic weapon deals damage as if it were one category larger. You can change natural weapons as often as you like.

Morphic Body(Su): You can make yourself stronger or heartier, +4 to Str and Con.

Possessions: gloves of dexterity +2, *cloak of resistance* +1, +2 *chain shirt*, +2 *rapier*, +1 *buckler*, *silversheen* (4 vials), *longsword*, *longbow*, many arrows

Advanced Dire Wolf: large animal; CR7; HD 18d8+90; hp 171; Init +7; Spd 50ft; AC 15, touch 12, flat-footed 12; BAB +13; Grp +24; Atk/Full Atk Bite +21 melee (2d8+12); Space/Reach 10ft/5ft; SA Trip; SQ low-light vision, scent; AL N; SV Fort +15, Ref +14, Will +12; Str 26, Dex 16, Con 18, Int 2, Wis 12, Cha 10

Skills and Feats: Hide +3, Listen +7, Move Silently +5, Spot +7, Survival +6*. Alertness, Improved Initiative, Improved Natural Attack (bite), Improved Toughness**, Run, Track, Weapon Focus (bite)

ENCOUNTER 6: THE HOST

Sir Aldorin Trabeaux: Male Oeridian Ftr12; CR 12; Medium Humanoid (Human); HD 12d10+48; hp 136; Init +7; Spd 30 ft; AC 21 (+6 armor, +3 Dex, +2 deflection), touch 15, flat-footed 18; Base Atk +12; Grp +16; Full Atk +19 melee (1d8+8; 17-20/x2, +2 longsword) or +17 melee (1d4+5, +1 Dagger); Full Atk +19/+14/+9 melee (1d8+8; 17-20/x2, +2 longsword) or +17/+12/+7 melee (1d4+5, +1 Dagger) or +17/+12/+7 Two-Weapon (primary) (1d8+8; 17-20/x2, +2 longsword) and +15/+10 Two-Weapon (secondary) (1d4+3, +1 Dagger); AL NG; SV Fort +14, Ref +9, Will +9; Str 18, Dex 17, Con 18, Int 10, Wis 12, Cha 12;

Skills and Feats: Handle Animal +16, Intimidate +16, Ride +20. Close-Quarters Fighting**, Dodge, Improved Critical (Longsword), Improved Initiative, Improved Toughness**, Improved Two-Weapon Fighting, Iron Will, Mobility, Power Attack, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (Longsword), Weapon Specialization (Longsword).

Possessions: +2 longsword, +1 dagger, +2 glamered chain shirt, ring of protection +2, vest of resistance +2, amulet of health +4, belt of giant strength +4

ENCOUNTER 9: THE CRYPT

Sir Genard: male human Sor8; CR 10; Medium Undead (augmented humanoid, human); HD 8d12; hp 61; Init +7; Spd 30 ft; AC 21 (+2 armor, +3 Dex, +6 natural), touch 13, flat-footed 18; Base Atk +4; Grp+6; Full Atk +6 melee (1d8+2, Morningstar), +6 melee (1d4+2, dagger); SA Blood Drain, Dominate (DC 22), Energy Drain; SQ Alternate form, Children of the night, Create Spawn, DR10/magic and silver, Familiar (weasel), Fast healing 5, Gaseous form, Resistance to Cold and Electricity 10, Spider Climb, Turn Resistance (+4); AL CE; SV Fort +4, Ref +11, Will +9; Str 14, Dex 16, Con -, Int 14, Wis 12, Cha 26;

Skills and Feats: Bluff +27, Concentration +19, Knowledge (arcana) +13, Spellcraft +15. Alertness, Combat Reflexes, Dodge, Empower Spell, Eschew Materials, Improved Initiative, Lightning Reflexes, Sudden Empower**, Sudden Silent**.

Sorcerer Spells Known (6/9/9/7/5; base DC =18 + spell level): 0- [acid splash, daze, detect magic, flare, light, ray of frost, read magic, resistance]; 1-[burning hands, magic missile, protection from good, ray of enfeeblement, shocking grasp]; 2- [invisibility, scorching ray, web]; 3- [dispel magic, suggestion]; 4- [wall of fire]

Possessions: *cloak of charisma* +2, *vest of resistance* +2, *bracers of armor* +2, *morningstar*, *dagger*, spell component pouch

Power-Up Suite: AC 23 vs good characters. Spells active: *protection vs good*, *invisibility*. Spells per day: 6/7/7/7/5

Runk: Male Half-Orc Bbn1/Ftr6/Death's Chosen**3; CR 10; Medium Humanoid (Orc); HD 9d10+1d12+40; hp 116; Init +5; Spd 20 ft; AC 20 (+9 armor, +1 Dex), touch 11, flat-footed 19; Base Atk +10; Grp +17; Atk +19 melee (2d4+13; 19-20/x4, +1 *elfbane scythe*) or +17 melee (1d8+7, Longsword) or +17 melee (1d4+7, Dagger); Full Atk +19/+14 melee (2d4+13; 19-20/x4, +1 *elfbane scythe*) or +17/+12 melee (1d8+7, Longsword) or +17/+12 melee (1d4+7, Dagger); SA Bravery of the Chosen (Ex), Rage; SQ Fast Movement(Ex), Shield of the Master (Ex), Vigor of the Chosen (Ex), Will of the Chosen (Ex), Unnatural Aura (Su); AL NE; SV Fort +15, Ref +5, Will +5; Str 24, Dex 12, Con 18, Int 6, Wis 12, Cha 6;

Skills and Feats: Intimidate +6, Knowledge (religion) -1, Spot +6. Blind-Fight, Close-Quarters Fighting**, Endurance, Improved Critical (Scythe), Improved Initiative, Improved Toughness**, Power Attack, Weapon Focus (Scythe), Weapon Specialization (Scythe).

Rage: You can fly into a screaming frenzy once per encounter, up to 1 time per day. This gives +4 to Strength and Constitution, +20 hit points, and a +2 morale bonus to Will saves, but gives a -2 penalty to AC. Cannot use any skills that require patience or concentration while enraged. Your rage lasts up to 9 rounds.

Shield of the Master (Ex): Whenever your master casts a spell, uses an extraordinary, supernatural, or spell-like ability, your master can choose to exempt you from its effects.

Vigor of the Chosen (Ex): You need consume only 1/10th the normal amount of food and water each day. You can subsist on a mere 2 hours of sleep each night without becoming fatigued. You gain Endurance as a bonus feat (or if you already have the feat, the bonuses granted increase to +8), and a +4 bonus on Fortitude saves to resist disease. Will of the Chosen (Ex): You gain a +2 morale bonus on Will saves as long as you are within 60 feet of your master.

Bravery of the Chosen (Ex): When within 30 feet of your master, you gain a +1 morale bonus on melee attack rolls and melee damage rolls. If your master has been reduced to half or less than half of its full normal hit points, this bonus becomes +2.

Unnatural Aura (Su): Wild or domesticated animals can sense your unnatural presence out to a distance of 30 feet.

Possessions: +1 full plate, +1 *elfbane scythe*, cloak of resistance +1, belt of giant strength +4, amulet of health +2, longsword, dagger,

Power-Up Suite: AC 22 vs good characters. Spells active: *protection vs good*, *invisibility*.

ENCOUNTER 1: ON THE ROAD AGAIN

Goblin Sniper: Male Goblin Ftr1/Rgr5/Rog2; CR8; Small Humanoid (Goblinoid); HD 2d6+5d8+1d10+16; hp 58; Init +5; Spd 30 ft; AC 21, touch 15, flat-footed 17; Base Atk +7; Grp +4; Full Atk +14/+14/+11 melee (1d6+3; +2 composite longbow (+1 Str)), +9/+4 melee (1d6+1; morningstar); Atk +16 melee (1d6+3; +2 composite longbow (+1 Str)), +9 melee (1d6+1; morningstar); SA Archery combat style, Favored enemy (human +4, dwarves+2), sneak attack (+1d6); SQ Darkvision, Wild Empathy, Trapfinding; AL NE; SV Fort +8, Ref +12, Will +2; Str 12, Dex 20, Con 14, Int 10, Wis 12, Cha 6;

Skills and Feats: Climb +12, Handle Animal +5, Hide +18, Intimidate +2, Ride +20, Spot +11, Survival +7, Tumble +12. Point Blank Shot, Weapon Focus (Composite Longbow), Rapid Shot, Track, Precise Shot, Far Shot

Ranger Spells Prepared (1; base DC = 11 + spell level): 1-[longstrider];

Possessions: +2 composite longbow (mighty +1), morningstar, tanglefoot bag, +1 chain shirt; Riding Dog Companion

ENCOUNTER 5: THE HUNTER

The Hunter (hybrid form): male human (natural lycanthrope) Ftr6/Rgr1/Wrp2; CR 11; Medium Humanoid (Human, human, shapechanger); HD 5d8+6d10+48; hp 113; Init +11; Spd 30 ft; AC 26 (+6 armor, +2 shield, +4 Dex, +4 natural), touch 14, flat-footed 22; Base Atk +9; Grp +14; Atk +19 melee (1d6+9; 15-20/x2, +2 Rapier) or +14 melee (1d8+5, Longsword) or +16 ranged (1d8, Longbow); Full Atk +19/+14 melee (1d6+9; 15-20/x2, +2 Rapier) and +12 melee (1d6+2, bite) or +14/+9 melee (1d8+5, Longsword) and +12 melee (1d6+2, bite) or +16/+11 ranged (1d8, Longbow); SA Curse of lycanthropy, favored enemy (undead +2); SQ Alternate form, DR10/silver, low-light vision, lycanthropic empathy, morphic features, morphic immunities, morphic weapons, morphic body, scent, wild empathy (1d20+2); AL CE; SV Fort +20, Ref +15, Will +7; Str 20, Dex 24, Con 22, Int 10, Wis 14, Cha 8;

Skills and Feats: Climb +14, Escape Artist +10, Handle Animal +10, Jump +12, Listen +5, Survival +10. Blind-Fight, Combat Reflexes, Improved Critical (Rapier), Improved Initiative, Iron Will, Power Attack, Track, Weapon Finesse, Weapon Focus (Rapier; bite), Weapon Specialization (Rapier).

Curse of Lycanthropy(Su): Any humanoid or giant, within one size category of you, hit by your bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Alternate Form(Su): You can shift into animal form as though using the polymorph spell on yourself, though your gear is not affected, you do not regain hit

points for changing form, and you may only assume wolf form. You also can assume a bipedal hybrid form with prehensile hands and animalistic features.

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

Skills: While in hybrid or wolf form you gain a +4 racial bonus on Survival checks when tracking by scent.

Morphic Features: These features only function when you are in a form other than your own.

Morphic Immunities(Ex): You are immune to stunning and critical hits.

Morphic Weapons(Su): As a move action, you can grow natural weapons dealing the appropriate amount of damage (see Table 5-1, MM p. 296).

These morphic weapons need not be natural to the form the warshaper is in. If the warshaper's form already has that type of natural weapon, the morphic weapon deals damage as if it were one category larger. You can change natural weapons as often as you like.

Morphic Body(Su): You can make yourself stronger or heartier, +4 to Str and Con.

Possessions: gloves of dexterity +2, cloak of resistance +1, +2 chain shirt, +2 rapier, +1 buckler, silversheen (4 vials), longsword, longbow, many arrows

Advanced Fiendish Dire Wolf: large magical beast (extraplanar); CR9; HD 18d8+90; hp 171; Init +7; Spd 50ft; AC 15, touch 12, flat-footed 12; BAB +13; Grp +24; Atk/Full Atk Bite +21 melee (2d8+12); Space/Reach 10ft/5ft; SA Smite Good (+18dmg), Trip; SQ cold resistance 10, darkvision 60', DR10/magic, fire resistance 10, low-light vision, scent; SR23 AL NE; SV Fort +15, Ref +14, Will +12; Str 26, Dex 16, Con 18, Int 3, Wis 12, Cha 10

Skills and Feats: Hide +3, Listen +7, Move Silently +5, Spot +7, Survival +6*. Alertness, Improved Initiative, Improved Natural Attack (bite), Improved Toughness**, Run, Track, Weapon Focus (bite)

ENCOUNTER 6: THE HOST

Sir Aldorin Trabeaux: Male Oeridian Ftr14; CR 14; Medium Humanoid (Human); HD 14d10+56; hp 158; Init +7; Spd 30 ft; AC 22 (+7 armor, +3 Dex, +2 deflection), touch 15, flat-footed 19; Base Atk +14; Grp +18; Atk +23 melee (1d8+9; 17-20/x2, +3 longsword) or +19 melee (1d4+5, +1 Dagger) Full Atk +23/+18/+13 melee (1d8+9; 17-20/x2, +3 longsword) or +19/+14/+9 melee (1d4+5, +1 Dagger) or +20/+15/+10 Two-Weapon (primary) (1d8+8; 17-20/x2, +2 longsword) and +17/+12 Two-Weapon (secondary) (1d4+3, +1 Dagger);

AL NG; SV Fort +16, Ref +10, Will +10; Str 18, Dex 17, Con 18, Int 10, Wis 12, Cha 12;

Skills and Feats: Handle Animal +18, Intimidate +18, Ride +22. Close-Quarters Fighting**, Dodge, Greater Weapon Focus (Longsword), Improved Critical (Longsword), Improved Initiative, Improved Toughness**, Improved Two-Weapon Fighting, Iron Will, Mobility, Power Attack, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (Longsword), Weapon Specialization (Longsword).

Possessions: +3 longsword, +1 defending dagger, +3 glamered chain shirt, ring of protection +2, vest of resistance +3, amulet of health +4, belt of giant strength +4

ENCOUNTER 9: THE CRYPT

Sir Genard: male human Sor10; CR 12; Medium Undead (augmented humanoid, human); HD 10d12; hp 85; Init +7; Spd 30 ft; AC 22 (+3 armor, +3 Dex, +6 natural), touch 13, flat-footed 19; Base Atk +5; Grp+7; Full Atk +7 melee (1d8+2, Morningstar), +7 melee (1d4+2, dagger); SA Blood Drain, Dominate (DC 24), Energy Drain; SQ Alternate form, Children of the night, Create Spawn, DR10/magic and silver, Familiar (weasel), Fast healing 5, Gaseous form, Resistance to Cold and Electricity 10, Spider Climb, Turn Resistance (+4); AL CE; SV Fort +6, Ref +13, Will +11; Str 14, Dex 16, Con -, Int 14, Wis 12, Cha 28;

Skills and Feats: Bluff +30, Concentration +22, Knowledge (arcana) +15, Spellcraft +17. Alertness, Combat Reflexes, Dodge, Empower Spell, Eschew Materials, Improved Initiative, Improved Toughness**, Lightning Reflexes, Sudden Empower**, Sudden Silent**.

Sorcerer Spells Known (6/9/9/9/7/5; base DC = 19 + spell level): 0- [acid splash, daze, detect magic, flare, light, ray of frost, prestidigitation, read magic, resistance]; 1-[burning hands, magic missile, protection from good, ray of enfeeblement, shocking grasp]; 2- [glitterdust, invisibility, scorching ray, web]; 3- [dispel magic, fireball, suggestion]; 4- [phantasmal killer, wall of fire]; 5- [wall of force]

Possessions: *cloak of charisma* +4, *vest of resistance* +3, *bracers of armor* +3, *morningstar*, *dagger*, *spell component pouch*

Power-Up Suite: AC 24 vs good characters. Spells active: *protection vs good*, *invisibility*. Spells per day: 6/7/7/9/7/5

Runk: Male Half-Orc Bbn1/Ftr8/Death's Chosen**3; CR 12; Medium Humanoid (Orc); HD 11d10+1d12+48; hp 138; Init +5; Spd 20 ft; AC 23 (+9 armor, +3 shield, +1 Dex), touch 11, flat-footed 22; Base Atk +12; Grp +19; Atk +22 melee (2d4+13; 19-20/x4, +1 *elfbane scythe*), +19 melee (1d8+7, Longsword) or +19 melee (1d4+7, Dagger); Full Atk +22/+17/+12 melee (2d4+13; 19-20/x4, +1 *elfbane scythe*), +19/+14/+9 melee (1d8+7, Longsword) or +19/+14/+9 melee (1d4+7, Dagger); SA Bravery of the Chosen (Ex), Rage; SQ Fast

Movement(Ex), Shield of the Master (Ex), Vigor of the Chosen (Ex), Will of the Chosen (Ex), Unnatural Aura (Su); AL NE; SV Fort +16, Ref +5, Will +5; Str 24, Dex 12, Con 18, Int 6, Wis 12, Cha 6;

Skills and Feats: Intimidate +8, Knowledge (religion) -1, Spot +6. Blind-Fight, Cleave, Close-Quarters Fighting**, Endurance, Greater Weapon Focus (Scythe), Improved Critical (Scythe), Improved Initiative, Improved Toughness**, Power Attack, Weapon Focus (Scythe), Weapon Specialization (Scythe).

Rage: You can fly into a screaming frenzy once per encounter, up to 1 time per day. This gives +4 to Strength and Constitution, +24 hit points, and a +2 morale bonus to Will saves, but gives a -2 penalty to AC. Cannot use any skills that require patience or concentration while enraged. Your rage lasts up to 9 rounds.

Shield of the Master (Ex): Whenever your master casts a spell, uses an extraordinary, supernatural, or spell-like ability, your master can choose to exempt you from its effects.

Vigor of the Chosen (Ex): You need consume only 1/10th the normal amount of food and water each day. You can subsist on a mere 2 hours of sleep each night without becoming fatigued. You gain Endurance as a bonus feat (or if you already have the feat, the bonuses granted increase to +8), and a +4 bonus on Fortitude saves to resist disease.

Will of the Chosen (Ex): You gain a +2 morale bonus on Will saves as long as you are within 60 feet of your master.

Bravery of the Chosen (Ex): When within 30 feet of your master, you gain a +1 morale bonus on melee attack rolls and melee damage rolls. If your master has been reduced to half or less than half of its full normal hit points, this bonus becomes +2.

Unnatural Aura (Su): Wild or domesticated animals can sense your unnatural presence out to a distance of 30 feet.

Possessions: +1 full plate, +1 *elfbane scythe*, +1 animated heavy steel shield, *cloak of resistance* +1, *belt of giant strength* +4, *amulet of health* +2, *longsword*, *dagger*

Power-Up Suite: AC 25 vs good characters. Spells active: *protection vs good*, *invisibility*. Spells per day: 6/7/7/7/5

APPENDIX 2: NEW RULES: FEATS

CLOSE-QUARTERS FIGHTING

[GENERAL]

(From Complete Warrior)

You are skill at fighting at close range, and resisting grapple attempts.

Prerequisites: Base Attack +3.

Benefit: You gain an attack of opportunity whenever an enemy attempts to grapple you, even if the enemy has a feat or special ability that would normally bypass the attack. If you deal damage with this attack, the enemy fails to start the grapple, unless it has the Improved Grapple feat or a special ability such as improved grab. If the enemy has such an ability, you may add the damage you deal as a bonus on your opposed check to resist being grappled. This feat does not give you an extra attack of opportunity during a round or allow you to make an attack of opportunity when you would be denied one for being surprised, helpless, or in a similar situation.

For example, an ogre attempts to grapple Tordek. Tordek gains an attack of opportunity, hits, and causes damage. Since the ogre does not have any type of grappling special ability or feat, it fails to start a grapple. Then an ankheg – a creature with the improved grab special ability – attempts to grapple Tordek. He takes an attack of opportunity, hits, and deals 10 points of damage to the creature. Tordek then adds a +10 to his opposed check to resist being grappled.

Normal: Creatures with Improved Grapple, improved grab, or similar feats or special abilities do not provoke attacks of opportunity when attempting to start a grapple.

Special: A fighter may select Close-Quarters Fighting as one of his bonus fighter feats.

IMPROVED TOUGHNESS [GENERAL]

(from Complete Warrior)

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2.

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

Special: A fighter may select Improved Toughness as one of his fighter's bonus feats.

SUDDEN EMPOWER [METAMAGIC]

(From Complete Arcane)

Benefit: Once per day, you can apply the effect of the Empower spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Empower Spell normally if you have it.

SUDDEN SILENT [METAMAGIC]

(From Complete Arcane)

Benefit: Once per day, you can apply the effect of the Silent spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Silent Spell normally if you have it.

APPENDIX 2: NEW RULES: CLASSES

DEATH'S CHOSEN

Hit Die: d10.

Requirements

To qualify to become a death's chosen, a character must fulfill all the following criteria.

Type: Aberration, dragon, giant, humanoid, magical beast or monstrous humanoid.

Alignment: Any nongood

Base Attack Bonus: +5

Skills: Knowledge (religion) 1 rank, Spot 2 ranks.

Special: The character must be accepted as a death's chosen by a sentient undead with at least as many Hit Dice as the character.

Class Skills

The death's chosen class skills (and key ability for each skill): Craft (Int), Diplomacy (Cha), Gather Information (Cha), Hide (Dex), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int) and Spot (Wis).

Skill Points at Each Level: 2+Int Modifier

Class Features

All the following are class features of the death's chosen prestige class.

Weapons and Armor Proficiency: Death's chosen gain no proficiency with any weapons, armor or shields.

Shield of the Master (Ex): Whenever a master of a death's chosen casts a spell or uses an extraordinary, supernatural or spell-like ability, it can choose (as a Free Action) to exempt the death's chosen from its effects. The master must make this choice when it casts the spell or uses the ability. If the ability is always active, the master can choose to exempt its death's chosen from the effect; this immunity remains in effect until the master chooses otherwise.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+0	+0	Shield of the master, vigor of the chosen
2 nd	+2	+3	+0	+0	Will of the chosen
3 rd	+3	+3	+1	+1	Bravery of the chosen, unnatural aura

Vigor of the Chosen (Ex): The physical needs of a death's chosen are greatly reduced. He needs to consume only one-tenth the normal amount of food and water each day – a few grubs and a mouthful of water make a full meal. He can subsist on a mere 2 hours of sleep each night without becoming fatigued (though spell casters still require the normal amount of rest to regain spells). He gains Endurance as a bonus feat (if he already has the feat, the bonuses granted by the feat increase to +8). He also gains a +4 bonus on Fortitude saves to resist disease.

Will of the Chosen (Ex): Start at 2nd level, a death's chosen serves his master with inhuman intensity. He gains a +2 morale bonus on Will saves as long as he is within 60 feet of his master.

Bravery of the Chosen (Ex): When within 30 feet of his master, a death's chosen who has attained 3rd level gains a +1 morale bonus on melee attack rolls and melee damage rolls. If his master has been reduced to half or less of its full hit normal points, this bonus increases to +2. The bonus disappears if his master is destroyed.

Unnatural Aura (Ex): When a death's chosen reaches 3rd level, wild or domesticated animals can sense his unnatural presence out to a distance of 30 feet. The animals do not willingly approach nearer than that and become panicked if forced to do so. They remain panicked as long as they are within that distance.

WARSHAPER

(From Complete Warrior)

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

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

Hit Die: d8.

Requirements

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

Race: Any (but see below).

Base Attack Bonus: +4.

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

- Change shape supernatural ability (aranea, hound archon, barghest, doppelganger, rakshasa, slaad).
- Shapechanger subtype (lycanthropes, phasm).
- *Polymorph* as a spell-like ability (astral deva, planetar, solar, couatl, marilith, bronze dragon, gold dragon, silver dragon, Efreeti, leonal guardinal, night hag, ogre mage, pixie).
- Able to cast the *polymorph* spell.
- Wild shape or similar class feature (bear warrior, druid).
- The alternate form ability (possessed by quasits, vampires, and others) is insufficient to become a warshaper.

Class Skills

The warshaper's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Disguise (Cha), Escape Artist (Dex), Jump (Str), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

Class Features

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

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

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

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

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

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

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

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

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

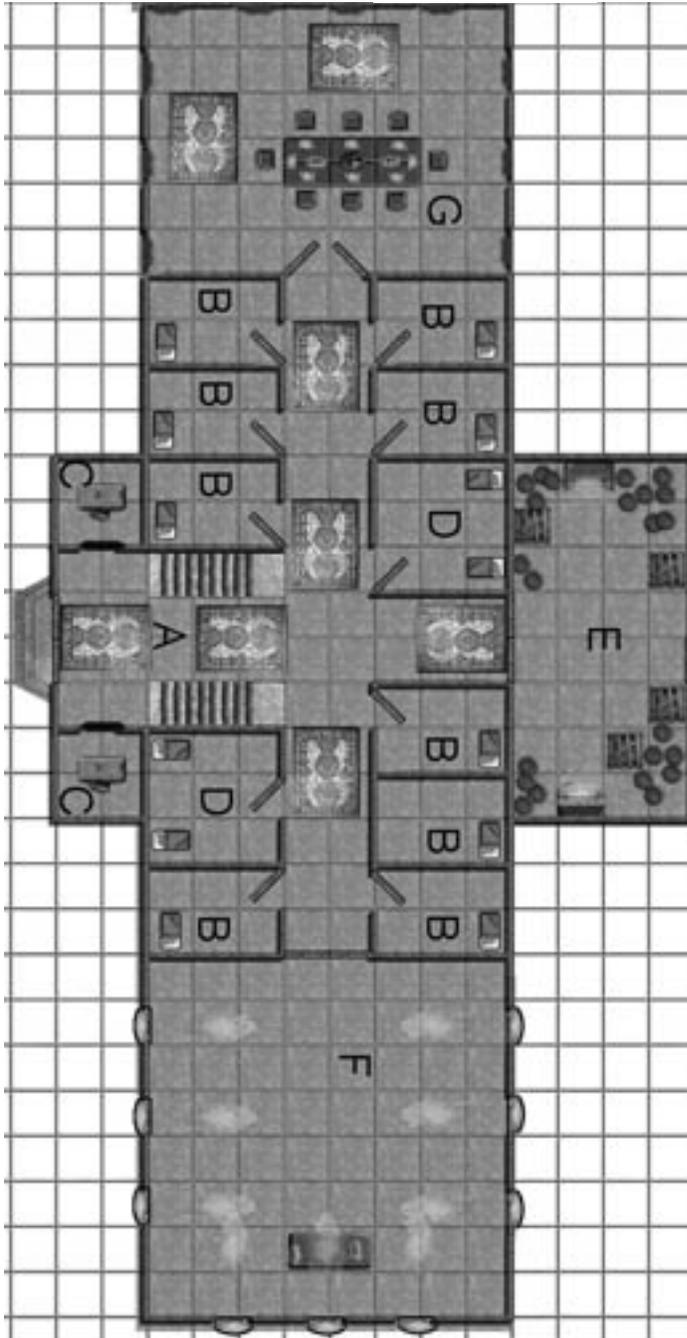
Flashmorph/Multimorph (Su): A 5th level warshaper gains one of two class features. If the warshaper has the ability to change form at will, such as from the change shape ability, the shapechanger subtype, or a *polymorph* spell-like ability, it gains the flashmorph class feature, allowing it to change forms as a move action. If it casts the *polymorph* spell, has *polymorph* as a spell-like ability usable less often than at will, or has the wild shape class feature, it instead gains the multimorph class feature. Multimorph allows a warshaper to change forms multiple times during the duration of the spell, spell-like ability, or class feature that enables her to change form. For example, a wizard/warshaper could *polymorph* into a troll for 2 minutes, then change into a red dragon for 4 minutes, and then spend the rest of the spell's duration in the form of a hill giant. Each change requires a standard action, and only the first transformation heals the warshaper. If the warshaper changes into its natural form, the spell, spell-like ability, or use of wild shape ends.

The Warshaper

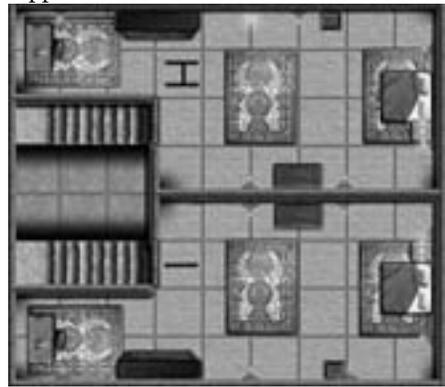
Level	Base Bonus	Attack	Fort Save	Ref Save	Will Save	Special
1st	+0		+2	+0	+0	Morphic immunities, morphic weapons
2nd	+1		+3	+0	+0	Morphic body
3rd	+2		+3	+1	+1	Morphic reach
4th	+3		+4	+1	+1	Morphic healing
5th	+3		+4	+1	+1	Flashmorph/multimorph

APPENDIX 3: DMS MAP THE MANOR

Main Floor

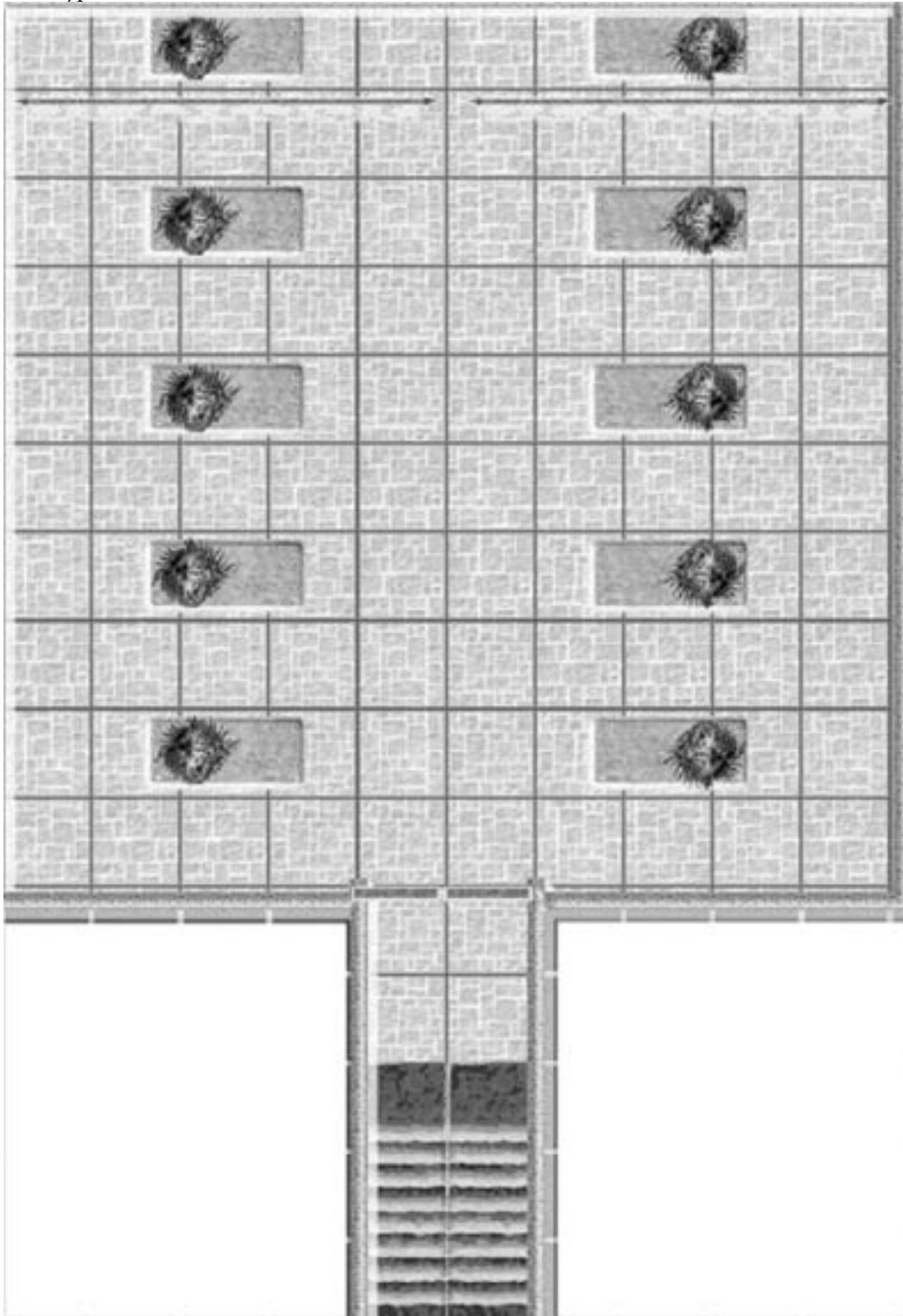


Upper Floor



APPENDIX 3: DMS MAP THE MANOR

The Crypt



PLAYER HANDOUT #0: DRYBURGH AND ROTHBERRY



PLAYER HANDOUT #1: COUNTY HERALDRY



Shield 1: County of Urnst



Shield 2 House Duncombe



Shield 3 House Trabeaux

PLAYER HANDOUT #3: THE NOTE

[Dated 10 days ago]

Father Pelor save us!

We are all in grave danger! Two young boys came to me yesterday. Apparently, they saw Sir Genard talking to some monsters (I guess they are goblins and orcs) in the woods east of town. I think these creatures are trying to isolate the town from the outside world. I have sent a letter to Fieldhaven but have yet to receive an answer. The messenger should be back by now. I KNOW Sir Genard has something to do with it. When he first rode into town on that stormy night... Well things have gone from bad to worse... and all these wolves roaming the woods... All the bandits and the town folks ordered to the manor...

As the sun went down this evening, Father Pelor lit my face with one of his blessed rays, and I understood. We are being herded... Sir Genard HAS to be some kind of undead horror. With the wolves around town I have to think of vampire. I must act now before the Father Pelor returns to light another day. I will try to destroy the creature.

I'm writing this so that you, my successor know that you are in danger. May Father Pelor protect you! You'll need it!

Father Barnhart

PLAYER HANDOUT #4: SIR ALDORIN'S LETTERS

[Dated 3 weeks ago]

Lord Duncombe,
Archbaron of Eastmarch,
Regent of the County of Urnst,

I assure you of my full support for your daughter. However, due to local problems, I am forced to remain here and not attend the Council of Peers. Bandits and humanoid activity prevent me from attending. However, my daughter Ilisya carries not only my seal but also my support.

With my support and allegiance,
Sir Aldorin Trabeaux,
House Trabeaux,
Lord Barony of Dryburgh

[Dated 3 weeks ago]

Lady Rachel,

I believe my land is falling prey to some vile undead creature. Please send a few of your knights to investigate this. I grow worried for my people every day.

Sir Aldorin Trabeaux,
Lord of Norwyn

[Dated 2 weeks ago]

Lord Darius,

I am returning my letter and offering you my support. I will not be present in Charn for the election because of a recurring problem with bandits on my lands.

With my support and allegiance,
Sir Aldorin Trabeaux,
Lord of Norwyn

PLAYER HANDOUT #5: THE SEALED LETTER

Genard,

Send breeding stock and more nourishment. My hunger grows everyday. Do not delay anymore. I will have nothing to do with those politics you so enjoy. Complete the task at hand.

When all is done, I allow you to take the bride you desire.

[The letter is unsigned.]