

Moonlit Road to Salvation

A One–Round Dungeons & Dragons® Living Greyhawk™ Regional Adventure set in the Kingdom of Nyrond

Version 1.0

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Travel in Womtham has gotten so dangerous that even priests of the god of travel need to find safe places to hide. Can you find a hidden Fharlanghn priest and his ward before it is too late? A one-round Regional adventure set in Kingdom of Nyrond for characters level 1-12 (APLs 2-10).

Resources for this adventure [and the authors of those works] include *Complete Arcane* [Richard Baker], *Complete Mage* [Skip Williams, Penny Williams, Ari Marmell, Jolja Raven Liqueur], *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *Magic Item Compendium* [Andy Collins et al], NYR3-07 *To Catch A Falling Star* [John Jenks, J Eddie Roberts], NYR6-09 *The House of Entrell* [Rene Ayala], NYR7-Mo4 *Crossroads* [Torry Steed], *Players Handbook II* [David Noonan], *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor].

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 two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2009.

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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 rulebooks: *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*. For your convenience, that appendix is split by APL.

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

Based on their choice, use either the higher or the lower adjacent APL.

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

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

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

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

ROUNDS AND UPKEEP

This is a standard one-round regional adventure, set in the Kingdom of Nyronnd. Characters from the Kingdom of Nyronnd pay 12 gp for Adventurer's Standard Upkeep per round, while all other characters pay 24 gp per round. Rich and Luxury Upkeep cost 75 gp per round for characters from the Kingdom of Nyronnd and 150 gp for all others. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

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

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

ADVENTURE BACKGROUND

Hundreds of years ago, a powerful werewolf lord crafted a magic amulet from the remains of a meteorite that had fallen from the moon. The amulet enhanced his powers and helped him form a large pack of werewolves that terrorized the area for many years. Eventually the lord died and was entombed, along with his amulet, in a crypt hidden in the southern part of the Flinty Hills. To this

day, werewolves and other lycanthropes have been a threat in Womtham.

Several months ago a werewolf pack leader named Kelvis found the location of the crypt and recovered the Wolflord Amulet. The long dead werewolf lord was enraged by this desecration of his tomb. His rage reanimated his corpse and he rose as a ferocious undead, determined to smash anyone in sight. Kelvis escaped, however, and has used the amulet to make his pack very powerful. They have been attacking travelers in Womtham ever since.

Recently, adventurers entered the crypt, tracked down Kelvis and defeated him.

Kelvis' only weakness was his passion for his mate, Victoria, the alpha female of the pack. Victoria hungered for revenge against Nyronnd's General Osmeran and she recently found some information that could help her achieve her goal. The pack attacked and killed a lone traveler who was carrying a letter from Moscha, a roaming priest of Fharlanghn.

The letter explains how the priest discovered a young boy wandering in the wilderness over a year ago. Moscha decided to take the boy under his wing and continue on his pilgrimage to Greyhawk. What he later learned is that the boy is in fact the grandson of General Osmeran. The priest is worried about the boy's safety so he's traveling in disguise and using magic to avoid being discovered via divination. He is trying to make contact with some other priests of Fharlanghn to return the boy to Osmeran. Victoria is eager to use this information to kidnap the boy and further Osmeran's suffering.

While Kelvis' goal of strengthening his pack and sowing destruction across Nyronnd has been thwarted, Victoria's resolve has only gotten stronger. She is now in full pursuit of Moscha, the Fharlanghn priest, to kill him and feast on the flesh of General Osmeran's grandson, Tamaar.

Some years before, Moscha had been traveling across Nyronnd when he met and befriended the archmage Kurast. Kurast was a notorious shut-in whereas Moscha embodies the traveling spirit typical of a follower of Fharlanghn. This dichotomy is what forged a lasting friendship and is why Moscha has turned to Kurast for help. Moscha is currently hiding in Kurast's Keep, which is situated at the northern extreme of the Flessern River.

Being an extremely devout follower of Fharlanghn, Moscha has asked Kurast for indirect help only and is placing his trust in the teachings of his deity. Moscha discovered through divinations that he is being pursued but he doesn't know by whom. Moscha also discovered that fellow priests of his order are likely to send help. With Kurast's assistance, Moscha has planted clues to his whereabouts throughout the Duchy of Womtham believing that his salvation can only be delivered through the tests of travel made by others.

Fharlanghn (I, N): The God of Horizons, Distance, Travel, and Roads.

ADVENTURE SUMMARY

Introduction: The PCs begin exactly where they left off at the end of NYR7-Mo4 *Crossroads*. They are in a cave, talking to Rakind and have just defeated the alpha male werewolf. Rakind admits that Victoria, the alpha female werewolf, succeeded in learning of Moscha's next destination – Womtham.

Encounter 1: The PCs go to Womtham and end up meeting with a Fharlanghn priest who informs them about Moscha and their race ahead.

Encounter 2: The PCs perform the proscribed ritual and receive their first clue, which leads them to either Big Rapids or Schukendale.

Encounter 3: While at their first stop, the PCs have the opportunity to visit the town for the last time in an LG mod. Afterwards, they receive their next clue, which leads them to Breakrock Monastery or Pelleur Keep.

Encounter 4: A duo hired by Victoria attempt to ambush the PCs during their journey.

Encounter 5: While at their next stop, the PCs have the opportunity to visit the town for the last time in an LG mod. Afterwards, they receive their next clue, which leads them to Narsel Mendred or Cordrend.

Encounter 6: While searching for their final clue, the PCs once again have the opportunity to visit the town for the last time in an LG mod. The PCs learn of Moscha's hiding place, Kurast's Keep, and also a clue about sabotaging the trail for Victoria (if they haven't figured out to do so already).

Encounter 7: The PCs arrive at Kurast's Keep. Moscha believes that his fellow Fharlanghns have likely hired a team of heroes to find him. He therefore concedes to Kurast's request to place elementals to guard the entrance in the belief that the heroes are likely to overcome it easier than Victoria and her crew.

Encounter 8: The PCs arrive in an empty room either slightly before, slightly after or simultaneously with Victoria. Based on timing, they either ambush or are ambushed.

Conclusion: The PCs meet Moscha and Tamaar. Kurast arrives and upon Moscha's request, fetches general Osmeran to be reunited with his grandson.

PREPARATION FOR PLAY

There should be very little needed to prepare for running this scenario. Please do pay close attention to the stat blocks, as some of the items held by the NPCs can be used in interesting ways in combat.

INTRODUCTION

This is an atypical start for an adventure, but it is intentional. It is to give the feeling of “hitting the ground running” in that the adventure begins precisely where the prequel left off. PCs that didn't participate in the prequel or have played in other scenarios and possibly even leveled since then will wonder how they got in the cave. Ask the players to “roll with it.”

There are two introductions here; one is for PCs who have played the prequel, NYR7-Mo4 *Crossroads*. The other is for PCs who haven't.

Played in the prequel

Like a flash, memories of a previous adventure fill your thoughts. You recall exploring a crypt and finding the grisly remains of a missing explorer whose skull had been beaten into a pulp by a Zombie Werewolf. After defeating the crypt guards and reporting your findings to Fharlanghn priests, you remember rushing off to the Horizon Festival at the crossroads between Cordrend, Womtham and Schukendale. The journey to the festival was not without its perils as you remember fighting off predatory wolves during the night. The festival was in full swing when you arrived and after participating in games and drink, learned of a werewolf attack at a roadside inn. Following their tracks to a cave, you and your companions defeated the alpha male of the pack and rescued a torture victim named Rakind.

It all seems so long ago or was it? With a sudden jolt of your head, you refocus on the here and now. Standing in front of you is Rakind as he finishes recounting his story. You are still standing in the cave and realize that your adventure must not be over.

Oddly enough, some of the faces of your companions may not match with your recollections, but such is the way with adventuring!

Haven't played in the prequel

For weeks you heard about the Horizon Festival to be held at the O'Brian's farmstead near the crossroads between Cordrend, Womtham and Schukendale. Hoping to finally take a well-earned vacation, you were distressed to hear about a commotion at the roadside inn near your destination.

A halfling named Wilbur at the inn mentioned to you that an obviously understaffed group of adventurers had departed just 20 minutes prior to track down the perpetrators and to rescue the Fharlanghn priest captured in the raid. Hoping to lend aid to those brave souls, you found the cave and discovered that the adventurers were safe. The now freed priest named Rakind is currently recounting his story as you assess your new companions.

Allow the PCs to introduce themselves to each other. Afterwards, Rakind continues with recounting his story and refers the PCs to priests higher in the Fharlanghn ranks than he.

Rakind continues, "Anyway, as I was saying... Kelvis, the alpha male of the werewolf pack, tortured me for information and I broke. I couldn't take it anymore and I told them everything."

Give *Player Handout #1* to the players. It summarizes the prequel. Once they are done getting caught up on the story thus far, read or paraphrase the following:

Rakind says a quick prayer to Fharlanghn and begs of you, "Please, hurry to Womtham and stop her! If you don't find Victoria, visit my brethren in Womtham and ask for advice. Surely the Wanderer himself is watching this journey unravel!"

Development: If the PCs accept, continue to **Encounter 1**. Otherwise, their adventure ends here.

ENCOUNTER 1: TO WOMTHAM!

When Victoria and crew left the cave, they split up and went in many different directions to foil being followed. After a few miles, the trails go cold (crossing streams, climbing rock cliffs where no tracks are left, etc.). In short, the PCs need to go to Womtham and find Fharlanghn priests for guidance. If PCs try to find Moscha via magical means (scrying, etc.), their efforts are in vein as Moscha is using magic to avoid detection.

The PCs learn that there will be clues along a journey for finding Moscha and that they'll be competing against Victoria in a race to find Moscha and his ward. Read or paraphrase the following:

Approaching the city, you can easily see that its reputation as being the richest city in the Duchy of Womtham is not understated. The city is almost entirely encircled by thick sturdy walls with stone gates and surrounded by a moat fed by the Duntide River. Well over 30,000 people call this city home, and thousands more visit Womtham yearly bringing metals from the Flinty Hills and produce from the Gamboge. Passing through the Sol Gate on the eastern side of the city is an easy matter as the guards help guide the midday traffic into the city.

Now that the PCs have reached Womtham, they have various options. They can of course immediately seek out Fharlanghn priests, but they can also visit some sights or handle purchases (according to prior access) in a city of Womtham's size.

SEEKING OUT THE FHARLANGHNS

The PCs can easily find directions to the Fharlanghn temple. It lies just north of the Justcrown Gate near the Iron Fist Guild House.

Womtham's temple to Fharlanghn is a simple unpretentious two-story building near the southern wall of the city. A wooden post with a sturdy yet weathered metal hook stands at the crossroads outside of the temple. The sign above the temple's front door reads, "Enter those who seek the path."

Once the PCs enter, they can meet two people; the priest, Grenthen and his wife Katerin, both of mixed Flan-Oeridian heritage. Katerin is a gracious host, but has nothing substantive to add to the conversation.

The following are sample questions the PCs might ask, but do not need to ask it verbatim to receive the answer. Any entry marked with an asterisk is a subject the NPC brings up himself if the PCs don't inquire about it.

***Q: We were told by Rakind to seek you out for guidance.**

A: Ah yes, I know Rakind quite well. He and I learned the ways of the Wanderer together years ago. Why has he sent you here?

Q: We are looking for Fharlanghn priest named Moscha. Have you seen him?

A: Yes, he came to me about a week ago and had a young boy with him. He was worried about being followed and asked that we rely on our faith in the Wanderer for an answer. Do you wish him ill or well?

***Q: Has a woman, perhaps named Victoria, come looking for Moscha?**

A: Yes. She arrived last night just before midnight, and I gave her the same information I'm prepared to give you on how to find Moscha.

***Q: How do we find Moscha?**

A: First off, you need to understand the Moscha is very devout. He believes that his salvation and the safety of his ward lie in his faith. Moscha's divinations revealed that Fharlanghn would deliver his salvation and that of his ward only to ones worthy enough to travel the roads. Towards that end, he has devised a race with the help of an associate, and all good races have rules that must be followed.

Q: What are the rules to this race?

A: Anyone coming here looking for Moscha by name is to be given a special lantern. When lit and hung from a post hook outside of a Fharlanghn blessed location at midnight, you'll receive a clue on where to head next. Each clue is of Moscha's design and will lead you either closer to or further from his hiding spot. Therefore, at each step along your journey, you will either gain or lose

ground against your competition. Each clue will be unique. That means that you may or may not be on the same path as your competition. The integrity of your journey is paramount. Using magic to skip ahead on your path will not earn you favor with the Wanderer. Eventually, you'll arrive at Moscha's hiding spot and, faith willing you will be able to save Moscha and his ward from peril. Two lives hang in the balance. Do you accept this challenge?

(DM Note: If the party doesn't accept the challenge, their adventure ends here, as Grenthen will refuse to bless the lantern. If they agree, he'll bless a lantern and hand it to the party. He also hands them a map of the Duchy of Womtham – *Player Handout #2.*)

Q: Where do we go first?

A: As you may have noticed, such a post lies outside of my own humble temple. Hang your lantern at midnight and receive your first clue.

Q: How much are we being paid?

A: I had higher hopes for your group but understand that both the worthy and those with impure intent will be joining the race for Moscha. I therefore must fund anyone who wishes to join the race. You will be paid (25 * APL) gold for your efforts – in advance.

Once the PCs are done asking questions, they are free to visit the rest of Womtham if they wish. Once they decide to visit the post at midnight, continue with **Encounter 2.**

A LAST LOOK AROUND WOMTHAM

This scenario doesn't detail everything available within Womtham. If your players wish to visit locations, improvise. Below is a list of notable locations within Womtham.

1. Mill Creek Canal and Miller's Lake
2. Riverside Market
3. Temple of Zilchus
4. Corn Husker's Daughter (Inn)
5. Siverus Trading Co-Op
6. Conpen and Mye Commodities Market
7. Golden Triangle (area with temples to Pelor, Pholtus, Heironeous)
8. Royal Mint and City Watch HQ
9. Iron Fist Guild House
10. Nyrdi Kings (inn and tavern)
11. Grumpy Orc Tavern
12. Shrines of Nerull and Hextor

Treasure:

- 👉 **APL 2:** Loot: 0 gp; Coin: 50 gp; Magic: 0 gp
- 👉 **APL 4:** Loot: 0 gp; Coin: 100 gp; Magic: 0 gp
- 👉 **APL 6:** Loot: 0 gp; Coin: 150 gp; Magic: 0 gp
- 👉 **APL 8:** Loot: 0 gp; Coin: 200 gp; Magic: 0 gp
- 👉 **APL 10:** Loot: 0 gp; Coin: 250 gp; Magic: 0 gp

Once they decide to visit the post at midnight, continue with **Encounter 2.**

ENCOUNTER 2: THE FIRST CLUE

Once the PCs return at midnight, all they need to do is light and hang the lantern on the empty hook to perform the ritual. Once they do, read or paraphrase the following:

The Fharlanghn blessed lantern appears to be indistinguishable from any other lantern until it is lit and hung on this special post. Even though the flame glows orange and yellow, the light emanating from the lantern is ghostly white. What it reveals are shadows – faint silhouettes of people. Their features are hard to make out, but they all have sticks with bundles on the end slung over their shoulders and some seem to be waiting around while others walk off along the road, disappearing when they leave the light of the lantern. They pay no attention to you, but do glance down at the appearance of text suddenly scratched into the dirt.

Once the PCs ask about the text, give them *Player Handout #3.* Moscha fancies himself to be a poet. He is trying to deliver clues, which should be easier for those who have traveled the lands more than the evil ones pursuing him.

With this clue, as with all clues in the scenario, the PCs will discover 1 or 2 possible choices through various skill checks (Knowledge, Gather Info, etc.). This particular poem, in addition to being a series of couplets is also in acrostic form. What that means is that the first letter of each line also reveals the answer (R A P I D S).

If the players come up with options for discerning the answer that seem reasonable and are not covered in this scenario, improvise and reward appropriately. Don't give away the correct answer too easily, but don't let this become a source of futility or frustration either. Even if the PCs choose the wrong path, they'll eventually end up at Moscha's hiding place so don't waste too much effort with the choice.

Perform (poetry) or Profession (poet):

- DC 15 – This poem contains a series of couplets. A couplet is a pair of lines ending in rhyming words.
- DC 25 – This particular poem also shows evidence of being an acrostic poem. Acrostic poems are those with a hidden message gained by combining the first letters of each line.

PCs attempting the checks below are allowed to add their ranks in Profession (soldier) (or similar) to their rolls.

PCs belonging to Nyronnd military meta-orgs add a +2 bonus to their rolls.

Knowledge (local—NMR) or Bardic Knowledge

- DC 5 - As a large military fortress, Schukendale is renowned for its lancer units.
- DC 25 - The commander of the fort at Big Rapids aspires to enter a jousting tourney in Rel Mord some day.

Gather Information

- DC 10 - As a large military fortress, Schukendale is renowned for its lancer units.
- DC 30 - The commander of the fort at Big Rapids aspires to enter a jousting tourney in Rel Mord some day.

If the PCs fail to discover even the wrong answer, they can repeat the Gather Information check the following day or hire a scholar (25 gp) with a +10 to his Knowledge check. In these cases, reduce their score for **Encounter 8** by 1 point.

Development: As the party heads to either Big Rapids (score +3) or Schukendale (score +0), proceed to **Encounter 3**.

ENCOUNTER 3: THE FIRST STOP

The party is headed to either Big Rapids or to Schukendale. To help avoid meta-gaming in **Encounter 4**, please ask the party to describe their watch schedule to you. Keep track of it for use in **Encounter 4**.

Use the appropriate section below based on which town is the destination of the PCs. Afterwards they'll be able to visit the Fharlanghn site detailed further below.

BIG RAPIDS

Read or paraphrase the following:

Your two-day journey to the small fort town of Big Rapids has brought you to the furthest northern reach of the navigable Duntide River, where the rapids begin.

The fort itself is nothing more than a collection of seven buildings surrounded by wooden palisade walls and a gate situated on the bank of the Duntide. Horses and canoes are tied in equal numbers to hitching posts giving a clue as to everyday life for the soldiers stationed here.

The PCs will likely wish to locate “the jousting” as implied by the previous clue. That was Moscha’s nickname for Sir Laurel Boomgren who is a cheerful young knight/cleric

of Heironeous and is the fort’s commander. He has a private ambition to one day enter a jousting tourney in Rel Mord and shared this information with Moscha a few years prior during one of Moscha’s travels across Nyronnd.

If the PCs seek out the commander of the fort, they are allowed to see him slightly before dinner.

The following are sample questions the PCs might ask, but do not need to ask verbatim to receive the answer. Any entry marked with an asterisk is a subject the NPC brings up himself if the PCs don’t inquire about it.

Q: Do you know a priest named Moscha?

A: The name is vaguely familiar. Isn’t he a member of the clergy of the Wanderer? He came through here about a year ago and helped me out of a scrape. I got into a little accident in practice and he healed my wounds. Nothing serious mind you, but he didn’t even charge me anything.

Q: Has anyone else come looking for Moscha recently?

A: No, not that I can think of. You are the only ones to come looking for Moscha. Why do you ask? Is he ok?

***Q: Is there a temple of Fharlanghn nearby?**

A: Well – not a temple, but further on down the road is a small shack dedicated to the Wanderer. It’s the type of place where people can stay the night with a roof overhead that doesn’t leak too much. Just be sure to leave some supplies behind to replace what you use.

Q: Does that shack have a post with a hook outside?

A: I guess so. I never really paid a lot of attention to it.

Q: Are you into jousting?

A: Why yes! How did you know? Someday when time allows, I hope to enter a tourney in Rel Mord. I need a lot of practice, but Heironeous willing I’ll be good enough in a year or two to take home an award!

Q: If anyone else comes looking for Moscha, could you delay them?

A: I... guess I could. I could give them wrong directions and make them waste some time.

(DM NOTE: If the PCs choose this option, reward them with score +1 for use in **Encounter 8**.)

While at the fort, the PCs can opt to stay at the sole room above the Boar’s Head Tavern, visit a cleric of Heironeous, employ the blacksmith for minor work, etc. No further information will be gleaned from such interactions, but can serve to make Big Rapids be more than a simple stopping point for a next clue. Improvise as you see fit and as time allows.

Once the PCs are ready to seek out the Fharlanghn roadside stop, continue to the Fharlanghn Roadside Stop section below.

SCHUKENDALE

Read or paraphrase the following:

Your half-week journey to Schukendale has been largely uneventful as you've traveled eastward on the main road from Womtham and then turned north at Deghulan. The landscape has changed from flat plains and farmlands to more rugged hills as you follow the road into the Flinty Hills. Patrols from Schukendale have assured you that the road to the military fortress is secure and mentioned that gnomes from nearby silver mines are currently in town negotiating with Nyronnd military officers over tax rates, delivery schedules and the like.

Looming large in front of you is the expansive view of the Flinty Hills providing a majestic backdrop to the town of Schukendale sprawling across the last of the flatlands before entering Snake Pass. The military town hosts more than 1,000 soldiers, serves as a major strategic block against orcish invasion from the Bone March, and acts as a stabilizing force for the area.

At this point, the PCs are likely to want to find “the lancer units” and see if they can locate someone known as “the joustier”. Such a person doesn't exist, however there is an honor guard squad that specializes in mounted combat that can speak to the PCs. The corporeal in charge of that squad is a Flan-Oeridian middle aged male named Yerin Dellefrey.

The following are sample questions the PCs might ask, but do not need to ask it verbatim to receive the answer. Any entry marked with an asterisk is a subject the NPC brings up himself if the PCs don't inquire about it.

Q: Do you know a priest named Moscha?

A: Never heard of him. Why?

Q: Has anyone else come looking for Moscha recently?

A: No, not that I can think of. You are the only ones to come looking for Moscha.

***Q: Is there a temple of Fharlanghn nearby?**

A: Well – not a temple, but about a day's ride up Snake Pass is a small shack dedicated to the Wanderer. It's the type of place where people can stay the night with a roof overhead that doesn't leak too much. Just be sure to leave some supplies behind to replace what you use.

Q: Does that shack have a post with a hook outside?

A: Yeah – it does actually. I never paid it much attention.

Q: Are you into jousting?

A: The same as the others in the group I guess, but I wouldn't really call it a hobby. It's part of our normal drill routine.

Q: Is someone here known as “the joustier”?

A: We all are actually. Our squad's nickname is “the joustiers”. Why?

While at the fort, the PCs can opt to stay at the Rakshasha's Rest (Inn), visit clerics of Heironeous, Pelor, Moradin, or Dumathoin, employ the blacksmith for minor work, etc. No further information will be gleaned from such interactions, but can serve to make Schukendale be more than a simple stopping point for a next clue. Improvise as you see fit and as time allows.

Once the PCs are ready to seek out the [Fharlanghn Roadside Stop](#), continue below.

FHARLANGHN ROADSIDE STOP

Once the PCs arrive, all they need to do is to wait until midnight, then light and hang the lantern on the empty hook to perform the ritual. Once they do, read or paraphrase the following:

Just as before, the ghostly light shines from your Fharlanghn blessed lantern revealing shadows of former faithful of the Wanderer retracing their mortal steps. Once again, they pay no attention to your group, but do glance down at the appearance of text suddenly scratched into the dirt.

Once the PCs ask about the text, give them *Player Handout #4*. With this clue, as with all clues in the scenario, the PCs will discover 1 or 2 possible choices through various skill checks (Knowledge, Gather Info, etc.). This particular poem is in quatrain form.

If the players come up with options for discerning the answer that seem reasonable and are not covered in this scenario, improvise and reward appropriately. Don't give away the correct answer too easily, but don't let this become a source of futility or frustration either. Even if the PCs choose the wrong path, they'll eventually end up at Moscha's hiding place so don't waste too much effort with the choice.

Perform (poetry) or Profession (poet):

- DC 15 – This poem is in the form of a quatrain. A quatrain is composed of 4 lines and has a rhyming pattern. In this case, the last word of the first and third line rhyme and the last word of the second and fourth line rhyme.

PCs attempting the checks below are allowed to add their ranks in Profession (soldier) (or similar) to their rolls. PCs belonging to Nyronnd military meta-orgs add a +2 bonus to their rolls.

Knowledge (local-NMR), Bardic Knowledge, or Gather Information (at the fort):

- DC 20 – Breakrock Monastery is home to a monastic organization called the Order of the Broken Rocks. They focus more on the

preservation of knowledge about Nyronnd than on martial prowess.

- DC 5 – Pelleur Keep is keep of dwarven stone construction on the edge of the Flinty Hills and has served a vital role in keeping the hordes of orcs at bay, but was eventually overrun. For reasons unknown, the orcs didn't take over the keep. General Osmeran now uses it as a major strategic base for attacks into the Flinty Hills.

Knowledge (geography)

- DC 10 - The Flinty Hills range serves as the home to two fortresses – Breakrock Monastery and Pelleur Keep.

If the PCs fail to discover even the wrong answer, they can repeat the gather information check the following day or hire a scholar (25 gp) with a +10 to his Knowledge check. In these cases, reduce their score for **Encounter 8** by 1 point.

Development: As the party heads to either Breakrock Monastery (score +3) or Pelleur Keep (score +0), proceed to **Encounter 4**.

ENCOUNTER 4: ROADBLOCK

Victoria received the same set of rules as the adventurers, but isn't content to play nicely. She has hired some mercenaries to attack the PCs on the road. They attempt to attack the party in their sleep.

If the party is playing by the rules of the chase, they should be traveling the roads and thus will need to make camp during their journey. If the party decides to break the rules and travel magically, they'll skip this encounter and receive no XP or GP for it in the process. Determine who is on watch and roll randomly for when the attack takes place.

Read or paraphrase the following:

The journey to your next destination takes you southwards out of the mountains and across the rolling hills of the Duchy of Womtham. Following the same routine as in prior days, you move a few dozen yards off of the main road and make camp for the night.

During the randomly selected watch, the party is attacked. Refer to DM's Map #4. It's a generic road-side camp location, feel free to alter as you see fit.

Creatures: Grilen and Mekel are in this for the money – period. They are very protective of each other as there is a budding relationship between the two of them.

APL 2 (EL 4)

- **Grilen:** female human wizard 1; hp 8; *Appendix 1*.

• **Mekel:** male dwarf fighter 2/barbarian 1; hp 27; *Appendix 1*.

APL 4 (EL 5)

- **Grilen:** female human wizard 3; hp 18; *Appendix 1*.

• **Mekel:** male dwarf ranger 1/fighter 2; hp 27; *Appendix 1*.

APL 6 (EL 7)

- **Grilen:** female human wizard 5; hp 28; *Appendix 1*.

• **Mekel:** male dwarf ranger 1/fighter 4; hp 46; *Appendix 1*.

APL 8 (EL 9)

- **Grilen:** female human wizard 7; hp 38; *Appendix 1*.

• **Mekel:** male dwarf ranger 1/fighter 6; hp 65; *Appendix 1*.

APL 10 (EL 11)

- **Grilen:** female human wizard 9; hp 48; *Appendix 1*.

• **Mekel:** male dwarf ranger 1/fighter 8; hp 74; *Appendix 1*.

Tactics: The tactics for this duo are pretty straightforward. Grilen is a debuff mage, Mekel is a melee fighter who likes to disarm opponents when appropriate. Grilen's goal is to enable Mekel to be effective. Please note that at certain APLs, Grilen casts *nervekitter* to improve his initiative roll. Neither of the pair wishes to die, they are merely doing a job here. If either is reduced below 25% of their hit points, they'll flee or surrender.

Also, note that at certain APLs, Grilen will use his *vanisher cloak* on their approach to the campsite to hide both Grilen and Mekel.

Treasure:

• **APL 2:** Loot: 97 gp; Coin: 24 gp; Magic: 171 gp – *anklet of translocation* (117 gp each), *potion of cure moderate wounds* (2) (25 gp each per potion), *scroll of magic missile* (CL 1) (2) (2 gp each per scroll)

• **APL 4:** Loot: 139 gp; Coin: 37 gp; Magic: 346 gp – *anklet of translocation* (117 gp each), *potion of cure moderate wounds* (2) (25 gp each per potion), *ring of protection +1* (167 gp each), *scroll of magic missile* (CL 3) (2) (6 gp each per scroll)

• **APL 6:** Loot: 197 gp; Coin: 29 gp; Magic: 709 gp – *anklet of translocation* (117 gp each), *greatreach bracers* (167 gp each), *potion of cure moderate wounds* (2) (25 gp each per potion), *ring of protection +1* (167 gp each), *vanisher cloak* (208 gp each)

• **APL 8:** Loot: 286 gp; Coin: 13 gp; Magic: 1235 gp – +1 *dwarven waraxe* (194 gp each), *anklet of translocation* (117 gp each), *cloak of resistance +1* (83 gp each), *greatreach bracers* (167 gp each), *headband of intellect +2* (333 gp each), *potion of cure moderate wounds* (2) (25 gp each per potion), *vanisher cloak* (208 gp each), *vest of resistance +1* (83 gp each)

👑**APL 10:** Loot: 394 gp; Coin: 21 gp; Magic: 1976 gp – +1 dwarven waraxe (194 gp each), anklet of translocation (117 gp each), cloak of resistance +1 (83 gp each), gauntlets of ogre power (333 gp each), gloves of dexterity +2 (333 gp each), greatreach bracers (167 gp each), headband of intellect +2 (333 gp each), potion of barkskin +3 (50 gp each), potion of blur (25 gp each), potion of cure moderate wounds (2) (25 gp each per potion), vanisher cloak (208 gp each), vest of resistance +1 (83 gp each)

Detect Magic Results: +1 dwarven waraxe (faint evocation), anklet of translocation (moderate conjuration), cloak of resistance +1 (faint abjuration), gauntlets of ogre power (faint transmutation), gloves of dexterity +2 (moderate transmutation), greatreach bracers (moderate transmutation), headband of intellect +2 (moderate transmutation), potion of barkskin +3 (moderate transmutation), potion of blur (faint illusion), potion of cure moderate wounds (faint conjuration), ring of protection +1 (faint abjuration), scroll of magic missile (faint evocation), vanisher cloak (faint illusion), vest of resistance +1 (faint abjuration)

Development: If either is captured, they are willing to tell everything they know about Victoria – which isn't much. Victoria hired them while in human form; they don't know where she is now. Proceed to **Encounter 5**.

ENCOUNTER 5: THE SECOND STOP

The party has now continued on to either Breakrock Monastery or to Pelleur Keep. Use the appropriate section below. Afterwards, continue to the Fharlanghn Cave section.

BREAKROCK MONASTERY

The PCs travel higher into the Flinty Hills to seek out the Breakrock Monastery. This time, there is no particular person to seek out.

Your journey to the Breakrock Monastery leads you east into the fertile slopes of the Flinty Hills as they rise steadily into the Rakers. After another day of travel into higher elevation, the road finally levels off into a plateau. In the far distance, to the northwest, can be seen the expanse of the Gamboge Forest. The last few miles into the Flinty Hills exposes the Breakrock Monastery, and within, the monastic organization called the Order of the Broken Rock.

The monastery is a small fortress, a high solid structure with 25-foot walls crowned by worn battlements. The grounds surrounding the citadel are perfectly maintained like a suit of plate mail rubbed and polished by an eager squire. A human wearing monk's robes calls down asking your name and business.

When the PCs introduce themselves and give a reasonable answer the monk will summon Draslir. Draslir is a welcoming monk on duty to receive guests. He will speak to any PC that appears to be a good fit for the monastic meta-org. He will share the history of the monastery with anyone who listens.

Larthian Ollreg and Quin Goldberry founded Breakrock Monastery, and the Order of the Broken Rocks, over two hundred years ago. It started when several priests came together to train farmers in the area so they might protect themselves against humanoids coming from, or through, the Rakers. The two priests, Larthian and Quin, built this citadel to house the Order. This area near the Flinty Hills still has many problems with humanoids and even occasional giants. Breakrock Monastery was located here to stay close to the road and allow new recruits to arrive safely.

Draslir will stress that monasteries in Nyronnd are shifting away from strictly martial training to knowledge gathering and the documentation of the rich history of Nyronnd. Some monks have begun documenting the history of the regions surrounding Nyronnd. This should tip off the PCs that they are at the right place.

Draslir will escort the party to the head master, Brea Olron. Brea is a human of mixed descent. He can trace his lineage to Larthian Ollreg through second marriages, but cannot necessarily establish a direct blood line.

Brea will listen and show genuine interest in the PCs' tale. If the PCs ask about the location of a Fharlanghn post, he will direct them to a dirt path leading to the top of a nearby peak and a cave used by the occasional wandering Fharlanghn priest for refuge.

Continue to the Fharlanghn Cave section below.

PELLEUR KEEP

The PCs travel higher into the Flinty Hills to seek out Pelleur Keep. This time, there is no particular person to seek out.

Your journey to Pelleur Keep leads you south along the road to Deghulan where you are able to find a comfortable room for the night. The next morning as you prepare to continue on your journey, you hear a rumor about a supply caravan also heading to Pelleur Keep.

If the PCs do not wish to join the caravan, adjust the text below.

The caravan master, Marcus Wellem, welcomes your group and apologizes for not being able to hire you as guards, but freely welcomes your company. A few short days later, the road continues further east onto the fertile slopes of the Flinty Hills as they rise steadily into the Rakers. The hard-packed clay road widens as you turn the last corner and approach the fortress ahead.

Fully 300 feet across, the thick stone walls of Pelleur Keep merge with the sheer rock face of the

cliffs rising above, providing a very defensive position for the soldiers stationed within. The gates open as soldiers recognize Marcus' familiar face allowing entry into this immense structure.

When the PCs introduce themselves, they will be introduced to Sergeant Drelen Podron. Drelen understands very well the nature of adventurers but enjoys some well-natured teasing. He will ask if any of the male PCs are “man enough” to guard the armory this evening while he and his men go orc hunting. The orc hunt is purely fictitious; he is just trying to earn the ire of the PCs before letting them in on his joke. His Bluff modifier is +1.

If PCs inquire about a Fharlanghn post, Drelen directs the PCs to a dirt path outside of the walls leading to the top of a nearby peak and a cave used by the occasional wandering Fharlanghn priest for refuge.

If anyone asks if General Osmeran is present, they learn that he hasn't been at this location in weeks.

Continue to the [Fharlanghn Cave](#) section below.

FHARLANGHN CAVE

The PCs approach the cave and may assume that “cave” = “combat”. Feel free to let them prepare for battle even going so far as drawing a cave entrance if time permits. However, there is no combat or even an NPC to meet. Read or paraphrase the following:

The simple dirt path leads you away from the fortress and winds around a nearby peak. After a few hours of walking, you arrive at the crest to find not only the cave entrance, but also a sight almost unmatched in scale and grandeur to any in the Flanaess. Without a cloud in the sky and at this altitude, you can see hundreds of miles to the west and south across the lands of Nyron. To the east and north you see the snow peaked vistas of the Rakers.

Across the small 30' clearing you see the cave entrance and a now familiar post with a hook.

If the PCs investigate the cave, they find remnants of transient occupation – a burned out campfire, half used candles, a portable cot and a weathered crate used as a bedside table.

Once the PCs wait until midnight and repeat the lantern ritual, read or paraphrase the following:

As you hang the lit Fharlanghn blessed lantern upon the post, the ghostly light shines just as before, but no shadows wander into view. No text appears at your feet.

After a few anxious moments pass, a trio of shadows walk into view and lay their bundles on the ground to use as a traveler's headrest. As they lie down and glance at the stars above, they seem oblivious to both you and to the text which now suddenly has sketched itself upon the ground.

Once the PCs ask about the text, give them *Player Handout #5*. With this clue, as with all clues in the scenario, the PCs will discover 1 or 2 possible choices through various skill checks (Knowledge, Gather Info, etc.). This particular poem is in limerick form.

If the players come up with options for discerning the answer that seem reasonable and are not covered in this scenario, improvise and reward appropriately. Don't give away the correct answer too easily, but don't let this become a source of futility or frustration either. Even if the PCs choose the wrong path, they'll eventually end up at Moscha's hiding place so don't waste too much effort with the choice.

Perform (poetry) or Profession (poet):

- DC 10 – This poem follows the form of a Limerick.

Knowledge (local—NMR), Bardic Knowledge, or Gather Information (at the fort):

- DC 5 – Cordrend is the furthest named location within the Duchy of Womtham that is connected to the city of Womtham by main roads.
- DC 20 – Narsel Mendred is the furthest named location within the Duchy of Womtham that is connected to the city by roads. The main road leads to Deghulan then to Cordrend and then further south along lesser maintained roads.

If the PCs fail to discover even the wrong answer, they can repeat the Gather Information check the following day or hire a scholar (25 gp) with a +10 to his Knowledge check. In these cases, reduce their score for **Encounter 8** by 1 point.

The PCs have now been given a big hint to try to sabotage Victoria's journey. If the PCs come up with a reasonable idea, reward them with a +1 to their score for **Encounter 8**. **NOTE:** do not prompt the PCs for this; the bonus to their score should only be given for groups who pay attention.

Development: As the party heads to either Narsel Mendred (score +3) or Cordrend (score +0), proceed to **Encounter 6**.

ENCOUNTER 6: THE THIRD STOP

The party has now continued on to either [Narsel Mendred](#) or [Cordrend](#). Use the appropriate section below, and then continue with the [Fharlanghn Temple](#) section.

NARSEL MENDRED

Narsel Mendred used to be a huge city with a population of 35,000 people. During the Greyhawk Wars it was largely demolished. Since that time, there has been a large rebuilding effort, yet the population has only recently returned to roughly 7,500 people. Most of the people are either employed in some fashion helping to rebuild the city or are connected to the Pholtan church. Despite the seemingly positive air brought on by renewed construction and revitalization, the city is rife with corruption, thievery, black markets, price gouging, and layers of political bureaucracy.

Narsel Mendred is exactly what you heard it was from passersby on the road. The city is both a depressing reminder of the destructive aftermath of the Greyhawk Wars and a testament to the positive spirit of the Nyronnese worker. As you approach the city, teams of laborers swarm like ants over old rubble and new construction alike.

Narsel Mendred is a rare place. A place where the ordered and disciplined Pholtan church co-exists with wide-spread and intractable corruption, thievery, black markets, and price gouging.

The PCs are likely going to try to find a Fharlanghn presence within Narsel Mendred. There is indeed a new temple to Fharlanghn in the city; however, the PCs are going to need to bribe someone to locate it. The bribe is 25 gp * APL but can be altered via Diplomacy. The initial attitude the PCs will encounter is **indifferent**. Refer to the following to compute the bribe required through Diplomacy if the initial attitude has changed:

- Hostile: 100 gp * APL
- Unfriendly: 50 gp * APL
- Indifferent: 25 gp * APL
- Friendly: 10 gp * APL
- Helpful: 0 gp

Alternatively, the PCs can find the temple on their own with a successful DC 25 Knowledge (local—NMR) check.

Once the PCs have located the temple of Fharlanghn, continue with the Fharlanghn Temple section below.

CORDREND

Cordrend is a fairly large city of 5000 people with a double stone wall. It is mostly a military town where the soldiers vastly outnumber the civilians. The town also serves as a trading hub such as with metals from the Flinty Hills, thus is a rather active town with business booming, day or night. Cordrend has all the pleasures desired by the soldiers.

Cordrend is an even busier town than passersby on the road implied. Its location at the southern end of

the Flinty Hills attracts to it the inevitable trade caravans seeking precious metals and gems in exchange for exotic cloths and foodstuffs. Over 3,000 soldiers are stationed in Cordrend and play host to a civilian population of nearly the same number; all willing to share a drink, tell a tale, or indulge in more base desires at any number of the brothels in town.

It is an easy matter to find yet another Fharlanghn stopover – you are directed to a newly constructed temple on the outskirts of town.

Continue with the Fharlanghn Temple section below.

FHARLANGHN TEMPLE – THE WANDERER’S WAY

This temple is newly constructed – so new in fact that the priest hasn’t yet had a chance to plant his post. He asks the PCs to help.

The directions to the newly built temple of Fharlanghn have led you to a freshly painted building on the outskirts of town. Looking around for the familiar post and hook, you find neither. The door to the temple is standing wide open and light shines from inside.

If the PCs enter, they meet Brenil Banel – the proud priest of this newest of Fharlanghn temples. Unfortunately for Brenil, he has recently sprained his wrist and has not been able to complete the work. Brenil won’t ask for help, but will gladly accept it if offered. If the PCs don’t offer to help, Brenil will plant the post in 3 days time.

The following are sample questions the PCs might ask, but do not need to ask it verbatim to receive the answer. Any entry marked with an asterisk is a subject the NPC brings up himself if the PCs don’t inquire about it.

Q: Do you know a priest named Moscha?

A: Never heard of him. Why?

Q: Has anyone else come looking for Moscha recently?

A: No, not that I can think of. You are the only ones to come looking for Moscha.

Q: Where is your post and hook? Every other Fharlanghn stop seems to have had one.

A: Ah, well versed in the ways of the Wanderer I see. The answer is simple enough really, I just finished painting the temple 2 days ago when I sprained my wrist. I’m afraid it’ll be a few days before I can plant the post.

Q: Can we help plant it for you?

A: That would be lovely! Please, come outside and I’ll show you where to plant it.

DM Note: At least one PC needs to succeed on one of the following:

- DC 15 Craft (carpentry or woodworking) check.
- DC 13 Strength check AND DC 13 Dexterity check.
- Magic as appropriate.
- Spend 20 gp to hire a competent worker.

If the PCs fail, they can repeat on the next day.

Once the post has been planted, and the PCs visit the post at midnight to hang their lit lantern, read or paraphrase the following:

As you hang the lit Fharlanghn blessed lantern upon the post, the ghostly light shines just as before, and immediately you see dozens of shadowy travelers flocking to see the new post. Many seem to be engaged in excited conversations with each other, but their words remain silent – unable to pierce that which divides their realm and this one.

After a few moments pass, you see etched text suddenly form upon the ground.

Once the PCs ask about the text, give them *Player Handout #6*.

Perform (poetry) or Profession (poet):

- DC 12 – This poem follows the form of a Nonet. A Nonet is a series of 9 lines, the first containing nine syllables and each successive line containing one fewer until the last one which contains just one.

Development: The PCs are given the direct answer finally, so no score is accumulated in this encounter. Proceed to **Encounter 7**.

ENCOUNTER 7: ENTERING KURAST'S KEEP

The PCs have now rushed to Kurast's Keep hoping to find Moscha and his ward before Victoria. However, before the PCs find out who made it first, they first need to enter Kurast's Keep, which means getting past the elementals guarding it. This scene may be familiar to players of NYR3-07 *To Catch A Falling Star*. This first experience of safety will hopefully catch the PCs off-guard when they reach the water elemental fight.

If Victoria arrived first, her group defeated the water elemental guards and entered the Keep. Kurast quickly replaces his guards once dispatched so the PCs have to face the same challenge. Read or paraphrase the following:

Ahead of you, you can hear the rushing of water. But there is no river to be seen.

A few more minutes and you see that the ground drops away from view. Apparently you are

on top of a cliff. The road continues ahead, dropping down into what can only be a series of switchbacks.

Refer to DM's Map #7A. Eventually the PCs will go down the switchbacks. If they fly or otherwise avoid the road, nothing special happens. Once they reach ground level, read or paraphrase the following:

Finally reaching ground level, the sight of Kurast's Keep greets your eyes. It is an impressive, if somewhat unusual, structure. A large central gate is almost completely consumed by the headwaters of the Flessern River. You see no other entrances to the Keep. It might be difficult to get inside.

Crossing the water here is completely safe. The challenge here is one of trust. Let the PCs discuss their options then continue with the text below.

As you are discussing the Keep, an image of an indistinct humanoid appears. No specific features can be made out except for a pair of bright blue eyes. The image beckons you towards the swift flowing river. There, tied to the bank with a stout rope, is a small two-person rowboat. The name on the aft board reads "TRUST ME". The humanoid image then fades from view.

The PCs seated inside the rowboat are able to spot a small side door just to the left of the flooded main gate. The door is invisible to anyone not seated in the boat. The door also has no visible means of opening it, having no apparent handle or hinges.

The sound of the rushing water blankets the area. It causes no particular problems, but does exist in the background. Any particular Listen Checks that the PCs would like to make are impossible owing to this constant noise. There is also a strong smell of lemons surrounding the Keep. A number of fragrant plants have been growing wild around the Keep. These pose no threat to the party, but might keep them on their toes.

The rowboat must be rowed across in both directions. It is a completely normal rowboat in every respect. There may be characters that elect to water walk, swim, or fly across. These are all perfectly acceptable. Once the character in question reaches the spit of land, the door is revealed.

When the PCs start rowing across, you should have each person in the boat roll a d20. Be sure to make a show of recording the results, but the roll is meaningless. The d20 is only to heighten the tension of the PCs, and serves no other purpose. Obviously, as the rowboat only carries two people, it is very possible that a number of d20 results may occur. Smile knowingly if a result of '1' or '20' comes up, but again, it means nothing.

Once all the PCs are standing at the door it will automatically open, allowing the PCs to proceed to the next challenge.

Holding true to his word, Kurast is going to stay out of any fight – even if he knows it will result in Moscha's

death. He did convince Moscha, however, to agree to a test of arms in addition to the previous tests of faith (travel). Moscha knows that his fellow Fharlanghn priests would send battle worthy adventures to rescue him so he is content to give this one concession to Kurast for his hospitality. Refer to DM's Map #7B.

After a short turn, the hallway ends in a mostly blank wall. But instead of nice solid floor, the last five feet of the hallway is instead a large pool of water. The bottom of the pool seems to be twenty feet beneath where you currently stand, and the pool is filled with strangely reddish water. The water seems laced with small bubbles. These bubbles periodically reach the surface, gently popping as they do. This gives the room a pleasant aroma of lavender and lilac. Looking down towards the bottom of the pool, you can see that it continues beyond your line of sight.

Eventually the PCs will realize that they need to enter the pool and explore. Mounted on the blank wall is a small placard. Printed in Aquan and Common on this placard is the single word "*Breathe*." This is a hint from Kurast that the water has been magically enhanced so that air-breathers can still breathe normally while submerged.

At the far end of the water filled room are 2 water elementals (size vary per APL). These elementals have instructions from Kurast to attack anything that enters the water. There is no surprise round assumed by the author here. When the first PC jumps down into the water, roll initiative assuming that the PC's jump action was a surprise round action and thus not counting towards his/her first round activity. There is no damage taken from the decent into the water. The elementals start at the far end of the water filled room (i.e. the intent isn't to have PCs jump into an elemental's 5' step + full attack).

APL 2 (EL 4)

☞ **Water Elemental, Small:** hp 11; *Monster Manual* 100.

☞ **Water Elemental, Medium:** hp 30; *Monster Manual* 100.

APL 4 (EL 6)

☞ **Water Elemental, Medium:** hp 30; *Monster Manual* 100.

☞ **Water Elemental, Large:** hp 68; *Monster Manual* 100.

APL 6 (EL 8)

☞ **Water Elemental, Large:** hp 68; *Monster Manual* 100.

☞ **Water Elemental, Huge:** hp 152; *Monster Manual* 100.

APL 8 (EL 10)

☞ **Water Elemental, Huge:** hp 152; *Monster Manual* 100.

☞ **Water Elemental, Greater:** hp 199; *Monster Manual* 100.

APL 10 (EL 12)

☞ **Water Elemental, Greater:** hp 199; *Monster Manual* 100.

☞ **Water Elemental, Elder:** hp 228; *Monster Manual* 100.

Tactics: The elementals use typical tactics and fight to the death.

Development: Once the PCs have dispatched the elementals, proceed to **Encounter 8**.

ENCOUNTER 8: MOSCHA'S MOSH PIT – THE FINAL FONTIER

This is the final confrontation between good (or neutral) and evil. The accumulated score from the PC's journey to Kurast's Keep determines the timing of when the parties enter the final map. When the PCs arrive in the final room, read or paraphrase the following:

After you turn the last corner, you see that your path has reached its end. Ahead of you is an oddly shaped room with a sole exit opposite of your arrival. In an alcove to the side, at the southern end of the room, is seated an old man with a walking stick who matches the description of Moscha. Sitting at his side, with obvious worry on his face, is an eight-year-old boy, clutching to Moscha's hand for reassurance.

If the PCs scored 10 or more, they arrive moments before the werewolves (2 rounds to prepare) and receive the following message from 3 *magic mouth* spells:

Welcome stalwart adventurers to my humble keep. I had hoped the elementals would slow your foes more than you. Moscha and the child wait beyond.

You have proven strong in the Fharlanghn faith, and thus have earned advantage. You will have 12 extra seconds to prepare. Your foes approach from the other side.

Do not hinder their entrance for Fharlanghn admits all to the final test.

If the PCs scored 4 or below, the werewolves arrive moments before the PCs (2 rounds to prepare using consumables as appropriate per APL, or for the bodyguards to grow morphic weapons at APL8-10). The PCs receive no benefit from the *magic mouth* spells above.

There is no surprise assumed here although the PCs could manufacture a surprise round through stealth if they have arrived earlier than the werewolves.

Kurast keeps the fight away from Moscha and the child while any PC lives. Assume the capabilities of a high level archmage –vs- an APL10 werewolf party to adjudicate. He is well versed in battlefield control (*wall of force* should suffice). He won't take any action that helps or hinders the opposing forces, but will keep Moscha and child safe during the combat.

APL 2 (EL 4)

Victoria: hp 25; *Appendix 1*.

Orc Warrior Bodyguard (2): hp 5, 5; *Monster Manual 203*.

APL 4 (EL 7)

Victoria: hp 32; *Appendix 1*.

Werewolf Bodyguard (3): hp 27, 27, 27; *Appendix 1*.

APL 6 (EL 9)

Victoria: hp 74; *Appendix 1*.

Werewolf Bodyguard (3): hp 44, 44, 44; *Appendix 1*.

APL 8 (EL 11)

Victoria: hp 88; *Appendix 1*.

Werewolf Bodyguard (3): hp 72, 72, 72; *Appendix 1*.

APL 10 (EL 13)

Victoria: hp 102; *Appendix 1*.

Werewolf Bodyguard (3): hp 120, 120, 120; *Appendix 1*.

Tactics: Pay close attention to the stat blocks for this encounter. Specifically, look to the **Combat Gear** entry, as most of the APLs contain items that can be used to great effect in this fight. Victoria and her crew fight to the death.

Treasure:

APL 2: Loot: 17 gp; Coin: 67 gp; Magic: 175 gp – *armband of elusive action* (67 gp each), +1 *cloak of resistance* (83 gp each), *potion of cure moderate wounds* (25 gp each)

APL 4: Loot: 132 gp; Coin: 238 gp; Magic: 651 gp – *armband of elusive action* (67 gp each), *boots of agile leaping* (50 gp each), *cloak of predatory vigor* (3) (117 gp each per cloak), *cloak of resistance +1* (83 gp each), *potion of cure moderate wounds* (4) (25 gp each per potion)

APL 6: Loot: 44 gp; Coin: 163 gp; Magic: 1469 gp – +1 *greatsword* (3) (196 gp each per sword), *armband of elusive action* (67 gp each), *boots of agile leaping* (50 gp each), *cloak of predatory vigor* (3) (117 gp each per cloak), *cloak of resistance +1* (83 gp each), *potion of cure moderate wounds* (4) (25 gp each per potion), *potion of haste* (63 gp each), *ring of protection +1* (167 gp each)

APL 8: Loot: 44 gp; Coin: 163 gp; Magic: 2478 gp – +1 *greatsword* (3) (196 gp each per sword), *armband of elusive action* (67 gp each), *boots of agile leaping* (4) (50 gp each per pair), *cloak of predatory vigor* (3) (117 gp each per

cloak), *cloak of resistance +1* (83 gp each), *periapt of wisdom* (333 gp each), *potion of blur* (25 gp each), *potion of cure moderate wounds* (4) (25 gp each per potion), *potion of haste* (63 gp each), *ring of protection +1* (4) (167 gp each per ring)

APL 10: Loot: 44 gp; Coin: 88 gp; Magic: 4045 gp – +1 *keen greatsword* (3) (696 gp each per sword), *armband of elusive action* (67 gp each), *boots of agile leaping* (50 gp each), *cloak of predatory vigor* (3) (117 gp each per cloak), *cloak of resistance +1* (83 gp each), *ki straps* (417 gp each), *periapt of wisdom* (333 gp each), *potion of blur* (3) (25 gp each per potion), *potion of cure moderate wounds* (4) (25 gp each per potion), *potion of displacement* (63 gp each), *potion of haste* (4) (63 gp each per potion), *ring of protection +1* (166 gp each)

Detect Magic Results: +1 *greatsword* (faint evocation), +1 *keen greatsword* (faint evocation and moderate transmutation), *armband of elusive action* (faint transmutation), *boots of agile leaping* (faint transmutation), *cloak of predatory vigor* (faint conjuration), *cloak of resistance +1* (faint abjuration), *ki straps* (moderate transmutation), *periapt of wisdom* (moderate transmutation), *potion of blur* (faint illusion), *potion of cure moderate wounds* (faint conjuration), *potion of displacement* (faint illusion), *potion of haste* (faint transmutation), *ring of protection +1* (faint abjuration)

Development: If Victoria or her bodyguards are somehow captured, the PCs learn that there are no more werewolves in this pack to worry about.

CONCLUSION

There are two conclusions. Either the PCs defeat the werewolves, or they don't. If they do, they rescue Moscha and Tamaar.

SUCCESS

The PCs have passed the Fharlanghn tests of faith and have defeated those who would do harm to Moscha and his ward. Kurast is very relieved that he doesn't have to witness the slaughter of his friend and of an innocent and seeks out and retrieves General Osmeran. Read or paraphrase the following:

As the last of the werewolves fall, a quiet comes over the room only to be dispelled by the joyous screams of an 8 year old boy witnessing his own personal heroes in action. Moscha, although more restrained, also shows his pleasure in your successes.

After a few short moments, two more human males arrive suddenly in the room protected by the magical barriers, which kept Moscha and the boy safe during the now-finished combat. The older of the two has deep blue eyes that remind you of the image you saw before you entered the keep. The other is dressed in well-worn leather garb and carries himself with obvious authority.

The younger of the two speaks, "Kurast you old dog! Why didn't you tell me sooner that Tamaar lives! I thought he was lost to me years ago."

Addressing you and Moscha, he continues, "I am General Osmeran. Some of you may recognize me, some of you may not, but frankly I don't care. You have done a great service for me by saving my grandson and I owe you an eternal debt!"

Each PC earns **Kurast's Favor**, **General Osmeran's Favor**, and **Blessed by the Wanderer**.

FAILURE

The PCs have either aborted the mission early or have failed to defeat the werewolves. Either way, the werewolves eventually find Moscha and kill both Moscha and the boy. Kurast is not happy.

Weeks have gone by as you sit idly at a bar wondering whatever happened to Moscha and the boy. Rumors continue to spread about the dangers of the roads in the Duchy of Womtham. Different rumors claim that similar attacks are spreading to the rest of Nyronnd. Reports of lycanthropy reaching Rel Mord may be exaggerated, but after your recent failures, you believe that it may well be true. Time will tell.

The PCs have earned **Kurast's Wrath**. Kurast knew he could have prevented the deaths of Moscha and the boy, but held true to his promise to Moscha. He now holds a grudge against the PCs for proving Moscha's faith to be false and his own judgment to be faulty.

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 4

Defeat mercenaries:

APL 2	120 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP

Encounter 7

Defeat water elementals:

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP

Encounter 8

Defeat werewolves:

APL 2	120 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP

Story Award

Objective(s) met:

APL 2	45 XP
APL 4	70 XP
APL 6	90 XP
APL 8	115 XP
APL 10	135 XP

Discretionary roleplaying award

APL 2	45 XP
APL 4	65 XP
APL 6	90 XP
APL 8	110 XP
APL 10	135 XP

Total possible experience:

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

TREASURE SUMMARY

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

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

Encounter 1: To Womtham!

APL 2: Loot: 0 gp; Coin: 50 gp; Magic: 0 gp

APL 4: Loot: 0 gp; Coin: 100 gp; Magic: 0 gp

APL 6: Loot: 0 gp; Coin: 150 gp; Magic: 0 gp

APL 8: Loot: 0 gp; Coin: 200 gp; Magic: 0 gp

APL 10: Loot: 0 gp; Coin: 250 gp; Magic: 0 gp

Encounter 4: Roadblock

APL 2: Loot: 97 gp; Coin: 24 gp; Magic: 171 gp – *anklet of translocation* (117 gp each), *potion of cure moderate wounds* (2) (25 gp each per potion), *scroll of magic missile* (CL 1) (2) (2 gp each per scroll)

APL 4: Loot: 139 gp; Coin: 37 gp; Magic: 346 gp – *anklet of translocation* (117 gp each), *potion of cure moderate wounds* (2) (25 gp each per potion), *ring of protection +1*

(167 gp each), scroll of magic missile (CL 3) (2) (6 gp each per scroll)

APL 6: Loot: 197 gp; Coin: 29 gp; Magic: 709 gp – anklet of translocation (117 gp each), greatreach bracers (167 gp each), potion of cure moderate wounds (2) (25 gp each per potion), ring of protection +1 (167 gp each), vanisher cloak (208 gp each)

APL 8: Loot: 286 gp; Coin: 13 gp; Magic: 1235 gp – +1 dwarven waraxe (194 gp each), anklet of translocation (117 gp each), cloak of resistance +1 (83 gp each), greatreach bracers (167 gp each), headband of intellect +2 (333 gp each), potion of cure moderate wounds (2) (25 gp each per potion), vanisher cloak (208 gp each), vest of resistance +1 (83 gp each)

APL 10: Loot: 394 gp; Coin: 21 gp; Magic: 1976 gp – +1 dwarven waraxe (194 gp each), anklet of translocation (117 gp each), cloak of resistance +1 (83 gp each), gauntlets of ogre power (333 gp each), gloves of dexterity +2 (333 gp each), greatreach bracers (167 gp each), headband of intellect +2 (333 gp each), potion of barkskin +3 (50 gp each), potion of blur (25 gp each), potion of cure moderate wounds (2) (25 gp each per potion), vanisher cloak (208 gp each), vest of resistance +1 (83 gp each)

Encounter 8: Moscha's Mosh Pit

APL 2: Loot: 17 gp; Coin: 67 gp; Magic: 175 gp – armband of elusive action (67 gp each), +1 cloak of resistance (83 gp each), potion of cure moderate wounds (25 gp each)

APL 4: Loot: 132 gp; Coin: 238 gp; Magic: 651 gp – armband of elusive action (67 gp each), boots of agile leaping (50 gp each), cloak of predatory vigor (3) (117 gp each per cloak), cloak of resistance +1 (83 gp each), potion of cure moderate wounds (4) (25 gp each per potion)

APL 6: Loot: 44 gp; Coin: 163 gp; Magic: 1469 gp – +1 greatsword (3) (196 gp each per sword), armband of elusive action (67 gp each), boots of agile leaping (50 gp each), cloak of predatory vigor (3) (117 gp each per cloak), cloak of resistance +1 (83 gp each), potion of cure moderate wounds (4) (25 gp each per potion), potion of haste (63 gp each), ring of protection +1 (167 gp each)

APL 8: Loot: 44 gp; Coin: 163 gp; Magic: 2478 gp – +1 greatsword (3) (196 gp each per sword), armband of elusive action (67 gp each), boots of agile leaping (4) (50 gp each per pair), cloak of predatory vigor (3) (117 gp each per cloak), cloak of resistance +1 (83 gp each), periapt of wisdom (333 gp each), potion of blur (25 gp each), potion of cure moderate wounds (4) (25 gp each per potion), potion of haste (63 gp each), ring of protection +1 (4) (167 gp each per ring)

APL 10: Loot: 44 gp; Coin: 88 gp; Magic: 4045 gp – +1 keen greatsword (3) (696 gp each per sword), armband of elusive action (67 gp each), boots of agile leaping (50 gp each), cloak of predatory vigor (3) (117 gp each per cloak), cloak of resistance +1 (83 gp each), ki straps (417 gp each), periapt of wisdom (333 gp each), potion of blur (3) (25 gp each per potion), potion of cure moderate wounds (4) (25 gp each per potion), potion of displacement (63 gp each), potion of haste (4) (63 gp each per potion), ring of protection +1 (166 gp each)

Total Possible Treasure

APL 2: Loot: 114 gp; Coin: 141 gp; Magic: 346 gp; Total: 601 gp

APL 4: Loot: 271 gp; Coin: 375 gp; Magic: 997 gp; Total: 1643 gp

APL 6: Loot: 241 gp; Coin: 342 gp; Magic: 2178 gp; Total: 2761 gp

APL 8: Loot: 330 gp; Coin: 376 gp; Magic: 3713 gp; Total: 4419 gp

APL 10: Loot: 438 gp; Coin: 359 gp; Magic: 6021 gp; Total: 6818 gp

Special

☛ **Blessed by the Wanderer:** For proving worthy of the faith of one of his priests, you have earned Fharlanghn's blessing. The next time you would be surprised on a road-side journey, you may act in the surprise round. Cross this favor out when used.

☛ **General Osmeran's Favor:** General Osmeran considers you to be a vital asset to Nyronnd. He agrees to pay the full cost, casting and components, for any spell that is required to bring this character back to life (*raise dead*, *resurrection*, etc.). Cross this favor out once used.

☛ **Kurast's Favor:** For saving the life of Kurast's friend Moscha, he provides you with a single-use gem. Simply place the gem in a natural body of water and speak the command word "Kurast" and receive the following benefit for 17 hours (CL 17):

Acid resistance 5

Cold resistance 5

Fire resistance 5

Lightning resistance 5

Once used, the gem loses its magical abilities and is worthless (0 gp).

☛ **Kurast's Wrath:** Kurast uses his influence within Nyronnd to show his displeasure for the loss of his friend Moscha. The next time you make a purchase on a Nyronnd AR (including this one) of 4,000 gp or more, the cost of the item is increased by 10%. Thus a +2 headband of intellect would cost 4400 gp. Cross this entry off once it has taken effect.

☛ Grilen's Spellbook:

APL2: 1 – color spray, ray of enfeeblement. Cost 200 gp.

APL4: 1 – color spray, mage armor, ray of enfeeblement. 2 – glitterdust, mirror image. Cost 700 gp.

APL6: 1 – mage armor, magic missile, nerveskitter^{spc}, ray of clumsiness^{spc}, ray of enfeeblement. 2 – glitterdust, invisibility, mirror image. 3 – fly. Cost 1,400 gp.

APL8: 1 – grease, mage armor, magic missile, nerveskitter^{spc}, ray of clumsiness^{spc}, ray of enfeeblement, shield. 2 – blindness/deafness, glitterdust, invisibility, mirror image, see invisibility. 3 – fly. 4 – Evard's black tentacles, greater invisibility. Cost 2,800 gp.

APL10: 1 – grease, mage armor, magic missile, nerveskitter^{pc}, ray of clumsiness^{pc}, ray of enfeeblement, shield. 2 – blindness/deafness, false life, glitterdust, invisibility, mirror image, see invisibility. 3 – dispel magic, fly. 4 – enervation, Evard's black tentacles, greater invisibility, solid fog. Cost 4,100 gp.

ITEMS FOR THE ADVENTURE RECORD

Item Access

APL 2:

- Anklet of translocation (Adventure; MIC p71)
- Armband of elusive action (Adventure; MIC p72)
- Grilen's spellbook (Adventure; see above)

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

- Boots of agile leaping (Adventure; MIC p76)
- Cloak of predatory vigor (Adventure; MIC p87)

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

- Greatreach bracers (Adventure; MIC p108)
- Vanisher cloak (Adventure; MIC p145)

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

- Ki straps (Adventure; MIC p113)
- +1 keen greatsword (Adventure, DMG)

APPENDIX 1: APL 2

ENCOUNTER 4: ROADBLOCK

GRILEN

CR 1

Female human wizard 1

NE Medium humanoid (human)

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

Languages Common, Elven, Orcish

AC 11, touch 11, flat-footed 10
(+1 Dex)

hp 8 (1 HD)

Fort +2, **Ref** +1, **Will** +3

Speed 30 ft. (6 squares)

Melee masterwork dagger +1 (1d4/19-20)

Base Atk +0; **Grp** +0

Atk Options Point Blank Shot, Precise Shot

Combat Gear *potion of cure moderate wounds*, *scroll of magic missile* (CL 1) (2)

Wizard Spells Prepared (CL 1st):

1st—*color spray* (DC 13), *ray of enfeeblement* (+1 ranged touch)

0—*acid splash* (+1 ranged touch), *daze* (DC 12), *detect magic*

Abilities Str 10, Dex 13, Con 14, Int 15, Wis 12, Cha 8

SQ familiar (toad), share spells with familiar

Feats Point Blank Shot, Precise Shot, Scribe Scroll^B

Skills Concentration +6, Decipher Script +6, Knowledge (arcana) +6, Profession (gambler) +5, Spellcraft +6

Possessions combat gear plus masterwork dagger, spell book, spell component pouch

MEKEL

CR 3

Male dwarf ranger 1/fighter 2

CN Medium humanoid (dwarf)

Init +2; **Senses** Listen +4, Spot +4

Languages Common, Dwarven, Orc

AC 16, touch 12, flat-footed 14; **Combat Expertise** (+2 Dex, +4 armor)

hp 27 (3 HD)

Fort +7 (+9 against poison), **Ref** +4, **Will** +0; +2 against spells and spell-like effects

Speed 20 ft. (4 squares)

Melee masterwork dwarven waraxe +7 (1d10+3/x3) or

Ranged longbow +5 (1d8/x3)

Base Atk +3; **Grp** +5

Atk Options Combat Expertise, Improved Disarm (+15), Power Attack; favored enemy +2 (elf)

Combat Gear *anklet of translocation*, *potion of cure moderate wounds*

Abilities Str 15, Dex 14, Con 14, Int 13, Wis 10, Cha 6

Feats Combat Expertise, Improved Disarm, Power Attack, Track^B, Weapon Focus (dwarven waraxe)

Skills Balance +4, Craft (weaponsmithing) +4, Jump +0, Knowledge (geography) +3, Listen +4, Spot +4, Survival +4, Tumble +6

Possessions combat gear plus masterwork dwarven waraxe, longbow, quiver w/20 arrows, masterwork chain shirt, 145 gp

ENCOUNTER 8: MOSCHA'S MOSH PIT

VICTORIA, HYBRID FORM

CR 3

Female human werewolf monk 1

LE Medium humanoid (human, shapechanger)

Init +8; **Senses** low-light vision, scent; Listen +2, Spot +2

Languages Common; lycanthropic empathy with wolves and dire wolves

AC 20, touch 16, flat-footed 16
(+4 Dex, +2 class, +4 natural)

hp 25 (3 HD); DR 5/silver

Fort +9, **Ref** +10, **Will** +7

Speed 30 ft. (6 squares)

Melee unarmed strike +4 (1d6+3); flurry of blows and claw +2/+2 (1d4+1) and bite +3 (1d6+1) or

Melee claw +4/+4 (1d4+3) and

bite +3 (1d6+1) or

Melee unarmed strike +2/+2 (1d6+3); flurry of blows and claw +0/+0 (1d4+1) and bite +1 (1d6+1)

Base Atk +1; **Grp** +4

Atk Options Stunning Fist (1/day, DC 13)

Special Actions alternate form

Combat Gear *armband of elusive action*, *potion of cure moderate wounds*

Abilities Str 17, Dex 18, Con 16, Int 10, Wis 15, Cha 8

Feats Improved Initiative, Improved Unarmed Strike^B, Iron Will^B, Multiattack, Stunning Fist, Track^B, Weapon Focus (bite)

Skills Balance +9, Escape Artist +8, Hide +10, Jump +5, Move Silently +10, Tumble +9

Possessions combat gear plus *cloak of resistance* +1, 400 gp

Alternate form (Su) A werewolf can assume a human form or the form of a wolf.

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

Skills Werewolves have a +4 racial bonus on Survival when tracking by scent.

ENCOUNTER 4: ROADBLOCK

GRILEN

CR 3

Female human wizard 3

NE Medium humanoid (human)

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

Languages Common, Elven, Orcish

AC 16, touch 12, flat-footed 15

(+1 Dex, +4 armor, +1 deflection)

hp 18 (3 HD)

Fort +3, **Ref** +2, **Will** +4

Speed 30 ft. (6 squares)

Melee masterwork dagger +2 (1d4/19-20)

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

Atk Options Point Blank Shot, Precise Shot

Combat Gear *potion of cure moderate wounds*, *scroll of magic missile* (CL 3) (2)

Wizard Spells Prepared (CL 3rd):

2nd—*glitterdust* (DC 14), *mirror image*

1st—*color spray* (DC 13), *mage armor* †, *ray of enfeeblement* (+2 ranged touch)

0—*acid splash* (+2 ranged touch), *daze* (DC 12), *detect magic*, *message*

† Already cast

Abilities Str 10, Dex 13, Con 14, Int 15, Wis 12, Cha 8

SQ familiar (toad), share spells with familiar

Feats Empower Spell, Point Blank Shot, Precise Shot, Scribe Scroll^B

Skills Concentration +8, Decipher Script +8, Knowledge (arcana) +8, Profession (gambler) +7, Spellcraft +10

Possessions combat gear plus masterwork dagger, spell book, spell component pouch, *ring of protection* +1, 78 gp

MEKEL

CR 3

Male dwarf ranger 1/fighter 2

CN Medium humanoid (dwarf)

Init +2; **Senses** Listen +4, Spot +4

Languages Common, Dwarven, Orc

AC 16, touch 12, flat-footed 14; **Combat Expertise**

(+2 Dex, +4 armor)

hp 27 (3 HD)

Fort +7 (+9 against poison), **Ref** +4, **Will** +0; +2 against spells and spell-like effects

Speed 20 ft. (4 squares)

Melee masterwork dwarven waraxe +7 (1d10+3/x3) or

Ranged longbow +5 (1d8/x3)

Base Atk +3; **Grp** +5

Atk Options **Combat Expertise**, **Improved Disarm** (+15), **Power Attack**; favored enemy +2 (elf)

Combat Gear *anklet of translocation*, *potion of cure moderate wounds*

Abilities Str 15, Dex 14, Con 14, Int 13, Wis 10, Cha 6

Feats **Combat Expertise**, **Improved Disarm**, **Power Attack**, **Track**^B, **Weapon Focus** (dwarven waraxe)

Skills **Balance** +4, **Craft** (weaponsmithing) +4, **Jump** +0, **Knowledge** (geography) +3, **Listen** +4, **Spot** +4, **Survival** +4, **Tumble** +6

Possessions combat gear plus masterwork dwarven waraxe, longbow, quiver w/20 arrows, masterwork chain shirt, 145 gp

ENCOUNTER 8: MOSCHA'S MOSH PIT

VICTORIA, HYBRID FORM

CR 4

Female human werewolf monk 2

LE Medium humanoid (human, shapeshanger)

Init +8; **Senses** low-light vision, scent; Listen +2, Spot +2

Languages Common; lycanthropic empathy with wolves and dire wolves

AC 20, touch 16, flat-footed 16

(+4 Dex, +2 class, +4 natural)

hp 32 (4 HD); DR 10/silver

Fort +10, **Ref** +11, **Will** +8; evasion

Speed 30 ft. (6 squares)

Melee unarmed strike +4/+4 (1d6+4); flurry of blows and claw +2/+2 (1d4+2) and bite +3 (1d6+2 plus curse) or

Melee unarmed strike +6 (1d6+4); flurry of blows and claw +4/+4 (1d4+2) and bite +5 (1d6+2 plus curse) or

Melee claw +6/+6 (1d4+4) and bite +5 (1d6+2 plus curse)

Base Atk +2; **Grp** +6

Atk Options **Combat Reflexes**, **Stunning Fist** (2/day, DC 14)

Special Actions alternate form

Combat Gear *armband of elusive action*, *boots of agile leaping*, *potion of cure moderate wounds*

Abilities Str 17, Dex 18, Con 16, Int 10, Wis 15, Cha 8

Feats **Combat Reflexes**, **Improved Initiative**, **Improved Unarmed Strike**^B, **Iron Will**^B, **Multiattack**, **Stunning Fist**, **Track**^B, **Weapon Focus** (bite)

Skills **Balance** +11 (5+ ranks), **Escape Artist** +9, **Hide** +11, **Jump** +6, **Move Silently** +11, **Tumble** +9

Possessions combat gear plus *cloak of resistance* +1, 600 gp

Alternate form (Su) A werewolf can assume a human form or the form of a wolf.

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

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

Skills Werewolves have a +4 racial bonus on Survival when tracking by scent.

WEREWOLF BODYGUARD, HYBRID FORM CR 3

Male human werewolf barbarian 1
CE Medium humanoid (human, shapechanger)

Init +8; **Senses** low-light vision, scent; Listen +8, Spot +4

Languages Common; lycanthropic empathy with wolves and dire wolves

AC 22, touch 14, flat-footed 18
(+4 Dex, +4 armor, +4 natural)

hp 27 (3 HD); DR 10/silver

Fort +8, **Ref** +7, **Will** +4

Speed 40 ft. (8 squares)

Melee masterwork greatsword +6 (2d6+4/19-20) and bite +1 (1d6+1 plus curse) or

Melee 2 claws +5 (1d4+3) and bite +1 (1d6+1 plus curse) or

Ranged longbow +6 (1d8/x3)

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

Atk Options Power Attack

Special Actions alternate form, rage 1/day

Combat Gear *cloak of predatory vigor*, *potion of cure moderate wounds*

Abilities Str 17, Dex 18, Con 16, Int 10, Wis 15, Cha 8

Feats Improved Initiative, Iron Will^B, Power Attack, Track^B, Weapon Focus (bite)

Skills Climb +5, Jump +9, Listen +8, Spot +4, Survival +6, Swim +3

Possessions combat gear plus masterwork greatsword, longbow, quiver w/20 arrows, chain shirt, 275 gp

Alternate form (Su) A werewolf can assume a human form or the form of a wolf.

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

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

Skills Werewolves have a +4 racial bonus on Survival when tracking by scent.

Rage when raging, the bodyguard's stats change as follows:

AC 20, touch 12, flat-footed 16

hp 33

Fort +10, **Will** +6

Melee masterwork greatsword +8 (2d6+7/19-20) and bite +3 (1d6+2 plus curse) or

Melee 2 claws +7 (1d4+5) and

bite +3 (1d6+2 plus curse)

Grp +7

Abilities Str 21, Con 20

Skills Climb +7, Jump +11, Swim +5

APL 6

ENCOUNTER 4: ROADBLOCK

GRILEN

CR 5

Female human wizard 5

NE Medium humanoid (human)

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

Languages Common, Elven, Orcish

AC 16, touch 12, flat-footed 15
(+1 Dex, +4 armor, +1 deflection)

hp 28 (5 HD)

Fort +3, **Ref** +2, **Will** +5

Speed 30 ft. (6 squares)

Melee masterwork dagger +3 (1d4/19-20)

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

Atk Options Point Blank Shot, Precise Shot

Combat Gear *potion of cure moderate wounds*, *vanisher cloak*

Wizard Spells Prepared (CL 5th):

3rd—*fly*, *split ray of enfeeblement* (+3 ranged touch)

2nd—*glitterdust* (DC 15), *invisibility*, *mirror image*

1st—*mage armor* †, *magic missile*, *nervekitter*, *ray of clumsiness* (+3 ranged touch)

0—*acid splash* (+3 ranged touch), *daze* (DC 13), *detect magic*, *message*

† Already cast

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

SQ familiar (toad), share spells with familiar

Feats Empower Spell, Point Blank Shot, Precise Shot, Scribe Scroll^B, Split Ray

Skills Concentration +10, Decipher Script +11, Knowledge (arcana) +11, Knowledge (geography) +5, Profession (gambler) +9, Spellcraft +13

Possessions combat gear plus masterwork dagger, spell book, spell component pouch, *ring of protection* +1, 78 gp

MEKEL

CR 5

Male dwarf ranger 1/ fighter 4

CN Medium humanoid (dwarf)

Init +2; **Senses** Listen +4, Spot +4

Languages Common, Dwarven, Orc

AC 16, touch 12, flat-footed 14; **Combat Expertise**
(+2 Dex, +4 armor)

hp 46 (5 HD)

Fort +8 (+10 against poison), **Ref** +5, **Will** +1; +2
against spells and spell-like effects

Speed 20 ft. (4 squares)

Melee masterwork dwarven waraxe +10 (1d10+6/x3) or
Ranged longbow +7 (1d8/x3)

Base Atk +5; **Grp** +8

Atk Options Combat Expertise, Improved Disarm (+18),
Power Attack; favored enemy +2 (elf)

Combat Gear *anklet of translocation*, *greatreach
bracers*, *potion of cure moderate wounds*

Abilities Str 16, Dex 14, Con 14, Int 13, Wis 10, Cha 6

Feats Combat Expertise, Improved Disarm, Power
Attack, Track^B, Weapon Focus (dwarven waraxe),
Weapon Specialization (dwarven waraxe)

Skills Balance +5, Craft (weaponsmithing) +4, Jump +3,
Knowledge (geography) +3, Listen +4, Spot +4,
Survival +4, Tumble +7

Possessions combat gear plus masterwork dwarven
waraxe, longbow, quiver w/20 arrows, masterwork
chain shirt, 95 gp

ENCOUNTER 8: MOSCHA'S MOSH PIT

VICTORIA, HYBRID FORM

CR 6

Female human werewolf monk 2

LE Large humanoid (human, shapechanger)

Init +8; **Senses** low-light vision, scent; Listen +4, Spot
+4

Languages Common; lycanthropic empathy with wolves
and dire wolves

AC 21, touch 16, flat-footed 17

(-1 size, +4 Dex, +2 class, +1 deflection, +5 natural)

hp 74 (8 HD); **DR** 10/silver

Fort +13, **Ref** +13, **Will** +13; evasion

Speed 30 ft. (6 squares); Run

Melee unarmed strike +12/+12 (1d8+10); flurry of blows
and
claw +10/+10 (1d6+5) and
bite +11 (1d8+5 plus curse) or

Melee unarmed strike +14 (1d8+10); flurry of blows and
claw +12/+12 (1d6+5) and
bite +13 (1d8+5 plus curse) or

Melee claw +14/+14 (1d6+10) and
bite +13 (1d8+5 plus curse)

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

Base Atk +5; **Grp** +19

Atk Options Combat Reflexes, Stunning Fist (3/day, DC
16)

Special Actions alternate form

Combat Gear *armband of elusive action*, *boots of agile
leaping*, *potion of cure moderate wounds*, *potion of
haste*

Abilities Str 30, Dex 18, Con 18, Int 10, Wis 15, Cha 8

Feats Alertness, Combat Reflexes, Improved Initiative,
Improved Unarmed Strike^B, Iron Will^B, Multiattack,
Run, Stunning Fist, Track^B, Weapon Focus (bite)

Skills Balance +11 (5+ ranks), Escape Artist +9, Hide
+11, Jump +12, Move Silently +15, Tumble +9

Possessions combat gear plus *cloak of resistance* +1,
ring of protection +1, 150 gp

Alternate form (Su) A werewolf can assume a human
form or the form of a wolf.

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

Lycanthropic Empathy (Ex) In any form, lycanthropes
can communicate and empathize with normal or dire

animals of their animal form. This gives them a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend," "foe," "flee," and "attack".

WEREWOLF BODYGUARD, HYBRID FORM CR 5

Male human werewolf barbarian 1/fighter 2
CE Medium humanoid (human, shapechanger)
Init +8; **Senses** low-light vision, scent; Listen +8, Spot +4

Languages Common; lycanthropic empathy with wolves and dire wolves

AC 22, touch 14, flat-footed 18
(+4 Dex, +4 armor, +4 natural)

hp 44 (5 HD); DR 10/silver

Fort +11, **Ref** +7, **Will** +4

Speed 40 ft. (8 squares)

Melee +1 *greatsword* +10 (2d6+7/19-20) and bite +7 (1d6+1 plus curse) or

Melee 2 claws +8 (1d4+3) and bite +7 (1d6+1 plus curse) or

Ranged longbow +8 (1d8/x3)

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

Atk Options Blind Fight, Power Attack

Special Actions alternate form, rage 1/day

Combat Gear *cloak of predatory vigor*, *potion of cure moderate wounds*

Abilities Str 18, Dex 18, Con 16, Int 10, Wis 15, Cha 8

Feats Blind Fight, Improved Initiative, Iron Will^B, Multiattack, Power Attack, Track^B, Weapon Focus (bite), Weapon Focus (greatsword)

Skills Climb +8, Jump +12, Listen +8, Spot +4, Survival +6, Swim +6

Possessions combat gear plus longbow, quiver w/20 arrows, chain shirt, +1 *greatsword*, 275 gp

Alternate form (Su) A werewolf can assume a human form or the form of a wolf.

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

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

Skills Werewolves have a +4 racial bonus on Survival when tracking by scent.

Rage when raging, the bodyguard's stats change as follows:

AC 20, touch 12, flat-footed 16

hp 54

Fort +13, **Will** +6

Melee +1 *greatsword* +12 (2d6+10/19-20) and bite +9 (1d6+3 plus curse) or

Melee 2 claws +10 (1d4+6) and bite +9 (1d6+3 plus curse)

Grp +10

Abilities Str 22, Con 20

Skills Climb +10, Jump +14, Swim +8

ENCOUNTER 4: ROADBLOCK

GRILEN

CR 7

Female human wizard 7

NE Medium humanoid (human)

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

Languages Common, Elven, Orcish

AC 15, touch 11, flat-footed 14

(+1 Dex, +4 armor)

hp 38 (7 HD)

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

Speed 30 ft. (6 squares)

Melee masterwork dagger +4 (1d4/19-20)

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

Atk Options Point Blank Shot, Precise Shot

Combat Gear *potion of cure moderate wounds*, *vanisher cloak*

Wizard Spells Prepared (CL 7th):

4th—*Evard's black tentacles*, *greater invisibility*

3rd—*fly*, *split ray of clumsiness* (+4 ranged touch), *split ray of enfeeblement* (+4 ranged touch)

2nd—*blindness/deafness* (DC 17), *glitterdust* (DC 16), *mirror image*, see *invisibility* †

1st—*grease* (DC 15), *mage armor* †, *magic missile*, *nerveskitter*, *shield*

0—*acid splash* (+4 ranged touch), *daze* (DC 14), *detect magic*, *message*

† Already cast

Abilities Str 10, Dex 13, Con 14, Int 18, Wis 12, Cha 8

SQ familiar (toad), share spells with familiar

Feats Empower Spell, Point Blank Shot, Precise Shot, Scribe Scroll^B, Spell Focus (necromancy), Split Ray

Skills Concentration +12, Decipher Script +14, Knowledge (arcana) +14, Knowledge (geography) +8, Profession (gambler) +11, Spellcraft +16

Possessions combat gear plus masterwork dagger, spell book, spell component pouch, *headband of intellect* +2, *vest of resistance* +1, 78 gp

MEKEL

CR 7

Male dwarf ranger 1/ fighter 6

CN Medium humanoid (dwarf)

Init +2; **Senses** Listen +4, Spot +4

Languages Common, Dwarven, Orc

AC 16, touch 12, flat-footed 14; **Combat Expertise**,

Dodge, Mobility

(+2 Dex, +4 armor)

hp 65 (7 HD)

Fort +10 (+12 against poison), **Ref** +7, **Will** +3; +2 against spells and spell-like effects

Speed 20 ft. (4 squares)

Melee +1 *dwarven waraxe* +12/+7 (1d10+7/x3) or

Ranged longbow +9/+4 (1d8/x3)

Base Atk +7; **Grp** +10

Atk Options **Combat Expertise**, **Improved Disarm** (+20), **Power Attack**; favored enemy +2 (elf)

Combat Gear *anklet of translocation*, *greatreach bracers*, *potion of cure moderate wounds*

Abilities Str 16, Dex 14, Con 14, Int 13, Wis 10, Cha 6

Feats **Combat Expertise**, **Dodge**, **Improved Disarm**, **Mobility**, **Power Attack**, **Track^B**, **Weapon Focus** (dwarven waraxe), **Weapon Specialization** (dwarven waraxe)

Skills **Balance** +8 (5+ ranks), **Craft** (weaponsmithing) +4, **Jump** +7, **Knowledge** (geography) +3, **Listen** +4, **Spot** +4, **Survival** +4, **Tumble** +8

Possessions combat gear plus longbow, quiver w/20 arrows, masterwork chain shirt, +1 *dwarven waraxe*, *cloak of resistance* +1.

ENCOUNTER 8: MOSCHA'S MOSH PIT

VICTORIA, HYBRID FORM

CR 8

Female human werewolf monk 4

LE Large humanoid (human, shapechanger)

Init +8; **Senses** low-light vision, scent; **Listen** +5, **Spot** +5

Languages Common; lycanthropic empathy with wolves and dire wolves

AC 22, touch 17, flat-footed 18

(-1 size, +4 Dex, +3 class, +1 deflection, +5 natural)

hp 88 (10 HD); **DR** 10/silver

Fort +14, **Ref** +14, **Will** +15; evasion, +2 against enchantment spells and effects

Speed 40 ft. (8 squares); **Run**

Melee unarmed strike +15/+15/+10 (2d6+10); flurry of blows and

claw +12/+12 (1d6+5) and

bite +13 (1d8+5 plus curse) or

Melee unarmed strike +17/+12 (2d6+10); flurry of blows and

claw +14/+14 (1d6+5) and

bite +15 (1d8+5 plus curse) or

Melee claw +16/+16 (1d6+10) and

bite +15 (1d8+5 plus curse)

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

Base Atk +7; **Grp** +21

Atk Options **Combat Reflexes**, **Stunning Fist** (5/day, DC 18), *ki strike* (magic)

Special Actions alternate form

Combat Gear *armband of elusive action*, *boots of agile leaping*, *potion of blur*, *potion of cure moderate wounds*, *potion of haste*

Abilities Str 30, Dex 18, Con 18, Int 10, Wis 17, Cha 8

SQ slow fall 20 ft.

Feats **Alertness**, **Combat Reflexes**, **Improved Initiative**, **Improved Unarmed Strike^B**, **Iron Will^B**, **Multiattack**, **Run**, **Stunning Fist**, **Track^B**, **Weapon Focus** (bite), **Weapon Focus** (unarmed strike)

Skills **Balance** +13 (5+ ranks), **Escape Artist** +11, **Hide** +13, **Jump** +14, **Move Silently** +17, **Tumble** +11

Possessions combat gear plus *cloak of resistance* +1, *periapt of wisdom* +2, *ring of protection* +1, 150 gp

Alternate form (Su) A werewolf can assume a human form or the form of a wolf.

Curse of Lycanthropy (Su) Any humanoid or giant hit by a natural lycanthrope's bite attack in animal or

hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy. If the victim's size is not within one size category of the lycanthrope (for example, a hill giant bit by a wererat), the victim cannot contract lycanthropy from the lycanthrope. Afflicted lycanthropes cannot pass on the curse of lycanthropy.

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

WEREWOLF BODYGUARD, HYBRID FORM CR 7

Male human werewolf barbarian 1/fighter 2/warshaper 2
CE Medium humanoid (human, shapechanger)

Init +8; **Senses** low-light vision, scent; **Listen** +8, **Spot** +4

Languages Common; lycanthropic empathy with wolves and dire wolves

AC 23, touch 15, flat-footed 19
(+4 Dex, +4 armor, +4 natural, +1 deflection)

hp 72 (7 HD); **DR** 10/silver

Immune critical hits, stunning

Fort +16, **Ref** +7, **Will** +4

Speed 40 ft. (8 squares)

Melee +1 *greatsword* +13 (2d6+10/19-20) and bite +10 (1d6+3 plus curse) and morphic weapons +9 (variable quantity and damage depending on how many added) or

Melee 2 claws +11 (1d4+6) and bite +10 (1d6+3 plus curse) and morphic weapons +9 (variable quantity and damage depending on how many added) or

Ranged longbow +9 (1d8/x3)

Base Atk +5; **Grp** +11

Atk Options Blind Fight, Power Attack

Special Actions alternate form, morphic weapon growth, rage 1/day

Combat Gear *boots of agile leaping, cloak of predatory vigor, potion of cure moderate wounds*

Abilities Str 22, Dex 18, Con 20, Int 10, Wis 15, Cha 8

Feats Blind Fight, Improved Initiative, Iron Will^B, Multiattack, Power Attack, Track^B, Weapon Focus (bite), Weapon Focus (greatsword)

Skills Balance +8 (5+ ranks), Climb +10, Jump +12, Listen +8, Spot +4, Survival +6, Swim +6

Possessions combat gear plus longbow, quiver w/20 arrows, chain shirt, +1 *greatsword, ring of protection* +1, 275 gp

Alternate form (Su) A werewolf can assume a human form or the form of a wolf.

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

Afflicted lycanthropes cannot pass on the curse of lycanthropy.

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

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 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 weapon 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): 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.

Skills Werewolves have a +4 racial bonus on Survival when tracking by scent.

Rage when raging, the bodyguard's stats change as follows:

AC 21, touch 13, flat-footed 17

hp 86

Fort +18, **Will** +7

Melee +1 *greatsword* +15 (2d6+13/19-20) and bite +12 (1d6+4 plus curse) or morphic weapons +11 (variable quantity and damage depending on how many added) or

Melee 2 claws +13 (1d4+8) and bite +12 (1d6+4 plus curse) or morphic weapons +11 (variable quantity and damage depending on how many added) or

Grp +13

Abilities Str 26, Con 24

Skills Climb +12, Jump +14, Swim +8

ENCOUNTER 4: ROADBLOCK**GRILEN**

CR 9

Female human wizard 9

NE Medium humanoid (human)

Init +3; **Senses** Listen +1, Spot +1**Languages** Common, Elven, Orcish**AC** 17, touch 13, flat-footed 14

(+3 Dex, +4 armor)

hp 48 (9 HD); +14 temporary hit points from *false life***Fort** +6, **Ref** +7, **Will** +8**Speed** 30 ft. (6 squares)**Melee** masterwork dagger +5 (1d4/19-20)**Base Atk** +4; **Grp** +4**Atk Options** Point Blank Shot, Precise Shot**Combat Gear** *potion of blur*, *potion of cure moderate wounds*, *vanisher cloak***Wizard Spells Prepared** (CL 9th):5th—*split ray enervation** (+7 ranged touch)4th—*Evard's black tentacles*, *greater invisibility*, *solid fog*3rd—*dispel magic*, *empowered false life* †, *fly*, *split ray of enfeeblement* (+7 ranged touch)2nd—*empowered ray of enfeeblement** (+7 ranged touch), *split ray of clumsiness** (+7 ranged touch), *glitterdust* (DC 17), *mirror image*, *see invisibility* †1st—*grease* (DC 15), *mage armor* †, *magic missile*, *nervekitter*, *shield*0—*acid splash* (+7 ranged touch), *daze* (DC 14), *detect magic*, *message*

† Already cast

* Slot reduced via Metamagic School Focus

Abilities Str 10, Dex 16, Con 14, Int 18, Wis 12, Cha 8**SQ** familiar (toad), share spells with familiar**Feats** Empower Spell, Metamagic School Focus (necromancy), Point Blank Shot, Precise Shot, Scribe Scroll^B, Spell Focus (necromancy), Split Ray**Skills** Concentration +14, Decipher Script +16, Knowledge (arcana) +16, Knowledge (geography) +10, Profession (gambler) +13, Spellcraft +18**Possessions** combat gear plus masterwork dagger, spell book, spell component pouch, *gloves of dexterity* +2, *headband of intellect* +2, *vest of resistance* +1, 78 gp**MEKEL**

CR 9

Male dwarf ranger 1/ fighter 8

CN Medium humanoid (dwarf)

Init +2; **Senses** Listen +4, Spot +4**Languages** Common, Dwarven, Orc**AC** 16, touch 12, flat-footed 14; **Combat Expertise**, **Dodge**, **Mobility**

(+2 Dex, +4 armor)

hp 74 (9 HD)**Fort** +11 (+13 against poison), **Ref** +7, **Will** +3; +2 against spells and spell-like effects**Speed** 20 ft. (4 squares)**Melee** +1 *dwarven waraxe* +17/+12 (1d10+11/19-20/x3) or**Ranged** longbow +11/+6 (1d8/x3)**Base Atk** +9; **Grp** +13**Atk Options** **Combat Expertise**, **Improved Disarm** (+25), **Power Attack**; favored enemy +2 (elf)**Combat Gear** *anklet of translocation*, *greatreach bracers*, *potion of cure moderate wounds*, *potion of barkskin* +3**Abilities** Str 19, Dex 14, Con 14, Int 13, Wis 10, Cha 6**Feats** **Combat Expertise**, **Dodge**, **Improved Critical** (dwarven waraxe), **Improved Disarm**, **Melee Weapon Mastery** (slashing), **Mobility**, **Power Attack**, **Track**^B, **Weapon Focus** (dwarven waraxe), **Weapon Specialization** (dwarven waraxe)**Skills** **Balance** +9 (5+ ranks), **Craft** (weaponsmithing) +4, **Jump** +10, **Knowledge** (geography) +3, **Listen** +4, **Spot** +4, **Survival** +4, **Tumble** +9**Possessions** combat gear plus longbow, quiver w/20 arrows, masterwork chain shirt, +1 *dwarven waraxe*, *cloak of resistance* +1, *gauntlets of ogre power*, 45 gp**ENCOUNTER 8: MOSCHA'S MOSH PIT****VICTORIA, HYBRID FORM**

CR 10

Female human werewolf monk 6

LE Large humanoid (human, shapechanger)

Init +8; **Senses** low-light vision, scent; **Listen** +6, **Spot** +6**Languages** Common; lycanthropic empathy with wolves and dire wolves**AC** 23, touch 18, flat-footed 19

(-1 size, +4 Dex, +4 class, +1 deflection, +5 natural)

hp 102 (12 HD); **DR** 10/silver**Immune** normal diseases**Fort** +15, **Ref** +15, **Will** +17; **evasion**, +2 against enchantment spells and effects**Speed** 50 ft. (10 squares); **Run****Melee** unarmed strike +17/+17/+12 (2d6+10); flurry of blows and
claw +14/+14 (1d6+5) and
bite +15 (1d8+5 plus curse) or**Melee** unarmed strike +17/+12 (2d6+10); flurry of blows andclaw +15/+15 (1d6+5) and
bite +16 (1d8+5 plus curse) or**Melee** claw +17/+17 (1d6+10) and
bite +16 (1d8+5 plus curse)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +8; **Grp** +22**Atk Options** **Combat Reflexes**, **Improved Disarm** (+25), **Power Attack**, **Stunning Fist** (7/day, DC 22), *ki* strike (magic)**Special Actions** alternate form**Combat Gear** *armband of elusive action*, *boots of agile leaping*, *potion of displacement*, *potion of cure moderate wounds*, *potion of haste***Abilities** Str 30, Dex 18, Con 18, Int 10, Wis 18, Cha 8**SQ** slow fall 30 ft.**Feats** **Alertness**, **Combat Reflexes**, **Improved Disarm**, **Improved Initiative**, **Improved Unarmed Strike**^B, **Iron**

Will^B, Multiattack, Power Attack, Run, Stunning Fist, Track^B, Weapon Focus (bite), Weapon Focus (unarmed strike)

Skills Balance +15 (5+ ranks), Escape Artist +13, Hide +15, Move Silently +19, Tumble +13

Possessions combat gear plus *cloak of resistance* +1, *ki straps*, *periapt of wisdom* +2, *ring of protection* +1, 150 gp

Alternate form (Su) A werewolf can assume a human form or the form of a wolf.

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

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

WEREWOLF BODYGUARD, HYBRID FORM CR 9

Male human werewolf barbarian 1/fighter 1/warshaper 3
CE Large humanoid (human, shapechanger)

Init +8; **Senses** low-light vision, scent; Listen +13, Spot +9

Languages Common; lycanthropic empathy with wolves and dire wolves

AC 22, touch 13, flat-footed 18
(-1 size, +4 Dex, +4 armor, +5 natural)

hp 120 (11 HD); DR 10/silver

Immune critical hits, stunning

Fort +18, **Ref** +10, **Will** +10

Speed 40 ft. (8 squares); Run

Melee +1 *keen greatsword* +20/+15 (3d6+19/17-20) and bite +18 (1d8+6 plus curse) and morphic weapons +17 (variable quantity and damage depending on how many added) or

Melee 2 claws +20 (1d6+12) and bite +18 (1d8+6 plus curse) and morphic weapons +17 (variable quantity and damage depending on how many added) or

Ranged longbow +11/+6 (2d6/x3)

Space 10 ft.; **Reach** 10 ft., 15 ft. with morphic reach

Base Atk +8; **Grp** +24

Atk Options Blind Fight, Power Attack; morphic reach

Special Actions alternate form, morphic weapon growth, rage 1/day

Combat Gear *cloak of predatory vigor*, *potion of blur*, *potion of cure moderate wounds*, *potion of haste*

Abilities Str 34, Dex 18, Con 22, Int 10, Wis 15, Cha 8

Feats Alertness, Blind Fight, Improved Initiative, Iron Will^B, Multiattack, Power Attack, Run, Track^B, Weapon Focus (bite)

Skills Balance +6 (5+ ranks), Climb +15, Jump +19, Listen +13, Spot +9, Survival +5, Swim +18

Possessions combat gear plus longbow, quiver w/20 arrows, chain shirt, +1 *keen greatsword*, 125 gp

Alternate form (Su) A werewolf can assume a human form or the form of a dire wolf.

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

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

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 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 weapon 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): 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 don't appear to have a longer reach until they actually use it.

Skills Werewolves have a +4 racial bonus on Survival when tracking by scent.

Rage when raging, the bodyguard's stats change as follows:

AC 21, touch 12, flat-footed 17

hp 142

Fort +20, **Will** +12

Melee +1 *keen greatsword* +22/+17 (3d6+22/17-20) and bite +20 (1d8+7 plus curse) or morphic weapons +19 (variable quantity and damage depending on how many added) or

Melee 2 claws +22 (1d6+14) and bite +20 (1d8+7 plus curse) or morphic weapons +19 (variable quantity and damage depending on how many added) or

Grp +26

Abilities Str 38, Con 26

Skills Climb +17, Jump +21, Swim +20

APPENDIX 2: NEW RULES ITEMS

NEW FEATS

Melee Weapon Mastery

(*Players Handbook II*, page 81)

You have mastered a wide range of weapons. Your training with one specific weapon now extends to other weapons of a similar sort.

Prerequisite: Proficiency with selected weapon, Weapon Focus with selected weapon, Weapon Specialization with selected weapon, base attack bonus +8.

Benefit: When you select this feat, choose bludgeoning, piercing, or slashing. You must have Weapon Focus and Weapon Specialization with a melee weapon that deals this type of damage. When using any melee weapon that has the damage type you selected, you gain a +2 bonus on attack rolls and a +2 bonus on damage rolls.

Special: You can select this feat more than once. Each time, you can select a new damage type. A fighter can choose Melee Weapon Mastery as one of his fighter bonus feats.

Metamagic School Focus [Metamagic]

(*Complete Mage*, page 45)

You are unusually skilled at modifying the effects of a particular school of magic.

Prerequisite: Spell Focus (chosen school) or specialist wizard in chosen school.

Benefit: Choose a school of magic for which you have the Spell Focus feat, or the school in which you have specialized. Three times per day, you can reduce by one level the cost of a metamagic feat applied to a spell of the chosen school. If you prepare spells, you can have only up to three such reduced-cost spells prepared at any time.

Special: A wizard can select this feat as a wizard bonus feat. This feat can be taken more than once. Each time you take it, it applies to a different school of magic.

Split Ray [Metamagic]

(*Complete Arcane*, page 83)

Your ray spells can affect an additional target.

Prerequisite: Any metamagic feat.

Benefit: You can cause any ray spell to fire one additional ray beyond the number normally allowed. The additional ray requires a separate ranged touch attack roll to hit and deals damage as normal. It can be fired at the same target as the first ray or a different target, but all rays must be aimed at targets within 30 feet of each other and fired simultaneously.

A split ray spell uses a spell slot two levels higher than the spell's actual level.

NEW SPELLS

Nerveskitter

(*Spell Compendium*, page 146)

Transmutation

Level: Sorcerer/wizard 1

Components: V, S

Casting Time: 1 immediate action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round

Saving Throw: None (harmless)

Spell Resistance: Yes

You cast this spell when you and your party roll for initiative. You enhance the subject's reactions in combat, granting it a +5 bonus on its initiative check for the current encounter. If the subject does not make an initiative check within 1 round, this spell has no effect.

Ray of Clumsiness

(*Spell Compendium*, page 166)

Transmutation

Level: Sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes

You must succeed on a ranged touch attack with the ray to strike a target. The energy of the ray stiffens the subject's muscles and joints, making it more difficult for the subject to move. The subject takes a penalty to Dexterity equal to 1d6+1 per two caster levels (maximum penalty 1d6+5, minimum Dexterity 1).

NEW MAGIC ITEMS

Anklet of Translocation

(*Magic Item Compendium*, page 71)

Price (Item Level): 1,400 gp (5th)

Body Slot: Feet

Caster Level: 7th

Aura: Moderate (DC 18) conjuration

Activation: Swift (command)

Weight: --

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

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

An *anklet of translocation* functions two times per day.
Prerequisites: Craft Wondrous Item, *dimension door*.
Cost to Create: 700 gp, 56 XP, 2 days.

Armband of Elusive Action

(*Magic Item Compendium*, page 72)
Price (Item Level): 800 gp (3rd)
Body Slot: Arms
Caster Level: 3rd
Aura: Faint (DC 16) transmutation
Activation: Immediate (mental)
Weight: 1 lb

An *armband of elusive action* allows you to protect yourself from the hazards of battlefield chaos. When it is activated, the band allows you to avoid provoking a single attack of opportunity that your actions would otherwise incur.

An *armband of elusive action* functions once per day.
Prerequisites: Craft Wondrous Item, *cat's grace* or *evade attack* (CP 89).
Cost to Create: 400 gp, 32 XP, 1 day.

Boots of Agile Leaping

(*Magic Item Compendium*, page 76)
Price (Item Level): 600 gp (3rd)
Body Slot: Feet
Caster Level: 3rd
Aura: Faint (DC 16) transmutation
Activation: --
Weight: 2 lbs

While wearing *boots of agile leaping*, you can add your Dexterity modifier (instead of your Strength modifier) on Jump checks.

If you have at least 5 ranks in Balance, you can stand from prone as a swift action. When standing from prone, you do not provoke attacks of opportunity.
Prerequisites: Craft Wondrous Item, *cat's grace*.
Cost to Create: 300 gp, 24 XP, 1 day.

Cloak of Predatory Vigor

(*Magic Item Compendium*, page 87)
Price (Item Level): 1,400 gp (5th)
Body Slot: Shoulders
Caster Level: 3rd
Aura: Faint (DC 16) conjuration
Activation: Swift (mental)
Weight: 2 lb

A *cloak of predatory vigor* helps you channel the power of your combat frenzy into rejuvenating energy. While in a rage or frenzy, you can activate this cloak to heal damage to yourself equal to your Hit Dice.

This effect functions two times per day.
Prerequisites: Craft Wondrous Item, *cure moderate wounds*.
Cost to Create: 700 gp, 56 XP, 2 days.

Greatreach Bracers

(*Magic Item Compendium*, page 108)
Price (Item Level): 2,000 gp (6th)
Body Slot: Arms
Caster Level: 7th
Aura: Moderate (DC 18) transmutation
Activation: Swift (command)
Weight: 5 lb

Sometimes called "choker sleeves" due to their appearance and effect, these pliable bracers allow you to attack from a surprising distance. When you activate *greatreach bracers*, your arms stretch and elongate, extending your reach by 10 feet for 1 round.

This ability functions three times per day.
Prerequisites: Craft Wondrous Item, *enlarge person*.
Cost to Create: 1,000 gp, 80 XP, 2 days.

Ki Straps

(*Magic Item Compendium*, page 113)
Price (Item Level): 5,000 gp (9th)
Body Slot: Hands
Caster Level: 7th
Aura: Moderate (DC 18) transmutation
Activation: --
Weight: --

When wrapped around both hands, these straps grant a +2 enhancement bonus to the DC of your Stunning Fist attack (or any other effect gained by expending daily uses of that feat).

Prerequisites: Craft Wondrous Item, *Stunning Fist*, *magic weapon*.
Cost to Create: 2,500 gp, 200 XP, 5 days.

Vanisher Cloak

(*Magic Item Compendium*, page 145)
Price (Item Level): 2,500 gp (7th)
Body Slot: Shoulders
Caster Level: 3rd
Aura: Faint (DC 16) illusion
Activation: Standard (mental)
Weight: 1 lb

A *vanisher cloak* allows you and nearby allies to briefly disappear from sight. A cloak has 3 charges, which are renewed each day at dawn. Spending 1 or more charges turns you (and perhaps one or more allies) invisible, as the *invisibility* spell, for 1 or more rounds.

1 *charge:* You become invisible for 4 rounds.
2 *charges:* You and one adjacent ally become invisible for 3 rounds.
3 *charges:* You and up to three adjacent allies become invisible for 2 rounds.

Prerequisites: Craft Wondrous Item, *invisibility*.
Cost to Create: 1,250 gp, 100 XP, 3 days.

Vest of Resistance

(*Magic Item Compendium*, page 147)

Price (Item Level): 1,000 gp (4th) (+1); 4,000 gp (8th) (+2); 9,000 gp (12th) (+3); 16,000 gp (14th) (+4); 25,000 gp (15th) (+5);

Body Slot: Torso

Caster Level: 10th

Aura: Moderate; (DC 20) abjuration

Activation: —

Weight: 1 lb.

A vest of resistance offers magical protection in the form of a +1 to +5 resistance bonus on all saving throws.

Prerequisites: Craft Wondrous Item, *resistance*.

Cost to Create: 500 gp, 40 XP, 1 day (+1); 2,000 gp, 160 XP, 4 days (+2); 4,500 gp, 360 XP, 9 days (+3); 8,000 gp, 640 XP, 16 days (+4); 12,500 gp, 1,000 XP, 25 days (+5).

NEW PRESTIGE CLASSES

Warshaper

(*Complete Warrior*, page 89)

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

Most warshapers can change their outward appearance in the blink of an eye, so they don't stand out among the ranks of their allies. It's not until the soldier you're fighting grows a tentacle and fangs that you know you have met a warshaper.

BECOMING A WARSHAPER

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.

Entry Requirements

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.

Table: Warshaper		Hit Dice: D8			
Lvl	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+0	Morphic immunities,
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

Class Skills (2 + Int modifier per level): Balance, Climb, Concentration, Craft, Disguise, Escape Artist, Jump, Swim.

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.

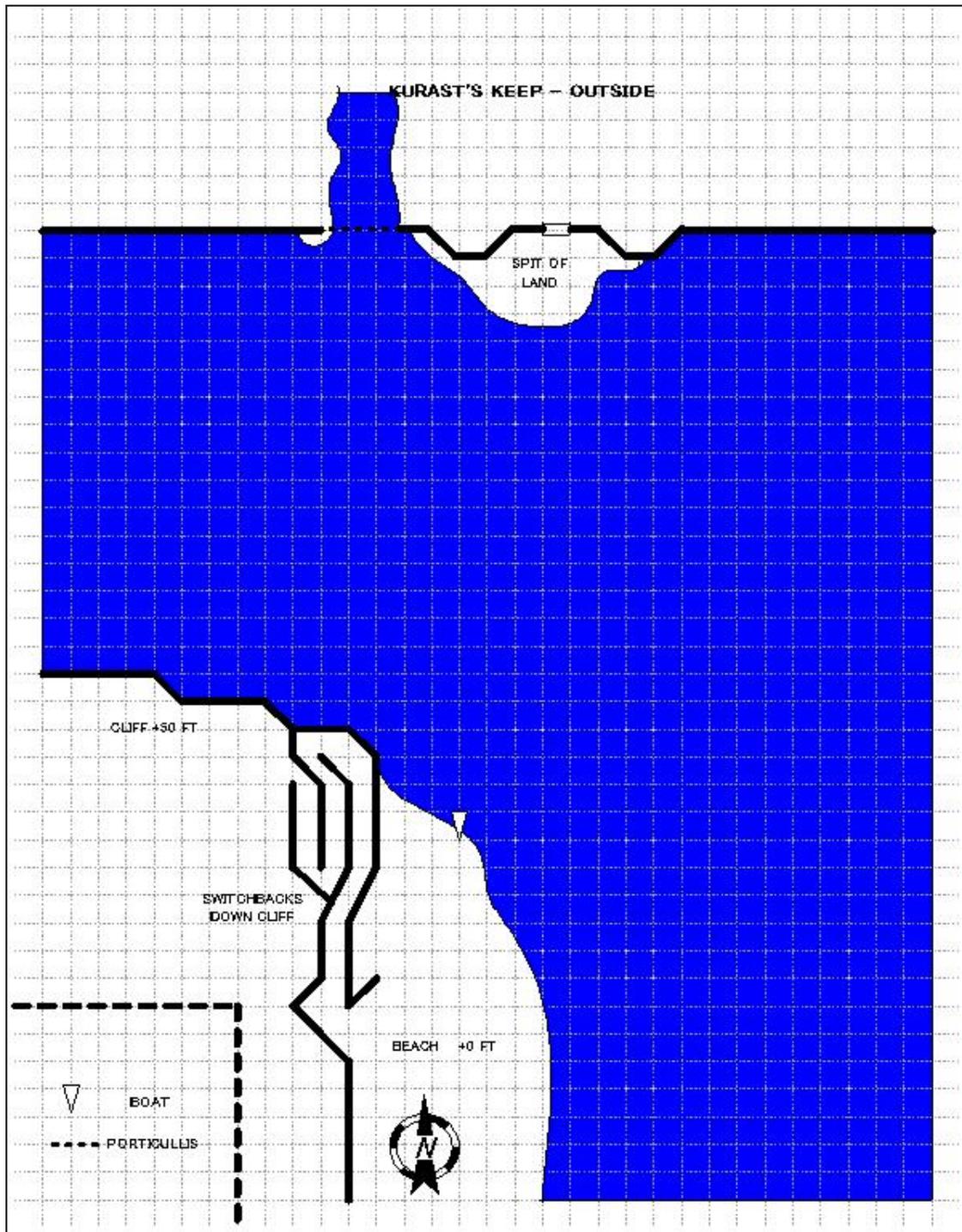
Morphic Reach (Su): A warshaper of 3rd level or higher can suddenly stretch its limbs, neck, or other appendages outward, giving it 5 more feet of reach than the creature it's emulating. Unlike most creatures, warshapers don't appear to have a longer reach until they actually use it.

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

Flashmorph/Multimorph (Su): A 5th level warshaper gains one of two class features. If the warshaper has the ability to change form at will, such as from the change shape ability, the shapechanger subtype, or a *polymorph* spell-like ability, it gains the flashmorph class feature, allowing it to change 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.

DM'S MAP #7A

Below is the first map for **Encounter 7**. This map is not used for a combat encounter; it is merely to set the stage for entering Kurast's Keep. This also serves as homage to NYR3-07 *To Catch A Falling Star* as the map is copied directly from that module. The PCs start on top of the 50' cliff to the lower left. Using this map will likely convey the idea (falsely) to the players that the next map is a test of trust – not combat.

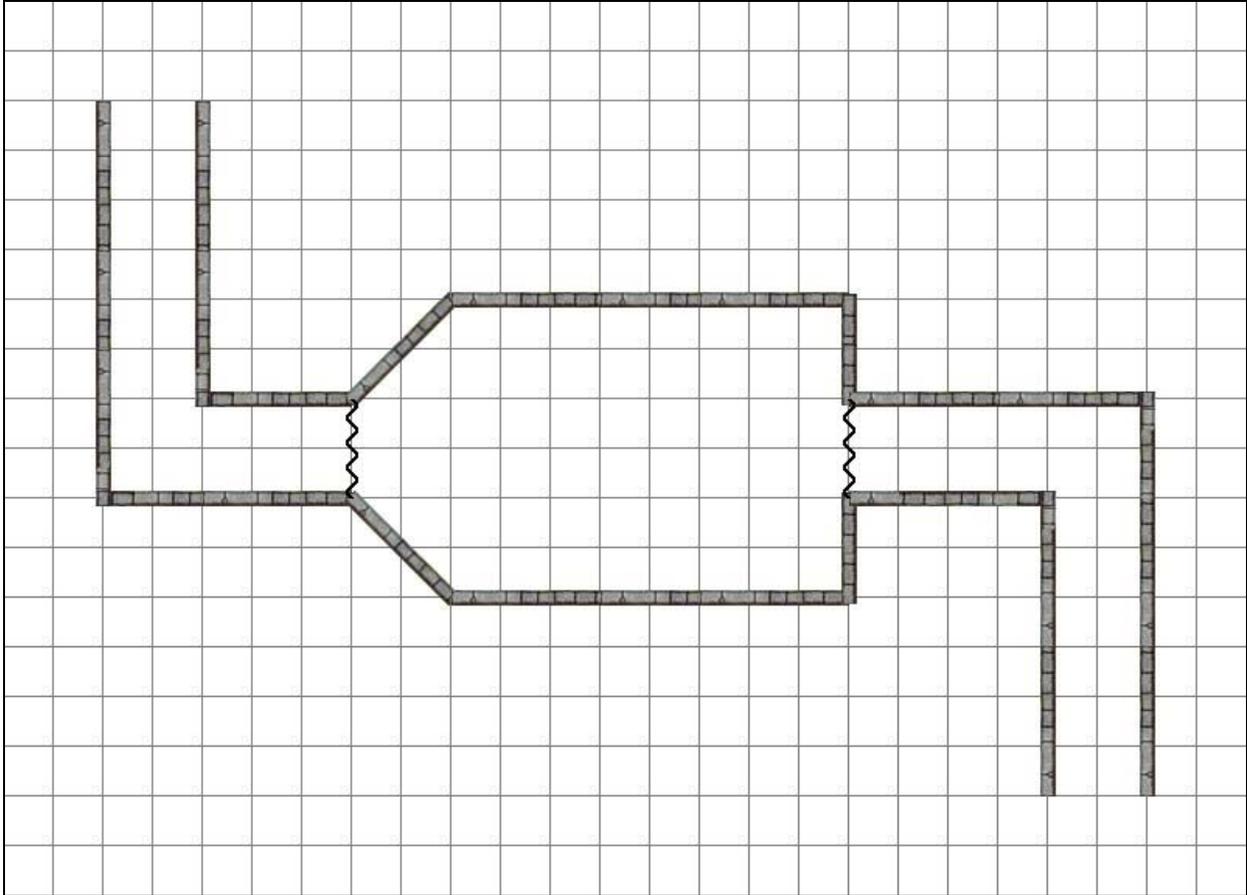


DM'S MAP #7B

Below is the second map for **Encounter 7**. The PCs start in the upper left as they approach the chamber. The chamber itself is another 20 feet deep and is filled with water. There is a ladder into the water from both sides of the chambers if PCs feel the need to climb down instead of jumping in.

The water here is breathable – thanks to magics from Kurast. Drowning is not the intention of this encounter.

There is no surprise round, although the water elementals aren't "obvious" when PCs are standing in the hallways as they blend in to the rest of the water. The elementals have been instructed to attack anyone who enters the water.



PLAYER HANDOUT #1

The story so far:

Travel in Womtham had become increasingly dangerous over the past months as travelers and merchants alike were harassed by lycanthropes. Priests of Fharlanghn hired an explorer named Forrestal to investigate. Forrestal's research led him to a tomb in the southern Flinty Hills of a werewolf lord buried hundreds of years prior.

When Forrestal failed to report back in, the same priests hired adventurers to track down Forrestal. The adventurers discovered that Forrestal had fallen to a gruesome fate in that tomb and dispatched its guardians. They also discovered that an amulet had been recently stolen from the tomb.

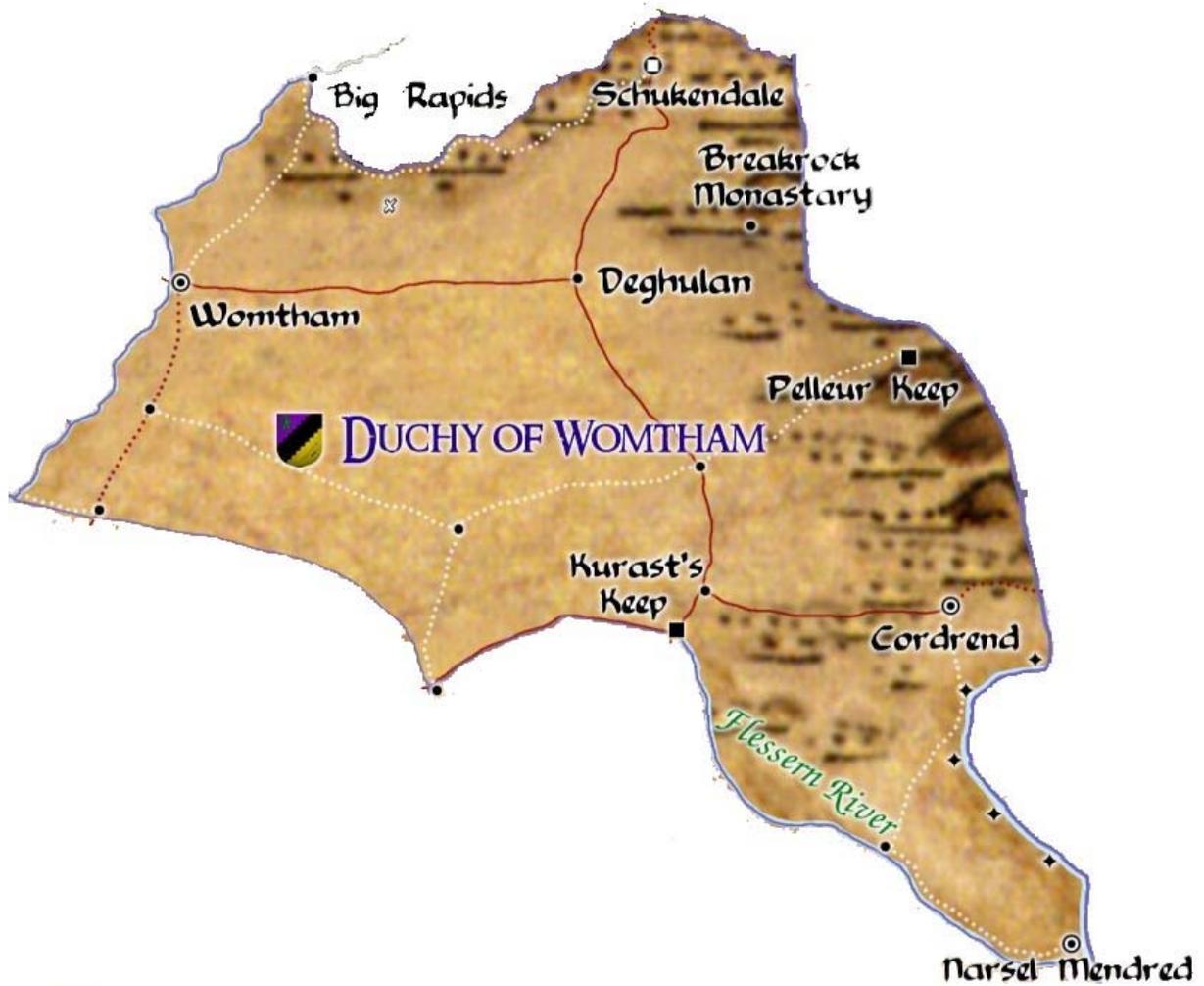
The adventurers returned to the Fharlanghn priests with their findings and were asked to escort the priests to the Horizon Festival being held at the crossroads between Womtham, Narsel Mendred and Schukendale. Once there, the adventurers learned of an abduction at a nearby Inn by a pack of werewolves.

The adventurers followed the tracks to a nearby cave, entered and defeated the alpha male, Kelvis, and his minions but not before they managed to extract valuable information through the torture of Rakind. The werewolves had previously stolen a note from Forrestal which indicated that the grandson of General Osmeran, Tamaar, had been found alive and tortured Rakind to learn more. Apparently the alpha female, Victoria, has a special hatred for General Osmeran and desperately wants to find his grandson first to exact her vengeance against the general. Rakind, unable to hold out against the torture, told the werewolves that Moscha, a fellow priest of Fharlanghn, was headed to Womtham with the boy.

Victoria left with most of the pack before the adventurers reached the cave.

PLAYER HANDOUT #2

Below is a map of the Duchy of Womtham provided to you by the Fharlanghn priest in Womtham.



PLAYER HANDOUT #3

Below is the text scratched into the ground at the post in Womtham.

Rise above the need for speed
As you journey on foot as one of my creed
Pray for wisdom to guide your path
Instead of anger, revenge or wrath
Delay no further lest evil prevail
Seek out the jousting at the end of this trail

PLAYER HANDOUT #4

Below is the text scratched into the ground at the post on the mountain trail.

Up on high upon the peaks
Of Flinty you shall find
History kept and studied for weeks
By those of nimble mind

PLAYER HANDOUT #5

Below is the text scratched into the ground at the post near the cave above the mountain keep.

Your road now leads to far away
As traced by shoes of Womtham neighs
His fate in your hands
Foil villains demands
By leading their journey astray

PLAYER HANDOUT #6

Below is the text scratched into the ground at the post outside of "The Wanderer's Way".

The tests have been given one and all
The race to find our hiding spot
Good and evil seek us out
Fharlanghn now holds our fate
Two souls in the mix
One old one not
Shall we live?
Kurast's Keep
RUN!