

FUR4-09

Errant Son

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

Version 1.0

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When times are dark, good deeds shine all the brighter. An aging father seeks assistance in reconciling with his errant son. Will your deeds brighten the day? This module is fourth in the Running Blood series. A Furyondy regional adventure for characters of level 3 to 13 (APL 4 to 12).

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

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Introduction

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

Preparation

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

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

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

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

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

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

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

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

Scoring

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

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

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

Living Greghawk Levels of Play

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

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

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

with different CRs are added separately.

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

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

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

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

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

Time Units and Upkeep

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

Adventure Background

This scenario continues the *Running Blood* series of adventures relating to the Black Knight: *FUR4-02 Death of a Knight*, *FUR4-06 Shadow of the Sun* and *FUR4-07 Under the Pale Moon*. The Black Knight (Thrommel) has increased his activity in the city and is now looking to try to test King Belvor's strength. He is not quite ready for an active attempt for the throne but plans to feel out some of his father's possible weaknesses for a future attempt.

In an attempt to isolate Belvor from some of his support and guardians in the palace, Thrommel sends a note to Belvor requesting that they meet. He applies to the king's honor and implies that he would like to be reconciled and back into Heironicus favor. This is, of course, a complete lie. His actual plans are to separate the king from his advisors. He hopes to actually be able to capture him alive and replace him with a doppelganger with whom he is allied. This doppelganger will then "discover" the lost prince and reverse the "dead shall not rule" law through politicking with the council. Once complete, the "king" will stage his death and accept his reward from Thrommel. If he doesn't go along at that point, Thrommel is not particularly concerned, as he believes he has enough supporters to kill his previous colleague. Since the doppelganger's true nature will be revealed at that point, Thrommel can play up his "saving of the kingdom," thus endearing the prince more to the current king's supporters.

Adventure Summary

This scenario is a mid to high-level adventure set in the capital of Chendl. During the course of this module, the effects of the "shield" are in full force in the city. This translates to the following:

- ☛ There is an area of magical darkness around the city proper. Essentially, there are clouds over the city at all times and it appears twilight even during mid-day. At night, no stars can be seen.
- ☛ The city is considered "*desecrated*" in terms of the effects on undead, with the exception of previously consecrated holy ground (specifically church grounds). Previously consecrated holy grounds are "cancelled out" by this effect (e.g. they are considered neither consecrated nor desecrated).
- ☛ The shield interferes with divinatory effects. There is a 75% chance any divinatory spell will be ineffective. Effective divination spells cause additional strain on the caster, requiring a Concentration check (DC 20+spell level) or the caster falls unconscious.

- ☛ The spell is evil (strength is strong; caster level 20).
- ☛ The shield results in an effective *dimensional anchor* spell on the city proper.

In response to the shield, the following announcement was released by Karzalin of the Council of Four and Captain Rellin of the Kingsmen (this should be read to players before beginning the module to make certain they are familiar with the special laws in effect at this time):

Many have noticed by now strange happenings in the city of Chendl. This unforeseen and unfortunate circumstance, we can assure you, is but a minor setback. Rest assured that myself and the other members of the Council are now fully recovered from our Ordeal and working closely with the Churches of Chendl to affect a full recovery.

In the meantime, we ask your assistance in this time of trial. Businesses are asked to cooperate by providing lighting outside their shops until we resolve the darkness situation. No divinatory activities should be attempted in the city proper without being under the observation of a designated temple. A curfew of nine bells is in effect until further notice. Please be cooperative; these precautions are for your protection.

Note that these laws will be in effect during the course of this module, regardless of Karzalin's current status.

Encounter One: The module begins with the PCs being approached by the King in disguise. He explains that he is a retired adventurer and that he had a falling out with his son. He notes that his son has made a gesture to reunify but he is not certain this meeting will be safe so he is seeking support from adventurers. Belvor does not lie to the PCs, beyond giving an alias (actually one of his middle names, Valitris). He does not name his son for the PCs. Hopefully the PCs will agree to "help out a concerned father." He will be taking note of who wants money and who just agrees to help.

Encounter Two: The PCs travel through the streets of Chendl and are assaulted by undead.

Encounter Three: The PCs exit the gate and travel to a manor just outside the city. They may obtain some information from the guards at the gate.

Encounter Four: On arrival at the manor, there is no answer at the door, but a note left to "Father" signed by "T" asking them to wait inside. Shortly after entering, they will encounter a trap on the way into the room, including a magical effect, which entraps Valitris. With a trapped "father" the PCs may chose to explore the house a little.

Encounter Five: The “Pick Up Crew” arrives. These are two people coming to get the object containing Valitris to deliver it to Thrommel. Capturing one of them may allow PCs to learn more about the errant son.

Encounter Six: Valitris may be revived and realize the trick. He obtains information from the PCs about what happened while he was entrapped and leaves to return home. He gives the PCs a suitable reward after an escort back. Alternatively, the PCs may decide to leave the recovery of Valitris to his son. In that case, the son will give them their reward.

Introduction

Though the day is early yet, it is dark as twilight. But then, lately, all days here have been so. The darkness and somber mood of a normally bustling city like Chendl is wearing on even the most cheerful of her residents. Shopkeepers, servants and even the Kingsmen's guard have been irritable and edgy of late.

Despite this pall, daily life limps along. Rumors fluctuate – one day you hear the temples have found a means to counter the failed shield and the next day you hear there is no end in sight and Iuz himself stirs in the north to move against the city. As a result, the mood of the city seems to perpetually bounce between budding hope and deep despair.

PC introduction to the scenario will vary somewhat depending on membership in meta-organizations and previous recognitions.

Members of the Furyondy Church of Heironeus are approached at morning prayers and given a missive (Players Handout #1). Knights of Furyondy are approached during the day by a minor squire, who delivers a missive to them (Players Handout #2). PCs who belong to both of these organizations should receive the letter or letters not all ready given to another PC at the table. PCs who do not receive one of the above notes will receive a missive of their own (Players Handout #3), if they are squires of the Order of the Hart, members of the Twilight Hunters (neutral or lawful aligned only), the Mage Council or any Furyondy military branch OR if they have a certed (even if previously used) favor, influence point or recognition of a Furyondy Noble, Knight of the Hart or member of the Council of Four. Chances are most PCs will meet one of the above criteria. Any PC who does not should be paired with another with the understanding that they previously traveled together. If NONE of the PCs meet any of the above requirements, assume the PCs begin as a group and select one PC to receive Players Handout #3 with preference given to clerics or paladins of Heironeus, then his closest

allies. If no PCs are clerics or paladins then select the one most likely to be positively known to the nobility based on class, level, prior experience or other favors, etc.

Any and all of the above missives were forwarded by Valitris' contacts and hence the messengers do not know the true source. They describe him as a “retired adventurer in need of assistance” if asked. The Church of Heironeus also knows him as a “wealthy servant” of their god. The messengers do not have a physical description (as they did not see him themselves) but feel free to make of descriptions of the different contacts who actually deliver the notes.

PCs have most of the morning after receiving the missive to do as they wish. They should be allowed to make any purchases needed in town. Some may chose to Gather Information on the individual asking to meet with them. A simple check with those from whom they received the note (DC 10 if they did not ask earlier, representing locating again the exact individual who gave them the note) reveals the information noted above. They may also gain information on who else received such a note (DC10), thus allowing the PCs to interact prior to meeting with Valitris. Other meta-organization members may uncover more information as outlined below.

Church of Heironeus: Questions at the Church of Heironeus reveal to its members (DC10) or others (DC15) that he is a member of the faithful. He has made generous donations in the past and does tithe regularly (DC 20). In addition, he had a son who was a member of the church in the past but who has not been seen in some time (DC 25).

Order of the Hart: Squires or Knights of Furyondy ONLY may discover that he has many good friends in the Order of the Hart (DC 20) and that he is an important political ally. Knights of the Hart receive a +10 circumstance bonus on the above check.

Twilight Hunters: Members of the Twilight Hunters may also discover (if they seek alone through their special contacts) that Valitris is an important political figure (DC30), who is wealthy but should not be touched (DC25) and that he is not a member of the Hunters (DC10). It should be noted that the first two pieces of information require contact with high cell members and thus take a couple of hours (pretty much all the time the PC will have before the meeting).

Since the shield is a fairly new phenomenon, some PCs may seek to Gather Information on this, with the following results:

- ☛ DC 5: Effects began several months ago.
- ☛ DC 10: These effects are believed related to the failure of a magical shield to protect the city.

- DC 15: There have been many more undead spotted in the city and surrounding areas of late, and they seem stronger.
- DC 25: Divinations have been more difficult, and sometimes cause injury to the individual attempting the divination.

Once the players indicate they are heading to the inn, proceed to Encounter One.

Encounter One

For ease of running, PCs should arrive around the same time. If they have not all ready done so, character introductions would be in order at this point. Note that the Wyrm is one of the most expensive and high-class restaurants in Chendl.

Set on a quiet street, surrounding by homes of some of Chendl's nobility, this large and well-maintained building bears a sign of a stooping brass dragon and the words "The Wyrm." The brick building fits in well with its neighbors and, if not for the sign, could easily be mistaken for the manor home of some wealthy lord. The tasteful opulence inside matches its somber exterior. The door opens into a fine dining room lit by a crystal chandelier. Five tables are spaced about the floor, with several other doors leading out. Fanciful carvings of dragons decorate wood lining the room just below the ceiling.

The manner in which the PCs are greeted depends on their presentation, including how soon they produce the letter from Valitris. PCs who paid at least standard lifestyle will receive the standard greeting, outlined below. PCs who have paid high lifestyle should be greeted slightly more warmly.

A lovely blond haired maiden wearing a demure blue dress accented with white lace and pearls moves toward you. Evidently even the servants here dress well! She appraises you with wide blue eyes before smiling cautiously. "Can I assist you in some manner? Perhaps you would be interested in a private room for your group or the table near the fire?"

PCs who have not maintained at least standard lifestyle or who have failed their attempt to live off the wild should instead be read the text below. PCs can avoid this by spending at least ten gold before traveling to the inn obtaining a bath at a bathhouse and purchasing new clothing.

A lovely blond haired maiden wearing a demure blue dress accented with white lace and pearls moves toward you. Evidently even the servants here dress well! She appraises you with wide blue eyes before raising an eyebrow. "Can I assist you in some manner? I am afraid we have no openings for servers at this time and the wait for seating is quite long. I can recommend another inn that may be more" – here she eyes your clothing and general state of disrepair – "comfortable for travelers such as yourselves."

Once the PCs explain their business and show the note from Valitris, continue with the text below.

Upon reading the note, the young lady smiles in understanding and nods. "Oh, you are the group that is to meet with Valitris. Please come with me."

She leads you through the room to a door on the far side and down a short corridor, passing a couple doors before stopping at a door on the end of the hall. Knocking twice, she pauses until you hear a deep voice state, "Enter."

As she opens the door, your eyes are quickly drawn to a tall, stately figure of a man with greenish-blue eyes and cropped, light brown hair, which is now fading to grey. He nods to you to take a seat at the cherrywood table, all ready set with fine platters and lit by golden candlesticks. The chairs are soft, covered in a comfortable fabric. Several covered dishes are set about the table.

"Thank you, Noriam. Please bring my guests whatever they'd like to drink and then leave us."

Noriam curtseys demurely stating, "My lord." She then turns to take your orders, "What would you, gentlefolk?"

Creatures:

❖ **Noriam**, female human, Com1.

Although young, Noriam is not naïve. She is a proper, demure lady who is happy with her boyfriend, Hrenkl, the hostler at the Wyrm. Noriam, as the most experienced of the serving maids, typically acts as a "hostess" for the inn, screening the clientele somewhat by directing those out of their element elsewhere for provender. Despite this tendency, because the Wyrm respects the privacy of its clientele, if the PCs show her the letter, she does not hesitate to immediately escort them to the private dining room Valitris has rented for the evening.

❖ **Valitris**, male human, Pal17.

Valitris is a diplomatic, urbane and politically wise man. He is brave and polite but used to being heard and

heeded. As such, he generally has no difficulty avoiding questions he doesn't want to answer.

He will not, under any circumstances, lie to the PCs, although he has no problems with them drawing false conclusions from his silence. If pushed with a question he does not want to answer, he begins by talking around the question and attempting to divert the PC. If that does not work, he attempts to dissuade the PC by explaining "That's not important." Should that not succeed (which, if its gotten to that point, it probably won't), he politely tells the PC(s) that he prefers not to reveal that information and cite his desire for privacy. He will NOT allow PCs to bully him (or "convince" him through repeated argument) into answering questions, as he has plenty of other resources for this task.

Note that Valitris does not have a formal "disguise," although he has added some grey to his hair and lines to his eyes. He wears merchant clothing over light armor (so it is less noticeable). However, since he does not walk the streets and is not typically visible to the common folk, PCs would not have seen him except at a distance. Players may suspect his identity, as may PCs, particularly if they gathered extensive information earlier, but it is not possible for PCs to determine for certain who he is.

Begin with the box text once the players have had some time to role-play. Note that Valitris will be somewhat taken aback with abrupt questioning and prefers to begin with discussion of nonpersonal information such as the war, the food and drink quality, any rumors from outside Chendl and general talk of the weather. At some point, he makes his pitch, as outlined below.

Valitris clears his throat at this point and begins, "I did not, of course, ask you to meet me that we may converse about the war, the situation in the outer provinces, or this fine meal. I am a father in a bind and I was seeking someone who could help me out. I am supposed to meet my son in a few hours and I am rather - uncertain - about my reception. I have heard some - unpleasant - rumors about my son during our extended separation. Like many young men, he has of late been rebelling against me. This has been a difficult time and it is my hope to put this unpleasantness behind us. I am hoping with some guidance he will turn back to our lord Heironeous. I'd like to reconcile my relationship with him as well. I am hoping you could spare me a couple hours to travel to the location where we are to meet, wait while I talk with him, and then return with me here - perhaps for another drink."

At this point, he waits for the PCs response. Valitris has about three hours before he is scheduled to meet his son,

so he prefers to obtain the assistance of the PCs rather than taking the time to find other support and attempting to reschedule their meeting. He will be sure to relay this information early in their discussion, in case the PCs want to take time prior to their departure. It should also be noted that the location of the manor house where they are to meet is about a half hour travel away. Use the information presented below to answer related PC questions, being cognizant that Valitris is attempting to reveal just enough information that the PCs can adequately help him, and no more.

- ☛ **Why do you want us to come with you?** Unfortunately, there have been problems lately in town and the streets are not always safe. I do not want trouble to delay me.
- ☛ **What do you mean by an "extended separation?"** My son and I have not seen each other in several years.
- ☛ **Does your son follow Heironeous? or Did your son stop following Heironeous?** My son was a devout paladin of Heironeous but lately he has, I fear, lost his faith.
- ☛ **What is your son's name?** I do not believe he still uses his birth name, and I do not know what name he goes by now.
- ☛ **You mean you don't know your son's name?** It is not important if he does not use it now, is it?
- ☛ **What makes you think he's using another name?** I have heard rumors (he will not elaborate further).
- ☛ **How do you know he'll be there to meet with you?** I received a letter asking me to meet with him this evening.
- ☛ **Can we see the letter?** There is nothing of interest for you in the letter. It is rather personal and I'd rather not show it to you.
- ☛ **What does your son look like?** I am told we are very similar in appearance, although he is, of course, younger. He stands a bit taller than I do.
- ☛ **What do you do?** I am a follower of Heironeus. I work in the government. (He prefers PCs not know his identity so will avoid answering further. However, if they ask a general, non-

identifying question, like "*Are you a judge?*" or "*Are you in the military?*" He will answer affirmative if he performs those job duties. Remember he fills a lot of roles).

- ☛ **Why should we help you?** Well, my contacts (describe as appropriate depending on the Players Handout given the PC previously) indicated that you would be the type of person who was not only skilled in _____ (fill in something relevant for the PC) but also likely to be kindhearted enough to spend a couple hours helping a frustrated father iron things out with his son.
- ☛ **Does this mean you are not going to pay us?** or: **How much are you going to pay us?** (Any question getting at monetary compensation). I'm sorry; I must have misunderstood my colleagues. I was not informed you were mercenaries. Please forgive me for wasting your time. I am sure you have urgent business elsewhere. (At this point, the player has a choice. Valitris will not pay them for their assistance and he is basically telling them to leave if all they want is money. If they that they will do this one favor without pay, he allows it, but note the PC because they do not receive his favor at the end. If the PC would not do this without pay, the player may opt to substitute a more appropriate PC. Valitris is not a fool and PCs cannot use Bluff, Diplomacy or other methods to convince him they were not asking about money).
- ☛ **Where are we going?** My son wishes to meet and speak with me at a manor home just outside the city gates. I have the address, and I know the way. It is not far from here – perhaps a half hours travel. We should be able to make it back by curfew.

Development: Valitris wants to leave about an hour before the meeting at the latest, so more than likely PCs will have about an hour or two if they want to leave the Wyrm to conduct business elsewhere. He is, however, willing to leave earlier should the PCs desire to do so but will not accompany them on errands, instead indicating he will await their return at the Wyrm.

Encounter Two

This encounter will likely occur after the PCs have left to accompany Valitris to the manor home. If the PCs go on

their own for errands before accompanying him, however, the encounter should be inserted when he is not present. This encounter reflects the current state of affairs in the city of Chendl. Refer to the background for information on the effects of the shield, especially if PCs attempt to turn undead (the effects of the shield have been taken into account when determining EL). If present, Valitris WILL fight during this encounter, but should be described as busy with his own foes (a couple of Devourers) and unable to give the PCs aid against their foes. However, he stabilizes fallen PCs and if they all fall transports them to the Church of Heironeus for healing.

You find yourselves walking down the strangely darkened streets of Chendl, lit only by weak lights, which do little to dispel the gloom in the air itself. You are not that far from the Wyrm when you notice movement from a nearby alley.

Creatures: Various types of undead now wander the streets of Chendl. The Kingsmen do what they can, but they cannot be everywhere at once. The PCs meet with a group of undead that have so far escaped patrols. Describe the undead appropriately.

APL 4 (EL 7)

☛ **Vampire Spawn (2)**, hp 29, see Monster Manual.

APL 6 (EL 9)

☛ **Wraith (3)**, hp 32, see Monster Manual.

APL 8 (EL 11)

☛ **Greater Shadow (3)**, hp 58, see Monster Manual.

APL 10 (EL 13)

☛ **Devourer (2)**, hp 78, see Monster Manual.

APL 12 (EL 15)

☛ **Dread Wraith (2)**, hp 104, see Monster Manual.

☛ **Devourer (2)**, hp 78, see Monster Manual.

Development: Once the PCs have defeated the undead, they may continue on their way: either back to the Wyrm to pick up Valitris or on to the home. Valitris agrees to a short stop at the Church of Heironeus if needed for healing but otherwise is anxious to continue on his way.

Encounter Three

The PCs continue their travel to the city gates and out. The gates are well manned and PCs will need to get past the guards.

After some time walking, you have reached the gates to the city. Guards stand alert, carefully checking those entering the city and warning those exiting of the time the gates will close.

PCs have an opportunity here to talk with the guards and obtain a little information about current happenings in the city. Valitris, while anxious to be on his way, also recognizes the need to gather information about potential threats and thus allows the PCs as much time as they need (within reason) to discuss the situation with the guards. While about four guards check incoming traffic, at this time only two are checking those leaving. They may give the PCs the following information:

- ☛ There have been increasing problems with undead in the city of late. These problems are less noticeable on sacred ground.
- ☛ There was suspicion the undead were coming from the countryside, but they have turned away the few zombies and skeletons walking on the town.
- ☛ There have been several reports of conflicts involving nobleman of late. In a few instances, there is a dark-robed man stirring things up who cannot be found later.
- ☛ The Black Knight has been reported in the area. He is a phenomenal fighter who challenges any of noble blood who do not swear allegiance to him. Only the servants and squires live to tell the tale.
- ☛ The black knight rides a demon horse and wields an unholy battleaxe.
- ☛ The gates are closed for the night at eight bells (This is about a hour and a half away).

Development: The guards do not interfere with the PCs departure in any way, so they are free to move through this encounter without much talk at all, if they so desire. Of course, doing so means they will miss some clues.

Encounter Four

The PCs arrive at the manor home about a half hour later. Valitris is very open in his approach and will flatly refuse to skulk about, send someone in through a window, or otherwise "case" the area. He is quite focused on marching up directly to knock upon the front door, however, so will not notice PCs who quietly slip away.

Valitris stops in front of a two-story manor home made of brick. There is a small, well maintained lawn in front as well as an old oak tree. The door is wood,

with an ornate brass knocker in the shape of a gargoyle with a parchment in its mouth. Striding confidently up the stairs, Valitris lifts the knocker and lets it thud down, just as the parchment flutters to the ground.

The parchment is a note. The note reads: "*Father: I am sorry but I was unexpectedly called away. I will be back very shortly. Please make yourself at home until my return.*" The front door is unlocked. Once the PCs enter the home, refer to the map in the Appendix. Note that PCs entering the front door come into the foyer (Room 1E). A description of each room is provided, as it is assumed the PCs will decide to explore the home. Should they chose not to do so, the pick up crew will meet them in the foyer or sitting room, wherever they decide to wait.

Development: The GM should be careful to begin to track time as soon as the door is opened, taking into account time for any PC actions. It will take two minutes for a cursory glance through each room. Actual Search times will vary and are listed in the room description. Note that this assumes a normal Search, and if PCs chose to "take 20" time should be re-calculated.

PCs have ten minutes before the pick-up crew arrives at the side door, which they can easily open since they have the key. The pick up crew moves through the home toward the foyer, which is where they expect the holy symbol to be. If it is there and unguarded, they will pick it up and leave, exiting the front door as the closest exit, unless they are stopped by the PCs along the way. Once the PCs meet the pick up crew, proceed to Encounter Five.

Room 1A: Pantry

The open doorway leads into a pantry. Various boxes and barrels hold assorted dried foodstuffs.

Search Time: 4 minutes

PCs Searching this room carefully may locate a secret door (DC 30). This door leads to a narrow, ten-foot long corridor, which contains peepholes into the foyer.

Room 1B: Kitchen

This room is obviously the kitchen. A cabinet off to the left holds fine porcelain and crystal dinnerware while two stoves with a water pump in the center line the wall in front of you. There are other cabinets, presumably with pots and pans, about the room, as

well as abundant counter space. There is an opening on the wall to the right as well as a side door.

Search Time: 6 minutes

The opening leads into a pantry. If the pick-up crew has not yet arrived, then the side door leading outside will be locked. If they have all ready confronted the PCs then it will be left unlocked.

Strong Wooden Door: 2 in. thick; hardness 5; hp 20; AC 5; Break DC 18, Open Locks DC 30.

Treasure: Located in the china cabinet is a *Testing Chalice*.

ALL APLs: L: 0 gp; C: 0 gp; M: 333 gp

Room 1C: Dining Room

A large table runs the length of this room, with finely carved chairs surrounding it. Brass candlesticks and a delicate vase with fresh flowers adorn the linen tablecloth. There is one other door leading from this room.

Search Time: 5 minutes

The purpose of this room is obvious.

Treasure: PCs may choose to make off with the candlesticks or vase. Both are quite valuable.

ALL APLs: L: 0 gp; C: 100 gp; M: 0 gp

Room 1D: Sitting Room

This room is likely where the master of the house receives visitors. Three overstuffed chairs sit near each other on a finely woven rug. A small coffee table sits between them. Interspersed about the room are several carved wooden chairs with cushioned seats. A coat rack sits empty in one corner.

Search Time: 6 minutes

There are two exits from this room. One leads to the stairway to the second floor while the other leads to the dining room.

Room 1E: Foyer

The front door opens into a foyer. The floor is smooth stone and echoes as you step upon it. There is a single door leading into another room, with a small table sitting next to it.

As Valitris looks at the table, an expression of concern crosses his face. "By the Axe of Heironeous..." he mutters, reaching out to pick up a small silver object. As he begins to lift it to study more carefully, his face pales and his body begins to fade, slowly being pulled into the object, which then clatters to the floor.

Search Time: 3 minute

PCs studying the entrance door will note there is a lock in it but it was left open. The object is a desecrated silver holy symbol of Heironeous, which was once very finely made. PCs making a successful Spellcraft check (DC 28) will recognize the spell *trap the soul*.

More than likely, PCs will want to question Valitris' son about these events or, at least, to apprise him of his father's fate. Once they move to proceed to the sitting room, they encounter a trap. If the PCs decide to leave at this point, proceed to the appropriate conclusion.

APL 4 (EL 4)

↗ **Glyph of Warding Trap (Blast):** CR 4; spell; spell trigger; no reset; spell effect (glyph of warding [blast], 5th level cleric, 2d8 sonic, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft); Search (DC 28); Disable Device (DC 28).

APL 6 (EL 6)

↗ **Glyph of Warding Trap (Blast):** CR 6; spell; spell trigger; no reset; spell effect (glyph of warding [blast], 16th level cleric, 8d8 sonic, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft); Search (DC 28); Disable Device (DC 28).

APL 8 (EL 8)

↗ **Prismatic Spray Trap:** CR 8; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*prismatic spray*, 13th level wizard, DC 20 Reflex, Fortitude or Will save, depending on effect); Search (DC 32); Disable Device (DC 32).

APL 10 (EL 10)

↗ **Energy Drain Trap:** CR 10; magic device; visual trigger (*true seeing*); automatic reset; Atk +8 ranged touch; spell effect (*energy drain*, 17th level wizard, 2d4 negative levels for 24 hours, DC 23 Fortitude save negates); Search (DC 34); Disable Device (DC 34).

APL 12 (EL 12)

↗ **Energy Drain Trap:** CR 10; magic device; visual trigger (*true seeing*); automatic reset; Atk +8 ranged touch; spell effect (*energy drain*, 17th level wizard, 2d4 negative levels for 24 hours, DC 23 Fortitude save negates); Search (DC 34); Disable Device (DC 34).

↗ **Incendiary Cloud Trap:** CR 10; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*incendiary cloud*, 15th level wizard, 4d6/round for 15 rounds, DC 26 Reflex save half damage); multiple targets (all targets within ten feet burst); Search (DC 33); Disable Device (DC 25).

Stairway.

The top of the stairs opens into a small hallway about five feet wide and just over that in length. A candle sconce, currently unlit, hangs on the wall to the right. There are two doors off this hall: one to your left and the other directly in front of you.

Search Time: 3 minutes

Room 2A: Master Bedroom

The door opens into a finely furnished bedchamber, roughly thirty feet long and fifteen feet wide. A large bed sits near the center of the far wall, with fine curtains hung about it. Two nightstands, each holding a water pitcher and fine candlesticks, sit on either side. There is a desk with a chair in the far corner of the room. Warm, plush carpet covers the floor and a couple of chairs sit near the fireplace. A large wooden wardrobe is set across from your entry. A single door leads from the room.

Search Time: 7 minutes

There is little else of interest in this room.

Room 2B: Master Washroom

This room is set up as a washroom. A large pump is located across from the door and a sunken tub, large enough to hold two or three people, dominates the center of the room. Cupboards hold towels and scented soap. A screened off corner holds a chamber pot.

Search Time: 5 minutes

This room is where the clerics cleanse themselves for services, but is set up to look like a typical washroom of a

noble home. A careful Search (DC 35) of the room will reveal a secret door in the corner, which leads to the chapel.

Room 2C: Guest Chamber

Search Time: 5 minutes

This room is furnished similar to the master bedroom (see above), although the quality of furnishings may not be so fine. The room contains a large curtained bed, a single nightstand, two lounge chairs, a wardrobe and a dresser with a pitcher and glasses. There is a single door leading out.

Room 2D: Shrine to Hextor

This room contains a small shrine to Hextor. Aside from the candles and altar, there are hooks near the door on which hang two vestments. Wall hangings above the altar show scenes depicting Hextor's triumph. Engraved in silver on the inside of the door are six arrows facing down. On the side walls are tapestries denigrating Heironeous and displaying his defeat by Hextor.

Search Time: 6 minutes

A successful Knowledge – Religion check (DC 10) identifies the holy symbol of Hextor on the door. Careful searching will reveal an urn with unholy water near the altar.

Room 2E: Guest Washroom

This is a washroom, containing a ceramic tub and shelves for towels and soap. A screened off corner holds a chamber pot.

Search Time: 4 minutes

Encounter Five

PCs have ten minutes before the pick-up crew arrives at the side door, which they can easily open since they have the key. The pick up crew moves through the home toward the foyer, which is where they expect the holy symbol to be. If it is there and unguarded, they pick it up and leave, exiting the front door as the closest exit unless they meet the PCs along the way and are delayed. If they are delayed by the PCs, the Black Knight picks up the symbol during the combat (see Development).

If the PCs took the symbol with them (which is likely), the crew goes looking for them and locates them

within two rounds if they are on the first floor or four rounds if they are on the second. The Black Knight has warned the crew of the party's presence so they arrive expecting a fight and are prepared for it. All they were told by the knight was to pick up the holy symbol. They know it is important to him but do not know why.

APL 4 (EL 7)

- ↗ **Traubonn of Hextor**, hp 34, see Appendix.
- ↗ **Fenster Yledd**, hp 38, see Appendix.

APL 6 (EL 9)

- ↗ **Traubonn of Hextor**, hp 52, see Appendix.
- ↗ **Fenster Yledd**, hp 52, see Appendix.

APL 8 (EL 11)

- ↗ **Traubonn of Hextor**, hp 66, see Appendix.
- ↗ **Fenster Yledd**, hp 66, see Appendix.

APL 10 (EL 13)

- ↗ **Traubonn of Hextor**, hp 80, see Appendix.
- ↗ **Fenster Yledd**, hp 80, see Appendix.

APL 12 (EL 16)

- ↗ **Traubonn of Hextor**, hp 94, see Appendix.
- ↗ **Fenster Yledd**, hp 94, see Appendix.

Tactics: Traubonn will begin with *cats grace* on Fenster. If the PCs are exceptionally noisy, thus giving a clue where they are ahead of time, he is able to use his *pearl of power* to recall it and cast it on himself. Barring that, he allows Fenster to take the front line and focuses on damage spells initially until he has determined the most dangerous spellcaster. At that point, he casts *silence* on Fenster (who accepts the spell) and directs him to move toward that individual. At APL 6 and above, Fenster begins by activating his *haste* ability. He then focuses on protecting Traubonn and keeping the PCs from melee with him, if possible. Remember that due to effects of the shield, Fenster's cape (APL 12) does not function.

Development: If the PCs do not take the symbol with them, thus making it easy for the Black Knight to pick up, he does so as soon as combat starts. He then communicates with Fenster (who is currently dominated) once he is safe outside the home and the two attempt to withdraw at that point. They will NOT, under any circumstances, voluntarily surrender. Note that in this case, the PCs do not actually encounter the Black Knight himself. Proceed to the appropriate conclusion.

If, as is more likely, the PCs are clever enough to carry the symbol with them, the Black Knight needs to

use another method to obtain it. Specifically, he presents himself as the son seeking to aid his father. In this case, as soon as both NPCs are at 15% of their hit points, the Black Knight arrives. He immediately moves forward to assist the PCs, even striking his erstwhile minions. Once both are dropped, proceed to Encounter Six.

Treasure: At APLs 4 and 6, Fenster is wearing *bracers of armor +1* and Traubonn is wearing an *amulet of natural armor +1*. At APL 6 and above, Traubonn carries a *pearl of power* for first level and second level spells. At APL8 and above, Traubonn's flail is a *+1 flail of spell storing* with *inflict serious wounds* pre-cast into it. At APL10 and above, Fenster wears a *monk's belt* and at APL 12 wears a *cape of the mountebank*. Also at APL 12, Traubonn carries a *wand of bears endurance*.

APL 4: L: 1 gp; C: 0 gp; M: 250 gp; *bracers of armor +1* (83 gp), *amulet of natural armor +1* (167 gp).

APL 6: L: 1 gp; C: 0 gp; M: 499 gp; *bracers of armor +1* (83 gp), *pearl of power – first level spell* (83 gp), *pearl of power – second level* (333 gp).

APL 8: L: 9 gp; C: 0 gp; M: 1108 gp; *pearl of power – first level spell* (83 gp), *pearl of power – second level* (333 gp), *flail +1 spell storing* (692 gp).

APL 10: L: 0 gp; C: 0 gp; M: 2150 gp; *pearl of power – first level spell* (83 gp), *pearl of power – second level* (333 gp), *flail +1 spell storing* (692 gp), *monks belt* (1042 gp).

APL 12: L: 0 gp; C: 0 gp; M: 3177 gp; *pearl of power – first level spell* (83 gp), *pearl of power – second level* (333 gp), *flail +1 spell storing* (692 gp), *monks belt* (1042 gp), *cape of mountebank* (840 gp), *wand of bears endurance* (187 gp).

Encounter Six

Once the last opponent has fallen, the errant son attempts to persuade the PCs to place the symbol containing his father's spirit into his care. To persuade them of his good will, he stabilizes any unconscious, bleeding PCs.

As the last opponent falls, the warrior who was assisting you removes his helm and shakes out his dark brown hair. Grey eyes gaze at you from a face that could be a younger version of the man you escorted here. He regards you a moment, then looks about the room in concern. “Where is my father? Was he injured? Is he in need of assistance?”

His reaction at this point depends on the PCs. Chances are the PCs have some questions for him. He will not answer anything until they assure him his father is not in need of immediate assistance. Note that he is under the

effects of an *undetectable alignment* spell and is quite skilled in the use of Bluff (+13).

Creatures:

All APLs

Thrommel, hp 150, see Appendix A

Once that is determined, he answers the PCs questions as follows:

What is your name? I am now called Tullen. (He will admit that this is not his birth name).

Why do you not go by your birth name? When my father disowned me I thought to become a new person.

What is your father's name? My father went by many names with different people. He was sometimes called Beren or Valitris or Drennil. Perhaps he gave you one of those names?

Why did you ask to meet with your father? I was hoping he would come to accept me. I also wanted to warn him as I had heard rumors of a plot against him by some evil folk.

Where were you? I had business elsewhere. (If pressed, "I don't believe that is any of your concern.")

Why did you set up this ambush? (Or something implying he knew of the attack). I assure you I had nothing to do with this attack. I had heard rumors that there were agents of Hextor in the area, and had thought this a safe location. Apparently I was mistaken.

What about the temple to Hextor upstairs? (He appears surprised at this). I know nothing of such a temple. Are you certain it is dedicated to Hextor? (If confirmed he will state, appearing [Bluff] upset and agitated:) This home belongs to an acquaintance of mine who agreed to let me use it for the day. Apparently he is not as trustworthy as I thought.

Once the PCs have told him what happened to his father, he asks to study the symbol, then states:

"This is truly an evil day. I myself am not a wizard and have not the power to break this spell. However, I do have friends who could do so fairly easily. Within a day or two, I will be able to meet with my father in the flesh! I will take this to my friends, and see that he is restored."

Development:

If the PCs hand over the symbol, he thanks them and offers them a suitable reward for their assistance. Go to the appropriate conclusion.

If the PCs decline to hand over the symbol, instead wanting to be present, he attempts to dissuade them, noting that "**We have all ready taken too much of your valuable time.**" If they persist, however, he takes them to another location to meet with his friends. For ease, use the same general floor layout for the other home. PCs are asked to wait in the outer room while he gets a friend to assist. Two individuals wait with the PCs, mainly to make sure they do not stray into the other room. (If needed use the statistics for the PCs from Encounter Four).

After a short time, he returns with his "father" who thanks the PCs for their assistance and notes that he and his son have much to catch up on. This is actually a doppleganger but he has taken the form of the father as well as his memories. Should PCs by magical means (e.g. *true seeing*) determine this to be a doppleganger, use Monster Manual statistics (p. 67).

If reminded by the PCs he was to be escorted back, he notes that he would like to remain there that evening and return in the morning. He asks that they come back the next day to accompany him back. He travels back with the PCs the following day to the Wyrm and rewards them as appropriate. Proceed to the appropriate conclusion.

If at any point the PCs attack Thrommel, he spends one round attempting to dominate a PC, then turns gaseous and flees. If he succeeds in dominating the PC, and does not have the symbol at that point, he attempts to have that PC obtain the symbol (replacing it with a different one so the others do not notice – Spot DC 25). After the group breaks, he has the PC bring the symbol to a friend and drop it off. Go to the appropriate conclusion.

If the PCs insist on keeping the symbol, determine what they plan to do with it. Most likely, they take it to the temple of Heironous for assistance. In that case, go to the appropriate conclusion. If the PCs state they are going to hold onto the symbol indefinitely (if they are unable to break the spell themselves the following day), then determine who is holding the symbol. Thrommel visits that individual (while he or she is alone) and gains the symbol through either suggestion or force. Note the appropriate conclusion.

Conclusion

Once you have completed the conclusion, if this is the premiere please complete the critical event summary at the end of the event and return it to HQ. While you do not need to advise the players of the questions (and it is preferable you do not), please make them aware you ARE completing this bit of paperwork and that their actions do make a difference. Any PC actions that are not adequately covered by the questions but may become relevant in future modules or for the region in general should be explained on the backside of the paper.

Conclusion A: The PCs return the symbol to the church of Heironeous

This assumes that the PCs manage to keep the symbol containing Valitris soul and take it with them to the church of Heironeous, turning it over to the clerics there. Assuming the PCs remain to see the results, continue with the box text below. Otherwise, they receive a note a few days later with the favor indicated.

Shortly after the cleric disappears into the back, you see a figure moving rapidly toward you. As he approaches, you realize it is none other than Gareath Heldenster himself.

"Thank you so much for returning this item to us. I will be able to restore my friend on the morrow. I am certain he will wish to speak with you about what transpired after this occurred. Would you be kind enough to return here tomorrow morning?"

Prior to the PCs departure, Gareath provides healing if needed. Note that while he does not charge them for the spell itself (one per PC), any expensive material component cost must be paid by the PC.

In the morning, PCs meet with Valitris who thanks them for their assistance. He clarifies the incidents that occurred after his entrapment, paying particular attention to any reference made to his son. He continues to avoid revealing his true name. However, at the conclusion, he likely offers a favor to the PCs for their assistance. The exception will be those PCs who initially asked for monetary compensation. They receive nothing, while the others receive the Favor of Valitris, the father.

Conclusion B: PCs give the symbol to Tullen, the son

This assumes that the PCs manage give the symbol containing Valitris soul to his son Tullen. Assuming the PCs remain to see the results, continue with the box text below. Otherwise, they receive a note a few days later with the favor indicated.

You arrive at a small home some distance from Chendl. You are comfortably lodged for the evening. In the morning, after you complete breakfast with your host, Tullen comes downstairs and indicates that they are in the final stages of restoring his father now. He seems very excited about this.

A few moments later, Valitris joins you in the breakfast area and thanks you for your assistance. He explains that he has decided to stay and visit with his son a couple of days and will return on his own to Chendl. You leave with the thanks of both father and son.

Of course, this is not really Valitris but the PCs do not know that. As the PCs prepare to depart, Tullen notes he owes them a favor and gives them a letter of introduction to a weaponsmith friend. PCs receive the Favor of Tullen, the errant son.

Conclusion C: PCs attack Tullen

If the PCs survive this, they attain the Ire of Tullen, the errant son. If they manage to keep hold of the symbol, use the appropriate conclusion. If Tullen re-gains the symbol, this concludes the scenario. Note that if the PCs attack or even threaten Tullen in ANY way, they have no possibility of earning his favor later, even if they subsequently turn over the symbol voluntarily.

Conclusion D: PCs restore Valitris themselves

Once restored, Valitris thanks them for their assistance. He clarifies the incidents that occurred after his entrapment, paying particular attention to any reference made to his son. He continues to avoid revealing his true name. At the conclusion, he offers a favor to the PCs for their assistance. The exception will be those PCs who initially asked for monetary compensation. They receive nothing, while the others receive the Favor of Valitris, the father. Note that Valitris reimburses the PCs for any monies spent on spell components for the spell(s) used to restore him.

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 Two

Defeat undead

APL4 210 xp; APL6 270 xp; APL8 330 xp;
APL10 390 xp; APL12 450 xp.

Encounter Four

Survive or disable trap

APL4 120 xp; APL6 180 xp; APL8 240 xp;
APL10 300 xp; APL12 360 xp.

Encounter Five

Defeat pick up crew

APL4 210 xp; APL6 270 xp; APL8 330 xp;
APL10 390 xp; APL12 450 xp.

Story Award

Return symbol to have Valitris restored
APL4 35 xp; APL6 50 xp; APL8 65 xp;
APL10 70 xp; APL12 85 xp.

Discretionary roleplaying award

APL4 100 xp; APL6 130 xp; APL8 160 xp;
APL10 200 xp; APL12 230 xp.

Total possible experience:

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

Treasure Summary

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

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

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

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

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

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

Encounter Four:

ALL APLs: L: 0 gp; C: 100 gp; M: 333 gp

Encounter Five:

APL 4: L: 1 gp; C: 0 gp; M: 250 gp
APL 6: L: 1 gp; C: 0 gp; M: 499 gp
APL 8: L: 9 gp; C: 0 gp; M: 1108 gp
APL 10: L: 9 gp; C: 0 gp; M: 2150 gp
APL 12: L: 9 gp; C: 0 gp; M: 3177 gp

Total Possible Treasure

APL 4: L: 1 gp; C: 100 gp; M: 583 gp;
total 684 gp (maximum 650)
APL 6: L: 1 gp; C: 100 gp; M: 832 gp;
total 933 gp. (maximum 900)
APL 8: L: 9 gp; C: 100 gp; M: 1441 gp;
total 1550 gp. (maximum 1300)
APL 10: L: 9 gp; C: 100 gp; M: 2483 gp;
total 2592 gp. (maximum 2300)
APL 12: L: 9 gp; C: 100 gp; M: 3510 gp;
total 3619 gp. (maximum 3300)

Special

Last Resort: A melee weapon (usually a dagger) with the last resort ability is particularly effective in a grapple. Its wielder doesn’t take the -4 penalty for attacking with a weapon while grappling, and the weapon deals an extra 1d6 points of damage in a grapple for every size category the target is bigger than the wielder. For example, a halfling armed with a +1 *last resort* dagger would deal an

extra 2d6 points of damage when being grappled by an ogre.

Caster level: 7th; Prerequisites: Craft Magic Arms and Armor, *freedom of movement*. Price: +1 bonus. (as presented in *Complete Warrior*).

Ire of Tullen, the errant son: This PC has earned the ire of Tullen by refusing to allow him to restore his father. This ire will come into play in future Furyondy modules.

NOTE: PCs MAY receive a favor from only the son OR the father (not both). The DM should check the appropriate favor; if both are checked then both become invalid.

[] **Favor of Valitris, the father:** This PC has earned the gratitude of Valitris by services rendered in his efforts to be reunited with his son. Valitris has many connections within the kingdom of Furyondy and for one year from the date on this AR, the PC receives a +5 circumstance bonus on all Charisma checks with members of lawful organizations in the kingdom of Furyondy. In addition, Valitris will use his connections to allow the PCs to purchase a weapon of their choice crafted of adamantine. The PC may instead chose to purchase a suit of armor crafted of mithril or to upgrade bracers of armor by +1, up to a maximum of +3. This may be done following any Furyondy regional adventure and at that time the DM should record the item chosen and the AR purchased:

AR: _____ DM: _____ Item: _____

[] **Favor of Tullen, the errant son:** This PC has earned the gratitude of the errant son by assisting him in reuniting with his father. Tullen will use his connections to allow the PC to upgrade a single weapon with ONE of the following abilities: last resort or merciful.

Items for the Adventure Record

Item Access

APL 4:

Testing Chalice (Adventure, Arms and Equipment Guide)

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

Pearl of Power – First Level Spell(Adventure, DMG)

Pearl of Power – Second Level Spell(Adventure, DMG)

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

+1 Spell Storing Flail(Adventure, DMG)

APL 10: (All of APLs 2-8 plus the following)
Monk's Belt(Adventure, DMG)

APL 12: (All of APLs 2-10 plus the following)
Cape of Mountebank(Adventure, DMG)
Wand of Bear's Endurance(Adventure, DMG)

DM AID #1

Monster Appendix

Encounter Five:

APL 4

Traubonn of Hextor: male human Clr 3/Wiz 2; CR 5; medium humanoid (human); HD 3d8+2d4+10; hp 34; Init +5; Spd 30 ft.; AC 16 (touch 11, flat-footed 15)[+1 Dex, +4 armor, +1 natural]; BA/G +3/+3; Atk +4 melee (1d8 flail); Full Atk +4 melee (1d8 flail); SA: spells, spontaneous casting (*inflict* spells); AL LE; SV Fort +5, Ref +2, Will +9; Str 10, Dex 12, Con 14, Int 14, Wis 17, Cha 10.

Skills and Feats: Concentration +10, Diplomacy +3, Knowledge – Arcana +8, Knowledge – Nature +8, Knowledge – Religion +5, Spellcraft +8; Eyes in the back of your head, Heighten Spell, Improved Initiative, Martial Weapon Proficiency (flail), Weapon Focus (flail).

Possessions: flail, wood holy symbol of Hextor, amulet of natural armor +1.

Wizard Spells Prepared (4/3; base DC = 12 + spell level): 0—acid splash (2), light, mage hand, 1st—*enlarge person*, ~~mage armor~~, *magic missile*.

Cleric Spells Prepared (4/3+1/2+1; base DC = 13 + spell level): 0—cure minor wounds, detect magic, guidance (2), 1st—*inflict light wounds**, *cure light wounds*, protection from good, resurgence, 2nd—*shatter**, silence, sound burst.

*Domain spell. *Domains:* [Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your level. The smite must be declared before the attack is rolled. This ability is usable once per day); War (Free Martial Weapon Proficiency with the deity's favored weapon and Weapon Focus with the deity's favored weapon)].

Fenster Yledd: male human Mnk 5; CR 5; medium humanoid (human); HD 5d8+10; hp 38; Init +2; Spd 40 ft.; AC 16 (touch 15, flat-footed 14) [+2 Dex, +2 Wis, +1 armor, +1 monk]; BA/G +3/+6; Atk +6 melee (1d8+3 unarmed strike); Full Atk +6 melee (1d8+3 unarmed strike) or +5/+5 (1d8+3 unarmed flurry); SA flurry of blows, unarmed strike, ki strike (magic), slow fall 30 ft., purity of body; SQ evasion, still mind; AL LE; SV Fort +6, Ref +6, Will +6; Str 17, Dex 14, Con 14, Int 10, Wis 14, Cha 8.

Skills and Feats: Escape Artist +10, Jump +7, Knowledge – Religion +8, Move Silently +6, Spot +10, Tumble +10; Combat Reflexes, Endurance, Flying

Kick, Improved Grapple, Improved Unarmed Strike, Power Attack.

Possessions: bracers of armor +1, monks outfit.

APL 6

Traubonn of Hextor: male human Clr 3/Wiz 3/Geomancer 1; CR 7; medium humanoid (human); HD 3d8+3d4+1d6+14+7; hp 52; Init +5; Spd 30 ft.; AC 15 (touch 11, flat-footed 14)[+1 Dex, +4 armor]; BA/G +3/+3; Atk +4 melee (1d8 flail); Full Atk +4 melee (1d8 flail); SA: spells, spontaneous casting (*inflict* spells); SQ Drift 1, spell versatility 0; AL LE; SV Fort +8, Ref +3, Will +11; Str 10, Dex 12, Con 14, Int 14, Wis 17, Cha 10.

Skills and Feats: Concentration +12, Diplomacy +3, Heal +5, Knowledge – Arcana +8, Knowledge – Nature +8, Knowledge – Religion +5, Spellcraft +10, Survival +7; Eyes in the back of your head, Heighten Spell, Improved Initiative, Improved Toughness, Martial Weapon Proficiency (flail), Weapon Focus (flail).

Drift: The character slowly becomes closer to nature. At each geomancer level, choose a drift from the appropriate stage.

- **Drift 1:** Light, downy fur covers your skin.

Possessions: flail, holy symbol of Hextor, pearl of power – first level spell, pearl of power – second level spell.

Wizard Spells Prepared (4/3/2; base DC = 12 + spell level): 0—acid splash (2), light, mage hand, 1st—*enlarge person*, ~~mage armor~~, *magic missile*; 2nd—cats grace, scorching ray.

Cleric Spells Prepared (5/4+1/3+1; base DC = 13 + spell level): 0—cure minor wounds, detect magic, guidance (2), mending, 1st—*inflict light wounds**, bless, *cure light wounds*, protection from good, resurgence, 2nd—*shatter**, silence, sound burst (2).

*Domain spell. *Domains:* [Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your level. The smite must be declared before the attack is rolled. This ability is usable once per day); War (Free Martial Weapon Proficiency with the deity's favored weapon and Weapon Focus with the deity's favored weapon)].

Fenster Yledd: male human Mnk 5/Tattooed Monk 2; CR 7; medium humanoid (human); HD 5d8+2d8+14;

hp 52; Init +2; Spd 50 ft.; AC 16 (touch 15, flat-footed 14)[+2 Dex, +2 Wis, +1 armor, +1 monk]; BA/G +4/+7; Atk +7 melee (1d8+3 unarmed strike); Full Atk +7 melee (1d8+3 unarmed strike) or +5/+5 (1d8+3 unarmed flurry); SA flurry of blows, unarmed strike, ki strike (magic), slow fall 30 ft., purity of body; SQ evasion, still mind, tattoo; AL LE; SV Fort +9, Ref +9, Will +9; Str 17, Dex 14, Con 14, Int 10, Wis 14, Cha 8.

Skills and Feats: Escape Artist +12, Jump +11, Knowledge – Religion +8, Move Silently +8, Spot +10, Tumble +12; Combat Reflexes, Diehard, Endurance, Flying Kick, Improved Grapple, Improved Unarmed Strike, Power Attack.

Wasp Tattoo (Su): Once per day per tattoo he possesses, a character with this tattoo can use *haste* on himself. The benefit lasts for one round per class level.

Possessions: bracers of armor +1, monks outfit.

APL 8

Traubonn of Hextor: male human Clr 3/Wiz 3/Geomancer 3; CR 9; medium humanoid (human); HD 3d8+3d4+3d6+18+9; hp 66; Init +5; Spd 35 ft.; AC 19 (touch 11, flat-footed 16)[+1 Dex, +6 armor, +2 shield]; BA/G +5/+5; Atk +6 melee (1d8 flail); Full Atk +6 melee (1d8 flail); SA: spells, spontaneous casting (*inflict* spells); SQ Drift 1/1/2, spell versatility 0/1/2, Ley Lines (Plains) +1; AL LE; SV Fort +9, Ref +4, Will +13; Str 10, Dex 12, Con 14, Int 14, Wis 18, Cha 10.

Skills and Feats: Concentration +18, Diplomacy +3, Heal +7, Knowledge – Arcana +12, Knowledge – Nature +8, Knowledge – Religion +5, Spellcraft +12, Survival +7; Combat Casting, Eyes in the back of your head, Heighten Spell, Improved Initiative, Improved Toughness, Martial Weapon Proficiency (flail), Weapon Focus (flail).

Drift: The character slowly becomes closer to nature. At each geomancer level, choose a drift from the appropriate stage.

- **Drift 1:** Light, downy fur covers your skin.
- **Drift 1:** Leopard spots appear on your body.
- **Drift 2:** You become as swift as an elk (Your land speed increases by 5ft.).

Spell Versatility: At first level, the geomancer learns to blend divine and arcane magic. He still acquires and prepares his spells in the normal manner for his individual spellcasting classes. When he casts them, however, he can mix and match spell casting parameters from any of his classes to gain the maximum possible advantage for any spell with a spell level equal to or less than his spell versatility score.

Thus, as a fourth level geomancer, he can cast any of his third level or lower sorcerer/wizard spells with no chance of arcane spell failure from armor. The geomancer may use his Wisdom modifier to set his DC for arcane spells, or his Charisma or Intelligence modifier for divine spells.

Possessions: flail +1 spell storing (with *inflict serious wounds*), holy symbol of Hextor, chain shirt (+2 with *magic vestment* precast), heavy wooden shield, *pearl of power* – first level spell, *pearl of power* – second level spell.

Wizard Spells Prepared (4/3/2; base DC = 14 + spell level): 0—*acid splash* (2), *light*, *mage hand*; 1st—*enlarge person*, *mage armor* (precast on Fenster), *magic missile*; 2nd—*cats grace*, *scorching ray*.

Cleric Spells Prepared (5/4+1/4+1/3+1; base DC = 14 + spell level): 0—*cure minor wounds*, *detect magic*, *guidance* (2), *mending*; 1st—*inflict light wounds**, *bless*, *cure light wounds*, *protection from good*, *resurgence*; 2nd—*shatter**, *silence*, *sound burst* (2), *spiritual weapon*; 3rd—*magic vestment**, *dispel magic*, *searing light*.

*Domain spell. **Domains:** [Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your level. The smite must be declared before the attack is rolled. This ability is usable once per day); War (Free Martial Weapon Proficiency with the deity's favored weapon and Weapon Focus with the deity's favored weapon)].

Fenster Yledd: male human Mnk 5/Tattooed Monk 4; CR 9; medium humanoid (human); HD 5d8+4d8+18; hp 66; Init +2; Spd 60 ft.; AC 19 (touch 15, flat-footed 17)[+2 Dex, +2 Wis, +4 armor, +1 monk]; BA/G +6/+10; Atk +10 melee (1d10+4 unarmed strike); Full Atk +10 melee (1d10+4 unarmed strike) or +8/+8 (1d10+4 unarmed flurry); SA flurry of blows, unarmed strike, ki strike (magic), slow fall 30 ft., purity of body; SQ evasion, still mind, tattoos (2); SR 24; AL LE; SV Fort +10, Ref +10, Will +10; Str 18, Dex 14, Con 14, Int 10, Wis 14, Cha 8.

Skills and Feats: Escape Artist +14, Jump +13, Listen +4, Knowledge – Religion +8, Move Silently +10, Spot +10, Tumble +14; Combat Reflexes, Deflect Arrows, Diehard, Endurance, Flying Kick, Improved Grapple, Improved Unarmed Strike, Power Attack.

Wasp Tattoo (Su): Once per day per tattoo he possesses, a character with this tattoo can use *haste* on himself. The benefit lasts for one round per class level.

Phoenix Tattoo (Su): A character with this tattoo gains spell resistance equal to his class level +15. A tattooed monk must be at least 7th level to gain this tattoo.

Possessions: monks outfit.

APL 10

Traubonn of Hextor: male human Clr 3/Wiz 3/Geomancer 5; CR 11; medium humanoid (human); HD 3d8+3d4+5d6+22+11; hp 80; Init +5; Spd 35 ft.; AC 19 (touch 11, flat-footed 16)[+1 Dex, +6 armor, +2 shield]; BA/G +6/+6; Atk +9 melee (1d8+2 flail+2); Full Atk +9 melee (1d8+2 flail+2) and +7 (1d6 bite); SA: spells, spontaneous casting (*inflict* spells); SQ Drift 1/1/2/2/3, spell versatility 0/1/2/3/4, Ley Lines (Plains) +2; AL LE; SV Fort +10, Ref +4, Will +14; Str 10, Dex 12, Con 14, Int 14, Wis 18, Cha 10.

Skills and Feats: Concentration +20, Diplomacy +3, Heal +7, Knowledge – Arcana +16, Knowledge – Nature +8, Knowledge – Religion +5, Spellcraft +14, Survival +9; Combat Casting, Eyes in the back of your head, Heighten Spell, Improved Initiative, Improved Toughness, Martial Weapon Proficiency (flail), Weapon Focus (flail).

Drift: The character slowly becomes closer to nature. At each geomancer level, choose a drift from the appropriate stage.

- **Drift 1:** Light, downy fur covers your skin.
- **Drift 1:** Leopard spots appear on your body.
- **Drift 2:** You become as swift as an elk. (Your land speed increases by 5ft.).
- **Drift 2:** Your eyes become as sharp as a rats. (You gain low light vision).
- **Drift 3:** Your mouth extends like a crocodiles. (You gain a bite attack for 1d6 points of damage).

Spell Versatility: At first level, the geomancer learns to blend divine and arcane magic. He still acquires and prepares his spells in the normal manner for his individual spellcasting classes. When he casts them, however, he can mix and match spell casting parameters from any of his classes to gain the maximum possible advantage for any spell with a spell level equal to or less than his spell versatility score. Thus, as a fourth level geomancer, he can cast any of his third level or lower sorcerer/wizard spells with no chance of arcane spell failure from armor. The geomancer may use his Wisdom modifier to set his DC for arcane spells, or his Charisma or Intelligence modifier for divine spells.

Possessions: flail +1 spell storing (+2 with *greater magic weapon*, *inflict serious wounds* stored inside), holy symbol of Hextor, chain shirt (+2 with *magic vestment* precast), heavy wooden shield, pearl of power – first level spell, pearl of power – second level spell.

Wizard Spells Prepared (4/3/2; base DC = 14 + spell level): 0—*acid splash* (2), *light*, *mage hand*; 1st—*enlarge person*, *mage armor* (precast on Fenster), *magic missile*; 2nd—*cat's grace*, *scorching ray*.

Cleric Spells Prepared (6/5+1/4+1/4+1/3+1; base DC = 14 + spell level): 0—*cure minor wounds*, *detect magic*, *guidance* (3), *mending*; 1st—*inflict light wounds**, *bless*, *cure light wounds*, *protection from good*, *resurgence*, *shield of faith*; 2nd—*shatter**, *silence*, *sound burst* (2), *spiritual weapon*; 3rd—*magic vestment**, *dispel magic*, *prayer*, *searing light*; 4th—*divine power**, *freedom of movement*, *greater magic weapon*, *spell immunity*.

*Domain spell. **Domains:** [Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your level. The smite must be declared before the attack is rolled. This ability is usable once per day); War (Free Martial Weapon Proficiency with the deity's favored weapon and Weapon Focus with the deity's favored weapon)].

Fenster Yledd: male human Mnk 5/Tattooed Monk 6; CR 11; medium humanoid (human); HD 5d8+6d8+22; hp 80; Init +2; Spd 60 ft.; AC 21 (touch 17, flat-footed 19)[+2 Dex, +2 Wis, +4 armor, +3 monk]; BA/G +7/+11; Atk +11 melee (2d8+4 unarmed strike); Full Atk +11/+6 melee (2d8+4 unarmed strike) or +9/+9/+4 (2d8+4 unarmed flurry); SA flurry of blows, unarmed strike, ki strike (magic), slow fall 30 ft., purity of body; SQ evasion, still mind, tattoos (3); SR 26; AL LE; SV Fort +11, Ref +11, Will +11; Str 18, Dex 14, Con 14, Int 10, Wis 14, Cha 8.

Skills and Feats: Escape Artist +16, Jump +15, Listen +8, Knowledge – Religion +8, Move Silently +10, Spot +10, Tumble +16; Combat Reflexes, Deflect Arrows, Diehard, Endurance, Flying Kick, Improved Grapple, Improved Unarmed Strike, Power Attack.

Wasp Tattoo (Su): Once per day per tattoo he possesses, a character with this tattoo can use *haste* on himself. The benefit lasts for one round per class level.

Phoenix Tattoo (Su): A character with this tattoo gains spell resistance equal to his class level +15. A tattooed monk must be at least 7th level to gain this tattoo.

Lion Tattoo (Su): Once per day per tattoo he possesses, a character with this tattoo can smite a foe, gaining a +4 bonus on the attack roll and a bonus on the damage roll equal to his class level on a single melee attack. The tattooed monk must declare the smite before making the attack. A missed attack uses up the attempt.

Possessions: monk's outfit, monk's belt.

APL 12

Traubonn of Hextor: male human Clr 3/Wiz 3/Geomancer 7; CR 13; medium humanoid (human); HD 3d8+3d4+7d6+28+13; hp 94; Init +5; Spd 35 ft.; AC 20 (touch 11, flat-footed 17)[+1 Dex, +7 armor, +2 shield]; BA/G +8/+8; Atk +12 melee (1d8+3 flail+3); Full Atk +12 melee (1d8+3 flail+3) and +9 (1d6 bite); SA: spells, spontaneous casting (*inflict* spells); SQ Drift 1/1/2/2/3/3/4, spell versatility 0/1/2/3/4/5/6, Ley Lines (Plains) +2; AL LE; SV Fort +11, Ref +5, Will +15; Str 10, Dex 12, Con 14, Int 14, Wis 19, Cha 10.

Skills and Feats: Concentration +22, Diplomacy +3, Heal +7, Knowledge – Arcana +18, Knowledge – Nature +12, Knowledge – Religion +5, Spellcraft +16, Survival +9; Combat Casting, Extra Smiting, Eyes in the back of your head, Heighten Spell, Improved Initiative, Improved Toughness, Martial Weapon Proficiency (flail), Weapon Focus (flail).

Drift: The character slowly becomes closer to nature. At each geomancer level, choose a drift from the appropriate stage.

- **Drift 1:** Light, downy fur covers your skin.
- **Drift 1:** Leopard spots appear on your body.
- **Drift 2:** You become as swift as an elk. (Your land speed increases by 5ft.).
- **Drift 2:** Your eyes become as sharp as a rats. (You gain low light vision).
- **Drift 3:** Your mouth extends like a crocodiles. (You gain a bite attack for 1d6 points of damage).
- **Drift 3:** Your toes grow lionlike claws. (You can make two rake attacks for 1d4 damage each if you gain a hold of your target).
- **Drift 4:** You gain a boar's ferocity. (You continue to fight without penalty even while disabled or dying).

Spell Versatility: At first level, the geomancer learns to blend divine and arcane magic. He still acquires and prepares his spells in the normal manner for his individual spellcasting classes. When he casts them, however, he can mix and match spell casting parameters from any of his classes to gain the maximum possible advantage for any spell with a spell level equal to or less than his spell versatility score. Thus, as a fourth level geomancer, he can cast any of his third level or lower sorcerer/wizard spells with no chance of arcane spell failure from armor. The geomancer may use his Wisdom modifier to set his DC for arcane spells, or his Charisma or Intelligence modifier for divine spells.

Possessions: flail +1 spell storing (+3 with greater magic weapon; inflict serious wounds stored inside), holy symbol of Hextor, chain shirt (+3 with magic vestment precast), heavy wooden shield, pearl of power – first level spell, pearl of power – second level spell, wand of bears endurance (25 charges).

Wizard Spells Prepared (4/3/2; base DC = 14 + spell level): 0—acid splash (2), light, mage hand, 1st—enlarge person, ~~mage armor~~ (precast on Fenster), ~~magic missile~~; 2nd – cat's grace, scorching ray.

Cleric Spells Prepared (6/5+1/5+1/4+1/4+1/ 2+1; base DC = 14 + spell level): 0—cure minor wounds, detect magic, guidance (3), mending, 1st—inflict light wounds*, bless, cure light wounds, protection from good, resurgence, shield of Faith, 2nd—shatter*, bull strength, silence, sound burst (2), spiritual Weapon; 3rd – ~~magic vestment~~*, dispel magic, prayer, searing light; 4th – divine power*, cure critical wounds, freedom of movement, ~~greater magic weapon~~, spell immunity, 5th – flame strike*, flame strike, spell resistance.

*Domain spell. **Domains:** [Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your level. The smite must be declared before the attack is rolled. This ability is usable once per day); War (Free Martial Weapon Proficiency with the deity's favored weapon and Weapon Focus with the deity's favored weapon)].

Fenster Yledd: male human Mnk 6/Tattooed Monk 7; CR 13; medium humanoid (human); HD 6d8+7d8+26; hp 94; Init +2; Spd 60 ft.; AC 21 (touch 17, flat-footed 19)[+2 Dex, +2 Wis, +4 armor, +3 monk]; BA/G +9/+13; Atk +13 melee (2d8+4 unarmed strike); Full Atk +13/+8 melee (2d8+4 unarmed strike) or +11/+11/+6 (2d8+4 unarmed flurry); SA flurry of blows, unarmed strike, ki strike (magic), slow fall 30 ft., purity of body; SQ evasion, still mind, tattoos (4); SR 28; AL LE; SV Fort +13, Ref +13, Will +13; Str 19, Dex 14, Con 14, Int 10, Wis 14, Cha 8.

Skills and Feats: Escape Artist +18, Jump +15, Listen +12, Knowledge – Religion +8, Move Silently +10, Spot +14, Tumble +18; Combat Reflexes, Deflect Arrows, Diehard, Endurance, Flying Kick, Improved Grapple, Improved Trip, Improved Unarmed Strike, Power Attack, Stunning Fist.

Wasp Tattoo (Su): Once per day per tattoo he possesses, a character with this tattoo can use *haste* on himself. The benefit lasts for one round per class level.

Phoenix Tattoo (Su): A character with this tattoo gains spell resistance equal to his class level +15. A tattooed monk must be at least 7th level to gain this tattoo.

Lion Tattoo (Su): Once per day per tattoo he possesses, a character with this tattoo can smite a foe, gaining a +4 bonus on the attack roll and a bonus on the damage roll equal to his class level on a single melee attack. The tattooed monk must declare the smite before making the attack. A missed attack uses up the attempt.

Nightingale Tattoo (Su): A character with this tattoo can heal wounds, either his own or other's. He can heal a number of hit points equal to twice his current class level each day and he can spread this healing out among several uses.

Possessions: monk's outfit, monk's belt, cape of mountebank.

Encounter Six:

All APLs

Thrommel: male human vampire Pal3/Blk10/Ftr2; CR 17; Medium undead (Augmented Humanoid); HD 15d12+15; hp 150; Init +7; Spd 40 ft.; AC 29 (touch 12, flat-footed 26) [+6 natural, +1 dex, +9 armor, +2 shield, +1 ring]; BA/G +15/+22; Atk +22 melee (slam 1d6+7+energy drain) or +23 melee (+1 unholy battleaxe 1d8+8 [+2d6 if good] / x3); Full Att +23/+18 (+1 unholy battleaxe, 1d8+7 [+2d6 if good] / x3) and +12 melee (slam 1d6+7+energy drain); SA Blood Drain, Children of the Night, Dominate, Create Spawn, Energy Drain, Smite Good 6/day, Sneak Attack +3d6, Detect good, Command undead, Aura of Despair, Lay on Hands (self or fiendish servant); SQ Undead traits, Aura of Evil, Dark Blessing, Aura of Despair, Poison Use, Fiendish servant, Alternate form, Fast Healing, Gaseous Form, Spider Climb, Turn Resistance, Cold Resistance 10, Electricity Resistance 10, DR 10/silver and magic; AL CE; SV Fort +18, Ref +14, Will +12; Str 24, Dex 16, Con -, Int 13, Wis 17, Cha 20.

Skills and Feats: Bluff +13*, Concentration +16, Diplomacy +17, Hide +16*, Jump +14(19), Knowledge – History +3, Knowledge – Nobility and Royalty +3, Knowledge – Religion +3, Listen +13*, Move Silently +11*, Ride +16, Search +9*, Sense Motive +13*, Spot +13*; Alertness, Blind Fight, Cleave, Combat Reflexes, Dodge, Extra Smiting, Improved Initiative, Improved Sunder, Improved Toughness, Lightning Reflexes, Mobility, Mounted Combat, Negotiator, Power Attack, Silent Spell. (*Vampires receive +8 racial bonus on these skills)

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

maintained. On each such successful attack, the vampire gains 5 temporary hit points.

Children of the Night (Su): Vampires command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the vampire for up to one hour.

Dominate (Su): A vampire can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone Thrommel targets must succeed on a Will save (DC 22) or fall instantly under the vampire's influence as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.

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

Energy Drain (Su): Living creatures hit by a vampire's slam attack (or any other natural weapon the vampire might possess) gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain ability once per round.

Alternate Form (Su): A vampire can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a *polymorph* spell cast by a 12th-level character, except that the vampire does not regain hit points for changing form and must choose from among the forms mentioned here. While in its alternate form, the vampire loses its natural slam attack and dominate ability, but it gains the natural weapons and extraordinary special attacks of its new form.

Damage Reduction (Su): A vampire has damage reduction 10/silver and magic. A vampire's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Fast Healing (Ex): A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. Any additional damage dealt to a vampire forced into gaseous form has no effect. Once at rest in its coffin, a vampire is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

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

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

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

Smite Good (Su): A blackguard of tenth level may attempt to smite good with one normal melee attack. He adds his Charisma modifier (if positive) to his attack roll and deals one extra point of damage per class level.

Command Undead (Su): When a blackguard reaches third level, he gains the supernatural ability to command or rebuke undead as a cleric two levels lower.

Aura of Despair (Su): Beginning at third level, the blackguard radiates a malign aura that causes enemies within ten feet of him to take a -2 penalty to all saving throws.

Aura of Evil (Ex): The power of a blackguard's aura of evil is equal to his class level plus any cleric levels.

Dark Blessing (Su): A blackguard applies his Charisma modifier (if positive) to all his saving throws.

Possessions: +1 unholy battleaxe, +1 full plate mail, heavy steel shield, boots of striding and springing, ring of counterspells (Flame Strike), ring of protection +1, holy symbol, amulet and signet ring (identify him as Thrommel with a Knowledge – Nobility and Royalty check DC 15).

Physical Description: (if significant) [Details about appearance]

Spells Prepared (3/3/3/1; base DC = 13 + spell level): 1st—cause fear, corrupt weapon, inflict light wounds; 2nd—bulls strength, shatter (2), 3rd — inflict serious wounds, protection from elements, summon monster III] 4 – freedom of movement.

Jalana (Thrommel's Fiendish servant): Fiendish heavy warhorse; CR 2; Large Magical Beast (Augmented Animal); HD 8d8+24; hp 60; Init +1; Spd 50 ft.; AC 17 (touch 10, flat-footed 16) [-1 size, +1 dex, +7 natural]; BA/G +3/12; Atk +7 melee (hoof 1d6+5) or +2 melee (bite 1d4+2); Full Att +6 melee (2 hooves 1d6+5) and +1 melee (bite 1d4+2); Face/Reach 10 ft./5 ft.; SA Smite Good 1/day; SQ Low light vision, scent, darkvision 60 ft., Cold Resistance 10, Fire Resistance 10, DR 5/magic, Empathic link, Improved evasion, Share saving throws, Share spells, Speak with blackguard; SR 13; AL NE; SV Fort +21, Ref +12, Will +12; Str 20, Dex 13, Con 17, Int 7, Wis 13, Cha 6.

Skills and Feats: Listen +7, Spot +6; Diehard, Endurance, Iron Will, Run.

DM AID #2

New Rules Items

Feats

Eyes in the Back of Your Head [General]

Your superior battle sense helps minimize the threat of flanking attacks.

Prerequisites: Wis 13, BAB +1.

Benefit: Attackers do not gain the usual +2 bonus on their attack rolls when flanking you. This feat grants no effect whenever you are attacked without benefit of your Dexterity modifier to Armor Class, such as when you are flatfooted. You may still be sneak attacked when flanked.

Reference: Complete Warrior, page 98.

Extra Smiteing [General]

You gain extra smite attacks.

Prerequisites: Smite ability, BAB +4.

Benefit: When you take this feat, you gain two extra attempts to smite per day. Use whatever smite ability you have.

Special: You can take this feat multiple times. Its effects stack.

Reference: Complete Warrior, page 98.

Flying Kick [General]

You literally leap into battle, dealing devastating damage.

Prerequisites: Str 13, Jump 4 ranks, Improved Unarmed Strike, Power Attack.

Benefit: When fighting unarmed and using the charge action, you deal an extra 1d12 points of damage with your unarmed attack.

Reference: Complete Warrior, page 99.

Improved Toughness [General]

You are significantly tougher than normal.

Prerequisites: Base Fort save bonus +2.

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

Reference: Complete Warrior, page 101.

Spells

Resurgence (Abjuration)

Level: Blackguard 1, Cleric 1, Paladin 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Area: Creature touched.

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

By laying hands on a creature and saying a brief prayer, you can convince a higher power to grant a second chance to one of your allies. The target of *resurgence* can make a second attempt to save against an ongoing spell, spell-like ability, or supernatural ability, such as *dominate person*, a chaos beast's corporeal instability or the sickening effect (but not the damage) from *unholy blight*. If the target of *resurgence* is subject to more than one ongoing magic effect, the target chooses one of them to retry the save against. If the subject succeeds at the saving throw on the second attempt, the effect ends immediately. *Resurgence* never restores hit points or ability score damage, but it does eliminate any conditions such as shaken, fatigued, or nauseated that were caused by the spell, spell-like ability or supernatural ability.

If a spell, spell-like ability or supernatural ability does not allow a save (such as *power word stun*), then *resurgence* won't help the subject recover.

Reference: Complete Divine, p. 177.

Prestige Classes

Tattooed Monk

Certain monastic orders bestow supernatural or spell-like powers on their members by inscribing magic tattoos on their skin. These tattooed monks shave their heads, speak in cryptic riddles and maxims, and—in many cases—travel the countryside furthering their quest for enlightenment by facing and conquering temptation.

The great majority of tattooed monks begin their careers as monks. A small number of fighters, druids, and even a few clerics adopt the tattooed monk prestige class. In general tattooed monks are drawn from almost exclusively from rural or wild regions, though more “civilised” individuals who gain the favor of the order are sometimes allowed to join.

Hit Die: d8.

The Tattooed Monk Table

Level	BA B	Fort	Ref	Will	Special
1	+0	+2	+2	+2	Monk abilities, tattoo
2	+1	+3	+3	+3	---
3	+2	+3	+3	+3	Tattoo
4	+3	+4	+4	+4	---
5	+4	+4	+4	+4	Tattoo
6	+4	+5	+5	+5	---
7	+5	+5	+5	+5	Tattoo
8	+6	+6	+6	+6	---
9	+6	+6	+6	+6	Tattoo
10	+7	+7	+7	+7	

Requirements:

To qualify to become a tattooed monk a character must fulfill all of the following criteria:

Alignment: any Lawful.

Base Attack Bonus: +3.

Skills: Knowledge (religion) 8 ranks.

Feats: Endurance, Improved Grapple, Improved Unarmed Strike.

Class Skills:

The tattooed monk's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Swim (Str), and Tumble (Dex).

Skills Points at each level: 4 + Int modifier.

Class Features:

All of the following are class features of the tattooed monk prestige class:

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

Monk Abilities: A tattooed monk's class level stacks with his monk levels for determining his unarmed damage, AC bonus, and unarmed speed bonus.

Tattoo (Su or SP): Tattooed monks gain their powers from the magic tattoos that eventually cover their bodies. A 1st-level tattooed monk has one tattoo and gains another tattoo at every odd-numbered level. A tattooed monk can choose his tattoos from among those described below. Note that three of the tattoos (centipede, crescent moon, and phoenix) have minimum class level requirements.

All tattoos are magical, and the abilities they bestow are supernatural (except for the crescent moon). A tattooed monk in an *anti-magic field* loses all benefits of his tattoos. Unless the effect of a tattoo is continuous, activating a tattoo is a move action that does not provoke an attack of opportunity.

Arrowroot: A character with this tattoo can heal wounds in another character by touch. Each day he can cure a total number of hit points equal to his Wisdom bonus x his class level. A tattooed monk cannot heal himself, but he may divide the curing among multiple recipients, and he doesn't have to use it all at once.

Bamboo: Once per day per tattoo he possesses, a character with this tattoo can add the number of tattoos he possesses as an enhancement bonus to his Constitution score. This benefit lasts one round per class level.

Bat: Once per day per tattoo he possesses, a character with this tattoo can add the number of tattoos he possesses as an enhancement bonus to his Dexterity score. This benefit lasts one round per class level.

Bellflower: Once per day per tattoo he possesses, a character with this tattoo can add his Charisma modifier as an enhancement bonus to any of his ability scores (including Charisma). This benefit lasts one round per class level.

Butterfly: Once per day per tattoo he possesses, a character with this tattoo can add the number of tattoos he possesses as an enhancement bonus to his Wisdom score. This benefit lasts one round per class level.

Centipede: Once per week, a character with this tattoo can use a shadow walk effect. This ability allows the tattooed monk to cross great distances, but he must end his journey on the Material Plane. At tattooed monk must be fifth level to gain this tattoo.

Chameleon: A character with this tattoo can use an *alter self* effect once per day per tattoo he possesses. This benefit lasts one round per class level.

Crab: A character with this tattoo gains damage reduction 2/magic. This damage reduction improves by 2 for each additional tattoo he possesses.

Crane: A character with this tattoo gains a gradual immunity to bodily decay. When a tattooed monk first gains this tattoo, he gains immunity to nonmagical diseases. When he gains his next tattoo (whatever it may be) he acquires immunity to poison as well. When he gains his next tattoo, he no longer takes ability score penalties for aging and he cannot be magically aged. Any aging penalties he may have already incurred remain in place. Bonuses still accrue, and the tattooed monk still dies of old age when his time is up.

Chrysanthemum: Every hour that a character with this tattoo is in direct sunlight, he heals a number of hit points equal to his level. A *daylight* spell does not provoke this fast healing; the character must be exposed to real sunlight.

Dragon: Once per day per tattoo he possesses, a character with this tattoo can use fire breath as if he had drunk an *elixir of fire breath*.

Dragonfly: Once per day, a character with this tattoo gains a dodge bonus to his AC equal to the number of tattoos he possesses. This benefit lasts one round per class level.

Falcon: A character with this tattoo is immune to fear (magical or otherwise). Allies within ten feet of him gain a morale bonus on their saving throws against fear effects equal to the tattooed monk's Charisma bonus (if any) plus the number of tattoos he possesses.

Lion: Once per day per tattoo he possesses, a character with this tattoo can smite a foe, gaining a +4 bonus on the attack roll and a bonus on the damage roll equal to his class level on a single melee attack. The tattooed monk must declare the smite before making the attack. A missed attack uses up the attempt.

Monkey: A character with this tattoo gains a +1 competence bonus per tattoo he possesses on all Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Open Lock, Sleight of Hand and Tumble checks.

Moon, crescent: Once per day, a character with this tattoo can use ethereal jaunt as a spell-like ability. A tattooed monk must be at least ninth level to gain this tattoo.

Moon, full: Once per day per tattoo he possesses, a character with this tattoo can gain a +2 luck bonus on a single attack roll, skill check, or ability check as he calls on the power of the full moon. This ability cannot be used during daylight hours.

Mountain: A character with this tattoo can activate it to take on the immovability of the mountain for as much as one round per class level, gaining phenomenal durability though he cannot move from the spot where he stands. He gains +4 bonus to his Constitution and Wisdom scores. The increase in Constitution increases the tattooed monk's hit points by two per class level, but these hit points go away when the ability's duration expires or when the character chooses to end it (free action). These extra hit points are not the first lost the way temporary hit points are. While using this ability, the tattooed monk takes a -20 penalty on any Dexterity-based skill checks. He is immune to bull rush and trip attacks. The tattooed monk may use this ability once per day per tattoo he possesses.

Nightingale: A character with this tattoo can heal wounds, either his own or other's. He can heal a number of hit points equal to twice his current class level each day and he can spread this healing out among several uses.

Ocean: A character with this tattoo never needs to eat, drink or sleep.

Phoenix: A character with this tattoo gains spell resistance equal to his class level +15. A tattooed monk must be at least 7th level to gain this tattoo.

Pine: A character with this tattoo gains the *Remain Conscious* feat.

Scorpion: Once per day per tattoo he possesses, a character with this tattoo can force an opponent attacking him to use his lowest ability score modifier instead of his Strength or Dexterity score modifier when making his attack roll.

The character can activate this tattoo on his opponent's turn, but he must declare it before the success or failure of the attack is determined. The tattooed monk must be aware of the attack and not flatfooted in order to use this ability.

Spider: To use this tattoo, a character must have the Stunning Fist feat. Instead of a stunning fist attack, a character with this tattoo can make an attack that delivers a contact poison. The poison's save DC is equal to 10 + the tattooed monk's class level + his Con modifier. The poison's initial and secondary damage is 2 points of Constitution damage. Using this tattoo counts as one of the character's stunning fist attacks for that day.

Sun: Once per day per tattoo he possesses, a character with this tattoo can gain a +2 luck bonus on a single attack roll, skill check, or ability check, as he calls on the full power of the sun. This ability can only be used during daylight hours.

Tiger: Once per day per tattoo he possesses, a character with this tattoo can fight unarmed with a +1 bonus on all attack rolls and deal an extra 1d6 points damage with a successful attack. This burst of martial ferocity lasts one round per class level.

Tortoise: Once per day per tattoo he possesses, a character with this tattoo can use his class level as the number of ranks in a skill he does not possess for the purpose of one skill check. For example, a fourth level tattooed monk with two tattoos can make up to two Use Magic Device checks as if he had 4 ranks in that skill. He adds his Charisma modifier to the skill check as usual.

Unicorn: A character with this tattoo gains the power of good fortune, usable once per day. This ability allows the tattooed monk to reroll one d20 roll that he has just made. The character must take the result of the reroll, even if it's worse than the original roll. The character must declare the reroll before the result of the original roll has been determined.

Wasp: Once per day per tattoo he possesses, a character with this tattoo can use *haste* on himself. The benefit lasts for one round per class level.

White Mask: A character with this tattoo is immune to detect thoughts, detect lies and any attempt to magically discern his alignment. He gains a +10 bonus on all Bluff checks.

Multiclass Note: A monk who becomes a tattooed monk may continue to advance as a monk.

Reference: Complete Warrior, page 82-85.

Geomancer

The cleric reaches out to a higher power. The wizard trusts only in eldrich tomes. The druid looks to nature for her spells. To the geomancer, however, all magic is the same.

Geomancy is the art of channeling magical energy from many sources through the land itself. A geomancer may research like a wizard, pray like a cleric or sing like a bard, but he casts spells as only a geomancer can. In the area he calls home (be it high on a mountain, deep in a forest, or even beneath an ocean) he weaves ley lines—powerful connections to the land itself. The spells he casts through these connections with the earth are reflections of his own strength of will. As the geomancer progresses, however, the effort of gathering magic through the earth takes a physical toll on him, making him more and more like the land and its creatures.

Only characters with more than one spellcasting class can become geomancers. The most popular combinations are druid/sorcerer and druid/wizard. Clerics with arcane spellcasting ability can also qualify; those with access to the Plant and Animal domain are the most likely to consider this path. A bard or Ranger who picks up a second, more focused spellcasting class can also adopt this lifestyle.

Hit Die: d6.

The Geomancer Table

Level	BAB	Fort	Ref	Will	Special	Spells per Day/Spells Known
1	+0	+2	+0	+2	Drift 1, spell versatility 0	+1 level of existing class
2	+1	+3	+0	+3	Drift 1, ley lines +1 spell versatility 1	+1 level of existing class
3	+2	+3	+1	+3	Drift 2, Spell versatility 2	+1 level of existing class
4	+3	+4	+1	+4	Drift 2, Spell versatility 3	+1 level of existing class
5	+3	+4	+1	+4	Drift 3, Spell versatility 4	+1 level of existing class
6	+4	+5	+2	+5	Drift 3, ley lines +2, Spell versatility 5	+1 level of existing class
7	+5	+5	+2	+5	Drift 4, Spell versatility 6	+1 level of existing class
8	+6	+6	+2	+6	Drift 4, Spell versatility 7	+1 level of existing class
9	+6	+6	+3	+6	Drift 5, Spell versatility 8	
10	+7	+7	+3	+7	Drift 5, Ley lines +3, Spell versatility 9	+1 level of existing class

Requirements: To qualify as a geomancer, a character must fulfill all of the following criteria:

Skills: Knowledge (arcana) 6 ranks, Knowledge (nature) 6 ranks.

Spells: Able to cast 2nd-level arcane spells and 2nd-level divine spells.

Class Skills: The geomancer's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (any) (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), Scry (Int), Spellcraft (Int), Survival (Wis), Swim (Str).

Skills Points at each level: 4 + Int modifier.

Class Features: All of the following are class features of the geomancer prestige class:

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

Spells per Day/Spells Known: At each geomancer level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (additional wild shape options, metamagic or item creation feats, or the like). Since the character had more than one spellcasting class before becoming a geomancer, the player must decide to which class to add each geomancer level for determining spells per day and spells known.

Spell Versatility: At 1st level, the geomancer learns to blend divine and arcane magic. He still acquires and prepares his spells in the normal manner for his individual spellcasting classes. When he casts them, however, he can mix or match spellcasting parameters from any of his classes to gain the maximum possible advantage for any spell with a spell level equal to or less than his spell versatility score. Thus, as a 4th-level geomancer, he can cast any of his 3rd-level or lower sorcerer/wizard spells with no chance of arcane spell failure due to armor. (The druidic prohibition against metal armor still applies to druid/geomancers, however, since this stricture stems from a spiritual oath rather than a practical limitation.)

The geomancer may use his Wisdom modifier to set the save DC for arcane spells, or his Charisma or Intelligence modifier (whichever he would normally use for arcane spells) to set the save DC for divine spells. If a spell requires either an arcane material component or a divine focus, he may use either. A cleric/geomancer who also has levels of wizard, sorcerer or bard can spontaneously convert any prepared arcane or divine spell (except for a domain spell) of an appropriate level in a *cure* or *inflict* spell of equal or lower level, though he must be capable of casting the latter as a cleric.

Drift: The character slowly becomes closer to nature. At each geomancer level, choose a drift from the appropriate stage (see Drift, below).

Ley Lines: At 2nd level, the geomancer learns to create magical connections with a specific type of terrain. Choose one of the following terrain types: aquatic, desert, forest, hills, marsh, mountains, or plains. In that terrain, the geomancer's effective caster level for all spells increases by +1. At 6th level and again at 10th level, the character may either choose a new terrain in which to receive the benefit (at +1), or increase his effective caster level in a previously chosen terrain by an additional +1.

Drift

Drift is a gradual devolution into some other natural form. Those who experience this phenomenon gain attributes of animals and plants as time goes by. Geomancers experience drift at every level.

Drift is divided into stages. You must choose one drift from stage 1 the first time you experience the phenomenon. Your second drift must also be from stage 1. Thereafter, you may choose from a higher stage only after you have acquired at least two drifts from the previous stage.

Stage 1 drifts have no game effect. Each drift of stage 2 and beyond grants a permanent extraordinary ability. Natural attacks allow for Strength bonuses on damage rolls, except in the case of poison and acid. The damage values given for natural attacks are for Medium creatures. To adjust for Small or Large creatures, use the following table.

Natural Weapon Damage by Size

Small	Medium	Large
1d2	1d3	1d4
1d3	1d4	1d6
1d4	1d6	1d8
1d6	1d8	2d6
1d6	2d4	2d6

Stage 1

- Leopard spots appear on your body.
- You grow a cat's tail.
- You sprout feathers (but not wings).
- Your eyebrows become green and bushy.
- Your hair becomes a tangle of short vines.
- Light, downy fur covers your skin.
- Your skin turns green and scaly.
- Your touch causes flowers to wilt.
- Your voice sounds like a dog's, though it is still intelligible.
- Zebra stripes appear on your body.

Stage 2

- A small camel's hump grows on your back. (You can go without water for up to five days.)
- You grow a coat of white fur like a polar bear's. (You gain a +8 bonus on Hide checks in snowy areas.)
- The pads on your feet become sticky like those of a lizard. (You gain a +4 bonus on Climb checks.)
- You become swift as an elk. (Your land speed increase by +5 feet.)
- You become comely as a dryad. (You gain a +4 bonus on Diplomacy checks.)
- You become as graceful as a cat. (You gain a +4 bonus on Balance checks.)
- You sprout leaves and become photosynthetic. (You can subsist on 1 hour/day of sunlight in lieu of food, though you still require the same amount of water as before.)
- Your blood flows as slowly as tree sap. The speed at which progressive damage, such as that from wounding or *decomposition* (see Chapter 7), affects you is halved.
- Your eyes become as sharp as a rat's. (You gain low-light vision)
- Your skin adapts like that of an octopus. (You can change color to blend with your surroundings, gaining a +4 bonus on Hide checks.)

Stage 3

- Deer antlers grow from your forehead. (You gain a gore attack from 1d6 points of damage.)
- Thorns grow on your body. (Your unarmed attacks do piercing damage, and those striking you with natural weapons take 1d3 points of piercing damage per successful hit.)
- You can constrict like a snake. (You deal 1d3 points of damage with a successful grapple check against a creature of your size category or smaller.)
- You can spin a web like a spider. (You can use your web to snare prey as described in the monstrous spider entry in the *Monster Manual*, but you cannot attack with it.)
- You sprout fish gills. (You can breathe both water and air.)
- Your eyes become as sharp as an eagle's. (You gain a +4 bonus to Spot checks in daylight.)
- Your eyes become as sharp as an owl's. (You gain a +4 bonus to Spot checks in dusk and darkness.)
- Your fingers grow hawk-like talons. (You gain Weapon Finesse and can make two claw attacks per round for 1d3 points of damage each.)
- Your mouth extends like a crocodile's. (You gain a bite attack for 1d6 points of damage.)
- Your toes grow lion-like claws. (You can make two rake attacks for 1d4 points of damage each if you gain a hold on your target.)

Stage 4

- You grow an acid stinger like that of a giant ant. (You can sting for 1d4 points of piercing damage + 1d4 points of acid damage.)
- You can trip like a wolf. (If you hit with a natural attack, you can attempt to trip your target as a free action: see the Wolf entry, page 283 of the *Monster Manual*.)
- You can rage similar to a wolverine. (If you take damage, you can rage as a 1st-level barbarian--- see Barbarian entry, page 25 of the Player's Handbook---or gain +1 effective level of any class you have that grants rage as a class feature, but only for determining the benefits of rage.)
- You gain a boar's ferocity. (You continue to fight without penalty even while disabled or dying.)
- You can grab like a bear. (You gain the improved grab ability as described on page 310 of the *Monster Manual*.)
- You can pounce like a leopard. (If you leap on a foe in the first round of combat, you can make a full attack action even if you have already taken a move action.)
- Your hands become as strong as a gorilla's. (You gain a +2 bonus on Strength checks to break objects.)
- Your jaw becomes as powerful as a weasel's. (You can attach to an opponent with a successful bite and inflict 1d3 points of damage per round until unattached. However, you lose your dexterity bonus to AC while attached.)
- You can fire an ink cloud as a squid does. (In water, you can emit a cloud of jet-black ink 10 feet on a side once per minute as a free action; This provides total concealment and those within the cloud suffer the effects of total darkness.)
- Your nose becomes as sensitive as a hound's. (You gain scent out to a range of 30-ft. Scent is described on page 314 of the *Monster Manual*.)

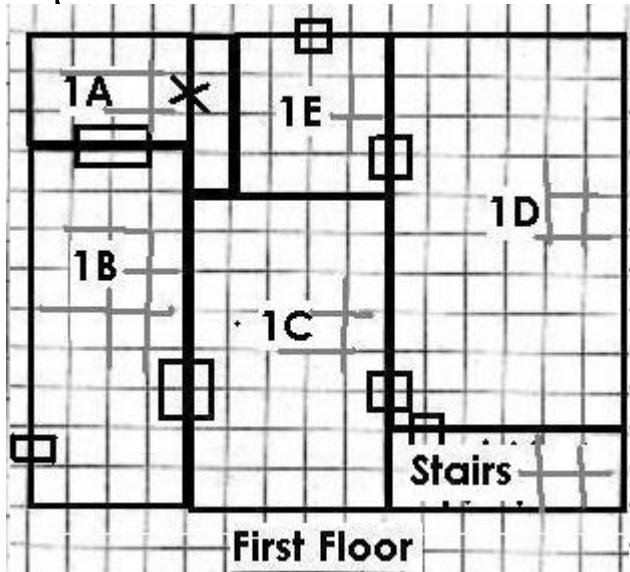
Stage 5

- You grow a unicorn horn. (You gain a +4 bonus on Fortitude saves against poison and a gore attack for 1d8 points of damage.)
- Feathered or batlike wings grow from your back. (You gain a fly speed of 60 feet.)
- You can curl into a spiny ball like a hedgehog. (When curled, you gain a +4 natural armor bonus to AC, but you may not move or attack. Curling or uncurling is a standard action.)
- You are as graceful as a pixie. (You gain a +2 bonus on Reflex saves.)
- You gain the tremorsense of an earthworm. (You can sense anything in contact with the ground within 30 feet of you.)
- Your canine teeth exude poison. (If you hit with a bite attack, your target must make a Fortitude save (DC 10+1/2 your character level + your Constitution modifier) against poison. Initial damage is 1d2 points of temporary Dexterity damage; secondary damage is 1d4 points of temporary Dexterity damage.)

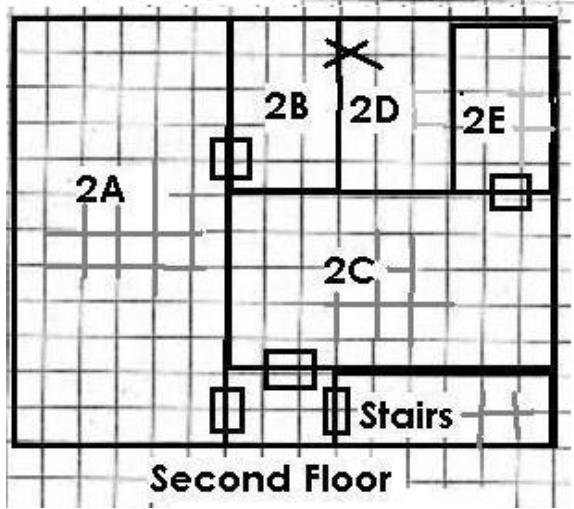
- Your senses become as sharp as a bat's. (You gain blind-sense out to 30 feet, as described on page 306 of the *Monster Manual*.)
- Your feet extend to elephantine width. (You gain the trample ability as described in the introduction of the *Monster Manual*. Your trample attack does 2d4 points of bludgeoning damage, and the Reflex save DC is 10 + $\frac{1}{2}$ your character level + your Strength modifier.)
- You can move like a Cheetah. (Once per hour, you can take a charge action to move ten times your normal speed.)
- Your skin becomes like tree bark. (You gain a +1 natural armor bonus to AC.)

DM AID #3 Map

Map of the Manor House



MAP KEY



Player Handout #1

Greetings Holy One;

You may not know me personally, but I too follow the Valorous Knight and have served him on holy missions in the past. Currently, I find myself in an awkward position and in need of spiritual assistance. This is a private matter and your discretion is appreciated. I seek the Church's assistance in an attempt to bring my fallen errant son back into the worship of Heironeus.

I am hoping you can spare a member of the clergy or Silver Blades to accompany me to a meeting I have arranged with my son. Their spiritual guidance may help persuade him of the error of his ways. In the past he was a strong arm for Heironeus and his straying not only saddens me, but also has been sorely felt by the church in our kingdom.

If there is one you would recommend for this task, please send them with this note to meet me for lunch this day at The Wyrm. Please relay to them that they may bring a handful of individuals for whom they can vouch as being honorable, skilled and of good heart.

Yours in Heironeus;

Valitris

Player Handout #2

Greetings Sir Knight;

You probably do not know me personally, but your colleagues have recommended you to me. Currently, I find myself in an awkward position and in need of some assistance. I am planning a short trip that should not take you long from your duties. I will explain more upon our meeting, as this is a delicate matter. I hope that you would be willing to help out a father. This is a private matter and your discretion is appreciated.

If you are willing to hear me out as I explain my need, please meet me with this note for lunch this day at The Wyrm. If there are others you know to be honorable and skilled individuals of good heart, I would appreciate you extending the invitation to them as well.

Yours in service of Furyondy;

Valitris

Player Handout #3

Greetings;

We have never met personally, but I have heard of your skills and know you by reputation. I find myself in an awkward position and in need of some assistance. I would like to discuss this with you. This is a private matter and your discretion is appreciated.

If you are willing to hear me out as I explain my need, please meet me with this note for lunch this day at The Wyrm. If there are others you know to be honorable and skilled individuals of good heart, I would appreciate you extending the invitation to them as well.

Sincerely;

Valitris

Critical Event Summary

LG FUR4-03 – Bells in Gold

(Return to HQ or to Michelle Sharp)

Please be sure to answer all questions. Thanks.

- | | |
|-------------------------------------------------------------------------------------|------------------------------|
| 1. Was any major damage done to the manor home? | YES NO |
| a. If yes, please describe: _____ | |
| 2. What is Traubonn's final status? | Dead Captured Fled |
| 3. What is Fenster's final status? | Dead Captured Fled |
| 4. Do the PCs attack Tullen? | YES NO |
| 5. Is Tullen's part in the attacks discovered? | YES NO |
| 6. Is Valitris freed from the symbol? | YES NO |
| a. If yes, by whom? _____ | |
| 7. Does Tullen have the symbol with Valitris' soul inside at the end of the module? | YES NO |
| 8. Do the PCs discover and fight the doppelganger? | YES NO |
| 9. Do the PCs discover (or guess) Valitris' true identity? | YES NO |
| 10. Do the PCs discover (or guess) Tullen's true identity? | YES NO |
| 11. Comments (Optional). Please explain any unusual circumstances | |