

FUR5-05

# Of Blood and Bone

## A One-Round D&D LIVING GREYHAWK<sup>®</sup> Furyondy Regional Adventure

Version 1.0

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Reviewed by Chris Tulach

How difficult can it be to rescue a bunch of sniveling kids from the backwaters of the Duchy of the Reach? Come on...the Duchy of the Reach...nothing interesting ever happens there. Now, throw in odd dreams, a pair of backstabbing cowards, two well-versed liars, a bad-mouthing priestess, a run-of-the-mill prophecy, one conniving merchant prince, a bitter old maid and a gaggle of gnomes.... Well, maybe it's better just to stay in bed. An adventure designed for Living Greyhawk characters of 3<sup>rd</sup> to 13<sup>th</sup> level (APLs 4 to 12).

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

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For questions specific to this document and your region, please e-mail your triad point of contact (POC) at [furypoc@wmis.net](mailto:furypoc@wmis.net); or LIVING GREYHAWK campaign questions email [rpgahq@wizards.com](mailto:rpgahq@wizards.com).

## RPGA SANCTIONED PLAY

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

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

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

This adventure retires from RPGA-sanctioned play on December 31, 2006.

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## PLAYERS READ NO FARTHER

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

## PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

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

## LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	5	6	7
4	4	6	7	8
5	5	7	8	9
6	6	8	9	10
7	7	9	10	11

by virtue of a class ability (such as animal companions, familiars, paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each

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

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

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

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

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

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

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

## TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in Furyondy. Characters native to 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. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

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

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

## Adventure Background

Most material spell components are commonplace. Some, however, can be difficult to locate and/or too time-consuming to readily procure. Hence, wise spell casters often choose to purchase troublesome material components rather than waste the effort and resources to acquire such components themselves...especially if they know the components are quality and from reputable sources.

One well-known Furyondian spell component dealer is an enterprising gnome named Roveneth Dwomurum Featherdown Burrowlord Cobblesheen Littlefield III (or "Rhovan", for short). Early in his youth, Rhovan realized the commercial promise of selling spell components, both common and rare. He quickly built up a sterling reputation based on quality, availability and low prices. Every year for almost two hundred years, his company – Pantarn's Best – has made a tidy profit.

Originally Pantarn's Best was located in the small trade town of Pantarn in the Barony of Littleberg. However, in 491 CY, Pantarn's Best moved to the small gnomish community of Cobblesberg, near the northern edge of the Southern Att Fens in the Duchy of the Reach. Cobblesberg is located north of the town of Ryemond, which boasts the largest population of gnomes outside of Littleberg, and south of Stalmaer in the Gold County. Nearly all the residents of the village work at or in support of Pantarn's Best performing such duties as acquisitions, production, warehousing, teamsters, quality

control, administration and so on. In fact, everyone is a member of the extended Littlefield family.

With over a hundred years of managerial and business experience, two family members – Gorgereth Barthawick Badgerburrow Sweettrail Morninghand Littlefield (or, for short, Uncle Gorge) and Nojerrum Mallowford Twiddlethumbs Bardhearth Littlefield (or simply known as Cousin Noj) – approached Rhovan with an innovative proposition. They proposed Pantarn's Best sell the most esoteric of components, charging high, but reasonable prices to high-level spell casters. The company would hire adventurers to actually acquire the components, especially if the components were from dangerous sources where gnomes could get hurt. The adventurers would be paid a pittance and Pantarn's Best would make a handsome profit.

Uncle Gorge suggested asking the "Bitter Old Gnomish Woman of the Fens" to be an adviser. True, she was a bit ornery and unkind to her fellow gnomes, but if approached right, she always provided useful arcane knowledge. Of course, sometimes gnomes did not return after seeking her advice....

Mathelda Heldegarn BurrowFen Whisperhunter Scornfellow Fenbright, or the "Bitter Old Gnomish Woman of the Fens" for short, found her neighbors to be mildly annoying, but not terribly troublesome or threatening. In general, she left them alone to pursue her other interests. These included controlling the fens where she lived, ordering about her fellow inhabitants (e.g., ogres, trolls, etc), concocting evil plans, perpetrating wicked deeds on interlopers and, most important of all, performing dastardly, unnecessary magical experiments. Hence, she performed the normal past-times of an evil, self-interested witch.

Uncle Gorge's proposal had great merit and sparked an unholy, if not greedy, interest in Rhovan's business. It did not take long for the "Bitter Old Gnomish Woman of the Fens" to fully realize all the gold wheatsheaves and platinum paladins she could make from Pantarn's Best. How foolish she had been all these years to allow Cobblesberg and the useful Pantarn's Best to go without her meddling! Gnomes could be interesting after all...and not just as tasty treats.

Soon a formal meeting was arranged between the 'Bitter Old Gnomish Woman of the Fens', Rhovan, Cousin Noj, and Uncle Gorge to work out the details. Much to all the gnomes' chagrin, however, the "Bitter Old Gnomish Woman of the Fens" revealed herself not to be the ancient, wrinkled, crippled gnomish crone she always pretended to be, but a very large, hungry and evil green hag. After she ate Cousin Noj, both Rhovan and Uncle Gorge quickly agreed it would be in everyone's best interest for the "Bitter Old Gnomish Woman of the Fens" to become de-facto president of the company and

direct all of its business ventures. Calling herself, "Granny Mattie", she ordered her new minions to continue the old business as is. None would be any wiser of the new leadership or policies.

A new division of Pantarn's Best, called Rare Finds or "RF", was formed to sell esoteric, hard-to-find spell components to any caster...including the evil sort. Granny Mattie made agreements with bandits and other cunning but less than savory folk to acquire spell components, including many vile, wicked one like the hearts of dwarven or elven children, tears of the innocent, bones of a still living human child, brains of a halfling and so on.

One of these bandits was Barrac the Bandit Lord (from *FUR2-05 Sleep of Death*), an old source of trouble in northern Furyondy and now of the Viscounty of the March. Barrac was always keen on making the most coin from his victims. Recently, Barrac ambushed an old woman and her young charges on the Crystalreach-March Highway, which links the supply town of Terlisean, in the County of Crystalreach, to Gorsend and Free Borough in the Viscounty of the March. Disappointed in the lack of treasure, Barrac recognized the worth of the innocent children and quickly hustled them off for sale to RF in the Southern Att Fens. Barrac left an ogre lieutenant and several humanoids to guard the remaining prisoners and part of Barrac's fortune. Unfortunately, unbeknownst to all, the old woman was a priestess of Merikka, who used her remaining power to pray for aid.

## Adventure Summary

**Introduction.** The PCs receive a divinely inspired dream and are asked by an old woman to rescue a priestess from a bandit encampment and save some children from a horrendous fate.

**Encounter One.** The PCs arrive at the encampment and defeat the guardians. They learn the kidnapped children are to be butchered and sold as spell components for evil magic. The PCs are led to believe they only have a week to rescue the children.

**Encounter Two.** On the journey to Cobblesberg, the PCs receive another odd dream/trance. This one is of an old man asking for the destruction of two abominations.

**Encounter Three.** The PCs arrive in Cobblesberg and learn information about this gnomish community and Pantarn's Best.

**Encounter Four.** After a meeting with Rhovan Littlefield, the PCs learn about the origins of Rare Finds and the machinations of Granny Mattie. If the PCs treated Rhovan well, he informs them of Granny Mattie's true nature.

**Encounter Five.** PCs travel through the Southern Att Fens to rescue the children and confront Granny Mattie. PCs leaving the trail may encounter some of the fen's denizens.

**Encounter Six.** The PCs explore Granny Mattie's manor house and encounter a couple of terrified gnomes, working on filling orders for Rare Finds.

**Encounter Seven.** After some searching, the PCs rescue the children and confront Granny Mattie.

**Conclusion.** The children are freed and Rhovan and the gnomes of Cobblesberg express their gratitude.

## Preparation for Play

This adventure has loose connections to FUR2-05 *Sleep of Death*, FUR3intro-03 *Tears of Garasteth*, FUR4-04 *Broken Dreams* and FUR4-07 *Under the Pale Moon*. However, it is not necessary to have played those adventures to enjoy this one.

If any PC has an active mind blank or equivalent spell or has violated the grave on the knoll in FUR4-04 *Broken Dreams* and/or FUR4-07 *Under the Pale Moon*, then that character does not receive the dream/trance at the beginning of the adventure. That PC is excluded from the adventure and the player is urged to use a different character. Items such as the *ring of mind shielding* or equivalent are ineffective. Before beginning the adventure, obtain from each player their PC's given name, remembering it may not be the same as the one they go by.

## Introduction

All PCs are presumed to be within moderate traveling distance of Barrac's hidden bandit camp. The camp is near a portion of the Crystalreach-March Highway between Gorsend and Free Burrough in the Viscounty of March. Whether separate or traveling in a group, each PC receives a dream – or waking trance, depending on the PC's race – during the night, which reveals the goals of the adventure, the location of the bandit camp and identifies accompanying PCs. They are told to gather at a

specific time (Godsday, 18<sup>th</sup> of Coldeven, 595 CY) and place near the encampment.

Aside from the roleplaying aspect of this dream/trance, the PCs have no other actions (e.g., precasting spells, exploring the bandit encampment, purchasing items and so forth) until they all meet. All the PCs arrive at the same time, no matter what means of travel they used.

*You walk alone amidst a dense fog, clothed in a simple light tunic. Somewhere in the distance, faint wind chimes mingle with children's laughter. Finally emerging from the thick fog, you enter a large clearing. On all sides of the clearing but the south are fruit trees. To the south there is a burbling brook and a field of ripening corn stalks. Between the brook and crops are several small thatch-covered houses. The entrances of these homes have wind chimes, which gently tinkle in the cool breeze. Nearby are several pregnant women husking ears of corn, while watching young children play a game of tag. A feeling of safety and nurturing washes over you.*

*In the center of the clearing an older, matronly woman sits on a tree stump surrounded by tall, irregularly shaped stones arranged in a circle. A basket of grain is on the ground near her. The gray-haired woman, who in her prime must have been a stunning beauty, smiles warmly and gestures for you to come closer. Drawing nearer, you find others approaching her as well.* [Insert one-sentence PC descriptions].

A successful Knowledge – Religion check (DC 15) reveals this dream presents distinct aspects of Merikka, the lawful good Oeridian demigoddess of Farming, Agriculture and Home.

*Raising an index finger to her mouth, she motions for silence. She speaks in a firm, yet compassionate, voice, "Please listen for our time here is short. I am a servant of one who holds farming and family dear to her. You are having this dream because you have been judged worthy. I ask now that you commit yourself to another bold and just adventure. A priestess of Merikka is being held captive and must be saved. She is of note within our Order. Further, you must rescue her charges, young children, from peril. Are you willing? No ill shall befall you should you choose to decline."*

Mysteriously, the old woman addresses each PC by their given name. Although she is not forthcoming with answers to their questions, she remains very polite. She firmly informs the PCs the captive priestess will answer

any further details regarding this quest once they have rescued her. The old woman strongly emphasizes the quest is good and righteous. Incidentally, the old woman confirms she is a servant of Merikka, but is vague as to her exact nature, dismissing any assertions she is Merikka incarnate. She urges the PCs to make their decision quickly, repeating time within the dream/trance is short. Impatiently, she allows the PCs a few moments to discuss their decision and introduce themselves to each other. PCs inquiring about payment are given a disgusted look and the vague statement, ***“Merikka will provide.”***

Any PC overly rude or obnoxious to the old woman in the dream is dismissed and the adventure is effectively over for that PC. The player may select a more suitable PC. At this time, players may also choose to switch and play a different character. The old woman waves a hand at any character declining the quest (or those eliminated for their behavior). The character disappears unharmed. The replacing character immediately appears and is offered the same tasks by the old woman.

Once all the PCs have agreed to rescue the priestess and the children, the old gray-haired woman relaxes and smiles appreciatively. She gestures for the PCs to begin moving north toward a group of apple trees. Incidentally, this might be a good time for the PCs to formally introduce themselves to each other.

***Pointing north, the old woman warmly smiles, “Good. Go toward the edge of the clearing and enter the fog that will arise. When you awake, you must travel with all due haste to the section of the Crystalreach-March Highway that is between Gorsend and Free Borough in the Viscounty of the March. Gather together two hours past dawn on the 18<sup>th</sup> of Coldeven at a small clearing along the highway. The clearing is north of the highway, separated by a sea of wild roses and three miles east of a small knoll crowned by a circle of stone, which was once a burial place for a child-warrior.***

***The bandit encampment is a short distance from the clearing. Bring food and water with you, for the captives have not eaten or slaked their thirst for many days. Now go and may Merikka’s blessings be upon you.”***

As the PCs move north, fog begins to rise from the ground. PCs hesitating hear the sounds of the old woman “Tsking” in frustration and slight annoyance. As the thick fog obscures the last fleeting images of the clearing, the old woman is heard to say with conviction:

***“That which was, will be again.”***

## Encounter One: Four Crooks and a Lady

A few minutes after the dream ends, the PCs awake at their starting locations. It is expected the PCs immediately begin traveling to the clearing with whatever normal adventuring gear, mount, animal companion and/or familiar they have with them. It is possible some PCs may encounter each other along the journey.

PCs may pass by the small knoll crowned by a series of irregularly shaped stones arranged in a circle previously encountered in *FUR4-04 Broken Dreams* and *FUR4-07 Under the Pale Moon*. Curious PCs exploring the knoll find a sundered cover stone in the center of the circle, surrounded by scorched earth. The grave under the cover stone has been thoroughly searched. There is no evidence of skeletal remains within the grave. A Spellcraft (DC 18) identifies the scorched earth to be the remnants of a *fireball* spell, likely a trap on the cover stone. PCs examining the broken cover stone note a symbol of an old woman holding a basket of grain and a long scroll engraved on it. Knowledge – Religion (DC 15) identifies the symbol of Merikka, the lawful good demigoddess of Farming, Agriculture and Home.

The sky above is clear and the weather is temperate when the PCs arrive two hours after dawn. Remember, all the PCs arrive at the same time, no matter their means of travel. Read the following boxtext:

***The small grass clearing is perhaps fifty feet in diameter. To the north, east and west are tall oak and elm trees. A small creek cuts across the southern part of the clearing. On the other side of the creek is a large field of wild roses and low-lying bushes. Nearly a hundred yards further to the south is a wide, well maintained road.***

It is expected all the PCs from the dream reveal themselves to each other. A Listen check (DC 30) reveals the sound of several loud, echoing voices coming from the northwest. Although the exact conversation cannot be immediately discerned, at least two of the voices are male and irate, if not whining. A bemused female voice can also be heard. PCs who make the Listen check by 10 or more determine the male voices are whining about their luckless fate while a female elderly voice chides them evil is always punished and rescue will come shortly. At least one of the males is begging for mercy, swearing to give up his evil ways and become a worshipper of Heironeous or Mayaheine.

A small hillock is nestled amidst the trees two hundred feet to the northwest of the clearing. Tall bushes partially hide a cave entrance in the side of the hillock. For every fifty feet closer to the hillock, have the PCs make a Listen check five less than the original DC 30. Near the cave entrance the Listen check is easy (DC 10). Despite the loud voices, however, a Search check (DC 5) is still required to find the entrance.

The cave entrance is ten feet wide and ten feet high. Numerous tracks (Track; Survival, DC 15) from ogres, trolls, gnolls, hobgoblins, goblins, and humanoids are at the entrance. They enter and exit the cave, heading in many different directions.

The cave extends steeply downward into the ground for about fifty feet before opening into a very large cavern (**Area A** in Judge Aid #1) with a hard-packed dirt floor and a height between fifteen and twenty feet. The cavern is naturally dark, though a small patch of phosphorescent fungus grows in Area D, bathing this part of the large cavern in faint light.

Assuming the PCs can see the cavern, read the following boxtext, modifying it as necessary:

*At the end to the natural cave tunnel is a large cavern. The cavern is easily over a hundred feet long and wide. At the far end of the cavern is a faintly glowing patch of phosphorescent light. Voices can be heard coming from that direction. The voices echo throughout the cavern loudly bemoaning their fate and bad luck.*

If any of the captives (see below) hear the PCs, they call out and beg to be rescued in a variety of languages, including common (female voice), goblinoid (male voices), dwarvish (male voice) and gnomish (male voice). All, except the goblinoid voices, also shout warning about apelike guardians.

#### **Area B: Main Cavern**

This large area is likely where the PCs encounter the gambol guardians. Gambols are baboonlike creatures with purple skin and blue hair.

#### **Creatures:**

##### **APL 4 (EL 5)**

**Gambol:** hp 60; see Judge Aid 4.

##### **APL 6 (EL 7)**

**Gambol (2):** hp 60; see Judge Aid 4.

##### **APL 8 (EL 9)**

**Spellwarped Gambol (3):** hp 68, 68, 68; see Appendix Three.

##### **APL 10 (EL 11)**

**Spellwarped Gambol, Advanced (3):** hp 95, 95, 95; see Appendix Four.

##### **APL 12 (EL 13)**

**Spellwarped Gambol, Advanced (3):** hp 122, 122, 122; see Appendix Five.

**Tactics:** The gambol(s) attack intruders on sight. Their job is to prevent anyone who does not give the correct password (i.e., *“Lord Vormar is a twit”*) and hand signal from entering or leaving the bandit encampment. As a general rule, they cannot enter Area D or go outside of the cave. They also attack anyone, save Barrac, who touches the treasury.

The gambol(s) attack without mercy, flanking opponents whenever possible. Spellwarped gambol(s) prefer to take the “might” ability from absorbed spells first, followed by “life” and “speed”. However, these preferences can be overridden in order to optimize their combat potential depending on the situation. The above average wisdom of the gambols prevents them from making foolish choices during combat.

#### **Area C: Gambol’s Nest and Treasury**

This area is where the gambol(s) make their home. It is also where Barrac the Bandit Lord keeps his treasure...or at least part of it. Near the entrance to this area are the gnawed bones of an ogre and four hobgoblins. The dead ogre had hide armor and a large-sized greatclub, while the dead hobgoblins each had studded leather, a light shield and longsword. These creatures have been dead less than a week (Heal, DC 15). Along the far wall are numerous empty, broken chests and boxes. One intact, locked chest (Open Locks, DC 25) has 120 gold pieces equivalent.

#### **Treasure**

**All APLs – L:** 19 gp; **C:** 20 gp; **M:** 0 gp.

#### **Area D: Prisoners**

Thick iron bars block off entrance into this part of the cavern. An iron gate is in the center of the cage. It is locked (Open Locks, DC 30)

**Iron Gate and Iron Bars:** 2 in. thick bars; hardness 10; hp 60; Break DC 25.

The floor of this area is covered with dirty straw. A patch of phosphorescent fungus grows on the far wall, weakly illuminating the cell. An elderly female, an overweight gnome, a scruffy bearded dwarf and two frightened, beaten goblins are here. They possess the key

to the iron barred gate, but will not open it until the guardians have been defeated.

Three days ago some of Barrac's minions decided to help themselves to the treasure, while the gambol(s) were napping. By the time the creatures realized what was going on, some of Barrac's minions had already managed to flee the camp with a good portion of the treasure. Not all of them absconded and the gambol(s) were able to make short work of these traitorous thieves. Two of the villains, a pair of troublesome goblins (Skrishnaak and Wurpox), fled into Area D where the gambol(s) could not get them. Since then, the gambols have been stalking around Areas B and C while they await the return of Barrac.

In theory, once the gambol(s) have been defeated the PCs have access to the occupants of Area D. However, depending on the creativeness of the PCs, they could gain access before defeating the gambol(s) and learn some interesting information. Modify the boxtext if necessary.

*As the last guardian falls, the prisoners of in the back portion of the cavern let out a heartfelt cheer. A dwarf, who had been providing a sort of play-by-play of the combat to his fellow prisoners, quickly takes out a key and unlocks the iron gate. He step outside and gestures for everyone to come closer. Meanwhile, a middle aged, overweight gnome holds a seedy pair of goblins at bay with a short sword. Near the gate, an old woman scowls as she slowly rises to her feet and calls out bitterly, "Well, you sure took your sweet time, didn't you?! Who are you anyway?" The old woman's scowl deepens as she walks past the dwarf and out into the cavern beyond, hands on her hips. The dwarf pales and scuttles back into the room before anyone can answer.*

**Creatures:** All the NPCs flee if attacked. They appear haggard, hungry and thirsty.

#### ALL APs

**Skrishnaak:** Male goblin War4/Rog1 (Will +2; Bluff +2, Diplomacy +2). This average-sized goblin is backstabbing, smarmy and cowardly. He wears a loincloth but is otherwise unarmed.

**Wurpox:** Male goblin War2/Rog3 (Will +2; Bluff +4, Diplomacy +5). This average-sized goblin is cunning, cowardly, greedy and a very skilled sycophant. He wears a loincloth and is unarmed.

**Tergg Vrebor:** Male gnome Rog3/Ftr3 (Will +4; Bluff +2, Diplomacy +3). This middle-aged, overweight gnome is of average height and would be very handsome

but for a nasty scar across his right cheek. Tergg is intelligent, nervous, cautious and very cunning. He wears ill-kept (goblinoid?) leather armor and is armed with a short sword.

**Nalm Otten:** Male dwarf Brb1/Rog5 (Will +4; Bluff +1, Diplomacy -1). This mature adult dwarf is of average height and weight. He has a wide-open face and a scruffy beard. Normally, he is very jovial and talkative. He wears an ill-kept chain shirt that is clearly too small for him and is armed with a hand axe.

**Reverend Mother Chantilla Vergenford:** Female human Clr5/Exp4 (Sage), (Will +12; Bluff +6, Diplomacy +8, Knowledge - Arcana +15, Knowledge - History +15, Knowledge - Religion +15, Sense Motive +10). This pious, elderly woman is of average height and weight. She is overbearing, bossy, sarcastic, condescending, all knowing and arrogant, yet also surprisingly matronly. There appears to be no filter between her brain and her tongue. Hence, she says just about anything at the worst possible times. Despite her difficult personality, she wisely follows the direction of her superiors and her patron deity, Merikka. She wears dirty male traveling clothes.

Essentially, the Reverend Mother is in charge here and the four crooks know it. Tergg and Nalm are playing the role of guards and have been thoroughly cowed by her, though they are not above playing some mischief of their own if allowed. Were it not for the Reverend Mother's insistence, the goblins Wurpox and Skrishnaak would have been long dead. The only reason the goblins are alive is for the information they can tell the PCs.

Despite having had very little sleep and no food and water for the last few days, all the NPCs are excited about their rescue, though Wurpox and Skrishnaak are terrified about their fate, and make whatever deal they can to stay alive. Try to impart the information below through roleplay and lively conversation. The prisoners beg for food and water before telling their information and eat ravenously, if fed. All the NPCs know the following information:

- The cave is the hideout for Barrac the Bandit Lord. Barrac is an ogre mage who leads a despicable band of rogues, a mixture of ogres, troll, goblinoids and evil humanoids.
- Since he arrived last year, Barrac has preyed upon passing merchants and unlucky travelers. Some PCs may recall Barrac from FUR2-05 *Sleep of Death*. A Knowledge - Local [Iuz Border States] (DC 10) confirms Barrac to be one of the more dangerous bandits in Furyondy. He previously terrorized Northern Kalinstren



but was forced from the region due to adventurers and the presence of the Furyondy military.

- Earlier in the month, Barrac captured an unlucky family traveling to Gorsend. After taking what little they had, he slaughtered the parents and imprisoned the children (two boys and two girls).
- Almost two weeks ago, Chantilla and her three young charges (two girls and a boy) were traveling toward Free Burrough when they were ambushed. Upon discovering they carried nothing of worth, Barrac imprisoned them in the cavern along with the other children. He chose not to murder Chantilla largely out of amusement.
- A few days later, Tergg and Nalm were captured and all their merchandise stolen. Tergg and Nalm persuaded Barrac to spare their lives. Barrac put them in with the other prisoners until he decided what to do with them.
- A week ago, Barrac and the majority of his minions left with the children and goods bound for some of the gnomes near the Southern Att Fens.
- The children would be sold to the gnomes to make rare spell components.
- Upon Barrac's return, Tergg, Nalm and Chantilla's final fate would be decided.
- Barrac left one of his lieutenants behind, an ogre mage named Mogobzog the Unlucky, along with two other ogres, seven hobgoblins and two goblins.
- The lieutenant and his bandits were to keep the prisoners alive and ambush any unwary traveler(s) while the monkey-like guardians were left in the cave.
- Despite Mogobzog's moniker, he was knowledgeable in tactics and intelligent enough not to attack any travelers his group could not handle.
- Four days ago, Mogobzog and his group stole most of Barrac's treasure and fled from the monkey-like guardians. One ogre and four hobgoblins died in the fight. They were the ones assigned to distract the guardians.
- Two goblins fled into the prisoner area when the fight went bad. They threatened Chantilla, Tergg and Nalm, but were quickly disarmed and beaten. Tergg and Nalm took their equipment.
- Chantilla, a priestess of Merikka, told Tergg and Nalm she had prayed for help and received a dream it was on the way. All they had to do was

stay in the caged off area until help arrived. The two goblins were not to be killed.

- No one needed persuasion to remain in the caged off area. The monkey-like guardians were clearly very deadly and they were no match for them.

Mogobzog and his fellow thieves have successfully fled the area. The PCs are unable to track these villains at this time.

A Knowledge – Local [Iuz Border States] or Knowledge – Geography (DC 10) check reveals the Southern Att Fens is about a four days ride to the southwest, near the border of the Duchy of the Reach. Just north of the fens is a gnomish community called Cobblesberg. The gnomes living in the area have been jokingly referred to as the 'gnomes of the fens' because of their simple and rural lifestyle. More knowledgeable PCs (DC 25) know the Southern Att Fens is technically more of a swamp than a fen.

If PCs ask about spell components, an additional Knowledge – Local (DC 20) or Knowledge – Arcana (DC 25) check reveals that Cobblesberg is the location of Pantarn's Best, one of the leading spell component procurement companies in Furyondy. Pantarn's Best moved to this gnomish community from Pantarn about a hundred years ago. The Littlefield family runs the company.

The Reverend Mother Chantilla Vergenford knows the following:

- The Reverend Mother is an expert in prophecies concerning Merikka, Oeridian demigoddess of Farming, Agriculture and Home. She is a well-respected member of the Church.
- She was shepherding a family of orphans toward Free Burrough, where they were to be schooled by a fellow priestess of Merikka.
- The orphan children – two girls (Irina and Mira) and a boy (Michel) – are of human Oeridian descent and are all of average height and weight. Irina is a cute, innocent ten years old with deep blue eyes and chestnut brown hair. Mira, Irina's younger sister, is six years old and has grey eyes and short brown hair. Michel is an eight years old boy with brown hair, grey-blue eyes and strong Oeridian features but with pale gold skin. [A successful Listen check (DC 25) reveals the Reverend Mother has a slight hitch in her voice when she describes Michel...it is out of great respect.]

- Chantilla is hesitant to speak much of the children other than they figure in some prophecy and are very important to the Church of Merikka. Michel is destined to become a paladin of great renown. A Sense Motive (DC 15) reveals Chantilla is not quite telling the PCs everything.
- **[The Reverend Mother reveals the following to fellow Clerics of Merikka or to Lawful Good Clerics and Paladins:** Although Merikka is a very minor religion in Furyondy, the elders of the Church feel that its popularity will rise amongst the farmers and their families. It is foretold Michel and his sisters will figure prominently in Merikka's church.]
- Barrac and his minions ambushed them nearly two weeks ago. Chantilla used her sharp tongue and intelligence to keep herself and the children alive when it became apparent they had nothing of value to give to the bandits.
- They were taken captive and placed in this cage (**Area D**) along with some other children (two boys and two girls). The girls, Riala and Carylin, were four and seven years old, respectively, with blond hair and blue eyes. The two boys, Tomas and Regor, were two and three years old, respectively, and also had blond hair and blue eyes.
- Barrac later revealed that he planned to sell the children to the gnomes of the Southern Att fens. The children would make good spell components.
- Chantilla hesitates, *"I...I realized that this must be part of the prophecy... although nothing ever expressly stated so. Something like...'And so shall the child-warrior be tested for the man he is to become...much grief and suffering will he endure...rescued from impending doom by those he would emulate in his moment of purity and light...and thus shall he be forged righteous and strong.' I thought this must be the trials he is to endure to become a warrior for Merikka. And when Barrac took the children away, I prayed every night for the rescuers to come save Michel of Merikka and instill in him the courage and grace to save others."*
- Chantilla did not reveal she was a priestess to anyone, which likely saved her life.
- Chantilla believes her prayers were answered by one of the leading clerics of the Church. She does not know which one. Chantilla remembers seeing the PCs in her dreams with the old woman, a representative of Merikka, although she was unable to communicate with them.
- Chantilla confirms she spared the goblins until the PCs could question them. No promises have been made to the goblins that their lives would be saved, though she speaks on their behalf should they answer the PCs truthfully and willingly.
- It is critical the PCs speak with the goblins, and Chantilla pushes them to do so. ***"Learn what you can from them, and then leave to rescue the children, immediately. Save all of them, especially Michel of Merikka. Time is of the essence. Do not dally, lest their innocent lives be lost!"***
- She believes the children are still alive and have another week left to live.
- Chantilla requests the PCs return the children to the shrine to Merikka in Free Burrough.
- She scowls at any PCs who bring up payment for their services and openly berates them for their mercenary behavior and lack of willingness to do a good deed. She points out the Fates determine payment, perhaps under the influence of Merikka, for surely the PCs' good deed will be rewarded if not in the material world than in the afterlife. She offers no physical payment to the PCs.
- In the dream, the statement ***"That which was, will be again"*** refers to the prophecy and likely has to do with a cycle of warriors defeating evil.

Tergg and Nalm know the following information:

- Both of these thieves claim they are honest merchants. Some PCs may recognize them from FUR3intro-03 *Tears of Garasteth* as the conmen who sold the PCs fake protective amulets from the "Defiler" murderer who plagued Chendl.
- Should they be recognized, the two scoundrels do everything to deny they are the accused con men. They try to distort or hide their features should they recognize any of the PCs from that adventure. An Intimidate (DC 20) check gets the pair to confess their ill deeds and beg mercy of the PCs.
- Tergg and Nalm do their best to guard and intimidate the goblins but will not seriously wound or kill the goblins and actively prevent others from doing so.
- Tergg and Nalm were on their way to Free Burrough to meet up with their wizardly employer, Pattravar, who had been forced to

leave Herechel earlier than expected. Pattravar needed the pair to help him in a business venture selling horses. A Sense Motive (DC 15) check confirms this to be a suspicious statement. [It is likely Pattravar had to flee Herechel or be arrested and any business venture probably involves a criminal enterprise.]

- These crooks were ambushed along the Crystalreach-March Highway.
- Tergg and Nalm realized Barrac would have them killed if they did not act quickly. So the pair complimented Barrac on his reputation as a bandit and begged to join his gang rather than face their own leader. Neither has any intention of actually joining Barrac's bandits. [This is true].
- Barrac did not trust them. He put Tergg and Nalm in the prison area and said upon his return he would test their willingness to join the bandits. Tergg and Nalm desperately hoped to escape before Barrac returned.
- In their opinion, Mogobzog planned to steal Barrac's treasure for some time. He used one of the ogres and some of his hobgoblins to distract the monkey-like guardians, which were (Tergg believes) called gambols, and never had any intentions of coming to their aid once he acquired the treasure.
- Nalm hints out of Chantilla's presence he may know something more about the gnomes of Southern Att Fens. He parts with the information if the PCs provide both Tergg and him with a "starting over" gift of 25 wheatsheaves each. If Chantilla hears about this, Nalm and Tergg hastily claim the gift is only a suggestion and not an actual requirement.
- [If PCs pay (or Chantilla intervenes) Nalm knows the gnomes of the Southern Att Fens live in a small village called Cobblesberg. The village is just north of the fens. These gnomes are jokingly called the 'gnomes of the (Att) fens' because of their simple, rural lifestyle. These gnomes are in reality part of a single large extended family (the Littlefields), which solely runs the spell component procurement company Pantarn's Best. Rhovan Littlefield owns the company and has reportedly started another company known as Rare Finds, which specializes in very rare, esoteric spell components.]

- For an additional gift of 10 wheatsheaves, Nalm reveals that Rhovan Littlefield is known to be a gambler and has had dealing with some of the shadier moneylenders in Chendl.

Despite being con men by nature, they respectfully listen to Chantilla and protect her to the best of their ability. Assuming the PCs attempt to rescue the children, they escort Chantilla to Free Burrough before meeting up with Pattravar. It should be noted Tergg and Nalm are not wanted for any serious crimes. All of their known crimes have been minor frauds (i.e., crimes of disrepute) and would likely be adjudicated, if convicted, with less than a year in prison and a hefty fine.

Wurpox and Skrishnaak know the following information:

- They are in serious trouble. They want to live and are each more than willing to betray the other to do so. The only reason they are alive is due to the grace of Chantilla and the information they know about Barrack and the gnomes of Cobblesberg. They do everything they can to secure promises from the PCs they be kept alive.
- Wurpox and Skrishnaak immediately recognize any PC(s) that dealt with them in FUR2-05 *Sleep of Death* and become hysterical. A Diplomacy (DC 15) check is needed to calm the goblins down enough to get any useful information out of them.
- Wurpox and Skrishnaak claim to be captives of Barrac and forced to serve him lest they be killed. [This is a lie.]
- Barrac has been dealing with the 'gnomes of the fens' for almost a year.
- The 'gnomes of the fens' live a little bit north of the Southern Att Fens in the town of Cobblesberg (i.e., in the Duchy of the Reach). Cobblesberg is four-day ride approximately to the southwest of the cave, south of Stalmaer but north of the Southern Att Fens.
- Neither of the two goblins has been to the Southern Att Fens or Cobblesberg.
- They have heard, ***"Dat evil and terrible creature Barrac meets wit' somebody from Pantarn's Best... Unggie Gorgeous, me thinks is his name. He's a powerful necromancer."***
- Unggie Gorgeous pays top coin for all sorts of things, especially children, to be used for evil spell components.
- Had Barrac known the old woman was a priestess and Tergg and Nalm really didn't

want to join his bandit army, he would have sold them to Unggie Gorgeous. Priestess, gnome and dwarf parts can always be used for spell components. [The goblins cringe when they say this, expecting a beating.] A Knowledge – Arcana or Religion (DC 10) confirms the use of humanoid and cleric parts to be useful as spell components.

- It is likely Barrac has already traded the children with the gnomes and is now off conducting raids in the Duchy of Reach then in the Barony of Littleberg before returning to the encampment in a month or so.
- Unggie Gorgeous has been taking children, goodly creatures, slaves and other disgustingly innocent and good things for over two years now. He prefers them alive and in good health rather than dead, something to do with making the magic stronger. Unggie Gorgeous and the ‘gnomes of the fens’ have been working with many different bandit groups and evil adventurers to obtain these wares.
- Barrac is considered a valued supplier and was given the accursed monkey-like guardians as gifts. Unggie Gorgeous performs necromantic and other vile experiments to make such creatures.
- Unggie Gorgeous is protected by a powerful undead creature, which looks like a humanoid giant taller than a house and composed of pure darkness. It wears no clothes and has smooth hairless skin and a genderless body. A successful Knowledge – Arcana or Knowledge – Religion (DC 20) check reveals the creature to be a Nightwalker.
- ***“Oh please...please, please, PLEASE ...great and honorable ones do not kill us! We swear to give up our evil ways and work the rest of our lives in prison quarries! Please spare us....or just me!”*** Wurpox and Skrishnaak begin to argue who deserves to be spared more; lying about the good deeds and mercy he has shown others and telling the wicked crimes of the other.

Once all the relevant information has been shared, Chantilla orders the PCs to leave immediately to rescue the children. If the PCs want to escort her to Free Burrough, she reluctantly accepts but insists they do so with great speed. She prefers to make her way more slowly and comfortably with Tergg and Nalm, believing her presence may reform the two con men.

It is possible the PCs may want to turn in Tergg and Nalm to the authorities in Free Burrough. The two thieves insist on their innocence but WILL NOT combat the PCs. Tergg and Nalm recognize it is better for the PCs to rescue the children than deal with them. They agree, if asked, to turn themselves over to the authority of the Reverend Mother. Chantilla would actually prefer to let them go and speaks on their behalf but abides by whatever the PCs decide.

Wurpox and Skrishnaak, however, are evil creatures who have done truly despicable things in their time. Tergg, Nalm and Chantilla are hesitant to free them. If given the opportunity, Tergg and Nalm kill the goblins quickly outside of Chantilla’s presence. Ironically, if the two goblins are released and Barrac catches them, they will likely be tortured and then killed. Wurpox and Skrishnaak know this and would be willing to live out their lives at the penal quarry. Chantilla plans to turn them over to the authorities in Free Burrough, speak on their behalf and try to persuade those in charge to sentence the goblins to the Greylode Penal Quarries. However, Chantilla abides by the decision of the PCs. She does not allow any torture (which is an evil act and should be noted on the PC’s AR)

Regardless, Tergg, Nalm and Chantilla arrive safely at Free Burrough. By the time the PCs have entered the cavern, Barrac has already sold the children and moved on. Barrac and his loyal minions are not encountered in this adventure.

## Encounter Two: The Road to Cobblesberg

Whatever route the PCs choose to take to get to Cobblesberg, the trip is uneventful save for one incident. Some PCs may choose to ignore Cobblesberg all together and focus on searching the Southern Att Fens. Should this occur, see Encounter Five for the consequences of randomly wandering the fens.

If the PCs use divinatory spells to find out more about the children and their location, the answers are largely cryptic. Key phrases to use are ***“the children are in darkness before they see the light”***, ***“the trials are cyclical”***, ***“heroes rise and fall”***, ***“that which was, will be again”***, ***“abomination”***, and ***“darkest night reveals the child-warrior.”***

When the PCs are three-quarters of the way to Cobblesberg (or just after the PCs arrive in Cobblesberg, if they chose to use a teleportation-type spell), they experience another dream or waking trance. Iuz directly inspires this one. PCs actively protected by *mind blank* or an equivalent mind-protecting spell of 8<sup>th</sup> level or higher are shielded from the dream. Items such as the *ring of*

*mind shielding* or equivalent are ineffective in preventing the dream/trance from occurring. No saving throw is allowed for the dream/trance and affected individuals remain comatose for its duration. Each PC separately experiences the same dream/ trance. Read the following boxtext, when ready:

*A blinding flash of light bursts before your eyes, soon followed by a deafening roar of thunder. KA-BOOM!*

*A thick fog surrounds you, obscuring your vision. You are alone as you cautiously move forward. The fog thins to nothing...and you stand upon a grassy hill. A single oak tree stands before you; squirrels and chipmunks chase each other across the grass, racing enthusiastically between dandelions. The sun provides bright light and warmth.*

*The air turns chill and the sun quickly sets leaving a moonless night sky for brief moments before the sun rises again. The setting and rising sun repeats over and over again while the grass withers and dies and the leaves on the oak tree fall to the ground. The squirrels and chipmunks grow older and older, turning to dust before your eyes. A cold winter breeze blows in from the north...bitter, bitter cold. Deep snow covers the ground as the lone, leafless tree cracks under the harsh conditions, sap flowing from the tree like thick, dark blood.*

*"Ahem..." , someone nearby clears his throat.*

*In an instant you are on a deserted dirt road, the sun high in the sky. Fields of dresadoes mixed with white roses grow along the sides of the road. To your left, sitting on a rock, is a shriveled up old man. Though his form is slight under his voluminous robes, his presence is somehow daunting. He leans on a thick yew-cane. A weathered smile crosses his wrinkled face, as he throws back his hood to reveal a shock of unkempt, white hair.*

*"Sorry to disturb you, umm?...Your name is...what was it now?...Oh, I suppose it really doesn't matter." He looks expectantly toward you.*

The old man waits ten seconds for the PC to introduce him or herself. He winks or scowls, as appropriate, at any other remarks. In response to more pressured questions, nasty remarks or interruption of box text, the old man clucks his tongue and waggles a finger back and forth at the PC, chiding: *"Patience...Patience...be civil... these dreams aren't all that easy to send...useful to you though they are."*

PCs who attempt to touch or attack the old man, discover an impenetrable, invisible barrier. Indeed, if he is attacked, the old man chuckles and shakes his head in

disgust, *"Youth! The impertinence of youth!"* He is clearly ominous yet refined, urbane and polite.

PCs attempting to identify the old man may make a Knowledge check (any skill; DC 20). Success indicates an uneasy feeling about the old man...something is not quite right with him. Good-aligned PCs, especially lawful ones, have a feeling of distrust, as though he is mocking them in some way.

Regardless, the old man continues:

*"Excellent. You may call me the Traveler or another name, if you wish. I don't mind. I have many names. Now my time is short and this dream sending is most draining, so listen carefully.*

*There are two abominations where you travel...one greater and one lesser. I will reward you – and my rewards are great boons indeed – if you kill both...but I will be well pleased if you just kill the lesser...it is a vampire of sorts that irks me."*

*The old man stands and taps his cane on the ground...once...twice...thrice...and the cane abruptly shifts into an unsheathed adamantite greatsword, point touching the ground. Cocking his head to one side, the old man squints as a mischievous grin crosses his face, tautly stretching his wrinkled skin, "Ah yes, I almost forgot....'That which was, will be again'." A single wink and the kindly, yet mysterious, old man disappears.*

Give the PC a few moments to digest what the old man said and declare their actions. The PC is still in a dream state. A PC examining the area where the old man was sitting discovers hoofed footprints and that the rock has literally been seared. A Knowledge – Religion (DC 10) identifies the old man as associated with Iuz and a priestly sending of some sort. The dream ends after a few minutes.

The PCs return to their previous state. Good-aligned PCs can't shake the feeling of being defiled and somehow dirty. This feeling has no game-related affect and is for roleplay purposes only. In the morning or when they regain consciousness, the PCs fully remember the dream/trance and have much to discuss. The remaining journey to Cobblesberg is uneventful.

## Encounter Three: Cobblesberg

The gnomes of Cobblesberg are simple people. Cobblesberg has a population of about a hundred and fifty gnomes and more than a score of dwarves, all of varying ages. The gnomes are part of one very large, extended family known as the Littlefields. In truth, this gnomish community consists of five distantly related families (i.e., the Littlefields, Burrowheaths,

Murrowglens, Roseblossoms and Millercalleds). These families have a tongue-in-cheek attitude toward each other, referring to one another as cousin, aunt or uncle, where appropriate.

To some extent the gnomes can be thought of as rustic hicks in a “company” town. They are far from the bustle and sophisticated lifestyles of the larger gnomish communities, like Ryemond or Littleberg. Only one merchant (Rhovan Littlefield), who also acts as the mayor, has influence here. The true Littlefields are at the top of the social ladder. All the other families work at or in support of their company, Pantarn’s Best.

For the most part, the gnomes in this community are oblivious to what has befallen Rhovan Littlefield and Pantarn’s Best. They know very little about Granny Mattie: neither her true nature nor her control of the company. These are innocent folks and any wholesale slaughter in this community is an evil act.

### A. Outskirts of Cobblesberg

It is midmorning when the PCs reach Cobblesberg. On the outskirts of the town, they encounter a group of mischievous, giggling gnomish children (three female: Squash, Rosepetal and Sparklegem; two male: Oakworth and Filchbaiter). The oldest, Sparklegem, is about seventeen years (equivalent to a nine to ten year old human child) and appears to be the leader of the group. The children loiter around a large tree stump. There is a deep hole under the tree.

Assuming the PCs aren’t hidden or otherwise invisible, the children cry out to the PCs for help. The gnomish children avoid eliciting help from fellow gnomes. Several children rush amiably toward any gnomish PC – winking, giggling, making shushing sounds and trying to grab a hold of his/her hand – hoping the gnomish PC will not spoil their prank.

*“Oh please, please help us! Poor Cabbage is stuck in that hole! Please get her out, please! My poor, poor kitty, please save her. I want my kitty!” Several of the children begin to pout and cry.*

Punctuated by fits of giggling and less than straight face, the children are not very good actors. A Sense Motive (DC 5) check determines something is not quite right here. The children hope some big, strong, dumb PC will reach into the warren and grab the “kitty”. Deep, down at the far end of the burrow is Cabbage. If a PC reaches into the burrow and grabs the “cat”, the pesky critter shifts to reveal the long white stripe down the middle of its back traveling all the way down to its tail before it sprays the grabbing PC. Note, the PC observing the “cat” does get a Knowledge – Nature (DC 11) check to identify the skunk before he/she picks it up.

In the unlikely event the PC is actually sprayed, he/she needs to make a Reflex save (DC 13) to take half-effect of the skunk stink. An affected PC is nauseated for 2d4 minutes and for the next 2d3 days is identifiable to creatures using scent up to 270 feet away. Any skill checks that require personal contact (Bluff, Diplomacy, etc.) are made at a -2 penalty. To be rid of the skunk spray, a PC must thoroughly wash multiple times. The children laugh uproariously at the poor sprayed PC, then run away, welcoming all the PCs to Cobblesberg and shouting at the top of their lungs, *“Ti feeralu!”*, gnomish for “I tricked you!”

The children don’t want any harm to come to the skunk and beg the PCs not to hurt it. The skunk is Squash’s pet and she retrieves it sheepishly from any sprayed PC, speaking gently to the burrowing animal, calming it down.

If the PC withdraws, complains or laughs about the skunk, the children laugh, dance about and welcome all the PCs to Cobblesberg. However, if the PCs are truly angry and wound or kill Cabbage the Pet Skunk, threaten or attempt to harm the children, they become hysterical and flee the PCs in terror.

After the prank, the children follow the PCs into Cobblesberg proper, begging to hear all the latest news of the Kingdom. The children know nothing of interest. The children steer the PCs toward the “Lucky Eel” Inn, which has rooms for non-gnomish size guests. After taking the PCs to the inn, they run off to play. The children studiously avoid any PC(s) affected by the skunk, holding their prodigious noses and giggling merrily.

Should any of the children flee the area or violent spells occur in the area, the Cobblesberg militia (10 male gnomes, Exp2/War1; reinforced with up to 10 dwarven guards, Ftr3, from Stoneblessed Teamsters in Encounter 3.B.) arrives to investigate. They attempt to arrest any PC who physically or magically attacked the children or killed them.

### B. Cobblesberg

Cobblesberg, located in a hilly but arable region, is a mixture of gnomish-sized underground burrows, chambers and passages and several wooden and stone buildings. Much of the land in the town is taken up a beautiful, fenced-in garden called Littlefield Park, several acres of vegetable gardens and fenced in pastures for sheep. The wooden and stone-buildings on the surface of Cobblesberg consists of the offices of Pantarn’s Best, a human-sized inn called the “Lucky Eel”, several barns and a teamster building.

The following are important places in the community. Feel free to add any necessary building or NPCs, as long as such additions do not interfere or give

away the overall plot of the module. Particular information pertaining to the town, Rhovan Littlefield and Pantarn's Best are detailed, for the most part, in the next section.

#### Littlefield Park

***The park is roughly twenty acres and covers most of the village. More than a few underground tunnels open into the park. Near the center is a large stone building built into a small hill – the main office of Pantarn's Best.***

Many of the herbs, plants and trees (Knowledge – Nature or Arcana, DC 15) growing in the park can be used for spell components. The park is maintained by a number of gardeners. The chief gardener's burrow is near the southern end of the park. The gardeners maintain a tight schedule and the park is very orderly and well maintained.

**Trinelda “Trinny” Littlefields:** Female gnome Rng1/Drd3 (Will +5). Trinny is a shorter than average gnome who is over four hundred years old. She is the elder aunt of Rhovan Littlefield and the mother of Nojerrum “Cousin Noj” Littlefield. She cares only for her gardens and has very little interest in the administration of Pantarn's Best.

Aunt Trinny knows the following information:

- Despite the success of Pantarn's Best, she does not hold Rhovan Littlefield in high regard. He is no better than his father, a worthless shoemaker.
- Her son Nojerrum is just as worthless as his cousin Rhovan. He had potential but wasted it all trying to be a merchant like his hare-brained cousin.
- In her opinion, all males of the Littlefield family are a major disappointment.
- She has not spoken to Nojerrum in nearly a century and has no plans to.
- A Gather Information (DC 15) check reveals she believes her son to have gone off adventuring some time ago and cares very little what has happened to him.

#### Lucky Eel Inn

***Unlike many of the structures on the surface of Cobblesberg, this two-story building is human-sized. A large mural on the wall depicts a fat gnome in a rowboat trying desperately to reel in his catch as an eel jumps over the rowboat and snags the handle of a picnic basket in his jaws.***

A sign above the mural and the inn's front door reads in common, **“The Lucky Eel”**. The common room of the inn consists of human and gnome-sized chairs and tables, with the bar at the far end of the room human-sized. Half of the inn's eight rooms are gnome-sized and the other half human-sized. Each room consists of two beds, two chairs, two chests and a wardrobe. These rooms are above average quality but covered by standard lifestyle. The inn's food and drinks are also above average quality, with many gnomish and dwarvish specialty foods available (125% of PHB prices) and PCs eating or drinking at the inn must pay monies above their normal lifestyle cost.

During the daytime the inn is relatively empty, but at night the common room can be quite crowded with upwards of twenty gnomes and ten dwarven NPCs present. Mortimus “Morty” Templestone owns the inn. Four female gnomes and a surly male gnome help Morty out at various times during the day and night.

**“Morty” Templestone:** Male hill dwarf Ftr5/Exp4 (Will +8). Morty is of average size and weight for a middle-aged dwarf and has lived in Cobblesberg for the last fifty years. Morty knows the following information:

- The gnomes of this community are hard working, decent people. The dwarves living here mostly work as teamsters for the gnomes.
- On occasion, the constant pranks do get to him but the gnomes know it's never a good idea to irritate dwarven cooks.
- Pantarn's Best is a good company and Rhovan Littlefield provides well for his employees.
- Rhovan is a merchant of high repute. He can stand with the best merchants of Littleberg.
- A Gather Information (DC 15) or a good bribe (5 or more wheatsheaves) gets Morty to reveal Rhovan has a gambling habit. His gambling has gotten worse since Nojerrum went off adventuring and Uncle Gorge went to help “The Bitter Old Gnomish Woman of the Fens” with some secret project about three years ago.

#### Uncle Hordie's General Store

***On the outer western edge of Littlefield Park is a hill with a sign above a small door, leading into a gnomish burrow. The sign has a picture of a loaf of bread, a ham hock, a saddle and a short sword.***

Lettering underneath the picture reads in common and gnomish **“Uncle Hordie's General Store”**. Three-quarters of this gnome-sized burrow is relegated to selling normal equipment, gnome-sized weapons and armor and other sundries (150% of PHB prices). The

owner of the store is the widow of Hordrenth Burrowheath.

**Berthilda “Birdy” Burrowheath:** Female gnome Exp4 (Will +4). Birdy is approaching middle age for a gnome. She is below average weight and height. She has been a widow for about twenty years and is still saddened by the loss as well as her twin sons’ (Zokurum and Zeldath) decision to go adventuring. Birdy knows the following information:

- Rhovan Littlefield has done well for the extended Littlefield family and everyone in Cobblesberg. He supported and checked on her and her family until she got back on her feet following Hordie’s death.
- Zokurum and Zeldath were employed at Pantarn’s Best before embarking on an adventuring career. Both were accomplished wizards. Since leaving home, her two sons have not contacted her. She is deeply worried about their safety and wishes they would write.

#### Mandanar’s Skullduggery Shop

*On the northern side of Littlefield Park, the remnant of a huge, ancient tree stands on the side of a small hill. Closer examination reveals the tree was struck by lightning many years ago. An iron bound door has been set into the tree trunk. A sign above the door depicts a male gnome abruptly rising from a chair, face filled with surprise and pain, while gnomes around him laugh.*

Words written in common and gnomish above the sign read **“Mandanar’s Skullduggery Shop”**. Beyond the door is a small platform with a gnome-sized spiral staircase leading down. A sign just inside the door reads in common and gnome, **“Use handrail. Mandanar’s Skullduggery Shop is not responsible for any injury suffered within this store.”** After a descent of forty feet, the stairs open up to reveal a well-lit gnome sized store selling gnomish odds and ends and many nonlethal joke and gag items.

**Mandanar “Mannie” Murrowglen:** Male gnome Rog5/Exp2 (Will +6). Mannie is approaching two hundred years old, yet is strong as an ox and quick as snake. He has a boisterous, story-telling personality that often finds him at odds with the truth. He is keen on making a joke just as much as a sale and often attempts to overcharge the customer. Mannie is a barrel-chested veteran adventurer who believes adventuring is a badge of honor not shame. Mannie knows the following information:

- He has great respect for Rhovan Littlefield and Pantarn’s Best. He admires Rhovan’s business skills.
- Three of his sons – Dorenerth, Yathreldom and Bazdrak – have all chosen the adventuring life. All of his sons were skilled rogues and scouts, though Bazdrak was also accomplished in magic. His sons left about two years ago on a quest for Gorgereth “Uncle Gorge” Littlefield.
- None of his sons have contacted him in the last two years, but he believes they are alive and well. On the occasions Uncle Gorge leaves the fens, the old gnome assures him his sons are alive and will return once they have completed some tasks for Pantarn’s Best, Uncle Gorge and the “Bitter Old Gnomish Woman of the Fens”.
- Mannie plans to open “Skullduggery” stores in all the gnomish communities in Furyondy. He hopes Rhovan will invest in his venture.

#### Pantarn’s Best

*Nestled in the midst of Littlefield Park is a human-sized stone building built into the side of a small hill. A simple sign near the door to the building shows a gnome gesturing in what must be some magical stance while reaching into a pouch for a spell component.*

The building is connected to the underground burrows of the offices and work areas of Pantarn’s Best. Indeed, a sign in both common and gnomish reads “Pantarn’s Best.” The building is a small shop exclusively selling the very best everyday spell components of Pantarn’s Best, along with various souvenirs sporting the company logo of “PB”. Also in this building are a lobby with human-sized chairs and a conference room. Doors lead further into the connected hillside burrow, which contain gnome-sized offices. Beyond the offices, further connected by various underground passageways, are burrows with the company’s work areas (for processing, manufacturing, etc.) and warehouses.

Two congenial gnomish women serve in the store and are fairly knowledgeable in matters arcane, selling the various spell components, some of which can range in cost to up to 5 wheatsheaves.

**Bethilda and Genevere Roseblossom:** Female gnomes Wiz 3/Exp2, (Will +7; Knowledge [Arcana] +8, Knowledge [Religion] +8, Spellcraft +8). Both young adult gnomes are of average height and weight. They have bubbly, helpful personalities and are very cute. They both have great admiration for Rhovan Littlefield, who



they consider to be one of the great merchants of the times. They really don't know any more information.

The lobby consists of a gnome-sized desk, a small table, a large gnome-sized couch and several human-sized chairs. There are two doors in the room. One leads to a human-sized conference room and the other to the offices of Pantarn's Best. Behind the desk is a pert, stunningly beautiful gnome named Charnella Millercalled, who is Rhovan's secretary.

**Charnella Millercalled:** Female gnome Exp3, (Will +6). This gnome of maturing years is of average height and weight. She is very delicate and beautiful. Charnella knows the following information:

- Rhovan Littlefield is wise and noble.
- He is unavailable to meet with anyone today. PCs are offered an appointment tomorrow morning between midmorning and noon.
- If PCs press or declare urgency, she notes he will be having dinner tonight at the "Lucky Eel" and may be willing to meet with people briefly after dinner.
- Charnella's youngest son, Grellton, went adventuring some two years ago. She misses him greatly. Grellton was a devout worshipper of Garl Glittergold and likely has become a priest of him.
- She has been assured her son is still alive by Uncle Gorge. Uncle Gorge, who over the last two years has lost considerable weight, employed her son, the Murrowglen and Burrowheath brothers on some quest for him and the "Bitter Old Gnomish Woman of the Fens," who by her reckoning is no where near as bitter as Rhovan's Aunt Trinny.
- A Gather Information (DC 15) check reveals that over the last three years Rhovan has become withdrawn, tired and has lost weight. He is under some sort of strain, which must be due to running the company.

There is nothing preventing the PCs from barging into Rhovan's office, by force or guile. Rhovan acquiesces to the meeting and usher the PCs into the conference room, where they might be more comfortable. If this occurs, proceed to Encounter Four.

#### Stoneblessed Teamsters

*On the southern edge of Littlefield Park is a large stone building. This appears to be an above ground warehouse. Horse drawn wagons are stored here along with nearly a dozen war ponies. A sign on the wall of the building depicts a radiant stone.*

Written in common, gnome and dwarvish above the sign is "**Stoneblessed Teamsters**". The Stoneblessed family is in charge of the teamster wagons and guards. They ship Pantarn's Best out to various distribution points including Libernen, Littleberg, Ryemond and Free Burrough. Ten dwarven guards protect the wagons and teamsters. They also serve as the reserve to the gnome militia should any trouble break out. Brottor Stoneblessed runs the company.

**Dwarven Guards (10):** Mixture of males and females, dwarf, LN, Ftr3, 30 hp; Will Save +3.

**Brottor Stoneblessed:** Male dwarf Ftr5/Exp4, (Will +9). Brottor is approaching two hundred years old and is tall for a dwarf and very, very strong. Despite his size and strength he has a very agile mind. Very business savvy, he views his time working with the gnomes to be a good learning experience, though they tend to be somewhat flighty and constant pranksters. Brottor knows the following information:

- Brottor has established a good working relationship with Pantarn's Best. He has delivered their products for over fifty years.
- Although Brottor is on very good terms with Rhovan, he has developed a true friendship with Rhovan's Uncle Gorgereth.
- Over the last three years the strains of helping manage Pantarn's Best has gotten to Gorgereth, who has lost considerable weight. Brottor has tried to talk with Gorgereth about it, but has always been politely rebuffed.
- The teamsters have always delivered their packages to the distributors and selected customers on time. In the last two or three years, some of the special deliveries have been to some unsavory and seedy types. These particular packages have made some of the teamsters uncomfortable.
- Brottor suspects something is wrong. Gorgereth has been very guarded about his dealing with Granny Mattie – and Rhovan. Brottor, however, does not know any specific details, though he knows the adventuring Burrowheath and Murrowglen boys, and Grelltor Millercalled, are all somehow involved in what must be a bad business deal.

#### **C. Specific Information**

The PCs can learn the following via Gather Information checks:

### Cobblesberg

- **DC 10:** Cobblesberg was founded over a hundred years ago and is named after Rhovan's father's cobbling business.
- **DC 15:** Rhovan's father, Vortello Littlefield, lived long enough to see his son become a merchant of considerable power. It was Vortello who urged Rhovan not to settle in Ryemond but to create his own community at Cobblesberg, where he would be independent of other merchants and their committees.
- **DC 20:** Word is that several gnomish families from Libernen and Ryemond plan to move here soon to start afresh.

### Pantarn's Best

- **DC 10:** Pantarn's Best has made a fortune selling mundane, common and unusual spell components.
- **DC 15:** Rhovan Littlefield originally founded Pantarn's Best in Pantarn in the Barony of Littleberg.
- **DC 20:** The company moved to Cobblesberg for various reasons stemming from taxes, safety and influences of other gnomish merchants.
- **DC 25:** There are rumors of another company called Rare Fines, which sells the rarest and often very expensive spell components to select customers. It is rumored that Pantarn's Best has some connection to this company
- **DC 30:** Rare Finds doesn't care who they sell products to. Some of the components are vile and very disgusting.

### Southern Att Fens

- **DC 10:** Southern Att Fens is swampland three miles south of town along the Att River. Fearsome monsters, witches and thieves inhabit it.
- **DC 15:** A wise old gnome woman lives there known as the "Bitter Old Gnomish Woman of the Fens." She gives advice to gnomes who seek her counsel. However, the path to her is dangerous; sometimes gnomes that visit her do not return.
- **DC 20:** Over one hundred years ago, the Southern Att Fens was fertile farmland. Remnants of houses and manor homes can be found there.

### Rhovan Littlefield

- **DC 10:** As a young man, Rhovan started Pantarn's Best and made it into a very profitable

company. His late father Vortello Littlefield influenced him greatly. Rhovan became influential in his own right and received some pressure by the gnomish community of Littleberg to move there. Instead he moved to Cobblesberg, building this company and the small community.

- **DC 15:** His wife (Martella) and two young sons (Rovenereth and Vortello) live in Littleberg. Martella prefers Littleberg to the backwaters of Cobblesberg.
- **DC 20:** The last three years has changed him. He has become less jovial and more reticent. He does not sleep as much as he used to and has taken up bad habits, including gambling.
- **DC 25:** When his uncle Gorgereth is in town, he keeps close council with him.
- **DC 30:** He pales and becomes visibly shaken every time Nojerrum Littlefield is mentioned. Nojerrum left to go adventuring about three years ago.
- **DC 35:** Rhovan avoids talking about Grelltor Miller called and the Burrowheath and Murrowglen boys. He always hesitantly refers to them as fine and loyal adventurers.

### Nojerrum Littlefield

- **DC 10:** Nojerrum is a happy, go lucky gnome with a keen business sense. He is innovative and a risk-taker. He is probably in-line to become the president of Pantarn's Best and was a former council member of Cobblesberg.
- **DC 15:** Nojerrum is the only child of Trinny Littlefield, the chief gardener, who bears no love for her son. He is a first cousin of Rhovan.
- **DC 20:** Nojerrum went adventuring three years ago and has not returned.
- **DC 25:** Nojerrum was last seen entering the Southern Att Fens, probably seeking the "Bitter Old Gnomish Woman of the Fens" for advice.
- **DC 30:** Rhovan and Nojerrum must have had a major falling out. Rhovan becomes pale and visibly shaken at the mention of his name.

### Gorgereth Littlefield

- **DC 10:** Gorgereth is Rhovan's uncle and the younger brother of Rhovan's father, Vortello.
- **DC 15:** He is a keen businessman and previously owned several alchemy shops before devoting his interests to Pantarn's Best. He is second in charge of the company and until recently a council member in Cobblesberg.

- **DC 20:** Gorgereth over the last few years has not been in town very often, spending much of his time with the “Bitter Old Gnomish Woman of the Fens.” Indeed, he is currently there now.
- **DC 25:** Gorgereth is under a great deal of stress and has lost a considerable amount of weight.
- **DC 30:** Two years ago he recruited gnomish adventurers for some mysterious quest. Grelltor Miller called, three Burrowheath and two Murrowglen lads answered. Gorgereth rarely talks about them but does say their quest is going well.
- **DC 35:** Gorgereth never mentions Nojerrum Littlefield. When asked, he replies his nephew has gone adventuring. There is always a hitch in his voice when he speaks of his nephew, as if he wishes he could say something more.

#### **“Bitter Old Gnomish Woman of the Fens”**

- **DC 10:** “The Bitter Old Gnomish Woman of the Fens” lived in the Southern Att Fens long before the Littlefield gnomes settled in Cobblesberg. She is rumored to be a powerful witch and nearly five hundred years old. She sometimes goes by the name Granny Mattie.
- **DC 15:** Occasionally young gnomes go to seek her counsel, for her magical and mundane advice is long sought after. The path to her manor house is dangerous and few know its route. Sometimes gnomes who journey there do not return.
- **DC 20:** Gorgereth traverses to the manor house from Cobblesberg occasionally. He lives there now conducting some business deal between Granny Mattie and Rhovan.
- **DC 25:** No one knows how she got the name the “Bitter Old Gnomish Woman of the Fens” but it suits her. Her name is used to frighten younger children to make them behave.
- **DC 30:** Granny Mattie has lived in her manor house for hundreds of years.
- **DC 35:** Rhovan and Gorgereth appear to be mortally afraid of Granny Mattie.

## **Encounter Four: Rhovan’s Folly**

Rhovan Littlefield should be encountered some time after the PCs arrive in Cobblesberg. If the PCs meet or confront him in his office at Pantarn’s Best, Rhovan attempts to move the meeting into a human-sized conference room. Similarly, if he is confronted at the

Lucky Eel, he attempts to move the meeting into a human-sized private room. In both cases, Rhovan is polite and non-confrontational. He would like to avoid a scene or cause general panic within the community. Hence, during any meeting he remains civil.

What Rhovan tells the PCs largely depends on how the PCs approach him. It is hoped the PCs have had an opportunity to talk with the town residents to gain insight into recent events with Pantarn’s Best, Rhovan and Uncle Gorge. This knowledge may get Rhovan to reveal additional information. Although he is in a complicated, guilt-ridden position, which he desperately wants to get out of, Rhovan’s memory may become “selective” once if accusations start flying and/or the PCs attempt to intimidate him.

After formal introductions have been made, Rhovan answers any questions the PCs may have, though at times he skirts the truth. He freely provides detailed directions to Granny Mattie’s home. At some point in the conversation, Rhovan ask the PCs about their own adventuring experiences. He hopes to discern how experienced the PCs are. He only requests help or reveals the truth once he is convinced the PCs are good enough adventurers to defeat Granny Mattie. Throughout any meeting, Rhovan gives the appearance of someone at ease and in control of the situation. A successful Sense Motive (DC 20), however, reveals something is roiling just beneath the surface. He is worried, tired and guilt-ridden.

Any mention of Nojerrum “Cousin Noj” Littlefield results in a nervous start (Bluff check to hide). Subsequent inquiries about Cousin Noj’s whereabouts and/or if he is alive results in the same nervous reaction. Rhovan tries to cover the reaction with a Bluff check (-5 circumstance penalty). From that point forward, his responses will be surly and defensive.

**Rhovan Littlefield:** Male gnome Wiz3/Exp5 (Will +7; Bluff +11, Diplomacy +11, Knowledge (Arcana) +13, Knowledge (Religion) +13, Profession (Lawyer) +7, Profession (Merchant) +11, Sense Motive +6, Spellcraft +13). Rhovan is a middle-aged gnome of average height and weight. By nature, he is inquisitive, mischievous, diplomatic, business savvy, opportunistic, intelligent and a risk-taker. He also has some vices, including gambling, telling tall tales and womanizing with younger female gnomes. Interestingly, he has been rather discreet about his extra-marital affairs. He exhibits the same discretion with the trouble he is currently in. Rhovan provides the following information freely:

- Pantarn’s Best was founded almost two hundred years ago in the town of Pantarn in the Barony of Littleberg.

- Rhovan learned many of the principles – quality, dependability, low cost – which have made his company a success from his father, Vortello, at early age, while working in the family’s shoe business.
- With his father’s blessing, Rhovan moved Pantarn’s Best to Cobblesberg about a hundred years ago. Over the years, the business has steadily grown and become a driving force in the industry.
- A town grew up around the company and was settled not only by members of the Littlefield family but also by distant family members, such as the Burrowheaths, Murrowglens, Roseblossoms, and Millercalleds.
- At the present, Rhovan is the company president with his Uncle Gorgereth as the vice-president.
- Most gnomes living in Cobblesberg work for or in support of Pantarn’s Best.
- The occasional gnome does become an adventurer and is often successful. Recently, Grelltor Millercalled, son of Rhovan’s secretary, and a number of the Burrowheath and Murrowglen boys have gone off adventuring. These young lads took on a quest for Uncle Gorgereth. Uncle Gorgereth would know more of the details.
- Cousin Noj is also an adventurer but has recently joined an adventuring company that has no affiliation with Pantarn’s Best Rhovan believes the company is exploring the ruins of Bronzeblood haunt. [This is a lie.]
- Uncle Gorgereth is not currently in Cobblesberg. He is at the residence of Granny Mattie in the Southern Att Fens.
- Indeed, Granny Mattie is old...but is hardly bitter. Uncle Gorgereth has been acting as a liaison for her. Granny Mattie has recently joined the company as a advisor. She is experienced in arcane/divine spells.
- Rhovan has never heard of a company called “Rare Finds”. Rhovan has considered such a venture in the past but decided the risk was too high. [This is a lie.]
- If accused of kidnapping children or other wicked deeds, Rhovan immediately responds he is innocent and has not conducted any such deed. He offers the PCs a chance to freely inspect the Company buildings and the residences as needed. [Rhovan is not technically lying although he has a very good idea what Granny Mattie is doing.] PCs searching the

premises of Pantarn’s Best or any of the residents in Cobblesberg find neither kidnapped children nor illegal activities.

- Rhovan admits to taking up gambling recently, but claims it is a casual hobby, something to pass the time. He has no creditor problems and the company is in very good shape. He objects to the PCs inquiries into what he considers his private affairs. [This is true.]
- If any PC tries to connect “Unggie Gorgeous” to Uncle Gorgereth, Rhovan will act confused and deny any connections. [This is not entirely true.]
- If the PCs wish to talk with Uncle Gorgereth, Rhovan suggests the PCs wait around for a few weeks until Uncle Gorgereth returns or perhaps go out to Granny Mattie’s Manor House. [Uncle Gorgereth incidentally returns to Cobblesberg in two weeks. This will cost the PCs two additional TUs, should they decide to wait for him]
- If the PCs are rude or threatening, he asks them to leave, calling out for the authorities (i.e., the town militia or security), if need be. He definitely calls out for help and/or attempts to escape if the PCs become violent.

A Diplomacy (DC 35) check is required for Rhovan to reveal any additional information. This check is substantially modified by roleplay and previous information acquired in this adventure. Provide a +3 circumstance bonus to the Diplomacy check for each of the following: good roleplay, appear to be experienced adventurers, mentioning/inquiring about Cousin Noj, inquiring about Uncle Gorge, inquiring about the gnomish adventurers, implying Pantarn’s Best and/or Rhovan is behind the kidnapped children, implying Pantarn’s Best and/or Rhovan are committing evil acts, Rhovan’s responsibility to the community of Cobblesberg and ruination of Pantarn’s Best reputation. On the other hand, give a -3 circumstance penalty to the Diplomacy check for each of the following (note, the actions of one PC affects all the PCs): PCs were rude and/or threatening, PCs attempted or succeeded at intimidating Rhovan, PCs were violent toward Rhovan, PCs threatened or harmed anyone in Cobblesberg and any PCs are non-gnomes. PCs who fail this Diplomacy check may not obtain any more information from Rhovan (re-checks are not possible).

If the Diplomacy check is successful, Rhovan begins to weep bitterly. He begs the PCs for their assistance and reveals the following information:

- Pantarn's Best and the gnomes are in a terrible situation. They are in mortal danger from Granny Mattie.
- Granny Mattie is an extremely powerful witch. She controls the denizens of the fens, including trolls, goblinoids and other hideous and frightening creatures.
- She treated the gnomes in Cobblesberg with mild amusement until Rhovan, Uncle Gorge and Cousin Noj made the mistake of drawing her attention.
- Before this she would occasionally answer a question, allowing the questing gnome to leave unmolested. Other times, unbeknownst to anyone, she would have the poor gnome killed. It was thought that if a questing gnome did not return from asking her a question, then that gnome had either failed to reach her (i.e., been eaten by a monster) or went off adventuring after receiving her advice.
- Over three years ago, Uncle Gorge and Cousin Noj approached Rhovan with the idea of starting a specialized company, "Rare Finds", which would sell rare, esoteric spell components to the more sophisticated, powerful wizards.
- Uncle Gorge suggested Granny Mattie be an advisor, as her advice was always highly regarded.
- When Rhovan, Uncle Gorge and Cousin Noj made their proposal, Granny Mattie agreed but wanted to take over the company...both Pantarn's Best and Rare Finds. To emphasize the point, she killed Cousin Noj.
- Now she runs both companies and collects nearly all the profit for herself.
- Rhovan runs Pantarn's Best, maximizing profits, but not changing the way the company was run from previous years. Granny Mattie is very wise and knows not to tinker with perfection. All the employees are well paid and no one suspects anything is different.
- Granny Mattie is evil beyond a doubt. The spell components she collects are rare, occult and very vile. She uses creatures from the fens and connections with bandits and never-do-wells across the kingdom to fetch her innocent children and body parts from goodly creatures and sentient humanoid. She prepares these as spell components and sells them to anyone who can afford the price. She does not care who or what the buyer is.
- Rhovan suspects any kidnapped children would be held in Granny Mattie's manor house. [Rhovan gives directions to the manor house (see below).]
- If anyone were to find out they were working for (or in league with) an evil employer, then everyone would be mortified and the reputation of Pantarn's Best destroyed.
- Worse, if anyone were to object or cause trouble, there is no telling what Granny Mattie would do. She could send her creatures to enslave or kill everyone in Cobblesberg. Alternatively, she could use her eldritch power to destroy Cobblesberg and slay any gnome in the area.
- Uncle Gorge acts as the liaison between Granny Mattie and Rhovan. It is a terrible fate to be stuck in the fens with her and her creatures. He directs the poor gnomes he tricked into helping prepare and package the spell components. He returns every couple of weeks bearing the specialized products. Distribution is conducted using the teamsters of Pantarn's Best, though they don't suspect anything.
- The gnomes Uncle Gorge tricked into working for him were the six young gnomes who supposedly went adventuring two years ago. They are Grelltor Morningcalled and the Burrowheath and Murrowglen boys.
- Rhovan feels especially guilty about Grelltor, who is the son of his secretary. But what could be done? Rhovan and Uncle Gorge needed help and they learned it was best not to cross the violent and vindictive Granny Mattie and her pet creatures. Sometimes, it is necessary to sacrifice a few for the greater good.
- If anyone asks who Unggie Gorgeous is, Rhovan suspects this is Uncle Gorge.
- In the end, Rhovan begs the PCs for help, ***"Please help us. We can never escape the grasp of that evil old gnomish woman on our own. But you are experienced, successful adventurers. You know how to handle such villains. If you stop her, you will end her slaughter of poor, innocent children and goodly creatures. You will also free many gnomes who have no choice but to work for her or face a horrid demise. Free my company and I will reward you well!!"***
- Rhovan offers the equivalent of 100 wheatsheaves to each PC for the successful defeat (i.e., removal, capture or death) of Granny

Mattie and the rescue of Uncle Gorge and the other gnomes.

Rhovan has additional information but may decide not to reveal certain information if the PCs were particularly rude, threatening and/or violent. Rhovan figures the PCs are experienced adventurers and should be able to handle a few surprises. On the other hand, if the PCs were for the most part diplomatic, respectful and understanding of the situation he and Uncle Gorge find themselves in, Rhovan reveals the following:

- Granny Mattie is not a gnome. When they first met her she appeared to be an ancient crone but later she transformed into a monster. She didn't just kill Cousin Noj...she ate him in front of Rhovan and Uncle Gorge.
- In that other form, she looks like a tall, very old human female with a sickly green complexion and dark, tangled hair that looks almost like a twisted vine. [Knowledge – Nature (DC 20) confirms this description to be of a green hag.]
- Granny Mattie despises the gods, claiming them to useless.
- She has many spellcasters in her service; not all of them walk on two legs. One of her chief servants is a gray elf named Phaermore.
- Phaermore claims he worked for another witch previously in service to the Black Knight (FUR4-07 *Under the Pale Moon*).
- Granny Mattie enjoys experimenting with different creatures. According to Uncle Gorge many of her creatures have strange abilities and appearances. Some of them are warped or shadowy.
- The fens are a very dangerous place. As long as the PCs stay on the trail to her the manor house, it is safe. Leaving the trail invites attack.

Rhovan provides the PCs with detailed directions and a map to Granny Mattie's manor house. The PCs are instructed to follow the main road south, out of Cobblesberg and towards the Southern Att Fens. After about three and a half miles, the road forks, with leftmost fork leading into the Southern Att Fens proper. A sign – "Danger! Southern Att Fens!" – marks the leftmost road. The PCs are told to travel down this meandering road (which soon becomes a footpath) for a mile or so until it comes to another fork. Again, the PCs are instructed to take the leftmost path. This path parallels the Att River. The path then forks and the PCs are instructed to take the rightmost path. Over the next two miles, the convoluted footpath splits four times – left, right, right and left – before ending on the shores of a large, stagnant

pond. The PCs are instructed to skirt the pond until they come to a new footpath, leading due south. This is the only other path leading away from the pond.

Along the path is Granny Mattie's manor house. Overall, it takes a walking medium-sized PC about five to six hours to travel from Cobblesberg through the fens to Granny Mattie's home. Throughout the journey into the fens, the path is overgrown and poorly maintained. Traveling by horseback or other mount shaves an hour or so off the travel time, but the mounts are likely to have difficulty passing through some of the overgrown and muddy sections of the narrow path. It is not recommended the PCs fly above the path, as they may lose sight of it in the thick foliage and heavy growth of the fens.

## Encounter Five: Into the Fens

### A. Following Directions

No matter when the PCs leave Cobblesberg, the weather is cold, overcast and gloomy. By the time they reach the fens proper, a drizzle begins to fall. Light rain – occasionally becoming brief, heavy downpours – plagues the PCs throughout the remainder of their journey. The rain decreases visibility and makes the path through the fens a muddy mess. This adds another hour to the total travel time. Overall, the journey to Granny Mattie's home is a cold, wet, miserable experience.

Regardless, as long as the PCs stick to the directions they were given and remain within thirty feet of the path (note, paralleling the path this way adds an additional two hours to the travel time due to the heavy growth, muddy terrain and poor visibility), the journey is uneventful.

### B. What Directions?

This part can get a little nasty. If the PCs decide to find Granny Mattie's home on their own, decide not to follow the given directions and/or try to take a short cut or simply explore the fens, then the PCs may face a random encounter or two. Realistically, finding Granny Mattie's manor house without knowing where it is in the nearly 100 square miles of swamp land is akin to "finding a needle in haystack." [Remember, *find the path* works with respect to location and does not find objects or creatures at a locale.] Let the PCs have a non-cumulative 5% chance of finding the manor home for every two hours spent searching beyond an initial six hours. (Allow the PCs at any point to return to Cobblesberg and obtain directions).

For every two hours the PCs spend wandering about the fens there is a 20% chance they encounter hostile creatures. The number of creatures encountered depends on the APL. Hence, if the # of creature =  $APL/2$ , then for

an APL 4 party, the PCs encounter 2 creatures. Similarly, if the # of creatures = APL, then for an APL 4 party, the PCs encounter 4 creatures; etc. Use Chart 1 if the majority of PCs are on the ground and Chart 2 if the majority of PCs are flying. Since the weather is gloomy and overcast, neither the nightwalker nor the nightwings are subject to sunlight penalties.

#### Chart 1 – Random Ground Encounters

%	Creatures
01 – 80	None
81 – 92	Troll (72 hp; # = APL; see <i>Monster Manual</i> , pp. 247-248).
93 – 98	Elder Xorn (153 hp; # = APL/2; see <i>Monster Manual</i> , pp. 260-262).
99 – 100	1 Nightwalker (231 hp; see <i>Monster Manual</i> , pp. 196-197).

#### Chart 2 – Random Air Encounters

%	Creatures
01 – 80	None
81 – 92	Manticore (79 hp; # = APL; see <i>Monster Manual</i> , pp. 179-180).
93 – 98	Huge Air Elemental (160 hp; # = APL/2; see <i>Monster Manual</i> , pp. 95-98).
99 – 100	2 Nightwings (187 hp; see <i>Monster Manual</i> , p. 197).

**Tactics:** These creatures are randomly patrolling the fens but do not attack anyone on the path (or within thirty feet of that particular path) between Granny Mattie's home and Cobblesberg. These creatures are without pity and work relentlessly together to kill the PCs immediately.

PCs attempting to avoid ambushes by paralleling the directed paths further away than necessary should be given an opportunity to avoid the random combat and allowed to flee the area without the creatures pursuing them. These PCs are safe once they return to the path proper. Should the PCs again stray too far from the path and have a random encounter, the creatures follow them, even onto the path, and attempt to kill them.

## Encounter Six: Granny's House

Granny Mattie's stone manor house is a crumbling ruin in a wild, overgrown but more stable portion of the fens. The home is over two hundred feet long, two hundred feet wide and three stories high. The grounds near the home are somewhat maintained, suggesting the manor house is not deserted though no lights or other signs of life come from within.

Only the essential rooms in the manor house are mapped. Unless otherwise stated, the walls of the manor house are made from superior masonry with the floors and ceiling constructed of thick wood. All doors are made from strong wood. Presume each story of the building is ten feet high.

**Superior Masonry:** 1 ft. thick; hardness 8; hp 90; Break DC 35.

**Floor and Ceiling:** 6 in. thick; hardness 5; hp 60; Break DC 20.

**Strong Wood Door:** 2 in. thick; hardness 5; hp 20; Break – Stuck: DC 23, Locked: 25.

#### A. Entrance

*The muddy path ends at a slightly elevated, firmer area of the swamp. This large open area, almost a clearing, is surrounded by a mixture of willow, cypress and elm trees. All are tall, thick and very gnarled.*

*In the center of this clearing is a huge, dilapidated three-story manor house. It's aged, stone walls are covered in vines and many cracks have formed in the walls. The roof appears to have collapsed in some places. Only one entry door is observed. Rusting iron bars protect the few windows in the structure.*

*The grass, ferns and other plants in this clearing have been kept to a manageable height and appear to be somewhat tended. A narrow cobblestone path begins from where the muddy path ends and leads to the front door of the manor house. The cobblestone path is free of any weeds and clear of overhanging plants.*

*On both sides of the cobblestone path, near the front door, is a pair of neatly trimmed shrubs, which have been impeccably sculpted into the shape of large bears. On the porch, the ironbound double doors are flanked on each side by a stone statue of a muscular woman holding a stone-shaped bastard sword at the ready.*

A Track (Survival, DC 15) check confirms the presence of small to large-sized footprints entering and leaving the manor house and wandering about the clearing. The stone statues and the finely sculpted shrubs, while intimidating, do not animate. A *permanent image* (13<sup>th</sup> level wizard; Will DC 21) spell has been placed on each of the statues and sculpted shrubs to make them appear more life-like and intimidating. Hence, they appear to occasionally shift or move slightly. The front doors are

not locked and are easily opened. No one comes to the front door if any PC knocks.

## B. The Ballroom

Somewhere off the main hallway is the ballroom (see Judge Aid #2 – Ballroom Map). This large room makes up a good portion of the home and is completely intact and well maintained.

No one in these rooms is expecting any visitors. However, they may be aware of the PCs presence if the PCs forcibly knocked on the door or have been noisily roaming and/or searching the manor house.

### Areas 1 and 2: Ballroom

The double doors leading into area 1 are closed and unlocked. The doors between areas 1 and 2 are wide open. Two gnomes are busily inspecting and packing withered pieces of flesh, vials of liquid and other odds and ends into small bags and then carefully labeling the bags. A tall gray elf watches over the gnomes.

Once the PCs have looked into the room, read the following boxtext:

*This appears to be a large, well-lit antechamber. Two gnomes busily work packing and labeling materials on several tables, while a tall gray elf wearing a chain shirt lounges lazily near them. At the far end of the room is a set of open double doors leading to a cavernous, unlit room beyond.*

The antechamber is roughly ten feet tall, while the ballroom beyond is nearly thirty feet high. The ballroom is unlit and full of deep shadows at APLs 4 and 6. However, at APLs 8 through 12, the ballroom does not have as many shadows and is dimly lit by several chandeliers hanging from the ceiling. At the far corner of the ballroom, surrounded by pillars, is a stone spiral staircase. Unlike the other rooms of the manor house, both the floors of the antechamber and the ballroom are made of smooth flat pieces of marble. The ballroom floor is extremely dusty save in a narrow path going from the double doors to the staircase. The staircase spirals down into the rocky ground to the next level (see Encounter Seven).

The gnomes are busy working, glancing nervously now and then at the elf and the interior of the ballroom. At APLs 4 and 6, Drolp is hidden on Phaermore, but at the higher APLs he is nearby and invisible. Should any PCs enter the room, the gnomes are startled and immediately move toward the elf for protection, unless ordered to do otherwise. The elf's initial reaction is not to be hostile, as if unexpected visits happen occasionally. The elf – Phaermore D'Laron – does not permit anyone entrance into the ballroom, regardless of who they are. If

PCs request to see Granny Mattie, Phaermore lies and tells the PCs Granny Mattie has gone to her spring cottage further into the fens. The PCs are instructed to go back to the last fork in the road and instead of taking the left fork (which led to the manor house) take the right fork and follow the path (keeping to the right) until coming to a smaller, two story manor house carved with bas-reliefs of dragons.

If the PCs rush into the room and immediately attack, the gnomes scatter and hide under the tables while Phaermore rushes into the ballroom.

### Creatures:

#### APL 4 (EL 6)

**Phaermore D'Laron:** Male elf Wiz3; hp 22; see Appendix One.

**Drolp (Phaermore's Familiar):** Toad; hp 11; see Appendix One.

**Cloaker:** hp 54; see *Monster Manual*, p. 36.

#### APL 6 (EL 8)

**Phaermore D'Laron:** Male elf Wiz5; hp 34; see Appendix Two.

**Drolp (Phaermore's Familiar):** Toad; hp 17; see Appendix Two.

**Cloaker (2):** hp 54, 54; see *Monster Manual*, p. 36.

#### APL 8 (EL 10)

**Phaermore D'Laron:** Male elf Wiz7; hp 43; see Appendix Three.

**Drolp (Phaermore's Familiar):** Imp; hp 21; see Appendix Three.

**Will-O'-Wisp, Elite (2):** hp 66, 66; see Appendix Three.

#### APL 10 (EL 12)

**Phaermore D'Laron:** Male elf Wiz9; hp 54; see Appendix Four.

**Drolp (Phaermore's Familiar):** Imp; hp 27; see Appendix Four.

**Will-O'-Wisp, Elite, Advanced (2):** hp 80, 80; see Appendix Four.

#### APL 12 (EL 14)

**Phaermore D'Laron:** Male elf Wiz11; hp 67; see Appendix Five.

**Drolp (Phaermore's Familiar):** Imp; hp 39; see Appendix Five.

**Will-O'-Wisp, Elite, Advanced (4):** hp 80, 80, 80, 80; see Appendix Five.

**Tactics:** At APLs 4 and 6, the cloaker(s) perch on the ballroom ceiling, while, at APLs 8 through 12, the will-o'-wisps hover near the chandeliers, and mercilessly attack



anyone entering the ballroom and/or attempting to descend the stairwell. They do not attack Phaermore, Uncle Gorge or any of the other surviving gnomes living in the manor house. The guardians have high Listen and Spot checks (especially for disturbances on the dusty floor), so they may be able to discern invisible PCs passing through the ballroom. Neither the cloaker(s) nor the will-o'-wisps leave the ballroom. PCs fleeing down the staircase have to fight them again when they return to the ballroom.

Phaermore (and his familiar) flees into the ballroom if attacked and casts spells to support the cloaker(s) or will o' wisps before descending the staircase and warning Granny Mattie of the attackers. In the case of the will o' wisps, since they are immune to magic, Phaermore does not care if they are caught in a spell's area of effect, though he avoids catching them in the area of effect of a *glitterdust* spell or any spell which ignores spell resistance. Phaermore hides behind the pillar in Area 2 at the position on the map (Judges Aid #2) marked "a". Phaermore does not defend the pair of gnomes under his watch. If reduced to half hit points or adversely hindered by spells, he flees down the stairwell and warn Granny Mattie. If need be, he sends the imp familiar (invisible) down the staircase before him to warn Granny Mattie of any attack.

If Phaermore has the opportunity to prepare for combat he casts *shield*, *protection from good*, *blink* and *see invisibility*. At higher APLs, Drolp drops a *bead of force* on any archers or cleric-type characters. Phaermore reserves the *invisibility* and the *dimension door* spells for escape.

#### Treasure:

**APL 4** – L: 99 gp; C: 0 gp; M: 87 gp; *Cloak of resistance* +1 (83 gp), *potion of cure light wounds* (4 gp).

**APL 6** – L: 8 gp; C: 0 gp; M: 262 gp; *Cloak of resistance* +1 (83 gp), *mithral chain shirt* +1 (175 gp), *potion of cure light wounds* (4 gp).

**APL 8** – L: 12 gp; C: 0 gp; M: 595 gp; *Cloak of resistance* +1 (83 gp), *lesser metamagic rod – enlarge* (250 gp), *mithral chain shirt* +1 (175 gp), *pearl of power – 1<sup>st</sup> level* (83 gp), *potion of cure light wounds* (4 gp).

**APL 10** – L: 8 gp; C: 0 gp; M: 1095 gp; *Bead of force* (250 gp), *cloak of resistance* +2 (333 gp), *lesser metamagic rod – enlarge* (250 gp), *mithral chain shirt* +1 (175 gp), *pearl of power – 1<sup>st</sup> level* (83 gp), *potion of cure light wounds* (4 gp).

**APL 12** – L: 8 gp; C: 0 gp; M: 1423 gp; *Bead of force* (250 gp), *cloak of resistance* +2 (333 gp), *lesser metamagic rod – enlarge* (250 gp), *headband of intellect* +2, *mithral chain shirt* +1 (175 gp), *pearl of power – 1<sup>st</sup> level* (83 gp), *potion of cure light wounds* (4 gp).

**Development:** With the defeat of the guardians and Phaermore D'Laron, the gnomes come out of hiding and praise the PCs for their rescue. They freely reveal all they know to the PCs.

#### Creatures:

##### ALL APLs

**Dorenerth and Yathreldom Murrowglen:** Male, gnomes, Rog2. Both gnomes are clearly brothers and are of average height but are underweight. They appear to be heavily stressed, frightened and undernourished. The brothers wear dirty, torn traveler's outfits and are unarmed.

They know the following information:

- Dorenerth and Yathreldom went adventuring two years ago with their now deceased brother Bazdrak, Grelltor Morningcalled (also deceased) and Zokurom and Zeldath Burrowheath.
- Uncle Gorge, their employer, told them to pick up a package at Granny Mattie's manor house. They were ambushed and told to serve Granny Mattie.
- Uncle Gorge tricked them but later fully explained what was happening and why they all must continue to serve Granny Mattie or risk her attacking Cobblesberg and killing everyone there. They only have to work here for another year (three years total) and Rhovan will reward them well. They would be set for life.
- They hate Uncle Gorge and Rhovan but in their own way feel sorry for both of them. They know Uncle Gorge and Rhovan will keep their word.
- Bazdrak and Grelltor were killed a year ago. Bazdrak accidentally dropped a vat of unicorn tears and Granny Mattie killed him for it. Grelltor a month later wandered too far from the clearing and was eaten by some trolls.
- Uncle Gorge and the Burrowheath brothers are working in the level below the ballroom.
- Granny Mattie is not a gnome. She looks like a tall, very old human female. She has a sickly green complexion with dark, tangled hair that looks almost like a twisted vine. [Knowledge – Nature (DC 20) confirms this description of a green hag.]
- The elf was named Phaermore D'Laron and worked for a string of evil employers, including one in the Burning Witch Woods, near Free Burrough.
- The brothers reveal the layout of the manor house.

- In the ballroom is a staircase, which leads to series of five rooms. None of the doors to the rooms are locked. One of the rooms has alchemy equipment, another is a storage room, the third room has a bunch of children being held hostage, the fourth room is where the gnomes live and a fifth room is where Granny Mattie lives. They have never been in Granny Mattie's room.
- The children arrived almost two weeks ago and will probably be killed within the next week or so.
- Granny Mattie imprisoned one of the children – a young eight-year old boy named Michel – in a cage in her private room. The boy is Oeridian, with brown hair and grey eyes turning a deep blue.
- Phaermore said the ogre mage who brought the children here was well paid. It turns out Michel is a half-celestial, a key ingredient to some of the vilest spells.
- Granny Mattie has some sort of shimmering pet cats that protect her. They don't look right, warped and distorted.
- *"Please take all of us from this place –the other gnomes, the children, even Uncle Gorge – then please kill that evil old woman and her pets. We will be very grateful to escape that vile abomination!"*

If the PCs ask why the gnomes refer to her as an abomination, they reply aren't all evil creatures abominations, especially ones that murder innocent creatures and children. Once the PCs have decided to go down the staircase, proceed to the next encounter.

## Encounter Seven: That You, Granny?

The staircase descends a hundred feet into the ground to the lower level (see Judge Aid #3 – Lower Level Map). The walls, floor and ceiling are made from smooth reinforced masonry covering hewn stone. All corridors and rooms are ten feet high. Granny Mattie's room, however, is twenty feet high. *Continual flame* stones light the level.

**Reinforced Masonry:** 1 ft. thick; hardness 8; hp 180; Break DC 45.

**Hewn Stone:** 3+ ft. thick; hardness 8; hp 540; Break DC 50.

### Area 3: Entry Hall

*This wide hallway has a set of double doors at the far end. The hallway is clean and well lit.*

The double doors are not locked.

### Area 4: Alchemy Lab

The door to this room is slightly ajar.

*A variety of alchemy equipment is on three of the four large tables in the room. On the fourth table are neatly labeled and categorized jars, vial and other containers of various chemicals and other substances. The room is otherwise empty.*

**Treasure:** The alchemy equipment is in good condition.

All APLs – L: 42 gp; C: 0 gp; M: 0 gp.

### Area 5: Storage Room

The door to this room is unlocked.

*Boxes and crates fill half of the room, with the other half taken up by boiling cauldrons, ovens and tables. One corner of the room appears to be a dedicated butchering area. The remains of a unicorn hang from a hook. Two sour-faced gnomes are in the process of cutting up the unicorn, while an older gnome delicately slices the unicorn's horn into smaller pieces.*

Smoke from the cooking fires rises up several holes in the ceiling, disappearing to whereabouts unknown. The gnomes are overjoyed to see the PCs. The two sour-faced gnomes are Zokurom and Zeldath Burrowheath, while the older gnome is Gorgereh "Uncle Gorge" Littlefield. The gnomes freely tell the PCs all they know.

### **Creatures:**

#### ALL APLs

**Zokurom and Zeldath Burrowheath:** Male gnomes, Wizz. These gnomes are brothers and are above average in height but clearly undernourished. Like the Murrowglens, they are dressed in very dirty, stained and ripped traveler's outfits.

**Gorgereh "Uncle Gorge" Littlefield:** Male gnome, Rog3/Exp3, (Will +4; Bluff +6, Diplomacy +8, Profession – Merchant +7). Uncle Gorge is an upper middle-aged gnome of average height and below average weight. He is haggard looking and clearly depressed. He is dressed in sturdy, well-kept traveler's clothes and is using some delicate cutting tools.

**Treasure:** The remaining pieces of the unicorn's horn are quite valuable. A Knowledge (Arcana, DC 10) confirms unicorn's horn is renowned for its healing properties and can be used in various healing potions and devices, though most good creatures refuse to traffic in them.

**All APLs** – L: 50 gp; C: 0 gp; M: 0 gp.

**Development:** All the gnomes are disgusted with the work they are doing for Granny Mattie and want nothing more than to leave the fens and head home. However, they know that to truly escape from the grasp of Granny Mattie, she needs to be destroyed or the gnomes in Cobblesberg will never be safe from her.

The Burrowheaths know the same information the Murrowglens knew (see Encounter 6.B.). Uncle Gorge knows some additional information:

- Uncle Gorge does not consider himself an evil gnome, just a defeated one. He had no choice but to follow Granny Mattie orders. It was for the greater good of gnomes in Cobblesberg.
- He takes full responsibility for his actions and deceiving the other gnomes into coming here.
- He intended to honor the bargain and ask the other gnomes be released. However, he suspects Granny Mattie would kill them instead. This grates on his conscience, but their sacrifice would again be for the greater good.
- Uncle Gorge serves as the liaison between Granny Mattie and Pantarn's Best and, on occasion, some of her suppliers.
- Granny Mattie's minions usually kill the creatures while the gnomes work to butcher the corpses and prepare them as spell components.
- The children are scheduled to be executed early next week, along with a captured half-celestial.
- Granny Mattie keeps the half-celestial boy locked in a cage in her room.
- Granny Mattie is a green hag. She is likely a divine spell caster, though Uncle Gorge has never observed her worshipping any deity. She has a very astute understanding of spellcasting and is profiting quite well from her control of Pantarn's Best and Rare Finds.
- In times past, she used potions of alter self, brewed by the elf, Phaermore, to appear as a gnome whenever she wanted to take on the "Bitter Old Gnomish Woman of the Fens" persona.
- ***"She must be stopped. In the end, we will all lose not just the company but our lives and those we love. You are our only hope."***

#### Area 6: Gnome Quarters

The door to this room is unlocked.

***The furniture in this room is gnome-sized. There are eight beds and four small chests. A table in one corner of the room has pieces of stale bread and a dried haunch of unidentified meat on it. A water pitcher is also on the table.***

There is nothing of value in the room.

#### Area 7: Prison

The door to this room is locked (Open Locks, DC 30).

***This very large room is filled with numerous cages. Only the cage in the far corner is occupied. Inside are six very subdued and frightened human children of various ages.***

All cages have good quality locks (Open Locks, DC 30). An *unhallow* spell, coupled with a *dimensional anchor* spell, is active in the room.

#### **Creatures:**

##### ALL APLs

**Carylin, Irina, Mira, Regor, Riala and Tomas:** Male and female humans, Com1. These children match the descriptions given of them in Encounter One. All children are clothed in ragged traveler's outfits. They appear well fed. The children know the following additional information:

- Phaermore and Uncle Gorge always have sad eyes when they feed and care for the children.
- They have never spoken to the other gnomes.
- Uncle Gorge barely talks to the children and won't look into their eyes, but Phaermore sings and tells them stories. Phaermore promised to take them away from this place very soon. He becomes sad when the children ask how soon.
- Granny Mattie is a withered, old human female with bad breath. She took Michel and is holding him in a cage in her room.
- She threatens to eat the children, though she won't cook any herself. She lost a relative that way.
- Granny Mattie calls Michel an abomination.
- Michel has a pair of wings beginning to grow from his back. Reverend Mother Chantilla has always chided Michel to hide his wings and act more human.
- The children desire nothing more than to leave this place. Mira and Irina insist the PCs rescue Michel and bring all the children to Chantilla.

The children willingly obey the PCs orders, becoming especially excited with the prospect of leaving this foul place. They look for Phaermore and Uncle Gorge to guide them. The children do not react well if they learn of Phaermore's death.

#### **Area 8: Granny Mattie's Room**

The door to this room is unlocked. Remember, the height of the room is twenty feet.

*Four stone pillars support this large room. Iron torches attached to the pillars and walls magically light this room. Several large rugs and human-sized furniture have been judiciously placed about the room. Hanging from the far pillar is a cage containing a morose-looking little boy. Near him is a very old human female with a sickly green complexion. An [or "pair of", depending on APL] emaciated, warped-looking panther(s) with black-blue fur, six legs and a pair of tentacles sprouting from its/their shoulders walk(s) excitedly near the old woman.*

Continual flame spells have been cast on the iron torches, which effectively illuminate the room. Several chairs, a couch, a large bed, a couple of tables, various books, a wardrobe and four chests have been arranged throughout the room. Hanging from the ceiling next to a pillar (marked as "a" on the map) is a 5 ft. by 5 ft. metal cage with an exceptional quality lock (Open Locks, DC 40). Inside the cage is a young eight-year-old boy that matches the description of Michel given to the PCs in Encounter One.

Granny Mattie is not expecting any visitors and is likely caught off guard. She does not believe any PCs who claim they are seeking her advice or attempting to discuss business with her. She fully realizes if the PCs have made it to her, then they have incapacitated, circumvented or slain the guardian(s) and her henchman Phaermore. The PCs – probably hired by concerned parents – are likely attempting to rescue the kidnapped children. No other explanation is possible.

#### **Creatures:**

##### **APL 4 (EL 7)**

**Granny Mattie:** Green Hag Exp1/War1; hp 69; see Appendix One.

**Fido:** Spellwarped Displacer Beast; hp 63; see *Monster Manual*, pp. 66-67.

##### **APL 6 (EL 9)**

**Granny Mattie:** Green Hag Exp3/War1/Ur-Priest2; hp 87; see Appendix Two.

**Fido:** Spellwarped Advanced Displacer Beast; hp 91; see Appendix Two.

##### **APL 8 (EL 11)**

**Granny Mattie:** Green Hag Exp3/War1/Ur-Priest3; hp 99; see Appendix Three.

**Fido and Sonny:** Spellwarped Advanced Displacer Beast; hp 91, 91; see Appendix Three.

##### **APL 10 (EL 13)**

**Granny Mattie:** Green Hag Exp3/War1/Ur-Priest5; hp 126; see Appendix Four.

**Fido:** Spellwarped Dire Tiger; hp 147; see Appendix Four.

##### **APL 12 (EL 15)**

**Granny Mattie:** Green Hag Exp3/War1/Ur-Priest7; hp 140; see Appendix Five.

**Fido and Sonny:** Spellwarped Dire Tiger; hp 147, 147; see Appendix Five.

**Tactics:** If Granny Mattie is given time to prepare for combat, she casts the following spells on herself: *protection from good*, *shield of faith*, *bear's endurance*, *entropic shield*, *righteous might*, *freedom of movement*, *divine power* and *divine favor*. At APLs 10 and 12, she begins by feeding a *potion of displacement* to her pets. If sufficient time remains, she then casts *bleed* on herself and her guardian(s). The guardian(s) attempt to resist all spells from her unless she specifically informs them of the spell she is casting, such as *bleed*, healing spells or *dispel magic* to get rid of an unwanted effect. Finally, she and the guardians confront the PCs before the majority of her preparatory combat spells expire. She slays Michel and then the children before she searches for the PCs in earnest.

In combat, the guardian(s) work to protect Granny Mattie, preferring not to stray too far from her. If two guardians are present, one confronts the PCs, while the other stays near her. If combat occurs in Area 8, Granny Mattie preferentially positions herself near the cage containing the young boy (marked "a" on the map) both hoping to complicate spells cast at her and, if need be, delivering a final strike to him before she dies. She also makes liberal use of her *invisibility* spell-like ability.

The guardian(s) prefer to gain the benefits of spells absorbed in the following order: endurance, might, life, agility, speed and then resistance. In general, Granny Mattie avoids using area of effect spells that might also affect her guardian(s), especially *slime wave* at APL 12. However, if the spell allows spell resistance, she may cast it anyway, hoping her guardian(s) absorb the spell and gain benefits. Finally, she prefers to target PCs who look like thieves or wizards (since they are likely to have low

Fortitude Saves) with *witherlimb* (arms, preferentially) or *wrack*. At higher APLs, if a majority of the PCs are together, she first casts *Legion's curse of the petty failing* and/or *slime wave* on the PCs.

#### Treasure:

**APL 4** – L: 3 gp; C: 1 gp; M: 491 gp; *cloak of resistance* +1 (83 gp), *mithral chain shirt* +1 (175 gp), *potion of alter self* (25 gp), *tunic of steady spellcasting* (208 gp).

**APL 6** – L: 3 gp; C: 1 gp; M: 658 gp; *cloak of resistance* +1 (83 gp), *Heward's handy haversack* (167 gp), *mithral chain shirt* +1 (175 gp), *potion of alter self* (25 gp), *tunic of steady spellcasting* (208 gp).

**APL 8** – L: 3 gp; C: 1 gp; M: 1134 gp; *cloak of resistance* +1 (83 gp), *Heward's handy haversack* (167 gp), *mithral buckler* +1 (168 gp), *mithral chain shirt* +1 (175 gp), *potion of alter self* (25 gp), *periapt of wisdom* +2 (333 gp), *tunic of steady spellcasting* (208 gp).

**APL 10** – L: 3 gp; C: 1 gp; M: 2408 gp; *cloak of resistance* +2 (333 gp), *Heward's handy haversack* (167 gp), *mithral buckler* +1 (168 gp), *mithral chain shirt* +1 (175 gp), *potion of alter self* (25 gp), *periapt of wisdom* +4 (1333 gp), *tunic of steady spellcasting* (208 gp).

**APL 12** – L: 3 gp; C: 1 gp; M: 4075 gp; *cloak of resistance* +2 (333 gp), *Heward's handy haversack* (167 gp), *mithral buckler* +1 (168 gp), *mithral chain shirt* +1 (175 gp), *potion of alter self* (25 gp), *periapt of wisdom* +6 (3000 gp), *tunic of steady spellcasting* (208 gp).

#### Creatures:

##### ALL APLs

**Michel of Merikka:** Male half-celestial human, Pal1. This eight year-old half-celestial child is of average height and weight. He has pale gold skin, brown hair and grey eyes turning a sparkling blue. He wears a ragged traveler's outfit. Despite his dirty appearance, he seems to palpably radiate goodness and appears to be otherwise well fed. See *Monster Manual* for details on half-celestials.

**Development:** During combat, Michel becomes very excited and begs the PCs to release him. He uses his powers to *bless* the PCs, irritating Granny Mattie. She, however, does not waste a spell to attack him but promises he will suffer later for his interference.

Once Granny Mattie and her guardian(s) have been defeated, Michel rejoices, thanking the PCs profusely for rescuing him and the other children. **If the PCs did not defeat the cloaker(s) or will-o'-wisps in the ballroom, then these creatures will be waiting to attack the PCs and their charges when they return.** Fortunately, since these creatures will not leave the ballroom, the PCs and

their charges can run by them without being injured too severely...at least in theory.

Finally, it is expected that the PCs escort any surviving gnomes to Cobblesberg and the children to Free Burrough. This return journey is uneventful.

## Conclusion

If the PCs did not bother to enter the Southern Att Fens and rescue the children, then proceed to Section A: Failure. If the PCs were unable to defeat Granny Mattie and/or were unable to rescue all the kidnapped children, then proceed to Section B: Success – Partial. Finally, if the PCs defeated (killed or captured) Granny Mattie and rescued the kidnapped children, then proceed to Section C: Success – Full.

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.

#### A. Failure

At most, PCs have gone to Cobblesberg and talked with Rhovan, but after weighing all their options decided it was too dangerous or could not be bothered to help the gnomes of Cobblesberg and rescue the children. The PCs receive the Curse of Merikka for their ignoble decision. A few days later, each PC receives a dream/waking trance.

*Sitting in a comfortable chair, feet up on a desk, a familiar looking, wrinkled old man smiles and wags an index finger back and forth, "So the greater abomination died and yet the lesser still lives. I really should reward you, but you took no risk...and that's really not sporting." A deep fog rises and obscures the old man.*

Further, since the PCs did not help the gnomes, they do not receive a Share in Pantarn's Best. If the PCs inform the authorities of the dire situation of Pantarn's Best and the residents of Cobblesberg, the Furyondy Military and elements of the Green Jerkin Rangers respond in force. The residents are made safe but Uncle Gorge, the Burrowheath boys and the surviving Murrowglen boys are slain. The bodies of the children are not recovered. Granny Mattie escapes and is not heard from again.

Finally, Rhovan Littlefield is removed as head of Pantarn's Best. He is convicted of consorting with an evil power and executed.

### **B. Success – Partial**

The PCs entered the Southern Att Fens with the intent of helping the gnomes of Cobblesberg, rescuing the children and defeating Granny Mattie but were unable to accomplish all of these goals. If the PCs fled toward Cobblesberg and informed Rhovan of what occurred, he makes the reluctant decision to move the company to Ryemond and orders all the residents to flee the area, as well. Rhovan is clearly afraid his fellow gnomes will suffer retaliation from Granny Mattie. Should Uncle Gorge, the Burrowheaths and/or the Murrowglen boys escape with the PCs, Rhovan's decision is much easier. Within two weeks, the Furyondy military arrives in Cobblesberg and searches the Southern Att Fens for Granny Mattie, but she is never found. If the PCs were unable to rescue the children, their bodies are not discovered.

Within a month, Rhovan is removed as head of Pantarn's Best when the company resettles in Cobblesberg. Although there is talk of charging Rhovan with consorting with an evil power and major fraud, no charges are ever filed, largely because he only worked with Granny Mattie to spare the residents of Cobblesberg. Should any of the captive gnomes have survived, they speak on behalf of Rhovan and, interestingly, later serve in the upper management of the company. Regardless, the PCs do not receive a share in Pantarn's Best for their failed actions against Granny Mattie.

When the PCs return to Free Borrough, Reverend Mother Chantilla thanks them for their attempted rescue of the children. She is grateful and understanding if the PCs were not able to rescue them. Her words, however, are more encouraging and pleased should the PCs have rescued some or all of the children, including Michel of Merikka.

*A sumptuous dinner is served at a private home near the Shrine of Merikka. Reverend Mother Chantilla holds up a cup of wine in salute and says, "You have our gratitude for all you have done. May Merikka's blessings be upon you, and your home and loved ones kept safe." Taking a sip of her wine, she joins her fellow priests and priestesses in a heartfelt bow.*

No form of physical payment is made to the PCs other than their gratitude and the nice dinner. The Favor of Merikka is awarded to the PCs only if they were able to rescue all the children. If Michel died, the PCs are not eligible for the Favor of Merikka. Even if the PCs restore

Michel to life, they are not eligible for the Favor of Merikka. If the PCs rescue all the children, but one of them (other than Michel) dies, then the PCs are not eligible for the Favor.

Finally, if the PCs were able to defeat (i.e., kill, capture or allowed to escape) Granny Mattie, then Rhovan Littlefield awards the PCs a share in Pantarn's Best (which is worth more than 100 wheatsheaves) and confesses to dealing with Granny Mattie before the company employees and the residents of Cobblesberg. He is removed as head of the company. If captured, Granny Mattie, is executed for her crimes.

### **C. Success – Full**

When the PCs return to Cobblesberg, Rhovan rejoices to learn of Granny Mattie's defeat. He is especially grateful should the PCs return with Uncle Gorge, the Burrowheaths and the surviving Murrowglens. Regardless, he takes full responsibility for his actions in dealing with Granny Mattie before the employees of Pantarn's Best and the residents of Cobblesberg. If any of the imprisoned gnomes survived they speak on Rhovan's behalf. Rhovan is removed as head of the company but not before issuing a share in Pantarn's Best (which is equivalent to 100 wheatsheaves) as a reward to the PCs for all their help.

At Free Borrough, a feast is prepared at a private home near the Shrine of Merikka for the PCs. Reverend Mother Chantilla and the other priests and priestess offer their gratitude for the rescue of the Michel of Merikka and the other children, including the four children orphaned by Barrac the Bandit Lord.

*During the feast, Reverend Mother Chantilla raises a cup of wine in salute, "You have our gratitude for all you have done. The children have been returned to us and we are forever in your debt. May Merikka's blessing be upon you. May your home and loved ones be kept safe." Taking a sip from her wine, she joins her fellow priests and priestesses in a heartfelt bow.*

Since all the children were rescued, the PCs receive the Favor of Merikka. Should Granny Mattie have been captured, she is executed for her crimes.

### **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 One

Defeat Cave Guardians

APL4 150 xp  
APL6 210 xp  
APL8 270 xp  
APL10 330 xp  
APL12 390 xp

### Encounter Six

Defeat Phaermore and the cloaker guardian(s)

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

### Encounter Seven

Defeat Granny Mattie and her pet(s)

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

### Story Award

Rescue Reverend Mother Vergenford and the kidnapped children:

All APLs 30 xp

### Discretionary roleplaying award

APL4 105 xp  
APL6 150 xp  
APL8 195 xp  
APL10 240 xp  
APL12 285 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 One: Four Crooks and a Lady

All APLs: L: 19 gp; C: 20 gp; M: 0 gp

## Encounter Six: Granny's House

APL 4 – L: 99 gp; C: 0 gp; M: 87 gp; *Cloak of resistance* +1 (83 gp), *potion of cure light wounds* (4 gp).

APL 6 – L: 8 gp; C: 0 gp; M: 262 gp; *Cloak of resistance* +1 (83 gp), *mithral chain shirt* +1 (175 gp), *potion of cure light wounds* (4 gp).

APL 8 – L: 12 gp; C: 0 gp; M: 595 gp; *Cloak of resistance* +1 (83 gp), *lesser metamagic rod – Enlarge* (250 gp), *mithral chain shirt* +1 (175 gp), *pearl of power – 1<sup>st</sup> level* (83 gp), *potion of cure light wounds* (4 gp).

APL 10 – L: 8 gp; C: 0 gp; M: 1095 gp; *Bead of force* (250 gp), *cloak of resistance* +2 (333 gp), *lesser metamagic rod – Enlarge* (250 gp), *mithral chain shirt* +1 (175 gp), *pearl of power – 1<sup>st</sup> level* (83 gp), *potion of cure light wounds* (4 gp).

APL 12 – L: 8 gp; C: 0 gp; M: 1423 gp; *Bead of force* (250 gp), *cloak of resistance* +2 (333 gp), *headband of intellect* +2 (333 gp), *lesser metamagic rod – Enlarge* (250 gp), *mithral chain shirt* +1 (175 gp), *pearl of power – 1<sup>st</sup> level* (83 gp), *potion of cure light wounds* (4 gp).

## Encounter Seven: That You, Granny?

### Area 4: Alchemy Lab

All APLs: L: 42 gp; C: 20 gp; M: 0 gp

### Area 5: Storage Room

All APLs – L: 50 gp; C: 0 gp; M: 0 gp.

### Area 8: Granny Mattie's Room

APL 4 – L: 3 gp; C: 1 gp; M: 491 gp; *Cloak of resistance* +1 (83 gp), *mithral chain shirt* +1 (175 gp), *potion of alter self* (25 gp), *tunic of steady spellcasting* (208 gp).

APL 6 – L: 3 gp; C: 1 gp; M: 658 gp; *Cloak of resistance* +1 (83 gp), *Heward's handy haversack* (167 gp), *mithral chain shirt* +1 (175 gp), *potion of alter self* (25 gp), *tunic of steady spellcasting* (208 gp).

APL 8 – L: 3 gp; C: 1 gp; M: 1134 gp; *Cloak of resistance* +1 (83 gp), *Heward's handy haversack* (167 gp), *mithral buckler* +1 (168 gp), *mithral chain shirt* +1 (175 gp), *potion of alter self* (25 gp), *periapt of wisdom* +2 (333 gp), *tunic of steady spellcasting* (208 gp).

APL 10 – L: 3 gp; C: 1 gp; M: 2408 gp; *Cloak of resistance* +2 (333 gp), *Heward's handy haversack* (167 gp), *mithral buckler* +1 (168 gp), *mithral chain shirt* +1 (175 gp), *potion of alter self* (25 gp), *periapt of wisdom* +4 (1333 gp), *tunic of steady spellcasting* (208 gp).

APL 12 – L: 3 gp; C: 1 gp; M: 4075 gp; *Cloak of resistance* +2 (333 gp), *Heward's handy haversack* (167 gp), *mithral buckler* +1 (168 gp), *mithral chain shirt* +1 (175 gp), *potion of alter self* (25 gp), *periapt of wisdom* +6 (3000 gp), *tunic of steady spellcasting* (208 gp).

## Total Possible Treasure

APL 4: L: 213 gp; C: 21 gp; M: 578 gp – Total: 812 gp (650 gp max)

APL 6: L: 122 gp; C: 21 gp; M: 920 gp – Total: 1,063 gp (900 gp max)

APL 8: L: 126 gp; C: 21 gp; M: 1,729 gp – Total: 1,876 gp (1,300 gp max)

APL 10: L: 122 gp; C: 21 gp; M: 3,503 gp – Total: 3,646 gp (2,300 gp max)

APL 12: L: 122 gp; C: 21 gp; M: 5,498 gp – Total: 5,641 gp (3,300 gp max)

## Special

**Favor of the Church of Merikka:** One of the following benefits has been bestowed upon you (this favor is void after one of the benefits is used):

- If you die, then the Church of Merikka will finance the spellcasting and material component cost for a *raise dead* spell to be cast upon you.
- The Church of Merikka arranges for you to gain access to one of the following feats: Daunting Presence, Fearless Destiny, Heroic Destiny or Protected Destiny. One of these feats may be taken anytime a feat may be selected if all prerequisites are met.
- Upon request, the Church of Merikka will arrange to have you gain access to one of the following spells: *angelskin*, *conviction*, *divine protection*.

**Contemplative Prestige Class Access:** You have met the special requirements for and obtained access to the contemplative prestige class. This access is only valid if you were a worshipper or a clergy member of Merikka before the start of this adventure and is voided if you receive the Curse of Merikka.

**Curse of Merikka:** You have foregone rescuing the children and allowed Michel of Merikka to be slain. For a period of one year from the date of this AR or for the next ten Furyondy Regional adventures, you receive only one-half of any gold gained in Furyondy regional or Iuz metaregional adventures. Further, you suffer a -4 penalty to all Charisma based checks when dealing with anyone



of good alignment, the Furyondy Government or good-aligned organization.

**Share in Pantarn's Best:** Rhovan Littlefield has offered you a share in Pantarn's Best. If you accept, before every Furyondy regional adventure, you must roll a d20 (this roll is not subject to ANY modifications) and consult the following chart. You cannot gain gold above the maximum possible for an adventure.

1: Pantarn's Best must pay taxes to the Crown. Lose 25 gp.

2-3: Pantarn's Best must pay off creditors. Lose 15 gp.

4-7: Pantarn's Best must make repairs to its building and/or teamster wagons. Lose 5 gp.

8-13: Pantarn's Best breaks even.

14-17: Pantarn's Best has made a profit. Gain 5 gp.

18-19: Pantarn's Best has received a lucrative contract. Gain 15 gp.

20: The management of Pantarn's Best rewards you with 25 gp.

## Items for the Adventure Record

### Item Access

APL 4:

- Mithral Chain Shirt (Adventure; DMG, 1,100 gp)
- Tunic of Steady Spellcasting (Adventure; CV; 2,500 gp)

APL 6 (all of APL 4 plus the following):

- Heward's Handy Haversack (Adventure; DMG; 2,000 gp)

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

- Lesser Metamagic Rod, Enlarge (Adventure; DMG; 3,000 gp)
- Mithral Buckler +1 (Adventure; DMG; 2,015 gp)
- Pearl of Power – 1<sup>st</sup> Level (Adventure; DMG; 1,000 gp)

APL 10 (all of APLs 4-8 plus the following):

- Bead of Force (Adventure; DMG; 3,000 gp)
- Cloak of Resistance +2 (Adventure; DMG; 4,000 gp)
- Periapt of Wisdom +4 (Adventure; DMG; 16,000 gp)

APL 12 (all of APLs 4-10 plus the following):

- Periapt of Wisdom +6 (Adventure; DMG; 36,000 gp)

## Appendix One – APL 4

### Encounter Six

**Phaermore D'Laron:** Male Grey Elf, Wiz3; CR 3; Medium Humanoid; HD 3d4+9+3; hp 22; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk/Grp: +1/+1; Atk +1 melee (1d8/19-20, longsword) or +3 ranged (1d8/X3, longbow); Full Atk +1 melee (1d8/19-20, longsword) or +3 ranged (1d8/X3 longbow); SQ Elf traits, summon familiar; AL LE; SV Fort +5, Ref +4, Will +5 (+7 vs. enchantment); Str 10, Dex 14, Con 16, Int 18, Wis 12, Cha 8.

**Skills and Feats:** Appraise +5, Bluff +2, Concentration +9, Craft – Alchemy +6, Knowledge – Arcana +7, Listen +5 (+7 with Familiar), Spellcraft +7, Spot +5 (+7 with Familiar), Search +6, Tumble +4; Brew Potion, Scribe Scroll, Spell Focus (Conjuration).

**Possessions:** Mithral chain shirt, *cloak of resistance* +1, longbow, longsword, *potion of cure light wounds*, spell component pouch with necessary spell components, traveler's outfit and 20 arrows.

**Spells Known** (4/3/2; base DC = 14 + spell level (+1 for Conjuration spells)): 0—*detect magic*, *mage hand*, *prestidigitation*, *read magic*, 1st—*magic missile*, *ray of enfeeblement* (2); 2nd—*glitterdust*, *invisibility*.

**Chance of Arcane Failure:** 10%.

**Drolp:** Phaermore's Familiar, Toad, Advanced; CR –; Diminutive magical beast (augmented animal); HD 3d8; hp 11; Init +1; Spd 5 ft.; AC 17, touch 15, flat-footed 16; Base Atk/Grp: +1/-16; Atk –; Full Atk –; Space/Reach: 1 ft./0 ft.; SQ Amphibious, deliver touch spells, empathic link, improved evasion, low-light vision, share spell; AL LE; SV Fort +2, Ref +3, Will +5; Str 1, Dex 12, Con 11, Int 7, Wis 14, Cha 4.

**Skills and Feats:** Hide +21, Listen +5, Spot +5, Tumble +2; Alertness.

### Encounter Seven

**Granny Mattie:** Green Hag, Exp1/War1; CR 6; Medium Monstrous Humanoid; HD 9d8+1d8+ 1d8+11; hp 69; Init +1; Spd 30 ft., swim 30 ft.; AC 27, touch 11, flat-footed 26; Base Atk/Grp: +10/+14; Atk +14 melee (1d4+4, claw); Full Atk +14 melee (1d4+4, 2 claws); SA Spell-like abilities, weakness, mimicry; SQ Darkvision 90ft., SR 18; AL LE; SV Fort +9, Ref +8, Will +11; Str 19, Dex 12, Con 12, Int 13, Wis 14, Cha 12.

**Skills and Feats:** Bluff +6, Concentration +14, Hide +9, Knowledge – Arcana +5, Knowledge – Planes +5, Knowledge – Religion +7, Listen +10, Spellcraft +5,

Spot +10, Swim +13; Blind-Fight, Combat Casting, Great Fortitude, Iron Will.

**Spell-Like Abilities:** At will – *dancing lights*, *disguise self*, *ghost sound* (DC 12), *invisibility*, *pass without trace*, *tongues*, *water breathing*. Caster level 11<sup>th</sup>, save DC is Charisma-based.

**Weakness (Su):** A green hag can weaken a foe by making a special touch attack. The opponent must succeed on a DC 16 Fortitude save or take 2d4 points of Strength damage. The save DC is Charisma-based.

**Mimicry (Ex):** A green hag can imitate the sound of almost any animal found near its lair.

**Skills:** A green hag has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

**Possessions:** *Cloak of resistance* +1, courtier's outfit, *mithral chain shirt* +1, *potion of alter self*, spell component pouch with the necessary spell components, *tunic of steady spellcasting*.

## Appendix Two – APL 6

### Encounter Six

**Phaermore D'Laron:** Male Grey Elf, Wiz5; CR 5; Medium Humanoid; HD 5d4+15+3; hp 34; Init +2; Spd 30 ft.; AC 17, touch 12, flat-footed 15; Base Atk/Grp: +2/+2; Atk +2 melee (1d8/19-20, longsword) or +4 ranged (1d8/X3, longbow); Full Atk +2 melee (1d8/19-20, longsword) or +4 ranged (1d8/X3 longbow); SQ Elf traits, summon familiar; AL LE; SV Fort +5, Ref +4, Will +6 (+8 vs. enchantment); Str 10, Dex 14, Con 16, Int 19, Wis 12, Cha 8.

**Skills and Feats:** Appraise +5, Bluff +2, Concentration +11, Craft – Alchemy +8, Knowledge – Arcana +8, Listen +6 (+8 with Familiar), Spellcraft +8, Spot +6 (+8 with Familiar), Search +6, Tumble +5; Brew Potion, Scribe Scroll, Spell Focus (Conjuration), Spell Focus (Necromancy).

**Possessions:** *Mithral chain shirt* +1, *cloak of resistance* +1, longbow, longsword, *potion of cure light wounds*, spell component pouch with necessary spell components, traveler's outfit and 20 arrows.

**Spells Known** (4/4/3/2; base DC = 14 + spell level (+1 for Conjuration and Necromancy spells)): 0—*detect magic*, *mage hand*, *prestidigitation*, *read magic*; 1st—*magic missile* (2), *ray of enfeeblement* (2); 2nd—*glitterdust* (2), *invisibility*; 3rd—*dispel magic*, *haste*.

**Chance of Arcane Failure:** 10%.

**Drolop:** Phaermore's Familiar, Toad, Advanced; CR –; Diminutive magical beast (augmented animal); HD 5d8; hp 17; Init +1; Spd 5 ft.; AC 18, touch 15, flat-footed 17; Base Atk/Grp: +2/-15; Atk –; Full Atk –; Space/Reach: 1 ft./0 ft.; SQ Amphibious, deliver touch spells, empathic link, improved evasion, low-light vision, share spell, speak with master; AL LE; SV Fort +2, Ref +3, Will +6; Str 1, Dex 12, Con 11, Int 8, Wis 14, Cha 4.

**Skills and Feats:** Hide +21, Listen +5, Spot +5, Tumble +4; Alertness.

### Encounter Seven

**Granny Mattie:** Green Hag, Exp3/War1/Ur-Priest1; CR 8; Medium Monstrous Humanoid; HD 9d8+1d8+3d8+1d8+14; hp 87; Init +1; Spd 30 ft., swim 30 ft.; AC 27, touch 11, flat-footed 26; Base Atk/Grp: +12/+16; Atk +16 melee (1d4+4, claw); Full Atk +16 melee (1d4+4, 2 claws); SA Spell-like abilities, weakness, mimicry; SQ Darkvision 90ft., SR 18; AL LE;

SV Fort +10, Ref +9, Will +14; Str 19, Dex 12, Con 12, Int 13, Wis 15, Cha 12.

**Skills and Feats:** Bluff +6, Concentration +17, Hide +9, Knowledge – Arcana +6, Knowledge – Planes +6, Knowledge – Religion +9, Listen +13, Spellcraft +9, Spot +13, Swim +13; Blind-Fight, Combat Casting, Great Fortitude, Iron Will, Spell Focus (Evil).

**Spell-Like Abilities:** At will – *dancing lights*, *disguise self*, *ghost sound* (DC 12), *invisibility*, *pass without trace*, *tongues*, *water breathing*. Caster level 14<sup>th</sup>, save DC is Charisma-based.

**Weakness (Su):** A green hag can weaken a foe by making a special touch attack. The opponent must succeed on a DC 16 Fortitude save or take 2d4 points of Strength damage. The save DC is Charisma-based.

**Mimicry (Ex):** A green hag can imitate the sound of almost any animal found near its lair.

**Skills:** A green hag has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

**Possessions:** *Cloak of resistance* +1, courtier's outfit, *mithral chain shirt* +1, *Heward's handy haversack*, *potion of alter self*, spell component pouch with the necessary spell components, *tunic of steady spellcasting*.

**Spells Known** (4/3; base DC = 13 + spell level [+1 Evil spells]): 0—*create water*, *detect magic*, *guidance*, *resistance*; 1st—*bless*, *protection from good*, *shield of faith*.

**Fido:** Spellwarped Displacer Beast, Advanced; CR 6; Large aberration (augmented magical beast); HD 9d10+45; hp 91; Init +4; Spd 40 ft.; AC 20, touch 13, flat-footed 16; Base Atk/Grp: +9/+19; Atk +13 melee (1d8+6, tentacle); Full Atk +13 melee (1d8+6, 2 tentacles) and +11 melee (1d8+3, bite); Space/Reach: 10ft./5 ft. (10 ft. with tentacles); SQ Darkvision 60ft., displacement, lowlight vision, resistance to ranged attacks, spell absorption, SR 20; AL NE; SV Fort +11, Ref +10, Will +6; Str 22, Dex 18, Con 20, Int 9, Wis 12, Cha 8.

**Skills and Feats:** Hide +12, Listen +4, Move Silently +9, Spot +4, Tumble +6; Dodge, Iron Will, Improved Natural Attack (tentacle), Multiattack.

**Displacement (Su):** A light-bending glamer continually surrounds a displacer beast, making it difficult to surmise the creature's true location. Any melee or ranged attack directed at it has a 50% miss

chance unless the attacker can locate the beast by some means other than sight. A *true seeing* effect allows the user to see the beast's position, but *see invisibility* has no effect.

**Resistance to Ranged Attacks (Su):** A displacer beast has a +2 resistance bonus on saves against any ranged magical attack that specifically targets it (except for ranged touch attacks).

**Spell Absorption (Su):** Whenever a spell fails to penetrate a spellwarped creature's spell resistance, the creature gains one of the following benefits, chosen at the time the spell resolves.

*Might:* The spellwarped creature gains a +4 enhancement bonus to Strength for one minute.

*Agility:* The spellwarped creature gains a +4 enhancement bonus to Dexterity for one minute.

*Endurance:* The spellwarped creature gains a +4 enhancement bonus to Constitution for one minute.

*Life:* The spellwarped creature gains temporary hit points equal to 5X the level of the failed spell.

*Speed:* The spellwarped creature's base speed increases by a number of feet equal to 5X the level of the failed spell.

*Resistance:* The spellwarped creature gains resistance 10 to one energy type (acid, cold, electricity, fire or sonic).

**Skills:** A spellwarped displacer beast has a +8 racial bonus on Hide checks, thanks to its displacer ability.

## Appendix Three – APL 8

### Encounter One

**Spellwarped Gambol:** CR 6; Large aberration (augmented magical beast); HD 8d10+24; hp 68; Init +5; Spd 30 ft., climb 15 ft.; AC 21, touch 14, flat-footed 16; Base Atk/Grp: +8/+20; Atk +15 melee (2d8+9, bite); Full Atk +15 melee (2d8+8, bite) and +13 melee (1d4+4, 2 claws); Space/Reach: 10ft./10 ft.; SA Fear aura, great leap; SQ Darkvision 60ft., evasion, lowlight vision, masterful dodge, quickness, spell absorption, SR 19; AL CE; SV Fort +9, Ref +13, Will +5; Str 27, Dex 20, Con 17, Int 6, Wis 12, Cha 9.

*Skills and Feats:* Balance +7, Climb +16, Jump +33, Listen +2, Spot +2, Tumble +16; Iron Will, Lightning Reflexes, Multiattack.

**Fear Aura (Su):** When a gambol howls, every creature within a 100-foot radius must succeed at a Will save (DC 13) or become panicked for 1d6+1 rounds. Whether or not the save is successful, the creature is then immune to that gambol's howl for 24 hours. The howl is a sonic, mind-affecting fear effect.

**Great Leap (Ex):** A gambol gains a +25 bonus on Jump checks. Maximum distance restrictions do not apply to its jumps.

**Quickness (Su):** Although not particularly dexterous, a gambol is supernaturally quick. It can take an extra attack or move action each round, either before or after its normal action.

**Masterful Dodge (Ex):** As a free action once per round, a gambol can dodge one ranged weapon attack, one ranged melee weapon attack, or one spell that requires an attack roll by making a successful Reflex save (DC 20). An attack using a weapon with an enhancement bonus increases the save DC by the amount of the bonus, and a spell adds its spell level to the DC. To use this ability, the gambol must be aware of the attack and not flat-footed.

**Spell Absorption (Su):** Whenever a spell fails to penetrate a spellwarped creature's spell resistance, the creature gains one of the following benefits, chosen at the time the spell resolves.

*Might:* The spellwarped creature gains a +4 enhancement bonus to Strength for one minute.

*Agility:* The spellwarped creature gains a +4 enhancement bonus to Dexterity for one minute.

*Endurance:* The spellwarped creature gains a +4 enhancement bonus to Constitution for one minute.

*Life:* The spellwarped creature gains temporary hit points equal to 5X the level of the failed spell.

*Speed:* The spellwarped creature's base speed increases by a number of feet equal to 5X the level of the failed spell.

*Resistance:* The spellwarped creature gains resistance 10 to one energy type (acid, cold, electricity, fire or sonic).

### Encounter Six

**Phaermore D'Laron:** Male Grey Elf, Wiz7; CR 7; Medium Humanoid; HD 7d4+21; hp 43; Init +2; Spd 30 ft.; AC 17, touch 12, flat-footed 15; Base Atk/Grp: +3/+3; Atk +3 melee (1d8/19-20, longsword) or +5 ranged (1d8/X3, longbow); Full Atk +3 melee (1d8/19-20, longsword) or +5 ranged (1d8/X3 longbow); SQ Elf traits, summon familiar; AL LE; SV Fort +6, Ref +5, Will +7 (+9 vs. enchantment); Str 10, Dex 14, Con 16, Int 21, Wis 12, Cha 8.

*Skills and Feats:* Appraise +5, Bluff +2, Concentration +13, Craft – Alchemy +9, Knowledge – Arcana +9, Listen +7 (+9 with Familiar), Spellcraft +10, Spot +6 (+8 with Familiar), Search +7, Tumble +6; Brew Potion, Improved Familiar, Scribe Scroll, Spell Focus (Conjuration), Spell Focus (Necromancy).

*Possessions:* Mithral chain shirt +1, cloak of resistance +1, headband of intellect +2, longbow, longsword, *potion of cure light wounds*, spell component pouch with necessary spell components, traveler's outfit and 20 arrows.

*Spells Known* (4/6/4/3/2; base DC = 15 + spell level (+1 for Conjuration and Necromancy spells)): 0—*detect magic*, *mage hand*, *prestidigitation*, *read magic*; 1st—*grease*, *magic missile* (3), *protection from good*, *shield*; 2nd—*glitterdust* (2), *invisibility*, *scorching ray*; 3rd—*blink*, *dispel magic*, *haste*; 4th—*Evard's black tentacles*, *wrack*.

**Chance of Arcane Failure: 10%.**

**Drolop:** Phaermore's Familiar, Imp; CR –; Tiny outsider (evil, lawful, extraplanar); HD 7d8; hp 21; Init +3; Spd 20 ft., fly 50 ft. (perfect); AC 24, touch 15, flat-footed 21; Base Atk/Grp: +3/-5; Atk +8 melee (1d4 plus poison, sting); Full Atk +8 melee (1d4 plus poison, sting); Space/Reach: 2 ½ ft./0 ft.; SA Poison, spell-like abilities; SQ Alternate form, darkvision 60 ft., deliver touch spells, DR/5 good or silver, empathic link, fast healing 2, improved evasion, immunity to poison, fire resistance 5, share spells, speak with master; AL LE; SV Fort +3, Ref +6, Will +6; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 14.

*Skills and Feats:* Diplomacy +8, Hide +17, Knowledge – Arcana +6, Listen +7, Move Silently +9, Search +6, Spellcraft +6, Spot +7, Survival +1; Alertness, Dodge, Weapon Finesse.

**Poison (Ex):** Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4.

**Spell-like Abilities:** At will – *detect good, detect magic, invisibility* (self only); 1/day – *suggestion*. Caster 6<sup>th</sup> level; save DC 10 + spell level.

**Alternate Form (Su):** As *polymorph*, caster level 12<sup>th</sup>, except Drolop can only assume the form of a monstrous spider or raven.

*Possessions:* Tanglefoot bag.

**Will-O'-Wisp, Elite:** CR 7; Small aberration (air); HD 9d8+18; hp 66; Init +15; Spd 50 ft. fly (perfect); AC 31, touch 31, flat-footed 20; Base Atk/Grp: +6/-2; Atk +18 melee touch (2d8 electricity, shock); Full Atk +18 melee touch (2d8 electricity, shock); SQ Darkvision 60ft., immunity to magic, natural invisibility; AL NE; SV Fort +5, Ref +14, Will +10; Str 3, Dex 33, Con 14, Int 14, Wis 18, Cha 10.

*Skills and Feats:* Bluff +12, Diplomacy +2, Disguise +0 (+2 Acting), Intimidate +2, Listen +18, Search +14, Spot +16, Survival +4 (+6 following tracks); Blind-Fight, Dodge, Improved Initiative, Flyby Attack, Weapon Finesse.

**Immunity to Magic (Ex):** A will-o'-wisp is immune to most spells or spell-like abilities that allow spell resistance, except *magic missile* and *maze*.

**Natural Invisibility (Ex):** A startled or frightened will-o'-wisp can extinguish its glow, effectively becoming invisible as the spell.

## Encounter Seven

**Granny Mattie:** Green Hag, Exp3/War1/Ur-Priest3; CR 10; Medium Monstrous Humanoid; HD 9d8+3d8+1d8+3d8+16; hp 99; Init +1; Spd 30 ft., swim 30 ft.; AC 29, touch 11, flat-footed 26; Base Atk/Grp: +14/+18; Atk +18 melee (1d4+4, claw); Full Atk +18 melee (1d4+4, 2 claws); SA Spell-like abilities, weakness, mimicry, rebuke undead 4/day; SQ Darkvision 90ft., SR 18; AL LE; SV Fort +11, Ref +10, Will +17; Str 19, Dex 12, Con 12, Int 13, Wis 18, Cha 12.

*Skills and Feats:* Bluff +6, Concentration +19, Hide +9, Knowledge – Arcana +7, Knowledge – Planes +7, Knowledge – Religion +10, Listen +14, Spellcraft +10, Spot +14, Swim +12; Blind-Fight, Combat Casting, Great Fortitude, Iron Will, Practiced Spellcaster (Divine), Spell Focus (Evil).

**Spell-Like Abilities:** At will – *dancing lights, disguise self, ghost sound* (DC 12), *invisibility, pass without trace, tongues, water breathing*. Caster level 16<sup>th</sup>, save DC is Charisma-based.

**Weakness (Su):** A green hag can weaken a foe by making a special touch attack. The opponent must succeed on a DC 16 Fortitude save or take 2d4 points of Strength damage. The save DC is Charisma-based.

**Mimicry (Ex):** A green hag can imitate the sound of almost any animal found near its lair.

**Skills:** A green hag has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

*Possessions:* *Cloak of resistance* +1, courtier's outfit, *Heward's handy haversack*, *mithral buckler* +1, *mithral chain shirt* +1, *periapt of wisdom* +2, potion of *alter self*, spell component pouch with the necessary spell components, *tunic of steady spellcasting*.

*Spells Known* (5/4/2/1; DC = 14 + spell level [+1 Evil spells]); as 7<sup>th</sup> level caster: 0—*create water, detect magic, guidance, mending, resistance*, 1st—*bleed, cure light wounds, protection from good, shield of faith*, 2nd—*silence, wither limb*, 3rd—*wrath*.

**Fido and Sonny:** Spellwarped Displacer Beast, Advanced; CR 6; Large aberration (augmented magical beast); HD 9d10+45; hp 91; Init +4; Spd 40 ft.; AC 20, touch 13, flat-footed 16; Base Atk/Grp: +9/+19; Atk +13 melee (1d8+6, tentacle); Full Atk +13 melee (1d8+6, 2 tentacles) and +11 melee (1d8+3, bite); Space/Reach: 10ft./5 ft. (10 ft. with tentacles); SQ Darkvision 60ft., displacement, lowlight vision, resistance to ranged attacks, spell absorption, SR 20; AL NE; SV Fort +11, Ref +10, Will +6; Str 22, Dex 18, Con 20, Int 9, Wis 12, Cha 8.

*Skills and Feats:* Hide +12, Listen +4, Move Silently +9, Spot +4, Tumble +6; Dodge, Iron Will, Improved Natural Attack (tentacle), Multiattack.

**Displacement (Su):** A light-bending glamer continually surrounds a displacer beast, making it difficult to surmise the creature's true location. Any melee or ranged attack directed at it has a 50% miss chance unless the attacker can locate the beast by some means other than sight. A *true seeing* effect allows the user to see the beast's position, but *see invisibility* has no effect.

**Resistance to Ranged Attacks (Su):** A displacer beast has a +2 resistance bonus on saves against any ranged magical attack that specifically targets it (except for ranged touch attacks).

**Spell Absorption (Su):** Whenever a spell fails to penetrate a spellwarped creature's spell resistance, the creature gains one of the following benefits, chosen at the time the spell resolves.

*Might:* The spellwarped creature gains a +4 enhancement bonus to Strength for one minute.

*Agility:* The spellwarped creature gains a +4 enhancement bonus to Dexterity for one minute.

*Endurance:* The spellwarped creature gains a +4 enhancement bonus to Constitution for one minute.

*Life:* The spellwarped creature gains temporary hit points equal to 5X the level of the failed spell.

*Speed:* The spellwarped creature's base speed increases by a number of feet equal to 5X the level of the failed spell.

*Resistance:* The spellwarped creature gains resistance 10 to one energy type (acid, cold, electricity, fire or sonic).

**Skills:** A spellwarped displacer beast has a +8 racial bonus on Hide checks, thanks to its displacer ability.

## Appendix Four – APL 10

### Encounter One

**Spellwarped Gambol, Advanced:** CR 8; Large aberration (augmented magical beast); HD 11d10+33; hp 95; Init +5; Spd 30 ft., climb 15 ft.; AC 21, touch 14, flat-footed 16; Base Atk/Grp: +11/+23; Atk +18 melee (2d8+8, bite); Full Atk +18 melee (2d8+8, bite) and +16 melee (1d6+4, 2 claws); Space/Reach: 10ft./10 ft.; SA Fear aura, great leap; SQ Darkvision 60ft., evasion, lowlight vision, masterful dodge, quickness, spell absorption, SR 22; AL CE; SV Fort +10, Ref +14, Will +6; Str 27, Dex 20, Con 17, Int 6, Wis 12, Cha 9.

**Skills and Feats:** Balance +7, Climb +16, Jump +33, Listen +2, Spot +2, Tumble +18; Iron Will, Lightning Reflexes, Multiattack, Power Attack.

**Fear Aura (Su):** When a gambol howls, every creature within a 100-foot radius must succeed at a Will save (DC 13) or become panicked for 1d6+1 rounds. Whether or not the save is successful, the creature is then immune to that gambol's howl for 24 hours. The howl is a sonic, mind-affecting fear effect.

**Great Leap (Ex):** A gambol gains a +25 bonus on Jump checks. Maximum distance restrictions do not apply to its jumps.

**Quickness (Su):** Although not particularly dexterous, a gambol is supernaturally quick. It can take an extra attack or move action each round, either before or after its normal action.

**Masterful Dodge (Ex):** As a free action once per round, a gambol can dodge one ranged weapon attack, one ranged melee weapon attack, or one spell that requires an attack roll by making a successful Reflex save (DC 20). An attack using a weapon with an enhancement bonus increases the save DC by the amount of the bonus, and a spell adds its spell level to the DC. To use this ability, the gambol must be aware of the attack and not flat-footed.

**Spell Absorption (Su):** Whenever a spell fails to penetrate a spellwarped creature's spell resistance, the creature gains one of the following benefits, chosen at the time the spell resolves.

**Might:** The spellwarped creature gains a +4 enhancement bonus to Strength for one minute.

**Agility:** The spellwarped creature gains a +4 enhancement bonus to Dexterity for one minute.

**Endurance:** The spellwarped creature gains a +4 enhancement bonus to Constitution for one minute.

**Life:** The spellwarped creature gains temporary hit points equal to 5X the level of the failed spell.

**Speed:** The spellwarped creature's base speed increases by a number of feet equal to 5X the level of the failed spell.

**Resistance:** The spellwarped creature gains resistance 10 to one energy type (acid, cold, electricity, fire or sonic).

### Encounter Six

**Phaermore D'Laron:** Male Grey Elf, Wiz9; CR 9; Medium Humanoid; HD 9d4+27; hp 54; Init +2; Spd 30 ft.; AC 17, touch 12, flat-footed 15; Base Atk/Grp: +4/+4; Atk +4 melee (1d8/19-20, longsword) or +6 ranged (1d8/X3, longbow); Full Atk +4 melee (1d8/19-20, longsword) or +6 ranged (1d8/X3 longbow); SQ Elf traits, summon familiar; AL LE; SV Fort +8, Ref +7, Will +9 (+11 vs. enchantment); Str 10, Dex 14, Con 16, Int 20, Wis 12, Cha 8.

**Skills and Feats:** Appraise +6, Bluff +2, Concentration +15, Craft – Alchemy +10, Knowledge – Arcana +8, Listen +8 (+10 with Familiar), Spellcraft +10, Spot +7 (+9 with Familiar), Search +7, Tumble +7; Brew Potion, Improved Familiar, Scribe Scroll, Silent Spell, Spell Focus (Conjuration), Spell Focus (Necromancy).

**Possessions:** *Mithral chain shirt* +1, *cloak of resistance* +2, *lesser metamagic rod – Enlarge*, longbow, longsword, *pearl of power – 1<sup>st</sup> level*, *potion of cure light wounds*, spell component pouch with necessary spell components, traveler's outfit and 20 arrows.

**Spells Known** (4/5/5/4/3/2; base DC = 15 + spell level (+1 for Conjuration and Necromancy spells)): 0—*detect magic*, *mage hand*, *prestidigitation*, *read magic*; 1st—*magic missile* (3), *protection from good*, *shield*; 2nd—*glitterdust*, *invisibility*, *scorching ray* (2), *see invisibility*; 3rd—*blink*, *dispel magic*, *fireball* (2); 4th—*confusion*, *Evard's black tentacles*, *wrack*; 5th—*dimension door* (Silent), *waves of fatigue*.

**Chance of Arcane Failure:** 10%.

**Drolp:** Phaermore's Familiar, Imp; CR –; Tiny outsider (evil, lawful, extraplanar); HD 9d8; hp 27; Init +4; Spd 20 ft., fly 50 ft. (perfect); AC 26, touch 16, flat-footed 22; Base Atk/Grp: +4/-4; Atk +9 melee (1d4 plus poison, sting); Full Atk +9 melee (1d4 plus poison, sting); Space/Reach: 2 ½ ft./0 ft.; SA Poison, spell-like abilities; SQ Alternate form, darkvision 60 ft., deliver touch spells, DR/5 good or silver, empathic link, fast healing 2, improved evasion, immunity to poison, fire resistance 5, share spells, speak with master; AL LE; SV



Fort +6, Ref +7, Will +7; Str 10, Dex 18, Con 10, Int 10, Wis 12, Cha 14.

**Skills and Feats:** Diplomacy +8, Hide +18, Knowledge – Arcana +8, Listen +7, Move Silently +10, Search +6, Spellcraft +8, Spot +7, Survival +1; Alertness, Dodge, Great Fortitude, Weapon Finesse.

**Poison (Ex):** Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4.

**Spell-like Abilities:** At will – *detect good, detect magic, invisibility* (self only); 1/day – *suggestion*. Caster 6<sup>th</sup> level; save DC 10 + spell level.

**Alternate Form (Su):** As *polymorph*, caster level 12<sup>th</sup>, except Drolop can only assume the form of a monstrous spider or raven.

**Possessions:** *Bead of force*.

**Will-O'-Wisp, Elite, Advanced:** CR 9; Small aberration (air); HD 17d8+34; hp 80; Init +16; Spd 50 ft. fly (perfect); AC 32, touch 32, flat-footed 20; Base Atk/Grp: +12/+4; Atk +26 melee touch (3d8 electricity, shock); Full Atk +26 melee touch (3d8 electricity, shock); SQ Darkvision 60ft., immunity to magic, natural invisibility; AL NE; SV Fort +7, Ref +17, Will +14; Str 3, Dex 34, Con 14, Int 15, Wis 18, Cha 10.

**Skills and Feats:** Bluff +12, Diplomacy +2, Disguise +1 (+3 Acting), Escape Artist +18, Intimidate +2, Listen +22, Search +15, Spot +20, Survival +4 (+6 following tracks), Tumble +17; Blind-Fight, Dodge, Flyby Attack, Great Flyby Attack, Improved Initiative, Improved Natural Attack, Weapon Finesse.

**Immunity to Magic (Ex):** A will-o'-wisp is immune to most spells or spell-like abilities that allow spell resistance, except *magic missile* and *maze*.

**Natural Invisibility (Ex):** A startled or frightened will-o'-wisp can extinguish its glow, effectively becoming invisible as the spell.

## Encounter Seven

**Granny Mattie:** Green Hag, Exp3/War1/Ur-Priest5; CR 12; Medium Monstrous Humanoid; HD 9d8+3d8+1d8+5d8+18; hp 111; Init +1; Spd 30 ft., swim 30 ft.; AC 29, touch 11, flat-footed 26; Base Atk/Grp: +15/+19; Atk +19 melee (1d4+4, claw); Full Atk +19 melee (1d4+4, 2 claws); SA Spell-like abilities, weakness, mimicry, rebuke undead 4/day; SQ Darkvision 90ft., divine SR 15, SR 18; AL LE; SV Fort +12, Ref +11, Will +19; Str 19, Dex 12, Con 12, Int 13, Wis 20, Cha 12.

**Skills and Feats:** Bluff +6, Concentration +21, Hide +9, Knowledge – Arcana +8, Knowledge – Planes +8, Knowledge – Religion +11, Listen +15, Spellcraft +12, Spot +15, Swim +12; Blind-Fight, Combat Casting,

Great Fortitude, Iron Will, Practiced Spellcaster (Divine), Spell Focus (Evil), Spontaneous Wounder.

**Spell-Like Abilities:** At will – *dancing lights, disguise self, ghost sound* (DC 12), *invisibility, pass without trace, tongues, water breathing*. Caster level 18<sup>th</sup>, save DC is Charisma-based.

**Weakness (Su):** A green hag can weaken a foe by making a special touch attack. The opponent must succeed on a DC 16 Fortitude save or take 2d4 points of Strength damage. The save DC is Charisma-based.

**Mimicry (Ex):** A green hag can imitate the sound of almost any animal found near its lair.

**Siphon Spell Power (Ex):** Because they steal whatever power they can, ur-priests learn to manipulate their energy in ways that confound other casters. An ur-priest of 6<sup>th</sup> level or higher can temporarily sacrifice two (or more) lower level spell slots and use those spells to prepare a higher-level spell. The higher-level spell must be of a level the ur-priest can cast. Only one exchange of this sort can be made each day. The levels of the lower level slots are totaled, then reduced to three-quarters (round down) to determine the level of the extra higher-level spell slot. For example, an ur-priest who sacrifices a 3<sup>rd</sup> level spell and a 5<sup>th</sup> level spell can use that spell slot to prepare an additional 6<sup>th</sup> level spell (3 + 5 = 8 x ¾ = 6).

**Skills:** A green hag has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

**Possessions:** *Cloak of resistance* +2, courtier's outfit, *Heward's handy haversack*, *mithral buckler* +1, *mithral chain shirt* +1, *periapt of wisdom* +4, *potion of alter self*, spell component pouch with the necessary spell components, *tunic of steady spellcasting*, ~~*potion of displacement*~~ (fed to Fido).

**Spells Known** (6/5/4/3/2/1; DC = 15 + spell level [+1 Evil spells]); as 9<sup>th</sup> level caster: 0—*create water, detect magic, guidance, light, mending, resistance*, 1st—*bless, cure light wounds, entropic shield, protection from good, shield of faith*; 2nd—*calm emotions, silence, wither limb* (2); 3rd—*dispel magic, wrack* (2); 4th—*cure critical wounds, divine power*; 5th—*Legion's curse of petty failing*.

**Fido:** Spellwarped Dire Tiger; CR 10; Large aberration (augmented animal); HD 16d8+64; hp 147; Init +3; Spd 40 ft.; AC 20, touch 12, flat-footed 17; Base Atk/Grp: +12/+26; Atk +22 melee (2d4+10, claw); Full Atk +22/+17 melee (2d4+10, 2 claws) and +16 melee (2d6+5, bite); Space/Reach: 10ft./5 ft.; SA Improved Grab, pounce, rake 2d4+5; SQ Lowlight vision, scent, spell

absorption, SR 27, *displacement* (as spell, from potion); AL NE; SV Fort +14, Ref +13, Will +11; Str 31, Dex 17, Con 19, Int 6, Wis 12, Cha 10.

*Skills and Feats:* Hide +8, Jump +16, Listen +6, Move Silently +12, Spot +7, Swim +10; Alertness, Improved Natural Attack (bite), Improved Natural Attack (claw), Rapidstrike, Stealthy, Weapon Focus (claw).

**Improved Grab (Ex):** To use this ability, a dire tiger must hit with its bite attack. It can then start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

**Pounce (Ex):** If a dire tiger charges, it can make a full attack, including two rake attacks.

**Rake (Ex):** Attack bonus +22 melee, damage 2d4+5.

**Spell Absorption (Su):** Whenever a spell fails to penetrate a spellwarped creature's spell resistance, the creature gains one of the following benefits, chosen at the time the spell resolves.

*Might:* The spellwarped creature gains a +4 enhancement bonus to Strength for one minute.

*Agility:* The spellwarped creature gains a +4 enhancement bonus to Dexterity for one minute.

*Endurance:* The spellwarped creature gains a +4 enhancement bonus to Constitution for one minute.

*Life:* The spellwarped creature gains temporary hit points equal to 5X the level of the failed spell.

*Speed:* The spellwarped creature's base speed increases by a number of feet equal to 5X the level of the failed spell.

*Resistance:* The spellwarped creature gains resistance 10 to one energy type (acid, cold, electricity, fire or sonic).

**Skills:** Dire tigers have a +4 racial bonus on Hide and Move Silently checks. In areas of tall grass or heavy undergrowth, the Hide bonus improves to +7.

## Appendix Five – APL 12

### Encounter One

**Spellwarped Gambol, Advanced:** CR 10; Huge aberration (augmented magical beast); HD 14d10+42; hp 122; Init +5; Spd 30 ft., climb 15 ft.; AC 22, touch 12, flat-footed 18; Base Atk/Grp: +14/+36; Atk +26 melee (3d8+13, bite); Full Atk +26 melee (3d8+13, bite) and +24/+19 melee (1d8+6, 2 claws); Space/Reach: 15ft./15 ft.; SA Fear aura, great leap; SQ Darkvision 60ft., evasion, lowlight vision, masterful dodge, quickness, spell absorption, SR 25; AL CE; SV Fort +14, Ref +15, Will +8; Str 36, Dex 18, Con 21, Int 6, Wis 12, Cha 9.

**Skills and Feats:** Balance +5, Climb +21, Jump +38, Listen +3, Spot +3, Tumble +17; Iron Will, Lightning Reflexes, Multiattack, Power Attack, Rapidstrike (claw).

**Fear Aura (Su):** When a gambol howls, every creature within a 100-foot radius must succeed at a Will save (DC 13) or become panicked for 1d6+1 rounds. Whether or not the save is successful, the creature is then immune to that gambol's howl for 24 hours. The howl is a sonic, mind-affecting fear effect.

**Great Leap (Ex):** A gambol gains a +25 bonus on Jump checks. Maximum distance restrictions do not apply to its jumps.

**Quickness (Su):** Although not particularly dexterous, a gambol is supernaturally quick. It can take an extra attack or move action each round, either before or after its normal action.

**Masterful Dodge (Ex):** As a free action once per round, a gambol can dodge one ranged weapon attack, one ranged melee weapon attack, or one spell that requires an attack roll by making a successful Reflex save (DC 20). An attack using a weapon with an enhancement bonus increases the save DC by the amount of the bonus, and a spell adds its spell level to the DC. To use this ability, the gambol must be aware of the attack and not flat-footed.

**Spell Absorption (Su):** Whenever a spell fails to penetrate a spellwarped creature's spell resistance, the creature gains one of the following benefits, chosen at the time the spell resolves.

**Might:** The spellwarped creature gains a +4 enhancement bonus to Strength for one minute.

**Agility:** The spellwarped creature gains a +4 enhancement bonus to Dexterity for one minute.

**Endurance:** The spellwarped creature gains a +4 enhancement bonus to Constitution for one minute.

**Life:** The spellwarped creature gains temporary hit points equal to 5X the level of the failed spell.

**Speed:** The spellwarped creature's base speed increases by a number of feet equal to 5X the level of the failed spell.

**Resistance:** The spellwarped creature gains resistance 10 to one energy type (acid, cold, electricity, fire or sonic).

### Encounter Six

**Phaermore D'Laron:** Male Grey Elf, Wizard; CR 11; Medium Humanoid; HD 11d4+33; hp 67; Init +2; Spd 30 ft.; AC 17, touch 12, flat-footed 15; Base Atk/Grp: +5/+5; Atk +5 melee (1d8/19-20, longsword) or +7 ranged (1d8/X3, longbow); Full Atk +5 melee (1d8/19-20, longsword) or +7 ranged (1d8/X3 longbow); SQ Elf traits, summon familiar; AL LE; SV Fort +8, Ref +7, Will +10 (+12 vs. enchantment); Str 10, Dex 14, Con 16, Int 22, Wis 12, Cha 8.

**Skills and Feats:** Appraise +6, Bluff +3, Concentration +18, Craft (Alchemy) +13, Knowledge (Arcana) +13, Listen +8 (+10 with Familiar), Spellcraft +12, Spot +7 (+9 with Familiar), Search +7, Tumble +9; Brew Potion, Improved Familiar, Scribe Scroll, Silent Spell, Spell Focus (Conjuration), Spell Focus (Evocation), Spell Focus (Necromancy).

**Possessions:** *Mithral chain shirt* +1, *cloak of resistance* +2, *headband of intellect* +2, *lesser metamagic rod - Enlarge*, longbow, longsword, *pearl of power - 1<sup>st</sup> level*, *potion of cure light wounds*, spell component pouch with necessary spell components, traveler's outfit and 20 arrows.

**Spells Known** (4/6/6/5/4/3/2; base DC = 16 + spell level (+1 for Conjuration, Evocation and Necromancy spells)): 0—*detect magic*, *mage hand*, *prestidigitation*, *read magic*, 1st—*magic missile* (3), *protection from good*, *ray of enfeeblement*, *shield*; 2nd—*bear's endurance*, *glitterdust*, *invisibility*, *scorching ray* (2), *see invisibility*; 3rd—*blink*, *dispel magic* (2), *fireball* (2); 4th—*confusion*, *Evard's black tentacles*, *wrack* (2); 5th—*cone of cold*, *dimension door* (Silent), *waves of fatigue*; 6th—*chain lightning*, *disintegrate*.

**Chance of Arcane Failure:** 10%.

**Drolp:** Phaermore's Familiar, Imp; CR —; Tiny outsider (evil, lawful, extraplanar); HD 11d8; hp 39; Init +4; Spd 20 ft., fly 50 ft. (perfect); AC 27, touch 16, flat-footed 23; Base Atk/Grp: +5/-3; Atk +10 melee (1d4 plus poison, sting); Full Atk +10 melee (1d4 plus poison, sting); Space/Reach: 2 ½ ft./0 ft.; SA Poison, spell-like abilities; SQ alternate form, darkvision 60 ft., deliver touch spells, DR/5 good or silver, empathic link, fast healing 2, improved evasion, immunity to poison, fire resistance 5, share spells, speak with master, SR 16; AL LE; SV Fort +5, Ref +7, Will +8; Str 10, Dex 18, Con 10, Int 11, Wis 12, Cha 14.

**Skills and Feats:** Diplomacy +8, Hide +18, Knowledge – Arcana +10, Listen +7, Move Silently +10, Search +6, Spellcraft +10, Spot +7, Survival +1; Alertness, Dodge, Great Fortitude, Weapon Finesse.

**Poison (Ex):** Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4.

**Spell-like Abilities:** At will – *detect good, detect magic, invisibility* (self only); 1/day – *suggestion*. Caster 6<sup>th</sup> level; save DC 10 + spell level.

**Alternate Form (Su):** As *polymorph*, caster level 12<sup>th</sup>, except Drolp can only assume the form of a monstrous spider or raven.

**Possessions:** *Bead of force*.

**Will-O'-Wisp, Elite, Advanced:** CR 9; Small aberration (air); HD 17d8+34; hp 80; Init +16; Spd 50 ft. fly (perfect); AC 32, touch 32, flat-footed 20; Base Atk/Grp: +12/+4; Atk +26 melee touch (3d8 electricity, shock); Full Atk +26 melee touch (3d8 electricity, shock); SQ Darkvision 60ft., immunity to magic, natural invisibility; AL NE; SV Fort +7, Ref +17, Will +14; Str 3, Dex 34, Con 14, Int 15, Wis 18, Cha 10.

**Skills and Feats:** Bluff +12, Diplomacy +2, Disguise +1 (+3 Acting), Escape Artist +18, Intimidate +2, Listen +22, Search +15, Spot +20, Survival +4 (+6 following tracks), Tumble +17; Blind-Fight, Dodge, Flyby Attack, Great Flyby Attack, Improved Initiative, Improved Natural Attack, Weapon Finesse.

**Immunity to Magic (Ex):** A will-o'-wisp is immune to most spells or spell-like abilities that allow spell resistance, except *magic missile* and *maze*.

**Natural Invisibility (Ex):** A startled or frightened will-o'-wisp can extinguish its glow, effectively becoming invisible as the spell.

## Encounter Seven

**Granny Mattie:** Green Hag, Exp3/War1/Ur-Priest7; CR 14; Medium Monstrous Humanoid; HD 9d8+3d8+1d8+7d8+20; hp 123; Init +1; Spd 30 ft., swim 30 ft.; AC 29, touch 11, flat-footed 26; Base Atk/Grp:

+17/+21; Atk +21 melee (1d4+4, claw); Full Atk +21 melee (1d4+4, 2 claws); SA Spell-like abilities, weakness, mimicry, rebuke undead 4/day; SQ Darkvision 90ft., divine SR 15, siphon spell power, SR 18; AL LE; SV Fort +13, Ref +12, Will +21; Str 19, Dex 12, Con 12, Int 13, Wis 22, Cha 12.

**Skills and Feats:** Bluff +6, Concentration +23, Hide +9, Knowledge – Arcana +9, Knowledge – Planes +8, Knowledge – Religion +10, Listen +16, Spellcraft +12, Spot +17, Swim +12; Blind-Fight, Combat Casting, Great Fortitude, Iron Will, Practiced Spellcaster (Divine), Spell Focus (Evil), Spontaneous Wounder.

**Spell-Like Abilities:** At will – *dancing lights, disguise self, ghost sound* (DC 12), *invisibility, pass without trace, tongues, water breathing*. Caster level 20<sup>th</sup>, save DC is Charisma-based.

**Weakness (Su):** A green hag can weaken a foe by making a special touch attack. The opponent must succeed on a DC 16 Fortitude save or take 2d4 points of Strength damage. The save DC is Charisma-based.

**Mimicry (Ex):** A green hag can imitate the sound of almost any animal found near its lair.

**Siphon Spell Power (Ex):** Because they steal whatever power they can, ur-priests learn to manipulate their energy in ways that confound other casters. An ur-priest of 6<sup>th</sup> level or higher can temporarily sacrifice two (or more) lower level spell slots and use those spells to prepare a higher-level spell. The higher-level spell must be of a level the ur-priest can cast. Only one exchange of this sort can be made each day. The levels of the lower level slots are totaled, then reduced to three-quarters (round down) to determine the level of the extra higher-level spell slot. For example, an ur-priest who sacrifices a 3<sup>rd</sup> level spell and a 5<sup>th</sup> level spell can use that spell slot to prepare an additional 6<sup>th</sup> level spell (3 + 5 = 8 x ¾ = 6).

**Skills:** A green hag has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

**Possessions:** *Cloak of resistance* +2, courtier's outfit, *Heward's handy haversack*, *mithral buckler* +1, *mithral chain shirt* +1, *periapt of wisdom* +6, potion of *alter self*, spell component pouch with the necessary spell components, *tunic of steady spellcasting*, ~~2 potions of displacement~~ (fed to Fido and Sonny).

**Spells Known** (6/6/5/5/4/3/2/1; DC = 16 + spell level [+1 Evil spells]); as 11<sup>th</sup> level caster: 0—*create water, detect magic, guidance, light, mending, resistance*, 1st—*bless, cure light wounds, divine favor, entropic shield, protection from good, shield of faith*, 2nd—*bear's endurance, calm emotions, silence, wither*

*limb* (2); 3rd—*dispel magic* (2), *searing light*, *wrack* (2); 4th—*cure critical wounds*, *divine power*, *freedom of movement*, *unholy blight*; 5th—*flame strike*, *Legion's curse of petty failing*, *righteous might*; 6th—*blade barrier*, *heal*; 7th—*slime wave*.

**Fido and Sonny:** Spellwarped Dire Tiger; CR 10; Large aberration (augmented animal); HD 16d8+64; hp 147; Init +3; Spd 40 ft.; AC 20, touch 12, flat-footed 17; Base Atk/Grp: +12/+26; Atk +22 melee (2d4+10, claw); Full Atk +22/+17 melee (2d4+10, 2 claws) and +16 melee (2d6+5, bite); Space/Reach: 10ft./5 ft.; SA Improved Grab, pounce, rake 2d4+5; SQ Lowlight vision, scent, spell absorption, SR 27, *displacement* (as spell, from potion); AL NE; SV Fort +14, Ref +13, Will +11; Str 31, Dex 17, Con 19, Int 6, Wis 12, Cha 10.

**Skills and Feats:** Hide +8, Jump +16, Listen +6, Move Silently +12, Spot +7, Swim +10; Alertness, Improved Natural Attack (bite), Improved Natural Attack (claw), Rapidstrike, Stealthy, Weapon Focus (claw).

**Improved Grab (Ex):** To use this ability, a dire tiger must hit with its bite attack. It can then start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

**Pounce (Ex):** If a dire tiger charges, it can make a full attack, including two rake attacks.

**Rake (Ex):** Attack bonus +22 melee, damage 2d4+5.

**Spell Absorption (Su):** Whenever a spell fails to penetrate a spellwarped creature's spell resistance, the creature gains one of the following benefits, chosen at the time the spell resolves.

**Might:** The spellwarped creature gains a +4 enhancement bonus to Strength for one minute.

**Agility:** The spellwarped creature gains a +4 enhancement bonus to Dexterity for one minute.

**Endurance:** The spellwarped creature gains a +4 enhancement bonus to Constitution for one minute.

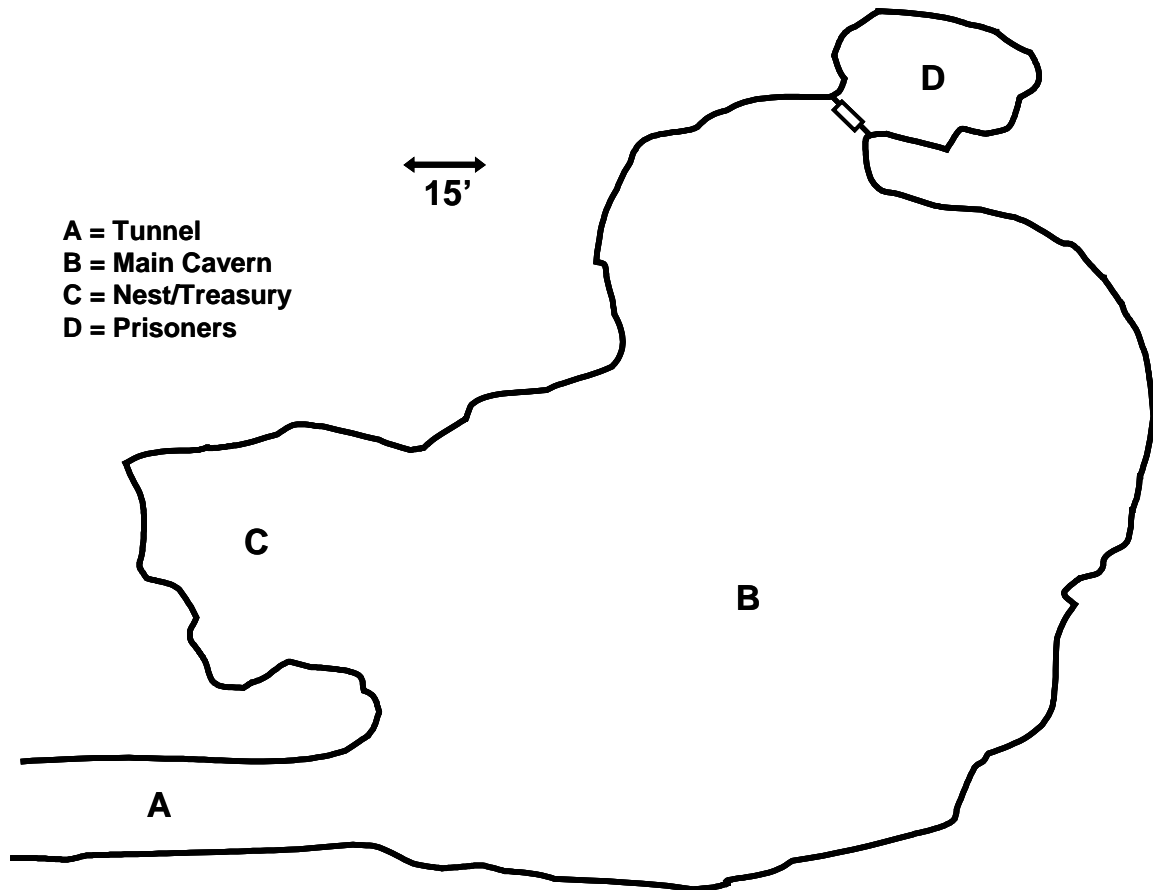
**Life:** The spellwarped creature gains temporary hit points equal to 5X the level of the failed spell.

**Speed:** The spellwarped creature's base speed increases by a number of feet equal to 5X the level of the failed spell.

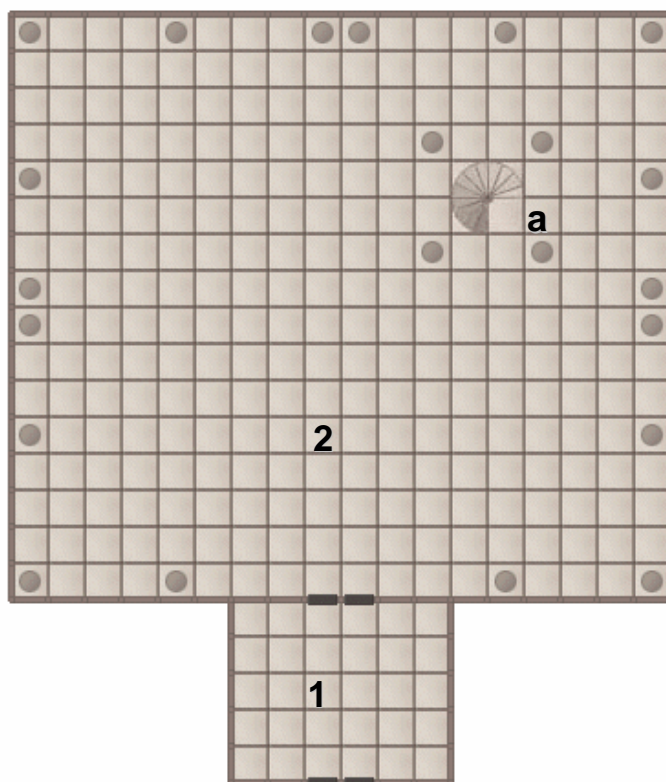
**Resistance:** The spellwarped creature gains resistance 10 to one energy type (acid, cold, electricity, fire or sonic).

**Skills:** Dire tigers have a +4 racial bonus on Hide and Move Silently checks. In areas of tall grass or heavy undergrowth, the Hide bonus improves to +7.

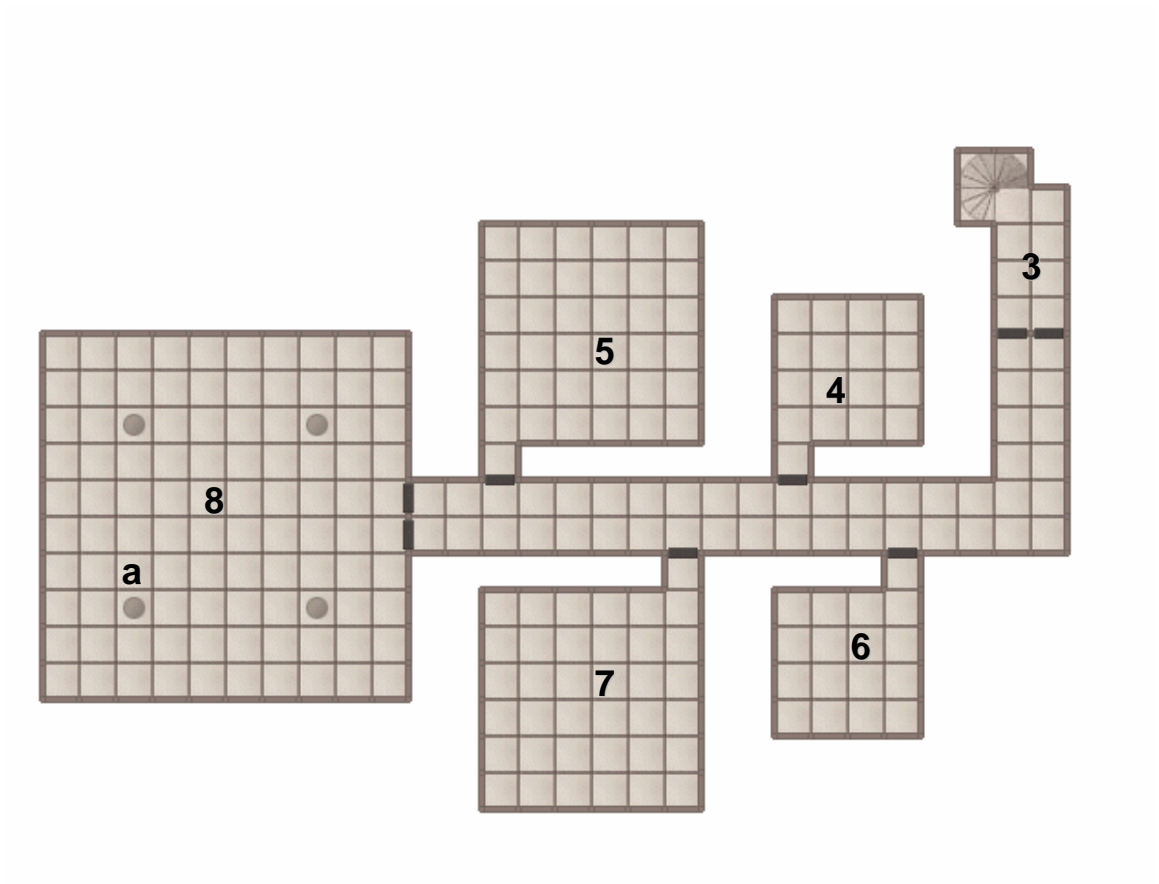
## Judge Aid #1 – Bandit Camp Map



## Judge Aid #2 – Ballroom Map



## Judge Aid #3 – Lower Level Map





## Judge Aid #4 – New Rules Items

### New Creatures

#### **Gambol (*Monster Manual II*, pp. 108–109; Revision Update Applied)**

A gambol is a baboonlike primate that stands 9 feet tall and weighs more than 1,000 pounds. Its purple skin is covered with dense, silky blue hair. A gambol has elongated jaws and a hairless, doglike muzzle. Gambols tumble into combat, clawing and biting their foes. They take advantage of their reach to grapple and trip advancing foes. Their constant maneuvering makes them difficult targets for foes attacking from a distance.

**Large Magical Beast**

**Hit Dice:** 8d10+16 (60 hp)

**Initiative:** +4

**Speed:** 30 ft., climb 15 ft.

**AC:** 18 (–1 size, +4 Dex, +5 natural); touch 13, flat-footed 14

**Base Attack:** +8/+18

**Attack:** +13 melee (2d8+6, bite)

**Full Attack:** +13 melee (2d8+6, bite) and +11 melee (1d4+3, 2 claws)

**Space/Reach:** 10 ft./10 ft.

**Special Attacks:** Fear aura, great leap

**Special Qualities:** Darkvision 60 ft., evasion, lowlight vision, masterful dodge, quickness.

**Saves:** Fort +8, Ref +12, Will +3

**Abilities:** Str 23, Dex 18, Con 15, Int 2, Wis 12, Cha 9

**Skills:** Balance +6, Climb +14, Jump +33, Tumble +15

**Feats:** Dodge, Lightning Reflexes, Multiattack

**Climate/Terrain:** Warm forest

**Organization:** Solitary, pack (5-20) or troop (21-40)

**Challenge Rating:** 5

**Treasure:** None

**Alignment:** Usually chaotic neutral

**Advancement:** 9–12 HD (Large); 13–24 HD (Huge)

**Fear Aura (Su):** When a gambol howls, every creature within a 100-foot radius must succeed at a Will save (DC 13) or become panicked for 1d6+1 rounds. Whether or not the save is successful, the creature is then immune to that gambol's howl for 24 hours. The howl is a sonic, mind-affecting fear effect.

**Great Leap (Ex):** A gambol gains a +25 bonus on Jump checks. Maximum distance restrictions do not apply to its jumps.

**Evasion (Ex):** A gambol that makes a successful Reflex saving throw against an effect that would normally deal half damage instead avoids damage altogether.

**Quickness (Su):** Although not particularly dexterous, a gambol is supernaturally quick. It can take an extra attack or move action each round, either before or after its normal action.

**Masterful Dodge (Ex):** As a free action once per round, a gambol can dodge one ranged weapon attack, one ranged melee weapon attack, or one spell that requires an attack roll by making a successful Reflex save (DC 20). An attack using a weapon with an enhancement bonus increases the save DC by the amount of the bonus, and a spell adds its spell level to the DC. To use this ability, the gambol must be aware of the attack and not flat-footed.

### New Template

#### **Spellwarped Creature Template (*Monster Manual III*, pp. 162–163)**

“Spellwarped” is an inherited template that can be added to any corporeal aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, plant or vermin (referred to hereafter as the base creature). A spellwarped creature has all the base creature's statistics and abilities except as noted here.

**Size and Type:** The creature's type changes to aberration. Do not recalculate the creature's hit dice, base attack bonus, saves or skill points if its type changes. The creature gains the augmented subtype if necessary. Size is unchanged.

**Armor Class:** Natural armor bonus improves by +2 (this stacks with any natural armor bonus the base creature has).

**Special Qualities:** A spellwarped creature has all the special qualities of the base creature, plus the following special qualities.

**Spell Resistance (Ex):** A spellwarped creature gains spell resistance equal to 11 + its Hit Dice. If the creature already has spell resistance, use the greater of the two values.

**Spell Absorption (Su):** Whenever a spell fails to penetrate a spellwarped creature's spell resistance, the creature gains one of the following benefits, chosen at the time the spell resolves.

**Might:** The spellwarped creature gains a +4 enhancement bonus to Strength for one minute.

**Agility:** The spellwarped creature gains a +4 enhancement bonus to Dexterity for one minute.

**Endurance:** The spellwarped creature gains a +4 enhancement bonus to Constitution for one minute.

**Life:** The spellwarped creature gains temporary hit points equal to 5X the level of the failed spell.

**Speed:** The spellwarped creature's base speed increases by a number of feet equal to 5X the level of the failed spell.

**Resistance:** The spellwarped creature gains resistance 10 to one energy type (acid, cold, electricity, fire or sonic).

**Abilities:** Increase the base creature as follows: Str +4, Dex +2, Con +2, Int +4.

**Challenge Rating:** HD 3 or less, as base creature; HD 4 to 10, as base creature +1; HD 11 or more, as base creature +2.

**Alignment:** Usually evil (any). Spellwarped creatures are typically selfish and cruel.

## **Ur–Priest Prestige Class (*Complete Divine*, pp. 70–72)**

Ur-priests despise gods. However, a small number of them have learned to tap into divine power and use it for their own needs without praying to or worshiping a deity. Instead, each day they go into a trance and mentally steal the power that gods normally channel to devout clerics. Ur-priests are canny and cunning, never stealing too much power from any one deity, but instead metaphysically slip in, draw out the power they need for their spells, and slip out again. They learn to be resilient toward divine power and creative with energies that they steal. The greatest ur-priest commands the level of power of the most powerful cleric, although he/she does not have the cleric's variety of spellcasting options.

A member of any class can become an ur-priest, even – and, in fact, eventually – an ex-cleric.

Ur-priests frequently work alone, although they occasionally find partnerships with members of other classes useful. They do not congregate into anything resembling temples, for they fear that too many of them in one place might draw unwanted divine attention. And of course they rarely associate with clerics or any other divine spellcaster, whom they see as lackeys and who view them as abominations.

**Hit Die:** d8.

### **Requirements**

To qualify to become an ur-priest, a character must fulfill all the following criteria.

**Alignment:** Any evil.

**Base Save Bonus:** Fort +3, Will +3.

**Skills:** Bluff 6 ranks, Knowledge (arcana) 5 ranks, Knowledge (the planes) 5 ranks, Knowledge (religion) 8 ranks, Spellcraft 8 ranks.

**Feats:** Iron Will, Spell Focus (evil).

**Special:** The character must have no ability to cast divine spells. If such spellcasting ability was previously possessed (as with an-ex cleric) that ability is forever forsaken. The character must be trained by another ur-priest.

### **Class Skills**

The ur-priest's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Knowledge (Arcana) (Int), Knowledge (Planes) (Int), Knowledge (Religion) (Int), Profession (Wis) and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill description.

**Skill Points at Each Level:** 2 + Int Modifier.

### **Ur-Priest**

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	-----Spells per Day-----
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	Bonus					0	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>	6 <sup>th</sup>	7 <sup>th</sup>	8 <sup>th</sup>	9 <sup>th</sup>
1 <sup>st</sup>	+0	+0	+0	+2	---	4	2	---	---	---	---	---	---	---	---
2 <sup>nd</sup>	+1	+0	+0	+3	Rebuke Undead	5	3	0	---	---	---	---	---	---	---
3 <sup>rd</sup>	+2	+1	+1	+3	---	5	3	1	0	---	---	---	---	---	---
4 <sup>th</sup>	+3	+1	+1	+4	Divine Spell Resistance 15	6	3	2	1	0	---	---	---	---	---
5 <sup>th</sup>	+3	+1	+1	+4	---	6	3	3	2	1	0	---	---	---	---
6 <sup>th</sup>	+4	+2	+2	+4	Siphon Spell Power	6	3	3	3	2	1	0	---	---	---
7 <sup>th</sup>	+5	+2	+2	+5	---	6	4	3	3	3	2	1	0	---	---
8 <sup>th</sup>	+6	+2	+2	+6	Divine Spell Resistance 20	6	4	4	3	3	3	2	1	0	---
9 <sup>th</sup>	+6	+3	+3	+6	---	6	5	4	4	4	4	3	2	1	0
10 <sup>th</sup>	+7	+3	+3	+7	Steal Spell-Like Ability	6	5	5	4	4	4	4	3	2	1

### **Class Features**

All of the following are class features of the ur-priest prestige class.

**Weapon and Armor Proficiency:** Ur-priests are proficient with simple weapons, but not with armor or shields.

**Spells per Day:** An ur-priest gains the ability to cast a number of divine spells. To cast a spell, an ur-priest must have a Wisdom score of at least 10 + the spell level, so an ur-priest with a Wisdom of 10 or lower cannot cast these spells. Ur-priest bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + Wisdom modifier. When the above table indicates that the ur-priest gets 0 spells per day of a given spell level, such as 0 2<sup>nd</sup>-level spells at 2<sup>nd</sup> level, the ur-priest gains only the bonus spells he/she would be entitled to based on his Wisdom score for that spell level.

The ur-priest spell level is identical to the cleric spell list. An ur-priest has access to any spell on the list and prepares those spells as a cleric, except that he does not pray for spell, he just takes them. An ur-priest casts spells as a cleric does, except that unlike a cleric, he/she does not have the ability to spontaneously cast *cure* or *inflict* spells, nor does he have domain spells or associated domain granted powers. He does not have restrictions on spells with alignments. To determine the caster level of an ur-priest, add the character's ur-priest levels to one-half of his levels in any other spellcasting classes. (Any levels gained in the cleric class by an ex-cleric don't count).

**Rebuke Undead:** Like an evil cleric, an ur-priest of 2<sup>nd</sup> level or higher can rebuke undead. He uses his ur-priest level as the cleric level for determining success and damage (see Turn or Rebuke Undead, page 159 of the *Player's Handbook*).

**Divine Spell Resistance (Su):** At 4<sup>th</sup> level, an ur-priest gains spell resistance 15, but only against divine spells and the spell-like abilities of outsiders. At 8<sup>th</sup> level, the ur-priest's spell resistance increases to 20.

**Siphon Spell Power (Ex):** Because they steal whatever power they can, ur-priests learn to manipulate their energy in ways that can confound other casters. An ur-priest of 6<sup>th</sup> level or higher can temporarily sacrifice two (or more) lower level spell slots and use those spells to prepare a higher level spell. The higher level spell must be of a level the ur-priest can cast. Only one exchange of this sort can be made each day. The levels of the lower level slots are totaled, then reduced to three-quarters (round down) to determine the level of the extra higher-level spell slot. For example, an ur-priest who sacrifices a 3<sup>rd</sup> level spell and a 5<sup>th</sup> level spell can use that spell slot to prepare an additional 6<sup>th</sup> level spell (3 + 5 = 8 x ¾ = 6).

**Steal Spell-Like Ability (Su):** The most powerful ur-priests can use the same techniques that siphon off the gods' spell power to steal the spell-like abilities of another creature. Once each day, when a creature with spell-like abilities is within 50 feet of a 10<sup>th</sup>-level ur-priest, the ur-priest can choose one of the spell-like abilities of the creature to steal for himself. The ur-priest can use the spell-like abilities as often as the creature can, or three times per day, whichever is less. The ur-priest uses the ability as the creature does with regards to caster level and save DCs. This ability only lasts 24 hours. The creature with the spell-like ability does not lose the ability when the ur-priest steals it. If an ur-priest tries to steal a spell-like ability that is supernatural rather than spell-like, the attempt automatically fails.

For example, if an ur-priest is near a noble salamander, he can steal *fireball* and use it three times per day or steal *dispel magic* and use it once that day. If he is near a pit fiend, he could steal *teleport without error* (self plus 50 pounds of objects only) and use it three times per day, because the pit fiend can do it at will. He could even steal the pit fiend's *wish* ability, but because a pit fiend can only use *wish* once per day, the ur-priest would be similarly limited. He could not steal that power again from any creature for one year.

## **Non-Core Feats**

### **Great Flyby Attack [General]**

*Savage Species*, p. 35.

*Prerequisites:* Fly speed, Flyby Attack.

*Benefit:* Using this feat is a full round action. When flying, you can move up to your fly speed in a straight line and attack a number of opponents equal to your Dexterity bonus. All targets must be within your reach along the line of your movement. Make one attack roll, add the appropriate modifiers, and compare the result to the AC of each opponent you are attacking. If any hits are successful, make one damage roll and add the appropriate modifiers. Each successful hit does the full damage to that creature; do not divide the result of the damage roll among the targets. Targets of your attack do not get attacks of opportunity against you, but other opponents that would be entitled to attacks of opportunity may take them.

### **Practiced Spellcaster [General]**

*Complete Divine*, pp. 82-84.

*Prerequisites:* Spellcraft 4 ranks.

*Benefit:* Your caster level for the chosen spellcasting class increases by +4. This can't increase your caster level beyond your HD. However, even if you can't benefit from the full bonus immediately, if you can later gain non-caster level HD you may be able to apply the rest of the bonus.

A character with two or more spellcasting classes must choose which class gains the feat's effect. This does not apply to your spells per day or spells known. It only increases your caster level, which would help you penetrate SR and increase the duration and other effects of your spells.

*Special:* You may select this feat multiple times, each time applying it to a different spellcasting class.

### **Rapidstrike [Monstrous]**

*Draconomicon*, p. 73.

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

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

### **Spell Focus (Chaos, Evil, Good or Law)**

*Complete Divine*, p. 84.

*Prerequisites:* Relevant alignment.

*Benefit:* Add +1 to the DC for all saving throws against any of your spells that have an alignment descriptor (chaos, evil, good or law) that matches your alignment. This bonus does not stack with any other bonus from Spell Focus feats.

*Special:* This feat can be taken twice, choosing a different alignment descriptor each time.

### **Spontaneous Wounder**

*Complete Divine*, p. 85.

*Prerequisites:* Wis 13, Knowledge (religion) 4 ranks, nongood alignment, able to cast any *inflict wounds* spell.

*Benefit:* You can use your spellcasting ability to spontaneously cast *inflict* spells (from your class spell list) just as a cleric can. You may use this ability a total number of times per day equal to your Wisdom modifier.

## **New Spells**

### **Curse of Petty Failing, Legion's**

*Miniatures Handbook*, p. 35

Necromancy; **Level:** Clr 5; **Components:** V, S, DF; **Casting Time:** 1 standard action; **Range:** Medium (100 ft. + 10ft./level); **Target:** Enemy creatures in a 20 ft.-radius-burst; **Duration:** 1 minute/level; **Saving Throw:** None; **Spell Resistance:** Yes.

Multiple enemies out to medium range suffer -2 penalty on attack rolls and saving throws. The curse cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse* or *wish* spell.

### Slime Wave

*Complete Divine*, pp. 180-181

Conjuration (Summoning); **Level:** Clr7, Drd7; **Components:** V, S, M; **Casting Time:** 1 standard action; **Range:** Close (25 ft. + 5ft./2 levels); **Target:** 15 ft.-radius-burst; **Duration:** 1 round/level; **Saving Throw:** Reflex negates; **Spell Resistance:** No.

A wave of green slime is created beginning at the range you choose and violently spreads to the limit of the area. The wave splashes and splatters as it passes; some slime clings to any wall or ceiling. Green slime devours flesh and organic materials on contact, and even dissolves metal. Each creature is covered with one patch of green slime for every 5 feet of its face. A patch of green slime deals 1d6 of temporary Constitution damage per round while it devours flesh. Against wood or metal, green slime deals 2d6 points of damage per round, ignoring metal's hardness but not that of wood. It does not harm stone.

On the first round of contact, the slime can be scraped off a creature (most likely destroying the scraping device), but after that it must be frozen, burned or cut away (applying damage to the victim as well). Extreme cold or heat, sunlight or a *remove disease* spell destroys the green slime. Unlike normal green slime, the slime created by this spell evaporates, disappearing by the end of the duration. The Material component is a few drops of stagnant pond water.

### Wither Limb

*Book of Vile Darkness*, p. 110

Necromancy [Evil]; **Level:** Clr 2, Sor/Wiz 2; **Components:** V, S; **Casting Time:** 1 standard action; **Range:** Close (25 ft. + 5ft./2 levels); **Target:** One humanoid creature with limbs; **Duration:** 1 round/level; **Saving Throw:** Fortitude negates; **Spell Resistance:** Yes.

The caster chooses to wither either the arms or the legs of a subject. Withered legs force a character to fall prone and make it impossible for him/her to move more than 5 feet per round. Withered arms make it impossible for a character to use objects or cast spells with somatic components, and the subject must drop anything he/she was holding. At the end of the spell's duration, the limb returns to normal.

### Wrack

*Complete Divine*, p. 190

Necromancy [Evil]; **Level:** Clr 3, Sor/Wiz 4; **Components:** V, S; **Casting Time:** 1 standard action; **Range:** Close (25 ft. + 5ft./2 levels); **Target:** One humanoid; **Duration:** 1 round/level; **Saving Throw:** Fortitude negates; **Spell Resistance:** Yes.

A humanoid subject of the spellcaster's choosing is wracked with such pain that he/she doubles over and collapses. His face and hands blister and drip fluid, and the eyes cloud with blood, rendering him blind. For the duration of the spell, the subject is considered helpless and cannot take actions.

Even when the spell ends, the subject is still visibly shaken and suffers a -2 penalty on attack rolls, saves and checks for 3d10 minutes. The subject's sight returns at the end of the spell's duration.

### New Magic Items

**Tunic of Steady Spellcasting:** The wearer of this tunic gains a +5 competence bonus on Concentration checks. Despite the item's name, its bonus applies on all Concentration checks, not just those made to cast spells. Faint transmutation; CL: 3<sup>rd</sup>; *Prerequisites:* Craft Wondrous Item, *bear's endurance*; *Market Price:* 2,500 gp; *Complete Adventurer*, p. 136.

**Critical Events Summary**  
**FUR5-05 *Of Blood and Bones***  
**(Circle all appropriate; if this is a premiere, return to HQ)**

1. Were the PCs disrespectful in the dream to the Priestess of Merikka? YES NO
  
2. In Encounter One:
  - a) What happened to Skrishnaak and Wurpox?  
 Killed Arrested Released
  - b) What happened to Tergg and Nalm?  
 Killed Arrested Released
  - c) What happened to Reverend Mother Chantilla?  
 Killed Released
  
3. Were the adventurers disrespectful to the old man? YES NO
  
4. In Encounter Three, what happened to the gnomish children?  
 Nothing Injured Slain
  
5. In Encounter Six, what happened to Phaermore D'Laron?  
 Escaped Arrested Injured Slain
  
6. In Encounter Seven:
  - a) What happened to Uncle Gorge?  
 Nothing Arrested Injured Slain
  - b) What happened to the children?  
 Rescued Injured Slain
  - c) What happened to Granny Mattie?  
 Escaped Arrested Injured Slain
  - d) What happened to Michel of Merikka?  
 Rescued Injured Slain
  
7. If successful, what was the fate of Rhovan Littlefield?  
 Nothing Arrested Injured Slain Executed
  
8. Additional comments? (Use the back of this paper, if necessary.)