

BDK4-06

Scales and Secrets

A One-Round D&D LIVING GREYHAWK[®] Bandit Kingdoms Regional Adventure

Version 1.0

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Reviewed by Chris Tulach

Life in the Combination of Free Lords is often about choosing your battles. Sent with a straightforward mission towards the Tangles, perhaps today is a little different. Or is it? With the changes in Hallorn's leadership, fighting has broken out along parts of the forest. With this brewing chaos, has something dangerous developed, unnoticed by those in power? How will this affect the Warfields? An adventure for character levels 9-15 (APL 10-14). This is the third part to the "Legacy of the Highwayman" Series.

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

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Introduction

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

Preparation

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

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

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

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

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

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

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

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

Scoring

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

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

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

Living Greyhawk Levels of Play

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

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

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

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

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

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

Time Units and Upkeep

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

Adventure Background

Two major sources of evil have taken root in the last few years in the central Combination of Free Lords. One is in the eastern part of the Tangles, and the other lies deep within the catacombs beneath Hallorn. These have gone unnoticed in the region with all that's been happening of late in the Warfields and the Rift.

Two years ago, a vampire by the name of Veth delved into the sewers and catacombs below the city of Hallorn (in BDK2-08 "The Quick & The Dead"). Though he had his own motivations at the time (arranging a deal with a powerful fiend), he discovered a well during his explorations. With some research, he discovered that the well was a gate to the negative material plane – and one reason the city has seen so much undead activity in its past. The location seemed to suggest two things – first, that the well and surrounding catacombs were in some of the oldest areas of Hallorn's underbelly, and second, that the old chambers might have been a temple to some unknown evil deity. Without telling the living followers of Nerull above ground, Veth consecrated the area in Nerull's name, and a large temple to the god of the undead was born underneath Hallorn.

While the necromancers of the city noticed the increase in activity below, they had little opportunity to capitalize on it. This was due to the recent Siege of Hallorn, along with the accompanied shift in political power. Their main concern up until now has been maintaining the mausoleum (which, itself, is a temple to Nerull), and discovering how a magical pool in a ruined tower works (the same pool from BDK1-02 "Bleeding Moon"). They have been unable to activate the pool so far; although they came close recently when the black stones needed to activate the pool were uncovered, but then lost (in BDK14-02 "Siege of Hallorn").

Though Veth has abandoned the temple for other concerns, his minions have taken up regular worship there. With the help of a lich found in the catacombs, they have altered the temple to reflect their god's portfolio. The occasional victim has been brought down to be consumed or turned into an undead follower of the death god, so very few living people know of this temple. In fact, one of the few who has knowledge of the temple is the Tangles druid Gerland. He has yet to inform anyone, since its discovery doesn't concern his domain...yet.

Outside of the city, an adult green dragon has taken up residence in the western Tangles. Most of the locals in and around the forest have not noticed, since most of its victims have been orcs so far. It has an arrangement with the druids Gerland (the same druid who assaulted the hunting lodge in the 2003 interactive "The Great Hunt III"). The dragon defends the forest from all threats outside of the Tangles, and the druid helps manage the forest and keeps the dragon's lair a secret.

The Urzun orc tribe, though, has suffered in the last year or two. The tribe's infighting combined with the dragon's feeding has begun to take its toll. Though the number of orcs in the tribe reaches into the tens of

thousands, the warbands between the Rift Barrens and the Tangles have been dwindling. Soon, the tribe in this region will be so small that the dragon will be feasting on more than just orc meat.

With all of this hidden turmoil, the wife of Trowain Seabrow is trying to bring her dead husband back to life. The bandit was killed two years ago by an assassin's blade just outside of the city of Riftcrag (from BDK2-05 "Retribution"). After months of hanging on the city walls (as a warning to other bandits against robbing silver caravans), the body disappeared. Gertrude was only able to recover a finger of her love (which had fallen off from the scavengers' feasts). It has been so long that even the finger is not much more than bone with a few tattered pieces of flesh. Gertrude hopes it's just enough to call in a favor.

Trowain used to be a companion to the infamous Auverin Moonblade (the deceased bandit from BDK1-08 "X Marks the Spot"). Auverin fell in love with a Tangles druid he rescued from Iuz soldiers, and the two lovers raided many merchant caravans over the years. The bandit passed away at Steelbone Meadows, but the elf Iliisa has been unable to get the druid circle to raise her lover. Perhaps she can get them to bring a brother-in-arms of Auverin's back to life...

Adventure Summary

The adventurers start off being sent to deliver a sealed bone scroll tube to someone named Iliisa (il sa). Gertrude doesn't know exactly who or where she is, but she knows that an orc named Grognok can get in touch with her.

Introduction: The PCs find themselves on the road. They've been hired to look for an orc shaman of the Urzun tribe. The orc should be able to lead them to Iliisa, who is the person to whom they are supposed to give a package.

Encounter 1 – Orc Hunt: The PCs crest a small rise to see a field of dead orcs beside a pillaged merchant caravan. The party can use a number of different methods to get to Grignok, a shaman to the orc god Luthic. The lone surviving orc can be convinced or intimidated into giving up the location of the shaman. Even divination spells will get the PCs quickly on the right path.

Encounter 2 – The Orc and the Elf: Once at the camp of Grognok, the party finds him in conversation with Iliisa the elf. They are discussing the attacks on the orc's tribe. Iliisa asks the group to accompany her back to the Tangles to speak with her superiors.

Encounter 3 – Into the Tangles: The PCs are led into the heart of the Tangles to witness a meeting of the Circle of Druids. It is clear that finding their way through the forest would be impossible without a guide. To make matters worse, a heavy snowstorm begins to engulf the Tangles.

Encounter 4 – The Circle: The PCs come upon a meeting already underway of the most powerful druids in the Tangles. Iliisa gives the information on the dragon attacks to the council, and asks them to bring the bandit Trowain back to life. Under objection from a druid named Gerland, the PCs are given an opportunity to deal with the dragon attacking the orcs, and in exchange, they offer to bring Trowain back to life.

Encounter 5 – The Choice: Leaving the council, the adventurers are met on their way to the dragon by Gerland. He makes an offer – if the party forgoes attacking the dragon, he provides information on a temple to Nerull below Hallorn, along with something of great evil that was discovered there. If the PCs decline his offer, he has his ice elemental allies try to stop the characters.

Encounter 6 – On to the Dragon!: Follow this path if the PCs decline the druid Gerland's offer. After defeating the druid's allies, the characters arrive at a small lake, and take on the dragon and her children.

Encounter 7 – The Dragon's Lair: Down in the depths of the lake the PCs can find the dragon's lair – and the dragon horde!

Encounter 8 – On to the Temple!: If the PCs agree to the druid's trade, they are directed to Hallorn and the location of the hidden temple deep in the catacombs of the city. The PCs must make the long journey to the city and then enter the depths of the catacombs through the use of magical pools.

Encounter 9 – The Temple Entrance: At the entrance chamber to the temple, the PCs must deal with a number of possible threats. A group of vampire hags, a trap, a stone golem, and a lich may all be present to deal with threats to the temple.

Encounter 10 – The Temple Well: At the heart of the temple is a well that leads to another dimension. After defeating the temple priest and its guardian(s), the PCs must decide what to do with the well itself.

Dragon Conclusion – Success!: The PCs have defeated the dragon. They are secure in the knowledge that they have stopped a potential threat to the Warfields. Of course, there is that supposed temple under Hallorn...

Dragon Conclusion – Failure!: The PCs have not been able to defeat the dragon. With the threat of the wrym AND the Nerull Temple, things look bad for the future of the Warfields.

Temple Conclusion – Success!: The PCs have defeated the temple guardians and covered up the well. Hopefully that holds things for a while. Of course, there is that dragon in the Tangles...

Temple Conclusion – Failure!: The temple guardians may or may not have been destroyed. In either case, the well is still there, and it still poses a danger to the residents of Hallorn. With that danger AND the dragon in the Tangles, things look bad for the future of the Warfields.

Introduction

Find out if PCs have played BDK2-05 "Retribution" where they would have met Gertrude. Modify the boxed text below as appropriate.

The day is fairly overcast as you set out on the road. Your destination on this early winter day is the lands just west of the Tangles. You've been hired to deliver a package to a person by the name of Iliisa (il sa). To find her, though, you need to first find a female orc shaman by the name of Grignok.

It all seems a bit muddled, but it is hard to say no to Gertrude. The wife of a deceased tanner is used to getting what she wants. With her wagging finger and her imposing girth, she is a force to be reckoned with. Of course, it helped that she says she'll pay you for the trouble – two hundred gold pieces each just to deliver a package. Some people would say it's easy money...but experience tells you otherwise.

You've been on the road now for just a couple of days. It was only 30 miles back that you left the city of Riftcrag and your employer. A gentle wind has been picking up strength now for the last few miles of your journey.

The boxed text is just to get the group started. There is a lot to do in this scenario, but don't keep the players from doing whatever they want to do beforehand. They can cast any preparatory spells they want before they leave the city, ask questions from Gertrude (though she doesn't say much else than what's in the boxed text), and even investigate their package if they wish.

Gertrude knows that the orc shaman Grignok often deals with Iliisa (il sa), but she has never met Iliisa herself. She doesn't know details like what she looks like, what race she is, or anything. She knows that Iliisa was in love with Auverin (from all the tales her husband used to tell her), but that bit she doesn't want to mention to the PCs. She won't mention what the package contains, even if the PCs have helped her before (in BDK2-08 "Retribution").

The orc is a shaman of the Urzun tribe, which usually ranges to the east of the Tangles, hunting and robbing. Gertrude is not a friend of Grignok, but the shaman has dealt peacefully with her husband in the past, so she has no ill will for her either.

The package itself is a small bone scroll tube. The outside of the tube is fairly nondescript, though it is sealed with a wax imprint of 'SB'. Inside the tube is a note (see **Players Handout 1**) and a desiccated human finger. The finger has very little flesh left on it. It came from the hand of Trowain Seabrow some two years ago. It was the

only piece of her husband's body that Gertrude could recover. Now she wants to bring him back to life, but she won't discuss this with the PCs. She is hoping that she can call in a favor from Iliisa due to her own love for a friend of Trowain's – Auverin Moonblade. She trusts the PCs only enough to pay them to deliver the package at this point. While Gertrude is a priest of Olidammara, she is not powerful enough to raise the dead, particularly when he's been dead for over a year.

The bone scroll tube is not trapped. Anyone can break the seal and look at what's inside – it shouldn't break the scenario if the PCs do this. Gertrude just assumed the pay would be enough to keep the messengers' noses out of her business (her mistake).

If needed, character introductions can be taken care of here as well.

Encounter One: Orc Hunt

As the sight of distant clouds brings to mind the pleasant prospect of yet another approaching storm, you crest a small hill. You are greeted by a field of blood-soaked bodies.

Dozens of dead orcs lie in a field of low grass on the rise. Two broken and somewhat smoldering wagons have barely had time to draw the crows in. Human guardsmen lay unmoving beside their orc attackers, and even the teamsters have apparently been killed in the assault.

One group of bodies surrounds the two wagons in a protective circle around their prize. The rest lay across the battlefield, fallen while trying to break the ring around the caravan.

The battle was made up of Urzun orcs attacking Urzun orcs for the simple spoils of a merchant caravan from Hallorn. As soon as all the human guards and merchants were killed and the first group of Urzun orcs moved in to claim the spoils, a larger group of Urzun (not affiliated with the original attackers) approached the caravan. The two groups fought to a standstill, and all that remains is a field of dead bodies...and a lone wounded orc near one wagon that can barely stand.

PCs can make a Knowledge (Local - Iuz Border States) at the following DCs to learn the below information.

- ☛ DC 20 – These are Urzun orcs, members of a large tribe that was formerly allied with Iuz. Aside from a few branches that still serve under him (like in Kinemeet), most have now been abandoned by the Old One.
- ☛ DC 25 – Ever since the holy symbol of their tribe (an orich artifact, a spear known as “Sunblight”) was destroyed by the elves of the Fellreev (the results of IUZ3-03 “Fractures”), the remaining orc warbands to the east of the Tangles have been dwindling. The adventurers who originally took the spear killed the leader of the tribe, and the Urzun have since splintered in this region and turned on their own.

Now many of the Urzun orcs here fight one another for the few scraps of food they can find (or steal). Combined with the attacks by the dragon, this has made the orcs quite desperate.

The PCs need to get a survivor for questioning, and the lone orc that is searching through one wagon works well enough.

Creatures: There are 53 dead orcs in this field. This is a significant number of the remaining Urzun orcs still alive in this region (approximately 30%). The result of this combat leaves the tribes in this area seriously hurting for members.

This remaining orcs in the area are desperate. They were the former allies of Iuz, and now have been shunned. This leaves them effectively without a friend. Many of them are starved and desperate for survival. The tribes are now scattered, and only a few can keep a semblance of cooperation.

This lone orc is no exception. He is wounded with only a quarter of his full hit points. He is also fatigued as a barbarian coming out of his rage (see PH page 25), and desperate for some food. He won't be interested in fighting again so soon after this battle.

If the PCs kill this orc, they can wander the area looking for other stray orcs to question. This is a last resort method to get the PCs on the right track. If they do find a wandering group of orcs, use the same stats. Figure in a few days the PCs can happen upon a group of three or four orcs if they just wander around. Keep in mind, though, that the idea is not to take a lot of time with this.

All APLs (EL 4)

☛ **4th level Orc Barbarian:** hp 30 (7 currently); see Appendix I.

Treasure: If the PCs want to take the time to loot all the dead bodies, most of what they find of value is the orcs' weapons and armor. They have no money.

The wagons are figured into the loot calculation along with their contents – but only if the PCs can repair the two broken wagon wheels and the broken axle. The wagons are full of half-burnt fruits and grains.

The two dead human guards and the two teamsters had some weapons and armor on them as well, and they even had a few gold.

APL 10: L: 100 gp; C: 0 gp; M: 0 gp

APL 12: L: 100 gp; C: 0 gp; M: 0 gp

APL 14: L: 100 gp; C: 0 gp; M: 0 gp

Development: How the party interacts with the lone survivor effects how they can track down the orc shaman. There are a number of possibilities for how the party can track down the shaman from here:

Interrogation: If the orc is 'captured' and tied up, he does not talk willingly. An Intimidate check can get it to talk (see PH page 76). Most orcs know where the shaman

lives. They don't have a high opinion of her since she's merely a follower of a lowly female orc god, and they spit out her name with a glare of contempt, or perhaps with laughter (they don't take her seriously).

Diplomacy: Generally, any orcs start out as 'Unfriendly' with the party (see Diplomacy in the PH page 72).

Tracking: If the PCs don't question any orcs, they may try tracking. With a Survival check (DC 22) by a character with the Track feat, the PC discovers that the orcs were fighting one another. However, there were so many orcs involved in the battle – and there is no way to know which orc trail leads to their quarry – that this won't get them any definite direction. Picking a random direction is just as effective as following a particular trail.

Divinations: Numerous spells can be used to find Grignok. *Speak with dead* (vs an unwilling target), *divination*, *find the path*, and *detect thoughts* are all viable options. Of course, it depends on how the PCs use the spells, but in general, don't be too strict on the players using these methods. A suggested response to a *divination* spell is listed below (which can be varied, depending on the PC's deity):

*"To the Northwest you'll find your prey,
Two enemies turned allies you'll find this day."*

Once the PCs have figured out a direction to travel (approximately six hours to the Northwest of the two broken wagons is the orc camp the PCs are looking for), move on to **Encounter Two**.

Encounter Two: The Orc and the Elf

After a few hours of travel, you arrive at a small circle of tents housing less than a dozen cowering orcs. As you come within view of the camp, a cry comes from one of the green-skinned children around camp. A few female orc faces appear from tent flaps, and the two lone male guards circle around to interpose themselves between your approaching group and the camp.

Grignok, the lone orcish shaman in this camp, resides in the center tent in camp. She worships Luthic, the orcish deity of female orcs, fertility, medicine, healing, servitude, caves, and home. She also currently has a guest – the elven druid Iliisa Moonsight. Most of the camp is not happy with an elf being allowed in camp – particularly the two lone male orc guards. However the PCs deal with the guards, keep in mind that they start out 'Unfriendly'. Use the same guard stats from Encounter I.

➤ **4th level Orc Barbarians (2):** hp 30 each; see Appendix I.

Once the PCs get past the orc guards, or are escorted to the 'leader of the camp', continue.

Moving towards the center tent in camp, a brutish orc woman crawls out of the main tent flap to meet your group. As she stands, you can see the almost countless bone piercings through her nose, ears, and other parts of her body. A long bear pelt drapes over her shoulders like a poncho, and a strange rune carved on a rock hangs from the necklace below her chin.

She spits out, "You! No orcs! You leave! We want problems no!"

This is Grignok, the female orc shaman for the tribe. She worships Luthic, the lesser deity of female orcs, fertility, medicine, healing, servitude, caves, and home. The symbol around her neck is the orc rune for 'home' (and the holy symbol of her god, Knowledge (religion) check (DC 20) to recognize). She doesn't speak common very well.

She is currently in deliberations in her hut with the elven druid of the Tangles known as 'Iliisa' – the very elf the PCs are looking for. Grignok normally wants no part of non-orc business, but her problems with the decimation of the tribe in her region can perhaps be helped by talking with the druid.

She is not happy about a large group of non-orcs coming into camp. She begins the encounter as 'Unfriendly' (see PH under the Diplomacy skill).

If the adventurers can console her through diplomacy and/or bribery, she asks what they want (still standing outside of the tent). Once the PCs tell her, she tries to get a bribe (or more of a bribe, if they have already bribed her) for them to speak with Iliisa. She won't mention that the elf is in the tent behind her until she gets the bribe. She lets the group into the hut for a Diplomacy check that turns her into 'Helpful', or a bribe of at least 10 gp. Feel free to raise the bribe amount based on the lifestyle spent by the negotiating PC.

When let into the hut, continue with the description:

The inside of the tent is a dark place filled with the fumes of pungent burning incense. Through the shadowy wisps of smoke, you can make out hollowed-out horns and ceramic bowls lining the base of the tent wall, many filled with plant seeds, dried offal, and numerous strange herbs. In the rear of the tent is a small hill of furs, shoved in a cramped corner for the shaman to sleep in.

In the center of the tent is a small table with two worn benches. Seated at the end of one of the benches is a sight few expect to see in an orc camp – an elf. The slender female has long auburn hair that flows over her shoulders. Fine leather armor adorns her torso, and a thin longsword hangs from her waist. The tip of an engraved longbow reaches over her left shoulder, and a sprig of mistletoe sits nestled behind her right ear. Her eyebrows raise in mock surprise as

you enter. "She didn't kill you? Perhaps Grignok is getting soft in her old age."

Iliisa is joking with the adventurers. Grignok and she are both old for their respective races, and they tend to tease one another about racial stereotypes.

This is the person to whom the PCs are supposed to deliver the message. Assuming the adventurers give her the scroll tube (and they haven't looked inside the tube themselves):

Iliisa opens the scroll cap and looks inside the tube. She frowns as she turns the tube upside down over her open hand. A desiccated human finger lands on her palm, followed by a rolled up piece of parchment. Closing her hand over the finger, she reads the scribbled writings and her face begins to harden. "It seems I have a debt to pay...and the debt is not even mine."

If they haven't seen it yet, PCs can ask to see the note. Hand them **Player Handout #1**.

Iliisa does not go into great detail about her relationship with Auverin, at least until she's spent some time around the group (see **Encounter Three**). She only says initially that she used to love a thief by the name of Auverin Moonblade. She knows that Auverin and Trowain used to be good friends, so it would seem that Gertrude thinks that Iliisa's love for Auverin is enough to pay off his debts. In this situation, it is enough.

PCs may recognize the name Auverin Moonblade from the previous series of scenarios. If not, they can make a Knowledge (local - Iuz Border States) check, a bardic knowledge roll, or even a Profession (bandit) check (the Profession roll gets a +7 bonus to the check). This gains them the following information:

[at DC 12]

You seem to recall the bandit named Auverin Moonblade. He made himself known among the rogues of the country by being perhaps the most successful bandit in the Combination. He was renowned for getting away with the big scores. It's been said that he got away with more than his share of a king's ransom...many times over, in fact.

[at DC 17]

Of course, he's dead now – killed at Steelbone Meadows. Some say he was there to join the armies of Iuz, but a few actually speak of highly placed spies working for the bandit. There was supposedly going to be some sort of double-cross, when that insane priest double-crossed everyone and slaughtered the gathering army.

[at DC 22]

He was known to frequent the Tangles. Most people seemed to think he liked the forest because most of his pursuers DIDN'T like it.

While Iliisa is not powerful enough to bring Trowain back to life, she may be able to use her influence to get the Tangles Druids to resurrect him for her.

Not long into her conversation with the PCs, Grignok interrupts the conversation:

(in fluent elven)

"The dead human is not the important one here," Grignok interrupts. "My people are dying – that is why you are here, Iliisa. I have helped you before. Now you will help me."

What Grignok knows:

- ☛ The Urzun are a huge tribe, but quite fractured. Aside from a sizable warband under Mammoth in Kinemeet, most Urzun orcs have no loyalty to anyone any longer. There is a large group of Urzun gathering for a push into the Fellreev, to repay the elves for the destruction of "Sunblight".
- ☛ Her tribe in this region has been dwindling in membership over the last two years. Many hunting and raiding parties that have left the camp over this span of time have simply disappeared.
- ☛ The decline has been steady, except for the last couple of months. Recently, the disappearances seem to have been picking up.
- ☛ The former disappearances have been discounted as merely 'bad luck' among the hunting parties.
- ☛ A recent branch of this warband completely vanished – tents and all.
- ☛ The only evidence that anything had been in the spot where the tribe lived was a set of large clawed paw-prints pressed into the ground. Grignok's trackers are afraid that these are prints from a dragon.
- ☛ There have been rumors of the sound of wings in the night for over a year now. In fact, many of the tribe's remaining children have kept each other too scared to leave the camps by telling frightening stories of huge dragons swooping down to take away good orc girls and boys.
- ☛ The former shaman of this tribe said that he saw a large red dragon flying towards the Rift. He spotted the creature about a year ago. That shaman is not alive to question further, though.

The number of missing orcs has not so much increased. Rather, it's that the numbers of missing tribesmen have

become more noticeable as the size of the tribe as a whole has gotten smaller (a shrinking tribe with a fixed number of missing orcs eventually makes it SEEM like the missing numbers of tribesmen are increasing).

However, they are missing due to the tribe's worst fear – a dragon really has been feeding on their members, and now the Urzun have dwindled down to only a hundred or so remaining scattered orcs.

What Iliisa knows:

- ☛ She has suspected a dragon has been in the Tangles for a while now. However, she has had no evidence to support her theory.
- ☛ Large animals have gone missing in the eastern Tangles over the last three years– everything from black-tailed moose and grizzly bears to the local snow lynx that is particular to this region of Oerth.
- ☛ Perhaps with this information from Grignok, she can now approach the Tangle's druid council to look into the presence of the dragon.

Though Grignok and Iliisa think it's a red dragon, PCs can make a Knowledge (Local - Iuz Border States) or a Bardic Knowledge check to remember hearing about the below information.

- ☛ DC 15 – There has been a red dragon sighted flying in and out of the Rift Barons.
- ☛ DC 20 – There is rumored to be a green dragon in the Fellreev near Lake Aqual.
- ☛ DC 25 – Some have mentioned that there is a shadow dragon deep in the Bluff Hills.
- ☛ DC 30 – There are even rumors of a Greyhawk dragon in the Tangles.

Iliisa asks the PCs to come with her to meet with the druids of the Tangles. She needs to speak with the council about the dragon, but she can also ask about bringing Trowain back to life. Whatever response she gets, she'll need to send word back to Gertrude.

If the PCs ask about more payment, Iliisa offers the adventurers 20 gp each to come with her into the Tangles and eventually deliver a response to Gertrude back in Riftcrag.

If any PCs have the green dragon scale found in BDK1-08 "X Marks the Spot", or they tell Iliisa about the scale, she gets very excited. With hard proof (or even just witnesses to possible evidence), perhaps she can get the council to listen to her!

Creature Descriptions: Grignok is the only shaman among this splinter group of Urzun orcs. She is not well-liked, and there is a constant battle of wills between her and the two male orcs that still remain in this camp. She is still holding her position as leader...but barely. She became leader when the former chieftain "Zyrkul" was killed by adventurers (see IUZ3-03 "Fractures").

She often had dealings in the past with Iliisa, the elven druid who is visiting her now. This also weakens her position in the eyes of the male orcs. Only through her domineering personality and her magical powers has she kept her position as leader.

Grignok is a rude, domineering shaman who is used to getting her way. She doesn't speak common very fluently, but she is quite intelligent. When she moves, her numerous bone jewelry piercings rattle against one another.

Iliisa works with Grignok, sharing information about the happenings along the eastern side of the Tangles. Iliisa recognizes that whatever happens to the orcs is often an indication of larger troubles in the region.

She is a beautiful feminine elf who speaks softly and cares for all living things. Her animal companion is an extremely small brown-feathered hawk (through the use of *reduce animal*). When not flying around keeping watch, it occasionally lands on her shoulder and surveys anyone around Iliisa with an almost quizzical look.

☛ **Grignok:** Female Orc Adp7; see Appendix VI.

☛ **Iliisa Moonsight:** Female Elf Drd9; see Appendix VI.

Development: Assuming the PCs agree to come with Iliisa to meet with the druids of the Tangles, she leads them out of the camp, and on into the forest. Go to **Encounter Three**.

Encounter Three: Into the Tangles

Your group finally leaves the orc encampment as Iliisa leads you to the west. The journey across the relatively featureless terrain takes you about half a day. Climbing out of a shallow gully, you spot a line of trees in the distance that can only be the Tangles.

A hawk that you've seen in the distance for a while now circles towards your group. Suddenly, the bird lands on the shoulder of the elf guide. It appeared to land so quickly because the red-tailed hawk is only about half a foot in length. Its small size made it appear further away than it truly was.

Iliisa strokes the beak of the bird as she caws in a soft, high-pitched imitation of the hunting bird. The hawk responds in kind while looking over its shoulder, and Iliisa frowns. "It seems like a number of orcs are approaching from the northwest." She looks at your group and shakes her head. "No matter...we should be able to avoid them easily enough. We'll just have to skirt around them to the southwest."

Iliisa is not interested in a fight with more orcs. While the party could probably wipe them out, she is not interested in causing more bloodshed. If the adventurers insist on confronting the orcs, she abandons the adventurers and continues on to meet the druids alone.

Iliisa feels that she has enough information and evidence to give the council. Threatening a few more orcs is just not worth a confrontation. Also, she is only friends with Grignok. She is just as apt to be attacked by strange orcs as anyone else – probably more so, since she is an elf.

She lets her animal companion keep watch, and take a more indirect route to the forest. With her knowledge of the area, and her hawk lookout, she has no problems avoiding the dangers around her.

You skirt around the invisible threat and make your way into the mass of briars and thorns that make up the Tangles. Iliisa is a competent guide, and she seems to have little trouble with the vegetation that bars your way deeper into the forest.

The rest of the day passes uneventfully. Your group camps along side a small meandering stream that trickles slowly through the forest. Amazingly, your guide has found a patch of open ground – not large, to be sure, but enough space that your sleeping blanket isn't interrupted by a tree root or thorn bush.

"This should work well enough for tonight. It will take us a few days of travel to get to the meeting spot. You might as well make yourselves comfortable for now. The travel only gets more difficult from here."

Aside from this night of rest, the entire adventure in the Tangles takes place in the thick of the forest – no trails or open areas to be found (aside from perhaps Lake Jewel in **Encounter Six**). Use the following rules for any combat that takes place:

- Concealment granted for any foes 20+ feet away.
- Cover granted for any foes 40+ feet away.
- Full Concealment for any foes 60+ feet away.
- All travel in the Tangles is considered rough terrain. All movement is halved (ie: there is no free 5-foot movement). Also, creatures may not run or charge – add +2 DC to all Tumble checks.

While the PCs make their camp, Iliisa casts *animal messenger* and give a small scroll to an owl. If asked what she is doing, she remarks that she is calling on a meeting of the Tangles druids to discuss what she has found out from the orcs – and perhaps to see if something can be done for Trowain.

As your group relaxes around the water's edge, Iliisa stares wistfully into the narrow stream that wanders its way out of view. "I suppose you deserve to know a little about why you're being dragged into this mess. It's all because of a love long past." A smile plays across her face as memories pull the elf into another time.

"He changed his name, you know." Her gaze rises from the water to look across the stream. "He changed his name for me. Iliisa Moonsight...Auverin Moonblade. It wasn't a marriage – merely a gesture. It was still thoughtful, though."

She sighs before continuing. "I suppose I should start from the beginning. I am older than I look – old

enough to remember when the plains east of the forest were free of orcs. It was over a century ago that I went into the Rift Barrens with Eldest, a noble treant of great age. The details of that journey are not of great import now, but the conflicts of my journey back out of the barrens are.

"I left the barrens to get aid for Eldest, when I was captured. Some petty lord that didn't like lone wandering elves thought my time was better served in the silver mines. If only he'd known how long his reign would be! As so often happens with human rulers, another lord had him assassinated, and I was eventually passed through one mine to another, one prison to another as the decades went by. My wrists felt shackles for over 80 years before I was rescued.

"My rescuer was a handsome man – Auverin, as you may have guessed. He was actually robbing the caravan I was in for its silver, but he took me as part of his spoils. I was outraged at that arrogant human. He thought he owned me – just another slave to do with as he would.

"But I was wrong. He treated me as a real person. I was shocked by his honesty, and entranced by his charm. I joined his gang and helped him strike at other caravans. I even helped him hide in the Tangles. We kept hidden in the forest for years, and I fell in love with him." She stops to wipe the budding tears from her eyes. "What a fool I was!"

"Auverin wanted to go off and rob a bunch of clerics of the Old One to the north. He said it would be easy, but I had a bad feeling about it. Too many soldiers in one place is never a good thing – but he didn't listen to me. He went off with his crew...went off to the gathering army. Now he lies somewhere in Steelbone Meadows with the other dead.

"Now Trowain...he was a friend of Auverin's. He robbed a number of caravans with Auverin's help, and they had really grown to trust each other. When he decided to leave, he supported my misgivings. He didn't go with Auverin because he said he was 'done with that life'. He wanted to go back to his wife and children – raise a family, or so I hear. He was one of the few people I felt Auverin could truly trust in his group.

"Now, of course, he is dead. I feel obliged to do what I can for his widow, if not for myself, at least for the man I loved."

The back story involving Eldest deals with the background from BDK4-02 "Trouble at Centaur Mesa". If you are unfamiliar with the scenario, do not worry about going into detail with the back story. If other players haven't played it, you don't want to give away any spoilers for that scenario.

There should be no encounters during the journey to the meeting spot with the druids – Iliisa makes sure to keep the players out of the way of the forest creatures.

Creatures: Iliisa keeps a *reduce animal* spell on her hawk animal companion almost all of the time. This allows the

bird to scout quite effectively by keeping it from being seen. At the very least, it appears further away than it truly is even if it is spotted. In the Tangles, its size difference helps the bird maneuver between the mass of tree limbs and briars that the forest is known for. Any time the bird spots something unusual (non-animal) or dangerous, it flies back to warn Iliisa. She speaks to the bird with the aid of her *torc of animal speech*. The bird has gotten so used to this trick that it can even identify a few creatures it has gotten used to seeing (such as humanoids, or 'two legs').

🦅 **Hawk Animal Companion:** hp 31; see Appendix VI.

Development: After two more days of travel north following the trickling stream, they come upon the meeting spot. Go to **Encounter Four**.

Encounter Four: The Circle

After a few days of uneventful travel, your party finds itself along the edge of a large pond. The edge of the water is icing up as a light snow begins to fall. Iliisa leads your group around the pond to the opposite side where a pair of entwined trees rises high over the water, stretching their limbs in every direction.

Iliisa looks back to you. "Wait here for a moment, please."

She approaches the two trees and kneels down to the ground. At first, it appears as if she is praying...but you notice that she is actually looking down at a small plant that is growing in the soil around the roots of the tree. The elf delicately pulls at something invisible on the small leaves, and the plant actually bends towards the druid, almost like it is being manicured.

Allow the PCs to make a DC 20 Listen check to hear Iliisa whispering softly to the plant (though what she is whispering can't be made out). The small plant is a newborn treant, and is under the protection of the elven druid, along with the treant that towers above it. The treant is wrapped around a dryad's tree, but the dryad and the elf are not friendly towards one another (and will not appear in this scenario). Iliisa is merely checking on the newborn's growth, and pulling at tiny bugs and small bits of fungus.

If anyone approaches the plant, the treant begins to move. Iliisa immediately warns the PCs away, and move back towards the group, explaining herself if necessary.

Different adventurers recently brought an acorn of a treant here to be cared for by the Tangles druids (see BDK4-02 "Trouble at Centaur Mesa"). The PCs are now standing along the same pond from BDK1-08 "X Marks the Spot". This is also the meeting spot that Iliisa called for when she sent for the druid circle.

You don't have long to wait before figures begin to come out of the forest.

The first is a large orc with a two-handed sword slung over his shoulder. (Bellamoh)

A gigantic hunting cat with white fur bounds out of the trees on the opposite side of the pond towards your group. (Suana)

Two female elves materialize out of the trees behind you. (Tomalin and Yomalee)

A hobgoblin and a kobold trudge into view behind the huge hunting cat. (Burg and Prinwyll)

Crawling out of the pond itself comes an alligator the length of two horses. (Whittle)

A large whirling tornado flies above the treetops and down into the midst of the other figures, which seem to be forming a half circle around your group. (Gerland)

The final figure is a small rather unremarkable bird that lands at the end of the semicircle. (Mother)

The group transforms almost as one into different shapes – but the new races seem to be limited to humans and elves, aside from one half-elf and one gnome. From the center of the circle steps a beautiful woman with golden curls. Her face is smooth and youthful, but her eyes betray an older wisdom "We are here, Iliisa. Why have you called us?"

This is a long role-playing section. While certain sections of boxed text are listed below, it should be tailored to how other PCs interact with the druids. They are not shunned by the council although Gerland and a few others may not be friendly with any non-druid type PCs (see the individual druid descriptions for more details). Anyone who has played the Bandit Kingdoms Interactive BDK13-04 "The Great Hunt" recognize Gerland as the head druid that attacked the hunting lodge from the back of a large roc during that interactive.

Iliisa thanks the druids for coming on her summons. She presents the evidence she has found (including anything given by PCs, such as the dragon scale from BDK1-08 "X Marks the Spot"). Though she is the daughter of Valaphia, everyone refers to Valaphia as 'Mother', so the relationship won't be apparent – and Iliisa won't use her connections with her biological mother to her advantage (She already pulled those strings by calling the circle of druids here).

Whatever questions are asked by the druid council are mostly asked by Tomalin, though others may interject a question here or there.

About halfway through the presentation, Gerland interrupts...

The conversation is interrupted by the elf to your left. "Iliisa has indeed found evidence of a dragon – for it is here because of me!" The tall elf pounds the gigantic tower shield on his left arm to emphasize his confession. "I invited the dragon to come. I knew it was only a matter of time before the rest of you found out, but it was inevitable. We now have a powerful ally in the fight against those who would harm us."

Suana responds, "WHAT?! You hid a dragon here without telling anyone on the council? Gerland, do

you realize what a dragon can do to the balance here? What happens when our allies realize what is hidden in the forest?"

"The dragon is well in hand. As you can see, it took over three years for most of you to realize that it was here. How long will it take our allies to realize that? I can manage the dragon's appetite and disposition. She comes from the Fellreev, and I don't think she has an interest in going back to that chaos. With all the undead and infighting, not to mention our savage druidic brothers, Maurgoroothyx is more than willing to work with us to stay here."

Gerland tightens his fist as he continues. "What I propose is that now we USE the dragon! With her might behind us, we could strike against Hallorn or Kinemeet – any who would try to destroy Beory's world."

Suana snorts in disgust. "You're a fool to think this could benefit the Tangles! The sheer appetite of a chromatic dragon can bankrupt kings!"

The argument between Suana & Gerland goes back and forth. Eventually, the circle votes on what action to take. How the PCs get involved may dictate how it all ends.

In any case, during the argument, if the PCs haven't brought it up already, Iliisa asks about bringing Trowain back to life. She specifically directs the request to 'Mother', asking it as a favor. She feels that the council will not consider the request too large, with the threat of the dragon now in their sights. Of course, the opposite argument is that the council does not have the time or resources to worry about bringing back a dead bandit back to life, not with the threat of the dragon on the horizon.

Gerland believes the dragon's aid is worth the problems associated with keeping it hidden in the forest. She would be a powerful ally for the druids. He does not divulge the type of dragon, though. A Sense Motive check does not work, since he doesn't try to lie about the dragon. He merely states that it is none of the party's concern (and the rest of the druids on the council don't feel like it's important enough to press – the fact that the dragon is chromatic is enough for them). The druids who side with Gerland during the argument are:

- ☛ Prinwyll
- ☛ Bellamoh
- ☛ Burg

Suana doesn't like the idea of a red dragon in their forest (Iliisa thinks it is red, and Gerland isn't keen on correcting that assumption). She doesn't believe it bodes well for the forest, no matter how powerful an ally the evil dragon is. The druids who side with her are:

- ☛ "Mother"
- ☛ "Whittle"
- ☛ Yomalee

Tomalin supports Suana as well, but in her leadership role, she often waits before voicing her opinion. If the PCs side with Suana, or say little either way during the

argument, then she keeps quiet until the end (section 4A). If the PCs get involved in the debate and side with Gerland, she abstains from voicing her opinion (section 4B). Use whichever of the two boxed text sections below, depending on the PCs' argument. If the PCs disagree with one another, then make contested Diplomacy checks to see who is more convincing to the druids.

4A [if the PCs side with Suana, or abstain from voicing their opinions]

The woman with golden curls raises her hands, cutting off further argument. "You all have raised valid points. However, a dragon in the Tangles does not bode well for the creatures that live here. Though some of you disagree, it looks as if the majority of us feel that it should be disposed of."

Gerland explodes with anger. "No! We made an agreement! I spoke for the council, and in exchange for her help, I agreed that the druids would hide her from forces that would do her harm. Tomalin, I still have a place on this council."

Suana snorts, "You wouldn't know it by the secrets you keep."

"Enough!" Tomalin turns to your group with concern in her eyes. "Well, it appears that the council has already agreed to not harm this Maurgoroothyx. Apparently, our hands are tied."

She kneels to straighten a bent wildflower crushed by some unknown animal. "I understand that Iliisa wants this man to be brought back from the dead. I can do this – however, it requires powerful magics." The druid pauses to think for a moment. "In return for reviving this man, would you be willing to help rid us of the threat of the dragon? I don't know what your connection is with the dead man, but I'm sure countless lives would be saved by your help. Our council would, of course, be grateful for your assistance in this matter as well."

Tomalin and the other druids do not offer to pay anyone. If the PCs do not wish to help Iliisa bring Trowain back, or are not willing to do this out of the kindness of their hearts (removing the threat of a dragon from the country), then Whittle mentions that dragons are known to collect treasure...

"Gerland, you were the one to bring this menace to us. You should assist these brave souls to at least find the dragon."

The elf glares angrily into Tomalin's back. "But that would be breaking our agreement –"

"Not if you help them help themselves. Perhaps if they happened to find a certain dowsing rod..."

The druid visibly blanches as he realizes what Tomalin is suggesting. Growling with anger, he strides over to your group and halts just two paces away. He reaches behind his back and returns with a forked branch. The druid drops it at your feet in disgust. "Some say that a dowsing rod can locate water. Some say that they are able to locate more than

just water. Some have even said that the dragon has been spotted by a large body of water. Speak the words 'Lake Jewel' while holding it, and perhaps the rod will work for you."

As Gerland returns to the circle, Tomalin continues speaking to the angry druid. "Gerland, you will also not hinder this group from their own goals. You will not interfere. Do you understand?" The elf doesn't respond.

The elderly elf in the circle makes her way over to the furious Gerland. She puts her hand on one of his long arms as she whispers quietly to him. The words seem to calm him down – at least enough for him to nod his reluctant agreement.

Gerland drops the dowsing rod at the feet of any druids in the party, if there are any. If there is no one apparent, then any PC of a wilderness demeanor works (barbarian in furs, ranger in light armor and forest colors, etc.). Use your judgment.

The dowsing rod is a magical item that has a short life span, and only works in the Tangles – it was crafted from the fallen branch of the oldest tree in the forest. Once the branch leaves the forest, the magic fades away. Otherwise, the branch loses its divination abilities after one week (Gerland must anoint the branch in a special herbal ointment to keep it magically active). While the dowsing rod still works, it acts like a *discern location* for any geographic location in the Tangles. The rod can be activated at will by anyone holding it, but it takes 10 minutes of concentration to activate – which makes it impractical for combat purposes.

If there are any Tangles druids in the group, then they are absolved from participating in this mission. Effectively, the PCs will be removed from the Tangles hierarchy at this meeting – but are subject to returning to the meta-org at their same level at the end of this scenario (Whittle gives them a wink and a smile to let them in on the secret).

Iliisa steps forward towards your group, but the old elf among the druids calls to her, stopping your guide in her tracks. "No, Iliisa. You will not help them in their quest. You have your own concerns to deal with."

A pot-bellied druid chimes in, "Mother is right, Iliisa. You failed to watch over Eldest because you were blinded by love. You still can face your duty and care for his sapling." At this, pain and memory wash over Iliisa's face, and she slowly nods in understanding.

Iliisa waits for the party by this pond. She tells the group the name of the pond so they can find their way back with the help of the dowsing rod. While the rest of the druids are remarkably quiet at the PCs' acceptance of this mission, Iliisa is not shy about thanking the adventurers for helping.

4B [If the PCs side with Gerland]

The woman with golden curls raises her hands, cutting off further argument. "You all have raised valid points. The dragon may be powerful and dangerous, but since Hok hurt our forces here, we seem to have need of assistance. Though some may disagree, these travelers have made a good point. Perhaps we should use Gerland's new ally."

Suana explodes with anger. "No! We can't trust a dragon! It will eat its fill, and then keep eating! We can't trust it, and we certainly can't keep it hidden."

Gerland snorts, "There has been a dragon rumored to be in the forest for decades now – and not Maurgoroothyx. It supposedly wanders in human guise, and yet we still haven't located it. If THAT dragon can stay hidden, then certainly we can hide a dragon of our own."

"A dragon of our own?!" Suana gawks at the large man. "Do you even understand what you just said?"

"Enough!" Tomalin turns to your group with concern in her eyes. "If Gerland spoke for the council and made this agreement, then we shall stand with that decision. Apparently, we have a new ally."

"As to the request to bring the man back to life, Iliisa...the magics required to do this are too powerful. Perhaps you should tell the widow of this man that it is time to move on."

Iliisa steps forward to argue, but the old elf among the druids calls to her, stopping your guide in her tracks. "No, Iliisa. The council has decided. You should not press this issue. You have your own concerns to deal with."

A pot-bellied druid chimes in, "Mother is right, Iliisa. You failed to watch over Eldest because you were blinded by love. You should now face your duty and care for his sapling." At this, pain and memory wash over Iliisa's face, and she slowly nods in understanding.

Iliisa is not happy with the decision, but she understands that the council has more authority than her in these matters. She leads the group back out of the Tangles. During the journey, Gerland meets the PCs in the forest to thank them for their support in the meeting – and to make an offer.

Making your way back through the forest, it's not long before an elf steps out of the briars ahead of you – Gerland!

"Ah, the ones who saw the wisdom of allies. Just the people I wanted to speak with. Iliisa, please excuse us while we speak privately for a moment."

Your elf guide nods and backs away. Gerland continues, "I wish to show my appreciation for your assistance in that little...disagreement. I would like to see about getting Iliisa's friend brought back to life for you. It is the least I can do under the circumstances."

His voice drops a bit before continuing. "There is something else you might be interested in. A great evil has been discovered not far from here in the city

of Hallorn. While it has not been discovered by the city's citizens, there are certain powers-that-be that are aware of its existence. Perhaps you would be interested to know more?

To continue with this, use the boxed text description in **Encounter Five**, after the PCs have agreed to give the dowsing rod back to Gerland.

Creatures: For more detailed descriptions of the druid circle personalities, see **Appendix VI**.

☞ **Tomalin Harpsong:** Female Human Drd17.

☞ **Valaphia Moonsight ("Mother"):** Female Elf Wiz3/Drd10/Mys5.

☞ **Gerland Liadon:** Male Elf Drd16.

☞ **Suana:** Female Human Drd16.

☞ **Farmigoo Ningel ("Whittle"):** Male Gnome Drd10/NaW5.

☞ **Prinwyll:** Male Half-Elf Drd13/DivOcl1.

☞ **Bellamoh Galanmion:** Female Human Drd13.

☞ **Burg:** Male Human Drd13.

☞ **Yomalee Hollingdale:** Female Human Drd13.

Treasure: The only item that should be gained in this encounter is the magical divining rod that the PCs are given. The enchantment only lasts about a week, so no value is given to it.

Development: If the PCs have the dowsing rod, move on to **Encounter Five**. If they supported Gerland in his argument, then go to **Encounter Five** as well, but start with the boxed text in **5A**.

Encounter Five: The Choice

Snowflakes fall between the branches above your head, turning everything around you white. The journey through the forest is somewhat surreal in these surroundings, guided only by the dowsing rod. Presumably, Lake Jewel is where the dragon can be found. Although it takes concentration, the enchanted branch not only points out the direction of this lake, but you also realize how far away it is—about two days the to northwest of the druid meeting spot.

Without Iliisa, the trek through the forest seems to be filled with hazards. Trees seem to reach out to snag your clothing. Brambles stick into your hair, making your journey more of a painful experience. Even the familiar stream that you became used to is long behind your group. One direction seems the

same as the next in this icy prison, if not for your magical pointer.

Late into the evening, as the snow begins to pile high along the base of passing trees, a familiar figure steps out from a thicket of vines just ahead. Gerland draws toward your group with his hands raised in a peaceful gesture. "Ah, the strangers who have decided to take on the dragon. I thought I would find you here. Don't worry. I come not as an enemy, but as a friend.

"I would ask you to reconsider this task. A dragon allied with our efforts could prove invaluable to our battle with the forces of the Old One, as well as those that would destroy the forest. Can you not see how beneficial this would be?"

PCs can make a Spot check (DC 28 vs Immoth, DC 32 vs ice elementals) to see a few small white furry animals poking their heads out from behind trees (a white rabbit, and a fox or two). These are the Immoth and ice elemental(s). If the PCs ask about the animals, they can make a Knowledge (Nature) roll DC 20 to notice that the animals are acting a bit strangely.

Gerland has come to try and 'talk some sense' into the adventurers. He debates with anyone willing to discuss the dragon – or with anyone that seems undecided on the whole matter. He won't give details on the dragon, such as her weaknesses or her allies, but he wants to win the PCs to his cause. To this end, he makes an offer.

"If you will not see the light of reason, perhaps you would be willing to make a trade. I have an offer – I know information that you might find valuable. If you are interested in details about what I know, all I ask is that you give up this journey to kill Maurgorothyx. Give me the dowsing rod, and I will tell you what I can. I can even see about getting Iliisa's friend brought back to life if you're willing. Tomalin is not the only druid who can bring that man back to life.

"I have recently learned of a source of great evil in Hallorn. What this source is exactly, I do not know. An artifact, a tome, perhaps it's even a creature. However, I DO know that the necromancers of the city are not aware of it – and they would be very interested in knowing about this, and where it is located."

Gerland pauses before finishing. "I know the location of this evil, as well as how to get there. I would be willing to help you get there, if you are willing to deal..."

Gerland is unwilling to give the adventurers anything else unless they make the trade. The information is the only leverage he truly has to get them to not attack the dragon – and he has worked too hard to give that up. In other words, Diplomacy does not work in talking the druid out of his information. The PCs have a choice. They can accept the druid's offer and promise to give up

the dragon mission by giving him back the dowsing rod [5A], or they can turn down his offer [5B].

5A [If the PCs decide to trade with Gerland, after the PCs have given him the dowsing rod]

"I encountered a vampire almost two years ago in this forest. He called himself Veth. Before I drove him out of the Tangles, he told me of a source of great evil deep under the city of Hallorn. Apparently, this artifact or whatever it is has lain hidden in the catacombs beneath the city for many years – even Veth didn't know how long it's been down there. In any case, I got from him the location of this secret, but not how to get there. That, I think I've found out on my own."

The druid reaches for a pouch at his waist and pulls out a small handful of black stones, each marked with a small symbol. "I recently got a hold of these seven stones. I believe they are tied to a pool inside an abandoned tower in Hallorn. I'm not sure how they work, but I think they allow the pool to act as a doorway to the location beneath the city that Veth talked about." He offers the small stones to you.

Each stone is marked with the symbol of the Reaper. A Knowledge (religion) check DC 15 tells the PCs of this fact.

Gerland gives the PCs the location of the building where the pool is located – the same building with the pool in BDK1-02 'Bleeding Moon'. He does not discuss in great detail the encounter between him and Veth, since dealing with a vampire is something the druid council would frown upon.

He was actually bargaining with the vampire to rid the forest of a trio of green hags. The stones themselves he stole from some of the members of General Hok's militia during BDK14-02 'Siege of Hallorn'. He connected the stones to the pool when he overheard a pair of necromancers discussing the pool right after that battle. He heard Veth mention something about other pools underneath the city, and the connection there seemed too coincidental.

Whatever this discovery is, Gerland would like it kept out of the Death Cultists' hands. Since it probably isn't obvious that PCs might be members of that meta-organization, he won't have any problems telling the adventurers this.

Development: After giving the stones to the party, the druid leads the group out of the southern edge of the Tangles – within view of the city of Hallorn. Proceed to **Encounter Eight**.

5B [If the PCs turn down Gerland's offer]

The druid shakes his head and turns away. "Bah!" he continues. "If you are too foolish to see the light of reason, I will not stop you from your chosen task." He walks away from you.

As Gerland leaves your party, though, another smaller figure hops beside him. Before your eyes, the little rabbit enlarges into a tall white humanoid. The

large figure now facing you is a thick-bearded man standing over 10 feet tall. He appears to be sculpted completely of ice, from his smooth rounded legs and faceted hands to the bushy frost around his chin.

As you spot the shadow of a shape behind you, Gerland finishes, "Of course, THEY might have something to say about it..."

Gerland does not attack the group, but he defends himself (see Tactics below).

Creatures: The Immoth is somehow connected to green dragons. It has been trying to discover the lair of the green dragon in the Fellreev for a while, but Gerland has been unwilling to tell it where Maurgoroothyx is located. When Gerland recently approached the Immoth and told it of a group of adventurers that had an item that would locate the dragon, the creature jumped at the opportunity. It wants to discover why it feels this connection to dragons.

This is the only way that Gerland can stop the PCs without directly getting involved. In return for the Immoth defeating the party, the druid told it about the divining rod.

Gerland's animal companion is hidden 120 ft. into the forest. He stays out of sight unless he is called by the druid (if the PCs attack him, for example). Otherwise, when the Immoth appears, Gerland just walks away (eventually he *tree strides* away with his animal companion).

The APL is increased by one, since the elementals had time to prepare before combat, while the PCs did not.

Any APL (Noncombatant)

☞ **Gerland Liadon:** male elf Drd16; see Appendix VI.

☞ **Mastodon Animal Companion:** hp 190; see Appendix VI.

APL 10 (EL 11)

☞ **Immoth:** hp 120; see Appendix II.

☞ **Huge Ice Paraelemental:** hp 136; see Appendix II.

APL 12 (EL 13)

☞ **Immoth Warlock:** Male Immoth Sor1/DrD1; hp 165; see Appendix II.

☞ **Greater Ice Paraelementals (2):** hp 178 each; see Appendix II.

APL 14 (EL 15)

☞ **Immoth Warlock:** Male Immoth Sor1/DrD1; hp 165; see Appendix II.

☞ **Elder Ice Paraelementals (2):** hp 204 each; see Appendix II.

Tactics: Though Gerland does not fight the PCs, he defends himself – there is nothing in his promise to the circle that he feels prevents him from doing that.

If the adventurers are foolish enough to attack him, then he turns and directs a *finger of death* at the offending PC – or a *firestorm* at the party if more than two PCs attacked him. He continues to walk away as well. If the PCs persist in attacking him, he turns his full wrath on the group and calls for his animal companion. When his companion comes into view due to Gerland's call, the druid casts *animal growth* on the mastodon.

The Immoth and ice elemental(s) were covered with a *veil* spell cast by the immoth. He drops it when Gerland walks away, so there is no surprise for either group (unless they attack the furry animals in the forest during negotiations with the druid).

Don't forget the difficult terrain modifiers mentioned in **Encounter Three**.

All APLs: The Immoth starts out 35 feet in front of the group. It uses an ice rune each round with a normal spell. It starts out the battle in the first round with a *cone of cold*. It immediately follows this up by using his *mislead* rune and flying perpendicular to the group – leaving the image of itself where it first started. The second round, it throws another *cone of cold* along with a *dominate person* spell out of its runes, mentally commanding the PC to attack his companions. The third round, it hits the group with 2 area-of-effect spells. It will continue with similar tactics, not staying in one place for long, and using its spells to the best advantage.

The ice elemental(s) start out behind the group if there is one, or behind and to the right and left of the group if there are two. They are 25 ft. behind the party. They spring attack if they can (keeping in mind the limited movement of the Tangles). They are unhurt by any area-of-effect cold spells the Immoth might hit them with.

Treasure: The ice elementals have no treasure, but the Immoth has a rod at higher levels.

APL 10: L: 0 gp; C: 0 gp; M: 0 gp

APL 12: L: 0 gp; C: 0 gp; M: *lesser metamagic rod of silence* (916 gp).

APL 14: L: 0 gp; C: 0 gp; M: *lesser metamagic rod of silence* (916 gp).

Development: If the players defeat their ice enemies and continue on to the dragon, proceed to **Encounter Six**. If they lose the divining rod during the battle, go to **Dragon Conclusion – Failure!**

Encounter Six: On to the Dragon!

It is two days' journey from the druid meeting spot to the dragon's lake. Allow the players as much preparation time as they need, since with the divining rod, they know the direction of the lake and the distance from the group.

The forest opens up to a small lake, much larger than the previous pond you left two days ago. The water

surface ripples lightly with the patter of falling snowflakes. Lining the shore are hundreds of small stones, chipped and cut into shards that glitter in the white powder. Surrounding the lake is a wide field of snow, completely clear of trees and other large vegetation.

[and at APL 12 and 14]

Between you and the lake is a round fogbank, stretching across only about fifty feet along the snowfield. The rest of the lake and surrounding areas are devoid of obscuring fog, save for the low-flying storm clouds above your head.

Spellcasters can make a Spellcraft check DC 22 to recognize the *fog cloud* for what it is. It obscures the other two spells from any sort of identification, though.

Gerland came before the group and warned Maugoroothyx of the adventurer's approach. She is aware of the group, and she is prepared to deal with them (see tactics below).

The trees have been eaten away around the lake in a 100 ft. circle, much to Gerland's chagrin. This helps the dragon keep a better eye on her lake.

Once the PCs move out of the forest, they are able to make a Spot check (DC 10) to notice a flash of a large shape moving underneath the water of the lake (or in the fog at APL 12 or 14). This is actually an illusion, but the dragon does not concentrate on the spell for a long period of time – so PCs do not have a chance to interact with the image (no saving throw). Once the PCs leave the cover of the forest, read the following if the PCs made their Spot check.

As you move towards the lake, you notice a flash of movement and a brief glimpse of scales in the (water/fog). Intuition tells you that in a few moments, you will be battling one of the deadliest opponents of Oerth – a chromatic dragon!

Trap: The *fog cloud* is present at APL 12 and 14 only. It obscures a *mind fog* and a silent *alarm* spell. With it, Snizzlesith knows when PCs go into the fog, and waits to hit the characters with an enchantment spell when they emerge (see tactics below). If the fog is present, then the dragon creates the brief illusion of itself in the fog, rather than the water.

Creatures: Maugoroothyx is an almost 200 year old dragon. She has spent most of the past decades in the Fellreev forest. She left, though, because of the increase in fighting and undead activity in the forest. She felt that her horde would not be safe there, so she left to find more comfortable surroundings.

Although this small lake is a far cry from Lake Aqual in the Fellreev, it is the biggest body of water in the Tangles. Gerland met the dragon when she first arrived years ago. He brokered a deal with Maugoroothyx and agreed to keep her location and horde hidden.

Maugoroothyx has been careful to hide while she has been in the Tangles. Whenever she ranges out of her

domicile, she often travels with a *dragonskin* spell up to appear like a red dragon, rather than a green dragon. She has also kept her feeding to just forest animals and orcs at this point.

The dragon brought her brood with her when she relocated. Occasionally, she sends them outside of the forest to perform specific tasks. When not on various missions, they guard the lake when she is not around.

They each are extremely loyal to the dragon mother. Rumph was born just after the forces of Iuz rolled through the Combination. Snizzlesith is the younger of the two, and he is actually a third generation half-dragon. The diluting blood line has dulled the visible appearance to link him to his dragon heritage. All that remain are his almost vestigial claws and his cat-like eyes.

APL 10 (EL 13)

✦ **Maurgoroothyx:** hp 290; see Appendix III.

APL 12 (EL 15)

✦ **Maurgoroothyx:** hp 250; see Appendix III.

✦ **Snizzlesith (Draconic Gnome):** hp 102; see Appendix III.

APL 14 (EL 17)

✦ **Maurgoroothyx:** hp 250; see Appendix III.

✦ **Rumph (Half-Dragon Fomorian):** hp 217; see Appendix III.

✦ **Snizzlesith (Draconic Gnome):** hp 119; see Appendix III.

Tactics: The tactics for the different APLs are quite different from one another. Please be aware of the differences, and each of the monster's abilities (such as Snizzlesith's high caster level from APL 12 to 14). Also, with the *dragonskin* spell active, Maurgoroothyx's scales have a red tinge, rather than a green tinge.

Don't forget the difficult terrain modifiers mentioned in **Encounter Three**, if PCs are not in the clearing.

APL 10: Maurgoroothyx is remarkably nimble in the air for a huge dragon. She is currently hidden and *invisible* in a low cloud bank 480 ft. in the air. Any PC that can see invisible foes still needs to make a Spot check to see her. The distance from the ground modifiers alone give the dragon a +48 to her Hide check.

She is using a silent image of herself swimming 20 ft. under the water of the lake. This is to pull the PCs away from the forest for her attack. Once the PCs move to within 20 ft. of the water's edge or to attack the image, she begins her descent towards the group. If the group comes into view, but doesn't trigger an attack, she attacks anyway after a couple of minutes (while her spells are still active).

Remember that the dragon's flying movement down is doubled, and her flying movement up is halved.

The first round, she moves down 300 ft. while keeping her concentration on the illusion. If she realizes

that the PCs are aware that the image is an illusion, she stops concentrating in the first round and casts *true strike*. The PCs can make a Listen check DC 18 to hear the spell being cast. PCs that can see invisible foes can look up and see the dragon preparing to dive on the group.

The second round, she swoops down and Snatch up one character (using Power Attack only if she cast *true strike*) using her Flyby Attack and Wingover feats to fly back up. In subsequent rounds, she continues this tactic of swooping down to Snatch PCs in a free claw or mouth, using Multi-snatch to keep the penalty for using one grappling limb to a minimum. Once she has three PCs that can't fly in her grasp, she flies up to 200 feet and drops them. If one or more of the PCs in her grasp can fly (such as with a *fly* spell), then she squeezes those particular PCs instead.

Under the normal grapple rules in the PH, a standard action is needed to move a grappled opponent. However, the dragon's snatch works like the improved grab ability (MM page 310). So the dragon can fly by the group and grab an opponent using the Flyby feat (taking a -10 on the grapple check with the Multigrab feat). Then she can turn around and grab a second adventurer with a different claw, again using the Flyby feat. A standard action is not needed to merely fly with the grappled opponent.

She uses other tactics as the situation warrants (such as breathing on a group of PCs while one is grasped in her mouth). There are too many tactics that the PCs could use to describe all the variations of her attack abilities. One or two should be mentioned, though.

Any PCs that run and hide in the forest, Maurgoroothyx follows them above the trees. Although the forest canopy provides full concealment, she can sense the adventurers with blindsense. She attacks with her breath weapon down into the trees where they are at – or if there are a number of small PCs close together, then she crashes through the foliage and crushes them with her body.

If the dragon drops below 75 hit points, then she retreats into her lair to heal herself. Once fully healed (and buffed with spells, if appropriate), she takes the fight back to the party.

This dragon is a very canny foe that should be played smart. This is not an easy combat, but be fair with the players – high level adventurers are capable of a lot. If a PC ends up running away, and there is no one else endangering her lair, then the dragon pursues him – but not for more than a minute or so.

APL 12: At this APL, the draconic sorcerer is present and hidden in the forest across the lake from the party. Even though he has full concealment and cover from his position, he coordinates his attacks with the dragon via a *Rary's telepathic bond* spell.

Maurgoroothyx's tactics are the same as APL 10, but the image is placed briefly in the fog cloud (the ripple of a scale, and then nothing). This means there is no save vs interacting with the illusion, since he stops concentrating

after the first round. The dragon attacks as described above if the sorcerer attacks the group.

The sorcerer waits out of sight until either the dragon attacks, until a PC comes out of the fog cloud he created (warned by the silent *alarm* spell in the area), or when it appears apparent that the PCs will not enter the cloud. Before taking on the group, though, he casts *greater invisibility* and puts up a *lesser globe of invulnerability* just inside the forest line.

When a PC leaves the *fog cloud*, the gnome uses enchantment attack spells to best effect. If nobody enters the cloud, he begins hurling maximized *fireballs* and *chain lightning* spells from his secure position on the opposite side of the lake (note that from his position, he has concealment and cover). One of his favorite tactics is to *feblemind* apparent arcane casters, using his Enlarge Spell feat if necessary. If things get dangerous staying in one place, Snizzlesith takes to the air with his active *fly* spell. Using this tactic, Snizzlesith casts a spell first, and then flies over in one round, to keep from being pinpointed. Keep in mind the gnome's active *non-detection* spell, as well as his spell ranges (*feblemind* and *confusion* are his longest range enchantment spells).

Snizzlesith placed the fog cloud trap in the clearing with the hopes that someone would be curious enough to wander in. His mischievous nature knows that curiosity usually kills cats...

APL 14: At this APL, all of the dragon's children are present. The tactics from APL 12 are the same, except that Snizzlesith casts *greater invisibility* on Rumph as well. Also, everyone is linked up with *Rary's telepathic bond*. Note that the Snizzlesith is a higher-level caster at this APL.

Rumph is fully concealed deeper in the forest on the other side of the lake away from the party (with the sorcerer). He stays hidden in the forest until the gnome tells him that opponents are approaching. Rumph flies out of the forest, interposing himself between the gnome and the PCs just in front of the forest line. He is not a complex fighter, and tends to bash anything he doesn't understand.

The only difference in Snizzlesith's tactics is that he has additional spells as his disposal. Instead of the *lesser globe* from APL 12, he has a more powerful *globe of invulnerability* active in the forest. He hits any PCs within 60 feet of him with *power word blind*. If he drops below 50 hit points, he casts *magic jar* on a crystal along the shore at the southern end of the lake. It is well hidden among the glittering rocks, and passing PCs must make a Spot check DC 25 (+distance modifiers) to notice the crystal. If the sorcerer is surrounded, he *dimension doors* to the opposite side of the lake.

Treasure: Any treasure is on the monsters.

APL 10: L: 0 gp; C: 0 gp; M: *wand of alarm* (62 gp), *wand of bear's endurance* (375 gp), *wand of bull's strength* (375 gp), *wand of dragonskin* (red; CL 5)(937 gp), *wand of magic missile* (CL 9)(562 gp).

APL 12: L: 0 gp; C: 0 gp; M: *wand of alarm* (62 gp), *wand of bear's endurance* (375 gp), *wand of bull's strength* (375 gp), *wand of dragonskin* (red; CL 5)(937 gp), *wand of magic missile* (CL 9)(562 gp), *cloak of charisma* +4 (1,333 gp), *gloves of dexterity* +2 (333 gp).

APL 14: L: 0 gp; C: 0 gp; M: *wand of alarm* (62 gp), *wand of bear's endurance* (375 gp), *wand of bull's strength* (375 gp), *wand of dragonskin* (red; CL 5)(937 gp), *wand of magic missile* (CL 9)(562 gp), *cloak of charisma* +4 (1,333 gp), *gloves of dexterity* +4 (1,333 gp), +2 *huge heavy flail* (694 gp), *rhino hide* (430 gp).

Development: If the PCs have defeated the dragon, to **Encounter Seven: The Dragon's Lair**. If they failed to defeat the dragon, go to **Dragon Conclusion Failure!**

Encounter Seven: The Dragon's Lair

If the PCs search the lake by going into the water (since the lair opening is not visible from the surface), read the following. First, be aware of the swim time involved, and whether PCs need magical assistance in reaching the cave (such as with a *water breathing* spell). The tunnel opening is hidden 40 feet underwater, and the underwater tunnel runs 120 feet before ending in the enclosed cave below.

Swimming down into the depths, you find a well-hidden cave amongst the plant life at the bottom of the lake. The wide underwater tunnel leads deep into the earth before bending back up at a sharp angle.

Eventually you break the surface of a half-moon pool filling one end of a large cave. Even from your vantage point still in the water, you can make out hundreds of thousands of coins filling the rest of the cave. A huge imprint of a large creature is imbedded into the bed of treasure. Weapons and staves stick out of the dragon horde at the sides of the cavern wall. A chest sits near the water's edge to your right. A suite of full plate armor sits in an alcove to your left. It seems that every inch of floor in this place is covered in treasure!

Allow the PCs to collect the treasure in any way that they can. There are over 700,000 coins in this cavern (most are copper), along with the other treasures that makes up the dragon's horde. Collecting this all and moving it may be a chore.

The dragon has little use for a treasure chest, save to distract and endanger would-be thieves. See below for more details on the treasure chest.

Trap: The chest holds a number of rocks, to make it seem like it holds something of value. In reality, this is just a trap.

APL 10 (EL 11)

↗ **Hail of Poisoned Needles Trap:** CR 11; mechanical; touch trigger; manual reset; Atk +20 ranged (2d4 plus poison); poison (black lotus extract, DC 20 Fortitude save resists, 3d6 Con/3d6 Con); Search (DC 22); Disable Device (DC 22).

APL 12 (EL 13)

↗ **Fusillade of Poisoned Darts Trap:** CR 13; mechanical; touch trigger; manual reset; Atk +18 ranged (1d4+1 plus poison, dart); multiple targets (1d8 darts per targets in a 10-ft.-by-10-ft. area); poison (black lotus extract, DC 20 Fortitude save resists, 3d6 Con/3d6 Con); Search (DC 24); Disable Device (DC 24).

APL 14 (EL 15)

↗ **Fusillade of Poisoned Arrows Trap:** CR 15; mechanical; touch trigger; manual reset; Atk +22 ranged (1d8+1 plus poison, arrow); multiple targets (1d8 arrows per targets in a 10-ft.-by-10-ft. area); poison (black lotus extract, DC 20 Fortitude save resists, 3d6 Con/3d6 Con); Search (DC 24); Disable Device (DC 28).

Treasure: In this horde has quite a bit of treasure. Among the piles are 4 cure serious potions, 4 cure moderate potions, and 4 cure light potions. If the dragon has time to drink them all, assume he gets back an average of 144 hit points after 12 rounds of drinking. The magical ring is in the chest. The rest is coinage in the cave itself.

APL 10: L: 0 gp; C: 1000 gp; M: *potion of cure light wounds* (4@ 48gp each), *potion of cure moderate wounds* (4@ 25gp each), *potion of cure serious wounds* (4@ 62 gp each), *ring of communication* (166 gp).

APL 12: L: 0 gp; C: 1000 gp; M: *potion of cure light wounds* (4@ 48gp each), *potion of cure moderate wounds* (4@ 25 gp each), *potion of cure serious wounds* (4@ 62 gp each), *ring of communication* (166gp).

APL 14: L: 0 gp; C: 1000 gp; M: *potion of cure light wounds* (4@ 48gp each), *potion of cure moderate wounds* (4@ 25gp each), *potion of cure serious wounds* (4@ 62 gp each), *ring of communication* (166gp).

Development: After looting the dragon horde, continue on to **Dragon Conclusion – Success!**

Encounter Eight: On to the Temple!

The city of Hallorn has seen much in the way of reconstruction since Guardian-General Hok took over rulership of the city. All of the city walls have been repaired since the city was sieged earlier this year. Though there are more repaired buildings than some of you remember since last being here, many of the structures behind the city walls still lie in ruins.

As you make your way down the city streets, a hawker calls out across the open street from ahead,

“Get your war memorabilia right here! War metals! Heirlooms! Barely-used riding boots! Get’m right here!”

There doesn’t seem to be much interest in the caller by the locals. Scattered people wandered the streets, looking over their shoulders and eyeing you suspiciously.

Since BDKI4-02 “Siege of Hallorn”, the citizens of the town have been in slightly better spirits. People now wander the streets during the day without fear of necromancers and their undead. Occasional symbols to other deities can be seen on some citizens, among them being Hextor, Nerull, and even an occasional Kelanen or Kord symbol. Though many of the public buildings and temples still remain in ruins, a number of businesses have sprung up in town, and even a small temple of Kelanen has cropped up in a former warehouse at the edge of town.

This is not to say that the people of Hallorn are ‘happy’. The necromancers of the mausoleum still rule the streets at night, and citizens still pay them to keep their friends and loved ones out of the ranks of the undead. Small squads of zombies often wander the dark streets of the city after hours, and often drag people kicking and screaming off into the darkness upon the orders of their wizardly masters.

The party has been told of the pool’s location, but they may still want to look around town. An Gather Information check gains them the following information (include the lower DC information as well), most likely at the inn known as the Dingy Coffin, or perhaps from the local group of thieves called the Hightops:

- ☛ [DC 10] There has been an increase in caravan disappearances heading to and from the east.
- ☛ [DC 15] Lately, people have gone missing on the streets at night. Most attribute the disappearances to the necromancers and their undead servants, keeping the peace as they have for years.
- ☛ [DC 20] Some say that the only temple in town has spies to the Old One in its ranks. His priests hide there disguised as followers of Kelanen.
- ☛ [DC 25] The keepers of the Mausoleum have been looking for small black stones that went missing during the Siege of Hallorn months ago. The purpose of the stones is unknown.
- ☛ [DC 30] There hasn’t been any retribution for the assault on Hallorn earlier this year. Some people say Hok has made a secret agreement with Old Wicked.

The DC 15 rumor relates to the vampires of the catacombs below the city taking the few lone city folk that were foolish enough to wander the streets at night.

They have been careful to stay hidden from the necromancers and other undead that roam out from the Mausoleum.

Aside from the normal usage of Influence Points (IPs) listed in the BKMKG, Influence can also be spent from any local groups aligned with Nerull (Death Cultists, Circle of Crimson Stone, Church of Nerull, etc.) to learn the following:

- ☛ [1 spent Favor] Lately, people have gone missing on the streets at night. Most attribute the disappearances to the necromancers and their undead servants, keeping the peace as they have for years. However, the keepers of the Mausoleum have not increased their collection of bodies. They suspect another group is at work in the city streets at night – they're just not sure who they are.
- ☛ [2 spent Favors] The keepers of the Mausoleum have been looking for small black stones that were stolen from them during the Siege of Hallorn months ago. The purpose of the stones is connected to a pool in one of the ruins of the city. The best that the necromancers have been able to extrapolate is that the pool conjures undead without the need of new bodies.

Note that Gather Information does not work with the Mausoleum – they normally don't talk candidly with those who are not 'in the know'. The favor can be spent, though, with the Embalmer's Guild at the Mausoleum to get the above information. If they ask about Veth at all when spending favor, they get the additional information.

- ☛ [any spent Favor+mentioning the vampire] Veth was a follower of Nerull who showed up in the Mausoleum almost two years ago. He didn't seem predisposed to speak of what he knew, but there was the impression that he had discovered something powerful in the city. He never said what it was, though.

Once the PCs decide to go to the well, continue:

You make your way to the Old Governor's block, which is still largely in ruins. Apparently, General Hok hasn't found the need to rebuild the government buildings with any particular haste. Most of Old Earl Auduraoch's palace compound is barely intact. Walls and stairwells are angled and crumbling, many completely collapsed.

The one room you need to get to lies at the top of a tower that seems to teeter on its remaining support. The room has no easy access; its only stairwell disintegrated long ago. One wall of the upper tower widens to open air, but from the ground, angling your view into the top-most room is nearly impossible.

The PCs should be able to make it into the top room of the tower easily enough. They are a high-level group with access to *fly* spells – or at least knotted rope and grappling hooks. Don't worry about spending much time with this as an obstacle.

1. Hall

Beyond the cavernous hole marking the only entrance to this floor, three doors and an open archway invite you into the other portions of the tower. The faint smell of death and decay lingers here.

There is little of note in this tower, now that the followers of Nerull have abandoned it. Occasionally, a priest comes up to check on things. Otherwise, since they can't use the pool any longer, keeping people up here all the time is too costly.

Players that have played "Bleeding Moon" may be familiar with this area. If so, feel free to skip the PCs right to the pool room, since the rest of the areas of the tower have little of interest. If it is needed, though, the rest of the tower is described below.

2. Meat Locker

These alcoves contain numerous wickedly-curved metal hooks suspended by chains from the ceiling. The smell of rotten meat is stronger here, but still faint. Many of the hooks are stained a deep red.

Back when there were regular priests up in the tower, the extra bodies that were to be animated were hung on hooks here. It has been over a year, though, since this place was actively used.

3. Abandoned Dormitory

This chamber contains two overturned beds and a small metal brazier on the floor. Dusty blankets are crumpled in a corner.

This was the location where the acolytes slept. It has since been looted by the Hightops of Hallorn.

4. Empty Chamber

5. Abandoned Bedroom

This room has a large curtained canopy covering a large bed in the center of the room. A desk lies tipped over on the western side of the room. An old wardrobe stands closed against the northern wall.

This is where the head priest slept. It has since been looted by the Hightops of Hallorn.

6. Shrine of Nerull

The shrine in the southeast corner dominates this chamber. It is a great skeletal visage, horrible and ghastly, dedicated to the Reaper.

To the north, a stone archway leads into another chamber, lit by a strange bluish glow. A thin stream

of mist billows out from this chamber, obscuring the floor at ankle level.

Though this temple has been somewhat abandoned (most worship to Nerull takes place now at the Mausoleum), this altar still has some power. It radiates a *magic circle of protection from evil*. If anyone tries to desecrate the altar, they suffer the effects of a *doom* spell for the next 24 hours.

7. The Pool

A bluish green glimmer comes from the depths of a murky pool at the center of this chamber. A thin mist bubbles from the surface. On the face of the pool are seven indentations, and each seems to exude darkness from the fixtures.

This pool acts as one end of a teleportation circle that can only activate if all seven stones are in place in the indentations. If they are put in place, then the pool *teleports* anything fully immersed in the dark waters. This is a one-way transport, since 7 similar stones would need to be in place at the other end of the gate below the city – but there is no way to know that by just studying the pool.

What CAN be gained by study of the pool and the stones:

- **Spellcraft check DC 24, with the use of a *detect magic*:** the pool radiates strong conjuration magic.
- **Spellcraft check DC 30, once the pool is activated at least one time on a PC:** it apparently magically transports those inside the pool to another place or dimension.
- **Bardic Knowledge check DC 30:** rumors that numerous pools of similar descriptions have been found in various places across the Combination.

The stones that the adventurers have are the only known stones to still exist.

The pool itself is only 5 feet deep. Since anyone wishing to use the pool has to immerse themselves in the dirty water, no creature bigger than large size can squeeze itself into the pool to teleport. Though the water is oily and grimy, there is nothing dangerous about the pool itself.

Creatures: Any PCs hanging out on the streets at night see squads of zombies and necromancers occasionally. If they try to search for what has been taking people off the streets, they may encounter the minotaur vampires from the sewers. Their goal is to kidnap a single person and bring them down to the temple (often by using their *dominate person* ability). They are smart enough not to try to dominate an obvious spellcaster.

Any APL (EL 10)

➤ **Minotaur Vampires (4):** hp 42 each; see DM Aid.

Treasure: The tower has been looted of anything of real value. The beds are torn up, the blankets are soiled, and the brazier is dented and somewhat rusted.

Development: Assuming the group immerses themselves in the pool, go to **Encounter Nine**.

Encounter Nine: The Temple Entrance

1. Pool Room (DM Aid II)

Immersing yourself in the pool doesn't seem to have any affect on you, other than to allow the oily grit to seep into every inch of your clothing. Coming out of the water, you are greeted with complete darkness.

[After a light source is made, or if the PC has darkvision]

The pool you sit in looks no different than the pool you originally found in the tower. However, the pool is now in a huge chamber, and surrounded by dozens of similar pools. They fill the large vaulted hallway in rows of four, and stretch out of view. The hallway is angled slightly downward, and the pools seem to stretch endlessly into the darkness.

The hallway ends quite close to you at a narrow archway. Strange runes mark the elaborate gilded carving along the arch. On the other side of the archway is a small antechamber containing stairs leading up.

Dust lies thick on the floor. The ceiling stretches out of view.

Only the first 16 pools in the room are real. The rest are an illusion created for the narrow pit trap on the far wall opposite the archway (see traps below). The PCs do not get a save vs the illusion unless they directly interact with it, such as move into the illusion, or perhaps throwing an object into the illusion.

There are no obvious tracks here in the dust, but there were some faint tracks in the dust from over two years ago, and even older tracks from four years ago. Since there is virtually no airflow in this room and the dust is thick, the modifiers to the tracking roll add +1 for every three month of elapsed time, rather than every 24 hours.

A Survival check (DC 24) locates the tracks of a single booted individual entering and leaving the room, only going straight up to the pool the PCs arrived in (these are from 2 years ago). If the Survival check is made at DC 32, they also note even older tracks seemed to enter the room regularly of varying sizes and shapes that wander all over the room (these are from 4+ years ago). The apparent time involved with successful rolls cannot be told, but it certainly can be measured in years.

Each pool has seven indentations similar to the pool from the tower. Only the pool they entered from has depressions that match exactly –the other pools have slightly different 'keys' to activate them, so even if the

PCs teleport back to the tower to retrieve the stones, they only work to activate the same pool they arrived in to teleport back to the tower room pool.

The PCs can make a Spot check DC 20 under certain circumstances to notice engravings on the domed ceiling. They are small, and cannot be read from a distance, so anyone trying to read them would need to climb or fly up to within a few feet to read the text (the highest point of the dome is 100 feet, and the lowest point – where the writings first start – is 60 feet). To even Spot them since the carvings are so high, the only way PCs even get a Spot roll is if they have a light source and have low-light vision that extends the shadowy light over 60 feet.

The writing on the ceiling is in a lost language from one of the original creators of this temple area. It can be deciphered with a Decipher Script check DC 30, or a *comprehend languages* spell. It offers prayers to a dark god by the name of Q'Kal. The runes mention ceremonies held to bring the dark god to Oerth. It involves something called the Book of Belphegor and the Seal of Scartoom, and the ceremony must be performed based on certain astrological signs which only happen once every 100 years – the last opportunity was CY 591 (this refers to the happenings in BDK1-11 “Evil from Beyond”). A Knowledge (Planes) check (DC 35) tells the group that Q'Kal is actually a fiend, not a deity.

The writing on the archway is written in Abyssal (using the Infernal alphabet). It says:

*“The limitless reach of the Reaper’s hands...
Hide not your souls in faraway lands...
His first 16 chosen do his dark work...
To scour the face of all Oerth.”*

Anyone with the stonecutting ability (such as dwarves) can make a Search check DC 15 to realize that this place is quite old – older than Hallorn itself. If the check is made at DC 20, the PC also learns that the group is about 250 to 300 feet underground.

Trap: The previous builders of this room wanted to guard it from those who did not belong. The entire back wall is covered by a *mirage arcane* spell. If a character walks into the last 5 foot section of the room, they are engulfed by the illusion and vanish from the other characters’ view. The PC falls down a huge gorge that was here long before the chamber was built.

The illusion also adds a +2 circumstance penalty to disarming the pit trap (already figured into the Disable Device roll).

At APL 12, a secondary trap is triggered 20 feet up the stairway aiming down on PCs walking up the stairs (triggered by a pressure plate). This sends the PCs back into the well room, and probably into the illusion, falling down the pit.

At APL 14, an *Otiluke’s dispelling screen* is also activated on the archway at the same time as the *fear* effect gets created. Since there is no trigger on the archway, no trap can be detected there (the trigger is on

the stairway, and the trap there throws the spell behind the group on the archway).

APL 10 (EL 12)

↗ **Chasm Trap (covered in *mirage arcane*):** CR 12 (added +1 for illusion); mechanical; location trigger; multiple targets (all targets in a 5 ft. wide area in back of room); no reset; DC 20 Reflex save avoids; 200 ft. deep (20d6, fall); Search (DC 32); Disable Device (DC 22).

APL 12 (EL 13)

↗ **Chasm Trap (covered in *mirage arcane*):** CR 12 (added +1 for illusion); mechanical; location trigger; multiple targets (all targets in a 5 ft. wide area in back of room); no reset; DC 20 Reflex save avoids; 200 ft. deep (20d6, fall); Search (DC 32); Disable Device (DC 22).

↗ **Fear Trap (heightened):** CR 10 (heightened to 9th level spell); magical; location trigger; multiple targets (all targets in cone, beginning 20 ft up stairs, and pointing down stairway); automatic reset; DC 23 Will save resists; as *fear* spell (running away from upper part of stairway); Search (DC 34); Disable Device (DC 34).

APL 14 (EL 14)

↗ **Chasm Trap (covered in *mirage arcane*):** CR 12 (added +1 for illusion); mechanical; location trigger; multiple targets (all targets in a 5 ft. wide area in back of room); no reset; DC 20 Reflex save avoids; 200 ft. deep (20d6, fall); Search (DC 32); Disable Device (DC 22).

↗ **Fear Trap (heightened):** CR 10 (heightened to 9th level spell); magical; location trigger; multiple targets (all targets in cone, beginning 20 ft up stairs, and pointing down stairway); automatic reset; DC 23 Will save resists; as *fear* spell (running away from upper part of stairway); Search (DC 34); Disable Device (DC 34).

↗ **Otiluke’s Dispelling Screen Trap:** CR 10 (activates as 17th level caster); magical; location trigger (activates in archway); triggered by *fear* trap activation; automatic reset; as spell effect (cast as 17th level wizard); Search (DC 34); Disable Device (DC 34).

Treasure: Nothing of value.

2. Main Entrance Chamber (DM Aid III)

The stairs take you from the pool room up almost 80 feet to a small alcove and yet another archway into another large chamber. The hallway stretches across almost a hundred feet of floor before coming to another set of stairs leading down. The dust present in the hall below is gone here.

On the right wall is another archway with more carved runes along its edge. On the opposite side of the room is a dark stairway leading down.

In the center of the room is a tall statue of a heavily robed figure, its cowl hiding his identity. He

grips a gnarly curved scythe with both hands. Around the statue are four braziers, each burning a low flame that flickers shadows against the surrounding walls.

To the left of the statue stand a number of humans, each facing the robed carving. They seem to be swaying slightly, as if in a trance. There is an attractive female human of slight build, a larger man with a number of scars across his face and arms, and a small female child, perhaps 5 or 6 years old, who looks like she hasn't eaten in a while.

Further away, a distant chanting can be heard.

The PCs can make a Listen check DC 15 to realize the chanting is coming from the stairway opposite in the room from their archway (this is the religious chanting of the humans there). The chanting stops once the worshippers near the well are alerted to the PCs' presence (though sound or warning).

The PCs can make a Sense Motive check DC 28 to notice one of the 3 figures glance at the party before going back to their 'trance', which is nothing more than a trick to lure trespassers into the entrance room.

The unseen hallway to the right has a *permanent illusion* of a wall hiding it. The lich prefers his privacy.

Inside the room, it becomes obvious the two archways each have their own runes carved into them (as in Section 1). They are in the same language as before, but each say something different. The writing over the archway leading back the way the PCs came translates:

*"Here entombed the Crypt of Dedication...
A place to pray for life's cessation...
Only He decides your mortal soul's end...
His temple we each swear to defend."*

The writing over the archway to the right leading to Section 4 translates:

*"The Dread Lord decides, two by one...
Whose living blood will turn blue or run...
One day at a time, two souls to see Him...
The rest must wait on the Dread Lord's whim."*

Trap: The lich has worked with the hags to lay a trap over each of the archways. There is one over the entrance from where the party comes; the other covers the archway leading from the entrance hall up the ramp to the catacombs above (Section 4 of this encounter). After a second living creature passes out of the archway within a 24 hour period, a 10 foot cube of force is created in the archway, sealing off anyone trapped there from everyone else, as well as separating anyone in the entrance room from party members on the other side of the archway. The force cage lasts for 18 hours, and must be reactivated by the hags and the lich.

Creatures: The hags were taken by Veth from the Tangles due to a deal made with Gerland. The druid wanted to rid the forest of their evil magics, and the vampire offered to get rid of them. Since they have been

turned into vampires, they have fully embraced Nerull, and passionately worship him. They stand guard in the entrance room, watching for any foolish enough to wander this deep into the catacombs.

The hags are covered by a *veil*, appearing as a human family entranced by the statue. They hope to lure a large group into the room, triggering the trap and separating the group.

The statue of Nerull that they stand in front of is actually a stone golem. He is there at all APLs, but he has not been ordered to attack anyone at APL 10. Though Veth didn't place the order to attack anyone at APL 10, the golem still defends itself. At higher APLs, Veth turned the control of the golem over to Yeathan.

At APL 10 and 12, the lich in the room next door is not in the area. At APL 14, the lich is present in Section 3, and his homunculus huddles in the corner of this room keeping watch. He can be seen by the party with a DC 33 Spot check. See the stat block in Appendix III for a description of the Homunculus.

APL 10 (EL 11)

↗ **Forcecage Trap:** CR 8; magical; special trigger (silent alarm); triggered after 2nd living person leaves the archway in a 24 hour period; automatic reset; spell effect (*forcecage*, windowless cell, 9th level wizard); Search (DC 32); Disable Device (DC 32).

➤ **Green Hag Vampires (3):** hp 58 each; see Appendix IV.

APL 12 (EL 13)

↗ **Forcecage Trap:** CR 8; magical; special trigger (silent alarm); triggered after 2nd living person leaves the archway in a 24 hour period; automatic reset; spell effect (*forcecage*, windowless cell, 9th level wizard); Search (DC 32); Disable Device (DC 32).

➤ **Green Hag Vampires (3):** hp 58 ea.; see Appendix IV.

➤ **Stone Golem:** hp 118; see *Monster Manual* page 136.

APL 14 (EL 15)

↗ **Forcecage Trap:** CR 8; magical; special trigger (silent alarm); triggered after 2nd living person leaves the archway in a 24 hour period; automatic reset; spell effect (*forcecage*, windowless cell, 9th level wizard); Search (DC 32); Disable Device (DC 32).

➤ **Green Hag Vampires (3):** hp 58 ea.; see Appendix IV.

➤ **Stone Golem:** hp 118; see *Monster Manual* page 136.

➤ **Xerveslyn, Male Elf Lich WIZ11:** hp 87; see Appendix IV.

➤ **Homunculus Familiar:** hp 35; see Appendix IV.

Tactics: The time that passes and who is warned about the PCs' presence in the adjoining rooms is very important to this encounter. At APL 10 and 12, Yeathan and his companions may be warned by the sounds of combat, or perhaps by fleeing hags (due to them being

turned). At APL 14, Yeathan may be warned by the hags, the sounds of combat, or by the lich's homunculus. See below under the particular APL for more information.

APL 10: The hags do not flee if they can help it (unless they are turned). First, they attempt to dominate one of the two trapped PCs into 'kissing them'. The other two hags hold off the second PC while the first is drained of constitution with the hag's bite. If this tactic isn't appropriate (for example, if more PCs begin to teleport into the room), they focus on attacking one individual at a time in combat. The hags use magic as needed to separate the group even more, possibly by using their covey abilities to create more *forcecages*. They even animate dead PCs to help them fight off the rest of the party, if they can.

If Yeathan hears combat from his position in the temple area (Listen check DC 25 each round of combat), then he casts his pre-combat spells and waits for whoever is above to come down into the temple. If no one comes after a couple of minutes, he comes to the entrance room with his allies to deal with any threats.

If a hag runs down the stairs into the temple area with the well, then Yeathan not only cast pre-combat spells, but he drains two humans of all their constitution (adding 50 temporary hit points), and then immediately come upstairs with his allies. See **Encounter Ten** for more on his tactics.

It takes Yeathan 11 rounds to cast his pre-combat spells, and 6 rounds to drain one of his human prisoners of blood (gaining him 25 hit points per prisoner). So with a turned hag fleeing down into the well room, Yeathan and his companions would spend 23 rounds preparing to deal with this threat (and the turned hag returns with the other vampires). The group may have finished with combat and have started to search the entrance room or the adjoining areas, so an exact count of rounds may not be needed if this is the case.

APL 12: Use the same tactics as APL 10, but the golem is under control of Yeathan. Its current standing orders are to attack anyone that attacks it or the vampire hags. Once the golem begins attacking, it continues fighting until the intruders have been defeated.

APL 14: The lich is present in Section 3, and his homunculus is keeping watch in this room. Use the same tactics as APL 12, but when combat begins, the homunculus flies down to the temple area to warn Yeathan. Since the lich can see through its eyes, he already knows that the party is present.

When the PCs reach the top of the stairs before the archway, the lich begins casting pre-combat spells. Xerveslyn takes 12 rounds from that point before he is ready to fly into the entrance room to lay waste to the group. First, though, he watches through his clairvoyance to see if combat has begun yet (since his homunculus is either dead or down in the temple). He allows the hags a chance to get the jump on the PCs before entering combat, which may mean he waits for a round or two before casting his last pre-combat spell (*greater invisibility*, which only lasts 11 rounds).

The first round of combat for the lich, he casts a sudden maximized violate *scorching ray* on one PC (or a sudden maximized violate *fireball* if he can get 3+ PCs in the blast), along with a quickened violate *magic missile* spell. He continues to fly around as a move action after casting his spells, to make pinpointing him difficult. He resorts to melee combat only after all of his ranged spells are spent. He saves *Tenser's transformation* for his last spell, if he needs it.

If the homunculus comes down to the temple, then Yeathan acts as if a hag had run down to the temple, and he drains two humans along with his normal pre-combat spell casting. Also, Frekk and Tamine drain two humans each if a vampiric hag or the homunculus runs down into the temple. Keep track of rounds just as mentioned in APL 10 tactics above.

Treasure: There is no treasure in this room other than possible treasure from other creatures coming from other areas. Aside from the magical items, one of the hags is wearing a ruby ring valued at 1200 gp. This is a Hag Eye (see the Monster Manual under the hag description).

APL 10: L: 0 gp; C: 200 gp; M: 0 gp

APL 12: L: 0 gp; C: 200 gp; M: 0 gp

APL 14: L: 0 gp; C: 200 gp; M: *headband of intellect* +4 (1,333 gp), *potion of bull's strength* (62 gp).

3. The Lich's Lair (DM Aid IV)

The steep stairway leads up to a smaller room crammed full of rows of bookshelves. A lit lantern hangs from the wall in the back of the room. The illumination reveals air that is choked full of dust and broken cobwebs. Papers and rolled manuscripts lay across the floor, almost obscuring the flagstone at your feet. The shelving that lines the rows to your right and left are full of books of many shapes and sizes.

At the back of the room, seemingly out of place in this cloistered library, is a massive throne carved out of human bones. Bleached white projections protrude in various places, looking decidedly uncomfortable. Where the armrests end, human skulls have been placed so that any sitter's hands rest on the skull tops. The seat itself has been smoothed down by regular use.

Though the room looks old beyond your years, it looks like the library gets regular use. On a small end-table beside the throne, an old book lies open.

The book on the end of the table near the throne is a book that the lich Xerveslyn occasionally updates during his research. See **Player Handout #3** for more information.

This is where Xerveslyn has been working for centuries, studying the well and its connection to the negative material plane. There are tomes of great age in here, since the lich rarely ventures out to get new books. The dust is loose in the room because he regularly goes in and out, either to do research, or to investigate the goings-on of the minotaur vampires. Xerveslyn is

concerned that the minotaurs may give away his location and research.

If the party is APL 10 or 12, then the lich is out in the catacombs above, but he returns after twenty-four hours to his library lair.

There is a hidden compartment underneath the throne that holds the lich's spellbook, as well as a ring engraved with mystic runes. See the treasure below for more information.

The rest of the room is filled with ancient books detailing everything from the local fauna (of 350 years ago) to the history of the Suel nation. It is all worth quite a bit of money, but transportation may be an issue, since it all takes up quite a bit of space. The ceiling is only 10 feet high, making the room feel quite cloistered.

Creatures: Almost 400 years ago, Xerveslyn journeyed from a great forest in the west towards White Plume Mountain. During his explorations around the base of the volcano, he found references to a well deep underground that was a fount of undead activity. He had been researching the materials for turning himself into a lich, and he realized that the perfect way to study this thing was to become undead himself. He was still far from being powerful enough to achieve lichdom, so he made a deal with ancient dark powers. In return, he was marked by them, and many of his magics are scarred with the same evil tint.

He searched for the location of the well by hiring a group of traveling dwarves to mine for the location. At that time, Hallorn was just a small village filled with thieves and cutthroats. His miners discovered an ancient underground chamber with no obvious exits deep under the village. Inside the unadorned chamber was the well itself. There was no explanation for its creation or strange location. Not soon after the well was discovered, undead that crawled out of it killed his mining party. He responded by raising them as undead, and tasking them to finish the construction job they had been hired to do.

They went on to build a large ramp down to the well, as well as numerous side chambers, including a place for the lich to conduct his research. They even went so far as creating a limited hive of catacombs beneath the village. Though ostensibly to help with irrigation, the catacombs helped the undead dwarves hide from their human prey above. They even occasionally kidnapped children to feast upon.

The lich has locked himself away in the catacombs since then. He is focused on learning the secret of the well. Even with the past occupants of the area around the well – and there have been a number of them – as long as they didn't interfere with his research, he paid them no mind.

Tactics: For stats and tactics on the lich, see Section 2 above.

Treasure: There are 420 books in this room on various subjects. Each range in price from 20-100 gp value each, and each book ranges in weight from 2 to 10 lbs. Among

the books are two tomes of note: A book detailing what is needed to learn the Sudden Maximize feat, and (at APL 12 and 14) a *manual of bodily health*. Each full hour of searching gains a PC one Intelligence check DC 15 to find one of the books. Obviously, if the adventurers can figure out a way to transport all of the books out of the lich's lair, the search check is not needed. Otherwise, they can keep searching.

Underneath the back of the throne is a hidden compartment lined with lead (enough to block some divination spells) which needs a Search check DC 40 to find it. The compartment contains two items: the lich's spellbook and a ring that radiates slight necromancy magic. The ring has no other adornment – this is the lich's phylactery. Until it is destroyed, the lich comes back to life every 1-10 days (see MM pg 168).

APL 10: L: 2099 gp; C: 0 gp; M: 0 gp.

APL 12: L: 2099 gp; C: 0 gp; M: *manual of bodily health* +1 (2,291 gp).

APL 14: L: 2099 gp; C: 0 gp; M: *manual of bodily health* +3 (4,583 gp).

4. Ramp up to the Catacombs (No Map)

The archway leads into another smaller chamber showing no signs of dust. Leaving the room is not a stairway, but a 20 foot wide stone ramp, with grooves carved horizontally into it, each spaced a foot apart from one another.

The ramp corkscrews up 80 feet until it runs into a ceiling. The old ramp entranceway was sealed off a long time ago, and is now a floor in a portion of the Hallorn catacombs. The only recent sign of the ramp is a portion of the floor that now has a small hole in it. This is where the occasional human has been pulled down to the ramp for food or to be made undead. There is a bit of rubble underneath the hole where the ramp narrows down to nothing (joining with the flagstone of the chamber floor above).

Most of the occupants of the temple can otherwise move into the catacombs using gaseous form, or by using dimensional magic.

Encounter Ten: The Temple Well

The stairway down from the statue room travels over 100 feet before reaching another domed chamber. This room is lined with stone pillars that reach into the darkness above. Lit braziers line the bases of the pillars, flames dancing around their burning coals. Dominating the back of the room is a large well almost 20 feet across. The outer walls are difficult to make out in the flickering light.

Half a dozen humans kneel facing the well. They chant a strange tongue over and over. Wobbling weakly, their clothes are tattered and stained, and they each look somewhat emaciated.

Between the well and the worshippers stands a humanoid with an obviously evil taint at first glance. His skin is pale, almost white, while his eyes glow a stark red in contrast. He wears a chain shirt and hefts a large metal shield with the symbol of the Reaper engraved on the front.

See DM Aid V for a map of this area.

If the occupants of this room were aware of the PCs' presence, then some or all of the humans have been drained of blood and currently lie on the floor (see tactics under **Encounter Nine**, Section 2) and the chanting has stopped. Any other enemies present from other APLs are hidden in one of the *deeper darkness* spells that emanate from each corner of the room, or they hide behind pillars.

In the back right corner of the room is a small pile of half-rotten foodstuff, kept mainly for the "temple worshippers" benefit. The ceiling is 80 feet tall and domed. Most PCs won't be able to see the very top of the room.

The Well: The well is a huge gate to the negative material plane. The well goes down 60 feet of smooth stone walls before disappearing into blackness. This blackness is the gate to the negative material plane – no light penetrates it. Information on the negative material plane can be found in the *Dungeon Master's Guide*. From the negative material plane, the gate looks like a shrouded circular portal that radiates a pale glow. This glow attracts undead creatures that investigate the well. See the DM Aid for information on the effects of the well.

This well is near-artifact power level. The well cannot be destroyed by normal magic, but it can be covered, such as with a *stone shape* or rubble from an *earthquake* spell.

Creatures: Since Veth found the well and spawned his progeny Yeathan, the young vampire has quickly taken to the worship of Nerull. He has spawned a number of vampires of his own, including a captured orc brawler, a Gonagin halfling sorcerer, and a group of minotaurs that he encountered wandering the catacombs above. He keeps the minotaurs under his direct control, so that he can keep a regular flow of human sacrifices coming into the temple. Some of the sacrifices end up as vampire food, but some have actually been turned into new vampire spawn – but only the most favorable candidates.

The six humans are all kidnapped and *dominated* to stay in a kneeling position on the floor. They have been 'commanded' to pray to Nerull, but each desperately wants to get out from under her captor's heel.

Every day, a vampire minotaur brings another kidnapped human from Hallorn above. Although the numbers do vary, there are on average half a dozen humans in the temple. They can only be brought in one at a time due to the ward placed on the entrance of the main chamber.

Yeathan has made a deal with a large undead guardian present from the negative material plane. In exchange for guarding the well here, Yeathan encourages

other undead into this world via human sacrifices, prayers to Nerull, and even an occasional create undead spell.

Frekk was an orc fighter taken from the city guard over a year ago. Tamine Gonagin was spawned by Yeathan soon after that. Though neither is controlled by their sire, they still worship Nerull, and work to defend the well.

APL 10 (EL 13)

☛ **Dread Wraith:** hp 104; see *Monster Manual* page 258.

☛ **Yeathan, Male Human Vampire Clr7/DivOcl2:** hp 72; see Appendix V.

☛ **Human Com1 (6):** hp 9, 8, 7, 6, 6, 5; see Appendix V.

APL 12 (EL 15)

☛ **Nightwing (Nightshade):** hp 144; see *Monster Manual* page 197.

☛ **Yeathan, Male Human Vampire Clr7/DivOcl2:** hp 72; see Appendix V.

☛ **Vampire Spawn (6):** hp 29 each; see *Monster Manual* page 253.

☛ **Human Com1 (6):** hp 9, 8, 7, 6, 6, 5; see Appendix V.

APL 14 (EL 17)

☛ **Nightwalker (Nightshade):** hp 178; see *Monster Manual* page 196.

☛ **Yeathan, Male Human Vampire Clr7/DivOcl2:** hp 72; see Appendix V.

☛ **Frekk, Male Orc Vampire Mnk9:** hp 58; see Appendix V.

☛ **Tamine Gonagin, Female Halfling Vampire Sor8:** hp 52; see Appendix V.

☛ **Vampire Spawn (4):** hp 29 each; see *Monster Manual* page 253.

☛ **Human Com1 (6):** hp 9, 8, 7, 6, 6, 5; see Appendix V.

Tactics: Most likely, the creatures in the temple are prepared with pre-cast spells, depending on the party's actions in **Encounter Nine**, Section 2. If the PCs dawdle too much there, these foes may move to that area to engage them. The vampires that are present may even drain the human worshippers, if there is time (see tactics in **Encounter Nine**, Section 2).

This is a temple to Nerull, so the effects of a permanent double-strength *desecrate* spell are active here. All undead in this chamber have +2 profane bonus on attack rolls, damage rolls, and saving throws (Note: this is **NOT** figured into the statistics in the Appendix). There is a -6 profane penalty to turn undead here. This is also active if out of the temple area but within 20 feet of a nightshade (see MM page 195).

APL 10: The well guardian, a dread wraith, waits hidden in the back right corner of the room close to where the adventurers enter the chamber (roll Hide checks vs the PCs' Spot checks to see him). He attacks by

sinking into the wall and attacking from the rear of the group, using the cover of the walls and floor as needed.

Yeathan is a truly evil priest. With his *deathwatch* spell up, he knows the status of all surrounding PCs, and takes advantage of them, if he can. *Death knell* and *animate dead* are each spells he is willing to use on fallen adventurers. During combat, he uses his Divine Metamagic feat to quicken *divine favor* and any other spell he feels is appropriate to the situation.

APL 12: The well guardian, a nightwing, hangs from the ceiling in the darkness (roll Hide checks vs the PCs' Spot checks to see him, if they are able to see that far in the darkness). During combat, he begins by summoning a dread wraith. He then support's the vampires' attacks with ranged spells, using *haste* on all the vampires below, throwing *greater dispel magic* to drop buffing spells, and throwing *finger of death* at apparent spellcasters. Any summoned undead appear floating out of the well, unless the battle occurs in the entrance room.

The vampire spawn stay hidden behind pillars using their spider climb ability. They stay as spread out as possible, to try and minimize area-of-effect spells.

Yeathan uses the same tactics as APL 10, but he lets the vampire spawn fight in melee with PCs first. He throws what ranged spells he can and then enter combat afterwards.

If this encounter happens in the entrance room, then coming out of the stairway into the entrance chamber is (in order): vampire spawn, summoned undead, Yeathan, nightwing.

APL 14: The well guardian, a nightwalker, waits hidden in the back right corner of the room close to where the adventurers enter the chamber (roll Hide checks vs the PCs' Spot checks to see him). During combat, he begins by summoning 1-2 dread wraiths. He then support's the vampires' attacks with ranged spells, using *haste* on all the vampires in the room, as well as other spells that don't draw attention to him. Once he is discovered, use the monster tactics that are listed in the MM page 197. Any summoned undead appear floating out of the well, unless the battle occurs in the entrance room.

Yeathan and the vampire spawn use the same tactics as APL 12.

Frekk hides in the back left corner of the room (roll Hide checks vs the PCs' Spot checks to see him). He attempts to sneak up to grapple an intruder, using his sleeper lock while draining blood.

Tamine stays in the back portion of the room, flying if she can. She starts off throwing a *grim revenge* spell at a spellcaster if she can. If a PC loses both hands due to the spell, then they cannot cast spells that require somatic components. She also prefers maximized *ray of enfeeblement* spells.

Treasure: Any treasure in the room is possessed by the monsters.

APL 10: L: 0 gp; C: 0 gp; M: +3 *heavy shield* (764 gp), +2 *chain shirt* (354 gp), *cloak of resistance* +3 (750 gp).

APL 12: L: 0 gp; C: 0 gp; M: +3 *heavy shield* (764 gp), +2 *chain shirt* (354 gp), *cloak of resistance* +3 (750 gp).

APL 14: L: 0 gp; C: 0 gp; M: +3 *heavy shield* (764 gp), +2 *chain shirt* (354 gp), *cloak of resistance* +3 (750 gp), *ring of protection* +1 (166 gp), *cloak of charisma* +2 (333 gp).

Development: If the PCs successfully defeated the monsters in the temple, they may want to cover the well or make it inaccessible in some way. The well can be covered with spells such as *stone shape* or rubble from an *earthquake*. A *consecrate* does nothing to the temple, due to the gate. A *hallow* spell, though, dims the light shining through the portal, so that while still an active gate to the negative material plane, the well no longer attracts undead as it once did. Once this is done, go to **Temple Conclusion – Success!**

Temple Conclusion – Success!

If the PCs were unsuccessful, or they defeated the monsters but left the well alone, go to **Temple Conclusion – Failure!**

Dragon Conclusion: Success!

With the dragon defeated, your group makes its way back to the small pool where you first met the Tangles Druid Circle. Using the divining rod, you locate the calm body of water and are met by Iliisa and Tomalin. Hearing word that the dragon was defeated, Tomalin nods in understanding and kneels to the earth in preparations for a powerful spell. "We'd better leave her alone," Iliisa says as she leads your group away from the spellcasting druid. "She's going to try and bring Trowain back to life."

Tomalin is casting a *true reincarnate* spell (from Masters of the Wild). The only thing you need to know for the casting of this spell is that it works like the regular *reincarnate*, except that this works for Trowain (in other words, ignore the normal limitations of the spell). You roll twice on the chart in the Players Handbook pg. 270 to figure out what race Trowain is when he comes back to life. Choose the most beneficial roll. Trowain opts for a humanoid shape before an animal one, and he prefers the closest to human that he can. Make sure to note his new race on the DM feedback for the scenario premier.

Obviously, if Trowain still comes back to life as an animal, change the below boxed text as appropriate.

Soon, Tomalin returns to your group with another unfamiliar figure. The stranger grimaces as he looks down at his hands. "Bloody 'ell. Well, it don't look like I got the same hands I had before. I don't suppose the rest o'me looks any better?"

Iliisa steps toward the new stranger. "Trowain?"

"Aye, it be me...though I may be a bit of a sight..."

Iliisa's face brightens. "Tomalin, if you brought him back, you can bring back Auverin as well. I asked you before, but-"

"It's not that I wouldn't bring your love back to life, Iliisa. It's that I COULDN'T. I tried, certainly...but the spell was unsuccessful."

The elf's smile changes to a look of confusion. "What? Why? I don't understand? What could keep you from bringing him back to life?"

She gets no response...

PCs gain two favors with the Druids of the North. They gain access to the dragoncraft items only if they took all or part of the dragon's body back with them. See the AR for more information.

The End

Dragon Conclusion: Failure!

Fleeing from the dragon, your group makes its way back to the small pool where you first met the Tangles Druid Circle. Using the divining rod, you locate the calm body of water and are met by Iliisa and Tomalin. Hearing word that the dragon was not defeated, Tomalin nods in understanding. "Perhaps it was meant to be. If we cannot defeat the dragon, we must utilize her as Gerland suggested. An ally is better than an enemy, after all."

Thoughts of the powerful source of evil in Hallorn Gerland mentioned dwell in the back of your minds as Iliisa turns toward Tomalin. "What about Trowain?"

The powerful druid shakes her head. "I'm afraid you'll have to find your own methods for bringing the bandit back to life."

Iliisa's face darkens. "Tomalin, if you will not bring him back, would you at least bring back Auverin? I asked you before, but..."

"It's not that I wouldn't bring your love back to life, Iliisa. It's that I COULDN'T. I tried, certainly...but the spell was unsuccessful."

The elf's smile changes to a look of confusion. "What? Why? I don't understand? What could keep you from bringing him back to life?"

She gets no response...

Trowain isn't brought back to life, but PCs could do it on their own, if they can come up with a way. No favors are gained by the PCs.

The End

Temple Conclusion: Success!

With the dark portal covered, your group makes its way back to the surface, returning to the Tangles. You are met by Gerland at the edge of the treeline. Hearing words of your actions, Gerland give you a knowing smile. "Excellent! There seems to be no need to worry about that fool Hok causing us more problems, as he surely would have with the knowledge of the well."

With that, he kneels to the earth and pulls from a shoulder pouch a tattered scroll. Giving the druid time to cast his powerful spell, an unfamiliar figure approaches your group. The stranger grimaces as he looks down at his hands. "Bloody 'ell. Well, it don't look like I got the same hands I had before. I don't suppose the rest o'me looks any better?"

"It is done," remarks Gerland. "I have done what I agreed to do." He grins as an errant thought enters his mind. "I find it amusing that I brought this man back to life, yet Tomalin couldn't bring Iliisa's love back. She tried, certainly...but the spell was unsuccessful. I'm curious as to why that was..."

Gerland casts a *true reincarnate* spell (from Masters of the Wild). The only thing you need to know for the casting of this spell is that it works like the regular *reincarnate*, except that this works for Trowain (in other words, ignore the normal limitations of the spell). You roll twice on the chart in the Players Handbook pg. 270 to figure out what race Trowain is when he comes back to life. Choose the most beneficial roll. Trowain opts for a humanoid shape before an animal one, and he prefers the closest to human that he can. Make sure to note his new race on the DM feedback for the scenario premier.

Obviously, if Trowain still comes back to life as an animal, change the boxed text as appropriate.

Once the PCs have learned of the location of the Well, certain meta-org would be very interested in gaining information about the well and its location. The PC can gain influence points with ONE of the following meta-orgs (one org per PC): Army of the Warfields, Circle of Crimson Stone, Hellstone Tower, or Death Cultists. Due to their increased interest in the well, the Death Cultists award two influence points.

Gerland assumes the PCs didn't tell anyone of the well. If they mention that they did, the PCs do not gain any favors with the Druids of the North. As long as they didn't tell anyone of the well, or they don't mention that fact, they earn favor with the druids, as listed on the AR.

Although the lich's spellbook is not available on the AR, allow PC's who find it to scribe Core spells, per the rules for copying spells from other players in the LGCS.

The End

Temple Conclusion – Failure!

Leaving the dark portal, your group makes its way back to the surface, returning to the Tangles. You are met by Gerland at the edge of the treeline. Hearing words of your actions, Gerland asks, "Did you tell anyone of the well?"

If the PCs tell anyone of the well, and the PCs tell Gerland of that, the PCs do not gain the favor of the Druids. Gerland feels the information may get back to General Hok – the one thing he doesn't want. Otherwise, he'll still bring Trowain back to life. The only condition

of that service was, after all, only to avoid attacking the dragon.

Assume with the below text, the group tells Gerland they told no one of the well.

He gives you a knowing smile. "Excellent! There seems to be no need to worry about that fool Hok causing us more problems, as he surely would have with the knowledge of the well."

With that, he kneels to the earth and pulls from a shoulder pouch a tattered scroll. Giving the druid time to cast his powerful spell, an unfamiliar figure approaches your group. The stranger grimaces as he looks down at his hands. "Bloody 'ell. Well, it don't look like I got the same hands I had before. I don't suppose the rest o' me looks any better?"

"It is done," remarks Gerland. "I have done what I agreed to do." He grins as an errant thought enters his mind. "I find it amusing that I brought this man back to life, yet Tomalin couldn't bring Iliisa's love back. She tried, certainly...but the spell was unsuccessful. I'm curious as to why that was..."

Gerland casts a *true reincarnate* spell (from Masters of the Wild). The only thing you need to know for the casting of this spell is that it works like the regular *reincarnate*, except that this works for Trowain (in other words, ignore the normal limitations of the spell). You roll twice on the chart in the Players Handbook pg. 270 to figure out what race Trowain is when he comes back to life. Choose the most beneficial roll. Trowain opts for a humanoid shape before an animal one, and he prefers the closest to human that he can. Make sure to note his new race on the DM feedback for the scenario premier.

Obviously, if Trowain still comes back to life as an animal, change the boxed text as appropriate.

Although the lich's spellbook is not available on the AR, allow PC's who find it to scribe Core spells, per the rules for copying spells from other players in the LGCS.

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.

Note: PCs can only get XP from one of the two paths the adventurers may take – either Encounters Five, Six, and Seven, **or** Encounters Nine and Ten.

Encounter One: Orc Hunt

Finding Grignok:
All APLs-50 xp.

Encounter Two: The Orc and the Elf

Asking questions about the dragon:
All APLs-50 xp.

Encounter Five: The Choice

Defeating the elementals:
APL10 330 xp; APL12 390 xp; APL14 450 xp.

Encounter Six: On to the Dragon!

Defeating the dragon & allies:
APL10 390 xp; APL12 450 xp; APL14 510 xp.

Encounter Seven: The Dragon's Lair

Defeating the trap:
APL10 330 xp; APL12 390 xp; APL14 450 xp.

Discretionary roleplaying award

APL10 170 xp; APL12 215 xp; APL14 290 xp.

Total possible experience (Dragon route):

APL10 1,320 xp; APL12 1,555 xp; APL14 1,800 xp.

-OR-

Encounter One: Orc Hunt

Finding Grignok:
All APLs-50 xp.

Encounter Two: The Orc and the Elf

Asking questions about the dragon:
All APLs-50 xp.

Encounter Nine (a): The Temple Entrance

Defeating the trap:
APL10 360 xp; APL12 390 xp; APL14 420 xp.

Encounter Nine (b): The Temple Entrance

Defeating the guardians:
APL10 330 xp; APL12 390 xp; APL14 450 xp.

Encounter Ten: The Temple Well

Defeating the temple worshippers:
APL10 390 xp; APL12 450 xp; APL14 510 xp;

Discretionary roleplaying award

APL10 170 xp; APL12 215 xp; APL14 260 xp.

Total possible experience (Temple route):

APL10 1,350 xp; APL12 1,545 xp; APL14 1,740 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.

Note: PCs can only get treasure from one of the two paths the adventurers may take – either Encounters Five, Six, and Seven, **or** Encounters Nine and Ten.

Encounter One: Orc Hunt

APL 10: L: 100 gp; C: 0 gp; M: 0 gp
 APL 12: L: 100 gp; C: 0 gp; M: 0 gp
 APL 14: L: 100 gp; C: 0 gp; M: 0 gp

Encounter Five: The Choice

APL 10: L: 0 gp; C: 0 gp; M: 0 gp
 APL 12: L: 0 gp; C: 0 gp; M: *lesser metamagic rod of silence* (916 gp).
 APL 14: L: 0 gp; C: 0 gp; M: *lesser metamagic rod of silence* (916 gp).

Encounter Six: On to the Dragon!

APL 10: L: 0 gp; C: 0 gp; M: *wand of alarm* (62 gp), *wand of bear's endurance* (375 gp), *wand of bull's strength* (375 gp), *wand of dragonskin* (red; CL 5)(937 gp), *wand of magic missile* (CL 9)(562 gp).
 APL 12: L: 0 gp; C: 0 gp; M: *wand of alarm* (62 gp), *wand of bear's endurance* (375 gp), *wand of bull's strength* (375 gp), *wand of dragonskin* (red; CL 5)(937 gp), *wand of magic missile* (CL 9)(562 gp), *cloak of charisma* +4 (1,333 gp), *gloves of dexterity* +2 (333 gp).

APL 14: L: 0 gp; C: 0 gp; M: *wand of alarm* (62 gp), *wand of bear's endurance* (375 gp), *wand of bull's strength* (375 gp), *wand of dragonskin* (red; CL 5)(937 gp), *wand of magic missile* (CL 9)(562 gp), *cloak of charisma* +4 (1,333 gp), *gloves of dexterity* +4 (1,333 gp), +2 *huge heavy flail* (694 gp), *rhino hide* (430 gp).

Encounter Seven: The Dragon's Lair

APL 10: L: 0 gp; C: 0 gp; M: *potion of cure light wounds* (4@ 4gp each), *potion of cure moderate wounds* (4@ 25gp each), *potion of cure serious wounds* (4@ 62 gp each), *ring of communication* (166 gp).

APL 12: L: 0 gp; C: 0 gp; M: *potion of cure light wounds* (4@ 4gp each), *potion of cure moderate wounds* (4@ 25 gp each), *potion of cure serious wounds* (4@ 62 gp each), *ring of communication* (166gp).

APL 14: L: 0 gp; C: 0 gp; M: *potion of cure light wounds* (4@ 4gp each), *potion of cure moderate wounds* (4@ 25gp each), *potion of cure serious wounds* (4@ 62 gp each), *ring of communication* (166gp).

Encounter Nine (b): The Temple Entrance

APL 10: L: 0 gp; C: 200 gp; M: 0 gp
 APL 12: L: 0 gp; C: 200 gp; M: 0 gp
 APL 14: L: 0 gp; C: 200 gp; M: *headband of intellect* +4 (1,333 gp), *potion of bull's strength* (62 gp).

Encounter Nine (c): The Temple Entrance

APL 10: L: 2099 gp; C: 0 gp; M: 0 gp.
 APL 12: L: 2099 gp; C: 0 gp; M: *manual of bodily health* +1 (2,291 gp).
 APL 14: L: 2099 gp; C: 0 gp; M: *manual of bodily health* +3 (4,583 gp).

Encounter Ten: The Temple Well

APL 10: L: 0 gp; C: 0 gp; M: +3 *heavy shield* (764 gp), +2 *chain shirt* (354 gp), *cloak of resistance* +3 (750 gp).
 APL 12: L: 0 gp; C: 0 gp; M: +3 *heavy shield* (764 gp), +2 *chain shirt* (354 gp), *cloak of resistance* +3 (750 gp).
 APL 14: L: 0 gp; C: 0 gp; M: +3 *heavy shield* (764 gp), +2 *chain shirt* (354 gp), *cloak of resistance* +3 (750 gp), *ring of protection* +1 (166 gp), *cloak of charisma* +2 (333 gp).

Total Possible Treasure (Dragon route)

APL 10: L: 100 gp; C: 0 gp; M: 3,757 gp - Total: 0 gp (Max 2,300 gp)
 APL 12: L: 100 gp; C: 0 gp; M: 5,423 gp - Total: 0 gp (Max 3,300 gp)
 APL 14: L: 100 gp; C: 0 gp; M: 7,547 gp - Total: 0 gp (Max: 6,600 gp)

Total Possible Treasure (Temple route)

APL 10: L: 100 gp; C: 200 gp; M: 1,868 gp - Total: 0 gp (Max 2,300 gp)
 APL 12: L: 100 gp; C: 200 gp; M: 4,159 gp - Total: 0 gp (Max 3,300 gp)
 APL 14: L: 100 gp; C: 200 gp; M: 8,345 gp - Total: 0 gp (Max: 6,600 gp)

Special (Dragon Route)

Maurgoroothyx's Trophy: With the defeat of the green dragon Maurgoroothyx, the Tangle's druids agree to craft a single special item from the following list (circle the item selected): dragoncraft heavy shield (green), dragoncraft hide armor (green), dragonfang falchion (green), or a dragonfang spear (green). This access is Freq: Regional, but may only be used once. AR Used: ____

Dragoncraft Armor or Shield (Green): A suit of green dragoncraft armor or a green dragoncraft shield grants the wearer acid resistance 5. This resistance is treated as extraordinary (and thus nonmagical) feature of the armor. It doesn't stack with any other acid resistance possessed by the character.

In addition, dragoncraft armor is treated as one category lighter for purposes of movement and other determinations. Armor check penalties are reduced by 2 (including the reduction for being masterwork). Dragoncraft armor has the normal maximum Dexterity bonus.

Price: 6,165 gp (hide armor) or 3,170 gp (heavy shield); Weight: same as ordinary armor or shield.

Dragonfang Weapon (green): Dragonfang weapons are masterwork weapons crafted from the claws and teeth of a dragon. In addition to the +1 nonmagical enhancement bonus on attack rolls granted by its masterwork quality, a green dragonfang weapon deals 1 point of acid damage on each successful hit. This damage is treated as an extraordinary (and thus nonmagical) feature of the weapon. It doesn't stack with any other acid damage dealt by the weapon.

Price: 675 gp (falchion) or 602 (spear); Weight: same as ordinary weapon.

Blessings of the Tangle's Druids [] []

You gain two influence points with Druids of the North which can be spent as normal per BKMKG, or they can both be spent at the same time to gain access (Freq: Adventure) to one of the following items: Bag of Tricks (tan), Belt of Giant Strength +4, Gloves of Dexterity +4, Amulet of Health +4, or Shirt of the Moon (MH). AR Spent: ____

In addition, members of the Tangle's Druids metaorg gain access to the spell *arc of lightning* and any ranger may gain access to the spells *lightfoot* and *guided arrow*. All spells are from Miniatures Handbook.

Special (Temple Route)

Stones of Death's Passing (Hallorn): You have gained possession of the set of seven stones used to navigate to the pool portal located beneath Hallorn. While they do not allow travel to any of the similar portals located in the Bandit Kingdoms, they can allow quick access to the liberated city should another portal be found to use them with.

Prerequisites: Unknown; Caster Level 18th; *Cost:* 1,125 gp (for the set); *Weight:* 7 lb.

Lich's Library: Searching through the elven lich Xerveslyn's library, you found information giving you access to the Sudden Maximize (MH) feat.

Lich's Library: You found among the tomes a *manual of bodily health* (see Item Access below). If purchased and read, the PC must record the inherent bonus to their Constitution (+1 or +2) in the space below: ____.

Gerland's Favor: Any member of the Druids of the Tangles gains access to the *arc of lightning* spell (MH).

Influence Point with the Druids of the North []

This may be used in the normal way per BKMKG, or it can be spent to gain access to a single item from the Miniatures Handbook on this list (Freq: Adventure): *Cloak of Thorns*, *Rod of Flame Extinguishing*, or *Shirt of the Treant*. AR Spent: ____

Blessings of the Death Cultists [] []

In exchange for providing them with the location to the Wells beneath Hallorn, the Death Cultists will remember your deeds. You gain two influence points with the Death Cultists can be spent as normal per BKMKG, or they can both be spent at the same time to gain access to the following clerical spells from the Miniatures Handbook: *delay death*, *living undeath*, *veil of shadow*, *slashing darkness*.

Influence Point with the Army of the Warfields
Influence Point with the Circle of Crimson Stone
Influence Point with Hellstone Tower

Items for the Adventure Record

Item Access: Dragon route

APL 10:
dragonhide banded mail (green) (Adventure, DMG)
ring of communication (Adventure, MH)
wand of alarm (Adventure, DMG)
wand of bear's endurance (Adventure, DMG)
wand of bull's strength (Adventure, DMG)
wand of magic missile (Adventure, CL 9, DMG)
stone of commanding earth elementals (Adventure, DMG)
censer of commanding air elementals (Adventure, DMG)

APL 12: (All of APL 10 plus the following)
cloak of charisma +4 (Adventure, DMG)
lesser metamagic rod of silence (Adventure, DMG)

APL 14: (All of APLs 10-12 plus the following)
gloves of dexterity +4 (Adventure, DMG)
+2 heavy flail (Adventure, DMG)
rhino hide (Adventure, DMG)

Item Access: Temple route

APL 10:

+3 heavy steel shield (Adventure, DMG)

+2 chain shirt (Adventure, DMG)

cloak of resistance +3 (Adventure, DMG)

APL 12: (All of APL 10 plus the following)

manual of bodily health +1 (Adventure, DMG)

APL 14: (All of APLs 10-12 plus the following)

headband of intellect +4 (Adventure, DMG)

manual of bodily health +2 (Adventure, DMG)

Appendix I: Encounter One – Orc Hunt

APL 10

Orc Barbarians: Male Orc Brb4; CR 4; Medium Humanoid (orc); HD 4d12+4; hp 30; Init +0; Spd 30 ft.; AC 13 (touch 10, flat-footed 13) [+3 hide armor]; BA/G +4/+8; Atk +8 melee (2d4+6 [18-20/x2], falchion) or +4 ranged (1d6+4, javelin); SA Rage 2/day; SQ Darkvision 60 ft., fast movement, trap sense +1, uncanny dodge; AL CE; SV Fort +5, Ref +1, Will -1; Str 18, Dex 11, Con 12, Int 8, Wis 7, Cha 6.

Skills and Feats: Speak Languages (Orc), Climb +5, Intimidate +5, Jump +5, Listen +4, Survival +4; Cleave, Power Attack.

Possessions: Falchion, hide armor, javelins (4).

Physical Description: This orc is draped in a patchwork of skins and hide armor. His bulging muscles show through his light protection, and his foul smell is evidence of poor hygiene.

APL 12

Orc Barbarians (64): Male Orc Brb4; CR 4; Medium Humanoid (orc); HD 4d12+4; hp 30; Init +0; Spd 30 ft.; AC 13 (touch 10, flat-footed 13) [+3 hide armor]; BA/G +4/+8; Atk +8 melee (2d4+6 [18-20/x2], falchion) or +4 ranged (1d6+4, javelin); SA Rage 2/day; SQ Darkvision 60 ft., fast movement, trap sense +1, uncanny dodge; AL CE; SV Fort +5, Ref +1, Will -1; Str 18, Dex 11, Con 12, Int 8, Wis 7, Cha 6.

Skills and Feats: Speak Languages (Orc), Climb +5, Intimidate +5, Jump +5, Listen +4, Survival +4; Cleave, Power Attack.

Possessions: Falchion, hide armor, javelins (4).

Physical Description: This orc is draped in a patchwork of skins and hide armor. His bulging muscles show through his light protection, and his foul smell is evidence of poor hygiene.

APL 14

Orc Barbarians (64): Male Orc Brb4; CR 4; Medium Humanoid (orc); HD 4d12+4; hp 30; Init +0; Spd 30 ft.; AC 13 (touch 10, flat-footed 13) [+3 hide armor]; BA/G +4/+8; Atk +8 melee (2d4+6 [18-20/x2], falchion) or +4 ranged (1d6+4, javelin); SA Rage 2/day; SQ Darkvision 60 ft., fast movement, trap sense +1, uncanny dodge; AL CE; SV Fort +5, Ref +1, Will -1; Str 18, Dex 11, Con 12, Int 8, Wis 7, Cha 6.

Skills and Feats: Speak Languages (Orc), Climb +5, Intimidate +5, Jump +5, Listen +4, Survival +4; Cleave, Power Attack.

Possessions: Falchion, hide armor, javelins (4).

Physical Description: This orc is draped in a patchwork of skins and hide armor. His bulging muscles show through his light protection, and his foul smell is evidence of poor hygiene.

Appendix II: Encounter V – The Choice

APL 10

Immoth: Male Immoth; CR 9; Large Elemental (air, water, cold); HD 10d8+1d10+70; hp 120; Init +9; Spd 30 ft., swim 30 ft., fly 30 ft. (perfect); AC 28 (30 vs good) (touch 14 (16), flat-footed 23 (25)) [-1 size, +5 Dex, +6 natural, +4 *mage armor*, +4 *shield*, (+2 deflection 'vs' good)]; BA/G +7/+15; Atk +10 melee (1d4+4 plus 1d6 cold, claw); Full Att +10 melee (1d4+4 plus 1d6 cold, 2 claws), +6 (1d6+2 plus 1d6 cold plus poison, tail slap); Space/Reach 10 ft./10 ft.; SA Ice runes, poison, spells; SQ Darkvision 60 ft., DR 10/magic and bludgeoning, elemental traits, icewalking, immunity to cold, vulnerability to fire; SR 23; AL NE; SV Fort +13, Ref +12, Will +4 (+2 vs good); Str 18, Dex 20, Con 23, Int 14, Wis 13, Cha 21.

Skills and Feats: Speak Languages (Aquan, Auran, Common, Draconic), Climb +17, Hide +12, Jump +17, Spot +14, Swim +12; Cleave, Combat Casting, Combat Reflexes, Improved Initiative, Power Attack.

Ice Runes (Su): The immoth can trigger the spell contained in an ice rune as a free action. The prepared ice runes are: *blink*, *cone of cold*, *dispel magic*, *dominate person*, *fire shield*, *greater invisibility*, *mislead*, *slow*, *teleport*.

Icewalking (Ex): This works as *spider climb*, except that it applies to all icy surfaces and it is always active.

Poison (Ex): Freezing venom with its tail attack (Fortitude DC 19). The initial damage is paralysis (1d6+2 rounds), and the secondary damage is 1 point of intelligence drain per round of paralysis.

Spells Known (6/4/3/7/7/6/3; base DC = 15 + spell level; Caster Level 12th): 0—*detect magic*, *ray of frost*, *read magic*, *resistance*, *touch of fatigue*; 1st—*mage armor*, *magic missile*, *protection from good*, *ray of enfeeblement*, *shield*; 2nd—*bear's endurance*, *cat's grace*, *false life*, *glitterdust*, *see invisibility*; 3rd—*blink*, *dispel magic*, *slow*, *vampiric touch*; 4th—*fire shield*, *greater invisibility*, *ice storm*; 5th—*cone of cold*, *dominate person*; 6th—*mislead*.

Possessions: ~~scroll of veil~~.

Physical Description: This creature appears as a gleaming, 8-foot-tall giant carved from dense, translucent ice. It resembles a bearded, hulking dwarf with icy talons and a large, crystalline tail. Its skin is covered in small, gem-like nuggets.

Active spells (already worked into statistics): *bear's endurance*, *cat's grace*, *false life*, *mage armor*, *protection from good*, *see invisibility*, *shield*.

Immoth's Powered-Down Suite (minus *bear's endurance*, *cat's grace*, *false life*, *mage armor*, *protection from good*, *shield*): hp 85; Init +7; AC 18 (touch 12, flat-footed 15) [-1 size, +3 Dex, +6 natural]; SV Fort +11, Ref +10; Dex 16, Con 19.

Huge Ice Paraelemental: CR 7; Huge Elemental (Air, Cold); HD 16d8+64; hp 136; Init +7; Spd 30 ft.; AC 24 (touch 15, flat-footed 17) [-2 size, +7 Dex, +5 natural, +4 *mage armor*]; BA/G +12/+24; Atk +17 melee (2d8+4 plus 2d8 cold [19-20/x2], icicle); Full Att +17 melee (2d8+4 plus 2d8 cold [19-20/x2], 2 icicles); Space/Reach 15 ft./15 ft.; SA *Chill metal*; SQ Darkvision 60 ft., DR 5/-, elemental qualities, immunity to cold, vulnerability to fire; AL N; SV Fort +9, Ref +17, Will +5; Str 18, Dex 25, Con 18, Int 6, Wis 11, Cha 11. Height 32 ft. Weight 17,000 lb.

Skills and Feats: Speak Languages (Aquan, Auran), Listen +9, Spot +10; Blind-Fight, Combat Reflexes, Dodge, Improved Critical (icicle), Mobility, Spring Attack, Weapon Finesse (icicle).

Chill Metal (Su): Everyone within a 25 ft. radius of the paraelemental is affected as per the druid spell of the same name (Will DC 20 negates). As with the spell, it takes three rounds for affected metal to reach the freezing stage. Once it does, it remains at that state until the ice paraelemental takes a standard action to end the effect. The metal returns to its starting temperature two rounds later, just as with the spell.

Physical Description: This icy monolith looks like a roughly hewn, translucent statue of ice, covered head to toe in sharpened icicles. The glint of reflected light gives the appearance of capricious, winking eyes.

Active spells (already worked into statistics): *mage armor* (cast at 12th level).

APL 12

Immoth Warlock: Male Immoth Sor1/DgD1; CR 11; Large Elemental (air, water, cold); HD 10d8+1d4+1d12+1d10+106; hp 165; Init +11; Spd 30 ft., swim 30 ft., fly 30 ft. (perfect); AC 31 (33 vs good) (touch 16 (18), flat-footed 24 (26)) [-1 size, +7 Dex, +7 natural, +4 *mage armor*, +4 *shield*, (+2 deflection vs good)]; BA/G +7/+16; Atk +11 melee (1d4+5 plus 1d6 cold, claw); Full Att +11 melee (1d4+5 plus 1d6 cold, 2 claws) and +6 melee (1d6+2 plus 1d6 cold plus poison, tail slap); Space/Reach 10 ft./10 ft.; SA Ice runes, poison, spells; SQ Darkvision 60 ft., DR 10/magic and bludgeoning, elemental traits, icewalking, immunity to cold, vulnerability to fire; SR 23; AL NE; SV Fort +17, Ref +14, Will +7 (+9 vs good); Str 20, Dex 25, Con 26, Int 12, Wis 12, Cha 24.

Skills and Feats: Speak Languages (Aquan, Auran, Common, Draconic), Climb +6, Concentration +9, Hide +4, Jump +6, Knowledge (arcane) +9, Spot +11, Swim +14; Cleave, Combat Casting, Combat Reflexes, Improved Initiative, Power Attack.

Ice Runes (Su): The immoth can trigger the spell contained in an ice rune as a free action. The prepared ice runes are: *blink*, *cone of cold*, *dominate person*, *fire*

shield, greater dispel magic, greater invisibility, ice storm, mislead, slow, teleport.

Icwalking (Ex): This works as *spider climb*, except that it applies to all icy surfaces and it is always active.

Poison (Ex): Freezing venom with its tail attack (Fortitude DC 22). The initial damage is paralysis (1d6+2 rounds), and the secondary damage is 1 point of intelligence drain per round of paralysis.

Spells Known (6/4/4/5/7/7/6; base DC = 17 + spell level; Caster Level 13th): 0—*detect magic, ray of frost, read magic, resistance, touch of fatigue*; 1st—*mage armor, magic missile, protection from good, ray of enfeeblement, shield*; 2nd—*bear's endurance, cat's grace, false life, glitterdust, see invisibility*; 3rd—*blink, protection from energy, slow, vampiric touch*; 4th—*fire shield, greater invisibility, ice storm, wall of ice*; 5th—*cone of cold, dominate person, teleport*; 6th—*greater dispel magic, mislead*.

Possessions: ~~scroll of veil~~, lesser metamagic rod of silence.

Physical Description: This creature appears as a gleaming, 8-foot-tall giant carved from dense, translucent ice. It resembles a bearded, hulking dwarf with icy talons and a large, crystalline tail. Its skin is covered in small, gem-like nuggets.

Active spells (already worked into statistics): *bear's endurance, cat's grace, false life, mage armor, protection from energy (fire), protection from good, see invisibility, shield*.

Immoth's Powered-Down Suite (minus *bear's endurance, cat's grace, false life, mage armor, protection from good, shield*): hp 126; Init +9; AC 21 (touch 14, flat-footed 16) [-1 size, +5 Dex, +7 natural]; SV Fort +15, Ref +12; Dex 21, Con 22.

Greater Ice Paraelementals (2): CR 9; Huge Elemental (Air, Cold); HD 21d8+84; hp 178; Init +8; Spd 30 ft.; AC 29 (touch 16, flat-footed 21) [-2 size, +8 Dex, +9 natural, +4 *mage armor*]; BA/G +15/+28; Atk +21 melee (2d8+5 plus 2d8 cold [19-20/x2], icicle); Full Att +21 melee (2d8+5 plus 2d8 cold [19-20/x2], 2 icicles); Space/Reach 15 ft./15 ft.; SA *Chill metal*, SQ Darkvision 60 ft., DR 10/-, elemental qualities, immunity to cold, vulnerability to fire; AL N; SV Fort +11, Ref +20, Will +7; Str 20, Dex 27, Con 18, Int 6, Wis 11, Cha 11. Height 36 ft. Weight 20,000 lb.

Skills and Feats: Speak Languages (Aquan, Auran), Listen +12, Spot +12; Ability Focus (chill metal), Blind-Fight, Combat Reflexes, Dodge, Improved Critical (icicle), Mobility, Spring Attack, Weapon Finesse (icicle).

Chill Metal (Su): Everyone within a 25 ft radius of the paraelemental is affected as per the druid spell of the same name (Will DC 22 negates). As with the spell, it takes three rounds for affected metal to reach the freezing stage. Once it does, it remains at that state until the ice paraelemental takes a standard action to

end the effect. The metal returns to its starting temperature two rounds later, just as with the spell.

Physical Description: This icy monolith looks like a roughly hewn, translucent statue of ice, covered head to toe in sharpened icicles. The glint of reflected light gives the appearance of capricious, winking eyes.

Active spells (already worked into statistics): *mage armor, protection from energy (fire)* [all cast at 13th level].

APL 14

Immoth Warlock: Male Immoth Sor1/DgD1; CR 11; Large Elemental (air, water, cold); HD 10d8+1d4+1d12+1d10+106; hp 165; Init +11; Spd 30 ft., swim 30 ft., fly 30 ft. (perfect); AC 31 (33 vs good) (touch 16 (18), flat-footed 24 (26)) [-1 size, +7 Dex, +7 natural, +4 *mage armor*, +4 *shield*, (+2 deflection vs good)]; BA/G +7/+16; Atk +11 melee (1d4+5 plus 1d6 cold, claw); Full Att +11 melee (1d4+5 plus 1d6 cold, 2 claws), +6 (1d6+2 plus 1d6 cold plus poison, tail slap); Space/Reach 10 ft./10 ft.; SA Ice runes, poison, spells; SQ Darkvision 60 ft., DR 10/magic and bludgeoning, elemental traits, icewalking, immunity to cold, vulnerability to fire; SR 23; AL NE; SV Fort +17, Ref +14, Will +7 (+2 vs good); Str 20, Dex 25, Con 26, Int 12, Wis 12, Cha 24.

Skills and Feats: Speak Languages (Aquan, Auran, Common, Draconic), Climb +6, Concentration +9, Hide +4, Jump +6, Knowledge (arcane) +9, Spot +11, Swim +14; Cleave, Combat Casting, Combat Reflexes, Improved Initiative, Power Attack.

Ice Runes (Su): The immoth can trigger the spell contained in an ice rune as a free action. The prepared ice runes are: *blink, cone of cold, dominate person, fire shield, greater dispel magic, greater invisibility, ice storm, mislead, slow, teleport*.

Icwalking (Ex): This works as *spider climb*, except that it applies to all icy surfaces and it is always active.

Poison (Ex): Freezing venom with its tail attack (Fortitude DC 22). The initial damage is paralysis (1d6+2 rounds), and the secondary damage is 1 point of intelligence drain per round of paralysis.

Spells Known (6/4/4/5/7/7/6; base DC = 17 + spell level; Caster Level 13th): 0—*detect magic, ray of frost, read magic, resistance, touch of fatigue*; 1st—*mage armor, magic missile, protection from good, ray of enfeeblement, shield*; 2nd—*bear's endurance, cat's grace, false life, glitterdust, see invisibility*; 3rd—*blink, protection from energy, slow, vampiric touch*; 4th—*fire shield, greater invisibility, ice storm, wall of ice*; 5th—*cone of cold, dominate person, teleport*; 6th—*greater dispel magic, mislead*.

Possessions: ~~scroll of veil~~, lesser metamagic rod of silence.

Physical Description: This creature appears as a gleaming, 8-foot-tall giant carved from dense, translucent ice. It resembles a bearded, hulking dwarf with icy talons and a large, crystalline tail. Its skin is covered in small, gem-like nuggets.

Active spells (already worked into statistics): *bear's endurance*, *cat's grace*, *false life*, *mage armor*, *protection from energy (fire)*, *protection from good*, *see invisibility*, *shield*.

Immoth's Powered-Down Suite (minus *bear's endurance*, *cat's grace*, *false life*, *mage armor*, *protection from good*, *shield*): hp 126; Init +9; AC 21 (touch 14, flat-footed 16) [-1 size, +5 Dex, +7 natural]; SV Fort +15, Ref +12; Dex 21, Con 22.

Elder Ice Paraelementals (2): CR 11; Huge Elemental (Air, Cold); HD 24d8+96; hp 204 ea.; Init +9; Spd 30 ft.; AC 30 (touch 17, flat-footed 21) [[-2 size, +9 Dex, +9 natural, +4 mage armor]; BA/G +18/+32; Atk +25 melee (2d8+6 plus 2d8 cold [19-20/x2], icicle); Full Att +25 melee (2d8+6 plus 2d8 cold [19-20/x2], 2 icicles); Space/Reach 15 ft./15 ft.; SA *Chill metal*, SQ Darkvision 60 ft., DR 10/-, elemental qualities, immunity to cold, vulnerability to fire; AL N; SV Fort +12, Ref +23, Will +8; Str 22, Dex 29, Con 18, Int 6, Wis 11, Cha 11. Height 40 ft. Weight 22,000 lb.

Skills and Feats: Speak Languages (Aquan, Auran), Listen +13, Spot +14; Ability Focus (chill metal), Blind-Fight, Combat Reflexes, Dodge, Improved Critical (icicle), Mobility, Power Attack, Spring Attack, Weapon Finesse (icicle).

Chill Metal (Su): Everyone within a 30 ft radius of the paraelemental is affected as per the druid spell of the same name (Will DC 24 negates). As with the spell, it takes three rounds for affected metal to reach the freezing stage. Once it does, it remains at that state until the ice paraelemental takes a standard action to end the effect. The metal returns to its starting temperature two rounds later, just as with the spell.

Physical Description: This icy monolith looks like a roughly hewn, translucent statue of ice, covered head to toe in sharpened icicles. The glint of reflected light gives the appearance of capricious, winking eyes.

Active spells (already worked into statistics): *mage armor*, *protection from energy (fire)* [all cast at 13th level].

Appendix III: Encounter VI – On to the Dragon!

APL 10

Maugoroothyx: Female Adult Green Dragon; CR 13; Huge Dragon (air); HD 20d12+160; hp 290; Init +0; Spd 40 ft., swim 40 ft., fly 150 ft. (average); AC 34 (36 vs chaotic) (touch 8 (10), flat-footed 32 (34)) [-2 size, +22 natural, +4 *shield*, (+2 deflection vs chaotic)]; BA/G +20/+39; Atk +29 melee [(2d8+11, bite); Full Att +29 melee [(2d8+11, bite), +24 [(2d6+5, 2 claws), +24 [(1d8+5, 2 wings), +24 [(2d6+16, tail slap); Space/Reach 15 ft./10 ft. (15 ft. with bite); SA Breath weapon, crush, frightful presence, improved snatch, spell-like abilities, spells; SQ Blindsight 60 ft., DR 5/magic, darkvision 120 ft., immunities (acid, magic sleep effects, paralysis), low-light vision, water breathing; SR 21; AL LE; SV Fort +20, Ref +12, Will +15; Str 33, Dex 11, Con 26, Int 15, Wis 17, Cha 14. Length 55 ft. (17 ft. body, 18 ft. neck, 20 ft. tail, 8 ft. body width, 30-60 ft. wingspan). Weight 21,500 lb.

Skills and Feats: Speak Languages (Common, Draconic, Elven, Sylvan), Bluff +13, Concentration +18, Diplomacy +19, Intimidate +27, Knowledge (arcane) +8, Knowledge (nature) +10, Listen +26, Search +25, Sense Motive +26, Spellcraft +9, Spot +26, Swim +19; Flyby Attack, Improved Maneuverability, Improved Snatch, Multi-s snatch*, Power Attack, Snatch, Wingover.

Breath Weapon (Su): 50 ft. cone, 12d6 acid, Reflex DC 26 half.

Crush (Ex): Area 15 ft. by 15 ft.; Small or smaller opponents take 2d8+16 points of bludgeoning damage, and must succeed on a DC 26 Reflex save or be pinned.

Frightful Presence (Ex): 180 ft. radius, HD 19 or fewer, Will DC 22 negates.

Improved Snatch (Ex): Against medium or smaller creatures, bite for 2d8+11/round or claw for 2d6+5/round.

Spell-Like Abilities (Sp): 3/day—*suggestion*. Caster level 6th; Save DC 15.

Spells Known (6/5/1; base DC = 12 + spell level; Caster Level 5th): 0—*daze*, *detect magic*, *mage hand*, *ray of frost*, *read magic*, *resistance*, 1st—*protection from chaos*, *shield*, *silent image*, *true strike*, 2nd—*invisibility*, *resist energy*.

Possessions: *wand of alarm*, *wand of bear's endurance*, *wand of bull's strength*, *wand of dragonskin* (red)(5th level caster)*, *wand of magic missile* (9th level caster).

Physical Description: The dragon has a toothy, curving jaw line and rows of hornlets over its eyes. There is a cluster of hornlets at the chin. A crest begins just behind the eyes and runs the length of the body, rising to full height just behind the skull. The strong odor of chlorine clings to the dragon, whose scales radiate a glowing ruby shine.

Active spells (already worked into statistics): *bear's endurance*, *bull's strength*, *dragonskin* (red)*, *invisibility*, *protection from chaos*, *resist energy* ([3]—*cold*, *electricity*, *sonic*), *shield*.

Maugoroothyx's Powered-Down Suite (minus *bear's endurance*, *bull's strength*, *dragonskin*, *shield*): hp 250; AC 27 (touch 8, flat-footed 27) [-2 size, +19 natural]; BA/G +20/+37; Atk +27 melee [(2d8+9, bite); Full Att +27 melee [(2d8+9, bite), +22 [(2d6+4, 2 claws), +22 [(1d8+4, 2 wings), +22 [(2d6+13, tail slap); SR -; Str 29, Con 22.

APL 12

Maugoroothyx: Female Adult Green Dragon; CR 13; Huge Dragon (air); HD 20d12+120; hp 250; Init +1; Spd 40 ft., swim 40 ft., fly 150 ft. (average); AC 27 (touch 9, flat-footed 27) [-2 size, +19 natural]; BA/G +20/+37; Atk +27 melee [(2d8+9, bite); Full Att +27 melee [(2d8+9, bite), +22 [(2d6+4, 2 claws), +22 [(1d8+4, 2 wings), +22 [(2d6+13, tail slap); Space/Reach 15 ft./10 ft. (15 ft. with bite); SA Breath weapon, crush, frightful presence, improved snatch, spell-like abilities, spells; SQ Blindsight 60 ft., DR 5/magic, darkvision 120 ft., immunities (acid, magic sleep effects, paralysis), low-light vision, water breathing; SR 21; AL LE; SV Fort +18, Ref +12, Will +15; Str 29, Dex 11, Con 22, Int 15, Wis 17, Cha 14. Length 55 ft. (17 ft. body, 18 ft. neck, 20 ft. tail, 8 ft. body width, 30-60 ft. wingspan). Weight 21,500 lb.

Skills and Feats: Speak Languages (Common, Draconic, Elven, Sylvan), Bluff +13, Concentration +16, Diplomacy +19, Intimidate +27, Knowledge (arcane) +8, Knowledge (nature) +10, Listen +26, Search +25, Sense Motive +26, Spellcraft +9, Spot +26, Swim +17; Flyby Attack, Improved Maneuverability, Improved Snatch, Multi-s snatch*, Power Attack, Snatch, Wingover.

Breath Weapon (Su): 50 ft. cone, 12d6 acid, Reflex DC 26 half.

Crush (Ex): Area 15 ft. by 15 ft.; Small or smaller opponents take 2d8+13 points of bludgeoning damage, and must succeed on a DC 26 Reflex save or be pinned.

Frightful Presence (Ex): 180 ft. radius, HD 19 or fewer, Will DC 22 negates.

Improved Snatch (Ex): Against medium or smaller creatures, bite for 2d8+9/round or claw for 2d6+4/round.

Spell-Like Abilities (Sp): 3/day—*suggestion*. Caster level 6th; Save DC 15.

Spells Known (6/7/4; base DC = 12 + spell level; Caster Level 5th): 0—*daze*, *detect magic*, *mage hand*, *ray of frost*, *read magic*, *resistance*, 1st—*protection from chaos*, *shield*, *silent image*, *true strike*, 2nd—*invisibility*, *resist energy*.

Possessions: wand of alarm, wand of bear's endurance, wand of bull's strength, wand of dragonskin (5th level caster).

Physical Description: The dragon has a toothy, curving jaw line and rows of hornlets over its eyes. There is a cluster of hornlets at the chin. A crest begins just behind the eyes and runs the length of the body, rising to full height just behind the skull. The strong odor of chlorine clings to the dragon, whose scales radiate a glowing emerald shine.

Active spells: *invisibility*.

Snizzlesith: Male Draconic Gnome Sor12; CR 13; Small Humanoid (gnome); HD 12d4+72; hp 102; Init +2; Spd 20 ft.; AC 22 (touch 13, flat-footed 20) [+2 Dex, +4 *mage armor*, +1 size, +5 natural]; BA/G +6/+1; Atk +6 melee (1d2-1, claw) or +8 ranged [1d8 [19-20/x2], light crossbow]; Full Att +6 melee (1d2-1, 2 claws); SA Spells; SQ Darkvision 60 ft., DR 10/adamantine (120 pt stonesskin), low-light vision; AL NE; SV Fort +10, Ref +6, Will +9 (+13 vs sleep & paralysis); Str 8, Dex 12 (14), Con 22, Int 10, Wis 13, Cha 20 (24).

Skills and Feats: Speak Languages (Common, Gnome), Bluff +11, Concentration +21, Intimidate +9, Knowledge (arcane) +3, Spellcraft +8, Spot +3; Craft Wand, Enlarge Spell, Eschew Materials, Extra Spell, Maximize Spell.

Spells Known (6/5/6/6/5/5/3; base DC = 17 + spell level): 0—*acid splash, dancing lights, daze, detect magic, ghost sounds, mage hand, message, ray of frost, read magic*; 1st—*alarm, grease, mage armor, magic missile, protection from chaos*; 2nd—*bull's strength, bear's endurance, earthbind**; 3rd—*dispel magic, dragonskin*, fireball, nondetection*; 4th—*confusion, greater invisibility, lesser globe of invulnerability, stonesskin*; 5th—*feeblemind, mind fog*; 6th—*chain lightning*.

Possessions: cloak of charisma +4, gloves of dexterity +2, ~~scroll of fly (12th level caster), scroll of Rary's telepathic bond~~, wand of magic missile (9th level caster).

Physical Description: This figure looks like a gnome, except for the cat-like eyes and clawed hands. He wears a simple green cloak and a wand hangs from his belt.

Active spells (already worked into statistics): *dragonskin (red)*, bear's endurance, fly (from scroll), lesser globe of invulnerability, mage armor, nondetection, protection from chaos, Rary's telepathic bond (from scroll), see invisibility, stonesskin*.

Snizzlesith's Powered-Down Suite (minus *bear's endurance, dragonskin, mage armor, protection from chaos*): hp 78; AC 14 (touch 14, flat-footed 11) [+3 Dex, +1 size]; SV Fort +8; Con 18; Concentration +19.

APL 14

Maugoroothyx: Female Adult Green Dragon; CR 13; Huge Dragon (air); HD 20d12+120; hp 250; Init +1; Spd 40 ft., swim 40 ft., fly 150 ft. (average); AC 27 (touch 9,

flat-footed 27) [-2 size, +19 natural]; BA/G +20/+37; Atk +27 melee [(2d8+9, bite); Full Att +27 melee [(2d8+9, bite), +22 [(2d6+4, 2 claws), +22 [(1d8+4, 2 wings), +22 [(2d6+13, tail slap); Space/Reach 15 ft./10 ft. (15 ft. with bite); SA Breath weapon, crush, frightful presence, improved snatch, spell-like abilities, spells; SQ Blindsight 60 ft., DR 5/magic, darkvision 120 ft., immunities (acid, magic sleep effects, paralysis), low-light vision, water breathing; SR 21; AL LE; SV Fort +18, Ref +12, Will +15; Str 29, Dex 11, Con 22, Int 15, Wis 17, Cha 14. Length 55 ft. (17 ft. body, 18 ft. neck, 20 ft. tail, 8 ft. body width, 30-60 ft. wingspan). Weight 21,500 lb.

Skills and Feats: Speak Languages (Common, Draconic, Elven, Sylvan), Bluff +13, Concentration +16, Diplomacy +19, Intimidate +27, Knowledge (arcane) +8, Knowledge (nature) +10, Listen +26, Search +25, Sense Motive +26, Spellcraft +9, Spot +26, Swim +17; Flyby Attack, Improved Maneuverability, Improved Snatch, Multi-scratch, Power Attack, Snatch, Wingover.

Breath Weapon (Su): 50 ft. cone, 12d6 acid, Reflex DC 26 half.

Crush (Ex): Area 15 ft. by 15 ft.; Small or smaller opponents take 2d8+13 points of bludgeoning damage, and must succeed on a DC 26 Reflex save or be pinned.

Frightful Presence (Ex): 180 ft. radius, HD 19 or fewer, Will DC 22 negates.

Improved Snatch (Ex): Against medium or smaller creatures, bite for 2d8+9/round or claw for 2d6+4/round.

Spell-Like Abilities (Sp): 3/day—*suggestion*. Caster level 6th; Save DC 15.

Spells Known (6/7/4; base DC = 12 + spell level; Caster Level 5th): 0—*daze, detect magic, mage hand, ray of frost, read magic, resistance*; 1st—*protection from chaos, shield, silent image, true strike*; 2nd—*invisibility, resist energy*.

Possessions: wand of alarm, wand of bear's endurance, wand of bull's strength, wand of dragonskin (red)(5th level caster).

Physical Description: The dragon has a toothy, curving jaw line and rows of hornlets over its eyes. There is a cluster of hornlets at the chin. A crest begins just behind the eyes and runs the length of the body, rising to full height just behind the skull. The strong odor of chlorine clings to the dragon, whose scales radiate a glowing emerald shine.

Active spells: *invisibility*.

Snizzlesith: Male Draconic Gnome Sor14; CR 15; Small Humanoid (gnome); HD 14d4+84; hp 119; Init +3; Spd 20 ft.; AC 23 (touch 14, flat-footed 20) [+3 Dex, +4 *mage armor*, +1 size, +5 natural]; BA/G +7/+2; Atk +7 melee (1d2-1, claw) or +10 ranged [1d8 [19-20/x2], light crossbow]; Full Att +7 melee (1d2-1, 2 claws); SA Spells; SQ Darkvision 60 ft., DR 10/adamantine (120 pt stonesskin), low-light vision; AL NE; SV Fort +10, Ref +7, Will +10 (+14 vs sleep & paralysis); Str 8, Dex 12, Con 22, Int 10, Wis 13, Cha 20 (24).

Skills and Feats: Speak Languages (Common, Gnome), Bluff +11, Concentration +21, Intimidate +9, Knowledge (arcane) +3, Spellcraft +12, Spot +3; Craft Wand, Enlarge Spell, Eschew Materials, Extra Spell, Maximize Spell.

Spells Known (6/5/6/6/6/6/5/4; base DC = 17 + spell level): 0—*acid splash, dancing lights, daze, detect magic, ghost sounds, mage hand, message, ray of frost, read magic*; 1st—*alarm, grease, mage armor, magic missile, protection from chaos*; 2nd—*bull's strength, bear's endurance, earthbind, fog cloud, see invisibility*; 3rd—*dispel magic, dragonskin, fireball, nondetection*; 4th—*confusion, dimension door, greater invisibility, ice storm, stoneskin*; 5th—*feeblemind, magic jar, mind fog*; 6th—*chain lightning, globe of invulnerability*; 7th—*power word blind*.

Possessions: *cloak of charisma +4, gloves of dexterity +4, ring of evasion, scroll of fly (12th level caster), scroll of Rary's telepathic bond, wand of magic missile (9th level caster).*

Physical Description: This figure looks like a gnome, except for the cat-like eyes and clawed hands. He wears a simple green cloak and a wand hangs from his belt.

Active spells (already worked into statistics): *dragonskin (red), bear's endurance, fly (from scroll), globe of invulnerability, mage armor, nondetection, protection from chaos, Rary's telepathic bond (from scroll), see invisibility, stoneskin*.

Snizzlesith's Powered-Down Suite (minus *bear's endurance, dragonskin, mage armor, protection from chaos*): hp 91; AC 14 (touch 14, flat-footed 11) [+3 Dex, +1 size]; SV Fort +8; Con 18; Concentration +19.

Rumph: Male Half-Dragon Fomorian; CR 13; Huge Dragon (Augmented Giant); HD 15d10+135; hp 217; Init +1; Spd 40 ft., fly 80 ft. (average); AC 32 (34 vs chaotic) (touch 9 (11), flat-footed 31 (33)) [-2 size, +2 Dex, +18 natural, +5 hide armor, (+2 deflection vs chaotic)]; BA/G +11/+37; Atk +29 melee (4d6+29 [19-20/x2], huge heavy flail); or +27 melee (1d8+18, claw); Full Att +29/+24/+19 melee (4d6+29 [19-20/x2], huge heavy flail) and +22 melee (2d6+9, bite); or +27 melee (1d8+18, 2 claws) and +22 melee (2d6+9, bite); Space/Reach 15 ft./15 ft.; SA Breath weapon, trample 2d10+27; SQ Darkvision 60 ft., DR 5/-, fast healing 5, immunities (acid, sleep, paralysis), low-light vision, scent; AL LE; SV Fort +18, Ref +6, Will +6 (+2 saves vs chaotic); Str 46, Dex 12, Con 28, Int 13, Wis 13, Cha 11.

Skills and Feats: Speak Languages (Draconic, Giant), Hide +2, Intimidate +10, Listen +21, Move Silently +29, Spot +21, Survival +10, Swim +27. Alertness, Cleave, Combat Reflexes, Great Cleave, Power Attack, Track.

Breath Weapon (Su): 1/day—30 ft. cone of corrosive (acid) gas, dealing 6d8 damage. A Reflex save DC 22 is allowed for half damage.

Trample (Ex): As a standard action during its turn each round, a fomorian can trample opponents at least

one size category smaller than itself. This attack deals 2d10+27 points of bludgeoning damage. A trampled opponent can attempt either an attack of opportunity at a -4 penalty or a Reflex save (DC 35) for half damage.

Possessions: +2 huge heavy flail, rhino hide.

Physical Description: This huge red-skinned behemoth has massive arms that are almost too large for its body. A broad dorsal fin runs from the top of his head down the back of his body, and the head itself looks twisted at an odd angle. The giant's skin is a patchwork of blotchy white spots mixed with some sort of brown moldy growth. Its long claws and massive jaws seem almost unnecessary considering the gigantic flail it wields.

Active spells (already worked into statistics): *bear's endurance, bull's strength, dragonskin (red), mage armor, protection from chaos, Rary's telepathic bond*.

Rumph's Powered-Down Suite (minus *bear's endurance, bull's strength, dragonskin, mage armor, protection from chaos*): hp 187; AC 27 (touch 9, flat-footed 26) [-2 size, +2 Dex, +13 natural, +5 hide armor]; BA/G +11/+35; Atk +27 melee (4d6+26 [19-20/x2], huge heavy flail); or +25 melee (1d8+16, claw); Full Att +27/+22/+17 melee (4d6+26 [19-20/x2], huge heavy flail) and +20 melee (2d6+8, bite); or +25 melee (1d8+16, 2 claws) and +20 melee (2d6+8, bite); SV Fort +16; Str 42, Con 24; Swim +25.

Appendix IV: Encounter IX – The Temple Entrance

APL 10

Green Hag Vampires (3): Female Green Hag Vampire; CR 7; Medium Undead (Augmented Monstrous Humanoid); HD 9d12; hp 58 ea; Init +7; Spd 30 ft., swim 30 ft.; AC 30 (touch 13, flat-footed 27) [+3 Dex, +17 natural]; BA/G +9/+16; Atk +16 melee [(1d6+7, claw); Full Att +16 melee (1d6+7, 2 claws); SA Blood drain, children of the night, create spawn, death touch, dominate, energy drain, spell-like abilities, covey spell-like abilities, mimicry, weakness; SQ Alternate form, darkvision 90 ft., DR 10/silver and magic, fast healing 5, gaseous form, resistances (cold & electricity 10), spider climb, turn resistance +4; SR 18; AL CE; SV Fort +5, Ref +11, Will +8; Str 25, Dex 16, Con -, Int 15, Wis 15, Cha 18.

Skills and Feats: Speak Languages (Abyssal, Common, Giant), Concentration +6, Bluff +18, Knowledge (religion) +8, Hide +19, Listen +20, Move Silently +11, Search +10, Sense Motive +10, Spot +20, Swim +15. Alertness, Blind-Fight, Combat Casting, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Lightning Reflexes.

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

Blood Drain (Ex): A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampire gains 5 temporary hit points.

Children of the Night (Su): Vampires command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Dominate (Su): A vampire can crush an opponent's will just by looking into his eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save DC 18 or fall instantly under the vampire's influence as though by a *dominate person* spell (caster level 12th). This has a range of 30 ft.

Create Spawn (Su): A humanoid or monstrous humanoid slain by a vampire's energy drain or dropped to 0 Constitution due to its blood drain ability rises as a

vampire or vampire spawn 1d4 days after burial. (see MM pg. 252)

Energy Drain (Su): Living creatures hit by a vampire's slam attack (or any other natural weapon of the vampire's) gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain once per round. The PC must make a Fortitude DC 18 save after 24 hours to avoid the levels becoming permanent.

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

Mimicry (Ex): The green hags can imitate the sounds of almost any animal found in the forest or underground.

Spell-like Abilities (Sp): At will—*dancing lights*, *disguise self*, *ghost sound* (DC 14), *invisibility*, *pass without trace*, *tongues*, *water breathing*. Caster level 9th.

Covey Spell-like Abilities (Sp): To use one of these abilities (which requires a full-round action), all three hags must be within 10 ft. of one another. 3/day—*animate dead*, *bestow curse* (DC 18), *control weather*, *dream*, *forcecage*, ~~*mind blank*~~, *mirage arcane* (DC 19), *polymorph*, *veil* (DC 20), *vision*. Caster level 9th.

Weakness (Su): A green hag can weaken a foe by making a special touch attack. The opponent must succeed on a DC 18 Fortitude save or take 2d4 points of Strength damage.

Physical Description: This old woman has pale skin covered by a mat of black tangled hair. Her hands have sharp claws, and her eyes glow with an eerie red light.

Active spells: *mind blank*, *veil* (DC 20).

APL 12

Green Hag Vampires (3): Female Green Hag Vampire; CR 7; Medium Undead (Augmented Monstrous Humanoid); HD 9d12; hp 58 ea; Init +7; Spd 30 ft., swim 30 ft.; AC 30 (touch 13, flat-footed 27) [+3 Dex, +17 natural]; BA/G +9/+16; Atk +16 melee [(1d6+7, claw); Full Att +16 melee (1d6+7, 2 claws); SA Blood drain, children of the night, create spawn, death touch, dominate, energy drain, spell-like abilities, covey spell-like abilities, mimicry, weakness; SQ Alternate form, darkvision 90 ft., DR 10/silver and magic, fast healing 5, gaseous form, resistances (cold & electricity 10), spider climb, turn resistance +4; SR 18; AL CE; SV Fort +5, Ref +11, Will +8; Str 25, Dex 16, Con -, Int 15, Wis 15, Cha 18.

Skills and Feats: Speak Languages (Abyssal, Common, Giant), Bluff +18, Concentration +6,

Knowledge (religion) +8, Hide +19, Listen +20, Move Silently +11, Search +10, Sense Motive +10, Spot +20, Swim +15. Alertness, Blind-Fight, Combat Casting, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Lightning Reflexes.

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

Blood Drain (Ex): A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampire gains 5 temporary hit points.

Children of the Night (Su): Vampires command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Dominate (Su): A vampire can crush an opponent's will just by looking into his eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save DC 18 or fall instantly under the vampire's influence as though by a *dominate person* spell (caster level 12th). This has a range of 30 ft.

Create Spawn (Su): A humanoid or monstrous humanoid slain by a vampire's energy drain or dropped to 0 Constitution due to its blood drain ability rises as a vampire or vampire spawn 1d4 days after burial. (see MM pg. 252)

Energy Drain (Su): Living creatures hit by a vampire's slam attack (or any other natural weapon of the vampire's) gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain once per round. The PC must make a Fortitude DC 18 save after 24 hours to avoid the levels becoming permanent.

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

Mimicry (Ex): The green hags can imitate the sounds of almost any animal found in the forest or underground.

Spell-like Abilities (Sp): At will—*dancing lights*, *disguise self*, *ghost sound* (DC 14), *invisibility*, *pass without trace*, *tongues*, *water breathing*. Caster level 9th.

Covey Spell-like Abilities (Sp): To use one of these abilities (which requires a full-round action), all three hags must be within 10 ft. of one another. 3/day—*animate dead*, *bestow curse* (DC 18), *control weather*, *dream*, *forcecage*, ~~*mind blank*~~, *mirage arcane* (DC 19), *polymorph*, *veil* (DC 20), *vision*. Caster level 9th.

Weakness (Su): A green hag can weaken a foe by making a special touch attack. The opponent must succeed on a DC 18 Fortitude save or take 2d4 points of Strength damage.

Physical Description: This old woman has pale skin covered by a mat of black tangled hair. Her hands have sharp claws, and her eyes glow with an eerie red light.

Active spells: *mind blank*, *veil* (DC 20).

APL 14

Green Hag Vampires (3): Female Green Hag Vampire; CR 7; Medium Undead (Augmented Monstrous Humanoid); HD 9d12; hp 58 ea.; Init +7; Spd 30 ft., swim 30 ft.; AC 30 (touch 13, flat-footed 27) [+3 Dex, +17 natural]; BA/G +9/+16; Atk +16 melee [1d6+7, claw]; Full Att +16 melee (1d6+7, 2 claws); SA Blood drain, children of the night, create spawn, death touch, dominate, energy drain, spell-like abilities, covey spell-like abilities, mimicry, weakness; SQ Alternate form, darkvision 90 ft., DR 10/silver and magic, fast healing 5, gaseous form, resistances (cold & electricity 10), spider climb, turn resistance +4; SR 18; AL CE; SV Fort +5, Ref +11, Will +8; Str 25, Dex 16, Con -, Int 15, Wis 15, Cha 18.

Skills and Feats: Speak Languages (Abyssal, Common, Giant), Bluff +18, Concentration +6, Knowledge (religion) +8, Hide +19, Listen +20, Move Silently +11, Search +10, Sense Motive +10, Spot +20, Swim +15. Alertness, Blind-Fight, Combat Casting, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Lightning Reflexes.

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

Blood Drain (Ex): A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampire gains 5 temporary hit points.

Children of the Night (Su): Vampires command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. These

creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Dominate (Su): A vampire can crush an opponent's will just by looking into his eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save DC 18 or fall instantly under the vampire's influence as though by a *dominate person* spell (caster level 12th). This has a range of 30 ft.

Create Spawn (Su): A humanoid or monstrous humanoid slain by a vampire's energy drain or dropped to 0 Constitution due to its blood drain ability rises as a vampire or vampire spawn 1d4 days after burial. (see MM pg. 252)

Energy Drain (Su): Living creatures hit by a vampire's slam attack (or any other natural weapon of the vampire's) gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain once per round. The PC must make a Fortitude DC 18 save after 24 hours to avoid the levels becoming permanent.

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

Mimicry (Ex): The green hags can imitate the sounds of almost any animal found in the forest or underground.

Spell-like Abilities (Sp): At will—*dancing lights*, *disguise self*, *ghost sound* (DC 14), *invisibility*, *pass without trace*, *tongues*, *water breathing*. Caster level 9th.

Covey Spell-like Abilities (Sp): To use one of these abilities (which requires a full-round action), all three hags must be within 10 ft. of one another. 3/day—*animate dead*, *bestow curse* (DC 18), *control weather*, *dream*, *forcecage*, *mind blank*, *mirage arcane* (DC 19), *polymorph*, *veil* (DC 20), *vision*. Caster level 9th.

Weakness (Su): A green hag can weaken a foe by making a special touch attack. The opponent must succeed on a DC 18 Fortitude save or take 2d4 points of Strength damage.

Physical Description: This old woman has pale skin covered by a mat of black tangled hair. Her hands have sharp claws, and her eyes glow with an eerie red light.

Active spells: *mind blank*, *veil* (DC 20).

Xerveslyn the Lich: Male elf lich Evo11; CR 13; Medium Undead (Augmented Humanoid); HD 11d12+1d10+10; hp 87; Init +5; Spd 30 ft.; AC 28 (30 vs good)(touch 15 (17), flat-footed 23 (25)) [Dex +5, natural +5, +4 *mage armor*, +4 *shield*, (+2 deflection vs good)]; BA/G +5/+5; Atk touch +5 melee (1d8+5 plus paralysis, negative energy) or ranged touch +10 (spell); SA Fear aura, paralyzing touch, spells; SQ Darkvision 60 ft., DR 15/bludgeoning and magic (+110 pt

stoneskin), immunities (cold, electricity, polymorph, mind-affecting spells), turn resistance +4; AL NE; SV Fort +3 (+5 vs good), Ref +8 (+10 vs good), Will +9 (+11 vs good); Str 10, Dex 20, Con -, Int 18 (22), Wis 14, Cha 16.

Skills and Feats: Concentration +14, Decipher Script +7, Knowledge (arcana) +19, Knowledge (architecture & engineering) +10, Knowledge (history) +10, Knowledge (religion) +10, Knowledge (the planes) +10, Spellcraft +21; Craft Wondrous Item, Quickened Spell, Scribe Scroll, Sudden Maximize, Violate Spell (3 spells – magic missile, scorching ray, and fireball)*.

Fear Aura (Su): Liches are shrouded in a dreadful aura of death and evil. Creatures of less than 5 HD in a 60-foot radius that look at the lich must succeed on a Will save DC 18 or be affected as though by a *fear* spell from an 11th level sorcerer. A creature that successfully saves cannot be affected again by the lich's aura for 24 hours.

Paralyzing Touch (Su): Any living creature a lich hits with its touch attack must succeed on a Fortitude save DC 18 or be permanently paralyzed. *Remove paralysis* or any spell that can remove a curse can free the victim. The effect cannot be dispelled. Anyone paralyzed by a lich seems dead, though a DC 20 Spot check or a DC 15 Heal check reveals that the victim is still alive.

Spells Prepared (4+1/6+1/6+1/5+1/4+1/3+1/2+1; base DC = 16 + spell level; Caster Level 11th): 0—*arcane mark*, *detect magic*, *mage hand*, *ray of frost*, *read magic*; 1st—~~*disguise self*~~, ~~*mage armor*~~, *magic missile*, ~~*protection from good*~~, ~~*shield*~~, *shocking grasp* (2) 2nd—*blindness*, ~~*blur*~~, ~~*cat's grace*~~, ~~*false life*~~, ~~*see invisible*~~, *violate magic missile* (2); 3rd—~~*clairvoyance*~~, *dispel magic* (2), ~~*fly*~~, *violate scorching ray* (2); 4th—*dimension door*, ~~*greater invisibility*~~, *stoneskin*, *violate fireball* (2); 5th—*power leech**, *quickened magic missile* (2), *wall of force*; 6th—*quickened violate magic missile* (2), *tenser's transformation*.

Possessions: headband of intellect +4, potion of bull's strength, spell component pouch.

Spellbook: 0—all PHB spells but the barred schools; 1st—all PHB spells but the barred schools; 2nd—*arcane lock*, *blindness*, *blur*, *bull's strength*, *cat's grace*, *command undead*, *continual flame*, *darkness*, *detect thoughts*, *eagle's splendor*, *false life*, *invisibility*, *knock*, *levitate*, *locate object*, *minor image*, *mirror image*, *resist energy*, *rope trick*, *scorching ray*, *see invisible*, *shatter*; 3rd—*blink*, *clairvoyance*, *dispel magic*, *explosive runes*, *fireball*, *fly*, *gentle repose*, *haste*, *lightning bolt*. major image, *slow*, *vampiric touch*; 4th—*animate dead*, *bestow curse*, *dimensional anchor*, *dimension door*, *fire shield*, *greater invisibility*, *ice storm*, *stone shape*, *stoneskin*; 5th—*false vision*, *mordenkainen's private sanctum*, *power leech*, *sending*, *teleport*, *wall of force*; 6th—*contingency*, *create undead*, *eyebite*, *greater dispel magic*, *otiluke's freezing sphere*, *tenser's transformation*, *true seeing*; Barred Schools: Conjuraction and Enchantment.

Physical Description: (with *disguise self*) This apparent spell-caster is an emaciated high elf wearing rich robes of royal blue. His stare hardly conceals the deep hatred from within him. (without *disguise self*) This skeletal creature wears rotting, rich blue robes of a mighty wizard long dead. Hateful crimson light dances in its empty eye sockets.

Active spells (already worked into statistics): *blur*, *cat's grace*, *clairvoyance*, *contingency* (tied to *blink*, [trigger: when lich is attacked]), *disguise self*, *false life*, *fly*, *greater invisibility*, *mage armor*, *protection from good*, *see invisible*, *shield*, *stoneskin*.

Xerveslyn's Powered-Down Suite (minus *cat's grace*, *false life*, *mage armor*, *protection from good*, *shield*): hp 71; Init +3; AC 18 (touch 13, flat-footed 15) [+3 Dex, +5 natural]; SV Ref +6; Dex 16.

Homunculus Familiar: CR -; Tiny Construct; HD 2d10 (effectively 11 HD); hp 35; Init +2; Spd 20 ft., fly 50 ft. (good); AC 20 (touch 14, flat-footed 18) [+2 Dex, +2 size, +6 natural]; BA/G +5/-4; Atk +6 melee (1d4-4 plus poison, bite); Space/Reach 2 ½ ft./0 ft.; SA Deliver touch spells, poison; SQ Darkvision 60 ft., empathic link, improved evasion, low-light vision, share spells; SR 16; AL NE; SV Fort +3, Ref +7, Will +8; Str 8, Dex 15, Con -, Int 11, Wis 12, Cha 7; 18 inches tall.

Skills and Feats: Concentration +14, Decipher Script +2, Hide +14, Knowledge (arcana) +14, Knowledge (architecture & engineering) +5, Knowledge (history) +5, Knowledge (religion) +5, Knowledge (the planes) +5, Listen +4, Spellcraft +16, Spot +4; Lightning Reflexes.

Poison (Ex): Injury, Fortitude DC 13, initial damage sleep for 1 minute, secondary damage sleep for another 5d6 minutes.

Physical Description: This small skeletal humanoid figure only stands about 18 inches tall. What passes for dull orange skin is stretched tightly over his bones, and a pair of bat-like wings drape over his back. His mouth is full of needle-like teeth.

Appendix V: Encounter X – The Temple Well

APL 10

Yeathan, childe of Veth: Male Human Vampire Clr7/DivOcl2; CR 11; Medium Undead (Augmented Humanoid (human)); HD 9d12+1d8+9; hp 72; Init +8; Spd 30 ft.; AC 34 (touch 17, flat-footed 30) [+4 Dex, +6 natural, +6 armor, +5 shield, +3 deflection]; BA/G +6/+14; Atk +14 melee (1d6+12 plus energy drain, slam) or +10 ranged (1d6+8, javelin); Full Att +14 melee (1d6+12 plus energy drain, slam); SA Blood drain, children of the night, create spawn, death touch, dominate, energy drain, rebuke undead, spells; SQ Alternate form, darkvision 60 ft., DR 10/silver and magic, fast healing 5, gaseous form, prescient sense, resistances (acid, cold, electricity, & sonic 10), spider climb, turn resistance +4, other spell protections (see active spells); SR 21; AL NE; SV Fort +8, Ref +11, Will +14; Str 26, Dex 18, Con -, Int 12, Wis 16, Cha 16.

Skills and Feats: Speak Languages (Abyssal, Common), Bluff +11, Concentration +12, Diplomacy +9, Hide +12, Knowledge (arcane) +5, Knowledge (religion) +12, Knowledge (the planes) +7, Listen +13, Move Silently +12, Search +9, Sense Motive +11, Spellcraft +13, Spot +13; Alertness, Combat Reflexes, Divine Metamagic (Quicken Spell), Dodge, Extra Turning (10), Improved Initiative, Lightning Reflexes, Mobility, Quicken Spell, Skill Focus (Knowledge (religion)), Spring Attack.

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

Blood Drain (Ex): A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampire gains 5 temporary hit points.

Children of the Night (Su): Vampires command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Dominate (Su): A vampire can crush an opponent's will just by looking into his eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save DC 17 or fall instantly under the

vampire's influence as though by a *dominate person* spell (caster level 12th). This has a range of 30 ft.

Create Spawn (Su): A humanoid or monstrous humanoid slain by a vampire's energy drain or dropped to 0 Constitution due to its blood drain ability rises as a vampire or vampire spawn 1d4 days after burial. (see MM pg. 252)

Energy Drain (Su): Living creatures hit by a vampire's slam attack (or any other natural weapon of the vampire's) gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain once per round. The PC must make a Fortitude DC 17 save after 24 hours to avoid the levels becoming permanent.

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

Prescient Sense (Ex): Beginning at 2nd level, if a Divine Oracle makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage, since her prescience allowed her to get out of the way faster. This form of evasion works no matter what armor the divine oracle wears.

Possessions: +3 heavy shield, +2 chain shirt, cloak of resistance +3.

Physical Description: The evil taint to this humanoid is obvious at first glance. His skin is pale, almost white, while his eyes glow a stark red in contrast. He wears a chain shirt and hefts a large metal shield with the symbol of the Reaper engraved on the front.

Spells Prepared (6/5+1/5+1/4+1/2+1/1+1; base DC = 13 + spell level): 0—*cause minor wounds, detect magic, guidance, read magic, resistance, virtue*, 1st—*bless, deathwatch, divine favor, entropic shield, protection from good*, shield of faith*; 2nd—*aid, bull's strength, death knell*, resist energy (2), silence*; 3rd—*animate dead*, dispel magic, invisibility purge, prayer, protection from energy*; 4th—*dimensional anchor, spell immunity, unholy blight**; 5th—*slay living*, spell resistance*.

*Domain spell. **Domains:** Death (death touch 1/day, 9d6); Evil (+1 caster level to evil spells), Oracle (+2 caster level to divination spells).

Active spells (already worked into statistics): *aid, bull's strength, deathwatch, entropic shield, invisibility purge, protection from energy (fire), resist energy (sonic, acid), shield of faith, spell immunity (magic missile, searing light), spell resistance (SR 21)*.

Yeathan's Powered-Down Suite (minus *aid, bull's strength, shield of faith, spell resistance*): hp 58; AC 31 (touch 14, flat-footed 27) [+4 Dex, +6 natural, +6 armor,

+5 shield]; BA/G +6/+12; Atk +12 melee (1d6+9 plus energy drain, slam); Full Att +12 melee (1d6+9 plus energy drain, slam); SR -; Str 22.

1st level human commoners (6): Male (2)/Female (4) Human War1; CR ½; Medium Humanoid (human); HD 1d8+1; hp 9, 8, 7, 6, 6, 5; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10) [+1 Dex]; BA/G +0/+0; Atk +0 melee (1d2, fist); AL N; SV Fort +1, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 8, Cha 9.

Skills and Feats: Craft +4, Handle Animal +1, Listen +1, Profession +4, Spot +1, Swim +1. Alertness.

Possessions: none.

Physical Description: These battered humans look starved and haggard.

APL 12

Yeathan, childe of Veth: Male Human Vampire Clr7/DivOcl2; CR 11; Medium Undead (Augmented Humanoid (human)); HD 9d12+1d8+9; hp 72; Init +8; Spd 30 ft.; AC 34 (touch 17, flat-footed 30) [+4 Dex, +6 natural, +6 armor, +5 shield, +3 deflection]; BA/G +6/+14; Atk +14 melee (1d6+12 plus energy drain, slam) or +10 ranged (1d6+8, javelin); Full Att +14 melee (1d6+12 plus energy drain, slam); SA Blood drain, children of the night, create spawn, death touch, dominate, energy drain, rebuke undead, spells; SQ Alternate form, darkvision 60 ft., DR 10/silver and magic, fast healing 5, gaseous form, prescient sense, resistances (acid, cold, electricity, & sonic 10), spider climb, turn resistance +4, other spell protections (see active spells); SR 21; AL NE; SV Fort +8, Ref +11, Will +14; Str 26, Dex 18, Con -, Int 12, Wis 16, Cha 16.

Skills and Feats: Speak Languages (Common, Abyssal), Bluff +11, Concentration +12, Diplomacy +9, Hide +12, Knowledge (arcane) +5, Knowledge (religion) +12, Knowledge (the planes) +7, Listen +13, Move Silently +12, Search +9, Sense Motive +11, Spellcraft +13, Spot +13; Alertness, Combat Reflexes, Divine Metamagic (Quicken Spell), Dodge, Extra Turning (10), Improved Initiative, Lightning Reflexes, Mobility, Quicken Spell, Skill Focus (Knowledge (religion)), Spring Attack.

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

Blood Drain (Ex): A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampire gains 5 temporary hit points.

Children of the Night (Su): Vampires command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Dominate (Su): A vampire can crush an opponent's will just by looking into his eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save DC 17 or fall instantly under the vampire's influence as though by a *dominate person* spell (caster level 12th). This has a range of 30 ft.

Create Spawn (Su): A humanoid or monstrous humanoid slain by a vampire's energy drain or dropped to 0 Constitution due to its blood drain ability rises as a vampire or vampire spawn 1d4 days after burial. (see MM pg. 252)

Energy Drain (Su): Living creatures hit by a vampire's slam attack (or any other natural weapon of the vampire's) gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain once per round. The PC must make a Fortitude DC 17 save after 24 hours to avoid the levels becoming permanent.

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

Prescient Sense (Ex): Beginning at 2nd level, if a Divine Oracle makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage, since her prescience allowed her to get out of the way faster. This form of evasion works no matter what armor the divine oracle wears.

Possessions: +3 heavy shield, +2 chain shirt, cloak of resistance +3.

Physical Description: The evil taint to this humanoid is obvious at first glance. His skin is pale, almost white, while his eyes glow a stark red in contrast. He wears a chain shirt and hefts a large metal shield with the symbol of the Reaper engraved on the front.

Spells Prepared (6/5+1/5+1/4+1/2+1/1+1; base DC = 13 + spell level): 0—*cause minor wounds, detect magic, guidance, read magic, resistance, virtue*; 1st—*bless, deathwatch, divine favor, entropic shield, protection from good*, shield of faith*; 2nd—*aid, bull's strength, death knell*, resist energy (2), silence*; 3rd—*animate dead*, dispel magic, invisibility purge, prayer, protection from energy*; 4th—*dimensional anchor, spell immunity, unholy blight**; 5th—*slay living*, spell resistance*.

*Domain spell. *Domains:* Death (death touch 1/day, 9d6); Evil (+1 caster level to evil spells), Oracle (+2 caster level to divination spells).

Active spells (already worked into statistics): *aid*, *bull's strength*, *deathwatch*, *entropic shield*, *invisibility*, *purge*, *protection from energy (fire)*, *resist energy (sonic, acid)*, *shield of faith*, *spell immunity (magic missile, searing light)*, *spell resistance* (SR 21).

Yeathan's Powered-Down Suite (minus *aid*, *bull's strength*, *shield of faith*, *spell resistance*): hp 58; AC 31 (touch 14, flat-footed 27) [+4 Dex, +6 natural, +6 armor, +5 shield]; BA/G +6/+12; Atk +12 melee (1d6+9 plus energy drain, slam); Full Att +12 melee (1d6+9 plus energy drain, slam); SR -; Str 22.

1st level human commoners (6): Male (2)/Female (4) Human War1; CR ½; Medium Humanoid (human); HD 1d8+1; hp 9, 8, 7, 6, 6, 5; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10) [+1 Dex]; BA/G +0/+0; Atk +0 melee (1d2, fist); AL N; SV Fort +1, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 8, Cha 9.

Skills and Feats: Craft +4, Handle Animal +1, Listen +1, Profession +4, Spot +1, Swim +1. Alertness.

Possessions: none.

Physical Description: These battered humans look starved and haggard.

APL 14

Yeathan, childe of Veth: Male Human Vampire Clr7/DivOcl2; CR 11; Medium Undead (Augmented Humanoid (human)); HD 9d12+1d8+9; hp 72; Init +8; Spd 30 ft.; AC 34 (touch 17, flat-footed 30) [+4 Dex, +6 natural, +6 armor, +5 shield, +3 deflection]; BA/G +6/+14; Atk +14 melee (1d6+12 plus energy drain, slam) or +10 ranged (1d6+8, javelin); Full Att +14 melee (1d6+12 plus energy drain, slam); SA Blood drain, children of the night, create spawn, death touch, dominate, energy drain, rebuke undead, spells; SQ Alternate form, darkvision 60 ft., DR 10/silver and magic, fast healing 5, gaseous form, prescient sense, resistances (acid, cold, electricity, & sonic 10), spider climb, turn resistance +4, other spell protections (see active spells); SR 21; AL NE; SV Fort +8, Ref +11, Will +14; Str 26, Dex 18, Con -, Int 12, Wis 16, Cha 16.

Skills and Feats: Speak Languages (Abyssal, Common), Bluff +11, Concentration +12, Diplomacy +9, Hide +12, Knowledge (arcane) +5, Knowledge (religion) +12, Knowledge (the planes) +7, Listen +13, Move Silently +12, Search +9, Sense Motive +11, Spellcraft +13, Spot +13; Alertness, Combat Reflexes, Divine Metamagic (Quicken Spell), Dodge, Extra Turning (10), Improved Initiative, Lightning Reflexes, Mobility, Quicken Spell, Skill Focus (Knowledge (religion)), Spring Attack.

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

weapons and extraordinary special attacks of its new form. It can remain in that form until it assumes another or until the next sunrise.

Blood Drain (Ex): A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampire gains 5 temporary hit points.

Children of the Night (Su): Vampires command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Dominate (Su): A vampire can crush an opponent's will just by looking into his eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save DC 17 or fall instantly under the vampire's influence as though by a *dominate person* spell (caster level 12th). This has a range of 30 ft.

Create Spawn (Su): A humanoid or monstrous humanoid slain by a vampire's energy drain or dropped to 0 Constitution due to its blood drain ability rises as a vampire or vampire spawn 1d4 days after burial. (see MM pg. 252)

Energy Drain (Su): Living creatures hit by a vampire's slam attack (or any other natural weapon of the vampire's) gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain once per round. The PC must make a Fortitude DC 17 save after 24 hours to avoid the levels becoming permanent.

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

Prescient Sense (Ex): Beginning at 2nd level, if a Divine Oracle makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage, since her prescience allowed her to get out of the way faster. This form of evasion works no matter what armor the divine oracle wears.

Possessions: +3 heavy shield, +2 chain shirt, cloak of resistance +3.

Physical Description: The evil taint to this humanoid is obvious at first glance. His skin is pale, almost white, while his eyes glow a stark red in contrast. He wears a chain shirt and hefts a large metal shield with the symbol of the Reaper engraved on the front.

Spells Prepared (6/5+1/5+1/4+1/2+1/1+1; base DC = 13 + spell level): 0—*cause minor wounds*, *detect magic*, *guidance*, *read magic*, *resistance*, *virtue*, 1st—*bless*, ~~*deathwatch*~~, *divine favor*, ~~*entropic shield*~~, *protection from good**, ~~*shield of faith*~~; 2nd—~~*aid*~~, ~~*bull's*~~

strength, *death knell**, *resist energy* (2), *silence*, 3rd—*animate dead**, *dispel magic*, *invisibility purge*, *prayer*, *protection from energy*, 4th—*dimensional anchor*, *spell immunity*, *unholy blight**, 5th—*slay living**, *spell resistance*.

*Domain spell. *Domains*: Death (death touch 1/day, 9d6); Evil (+1 caster level to evil spells), Oracle (+2 caster level to divination spells).

Active spells (already worked into statistics): *aid*, *bull's strength*, *deathwatch*, *entropic shield*, *invisibility purge*, *protection from energy* (fire), *resist energy* (sonic, acid), *shield of faith*, *spell immunity* (magic missile, searing light), *spell resistance* (SR 21).

Yeathan's Powered-Down Suite (minus *aid*, *bull's strength*, *shield of faith*, *spell resistance*): hp 58; AC 31 (touch 14, flat-footed 27) [+4 Dex, +6 natural, +6 armor, +5 shield]; BA/G +6/+12; Atk +12 melee (1d6+9 plus energy drain, slam); Full Att +12 melee (1d6+9 plus energy drain, slam); SR -; Str 22.

Frekk, childe of Yeathan: Male Orc Vampire Rng2/Ftr2/Mnk2/ReM3*; CR 11; Medium Undead (Augmented Humanoid (orc)); HD 9d12; hp 58; Init +8; Spd 30 ft.; AC 26 (touch 16, flat-footed 22) [+4 Dex, +1 Wis, +6 natural, +4 mage armor, +1 deflection]; BA/G +8/+21; Atk +17 melee (1d6+12 plus energy drain, slam) or +12 ranged (1d2+8, shuriken); Full Att +15/+15/+10 melee (1d6+12 plus energy drain, slam) or +8/+8/+8/+3 (1d2+8, shuriken); SA Adept wrestling, blood drain, children of the night, counter grapple, create spawn, dominate, energy drain, favored enemy (elf), flurry of blows, sleeper lock; SQ Alternate form, darkvision 60 ft., DR 10/silver and magic, evasion, fast healing 5, gaseous form, resistances (cold & electricity 10), spider climb, turn resistance +4; AL LE; SV Fort +12, Ref +15, Will +7; Str 26, Dex 18, Con -, Int 12, Wis 12, Cha 12.

Skills and Feats: Speak Languages (Common, Orc, Undercommon), Balance +6, Bluff +9, Climb +9, Escape Artist +9, Hide +24, Jump +15, Knowledge (dungeoneering) +5, Knowledge (geography) +3, Listen +15, Move Silently +24, Rope Use +4 (+6 involving bindings), Search +11, Sense Motive +10, Spot +15, Tumble +12; Alertness, Blind-Fight, Clever Wrestling, Combat Reflexes, Deflect Arrows, Dodge, Earth's Embrace, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Iron Will, Lightning Reflexes, Mobility, Rapid Shot, Stealthy, Stunning Blow (3/day), Track, Weapon Focus (unarmed attack).

Adept Wrestling (Ex): Frekk gains a +1 bonus on all grapple checks and opposed Strength and Dexterity checks while wearing light armor or no armor.

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

attack and dominate ability, but it gains the natural weapons and extraordinary special attacks of its new form. It can remain in that form until it assumes another or until the next sunrise.

Blood Drain (Ex): A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampire gains 5 temporary hit points.

Children of the Night (Su): Vampires command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Dominate (Su): A vampire can crush an opponent's will just by looking into his eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save DC 15 or fall instantly under the vampire's influence as though by a *dominate person* spell (caster level 12th). This has a range of 30 ft.

Create Spawn (Su): A humanoid or monstrous humanoid slain by a vampire's energy drain or dropped to 0 Constitution due to its blood drain ability rises as a vampire or vampire spawn 1d4 days after burial. (see MM pg. 252)

Energy Drain (Su): Living creatures hit by a vampire's slam attack (or any other natural weapon of the vampire's) gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain once per round. The PC must make a Fortitude DC 15 save after 24 hours to avoid the levels becoming permanent.

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

Sleeper Lock (Ex): Frekk has learned how to render an opponent unconscious with pressure. If Frekk pins his opponent while grappling and maintains the pin for 1 full round, the opponent must make a Fortitude save DC 14 at the end of the round or fall unconscious for 1d3 rounds. A creature with no discernible anatomy is immune to this effect.

Possessions: ring of protection +1.

Physical Description: This sinister-looking orc has pale skin, haunting red eyes, and a feral cast to his features. From his bulging muscles, it appears as if he might be capable of breaking a man in half with his bare hands.

Active spells (already worked into statistics): *mage armor* (cast at 8th level).

Frekk's Powered-Down Suite (minus *mage armor*): AC 22 (touch 16, flat-footed 18) [+4 Dex, +1 Wis, +6 natural, +1 deflection].

Tamine Gonagin, childe of Yeathan: Female Halfling Vampire Sor8; CR 10; Small Undead (Augmented Humanoid (Halfling)); HD 8d12; hp 52; Init +9; Spd 20 ft.; AC 26 (touch 16, flat-footed 20) [+5 Dex, +1 size, +6 natural, +4 *mage armor*]; BA/G +4/+2; Atk +7 melee [(1d4+3 plus energy drain, slam) or +12 ranged (1d2+7, shuriken) or +10 ranged touch (spell)]; Full Att +7 melee (1d4+3 plus energy drain); SA Blood drain, children of the night, create spawn, dominate, energy drain, spells; SQ Alternate form, darkvision 60 ft., DR 10/silver and magic, fast healing 5, gaseous form, resistances (cold and electricity 10), spider climb, turn resistance +4; AL NE; SV Fort +4, Ref +11, Will +11; Str 14, Dex 20, Con -, Int 14, Wis 16, Cha 20 (22).

Skills and Feats: Speak Languages (Abyssal, Common, Halfling, Infernal), Bluff +25, Climb +4, Concentration +11, Diplomacy +8, Disguise +6 (+8 to act in character), Hide +17, Intimidate +8, Jump +4, Knowledge (arcane) +13, Listen +13, Move Silently +13, Search +11, Sense Motive +11, Spellcraft +15, Spot +13; Alertness, Combat Reflexes, Dodge, Greater Spell Focus (necromancy), Improved Initiative, Lightning Reflexes, Maximize Spell, Spell Focus (necromancy).

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

Blood Drain (Ex): A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampire gains 5 temporary hit points.

Children of the Night (Su): Vampires command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Dominate (Su): A vampire can crush an opponent's will just by looking into his eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save DC 20 or fall instantly under the vampire's influence as though by a *dominate person* spell (caster level 12th). This has a range of 30 ft.

Create Spawn (Su): A humanoid or monstrous humanoid slain by a vampire's energy drain or dropped to 0 Constitution due to its blood drain ability rises as a vampire or vampire spawn 1d4 days after burial. (see MM pg. 252)

Energy Drain (Su): Living creatures hit by a vampire's slam attack (or any other natural weapon of the vampire) gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain once per round. The PC must make a Fortitude DC 20 save after 24 hours to avoid the levels becoming permanent.

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

Possessions: *cloak of charisma* +2.

Physical Description: There is something disturbing about this halfling. Her skin is pale, and her eyes glow a deep red. She is unarmed and unarmored. Her ornate black robes are covered with splotches of deep red stains.

Spells Normally Able to Cast (6/8/8/6/4)

Spells Known (6/6/8/6/4; base DC = 16 + spell level) [+2 vs necromancy spells]: 0—*acid splash, detect magic, mending, message, read magic, touch of fatigue*, 1st—*grease, mage armor, magic missile, ray of enfeeblement, true strike*, 2nd—*blindness, eagle's splendor, mirror image*, 3rd—*fly, ray of exhaustion*, 4th—*grim revenge*.

Active spells (already worked into statistics): *mage armor*

Tamine Gonagin's Powered-Down Suite (minus *mage armor*): AC 22 (touch 16, flat-footed 16) [+5 Dex, +1 size, +6 natural].

1st level human commoners (6): Male (2)/Female (4) Human War1; CR ½; Medium Humanoid (human); HD 1d8+1; hp 9, 8, 7, 6, 6, 5; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10) [+1 Dex]; BA/G +0/+0; Atk +0 melee (1d2, fist); AL N; SV Fort +1, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 8, Cha 9.

Skills and Feats: Craft +4, Handle Animal +1, Listen +1, Profession +4, Spot +1, Swim +1. Alertness.

Possessions: none.

Physical Description: These battered humans look starved and haggard.

Appendix VI: Other NPCs

Encounter II: The Orc & the Elf

Grignok: Female Orc Adp7; CR 7; Medium Humanoid (orc); HD 7d6+7; hp 24; Init +0; Spd 20 ft.; AC 14 (touch 10, flat-footed 14) [+4 hide armor]; BA/G +3/+4; Atk +4 melee (1d10+1, greatclub) or +3 ranged (1d6+1, javalin); SA spells; AL NE; SV Fort +2, Ref +1, Will +6; Str 12, Dex 10, Con 12, Int 11, Wis 12, Cha 14.

Skills and Feats: Speak Languages (Common, Orc, Elven), Concentration +7, Knowledge (arcana) +1, Knowledge (dungeoneering) +2, Knowledge (geography) +1, Knowledge (nature) +2, Spellcraft +2, Survival +3; Armor Proficiency (light & medium), Martial Weapon Proficiency (greatclub).

Spells Prepared (3/4/2; base DC = 11 + spell level): 0—*cure minor wounds, mending, purify food and drink*; 1st—*bless, cure light wounds, obscuring mist, protection from good*; 2nd—*cure moderate wounds, scorching ray*.

Possessions: +1 hide armor, greatclub, javelins (4).

Physical Description: This brutish orc woman has countless bone jewelry adorning her nose, ears, and other parts of her body. A long bear pelt drapes over her shoulders like a poncho, and a strange rune carved on a rock hangs from the necklace below her chin.

Iliisa Moonsight: Female Elf Drd9; CR 10; Medium Humanoid (elf); HD 9d8; hp 40; Init +2; Spd 30 ft.; AC 18 (touch 12, flat-footed 16) [+2 Dex, +3 large wooden shield, +3 leather armor]; BA/G +6/+5; Atk +6 melee (1d8-1 [19-20/x2], longsword) or +9 ranged (1d8 [x3], longbow); Full Att +6/+1 melee (1d8-1 [19-20/x2], longsword) or +9/+4 ranged (1d8 [x3], longbow); SA Spells, wild shape (large); SQ Animal companion, enchantment resistance (+2), immunity (sleep effects), low-light vision, nature sense, resist nature's lure, trackless step, venom immunity, wild empathy, woodland stride; AL N; SV Fort +6, Ref +5, Will +9; Str 8, Dex 15, Con 10, Int 10, Wis 16, Cha 15.

Skills and Feats: Speak Languages (Common, Druidic, Elf), Concentration +12, Craft +3, Diplomacy +10, Handle Animal +7, Heal +6, Knowledge (nature) +9, Listen +7, Ride +6, Search +2, Spellcraft +1, Spot +4, Survival +10 (+12 above ground), Swim +1; Natural Spell, Point Blank Shot, Precise Shot, Track.

Spells Prepared (6/5/5/4/2/1; base DC = 13 + spell level): 0—*cure minor wounds (2), detect magic, know direction, light, mending*; 1st—*cure light wounds, entangle, faerie fire, longstrider, obscuring mist*; 2nd—*animal messenger, barkskin, hold animal, reduce animal (-2)*; 3rd—*call lightning, cure moderate wounds, snare, speak with plants, spike growth*; 4th—*dispel magic, flame strike*; 5th—*wall of thorns*.

Possessions: +1 leather armor, +1 large wooden shield, masterwork longsword, +1 longbow, arrows (20), *torc of animal speech*.

Physical Description: This slender female has long auburn hair that flows over her shoulders. Fine leather armor adorns her torso, and a thin longsword hangs from her waist. The tip of an engraved longbow reaches over a shoulder, and a sprig of mistletoe sits nestled behind her right ear.

Hawk Animal Companion: Female Hawk; CR -; Diminutive Animal; HD 7d8; hp 31; Init +6; AC 27 (touch 19, flat-footed 21) [+3 size, +6 Dex, +8 natural]; BA/G +5/-4; Atk +14 melee (1d3-1, talons); Face/Reach 1 ft./0 ft.; SQ Devotion, evasion, low-light vision, link; AL N; SV Fort +5, Ref +11, Will +4; Str 8, Dex 22, Con 10, Int 2, Wis 14, Cha 6; Length (beak to tail) 7 in., (wingspan) 2 ½ ft.

Skills and Feats: Listen +4, Spot +25; Alertness, Skill Focus (Spot), Weapon Finesse.

Active spells (already worked into statistics): *reduce animal*.

Hawk Powered-Down Suite (minus *reduce animal*): Tiny Animal; Init +5; AC 25 (touch 17, flat-footed 20) [+2 size, +5 Dex, +8 natural]; BA/G +5/-3; Atk +12 melee (1d4, talons); Face/Reach 2 ½ ft./0 ft.; SV Ref +10; Str 10, Dex 20; Length (beak to tail) 1 ½ ft., (wingspan) 5 ft.

Encounter IV: The Circle

Gerland: Male Elf Drd16; CR 16; Medium Humanoid (elf); HD 16d8+32; hp 128; Init +5; Spd 30 ft.; AC 32 (touch 13, flat-footed 31) [+1 Dex, +9 darkleaf full plate, +2 deflection, +5 natural, +5 darkwood tower shield]; BA/G +12/+12; Atk +13 melee (1d6 [18-20/x2], scimitar) or touch +12 melee (spell effect, touch spell); Full Att +13/+8/+3 melee (1d6 [18-20/x2], scimitar) or touch +12/+7/+2 (spell effect, touch spell); SA Spells; SQ Animal companion, a thousand faces, enchantment resistance (+2), immunity (sleep effects), low-light vision, nature sense, resist nature's lure, timeless body, trackless step, venom immunity, wild empathy, wild shape (huge, elemental), woodland stride; AL CN; SV Fort +15, Ref +9, Will +19; Str 10, Dex 12, Con 14, Int 12, Wis 22, Cha 14.

Skills and Feats: Speak Languages (Common, Druidic, Elf, Sylvan), Concentration +21, Diplomacy +8, Handle Animal +14, Knowledge (nature) +10, Listen +9, Spellcraft +20, Spot +20, Survival +11; Armor Proficiency (Heavy), Enlarge Spell, Eschew Material, Improved Initiative, Natural Spell, Quicken Spell, Tower Shield Proficiency.

Spells Prepared (6/7/7/5/5/5/3/3/2; base DC = 16 + spell level): 0—*cure minor wounds (2), detect magic, know direction, light, mending*; 1st—*charm animal, cure light wounds, entangle, faerie fire, longstrider (-2), speak with animals*; 2nd—*barkskin (-2), bear's endurance, bull's strength, cat's grace, fog cloud, heat*

metal, warp wood; 3rd—call lightning, dominate animals, ~~greater magic fang~~, poison, spike growth; 4th—flame strike (2), freedom of movement, ice storm; 5th—animal growth, death ward, quickened entangle, quickened faerie fire, tree stride; 6th—greater dispel magic, quickened flame blade, transport via plants; 7th—fire storm, heal, transmute metal to wood; 8th—finger of death, quickened flame strike.

Possessions: brooch of shielding, cloak of resistance +3, eyes of the eagle, ring of protection +2, +1 silvered scimitar, +2 hide armor.

Physical Description: See Appendix VIII.

Active spells (already worked into statistics): *barkskin, longstrider*

Gerland's Powered-Down Suite (minus *barkskin* and *longstrider*): Spd 20 ft.; AC 27 (touch 13, flat-footed 26) [+1 Dex, +9 darkleaf full plate, +2 deflection, +5 darkwood tower shield];

Mastodon Animal Companion (after *animal growth* is cast on him): CR -; Gargantuan Animal; HD 15d8+123; hp 190; Init -1; Spd 40 ft.; AC 20 (touch 5, flat-footed 20) [-4 size, -1 Dex, +15 natural]; BA/G +11/+38; Atk +23 melee (4d8+23, gore); Full Att +23 melee (3d8+23, slam) and +18 (3d6+8, 2 stamps); or +23 melee (4d8+23, gore); Space / Reach: 20 ft. / 15 ft. (gore up to 20 ft.); SA Trample 6d6+22; SQ DR 10/magic, link, low-light vision, scent, share spells; AL N; SV Fort +22, Ref +12, Will +11; Str 40, Dex 9, Con 27, Int 2, Wis 11, Cha 5.

Skills and Feats: Listen +11, Spot +11; Alertness, Endurance, Improved Natural Attack (gore), Improved Natural Attack (slam), Iron Will, Toughness.

Trample (Ex): Reflex half DC 32. The save DC is Strength-based.

Active spells (already worked into statistics): *animal growth, barkskin, greater magic fang (+1 to all natural weapons), longstrider.*

Mastodon Animal Companion Powered-Down Suite (no active spell effects): CR -; Huge Animal; HD 15d8+93; hp 160; Init +0; Spd 40 ft.; AC 16 (touch 8, flat-footed 16) [-2 size, +8 natural]; BA/G +11/+30; Atk +20 melee (3d8+16, gore); Full Att +20 melee (2d8+16, slam) and +15 (2d6+5, 2 stamps); or +20 melee (3d8+16, gore); Space / Reach: 15 ft. / 10 ft. (gore up to 15 ft.); SA Trample 2d12+16; SQ Link, low-light vision, scent; AL N; SV Fort +15, Ref +9, Will +7; Str 32, Dex 11, Con 23, Int 2, Wis 11, Cha 5.

Skills and Feats: Listen +11, Spot +11; Alertness, Endurance, Improved Natural Attack (gore), Improved Natural Attack (slam), Iron Will, Toughness.

Trample (Ex): Reflex half DC 28. The save DC is Strength-based.

Appendix VII: New Rules

Feats

Clever Wrestling [General]

You have a better than normal chance to escape or wriggle free from a big creature's grapple or pin.

Prerequisites: Small or Medium size, Improved Unarmed Strike.

Benefit: When your opponent is larger than Medium, you gain a circumstance bonus on your grapple check to escape a grapple or pin. The size of the bonus depends on your opponent's size, according to the following table.

Opponent Size	Bonus
Large	+2
Huge	+4
Gargantuan	+6
Colossal	+8

(Source: *Complete Warrior* p. 97)

Earth's Embrace [General]

You can crush opponents when you grapple them.

Prerequisites: Str 15, Improved Grapple or improved grab, Improved Unarmed Strike.

Benefit: While grappling, if you pin your opponent, you deal an additional 1d12 points of damage in each round that you maintain the pin. You must hold your opponent immobile as normal (with an opposed grapple check), but you must also remain immobile, giving opponents (other than the one your pinning) a +4 bonus on attack rolls against you (but you are not helpless). You do not gain this extra damage against creatures that are immune to critical hits.

Normal: You may deal normal damage to a pinned opponent by making a successful grapple check.
(Source: *Complete Warrior* p. 97)

Extra Spell [General]

You can learn one more spell.

Prerequisites: Spellcaster level 3rd +.

Benefits: You learn one more additional spell at any level up to one level lower than the highest-level spell you can cast. Thus, as a 4th-level sorcerer gains a new 0-level or 1st-level spell, expanding his repertoire. A 4th-level wizard can likewise learn an extra 0-level or 1st-level spell, but since wizards learn spells far more easily than sorcerers, this feat is of less use to her.

Special: You can gain this feat multiple times. Each time, you learn a new spell at any level up to one lower than the highest-level spell you can cast.
(Source: *Tome and Blood* p. 40)

Divine Metamagic [Divine]

You can channel energy into some of your divine spells to make them more powerful.

Prerequisites: Ability to turn or rebuke undead.

Benefit: When you take this feat, choose a metamagic feat that you have. This feat applies only to that metamagic feat. As a free action, you can take the energy from turning or rebuking undead and use it to apply a metamagic feat to divine spells that you know. You must spend one turn or rebuke attempt, plus an additional attempt for each level increase in the metamagic feat you're using. For example, Jozan the cleric could sacrifice three turn attempts to empower a *holy smite* he's casting. Because you're using positive or negative energy to augment your spells, the spell slot for the spell doesn't change.

Special: This feat may be taken multiple times. Each time you take this feat choose a different metamagic feat to which to apply it.
(Source: *Complete Divine* p. 80)

Improved Maneuverability [General]

Your maneuverability in flight improves.

Prerequisites: Fly speed 150 feet, Hover, or Wingover.

Benefit: Your maneuverability improves by one category, from clumsy to poor, poor to average, or average to good (see Tactical Aerial Movement, page 20 of the *Dungeon Master's Guide*).

Special: You can take this feat multiple times. Each time you take this feat, your maneuverability improves by one category (but never becomes better than good).
(Source: *Draconomicon* p. 72)

Improved Snatch [General]

You can make snatch attacks against bigger opponents than other creatures can.

Prerequisites: Snatch.

Benefit: As the Snatch feat (see page 304 of the *Monster Manual*), except that you can grab a creature two size categories smaller than you with your bite or claw attack.
(Source: *Draconomicon* p. 71)

Multisnatch [General]

You can grapple enemies more firmly with only one of your natural attacks.

Prerequisites: Str 17, Snatch.

Benefit: When grappling an opponent with only the part of your body that made the attack, you take only a -10 penalty on grapple checks to maintain the hold.

Normal: Without this feat, you take a -20 penalty on grapple checks to maintain a hold with only one part of your body.
(Source: *Draconomicon* p. 72)

Sudden Maximize [Metamagic]

Once per day you can cast a spell to maximum effect without special preparation.

Prerequisites: Any metamagic feat.

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

(Source: *Miniatures Handbook* p. 28)

Violate Spell [Metamagic]

The character can transform one of his spells into an evil spell, and the wounds the spell inflicts are tainted with the foulest evil.

Prerequisites: Any evil alignment.

Benefits: This feat adds the evil descriptor to a spell. Furthermore, if the spell deals damage, half of the damage dealt is vile damage. For example, a violated *lightning bolt* cast by an 8th level wizard deals 8d6 points of damage. 4d6 points of electricity damage and 4d6 points of vile electricity damage (but creatures immune to electricity take no damage). A violated spell uses up a spell slot one level higher than the spell's actual level.

Vile damage, unlike regular damage, results in the loss of hit points or ability score points. Unlike regular damage, vile damage can only be healed by magic cast within the area of a consecrate or hallow spell. Vile damage represents such an evil violation to a character's body or soul that only in a holy place can healing magic repair the damage.

Special: A character can take this feat multiple times, choosing a different spell each time.

(Source: *Book of Vile Darkness* p. 50)

New Spells

Dragonskin

Transmutation

Level: Sor/Wiz 3

Components: S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level

Your skin toughens and becomes scaly like that of a chromatic dragon, of a color that you select. You gain an enhancement bonus to your natural armor equal to +3, +1 per two levels above 5th (to a maximum of +5 at 9th level), as well as energy resistance equal to twice your caster level (maximum of 20 at 10th level) against the type of energy appropriate to the color you select: acid (black or green), cold (white), electricity (blue), or fire (red).

Material Component: A dragon's scale.

Special: Sorcerers cast this spell at +1 caster level.

(Source: *Draconomicon* p.112)

Earthbind

Transmutation

Level: Druid 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

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

Targets: One creature

Duration: 1 minute/level (D)

Saving Throw: Fortitude partial

Spell Resistance: Yes

You hamper the subject creature's ability to fly (whether through natural or magical means) for the duration of the spell. If the target fails its saving throw, its fly speed (if any) becomes 0 feet. An airborne creature subjected to this spell falls to the ground as if under the effect of a *feather fall* spell. Even if a new effect would grant the creature the ability to fly, that effect is suppressed for the duration of the *earthbind* spell.

If the target makes a successful Fortitude save, its fly speed (including any new effect granted during the spell's duration) is reduced by 10 feet per caster level (maximum reduction 100 feet at 10th level). This reduction can't bring the creature's fly speed down to less than 10 feet.

Earthbind has no effect on other forms of movement, or even on effects that might grant airborne movement without granting fly speed (such as jumping or *levitate* or *air walk* spells).

(Source: *Draconomicon* p.112)

Grim Revenge

Necromancy [Evil]

Level: Sor/Wiz 4

Components: V, S, Undead

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living humanoid

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

The hand of the subject tears itself away from one of his arms, leaving a bloody stump. This trauma deals 6d6 points of damage. Then the hand, animated and floating in the air, begins to attack the subject. The hand attacks as if it were a wight (see the Monster Manual pg 255) in terms of its statistics, special attacks, and special qualities, except that it is considered Tiny and gains a +4 bonus to AC and a +4 bonus on attack rolls. The hand can be turned or rebuked as a wight. If the hand is defeated, on a *regenerate* spell can restore the victim to normal.

Special: Under the component listing, the caster must be undead to cast this spell.

(Source: *Book of Vile Darkness* p. 97)

Otiluke's Greater Dispelling Screen

Abjuration

Level: Sor/Wiz 7
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Wall whose area is up to one 10-ft. square/level or a sphere or hemisphere with a radius of up to 1 ft./level
Duration: 1 minute/level (D)
Saving Throw: None
Spell Resistance: No

You create an opaque, immobile, shimmering screen of violet energy. Any creature or unattended object passing through the screen is affected by a targeted *greater dispel magic* cast at your caster level.

You make a dispel check against the spell or against each ongoing spell currently in effect on the object or creature. A dispel check is 1d20+1 per caster level (maximum +20) against a DC of 11 + the spell's caster level. The screen has no effect on any items a creature carries.

If an unattended magic item passes through the screen, you make a dispel check against the item's caster level. If you succeed, all the item's magical properties are suppressed for 1d4 rounds.

Spell effects that are not operating on objects or creatures cannot pass through the screen. A *disintegrate* or successful *dispel magic* spell removes *Otiluke's greater dispelling screen*, while an *antimagic field* suppresses it.

Material Components: A sheet of fine lead crystal.
(Source: *Tome and Blood* p. 94)

Power Leech

Necromancy [Evil]

Level: Corrupt 5
Components: V, S, Corrupt
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One living creature
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

The caster creates a conduit of evil energy between himself and another creature. Through the conduit, the caster can leech off ability score points at the rate of 1 point per round. The other creature takes 1 point of drain from an ability score of the caster's choosing, and the caster gains a +1 enhancement bonus to the same ability score per point drained during the casting of the spell. In other words, all points drained during this spell stack with each other to determine the enhancement bonus, but they don't stack with other castings of power leech or with other enhancement bonuses.

The enhancement bonus lasts for 10 minutes per caster level.

Corruption Cost: The caster of this spell takes 1 point of Wisdom drain in addition to the normal effects of this spell.
(Source: *Book of Vile Darkness* p.101)

New Class

Reaping Mauler

Truly wise adventurers are always wary of unarmed opponents, for such adversaries are usually more than they seem. Such an opponent might even be a reaping mauler – the worse nightmare of a character who depends on weapon skills to win. Anyone who dares to wield a weapon against a reaping mauler had better make use of it quickly, because the opportunity won't last long.

Reaping maulers are the back-breakers, the limb-twisters, and the neck-snappers among pit fighters. Grapplers of the highest order, they wear nothing heavier than light armor in combat to maximize their flexibility, and they use no weapons to achieve their gruesome victories, for they prefer the intimacy of a barehanded kill. A reaping mauler wants to be close enough to taunt his opponent with whispers while crushing the life out of it, to smell its fear, and to watch the despair creep over its face when the opponent realizes just how useless its weapons are during a grapple.

Most of those attracted to the reaping mauler prestige class are fighters, but it is not uncommon for barbarians or rangers to embrace this path. Monks have natural ability in this direction, but the class sometimes feels too chaotic for such a character. Paladins and clerics have also been known to dabble in this prestige class, treating combat style as both good, hearty sport and a means to render opponents unconscious without killing them. Druids sometimes become reaping maulers to enhance their ability to tame animals by hand, and even rogues occasionally adopt the class. Bards, sorcerers, and wizards usually lack the physical strength to be good candidates for the class, but they respect reaping maulers for their obvious spell-disrupting abilities.

NPC reaping maulers are burly, rowdy individuals who carry themselves with an air of invulnerability. When it comes to the simple pleasures of life – drink and food – they believe the world exists for their convenience. In a reaping mauler's mind, there is no problem that can't be solved with brawn. If something can be taken by force, he feels that it must naturally belong to him, and rarely does anyone openly oppose this concept.

Hit Dice: d10.

Requirements: To qualify to become a reaping mauler, a PC must fulfill all the following criteria.

Base Attack Bonus: +5

Skills: Escape Artist 5 ranks, Tumble 5 ranks.

Feats: Clever Wrestling, Improved Unarmed Strike.

Special: The candidate must have defeated at least three opponents one size category larger than himself with his bare hands.

Class Skills

The reaping mauler's class skills (and the key abilities for each skill) are Climb (Str), Craft (Int), Escape Artist (Dex), Intimidate (Cha), Jump (Str), Perform (Cha), Profession (Wis), Swim (Str), and Tumble (Dex).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the reaping mauler prestige class.

Weapons and Armor Proficiencies: Reaping maulers gain no proficiency with any weapons or armor.

Improved Grapple (Ex): When wearing light armor or no armor, a reaping mauler gains the benefits of the Improved Grapple feat, even if he does not meet the prerequisites.

Mobility (Ex): When wearing light armor or no armor, a reaping mauler gains the benefits of the Mobility feat, even if he does not meet the prerequisites.

Adept Wrestling (Ex): Beginning at 2nd level, a reaping mauler who is wearing light armor or no armor gains a +1 bonus on all grapple checks and opposed Dexterity or Strength checks. This bonus increases to +2 at 4th level.

Counter Grapple (Ex): When grappling or pinned, a reaping mauler of 3rd level or higher wearing light armor or no armor can attempt either a grapple check or an Escape Artist check opposed by his opponent's grapple check to free himself as normal. If he fails the check he has chosen, he can immediately attempt the other check as a free action.

Sleeper Lock (Ex): At 3rd level, a reaping mauler learns how to render an opponent unconscious with pressure. If the character pins his opponent while grappling and maintains the pin for 1 full round, the opponent must make a Fortitude save (DC 10 + the reaping mauler's class level + the reaping mauler's Wis modifier) at the end of the round or fall unconscious for 1d3 rounds. A creature with no discernible anatomy has immunity to this effect.

(Source: Excerpt from *Complete Warrior* p. 75)

New Monster

Mastodon

Huge Animal

Hit Dice: 15d8+93 (160 hp)

Initiative: +0

Speed: 40 ft. (8 squares)

Armor Class: 16 (-2 size, +8 natural), touch 8, flat-footed 16

Base Attack / Grapple: +11 / +30

Attack: Gore +20 melee (3d8+16)

Full Attack: Slam +20 melee (2d8+16) and 2 stamps +15 melee (2d6+5); or gore +20 melee (3d8+16)

Space / Reach: 15 ft. / 10 ft. (gore up to 15 ft.)

Special Attacks: Trample 2d12+16

Special Qualities: Low-light vision, scent

Saves: Fort +15, Ref +9, Will +7

Abilities: Str 32, Dex 11, Con 23, Int 2, Wis 10, Cha 5

Skills: Listen +11, Spot +11

Feats: Alertness, Endurance, Improved Natural Attack (gore), Improved Natural Attack (slam), Iron Will, Toughness

Environment: Temperate forests

Organization: Solitary, pair, or herd (3-6)

Challenge Rating: 9

Treasure: None

Alignment: Always neutral

Advancement: 16-30 HD (Huge); 31-45 HD (Gargantuan)

Level Adjustment: -

A gigantic elephantlike creature towers before you, with an extremely long pair of tusks that are nearly as long as it is.

More vicious and territorial than their more domesticated cousins, mastodons are ancient creatures related to elephants. Mastodons usually live in isolated forests, jungles, or tropical islands. In colder climates, they grow thick coats of fur, making them look very shaggy. A few species, especially those that live in snow regions, lack the extended tusks of the mastodon described here.

A mastodon stands 10 feet high at the shoulder and weighs 4,000 pounds. Mastodon tusks are 12 to 15 feet long, providing the animal reach with its gore attack.

Combat

A mastodon, like an elephant, charges at threatening creatures. A mastodon's long tusks allow it to attack at a distance that far outreaches its opponent's ability to melee.

Trample (Ex): Reflex half DC 28. The save DC is Strength-based.

Carrying Capacity: A light load for a mastodon is up to 4,152 pounds; a medium load, 4,132-8,304 pounds; and a heavy load, 8,305-12,480 pounds. A mastodon can drag 62,400 pounds.

Mastodon Animal Companions

Druids of 16th level or higher can select mastodon animal companions. Apply a -15 adjustment to the druid's level for purposes of determining the companion's characteristics and abilities.

(Source: *Monster Manual III* p. 101)

Appendix VIII: The Tangles Druid Circle

In order from most to least influential...

Tomalin Harpsong: Female Human Drd17; AL NG.

Tomalin often takes the lead in circle meetings. While being the most powerful straight druid in the circle, she is also the effective leader of the group. When a decision has to be made, the circle votes on it. When a quick decision has to be made, Tomalin often decides on an action, and the other circle members acquiesce. They do this partially because she is a natural leader. She is the most likely to advance to the next level of the druid hierarchy.

Tomalin is a pretty woman with golden hair and a light voice. Though her demeanor is kind and unassuming, she steps forward with confidence when hard decisions have to be made.

Valaphia Moonsight, or "Mother": Female Elf Wiz3/Drd10/MysThrg 5; AL N.

If Tomalin is the unofficial leader of the circle, then Valaphia is the unofficial advisor to the council. Valaphia has been a member of the druid council for decades – perhaps even centuries. Some newer council members believe she has been passed up for advancement in the druid hierarchy due to her studies in arcane magic. The truth of the matter is she passed up offers to advance of her own volition, and no one seems to know why. It is apparent to all that she is wise beyond her age, and all value her council – even those that don't agree with it. Due to her value to the circle, most refer to her as "Mother".

Valaphia is very old, and unlike the normally ageless appearance of her race, the elf's age is visible on her face. Her long white hair runs down almost to her ankles, and she often winds it into long braids. Her voice is soft – so soft, in fact, that it sounds like she has difficulty speaking due to her age. This isn't always the case, though. Though she rarely gets angry, her occasional wrath brings out a sharp tongue.

Valaphia's actual daughter is an elf by the name of Iliisa (il sa) Moonblade. Her daughter (also a Tangles druid) was the lover of Auverin Moonblade, the infamous late bandit lord.

Gerland Liadon: Male Elf Drd16; AL N.

Though much of the Circle is made up of female members, Gerland is the most powerful and influential of the male members. The old elf is fed up with the occupation of Iuz, and he's ready to take the fight to the Old One himself. In the last couple of years, he's made forays outside of the Tangles to attack groups of soldiers. He doesn't really care who they are with – only that they are somehow responsible for the suffering of the forest.

He even attacked soldiers of General Hok's, before his army took over Hallorn. His wrath for Hok is great since the general's forces attacked and killed a number

of Tangles Druids and a large herd of ancient elk over a year ago. He is now willing to do whatever it takes to keep the Tangles free of such men. He has even been making deals with other 'groups' to ensure the forest's safety. The circle is unaware of many of these deals.

Gerland is a tall elf with dark brown, unkempt hair. He is loud and arrogant, though willing to learn from his mistakes. He is fairly crafty, and among the other druids, he is as wily as a politician.

Suana: Female Human Drd16; AL NG.

Suana is a staunch opponent of Gerland both in and out of the circle. The two always argue over what is the best way to handle problems. Suana generally prefers diplomacy and pacifism over violence, as opposed to Gerland's 'take the fight to them' mentality. Even when it appears that Gerland may be right, Suana will argue against him, feeling that there may be something behind the sly druid's plans that they are unaware of.

Suana has an almost unearthly beauty, and some have commented that she may have been the child of a nymph (though there are no telling characteristics of such, like pointed ears). She certainly looks young for her station. The druid keeps her hair tied back into a ponytail, and her clothing is sparse at best. She is almost always barefoot and unarmed.

Farmigoo "Whittle" Ningel: Male Gnome Drd10/NtrWar5; AL NG.

Whittle, which the other druids call the gnome, always seems to have a knife and a piece of deadwood in his hands. He loves to carve little wooden children's toys and other knickknacks. He used to live near the forces of Moskol, and has a soft spot for them. He has even helped out the group with a few pieces of information – though much more than that is rare. Whittle respects his position, and tries to stay neutral in all outside dealings. Still, little things like rescuing missing children from the heart of the Tangles don't go unnoticed by the Legionnaires.

Whittle doesn't say very much, which means most of his gnomish practical jokes are unspoken. He loves funny faces, though. He often sticks his tongue out at Gerland whenever the druid is not looking.

Whittle is the most widely traveled of the circle. He ventured all across Oerth in his younger days, and has become familiar with quite a number of exotic animal shapes (such as giant crocodiles and elephants). He stays in animal shapes more than his gnomish visage, which is fairly unremarkable.

Prinwyll: Male Half-Elf Drd13/DivOrcl1; AL CN.

Of all the members of the Tangles druid circle, Prinwyll is the most unpredictable member of the group. He doesn't seem to be completely sane. He always speaks about himself in the third person, and

doesn't take any slights personally – it's almost as if he believes Prinwyll is another person.

Aside from Mother, though, he is probably the most insightful member of the circle. In moments of clarity, Prinwyll has predicted major events in the region. A number of the druids have commented about his right to hold the position – but Prinwyll's strongest supporter is Mother. Until she leaves the circle, Prinwyll will most likely stay in his station.

This druid has obvious elven heritage, but his subrace is not quite clear. His numerous birth defects also help to disguise his human birthright. He is covered in large red sores, and his left eye is a solid milky white – leaving him blind in that eye. He has turned down any offers at treatment for his conditions, saying, "...it matters not, for Prinwyll's suffering is Beory's will. She speaks, and he will gain the signs again."

Bellamoh Galanmion: Female Human Drd13; AL N.

This woman was captured by soldiers of Earl Aundurach's in CY 590. She was tortured for weeks before finally escaping the magic-proof cell with the aid of a bribed guardsman. Ever since then, Bellamoh has had a strong hatred for anything connected with the Old One. In fact, she is one of Gerland's staunchest supporters in his efforts to attack soldier encampments in the Warfields.

She wears the marks of her torture with a bitter pride. Her scars crisscross her face and body, and she occasionally has bouts of sickness that seem hard to shake off. Still, she is a fighter. Her spirit will not let her give up – possibly letting Old Wicked and his clerics go unpunished for her degradation.

Bellamoh has short curly hair, and wields a greatsword over her back – a mark of pride she took from a slain cleric of Iuz.

Burg: Male Human Drd13; AL N.

This barrel-chested human hails from the great wolf nomad tribes in the plains north of the Fellreev Forest. He was ostracized from his clan at an early age, and wandered south across the Midlands to find himself in the mass of brambles known as the Tangles. He has lived in that forest ever since.

Burg is a brawler. He loves to test his strength on anyone and anything. Often he can be found wrestling grizzly bears in his human shape, or breaking apart dead logs with his bare hands. He is a jovial fellow, but quick to anger.

This druid has a thick beard of black curls and long hair. He doesn't care much for his appearance, and he likes to spook people that mistake him for a barbarian by changing into another form (with 'A Thousand Faces' ability).

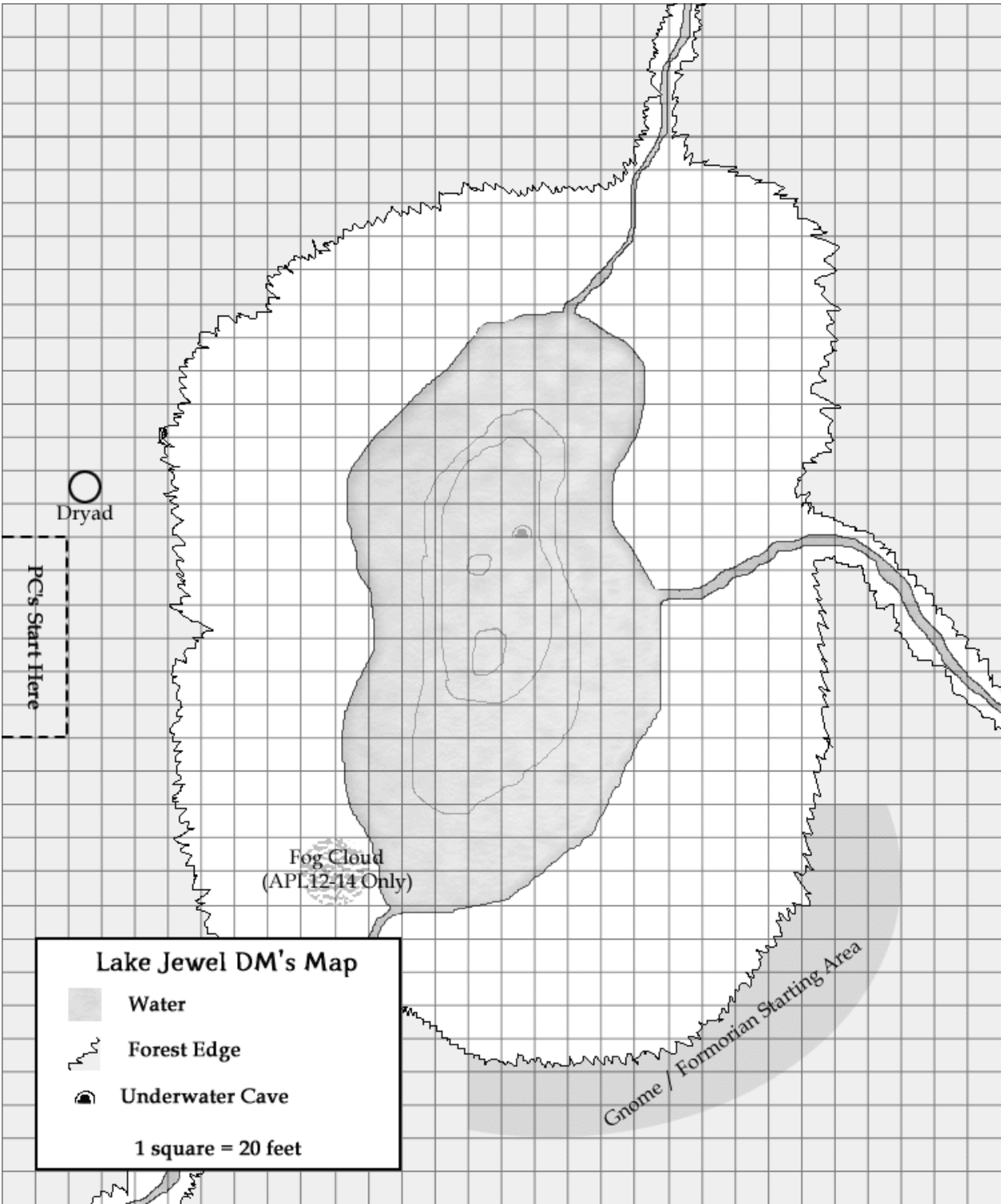
Yomalee Hollingdale: Female Human Drd13; AL NE.

Yomelee is the newest member of the Tangles Druids, having attained to her station early in CY 591. Her magical prowess is fairly impressive, and she often

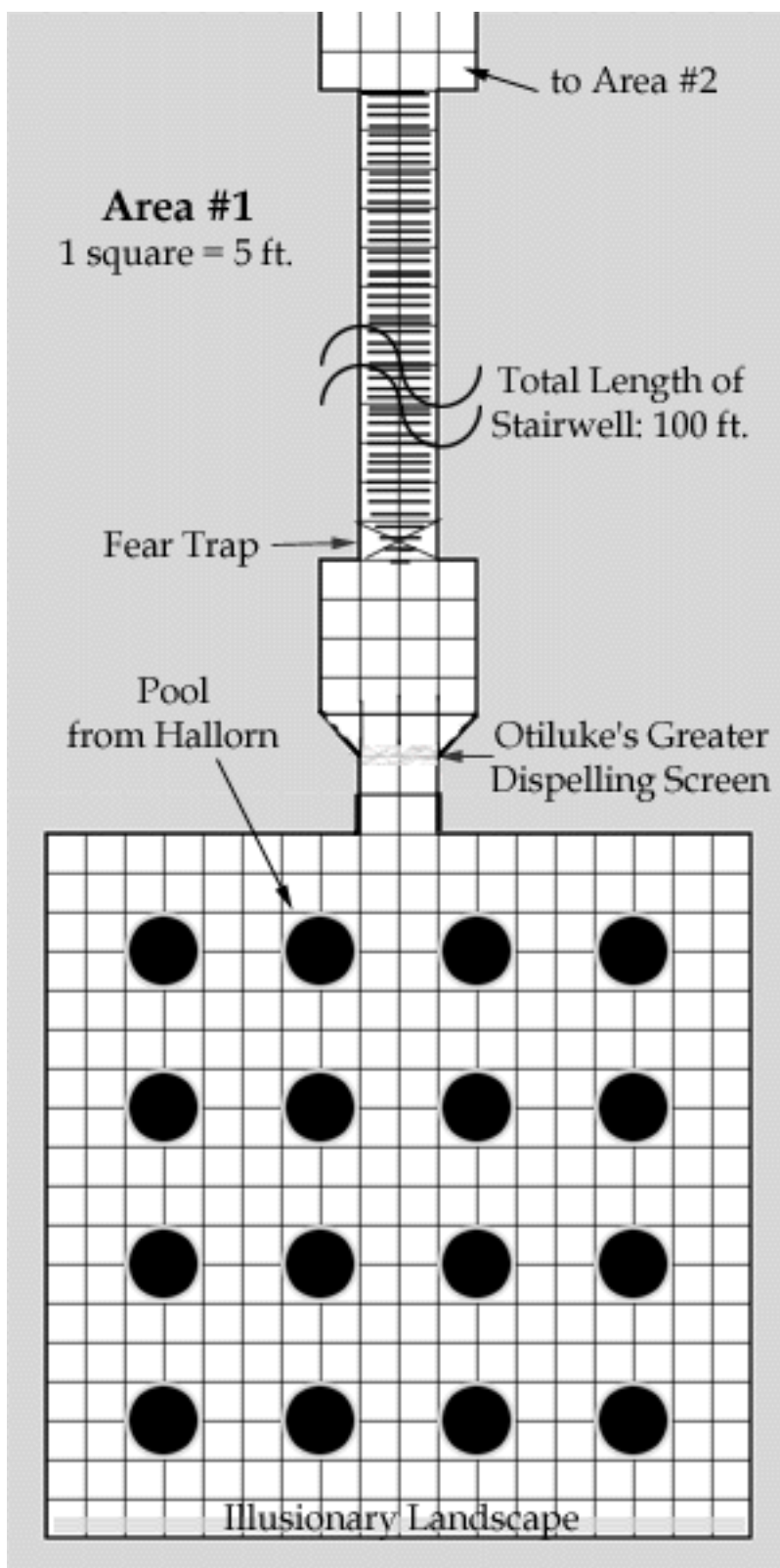
tutors younger druids in magical education. In fact, she has become a teacher for a number of minor druids in the forest, and many value her experience in magical matters.

Yomalee is an extremely pleasant woman who always has a smile on her face. She likes to eat, as evidenced by her potbelly. She loves to brew herbs into her meals – many of which are found only in the Tangles. She is the most knowledgeable alchemist among the druid circle members, and often supplies powerful potions to other druids of the Tangles when sent on circle business.

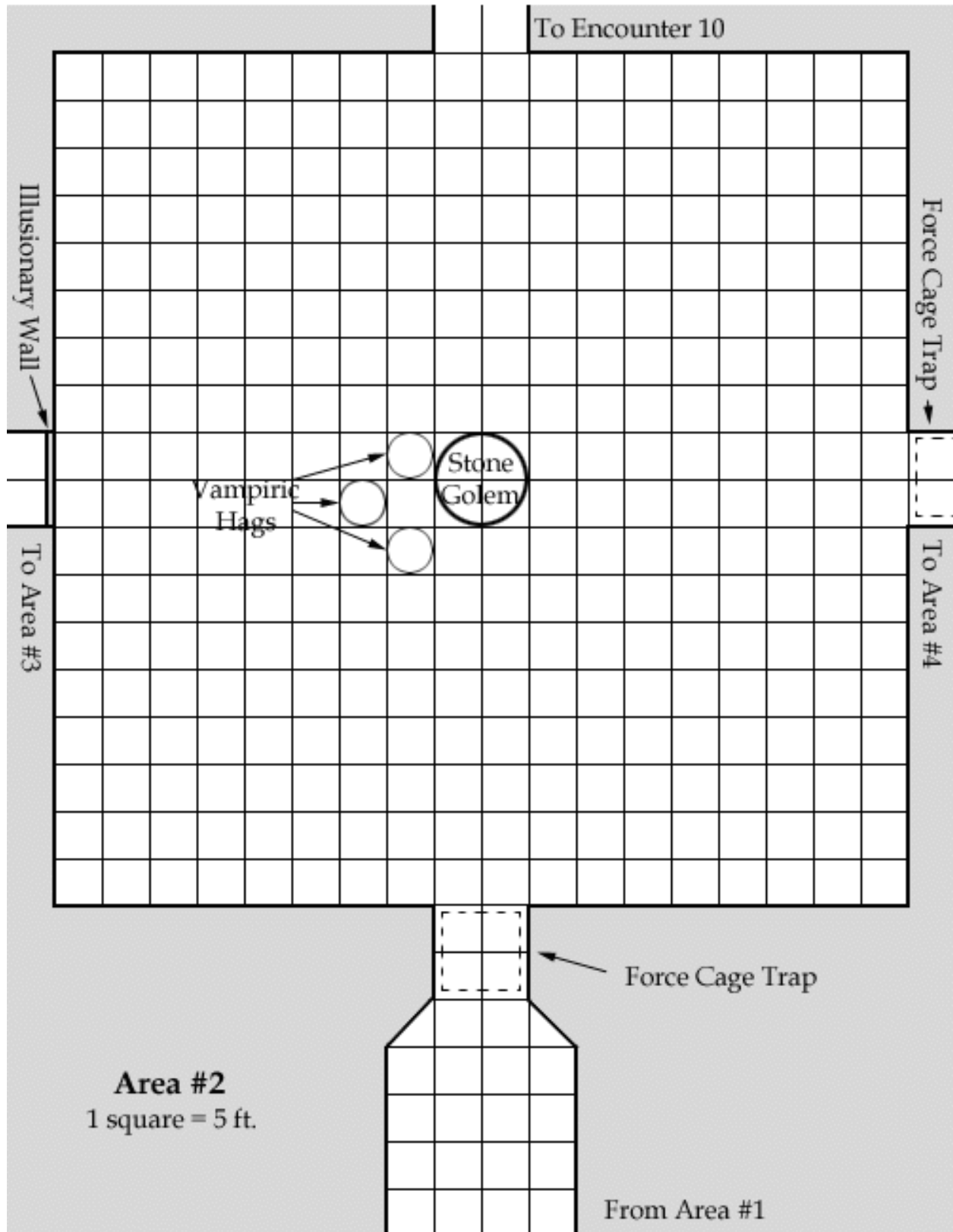
DM Aid I: Map of Lake Jewel



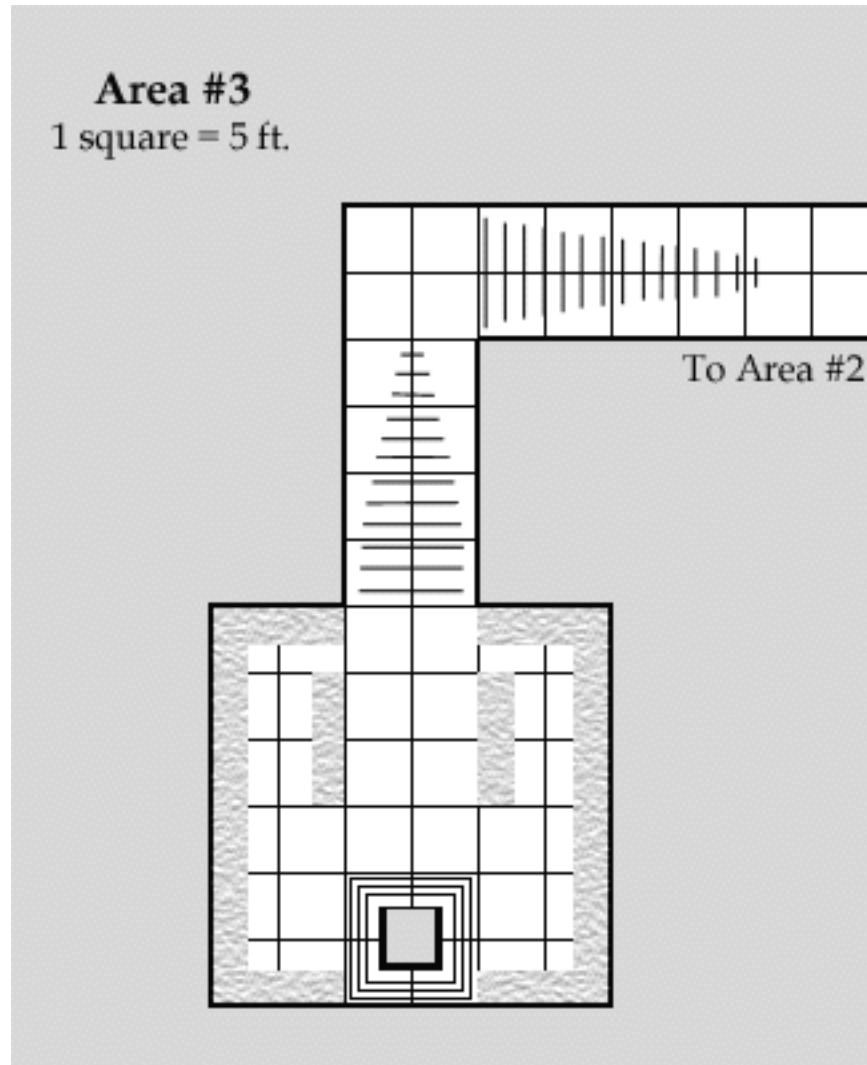
DM Aid II: Map of the Catacombs of Hallorn



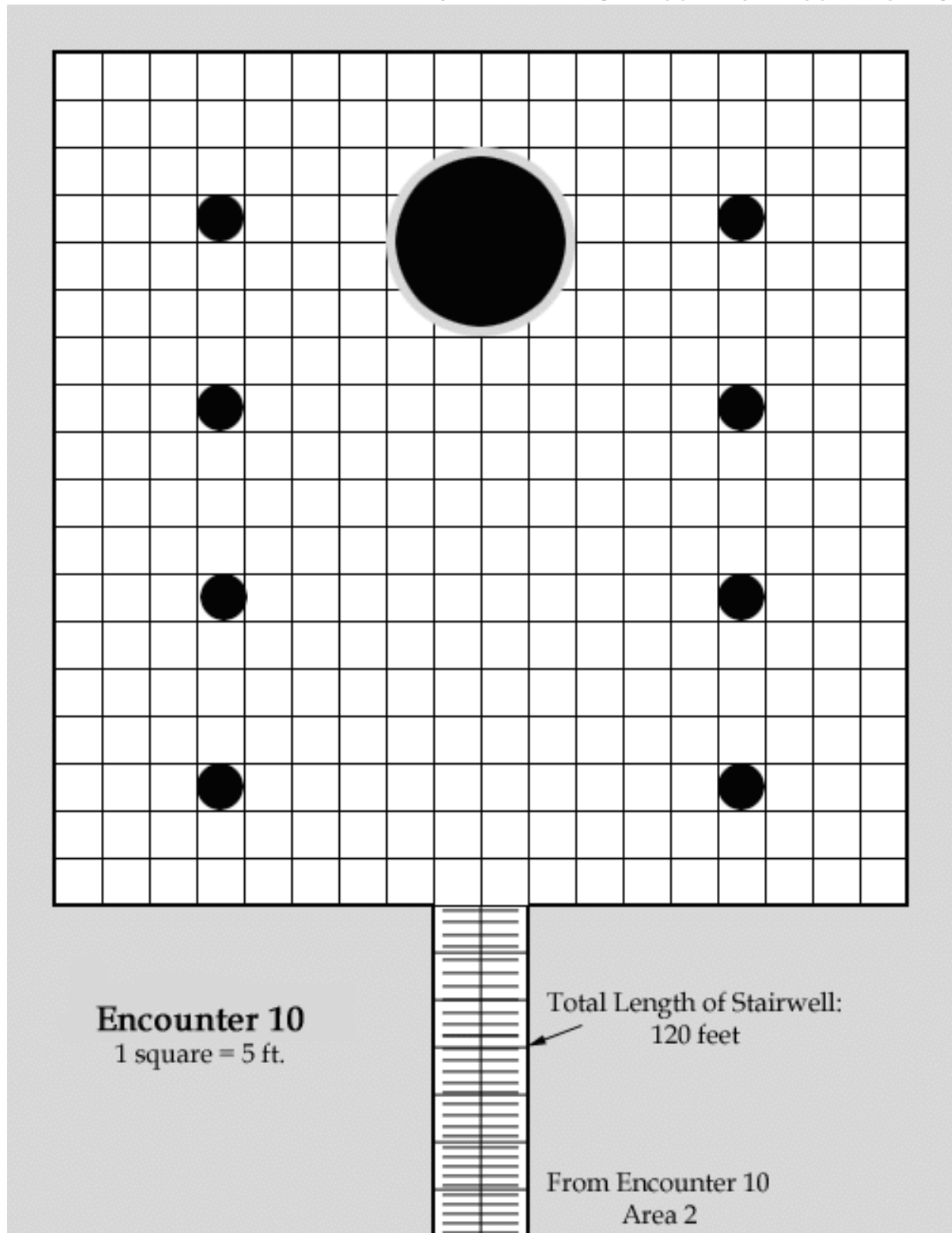
DM Aid III: Catacombs Area #2



DM Aid IV: Catacombs Area #3



DM Aid V: Catacombs Encounter 10



DM Aid VI: The Catacombs of Hallorn

The city of Hallorn has had an increase in undead activity for over a year now. This is primarily due to the discovery of the gate to the negative material plane deep under the city. Ever since the well was re-consecrated when Veth came to the city, undead have been appearing in various places throughout the sewers and catacombs.

Aside from the various incorporeal undead that have been appearing, a number of minotaurs have been turned into vampires by Veth's followers. They have been helping the remaining vampires collect lone humanoids for food, sacrifice, or to turn into more vampire servants.

The deeper into the catacombs the PCs explore, the greater the chances of happening into a wandering encounter.

Every hour, there is a 2% chance of encountering a group of undead. Use the chart below for what the PCs encounter, using a d10 to come up with the encounter:

- 1-4: **Vampire Minotaurs (2-4):** hp 42 each; see below.
- 5: **Spectres (1-4):** hp 45 each; see *Monster Manual* pg. 232.
- 6-7: **Shadows (6-12):** hp 19 each; see *Monster Manual* pg. 221.
- 8-9: **Wraiths (2-5):** hp 32 each; see *Monster Manual* pg. 258.
- 10: **Greater Shadow:** hp 58; see *Monster Manual* pg. 221.

The incorporeal undead are coming from the well. The closer the PCs are to the well, the greater the chance of an encounter.

- Encounter Ten, area 1, 3 & 4 – 5% an hour.
- Encounter Ten, area 2 – 8% an hour.
- Encounter Eleven – 12% an hour.

These percentages are higher than even the normal wandering encounter percentages on the negative material plane. This is due to the fact that the now-active well gate works like a beacon, drawing undead to it from within the negative material plane. They come through looking to drain the life out of the 'light of life' shining down through the gate from this plane.

Vampire Minotaur: Male Minotaur Vampire; CR 6; Large Undead (Augmented Monstrous Humanoid); HD 6d12+3; hp 42; Init +6; Spd 30 ft.; AC 22 (touch 11, flat-footed 20) [-1 size, +2 Dex, +11 natural]; BA/G +6/+17; Atk +12 melee (1d8+10 plus energy drain, slam); Full Att +12 melee (1d6+12 plus energy drain, slam) and +7 melee (1d8+3 plus energy drain, gore); Face/Reach 10 ft./10 ft.; SA Blood drain, children of the night, create spawn, dominate, energy drain; SQ alternate form, darkvision 60 ft., DR 10/silver and magic, fast healing 5, gaseous form, natural cunning,

resistances (cold & electricity 10), scent, spider climb, turn resistance +4; SR 21; AL CE; SV Fort +4, Ref +9, Will +6; Str 25, Dex 14, Con -, Int 9, Wis 12, Cha 12.

Skills and Feats: Speak Languages (Giant), Bluff +9, Hide +6, Intimidate +4, Listen +18, Move Silently +10, Search +11, Sense Motive +9, Spot +18; Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Power Attack, Toughness, Track.

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

Blood Drain (Ex): A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampire gains 5 temporary hit points.

Children of the Night (Su): Vampires command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Dominate (Su): A vampire can crush an opponent's will just by looking into his eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save DC 14 or fall instantly under the vampire's influence as though by a *dominate person* spell (caster level 12th). This has a range of 30 ft.

Create Spawn (Su): A humanoid or monstrous humanoid slain by a vampire's energy drain or dropped to 0 Constitution due to its blood drain ability rises as a vampire or vampire spawn 1d4 days after burial. (see MM pg. 252)

Energy Drain (Su): Living creatures hit by a vampire's slam attack (or any other natural weapon of the vampire's) gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain once per round. The PC must make a Fortitude DC 14 save after 24 hours to avoid the levels becoming permanent.

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

Powerful Charge (Ex): This minotaur typically begins a battle by charging an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +12 attack bonus that deals 4d6+10 points of damage, plus the energy drain.

Physical Description: This creature looks like an incredibly tall and gaunt human covered in shaggy fur. It has a bull's head, and its eyes gleam with a dark red fury.

Player Handout #1

Ilisa,

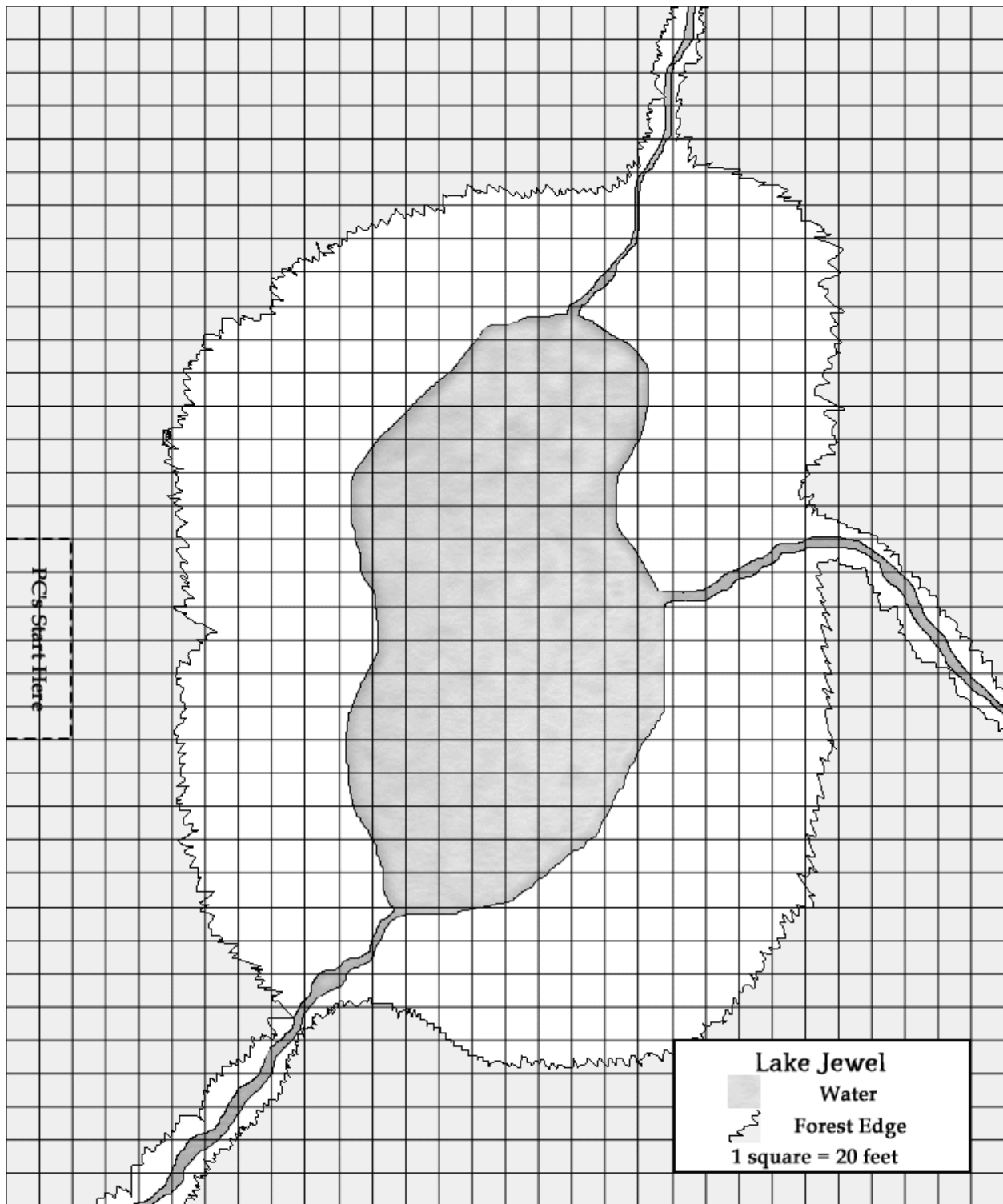
You once loved a man that loved you. Now that man is gone. Perhaps he is out of your reach, I don't know...but perhaps you can still do justice to his memory.

I once loved a man that loved me. Now that man is gone. Is Trowain out of your reach? I pray that he is not. With this most precious piece of him, I ask Olidammara to favor one of his chosen. Perhaps Beory will take notice as well.

How many times did Trowain save your love? If you can bring him back, then consider all debts paid. If not, then pass word of this to me, so that I will not hope for naught. You can find me at the Elk's Hide in Riftcrag.

*Bless you, child,
Gertrude Seabrow for
Trowain Seabrow*

Player Handout #2 – Map of Lake Jewel



Player Handout #3

Excerpts from “History of the Well” by Xerveslyn

16th Patchwall, CY 237:

“...As a work-in-progress, I wish to document the research I am conducting on the Well. I recently discovered it's location while exploring around the western slope of White Plume Mountain. I have recently taken up residence near the well in a cave branching off from the Well chamber. The dwarves I hired to help unearth the chamber died from a pack of spectres that I suspect came from inside the Well. Two of the dwarves died from collapsing rock as they ran from the undead. I am considering raising them to continue with the job of digging more around the area...”

9th Coldeven, CY 256:

“...I have released the dwarves from service. They have done a fine job in constructing a chamber to store my tomes. They have gone further up their well-crafted ramp to feed off of the mortals above. I believe they may even attempt to mingle with the living, perhaps constructing a sewer system (or at least that's what Grundor discussed). I told them that whatever they do, make sure to wall off the entrance to their ramp. I don't need nosey humans wandering down here to interfere with my study of the Well and its properties...”

26th Patchwall, CY 294:

“...The eight humans (three female, five male) I captured and teleported down from the surface have proven to be exemplarily test subjects. The 2 males and 1 female I lowered into the darkness all fared the same – husks drained of life. I lowered the last male with a 1” thick rope at the slowest rate, to see where the change occurred. There is a transition point at 60’ down the well wall where the darkness begins. As soon as the subject's feet entered the transition point, his skin on his face began to draw into his body. This process sometimes appears as if the individual is becoming rapidly dehydrated. I raised him back up before he died to confirm my conclusions. I was correct – his life essence was being drawn out of his body at the transition point. I lowered him again to see if the speed of the life drain increased as the subject was lowered further into the darkness...”

15th Readying, CY 348:

“...I have just gotten back from a two day excursion into the dark world on the other side of the gate. It is a truly invigorating experience. While the limit of strong intellect during exploration suggests the creator of the Well is not nearby on the other side of the portal, I am still curious as to who or what created this Well...”

27th Planting, CY 389:

“...A group of humans from the surface have discovered the Well. They worship a fiend as fervently as any deity, and they seemed to have no fear of me. Fools. In any case, they are doing construction on the Well room, reinforcing it with stone pillars. One of their leaders says this will make the room more sturdy. I suggested adding a dome to the roof – their knowledge of simple architecture is quite limited. A pity the original undead dwarven architects were killed. They think they can even use the pool room to coordinate their efforts. They can't even use the pools. With incompetence like this, perhaps I should just kill them now...”

4th Fireseek, CY 392:

“...The worshippers of the fiend Q'kal have left. They were unable to bring their god to this world, thinking the Well would aid them in their task. Their head priest was thrown into the Well by his followers. When I realized they intended to leave for the surface, I wiped out the remaining cult worshippers. No point in word getting out about the Well to the surface. They were useful while they were here. They found the stones needed to use the pools in the second chamber. The pools' transportation magics have proven useful. Still, I find it quite humorous that a cult that relied on astrological signs would worship in an underground temple...”

1st Harvester, CY 450:

“...I have spent the last 30 days attempting to disrupt the Well's magic. A month of repeated greater dispel magics has shown no change in the Well's aura. If I could only use more powerful magics, such as a wish spell, perhaps I could unravel this mystery...”

12th Reaping, CY 487:

“...This recent cult that has taken up worship here follows someone or something known as That Which Sleeps. I am unfamiliar with it, but they profess to believe he is trapped on another plane. This is the second cult to have taken up worship around the well. While I don't care what they do around the artifact itself, I may have to eliminate them if this begins to interfere with my work...”

8th Richfest, CY 569:

“...The stones used to operate the pools have vanished. Over a hundred stones... If only my knowledge of divination was greater...”

16 Flocktime, CY 593:

“...The vampire Veth has left his children to continue with the worship of Nerull. He assured me that he did not tell anyone of the presence of the Well. I suspect that it may have been a mistake to let him go. I think that from now on, I shall eliminate those that venture down into my abode, no questions asked. Perhaps I should kill Veth's spawn. Perhaps...”