

FUR6-05

Darkest Night

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

Version 1.0

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A delightful little excursion to the Barony of Willip is all an adventurer needs to reinvigorate the weary spirit. But what about those pesky rumors of vile undead escaping from Bronzeblood Haunt and rampaging across the countryside? Well, no matter. Just have a quick step, a large staff and plenty of holy water at hand to ward off these fiendish villains. Nothing should spoil an adventurer's holiday...after all they're just undead, how much of a nuisance can they be? A heroic adventure designed for Living Greyhawk characters of 1st to 10th level (APLs 2 to 8). This adventure is second in the Shadowgate series.

Acknowledgments: Thanks to Joe Carl from the Theocracy of the Pale for combat advice.

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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RPGA SANCTIONED PLAY

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

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

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

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

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.

2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars, paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately.

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

Animals with different CRs are determined separately

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

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

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

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

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

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

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

TIME UNITS AND UPKEEP

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

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer

other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

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

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

Adventure Background

More than three hundred years ago, the Master of Bronzeblood called upon his allies to help defeat a grand assault by King Thrommel I, the first King of Furyondy, upon his domain. One ally to answer this call was the despotic Lord of DeGranoir Manor, Sir Echil DeGranoir, who fashioned himself a potential suitor for Lady Talinassa, the daughter of the Master of Bronzeblood. On the eve of his secret departure for Bronzeblood, Sir Echil held a great feast. He invited his 'friends', family and vassals to the feast and visited much horror upon them. In a last act of defiance, Sir Echil's aged father, Sir Lorren, a paladin of Heironeous, hid the family's treasure and the Battle Standard of Ferrond from his son. Sir Lorren paid for this defiance with his life. In the morning, Sir Echil and a score of his loyal henchmen rode to Bronzeblood, leaving behind the burning ruins of DeGranoir Manor and the village of Granoir. It is not known how Sir Echil acquitted himself during the epic battle between the Master of Bronzeblood and the righteous forces of King Thrommel I but there can be little doubt he made King Thrommel's troops pay dearly for their efforts.

In the long centuries after the razing of Bronzeblood Castle, Sir Echil, profoundly evil and wicked in nature, was transformed into an unspeakably horrid form of undead. Along with his fellow minions of the Master of Bronzeblood, he brooded and waited in the catacombs beneath Bronzeblood for the time his Master would rise and visit death and destruction upon the Kingdom of Furyondy and Thrommel's line. With the death of his love, Lady Talinassa, the Mistress of Bronzeblood, Sir Echil begged the Master's permission to wreak havoc upon Kingdom and hunt down those who destroyed his

beloved (*FUR4-08 Mysteries Below*). He also made his desires known to recover the Battle Standard of Ferrond from his family treasure and to use it to rally the Master's forces and attract allies in the battles to come. The Master acquiesced and promised his loyal servant a chance to fulfill all his desires.

When the Master finally began his expansion outside Bronzeblood Haunt, Sir Echil and his servants were at the forefront. Sir Echil was instructed to visit grief and destruction upon the people of Furyondy for the wrongs committed against the Master and the death of his beloved daughter and, of course, to recover the Battle Standard of Ferrond.

Sir Echil and his servants savaged the land and committed great atrocities upon all he encountered. He steered a course that would take him through the heartland of Furyondy, toward the remains of his ancestral home of DeGranoir Manor. There he hoped to recover the Battle Standard of Ferrond, presenting it to his Master and using it to defeat Thrommel's line.

Adventure Summary

At the request of Sir Jellack DeSavior, adventurers travel to the village of Granoir to defend it from an undead raiding party. The adventurers soon discover the raiding party is far more than it appears to be. With courage and much skill, the adventurers defeat Sir Echil DeGranoir, a lieutenant of the Master of Bronzeblood, and right an ancient wrong. Additionally, they prevent a powerful symbol of old from falling into the clutches of the Master of Bronzeblood Haunt.

Introduction. Sir Jellack DeSavior recruits the PCs to defeat an undead raiding party marching toward the village of Granoir.

Encounter One. As the PCs travel to Granoir, they discover the grisly remains of those that crossed the path of the undead raiding party.

Encounter Two. The PCs arrive to find Granoir Village under attack.

Encounter Three. After rescuing the surviving villagers, the PCs learn the remaining undead are searching the ruins of DeGranoir Manor.

Encounter Four. At the ruins, the PCs receive a vision of the past and while interacting with ghostly apparitions relive the tragic final night of the DeGranoir Family. The ghostly children of the last Lord of DeGranoir reveal a hidden stairway to the PCs.

Interlude. Optional roleplay vignettes that help explain past events or foreshadow events to come.

Encounter Five. The PCs explore secret chambers beneath the ruins of DeGranoir Manor.

Encounter Six. In the antechamber to the DeGranoir treasury, the PCs combat the undead Sir Echil DeGranoir, the last Lord of DeGranoir Manor, and solve a puzzle to gain entry to the treasure.

Encounter Seven. In the treasure chamber, the PCs talk with Sir Lorren DeGranoir and are given the family treasure, including the Battle Standard of Ferrond.

Conclusion. Lady Hargrace and the Knights of Furyondy reward the PCs for their rescue of Granoir village.

Preparation for Play

This adventure uses NPCs and plot elements first introduced in *FUR2-05 Sleep of Death*, *FUR4-04 Broken Dreams*, and *FUR5-05 Of Blood and Bone*. Although it is not necessary to have played these adventures to enjoy this one, the GM is recommended to determine which PCs participated in those adventures as it may affect NPC reactions to the party. In addition, determine whether any PCs have played *FUR6-03 Shadows on the Coast*, as they may have additional information about the undead activities referenced here.

Before the start of the adventure, ask each PC for their skill ranks in Knowledge (arcana), Knowledge (religion), Spellcraft, Spot and Listen. Secretly sum the skill ranks together for each PC. This resulting number determines which PC receives a roleplay vignette from the Interlude later in the adventure.

Note that some of the read-aloud text may not be suitable for young and/or immature players. In this case, modify as appropriate.

Given that there are three potentially difficult combats in this adventure, try to keep players proceeding through the adventure at a good pace. If time is a concern, do not run the optional interlude or the conversation with Vornen Sirk (i.e., the skull) in Area 5 of Encounter Five.

Introduction

It is Waterday, 12th of Goodmonth, CY596, and the PCs have been in the town of Blackwell, in the Gold County, for over a week. The reason the PCs have traveled to this town, near the border to the Barony of Willip, is left to

them. Regardless, when a horde of undead from the ruins of Bronzeblood Haunt attacked Blackwell, the PCs, like many others, assisted in the town's defense together. Before the start of the adventure, allow the PCs a few minutes to describe their characters and coordinate spells and tactics.

Presently, the PCs and their comrades, in full battle dress, stand at parade rest in the town square ready to be dismissed from service. The last undead attack occurred more than two days ago and all reports indicate the main body of the undead horde has been driven away from the town by the King's Men and the skill of the Furyondy military. Consequently, with the threat abated, Blackwell celebrates today and the ceremony is the first part of it.

Last night, Mayor Percival "Percy" Mathers and the town council decreed each defender was to receive a small honorarium for their service to Blackwell. For most of this hot, sunny morning, the council members and leading citizens have given heartfelt, grateful speeches emphasizing the honor and courage of their citizen-soldiers and lamenting their injuries and deaths. The ceremony has gone beyond its scheduled time and the longwinded, rotund mayor has already talked for more than half an hour.

Whatever the reason, loyalty, righteousness or perverse humor, the PCs maintain their position in the town square, participating in the ceremony. The heat, the ill-humored whispers of "Porky Matters" and his political ambitions, the promise of tonight's festivities and the honorarium, all lend to an air of camaraderie. When the PCs are ready, read the following:

The Mayor of Blackwell, Percy Mathers, wipes the sweat from his brow and takes a long sip of water. Puffing his chest up, he looks ready to begin another round of his long-winded oration...

From the Western Gate, trumpets sound. The mayor and town council look about in panic. Your comrades' hands reach for their swords and bows, half expecting a warning of another undead attack. However, a voice cries out excitedly, "King's Men! King's Men!!"

A ragged cheer develops from the citizen-soldiers and town-folk assembled in the town square. Within a few minutes, a group of some twenty horsemen ride into the town square. All wear full plate armor and carry lances and bright shields. Their steeds are mighty and just as armored as their riders.

A horseman with the crest of a Knight of Furyondy places himself between the reviewing stand and the assembled militia. A banner man rides up

next to him, proudly presenting the battle standard of Furyondy for all to see. The knight stands up on his stirrups and lifts his visor, eyes filled with intensity, and announces, "I am Sir Jellack DeSavior, Knight of Furyondy, vassal to Lord Nikar Aldestead, Commadant of Overlook Fortress, and the loyal servant to King Belvor IV, righteous King of Furyondy. I lead the King's forces in this area against a horde of undead from Bronzeblood Haunt. The fight that has occurred in Blackwell was but a fraction of what the Furyondy army fought against. My forces presently pursue this undead horde, as it moves deeper into Furyondy. In the name of the King, I call upon volunteers to fight a raiding party which has broken from the main band. Who here possesses the courage to fight for the glory of Furyondy and righteous might of our King?"

As Sir Jellack delivers his speech and the word "volunteer" is said, PCs succeeding on a DC 15 Spot check realize everyone next to them has taken one step back. When Sir Jellack finishes his request, he nods to any PC who volunteers or have been "volunteered" for the mission. Sir Jellack immediately recognizes any PC he has previously met in *FUR2-05 Sleep of Death* and *FUR4-04 Broken Dreams*, greeting and addressing the PC by name. When that PC volunteers, Sir Jellack gives him/her a friendly smile.

None of the NPCs volunteer for this mission. The adventure is effectively over for any PC who does not volunteer. The player may opt to select another, more appropriate PC (e.g. one who WOULD volunteer) in order to continue the adventure. Otherwise, the PC must somehow integrate into the "volunteer" party and their mission in order to continue the adventure.

From atop his stallion, Sir Jellack nods respectfully at those who have volunteered for the mission. "Thank you for your bravery. Bards will sing of your honor and courage. We will talk more at that inn yonder. Micah's Spot, if I recall the name of the fine establishment correctly. Meet me there in a quarter of an hour."

Turning to the Mayor, the Knight glances contemptuously at him and then remarks, "My apologies for disrupting your ceremony. I have been told each man will be given an honorarium. Pray give it to them now. The time for political speeches has ended and the sun looks to have baked most of them already. No doubt they wish for a cool drink." As Sir Jellack rears his steed, he lifts his lance high and shouts, "Furyondy!!" A great cheer erupts from the square, even as the mayor sputters and reddens from

embarrassment, before he catches himself and begins cheering, as well.

The King's Men ride toward Micah's Spot in the northwest corner of the square. The mayor smiles warmly and gestures for his aides to hand out the coins. "Thank you all for your service to Blackwell." He waves magnanimously to the gathered crowd

Briefed of the ceremony and its political overtures at the Western Gate, Sir Jellack intent was not to disrespect the ceremony but to prevent the soldiers from suffering needlessly. As it turns out, the actions of Sir Jellack has made him extremely popular amongst the militia...that and the sight of heavy cavalry and Sir Jellack putting the mayor in his place.

Micah's Spot is a small, family-run inn known for a large, magical boulder in the center of the common room. On one portion of the boulder is a mysterious spot which randomly changes shape with no apparent meaning. The spot detects faintly as magical from the schools of abjuration, divination and transmutation. The patrons of the inn have many theories as to the purpose of the mysterious spot and the spot, obviously, is the centerpiece to many sometimes heated conversations. The owner of the inn (Micah Abinforth; male, human, Bard 3/Expert 2, Will +5) bought the boulder long ago from a traveling merchant, thinking it would be a good talking point for the inn. He doesn't know the origin or purpose of the mysterious spot and neither does the boulder (i.e., both *stone tell* and *legend lore* were ineffectual). Hence, the mysterious spot remains an enigma.

Micah quickly brings the PCs into the common room to meet with Sir Jellack and takes their drink orders (on the house; excellent quality beer, ale and elven wine). Micah makes several jests about "Porky Matter's" speech on the way to Sir Jellack's table.

Winking slyly, Micah remarks, "Our mayor never misses an opportunity for political gain. Pity his waving is only returned one-fifth in kind by the less gullible townsfolk....Ah, here is my good friend Sir Jellack. I leave you in his kind care."

Sir Jellack gestures the PCs over and, after brief introductions, says:

"Again, I thank you for volunteering. While I can not discuss the details of King Belvor's overall plans, it is sufficient to say Lord Nikar and I intend to drive this undead horde back into Bronzeblood Haunt. Lord Nikar, our overall commander, has high hopes to return to the Overlook Fortress by the end of the year. May Heironeous give him the strength in arms

and the skills in battle to succeed in this endeavor despite the great numbers and strength of the undead horde."

Raising a mug of ale in salute, Sir Jellack takes a long draught before continuing. "Your task is simple. A small raiding party of undead has broken away from the main column and head into the heartland of the Barony of Willip. I would surmise their goal is to cause as much havoc and destruction as possible in the hopes of drawing some of my troops away from attacking their main force. However, I do not believe the size of the raiding party merits splitting my forces...and my limited resources...at this time. In the next few days, I will meet their main force in what will likely be the definitive battle. My forces will either destroy them utterly or send them into a retreat back to Bronzeblood Haunt. We will not fail to defeat them. In the mean time, I plan to send you against the raiding party and deal with their nuisance."

Sir Jellack takes another long draught and then bangs the empty mug on the table, "According to my reports, the undead raiding party consists mostly of skeletons and zombies led by a handful of intelligent undead. I have confidence in you to destroy the undead either directly or through hit-and-run tactics. However, should you believe the raiding party is too powerful to confront, then, at the very least, you are to warn the villages and farms in the way, help with evacuations and gather any useful intelligence. Be assured, once this final battle is over, I will send troops to aide you in your endeavors. Now, I have a few moments to entertain brief questions but time is of the essence here. You must be on your way soon before the raiding party can cause much mischief."

Micah quickly arrives to refill Sir Jellack's mug. Sir Jellack leans back in his chair and looks to the PCs expectantly. A DC 15 Knowledge (local – Iuz Border States) or a DC 20 Knowledge (nobility and royalty) check confirms Lord Nikar Aldestead is the present commander of the Overlook Fortress. The Overlook was responsible for guarding Bronzeblood Haunt. When the Master awoke and sent out the hordes, the stronghold was quickly overrun. Lord Nikar and most of his men were able to escape unharmed. Currently, Lord Nikar serves as the overall commander of the Furyondy forces fighting to contain the undead escaping from Bronzeblood Haunt.

Creatures:

Sir Jellack DeSavior: Male human Ftr2/Pal8 (Will +8). Sir Jellack is nearly six feet in height, with long pale blond hair, green eyes and an athletic

build. He is in his mid to late forties and carries a greatsword, composite longbow and a heavy mace. He wears full plate bearing a heraldic symbol of a Knight of Furyondy (DC 15 Knowledge (nobility and royalty to identify this)). Sir Jellack knows the following information:

- Sir Jellack presently serves Lord Nikar Aldestead, the son of Lord Vormar of Brancast Keep. He does not discuss why he left Lord Vormar's service.
- The war against the undead from Bronzeblood Haunt goes well. However, the relentless, tireless undead numbers are great. His men grow weary from battling these vile creatures everyday and their resources are limited.
- Sir Jellack does not relish splitting even a portion of his force to combat this raiding party as he feels the final battle looms close.
- The undead raiding party is reportedly heading east...slightly northeast...of Blackwell, toward the shoreline of the Nyr Dyv.
- If the raiding party continues on their present course, then they will encounter many farms and homestead along the way. The undead will be in the proximity of at least four villages (Hungerford, Lortenber, Pook's Hill and Joppa's Grove) and directly intersect the village of Granoir, some fifty miles to the east of Blackwell.
- A DC 25 Bardic Knowledge or DC 30 Knowledge (local – Iuz Border States) check reveals Granoir to have once been the home to one of the allies of the Master of Bronzeblood Keep. It is also the location of the lost treasure of the DeGranoir Family. Rumored to be part of the treasure is the Battle Standard of Ferrond.
- An additional DC 30 Knowledge (local – Iuz Border States) or equivalent reveals the Battle Standard of Ferrond to be a near mythical magic item which gave those who were in sight of it greater offensive and defensive capabilities. No other information is available about this ally of the Master of Bronzeblood Keep or any of the DeGranoir Family. [Sir Jellack is not aware of the history of the village or the treasure.]
- There is a distinct possibility the raiding party is specifically heading toward Granoir. Sir Jellack speculates the undead may be meeting reinforcements from Bronzeblood Haunt at the village. He notes Bronzeblood Haunt is only thirty miles to the northwest of Granoir, well within a day's

travel of the tireless undead. It is possible this combined force will march further east to the Nyr Dyv and be within easy striking distance of the sentinel ports of Keristen and Sendrift. He notes Keristen has all ready suffered an attack from Bronzeblood. PCs who played *FUR6-03 Shadows on the Coast* are aware of this. Both villages are critical to Furyondy commerce on the Nyr Dyv.

- Sir Jellack reiterates the PCs should confront the raiding party before they cause too much destruction. In theory, the raiding party is slow moving, delayed by the destruction they reap. If the PCs can not defeat the undead, then they are to evacuate as many people from the path of the raiding party as possible.
- If the undead are indeed meeting up with reinforcement at Granoir, then this intelligence will be very useful to Sir Jellack. He reminds the PCs to be cautious and not needlessly throw away their lives. While it is important to aid the innocent, it may be even more important to bring word of information learned about the enemy. Sometimes the greater good must be kept in mind.
- Sir Jellack arranges light horses or ponies for any PCs without mounts. All mounts are completely outfitted (i.e., bit, bridle and saddle) but not barded. The PCs are expected to care for the animals and return them when they have finished their mission.
- Sir Jellack again emphasizes the PCs should not waste time, the undead need to be destroyed before they can further harm innocents and destroy the economy of the Barony of Willip and its people.
- Sir Jellack assumes the PCs are "volunteering" and do not require additional payment. Should any PC suggest payment, Sir Jellack shrugs and replies. ***"The undead may have some wealth or magic upon them, you are welcome to it."*** Sir Jellack considers the talk of money unseemly and does not revisit the matter. Should a PC insist on payment, then Sir Jellack remarks he may have sought the wrong volunteers and if further pressed dismisses that PC from the mission. The adventure is over at this point for that PC, although the player may select a more appropriate PC to continue the adventure.

Before the PCs depart, Sir Jellack wishes them the best of luck and success on their mission. Additionally, for APL 2 only, Sir Jellack gives the PCs two *potions of cure light wounds* and two *potions of remove paralysis*. The PCs are instructed to return any unused potions to Sir Jellack.

These potions cannot be kept by the PCs following this adventure.

Encounter One: On the Road

Obtain a marching and a watch order before the PCs leave Blackwell for use later in the adventure. By the time the PCs have left Blackwell, the undead raiding party has already reached Granoir. During the two days it takes the PCs to reach the village, the undead slowly and meticulously destroy Granoir and kill the inhabitants, while their leaders search the ruins of DeGranoir Manor. If the PCs decide not to rest during their journey, then upon arrival at Granoir they are subject to the rules of fatigue and exhaustion (see PHB p. 308). Finally, should the PCs use magical transportation (e.g., *teleport* or equivalent) to reach Granoir, skip this encounter and proceed directly to Encounter Two.

As the PCs leave Blackwell, the citizens are just starting to clean up the debris and bodies, undead and militia alike, from the battles fought along and outside the town walls. Pieces of skeletons and zombies are strewn in a large swath of area outside the eastern wall. Clear evidence of offensive magic scar the earth and the undead bodies in several areas. A DC 18 Spellcraft check indicates a number of offensive 3rd level spells and below (e.g. *fireball*, *flaming sphere*, etc) were likely used to destroy the undead here.

The grim sight of the detritus of war greets all outside the walls of Blackwell. Militia and town-folk, in a determined silence, recover the bodies of the defenders of the town and innocents and prepare them for burial. Another group of militia and citizens collect the undead remains and bring them to one of several huge bonfires to be consumed to ash.

At a crossroads about a mile east of Blackwell stand the deserted ruins of an inn. The only evidence of recent human activity is the battle standard of Furyondy planted outside the fire gutted building and markings on a wall indicating it had been thoroughly searched.

As the PCs continue eastward, there is clear evidence a substantial group of creatures moved east, mostly following the road. A DC 10 Survival (track) check estimates the creatures to be at least fifty in number of various sizes and forms – ranging from humanoid to huge monstrous types – and past through the area more than two day ago. A DC 15 Knowledge (local – Iuz Border States) or DC 10 Knowledge (geography) or equivalent verifies the road leads to Granoir, among other villages. Further, a DC 15 Knowledge (nature) check identifies

some of the tracks to be from humanoids while a DC 20 Knowledge (arcana, nature or planes, as appropriate) identifies other tracks to be from ogres, trolls, large animals (such as bears, apes and boars), gray renders, behirs, etc.

The large group continues relentlessly and unerringly eastward. There are no encampments or indication of rest stops other than the occasional destruction of a home or farm within a couple of hundred yards of their path. A DC 25 Search check reveals these residents were already deserted (likely abandoned weeks ago) when the undead destroyed the building and surrounding cultivated land.

After a day of hard travel, perhaps twenty to thirty miles from Blackwell, the PCs arrive at a clearing near a small pond. The clearing is an excellent place for the PCs to make camp for the night should they choose to rest. As they settle for the night, a DC 15 Intelligence check reveals the undead are relentlessly marching directly toward Granoir, ignoring villages along the way, only attacking homesteads and farms which are conveniently in their path.

Somewhere past midnight, PC(s) on watch who succeed at a DC 15 Listen check hear a horse whinny near the road to the northeast of the camp. Any PC who chooses to investigate needs a DC 15 Spot check to locate the creature as it heads along the road a quarter of a mile further eastward. This light draft horse has the remains of a harness on it. The horse eventually returns to a large wagon a few hundred yards north of the road in a small grove of trees.

Under a nearly moonless night, the horse enters a small grove of trees a few hundred yards north of the road. It stops near a deserted wagon, whinnying restlessly. The smell putrid meat comes from the wagon.

In the bed of the wagon are the hacked and partially eaten remains of a score of dead Furyondy soldiers. Enough of their ruined armor and tabards identify them as once part of the Furyondy Army (DC 10 Knowledge [local – Iuz Border States]). A DC 15 Heal check confirms these injuries were created when they were alive. A DC 15 Survival (track) or DC 25 Search check reveals this wagon was likely driven into the woods several days ago, perhaps to avoid the undead raiding party. In any event, the undead did not discover the wagon or its deceased occupants.

The driver of the wagon appears to have fled the area. A successful DC 25 Survival (track) indicates the humanoid driver eventually headed west toward

Blackwell. Should the PCs locate him, he has no useful information. A *Speak with Dead* spell (which is illegal in Furyondy) reveals the soldiers served under the overall command of Lord Nikar battling the forces escaping from Bronzeblood Haunt. The PCs learn no other useful information and the soldiers do not want to return to life. A *Speak with Animals* spell on the horse reveals he and his mate drove the wagon east away from a battlefield when they caught the scent of the undead. The driver was very scared and drove the wagon off the road into a grove of trees, cut the horses loose from the wagon and fled to the north then the west. Nothing of worth is salvageable from the wagon, save the light draft horse.

In the morning the PCs continue on their journey eastward to Granoir village. As with the previous day, they encounter no one else along the road or in their general vicinity. Based on the tracks (DC 10 Survival (track)), the undead raiding party are marching unerringly toward Granoir, ignoring nearby farming villages but does spend time to destroy any deserted farm or homestead directly in their path. While most occupants were able to flee the area before the undead arrived, a good dozen were not. The grisly remains of these victims and their livestock suggest they suffered greatly before their deaths (DC 15 Heal). Nothing of value can be recovered from the destroyed farms and homesteads.

It is likely mid-afternoon when the PCs arrive in the vicinity of Granoir village. Within a few miles of the village, clear plumes of smoke can be seen coming from the area. Despite the distance, the smell of smoke with a slight undertone of blood is apparent. A successful DC 20 Listen check reveals the faint sounds of battle and cries of distress and pain which become more evident as they approach.

More than a mile away the village of Granoir burns, plumes of smoke fill the sky and the faint sounds of battle and the cries of the wounded villagers can be heard in the distance. In a ditch, by the side of the road, is an overturned wagon. Scores of fine herb bundles, fetishes and small trinkets lay scattered across the road. The horses that lead the wagon lie dead nearby, torn apart.

It is possible the PCs may choose to forego searching the wagon for now and proceed directly to the village (Encounter Two). Otherwise, a DC 10 Spellcraft check identifies these trinkets as spell components. A DC 15 Heal check reveals the horses to have been torn apart by claws and brute strength, and then partially eaten. The wagon is a normal sized wagon that has been modified to be used by small-sized individuals.

A DC 15 Search check of the wagon reveals the name of “Pantarn’s Best Spell Components” on several broken crates and intact bags containing various odds and ends related to spell components. A DC 15 Knowledge (local – Iuz Border States) or DC 20 Knowledge (arcana) reveals Pantarn’s Best to be one of the leading spell component procurement companies in Furyondy. PCs who played *FUR5-05 Of Blood and Bone* immediately recognize the name of the company.

The PCs also discover several sets of small-sized clothes (mostly female but some male clothing), personal items and a small religious symbol of a horn of plenty containing fruits, grains and vegetables all on a field of green. A DC 10 Knowledge (religion) reveals this symbol to be of the halfling goddess Yondalla. Further, in the wagon are several broken short swords and light crossbows. A log book written in halfling can be found near the remains of the driver seat (see Players’ Handout #1).

Finally, a DC 15 Intelligence check surmises there were three halflings (two female and one male) in the wagon, using it as both a home and for transporting goods. While evidence suggests the halflings fought for their lives (i.e., scuffle marks and some blood), a thorough search of the area reveals no evidence of their bodies. There is nothing else of interest can be found in and around the wagon.

Treasure

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

Encounter Two: Granoir Village Attacked!

The PCs likely arrive at Granoir in the mid-afternoon or early evening on the 14th of Goodmonth, after two days of hard riding from Blackwell.

If the PCs used teleportation magic to arrive at Granoir directly, then a considerable portion of Granoir remains with double the number of survivors. All the survivors have taken refuge within the stone building (Hargrace Hall) and are putting up a fierce resistance against the undead horde. Three groups of Lesser Soldiers of Granoir (by appropriate APL) attack the village within minutes of each other (though the PCs only receive experience for one group of Lesser Soldiers of Granoir) before the onslaught of undead attacks end. By the time the PCs arrive by teleportation magic, Sir Echil and his servants have already reached DeGranoir Manor. Modify the read-aloud text and bullet points

below and in subsequent encounters, as needed to accommodate the early arrival of the PCs.

When the PCs are ready, give the following read-aloud text:

At the outskirts of the village, several homes and large barns have been gutted by fire. Smoke still rises to the sky and several smaller buildings smolder nearby. The village palisade has been ripped apart and thrown about like so much kindling. Only one building remains intact inside the village proper. The sturdy, stone walls of the two-story building provide suitable protection from the besieging zombies. Dozens of rotting bodies of humanoids and other monstrous creatures lie in pieces, hacked apart, inside the village and about the stone building. Several bodies of armed and armored human villagers lie dead as though defending the building. Others – the children and elderly – appear to have fallen while attempting to flee to the stone building. Many of the corpses appear to have been partially or almost entirely eaten.

Occasional arrows come from the barred windows and the crenulated roof of the building. On the roof, a half dozen defenders stand ready to repel any undead that dare climb unto the roof. Spears thrust out from between the bars on the windows on first floor. Several men in full plate armor fight from behind a crude semi-circular barrier surrounding the front entrance of the building.

A ragged cheer begins as the last of the humanoid zombies fall but this is soon replaced by groans and bitter cursing as from behind the remnants of a large wall, another group of zombies emerge. A mixture of humanoids and monstrous creatures, the zombies shamble toward the stone building. The warriors behind the low barrier ready swords and shields for the relentless, merciless undead.

Essentially, as the PCs arrive, the last wave of undead attacks the surviving villagers, holed up in the home of a former adventurer. Fortunately for the villagers, the arrival of the PCs splits the attacking group of zombies. The main strength of the zombies attack the PCs, while a lesser, easily defeated force of humanoid zombies attacks the villagers. Given that some of the zombies at the higher APLs are large and/or monstrous creatures, an audible sigh of relief is heard from the villagers as these larger creatures head toward the PCs. The village area is on hard ground and there is little surviving vegetation in the village. The ground is basically scorched earth with insufficient vegetation for spells such as *entangle*. As the zombies approach, read the following:

As the group of zombies shamble toward the stone building a number of creatures break away from the group and head toward you. A rank odor of death hangs heavy in the air about them.

Creatures: Describe the creatures (based on APL) as follows:

- APL 2: “Half decayed and partially consumed by worms, these blond-furred bears shamble forward.”
- APL 4: “Half decayed and partially consumed by worms, these large-sized feral looking apes with broad, muscular chests and long, thick arms shamble forward.”
- APL 6: “Half decayed and partially consumed by worms, this large boar with spiny armor on its head and back and gleaming tusks shambles forward.”
- APL 8: “Half decayed and partially consumed by worms, this huge, armored snake-like creature shambles forward on a dozen legs.”

APL 2 (EL 4)

Lesser Soldier of DeGranoir (2): Black Bear Zombie; hp 50; see Appendix One.

APL 4 (EL 6)

Lesser Soldier of DeGranoir (3): Dire Ape Zombie; hp 85; see Appendix Two.

APL 6 (EL 8)

Lesser Soldier of DeGranoir (3): Fast Dire Boar Zombie; hp 112; see Appendix Three.

APL 8 (EL 10)

Lesser Soldier of DeGranoir (3): Fast Advanced Behir Zombie; hp 160; see Appendix Four.

Tactics: The Lesser Soldiers of DeGranoir (i.e., zombies) shamble toward the largest, visible group of PCs. They are mindless zombies tasked to destroy any living creatures in and around Granoir village. They do not coordinate their tactics (such as knowingly flank opponents) but do pursue fleeing PCs. The fast variant zombies are not restricted to taking single actions only but can still only attack once per round.

Development: The villagers easily defeat the humanoid zombies attacking them by the second round of combat but, in order to reserve their strength in case more attacks are to come, withdraw into the stone building and do not help the PCs in their fight. At the

beginning of the third round, a DC 10 Spot check realizes the villagers have all withdrawn into the stone building.

If the fight is going badly for the PCs, then a grim decision is made to sacrifice the PCs in hopes the undead will be greatly weakened when they fight the villagers. Several voices from the stone building call out to the PCs and inform them of their decision, encouraging the PCs to injure the zombies as much as possible before they die. This undoubtedly makes the villagers less popular amongst any surviving PCs.

In theory, it is possible for the PCs to persuade the villagers to allow them into the stone building. NPCs begin as Indifferent towards the PCs and must become Helpful to allow PCs in (base Diplomacy check of 30, +10 for rushed time, for a total DC 40 Diplomacy check). At APLs 6 and 8, the villagers recognize the PCs greater skills and their self-interest in survival results in a circumstance penalty of -5 (since they believe PCs are more likely to weaken the creatures if they remain outside the building with them). PCs who enter the stone building can receive cover when attacking the creatures, but the villagers insist they remain the first line of defense (e.g. they all remain behind the PCs who are skilled at this sort of thing, after all).

Should the PCs defeat the zombies before the end of the second combat round, then the villagers defeat their portion of the zombies just before the PCs lend aid.

Encounter Three: Granoir Village

With the defeat of these Lesser Soldiers, a great cheer arises from the villagers. Nearly all the surviving villagers are to some degree wounded, perhaps down a quarter to half their hit points, with the most seriously wounded villagers inside the stone building.

A great, heartfelt cheer arises from within the stone building. Several villagers emerge and along with the men in full plate approach you with open arms and warm smiles.

Creatures: The village elder, Symon Millfeld and the three human men in full plate armor – Regor, Rhovan and Rhymer Smithfeld (Ftr5) approach the PCs and attempt to pat them on the back and shake their hands. Soon the other villagers arrive to congratulate the PCs on their success. If the combat took longer than two rounds, the villagers make no mention of their refusal to help the PCs combat the Lesser Soldiers of DeGranoir (i.e., zombies). With the exception of eight village militia

(War3), all surviving villagers are first level Commoners or Experts.

Symon offers his Heal skill to stabilize any PCs. No arcane or divine casters are among the survivors of the village. Hence, what little healing the villagers can offer comes from three remaining *potions of cure light wounds* which can be purchased for normal price (the villagers do not give these away as they fully expect additional future attacks).

With an infectious grin on his face and a merry twinkle in his eyes, Symon the Elder relates what has befallen his village. "After the latest round of adventurers explored the depths of Bronzeblood Haunt, undead have been emerging from the cursed place and spreading terror across the countryside.

We set up guards to watch for any approaching undead and nearly three days ago, spotted the approach of a large war band. We all fled into the village proper. We watched helplessly as the undead neared, a mixture of zombies and other foul creatures...skeletons, ghouls and wraiths, I believe. These undead fiends overran a wagon fleeing toward the village. There were halflings or gnomes in the wagon. We hope they were not children but we know not. The undead overran them and quickly subdued them. We thought we were going to watch a slaughter but instead several giant skeletons took hold of them and along with other skeletons, wraiths and ghouls headed south toward the ruins of DeGranoir Manor.

We've been under attack now for almost three days. Fortunately, they did not attack us all at once but in small groups or we would have been quickly overwhelmed. We owe much of our survival to the Smithfeld Brothers here, adventurers who returned home.

We tricked a good number of the undead into outlying buildings before lighting them on fire but eventually their numbers beat us back behind our palisade. In the end, the twenty-nine of us who survived the onslaught took refuge in Hargrace Hall...the only stone building in the entire village."

One of the Smithfeld brothers, taller than his other brethren and the only one with a full beard, interrupts Symon, "Tell them about the lights and the ruined Manor...and perhaps we can offer them refreshments."

Symon looks slightly embarrassed, "My apologies. Rhovan here reminds me of my manners. Please come inside and pay respects to the oldest villager, Lady Ellina Hargrace, the widow of the

adventurer whose home we took refuge in. As to the odd lights...well, the first night after the undead arrived...odd fiery lights...an aura...if you will...came from the area of the ruined manor. The ghosts there are most active now and this bodes evil for us all."

Symon escorts any willing PCs into the large two-story home. The Smithfeld brothers and several other warriors and villagers remain outside to guard and survey the remains of the village. The home, almost a mansion in own rights is well-built and very sturdy. The collective furnishings and family heirlooms all indicate the great wealth of the Hargrace Family. Symon brings the PCs to a small sitting room wherein sits a very, very old woman (Lady Ellina Hargrace; see below) and a young female servant (Sharllena Norfeld; female, human, NG, Expert 3, Will +3).

Symon gestures toward the young servant, "Bring these travelers some food and ale, while we talk with Lady Ellina." Raising his voice, Symon shouts, "Lady Ellina, these are the adventurers who rescued us."

The servant departs immediately fetching a light but excellent meal of beef, cheese, bread and fruit. She also brings back ale, wine and water.

Symon smiles warmly and raises his voice, "My lady, I was about to tell these adventurers of the ghostly lights..." His voice trails off as Lady Ellina makes a curt gesture with a trembling hand. With rheumy eyes, Lady Ellina stares intently at you. "Who are you? Introduce yourselves at once."

After the PCs have introduced themselves, she continues, apparently surprising Symon greatly:

"We are still in great danger. A long time ago, my Willen warned me this day would come. The murderous Lord of DeGranoir Manor has returned home. I would wager a year of good ale that he was amongst the undead who headed for the ruins of the manor and now seeks to recover his family treasure."

Lady Ellina laughs somewhat bitterly, "Sir Echil DeGranoir is in for a surprise. Though he may control his fellow undead from Bronzeblood, he may not have control of the ghosts and phantoms that haunt the ruins. Indeed, his own father, Sir Lorren DeGranoir, still roams the Manor and would oppose his son's access to the treasure."

Smiling to an old memory, "I do not know exactly what the treasure is but my Willen once told me it was something of great power that would serve the kingdom well. It was he who told me of the ghost of Sir Lorren. Not all undead are evil, some are

guardians and stay true to their honor and upbringing. My Willen could have claimed DeGranoir Manor and its title, had he desired it...but out of respect for the ghost of Sir Lorren he did not.

Listen well, I know you not but times are dangerous and you have revealed your mettle by coming to our aid. This I thank you for, but your task is not yet done. You must prevent Sir Echil from recovering his family treasure. Go now to the ruins of DeGranoir Manor. Symon will show you the way. Observe the ghost and apparitions there...they will show you the way to the treasure. But be careful, for Sir Echil may be in no mood to entertain guests. Should you fail, Sir Echil will destroy us all." At that, she sighs deeply and sits back in her chair.

Creatures:

Symon Millfeld: Male human, Exp5, Heal +6. Symon is a healthy, trim Oeridian widower in his late fifties with a tan complexion, brown hair and grey eyes. He has a full beard and his face is square with a strong jaw line. Symon is dressed in a chain shirt and is armed with a heavy mace. Symon has lived all his life in Granoir and has been the village elder (i.e., mayor) for the last fifteen years.

Lady Ellina Hargrace: Female human, Ftr12. Lady Ellina is a very old Oeridian woman. Exposed to magical energies in her youth, Lady Ellina has been granted a long, extended life and is really over 170 years old. Once a tall and fit woman, she is now hunched, arthritic and heavily wrinkled. She is hard of hearing and speaks with a strong but trembling voice. Lady Ellina has long white hair, piercing blue eyes and a vibrant personality. Despite her age, her beauty has only modestly diminished and her mind is still sharp as a dagger.

If asked, Lady Ellina relates the following additional information:

- Lady Ellina was once an adventurer (a fighter) and went along on many adventures with her late husband, Sir Willen. Sir Willen died of old age and they had no children.
- Sir Echil DeGranoir was the son of Sir Lorren DeGranoir, a great knight in the Vice-Royalty of Ferrond. Sir Echil inherited Granoir Manor from his father.
- Sir Echil was an ally of the Master of Bronzeblood Keep. When King Thrommel I raised an army to attack Bronzeblood, the Master called upon his allies to help defend the keep. Sir Echil answered the call. Before leaving for Bronzeblood, in the darkest night,

Sir Echil murdered his family, including his father. It is said Sir Lorren knew of his son's plan to join the Master of Bronzeblood and hid or somehow denied the treasure of the DeGranoir Family from his son.

- DeGranoir Manor is over three miles south of the village along a narrow road. The road services some of the outlying farms, which have likely already been destroyed. The Manor is located in a small grove of oak and elm trees, though no plants grow in the vicinity of the ruins.
- Sir Willen warned his wife someday Sir Echil would return to DeGranoir Manor to fetch the treasure for the Master of Bronzeblood. He said the ghost and apparitions in the ruins re-enact their last moments of life and this is the key to finding the treasure, especially if the time was appropriate.
- Normally the ghostly, diffuse light would only occur once a night, indicating the ghost and apparitions were reliving the final tragic, moment of their lives. But for the last two days, the lights have played constantly over the ruins of the manor house.
- Lady Ellina was sad to learn that not all the villagers or travelers were able to make into the village proper or later to take refuge in her home. Many villagers died, including all the travelers. The deaths of the arcane and divine casters during the attacks were taken particularly hard and caused many to despair.
- She does not know the fate of the halflings (see Encounter One) but believes they are already dead.
- Lady Ellina will not depart from her home and the villagers have no desire to leave Granoir Village despite its near destruction. Lady Ellina has no physical assistance to lend the PCs at this time.
- Lady Ellina believes time is critical but if the PCs need to rest before continuing, she offers them room and board for the night. Having been an adventurer herself, she knows the danger of not being properly rested.
- She invites the PCs to return to her home whether they succeed or not in stopping Sir Echil. At worst, together the PCs and the villagers could defend themselves better from further undead attacks.

Development: Symon gives precise directions to the ruins of DeGranoir Manor and offers the PCs his best wishes for their success. Should the PCs stay the night, then the villagers gladly welcome any help they wish to provide. Once the PCs proceed to the manor, continue with Encounter Four.

Encounter Four: DeGranoir Manor

Note the time of day the PCs arrive at the ruins and modify the read-aloud text as necessary. If the PCs arrive at night, clouds obscure what little moonlight and starlight is available, making it the darkest of nights. The ghostly vision generates light of its own to see by.

Travel south of the village along the road to the ruins of DeGranoir Manor has been largely uneventful. The few farms and homesteads encountered have been destroyed. The buildings and fields were torn apart with determined force and the remains of mostly-eaten animal carcasses were scattered across the properties. In fact, no animal life has been apparent on this journey other than the ravens and vultures gathered on fence posts and the branches of occasional trees. The ravens caw to each other, a sound reminiscent of mocking laughter.

Just above a large grove of twisted, tortured looking oak and elm trees, ghostly, amorphous lights glow in different, ominous colors. Deeper in the grove of trees, hints of the ruins of a stone building can be seen.

The trees and other plant life within the grove have been irrevocably affected, or perhaps infused, by energies from the negative material plane. The elm and oak trees are twisted and foreboding, moving ever-so slightly contrary to the wind to give the appearance of independent animation. The various shrubs and weeds also seem to move slightly of their own volition, perhaps winding their way about the feet and ankles of PCs or the hooves of horses or centaurs hampering travel. The plants heal or re-grow unnaturally fast from whatever near-destruction the PCs bring upon them. PCs who succeed at a DC 20 Spot check observe shadowy forms moving or darting about at the periphery of their vision for a moment which disappear before they can observe them directly. The grove is devoid of any animal life; even the ravens and vultures avoid the place, though an abundance of insects and small spiders are apparent. Taken together, the short journey through the grove should be thoroughly ominous and threatening.

Near the center of the grove are the ruins of a large stone manor house. The upper floors have long collapsed and a strange ghostly light appears to originate from a large room deep within the ruins. The air about the ruins of the manor is thick and cloying. There is a faint, underlying sickly, sweet smell of putrefying flesh all about.

The ghostly light within the ruins is a minor, partial manifestation of the ethereal plane and the negative material plane which encompasses the immediate area of the manor house. Specifically, human apparitions haunt the great hall, endlessly reliving the final moments of their lives, oblivious to nearly everything else. Indeed, the great hall is infused with ethereal energies to appear just as it was before the destruction of the manor. Much of this great hall and many of the apparitions are transparent, while some of the hall and the apparitions are more solid. Generally speaking, this location and its apparitions, with a few notable exceptions, cannot be turned, rebuked or destroyed.

Only those apparitions that directly interact with the PCs are considered to have manifested and are subject to the rules of turning. In this select instance, treat these apparitions as 1 HD ghosts (assume 10 hp). Regardless, UNDER NO CIRCUMSTANCES, do these apparitions seek to possess or attack the PCs. If destroyed (assume 120 hp for the Great Hall), the Great Hall and all apparitions fully rejuvenate two days later. For the purposes of this encounter, once fully rejuvenated, all apparitions and the Great Hall returns to relive DeGranoir Manor's tragic, final moments. The only way to end this repetitious cycle is to destroy Sir Echil DeGranoir.

As the PCs approach the manor, a thick fog rises, obscuring the grove of trees. The fog is thin and roiling within the stone ruins, rising no more than a foot off the ground. A DC 20 Profession (stonemason), DC 15 Knowledge (architecture and engineering), or equivalent check confirms an ancient fire likely destroyed the manor house but what little remains is structurally safe to enter. A map of the manor house is not provided as the only interesting area is the Great Hall.

Once inside the ruins of the manor proper, have the PCs make a DC 15 Listen check to hear the faint sounds of chamber music (light orchestra) coming from the Great Hall. The music becomes more noticeable as the PCs near the Hall. Additionally, they hear laughter, bits of conversation and the clinking sounds of plates and glasses as people enjoy their meals. Within the hall, the apparitions range from fully transparent to opaque. A DC 15 Knowledge (nobility and royalty) confirms the courtly clothing the apparitions are wearing were in the height of fashion at the time of the founding of the Kingdom of Furyondy. The events in the Great Hall, by the time the PCs enter it, take approximately an hour to resolve. Once the tragic replay of events have taken their course, a lull time of about fifteen minutes occurs before the whole scene takes place again...an unending tragic cycle.

Stretching over eighty feet in length, fifty feet wide and almost thirty feet high, the Great Hall is revealed in all its ghostly opulence from centuries past. Intricate mosaics cover the smooth stone floors while delicately carved wood paneling lines the walls. Many paintings and other pieces of art adorn the walls. Several lit chandeliers – emitting odd blue, yellow and red lights – hang from the gilded and artfully crafted ceiling, which show many painted hunting scenes. Banners and tapestries hang from a narrow balcony high above.

Nearly two score of diners eat at the long table, while servants busily serve the revelers and entertainers perform nearby. The richly dressed humans of Oeridian decent dine upon a fine and extravagant feast. Wine and ale flows easily, the talk is cheerful and the music light and beautiful.

Yet at the high tables a dark, amorphous, shadowy figure glowers at his guests. This tall figure is even more translucent than his ghostly guests. He has strong Oeridian features, with auburn colored hair and brown eyes and is dressed in finely wrought chainmail armor. A wicked looking bastard sword is at his side and on his tabard is a heraldic symbol of two halberds crossed over a red banner on a field of green.

The ghostly guests, servants, entertainers and the Great Hall itself range from translucent to nearly opaque. Indeed, in some areas the ruins of the stone walls of the manor house may be observed and the sky above seen through the ghostly transparent ceiling.

The general rules for this encounter are:

- Unless otherwise stated, the apparitions do not recognize or interact with the PCs.
- At no point do the apparitions combat the PCs. If they are destroyed, then they return two days later.
- The PCs do not have access to the balcony or any other part of the ghostly manor. Leaving the Great Hall proper or rising ten feet above the floor of the Great Hall reveals the ruins of the manor house. All visible PCs within the Great Hall are apparent though covered by a misty, translucent veil. This veil also obscures some sections of the Great Hall, namely around the fireplace which still smolders with natural heat.
- A DC 40 Search check of the Great Hall reveals a secret door artfully hidden in the floor of the hall, near the eastern wall. As the tragic events are

replayed, the PCs normally learn the location of the secret door and how to open it.

- A DC 25 Knowledge (nobility and royalty) recognizes the heraldic symbol to belong to the DeGranoir Family. This heraldic symbol is prominent on many of the tapestries, banner, and servant uniforms in the Great Hall

Give the PCs a few moments to orient themselves before continuing.

Careful listening to the conversation of the guests allows PCs to make out distinct words such as: "Lord DeGranoir", "King Thrommel raises an army", "The Master of Bronzeblood defies the King" and "All allies in the Vice-Royalty of Ferrond".

Before long an older version of the hazy, transparent figure (Sir Echil DeGranoir) stumbles in to the hall and approaches Sir Echil and the following can be overheard, *"My son, you must reconsider your actions. Do not ally yourself with the Master of Bronzeblood. Even when he fought side by side with him, King Thrommel recognized his evil. The King does right by the people of Furyondy; the creation of the Kingdom is just...."* Sir Echil raises a hand silencing his father and gestures for guards to take him away. *"Sir Lorren, you speak drunken nonsense to my guests. I am loyal to the King as always and not the Great Kingdom as you seem to suggest. Please retire to your room, father. We will talk of this in the morning. My guests, I assure you, I am allied to King Thrommel and seek nothing more than serve under his rule."* The guards escort the father from the Great Hall. A DC 20 Sense Motive reveals Sir Echil is lying.

A few minutes later, a beautiful woman with brown hair and hazel eyes approaches Sir Echil and bows to him. In her arms is a baby and by her side are three children, all with strong features resembling Sir Echil. The eldest is a twelve year old girl, who with deep brown hair is already stunningly beautiful. Nearby are twin eight year old boys with distinctive Oeridian feature who will no doubt grow into handsome young men. The woman asks *"Echil, have you seen Sofia, she's missing the festivities? No one has seen her since this afternoon, I am worried. Perhaps...."* Sir Echil gives a dismissive gesture, never glancing at her or his children.

As the PCs wander the hall several servants offer drinks and roast pig to them (i.e., at least once to each PC). The servants address the PCs as either Master or Mistress (ignoring their actual names), assuming them to be human vassals or friends of Sir Echil but otherwise ignore their questions or actual appearance. A DC 20

Sense Motive reveals the servants to be terrified. The drinks taste of like dirty water but the meat is tender and juicy.

At this point, Masters Denner and Artur begin to play at an intricately carved mosaic along the floor near the eastern wall. After some time, one of the twins smiles at a PC (DM's choice based on alignment closest to LG, followed by highest Charisma) and beckons the PC closer. If the PC is resistant, Masters Denner and Artur attempt to grab that PC by the hands or clothing and drag him/her over to the floor. They point at a certain pattern of stones, smile directly at the PC and then fade from sight. A DC 10 Search check reveals the secret door.

Within moments of Master Denner and Artur's revelation of the secret door, continue:

Sir Echil rises to his feet and with a sly, devilish grin addresses his guests. "Kind and noble vassals and friends, your loyalty to the newly crowned King is most sincere. My family has stood as protectors of the Battle Standard of Ferrond for nearly a century and from the Vice-Royalty of Ferrond raises the independent Kingdom of Furyondy. Turning our backs on the Great Kingdom of the Aerdi, the hereditary viceroy has crowned himself King and betrayed all we hold dear. Only a few lords would oppose him, some portrayed as evil or vile..."

Lady Marleth, stands, holding her young son tight to her bosom, "Husband, what is the meaning of this..." But before she can finish, Sir Echil backhands her, screaming at her now prostrate form. "Quiet, you dog. You conspired with Thrommel sacrificing the family honor all so you could rise higher in Court. Have you no shame? The Master of Bronzeblood has revealed all to me...and the true father of your baby son.... For this betrayal your sentence is death." Drawing his sword in one fluid motion, he stabs downward, mortally wounding her and the child she holds.

As the guests rises up in chaos and horror, Sir Echil makes a curt gesture, "Kill them all!" From the balcony, archers appear and rain down a feathery blossom of death upon guests, servants and entertainers alike. No one is spared. Even as arrow-filled corpses fall to the ground, Sir Echil turns his sword upon his children, quickly slaying his daughter Allinora and his sons Denner and Artur. From the balcony, Sir Lorren's head falls to the ground.

Sir Echil surveys the macabre scene of death, "Burn this traitors' nest to the ground!" Kicking aside the head of Sir Lorren, he strides from the Great Hall. Sir Echil's henchmen light the tapestries and

furnishings afire. Soon all is ablaze and thick smoke covers the room, slowly dissipating.

As the smoke clears a pool of dirty rain water and crude bowl can be observed in one corner of the remains of the great hall. A rickety table has been constructed in the center of the hall set with crude plates and utensils. Most disturbing of all are the remains of three mostly eaten halfling corpses, spitted and roasted over an open flame. A DC 15 Heal check confirms the two female and male halflings were roasted alive. A DC 10 Intelligence check reveals these are most likely the remains of the halflings captured in Encounter One, outside the village of Granoir and the halfling corpses were the source of the meat and other food in the Great Hall. Those PCs who ate the food are subject to a curse effective at the end of the adventure. [A *Speak with Undead* spell is ineffective on the halflings as none of them have working mouths or jaws].

Secret Stone Door: 1 ft. thick; hardness 8; hp 180; Break – Stuck: DC 30, Locked: 30.

Development: Proceed to Encounter Five when the PCs open the secret stone door. Once they enter the lower level of DeGranoir Manor, they have two days to defeat Sir Echil. At the end of the second day, Sir Echil defeats/circumvents his father and gains access to the DeGranoir Family treasure, including the Battle Standard of Ferrond. Sir Echil and any remaining henchmen return to Bronzeblood Haunt.

Interlude (Optional)

To provide an even darker setting to this adventure, selected PCs have the opportunity to experience an optional roleplay vignette. Use the sum of the specified skill ranks (Knowledge (arcana), Knowledge (religion), Spellcraft, Spot and Listen) acquired at the beginning of the adventure to determine which PC gets what roleplay vignette. Use the alignment closest to LG, highest Charisma, or DM's judgment to break any ties. Try to space these vignettes evenly over Encounter Four. Some of the vignettes are graphic in nature and should be modified or skipped in the presence of young or immature players.

Roleplay Vignette #1 (highest total)

Brushing against some loose masonry, an almost electric-like shock falls upon you. Suddenly, you are in darkness, the air is cloying and you can barely breathe. You scream and cry for your mother over and over again, but no one comes. You are alone, slowly suffocating in darkness.

A DC 10 Profession (stonemason) or DC 15 Knowledge (architecture and engineering) or equivalent reveals the loose masonry to have been crudely built centuries ago. Should the PCs break the wall, which despite its thickness (4 in. thick; hardness 5; hp 30; Break DC 25) is very poorly constructed, then the PCs will find the skeleton of a young adult female (DC 10 Heal check) entrapped behind the masonry. A DC 15 Search check reveals imprints of something...or someone...trying unsuccessfully to claw its way out from behind the stone wall. A DC 10 Intelligence check reveals the body to likely belong to Lady Sofia. Lastly, the PC who receives this vision must make a Will Save DC 20 or suffer nightmares for the next ten adventures about being buried alive. These nightmares have NO in-game effect other than roleplay consequences.

Roleplay Vignette #2 (second highest total)

Passing near a broken piece of ancient pottery, a sudden wave of dizziness overtakes you. Your vision blurs and suddenly Sir Echil DeGranoir looms over you. Your naked body is stretched out upon an ever-tightening rack. Bones have been broken and reset at odd angles, evidence of past torture.

Sir Echil playfully says, "I have something special for you, Darwin. This comes from a place far, far away. After carelessly dropping one of my wife's favorite vases, my young servant, you deserve a special gift." Using tongs, Sir Echil removes a gold colored beetle from a small iron chest and places it on your leg. As soon as the beetle touches skin it begins to burrow deep into your flesh. The pain is excruciating. Before long it reaches your abdomen, digging, feasting on the soft organs within. Suddenly, one beetle burrows its way out of your belly. With a convulsion, many scores of beetles follow, all marching relentlessly toward your head. You scream in horror and everything fades into a dizzying wave of blackness....

A Fortitude Save DC 20 is required or the PC after receiving the vision stumbles and faints from the intensity of this horrific vision. Additionally, if the PC fails the save, then the PC suffers nightmares from this vision for the next ten modules. As above, these nightmares have NO in-game effect other than roleplay consequences. Although the beetle features prominently in the vision, exact details of the creature were difficult to discern. It was likely some-type of flesh eating, burrowing beetle-like vermin. However, a DC 20 Knowledge (nature) properly identifies the beetle as a hoard scarab.

Roleplay Vignette #3 (lowest total)

A single drop of water dripping from the ceiling catches your eye. Time slows and seems to stop.

Everything and everybody caught between moments, frozen in place. Flashes of indiscernible images and bright lights explode at your peripheral vision.

Suddenly, you stand in a large room. A feeling of absolute rage and frustration boils over you as you reach with a skeletal hand toward a stone door. Your elongated claws scratch the surface of the large door.

Words are written on the door but they cannot be discerned.

Again, you howl in frustration and despair as the voice of your father sadly chides, "You may not enter, foul villain." Abruptly, everything blurs. Your eyes see the drop of water again as it splashes upon the ground. Time again flows normally.

A Fortitude Save DC 20 is required or the PC after receiving the vision falls to the ground and undergoes a convulsive fit. Should the PC fail his/her save, the PC suffers from the horrific memory of being a skeleton-type creature for the next twenty adventures. Consequently, the PC has reasoned constant eating will avoid this fate or at least will help to cope with the horrific and traumatic memory. However, this compulsion has NO real in-game effect other than roleplay consequences. A DC 20 Knowledge (religion) identifies the skeleton-like creature the PCs had become or shared existence with as a variant of the common, undead skeleton which seems to possess long claws and retain its inherent intelligence. Lastly, a DC 15 Intelligence or Wisdom check reveals this vision may serve as a warning of what is to come.

Encounter Five: Mysteries Below

The secret door opens to a spiral staircase which descends two hundred feet into the ground to the lower level (see Judge Aid #1 – Beneath DeGranoir Manor Map). The walls, floor and ceiling are made from smooth reinforced masonry covering hewn stone. Unless otherwise specified, all corridors and rooms are ten feet high. This lower level is not illuminated. Lastly, dust and light debris cover the floors and furnishings. Tracks are apparent in the dust throughout the rooms and corridors of this lower level. A DC 15 Survival (track) check identifies the tracks as ranging from medium to large-sized creatures. A DC 15 Knowledge (nature or religion) identifies these tracks as medium sized monstrous humanoid to large sized skeletal creatures.

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

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

Area 1: Entry Corridor

The floor of this short hallway is covered with a thin layer of dust and debris. A muddled path through the dust leads from the staircase to the iron door at the far end of the hall. Empty sconces line the walls on both side of the corridor.

The path through the dust from the staircase to the door has been used too many times to make out discernible tracks. The iron door is unlocked. The hinges on the door, however, have rusted causing the door to make a squealing sound when opened into the next hallway.

Iron Door: 2 in. thick; hardness 10; hp 60; Break – Stuck: DC 28, Locked: 28.

Area 2: Hallway

Similar to the previous hallway the walls are lined with sconces. Another iron door is at the end of the hallway. A symbol of two halberds crossed over a banner has been engraved onto this door.

The DeGranoir Family heraldic symbol is on the door. Like the previous door, this unlocked iron door makes a loud, high pitched squealing sound when opened. A DC 15 Search check reveals two narrow recesses (ten and twenty feet from the door, respectively) in the ceiling above cutting across the corridor. A DC 15 Knowledge (architecture and engineering) or equivalent indicates these recesses likely contain hidden iron portcullises that may drop down to section off the hallway. The lever (or trap) to activate the portcullises may be in the room beyond.

Iron Door: 2 in. thick; hardness 10; hp 60; Break – Stuck: DC 28, Locked: 28.

Iron Crossbar Portcullises: 2 in. thick; hardness 10; hp 60; Break – Stuck (Lift): DC 25, Locked (Lift): 25.

Area 3: First Secret Room

Decaying and rotting barrels and crates line the walls of this large room. Two levers are on the wall next to the iron door. In the far northwest corner of the room are the decayed remnants of two iron-bound chests. Gold coins spill out from the rotted areas of the chests. In the center of the room, a large heraldic symbol of crossed halberds over a banner has been engraved into the floor.

The various crates and barrels in the room all contained emergency food supplies and other consumables, which have long since rotted or evaporated away. The heraldic

symbol engraved on the floor belongs to the DeGranoir Family. Interestingly, the two levers beside the iron door still function. Should any PC lower the levers, the portcullises noisily slam down, neatly sectioning off the corridors. The lever closest to the door controls the portcullis twenty feet from the iron door in the hallway (Area 2) while the other lever controls the portcullis ten feet from the iron door. The levers only control the release of the portcullises. Hence a DC 25 Strength check is required to lift each the portcullises. Unfortunately, the PCs have to figure out a way to keep the portcullises open should the portcullises have been lowered.

Treasure: Upon closer inspection the gold coins which have spilled out of the decayed chest is a mixture of gold, silver and copper coins (see area marked "T" on map). However, gold coins from the Vice-Royalty of Ferrond are the predominant coins.

All APLs – L: 0 gp; C: 25 gp; M: 0 gp.

Development: Behind several decaying, but relatively intact crates in the far northeast corner of the room is a secret stone door (DC 25 Search) which leads to Area 4. The dust on the crates and floor near the stone secret door should give hints to its presence (give any PC who states they look for disturbances in the dust or equivalent a +5 circumstance bonus to their Search check)

Area 4–6: Corridor & First Secret Room

Secret Stone Door: 4 in. thick; hardness 8; hp 60; Break – Stuck: DC 28, Locked: 28.

The corridor beyond is unremarkable save for the door at the end. This thin iron door is not locked and has the heraldic symbol of the DeGranoir Family prominently engraved on it. Similar to the previous iron doors, this door opens very noisily. However, because the hinges and other areas of the door have been rusted through, the break DC on the door has been substantially lowered.

Thin Iron Door: 1 in. thick; hardness 10; hp 30; Break – Stuck: DC 15, Locked: 15.

As soon as the door opens and/or anyone visible enters Area 5, use the following read-aloud text (modify, as necessary):

Beyond the door is a large room with many stone sarcophaguses arranged along the walls. A thick layer of bones covers the floor of the room adjacent to the door.

From out of the pile bones, a single skull rise gently in the air. Its glowing red eyes fixed on the

location of the iron door. A long loud, piercing shriek comes from the malevolent-looking skull. The shriek echoes through the room.

Suddenly, the skull shudders and the shrieking stops abruptly. "Ack! Wait, don't destroy me! Wait!"

The skull is fifteen feet from the iron door. This is well within monitoring range of the *skull watch* spell placed on the skull. All creatures within 60 feet of the skull must make a DC 17 Fortitude Save or be deafened for 1d6 rounds. Since the skull used for the spell belonged to a sentient undead creature, the remnant of the creature possesses some latent control over the spell. This allows the skull to regain control and plead for a moment of respite. Since the PCs may be deafened by the skull, its pleas may go unheard.

In any event, the entity (Vornen Sirk) in the skull should be treated as a 1 HD haunting presence. It does not attack the PCs but chooses instead to converse with them. This ghostly presence can be turned but rejuvenates in a few days unless the skull is destroyed (AC 12, hardness 1, 18 hp). The malevolent spirit wants to get revenge on Sir Echil for reducing it to this state but at the same time knows full well the PCs will destroy him. Hence, the spirit plans to converse with the PCs to allow the *skull watch* spell to reset and possibly deafen the PCs again. Also, the spirit wants to delay the PCs as long as possible to make sure the duration of any preparatory spells expire.

If the PCs allow Vornen to talk, read the following:

"Oh I have to tell you what a miserable state this is to be reduced to wailing, disembodied skull. I was once a fearsome, malevolent creature of the Spirit World. Now I'm nothing...a fraction of my normal self." The skull begins to make sobbing noises.

"Sir Echil has no sense of humor, I tell you. None at all. His time in the court of Bronzeblood left him devoid of all humor. All I said was how nice it was to have a family reunion...just after Sir Lorren's ghost soundly defeated him. My master grew most irate and beheaded me, casting a spell upon me to watch that iron door. Alas, all those years of loyalty forgotten...." The skull sighs, "I miss my days as Court Jester...I miss ale even more. You have any? For a drink, I'll betray my master. Step no further, lest you be taken by surprise from the fiery elemental hydra that waits."

The malevolent spirit in the skull reveals the following information:

- His name is Vornen Sirk and he was the court jester to Sir Echil DeGranoir. He rode off with his Master to serve in Bronzeblood and repel the attack of the King of Furyondy. Vornen reveals that some of Sir Echil's henchmen returned with him to his ancestral home but others did not. He is also vague on the numbers and types of creatures, except as noted below, that currently serve Sir Echil.
- If the skull is given ale, he remarks *"Ahhh, to taste the kindness of strangers...this brings back so many memories."* However, if asked if he would prefer wine or if given wine, the skull glowers and says, *"You offer wine to a skull?! You read that in a book somewhere that skulls like wine? We enjoy ale! Wine is for sycophants, milk drinkers, paladins and noblemen, but ale is for the hard-working, ever suffering common folk."* Alternatively, if offered another liquid it says petulantly, *"Shheesh, you sure don't know what to bring along on an adventure...well, I suppose I can imagine its ale."* Lastly, if given holy water, then the malevolent spirit in the skull takes damage saying, *"Yeeeeeeooooowwww! That stuff has a kick! Hit me again."*
- The skull laments bitterly, *"Woe is me; reduced to a mere skull by the temper of my master. I tell you I have suffered much since my Master refused to kneel to Thrommel and slaughtered his whole family. But does my master remember my loyalty or my sacrifices? NO! So my betrayal will be that much sweeter."*
- The skull reveals, *"In the room beyond is one of the Greater Soldiers of DeGranoir...it is of mixed heritage. Part ghost, part fire elemental and part hydra. It has many heads...at least five, if I recall correctly. Good luck."* At APL 2, Vornen corrects himself and tells the PCs the creature is only a five headed hydra. [DC 30 Sense Motive to reveal this may not be true].
- If the PCs succeed at the Sense Motive and confront the Vernon with this lie, then it tells the truth, *"Heh, heh, heh...in the room beyond is one of the Greater Soldiers of DeGranoir...it's a skeleton, a demonic skeleton that still possesses an intellect, a foul tongue and a flash temper...best be careful"* At APL 2, Vornen corrects himself and tells the PCs the creature is a giant skeleton.
- Sir Echil is eager to recover the Battle Standard of Ferrond. A DC 25 Knowledge (local – Iuz Border States) or equivalent reveals the Battle Standard of Ferrond to be a near mythical standard which gave

those who were in sight of it greater offensive and defensive capabilities. It is in the family vault but the ghost of his father, Sir Lorren, prevents him. He is at a temporary impasse. Each refusing to hurt the other. *"This makes no sense to me, since Sir Echil ordered his own father killed. They have a strange relationship. Like I said, family reunions can be very trying."*

The skull rises to about three feet off the ground, "Listen close, now. Listen very close. I have revealed to you much. Now I betray my Master and reveal to you not only what he is but how to destroy him. You have done well to listen before you act, there is much wisdom in this for now the road to my master's destruction will be much easier..." [Pause]

INTRUDERS!!! INTRUDERS!!! MASTER BEWARE!!! MASTER BEWARE!" *The skull continues to shriek warnings to his master.*

The *skull watch* spell has reset. All PCs within 60 feet of the skull must make a DC 17 Fortitude save or be deafened for 1d6 rounds. Unless the PCs somehow silence, the skull it continues to shriek warnings so Sir Echil and his henchmen know the PCs are coming. At least five minutes has passed during the conversation between the PCs and Vernon.

Vernon wants to keep the PCs in Area 5. If the PCs wander into Area 6, Vernon immediately begins shrieking (assume the *skull watch* spell resets) warnings to his master.

Stone sarcophaguses continue to line the walls of the room, which now has a height of 15 feet. Furyondy law expressly forbids disturbing the skeletal remains within the sarcophaguses. The Greater Soldier(s) of DeGranoir are positioned in the far southwest corner of the room out of the effect of the *skull watch*'s shrieks, not that it actually matters. The Greater Soldier attacks any visible PCs in Area 6 and tries to prevent them from entering Area 7.

Creatures: Describe the Greater Soldiers of DeGranoir (based on APL) as follows:

- APL 2 (Troll Skeleton): "This big, bipedal creature is a set of animated bones with pinpoints of red light smoldering in empty eye sockets. It is about one and a half times as tall as a human with long ungainly skeletal arms and legs. The skeletal hands of this creature have sharpened claws"
- APL 4 (Hellcat/Bezekira Skeleton): "This creature is a set of animated bones in the shape of an enormous

lion with pinpoints of red light smoldering in empty eye sockets.”

- APLs 6 and 8 (Glabrezu Skeleton): “This giant creature is a set of animated bones with pinpoints of red light smoldering in its empty eye sockets. It has two clawed skeletal hands, two powerful pincers and a dog-like skull with horns.”

APL 2 (EL 4)

Greater Soldier of DeGranoir: Troll Skeleton; hp 39; see *Monster Manual*, p.227.

Soldier of DeGranoir: Wolf Skeleton; hp 13; see *Monster Manual*, p.226.

APL 4 (EL 6)

Greater Soldier of DeGranoir: Vicious Hellcat (Bezekira) Skeleton; hp 61; see *Appendix Two*.

Soldier of DeGranoir: Troll Skeleton; hp 39; see *Monster Manual*, p.227.

APL 6 (EL 8)

Greater Soldier of DeGranoir: Awakened Vicious Glabrezu Skeleton; hp 78; see *Appendix Three*.

APL 8 (EL 10)

Greater Soldier of DeGranoir (2): Awakened Vicious Glabrezu Skeleton; hp 78, 78; see *Appendix Four*.

Tactics: The Greater Soldier of DeGranoir waits until the PCs enter Area 6 proper before attacking. At APLs 2 and 4, the skeleton is mindless and attacks opponents until either all the PCs entering the area are dead or it is destroyed. At APLs 6 and 8, however, the Greater Soldiers are awakened and use logical tactics, including self-preservation, though they also fight the PCs until destroyed. At APL 8, the Greater Soldiers work in concert, flanking whenever possible. The Greater Soldiers do not pursue the PCs into Area 4 but chase the PCs into Area 7, making the final combat encounter more difficult.

Development: After the PCs have defeated the Greater Soldier(s) of DeGranoir, a DC 20 Search check reveals the sarcophaguses in the room are still sealed and likely have not been opened for centuries. Various male names are engraved on the sarcophagus as well as the heraldic crest of the DeGranoir Family and the symbol of a fist holding a silver lightning bolt (DC 10 Knowledge (religion) to identify the symbol of Heironeous). Two of the sarcophaguses are open and empty. The names engraved on these stone coffins are Sir Lorren DeGranoir and Sir Echil DeGranoir, respectively. Finally, a secret door in the far southeastern corner of the room leads to a

spiral staircase. The stairs eventually open into an escape tunnel that leads to the surface a quarter of a mile south of DeGranoir Manor.

Encounter Six: Sir Echil DeGranoir

Area 7

This large room has a vaulted ceiling nearly twenty feet high. Engraved on the walls of the room are a series of large shields. Within each is the heraldic symbol of two halberds crossed over a banner. On the southern wall is a large mural of a man of noble-bearing astride a horse. The man holds a battle standard aloft as dozens of other horseman flock to his banner. Stone slabs are along the walls of the room designed perhaps for each to one day hold a stone sarcophagus. A stone door in eastern wall has fine script engraved onto its solid surface.

If the skull was able to warn Sir Echil of the presence of the PCs, then he is waiting for them at the entryway to the room, preparing to ambush them. However, if the fight in Area 6 takes longer than twenty rounds, he sends his henchmen to join in the fight. At APL 2, Sir Echil is no longer present in the lower level and has returned to Bronzeblood Haunt empty handed.

Creatures:

APL 2 (EL 4)

Squire Churt Snoad: Ghost; hp 29; see *Monster Manual*, pp. 119-120.

Troglodyte Zombie: hp 29; see *Monster Manual*, pp. 266.

APL 4 (EL 6)

Sir Echil DeGranoir: Boneclaw; hp 105; see Judges' Aid #4.

Squire Churt Snoad: Ghost; hp 29; see *Monster Manual*, pp. 119-120.

APL 6 (EL 8)

Sir Echil DeGranoir: Advanced Boneclaw; hp 165; see *Appendix Three*.

Squires Churt and Tomas Snoad: Advanced Ghost; hp 65; see *Appendix Three*.

APL 8 (EL 10)

Sir Echil DeGranoir: Spellstitched Advanced Boneclaw; hp 212; see *Appendix Four*.

Squires Churt and Tomas Snoad: Advanced Wraith; hp 70; see *Appendix Four*.

Tactics: Fundamentally, all Sir Echil and Squire Snoad want is to be left alone to recover the Battle Standard of Ferrond. Both know the answer to the riddle on the stone door to Area 8, but the ghost of Sir Lorren prevents them from entering. If the PCs are not able to defeat Sir Echil within two days of entry to the lower level, then Sir Echil obtains the Battle Standard of Ferrond and other treasure of the DeGranoir Family.

Squire Snoad is the perfect toady to his Master Sir Echil. This villain knows full well he must defeat the PCs or die trying. At APL 2, Squire Snoad employs defensive tactics whenever possible, including using cover or the troglodyte skeleton as a shield, and directs the zombie to set up a flank on an opponent. Squire Snoad depends heavily on his paralysis ability as his major offensive weapon. Once an opponent has been paralyzed, he attacks another opponent but does not stray far from any paralyzed foe and strikes that opponent on the second round to ensure he/she remains paralyzed and to cause additional damage. Should any paralyzed PCs be left with Squire Snoad, he immediately consumes them.

At higher APLs, Sir Echil uses his henchmen as both guards and “shields” to absorb some of the PCs’ attacks. He also uses his henchmen to set up flanking attacks and depends heavily on his long reach, sometime foregoing attacks of opportunity to mislead his opponents into believing his reach may be ten or fifteen feet rather than twenty. Once they are within his reach, he uses his full reach to prevent reinforcements, attack unwary spellcasters and prevent the retreat of possible attackers. At APL 8, Sir Echil uses his spells to disrupt enemy spellcasters or weaken offensive opponents. Sir Echil targets front line fighters with *ray of enfeeblement* and *glitterdust*. He also targets large grouping of PCs with *mass curse of impending blades*, while reserving *baleful transposition* to disrupt PC formation and/or insert himself behind them (i.e., either he changes PCs position to move spell casters closer to him and fighters further or he swaps positions with a PC). If successful, then frontline fighters are forced to charge/move forward to reengage him again where his reach and combat reflexes can come into play.

Sir Echil is an untalkative opponent who holds no regrets over the course of his actions, suffers an undying hatred for the Kingdom of Furyondy and its Crown and refuses to betray the Master of Bronzeblood Keep to the very end. If it is apparent Sir Echil is winning the combat he makes the PCs an offer to either serve him (and by extension the Master of Bronzeblood) or die. Be creative in the offer but should any PC accept, the character

immediately becomes an NPC and must be turned over to the DM (and Triad). Alternatively, if losing, then Sir Echil tries his best to escape. Should he be given a respite, at APL8 he uses his *wand of inflict light wounds* to heal himself as best as possible.

At APLs 4 and above, if the PCs do not attack him immediately, then he sends his underlings to investigate. Should they not return within twenty minutes, Sir Echil himself investigates.

Treasure

APL 2 and 4: Loot – 0 gp, Coin – 0 gp, Magic – none.

APL 6: Loot – 0 gp, Coin – 0 gp, Magic – *cloak of resistance* +1 (83 gp each).

APL 8: Loot – 0 gp, Coin – 10 gp, Magic – *cloak of resistance* +1 (83 gp each), *bracers of armor* +1 (83 gp), *wand of inflict light wounds* (62 gp).

Development: After the defeat of Sir Granoir, the PCs have ample opportunity to search the room. The only thing of interest is the magically sealed stone door along the eastern wall of the room. The door may be opened by solving the puzzle on the door, by using brute force or from within. A *knock*, *dispel magic*, *break enchantment* or equivalent spell does not open this door or circumvent the trap/riddle.

As might be expected, the treasure room beyond has a permanent *dimensional lock* cast upon it. Interestingly, Sir Lorren DeGranoir, who protects the treasure in the room beyond, is not affected by the *dimensional lock* spell. Further, unbeknownst to the PCs, a second stone door is five feet behind the first. This unlocked second door opens easily.

Stone Treasure Room Doors: 1 foot thick; hardness 8; hp 180; Break – Stuck: DC 32, Locked: 32; nested hinges.

Set into the eastern wall of this large room is a large stone door. Engraved on the door is a shield with two halberds crossed over a banner. The word “DeGranoir” is written underneath this heraldic symbol. Further down the following words are also engraved on the door: “ In my hand, Like a fork on the tabled sky, My prongs travel far, My prongs travel near, My prongs rest before My first report, Speak my name and enter.”

If time is running short assume the PCs handily solve the puzzle, break down the doors with brute strength or Sir Lorren, eager to move on to the afterlife, opens the vault doors to let them in. Otherwise, give the PCs Player’s Handout #2.

This simple riddle is based on the religious symbol of Heironeous and the answer to the riddle is/involves the word “lightning”. Acceptable answers include “lightning bolt”, “fist holding a lightning bolt,” etc. If the PCs are having difficulties, then a successful DC 20 Wisdom check generates the insight the riddle likely has something to do with Heironeous. A DC 15 Knowledge (religion) gains all the information about Heironeous described in the *PHB* (p. 107).

If the wrong answer is given, any PC who subsequently attempts to open the door by any means is subject to a burst of electrical damage (2d4 at APL2, 4d4 at APL4, 6d4 at APL6 and 8d4 at APL8, DC 20 Fortitude save for half damage). Once the doors have been opened, proceed to the next encounter.

Encounter Seven: Treasure of Family DeGranoir

Beyond the stone doors is a modest-sized room. Engraved on the far wall is a large symbol of two halberds crossed over a banner. Sturdy, intact iron-bound wooden chests are aligned along the walls of the room. Pale light originates from the ceiling, covering the room with a soft glow. From out of the north wall, a hazy, transparent form of an armored warrior emerges.

Pause for a moment to allow the PCs to react before continuing. It is possible the PCs may choose to act at this time. If they do so, modify the read-aloud text as necessary. If they attack (that is, cast offensive spells or physically attack the ghost), see below for tactics. Once the PCs have initiated combat with Sir Lorren, regardless of the outcome, Sir Lorren prevents the PCs from gaining access to the DeGranoir Family treasure, especially the Battle Standard of Ferrond.

The ghostly figure solidifies to reveal the transparent form of a headless warrior in full plate armor with an adamantine great sword strapped to its back. Cradled in the crook of his arm is a human head. The wizened face is that of a mature, older human male with strong Oeridian features, sandy brownish-white hair and deep brown eyes.

With a single fluid motion, similar to donning a helmet, the ghostly figure reattaches the head to its body. The incorporeal warrior slowly moves its head from side to side, as if trying to loosen a kink in his neck.

APL 2 ONLY

Taking a step forward, the ghost raises his hands in a friendly gesture, “Welcome, friends, to DeGranoir Manor. I am Sir Lorren DeGranoir, murdered so long ago by the blind ambitions and misplaced loyalties of my son. I congratulate you on the defeat of his servant, Squire Churt Snoad. Squire Snoad was once a good man but his ambition and uncommon desires were his down fall.”

Sir Lorren sadly shakes his head, “I know not if my son will return, but you have done well in besting his servant and solving the riddle to this treasure chamber. I find you worthy of the DeGranoir Family Treasure. Alas, I can not rest until my son troubles the living world no more but I can at least lessen my burden. Take whatever treasure you find in these chests as your own. You have my blessings.” Sir Lorren gestures toward the iron bound chests.

APLs 4–8

Taking a step forward, the ghost raises his hands in a friendly gesture, “Welcome, my friends, to DeGranoir Manor. I am Sir Lorren DeGranoir, murdered so long ago by the blind ambitions and misplaced loyalties of my son. Sir Echil joined the service of the Master of Bronzewood Keep and paid a heavy price. I congratulate you on his defeat. It is something I could not bring myself to do. A father’s love for his son is without bounds. Though he had fallen long ago, I had hoped....”

Bitter tears fall from the old man’s eyes. “But that was not to be...” Sir Loren wipes his eyes and clears his throat, “In the end, I lacked the courage and insight to see this. With the death of my son, I am allowed to rest at last...or at least almost.”

A sad smile crosses his face. “I hold no grudge against you for killing my son. You have performed a great service...and one that deserves reward. You have defeated evil, solved the riddle of the treasure chamber and I judge you worthy of the DeGranoir Family Treasure. Take whatever treasure you find in these chests as your own. You have my blessings.” Sir Lorren gestures towards the iron bound chests.

The DeGranoir Family Treasure is slightly different at each APL (see below). Sir Lorren presents the PCs only with the treasure in the chests. There is an additional item – the battle standard of Ferrond – hidden in the treasure chamber. Sir Lorren observes the PCs for a few moments in the chamber before he selects a bearer (only at APLs 4 and above). Until that occurs, he does not reveal the battle standard’s location and if it is found

(before he designates a suitable bearer) he prevents the PCs from taking it until he is destroyed.

Treasure

APL 2: Loot – 0 gp, Coin – 100 gp, Magic – *Belt of one mighty blow* (125 gp), *golembane scarab* (208 gp).

APL 4: Loot – 0 gp, Coin – 100 gp, Magic – *Belt of one mighty blow* (125 gp), *golembane scarab* (208 gp), *lesser metamagic rod of extend* (250 gp).

APL 6: Loot – 0 gp, Coin – 100 gp, Magic – *Belt of one mighty blow* (125 gp), *golembane scarab* (208 gp), *lesser metamagic rod of extend* (250 gp), *rod of sure striking* (333 gp).

APL 8: Loot – 0 gp, Coin – 120 gp, Magic – *Belt of one mighty blow* (125 gp), *golembane scarab* (208 gp), *lesser metamagic rod of extend* (250 gp), *rod of sure striking* (333 gp).

At APLs 4 and above only (i.e. PCs who defeated his son), Sir Lorren presents the Battle Standard of Ferrond to the PC who is closest to the following, in order:

1. Home region must be Furyondy. If no PCs are from Furyondy and of an appropriate alignment (see #3 below), he tells them of the standard and agrees to release it to an appropriate bearer at a later point (e.g. no PC at the table gains access to the standard).
2. A paladin.
3. Lawful Good alignment, followed by Neutral Good and Lawful Neutral only.
4. Human (preferably Oeridian) first, then half-elf, elf, dwarf, Halfling or gnome. No other races are eligible.
5. Highest Charisma
6. Preference to any fighter-type class

Sir Lorren, through unknown powers, is able to unerringly choose who amongst the PCs is the worthiest. Any ties (which only occur if PCs are equal on all six factors noted above) should be resolved through roleplay with each candidate stating to Sir Lorren his/her worthiness to be given the battle standard, [the GM then makes the decision]. Only one PC per table is awarded the Battle Standard of Ferrond (circle this award on his/her AR). There are no exceptions. Make sure to cross off this award on the ARs of the other PCs.

Sir Lorren smiles at [name of selected PC], "I deem you the most worthy to bear the greatest treasure of my family, the Battle Standard of Ferrond. Use this well in the service of good and for the Crown of

Furyondy." The ghostly figure points to the northwest corner of the room. "The Battle Standard is underneath the corner flagstone."

Underneath the northwest corner flagstone is a hidden compartment which contains the Battle Standard of Ferrond. This hidden compartment can only be found with a DC 40 Search check or by the explicit instructions of Sir Lorren. It takes a DC 20 Strength check to lift the flagstone.

Should the PC who received the "Battle Standard of Ferrond" award be human and of lawful good alignment, then that PC qualifies for additional read-aloud text. If the PC does not meet these criteria, then no "Protector of the Standard" award is issued on his/her AR (i.e., cross it off).

Sir Lorren considers you carefully. "Though the DeGranoir Family and its service to the Crown have passed into history, some part will always remain. When you are ready, present this Battle Standard to the King or his representative and recite your noble deeds. From your possession of this standard, the Crown will know your worthiness and after you have sworn your allegiance to the Crown and the Kingdom of Furyondy, you will be granted the rank once held by the DeGranoir Family...A Protector of the Standard."

Make sure to cross off the "Battle Standard of Ferrond" and "Protector of the Standard" awards on the ARs of PCs who are not given these awards. Incidentally, Sir Lorren has some knowledge of the general events in Furyondy that have occurred since his death, but has only passing knowledge of events within the last hundred years or so.

Creature: Sir Lorren DeGranoir appears to be an Oeridian man in his late seventies. When his head is attached, he stands well over six feet in height and weighs close to two hundred pounds. Sir Lorren, in life, was physically fit and very handsome, with silvery white hair and deep brown eyes. He bears a strong resemblance to his son, Sir Echil DeGranoir. Once blinded by his love for his murderous son, he now diligently and fiercely guards the last vestige of the DeGranoir family honor and its prized treasure. Despite the centuries since his death, he has not lost the kindness, forth righteousness, honor and compassion to pursue good and willingness to uphold the laws, which are all the tenets of a paladin. Yet, even now, he can not bring himself to kill Sir Echil, though it will bring him the final peace he so long deserves.

All APLs (EL 19)

Sir Lorren DeGranoir, 156 hp; see Appendix 5.

Tactics: Sir Lorren does not attack the PCs unless he is attacked first or a PC he has not designated finds and attempts to take the Battle Standard. Sir Lorren uses nonlethal attacks until reduced to two-thirds of his hit points. Thereafter, Sir Lorren uses lethal attacks. He does not chase PCs withdrawing or fleeing from combat. Should he be defeated his items are not accessible to the PCs.

Development: Once the PCs have gathered the DeGranoir Family treasure, Sir Lorren bids them farewell.

The hazy, transparent figure of the old knight smiles kindly at you, "I bid you peace and farewell, my rest is at hand. May your lives be long in the service of Good and the Crown of Furyondy." Sir Lorren waves farewell and passes through the floor.

Conclusion

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

A. PCs failed to rescue the survivors of Granoir village from the undead raiding party:

Although the intent of the PCs may have been to rescue the villagers of Granoir from undead attack, they failed to defeat the undead attacking the village. For their failure to rescue the villagers, the PCs earn the Ire of the Knights of Furyondy and lose the Favor of Lady Hargrace. PCs do not receive the Curse of Yondalla or the Battle Standard of Ferrond. PCs who entered the ruins of DeGranoir Manor and defeated the undead within still receive any benefits or rewards discovered therein.

A week after the PCs agreed to Sir Jellack mission, they learn the following information. Modify the text as needed if the PCs defeated Sir Echil and/or his servants.

Despite the defeat of an undead horde by the forces of Sir Jellack DeSavior, groups of undead still rampage across the countryside burning and destroying

villages and farms at their whim. Now, a leader has emerged bearing the battle standard of Old Ferrond. The undead rally to him and have become more difficult to defeat. This does not bode well for the Kingdom of Furyondy.

B. PCs saved the villagers but were unable to defeat Sir Echil DeGranoir

Since they rescued the villagers, the PCs do not earn the Ire of the Knights of Furyondy but do obtain the Favor of Lady Hargrace. Since PCs did not defeat Sir Echil DeGranoir, they do not receive the Battle Standard of Ferrond. PCs who ate any of the refreshments in the manor receive the Curse of Yondalla.

When the PCs fail to destroy Sir Echil, they return to Granoir village. The villagers are grateful for any assistance as they fear a final assault by the undead may be imminent.

Two days have passed since you entered the lower levels of DeGranoir Manor but no further undead have attacked the village. On the morning of the third day, riders are spotted approaching the village. The banner of Furyondy is proudly displayed as a group of fifty heavy cavalry arrive under the command of Sir Alton Cire, a Knight of Furyondy.

Sir Alton informs all of the defeat of the undead horde by the forces of Sir Jellack DeSavior. He then takes stock of the situation and later personally leads some of his men into the ruins of DeGranoir Manor, but finds it to be deserted.

Sir Alton, a stout Oeridian man, politely interviews the surviving villagers and PCs to find out all that occurred. He is especially interested in the motivations of the undead raiding party and its actions in and about Granoir village and DeGranoir Manor. Sir Alton becomes dismayed to learn undead raiding party sought to recover a Battle Standard of Ferrond (if the PCs know and/or reveal this information). Sir Alton makes a full report of his finding to his superiors. Sir Alton gives the PCs the Favor of the Knights of Furyondy. Incidentally, Sir Alton immediately recognizes any PC who has successfully competed FUR4-07 *Under the Pale Moon*, addressing that PC respectfully and by name.

Over a week later, the PCs learn the following information:

Despite the defeat of an undead horde by the forces of Sir Jellack DeSavior, groups of undead still rampage across the countryside burning and destroying villages and farms at their whim. Now, a leader has emerged bearing the battle standard of Old Ferron.

The undead rally to him and have become more difficult to defeat. This does not bode well for the Kingdom of Furyondy.

C. PCs saved the villagers, defeated Sir Echil DeGranoir (or Squire Snoad at APL 2 only) and gained access to the treasure of the DeGranoir Family

Since they rescued the villagers, the PCs do not earn the Ire of the Knights of Furyondy but do obtain the Favor of Lady Hargrace. PCs who ate any of the refreshments in the manor receive the Curse of Yondalla. One PC may have acquired access to the Battle Standard of Ferrond and become a candidate for Protector of the Standard (see Encounter 7).

Skip the first sentence of the read-aloud text below if this adventure was run at APL 2, otherwise read the whole paragraph.

With the defeat of Sir Echil DeGranoir, Sir Lorren and all the apparitions in DeGranoir Manor find peace and are allowed their final rest. A previously unknown pall seems to lift from the surrounding area. The grove of trees surrounding DeGranoir Manor become healthier, flowers blossom up from the undergrowth, the sunlight seems stronger and small birds and animals return to the area. All the ravens, vultures and vermin depart.

PCs return to Granoir village after the defeat of Sir Echil (or Squire Snoad, at APL 2 only). The surviving villagers rejoice upon learning of the defeat of the undead, especially Sir Echil DeGranoir. They are also pleased to learn of the recovery of the DeGranoir Family Treasure and hope it will be used for the good of the Kingdom.

The following morning, riders are spotted in the distance approaching the village. The banner of Furyondy is proudly displayed as a group of fifty heavy cavalry arrive under the command of Sir Alton Cire, a Knight of Furyondy. Sir Alton surveys the ruins of the village with great sadness and provides everyone with encouraging news of Sir Jellack's defeat of the undead horde.

Sir Alton, a stout Oeridian man, politely interviews the surviving villagers and PCs to find out all that occurred. He is especially interested in the motivations of the undead raiding party and its actions in and about Granoir village and DeGranoir Manor. Sir Alton is greatly pleased to learn of the recovery of the Battle Standard of Ferrond. He treats the bearer of the Battle Standard with absolute respect. Sir Alton makes a full report of his finding to his superiors. Incidentally, Sir Alton immediately recognizes any PC who has successfully competed FUR4-07 *Under*

the Pale Moon, addressing that PC respectfully and by name.

That night, the villagers put together a celebration to honor the PCs and the Furyondy Cavalry at which Sir Alton gives the PCs the Favor of the Knights of Furyondy.

Despite any pleas to the contrary, Lady Hargrace and the remaining villagers host a celebration to honor their dead and the survivors from the undead attacks. They rejoice over the defeat of the undead and their old time Lord, Sir Echil DeGranoir, and the recovery of the DeGranoir Family Treasure. Though the food is meager and the drink strong, the praises and gratitude of the surviving villagers is heartfelt.

The End

Experience Point Summary

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

Encounter Two

Defeat Lesser Soldiers of DeGranoir

APL2 120 xp

APL4 180 xp

APL6 240 xp

APL8 300 xp

Encounter Five

Disarm or avoid traps and defeat Greater Soldiers of DeGranoir

APL2 120 xp

APL4 180 xp

APL6 240 xp

APL8 300 xp

Encounter Six

Defeat Sir Echil DeGranoir or Squire Churt Snoad and henchmen

APL2 120 xp

APL4 180 xp

APL6 240 xp

APL8 300 xp

Story Award

Solve the riddle to the treasure vault

All APLs 50 xp

Discretionary roleplaying award

APL2 40 xp

APL4 85 xp

APL6 130 xp

APL8 175 xp

Total possible experience:

APL2 450 xp

APL4 675 xp

APL6 900 xp

APL8 1125 xp

Treasure Summary

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

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

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

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is

consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

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

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

Encounter One: On the Road

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

Encounter Five: Mysteries Below

All APLs: L: 0 gp; C: 25 gp; M: 0 gp.

Encounter Six: Sir Echil DeGranoir

APL 6: L: 0 gp; C: 0 gp; M: 83 gp – *cloak of resistance* +1 (83 gp).

APL 8: L: 0 gp; C: 0 gp; M: 228 gp – *bracers of armor* +1 (83 gp), *cloak of resistance* +1 (83 gp), *wand of inflict light wounds* (62 gp).

Encounter Seven: Treasure of the Family DeGranoir

APL 2: L: 0 gp; C: 100 gp; M: 333 gp – *belt of one mighty blow* (125 gp), *golembane scarab* (208 gp).

APL 4: L: 0 gp; C: 100 gp; M: 583 gp – *belt of one mighty blow* (125 gp), *golembane scarab* (208 gp), *lesser metamagic rod of extend* (250 gp).

APL 6: L: 0 gp; C: 100 gp; M: 916 gp – *belt of one mighty blow* (125 gp), *golembane scarab* (208 gp), *lesser metamagic rod of extend* (250 gp), *rod of sure striking* (333 gp).

APL 8: L: 0 gp; C: 120 gp; M: 916 gp – *belt of one mighty blow* (125 gp), *golembane scarab* (208 gp), *lesser metamagic rod of extend* (250 gp), *rod of sure striking* (333 gp).

Total Possible Treasure

APL 2: L: 20 gp; C: 125 gp; M: 333 gp – Total: 478 gp (400 gp max)

APL 4: L: 20 gp; C: 125 gp; M: 583 gp – Total: 728 gp (650 gp max)

APL 6: L: 20 gp; C: 125 gp; M: 999 gp – Total: 1,144 gp (900 gp max)

APL 8: L: 20 gp; C: 145 gp; M: 1144 gp – Total: 1,309 gp (1,300 gp max)

Special

Ire of the Knights of Furyondy: The Knights of Furyondy have made their displeasure of you well-known. Your cost of living is doubled for the next ten Furyondy Regional adventures and you must spend one additional TU on these adventures, as people who know of your failure interfere with your travel. Further, during those adventures, you suffer a –4 circumstance penalty on all Charisma based checks when interacting with the Furyondy nobility, government officials and/or good-aligned organizations. This favor voids one previous Favor of the Knights, if the PC has one.

Curse of Yondalla: For a period of one year from the date on this AR, you do not receive the benefit of any divine spells originating from the halfling pantheon (any halfling deity). Additionally, you suffer from the stigma of having consumed halfling flesh and receive a –4 circumstance penalty on all Charisma based checks when interacting with halflings. This curse may only be removed with an *atonement* spell (13th level) from a divine caster of a halfling deity.

Favor of Lady Hargrace: Lady Hargrace has used her influence to grant you access to upgrade any single +1 weapon or armor to a +2. You are still responsible for the normal cost of the upgrade and this favor is usable only once. Mark off this favor after use.

Favor of the Knights of Furyondy: The Knights of Furyondy have spread the tale of your bravery throughout the Kingdom. You receive free Luxury lifestyle for the next three Furyondy regional adventures.

Battle Standard of Ferrond: This is a unique item; only one PC per table may gain access to this and at any time, only one PC at a table may carry the Battle Standard of Ferrond [effectively a *standard of heroism* (Regional; CW; 40,000 gp)].

Protector of the Standard: Only a human PC of Lawful Good alignment with access to the Battle Standard may become a Protector of the Standard. Upon acquiring the Battle Standard of Ferrond and the Heroic Destiny feat, you may petition the King for recognition (contact Furyondy Triad) to the ancient order of Protector of the Standard, as long as your home region is Furyondy. This title does not grant access to the Heroic Destiny feat. Once recognized, you are named a Protector of the (Battle) Standard and are considered a minor noble of

Furyondy. As such, you gain the right to use Sir (or Lady) in front of your name.

Items for the Adventure Record

Item Access

APL 2:

- Belt of One Mighty Blow (Adventure; MH; 1500 gp)
- Golembane Scarab (Adventure, DMG, 2500 gp)

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

- Lesser Metamagic Rod of Extend (Adventure; DMG; 3000 gp)

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

- Rod of Sure Striking (Adventure; DMG II; 4,000 gp)

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

- Wand of Inflict Light Wounds (Adventure, DMG, 750 gp)

Appendix One – APL 2

Encounter Two

Lesser Soldier of DeGranoir: Black Bear Zombie; CR 2; Medium Undead; HD 6d12+3; hp 50; Init +0; Spd 40 ft.; AC 14, touch 10, flat-footed 14; Base Atk/Grp: +3/+8; Atk +8 melee (1d4+5, claw) or +8 melee (1d6+2, bite) or +8 melee (1d6+5, slam); Full Atk +8 melee (1d4+5, claw) or +8 melee (1d6+2, bite) or +8 melee (1d6+5, slam); Space/Reach: 5 ft./5 ft.; SQ DR 5/slashing, darkvision 60ft., single actions only, undead traits; AL NE; SV Fort +2, Ref +2, Will +4; Str 21, Dex 11, Con –, Int –, Wis 10, Cha 1.

Skills and Feats: None; Toughness.

Appendix Two – APL 4

Encounter Two

Lesser Soldier of DeGranoir: Dire Ape Zombie; CR 3; Large Undead; HD 10d12+3; hp 85; Init +1; Spd 30 ft., climb 15 ft.; AC 17, touch 10, flat-footed 17; Base Atk/Grp: +5/+16; Atk +11 melee (1d6+7, claw) or +11 melee (1d8+3, bite) or +11 melee (1d8+7, slam); Full Atk +11 melee (1d6+7, claw) or +11 melee (1d8+3, bite) or +11 melee (1d8+7, slam); Space/Reach: 10 ft./10 ft.; SQ Damage reduction 5/slashing, darkvision 60ft., single actions only, undead traits; AL NE; SV Fort +3, Ref +4, Will +7; Str 24, Dex 13, Con –, Int –, Wis 10, Cha 1.

Skills and Feats: None; Toughness.

Encounter Five

Greater Soldier of DeGranoir: Vicious Hellcat (Bezekira) Skeleton; CR 5; Large Undead; HD 8d12; hp 61; Init +10; Spd 40 ft.; AC 17, touch 14, flat-footed 11; Base Atk/Grp: +4/+14; Atk +9 melee (1d8+6/19-20, claw); Full Atk +9/+9 melee (1d8+6/19-20, claws) and +4 melee (2d8+3, bite); Space/Reach: 10 ft./5 ft.; SQ DR 5/bludgeoning, darkvision 60ft., immunity to cold, undead traits; AL NE; SV Fort +3, Ref +9, Will +6; Str 23, Dex 23, Con –, Int –, Wis 10, Cha 1.

Skills and Feats: None; Improved Critical (Claw), Improved Initiative.

Rend (Ex): If a vicious skeleton hits with at least two claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals extra damage equal to 2d8+9.

Appendix Three – APL 6

Encounter Two

Lesser Soldier of DeGranoir: Fast Dire Boar Zombie; CR 5; Large Undead; HD 14d12+3; hp 112; Init -1; Spd 70 ft.; AC 19, touch 10, flat-footed 17; Base Atk/Grp: +7/+20; Atk +15 melee (1d8+13, gore) or +15 melee (1d8+9, slam); Full Atk +15 melee (1d8+13, gore) or +15 melee (1d8+9, slam); Space/Reach: 10 ft./5 ft.; SQ Dr 5/slashing, darkvision 60ft., fast zombie traits, undead traits; AL NE; SV Fort +4, Ref +3, Will +8; Str 29, Dex 8, Con –, Int –, Wis 10, Cha 1.

Skills and Feats: None; Toughness.

Fast Zombie Traits: A fast zombie is not restricted to taking single actions only. However, it still cannot attack more than once per round. Fast zombies can run normally.

Encounter Five

Greater Soldier of DeGranoir: Awakened Vicious Glabrezu Skeleton; CR 8; Huge Undead; HD 12d12; hp 78; Init +5; Spd 40 ft.; AC 12, touch 9, flat-footed 11; Base Atk/Grp: +6/+24; Atk +14 melee (2d8+10, pincers); Full Atk +14/+14 melee (2d8+10, pincers) and +9/+9 melee (2d6+5, claws) and +9 melee (1d8+5 bite); Space/Reach: 15 ft./15 ft.; SQ DR 5/bludgeoning, darkvision 60ft., immunity to cold, +2 turn resistance, undead traits, +2 Will save vs. *control undead*; AL NE; SV Fort +5, Ref +6, Will +9; Str 31, Dex 12, Con –, Int 8, Wis 10, Cha 1.

Skills and Feats: Listen +3, Spot +3; Improved Critical (Claw), Improved Initiative; Abyssal, Celestial, and Draconic.

Improved Grab (Ex): To use this ability, the vicious skeleton must hit a Medium or smaller opponent with a pincer attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Rend (Ex): If a vicious skeleton hits with at least two claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals extra damage equal to 2d6+7.

Encounter Six

Sir Echil DeGranoir: Male Boneclaw, Advanced; CR 6; Large Undead; HD 14d12+56; hp 165; Init +8; Spd 40 ft.; AC 16, touch 13, flat-footed 12; Base Atk/Grp: +7/+17; Atk +12 melee (3d6+6, piercing claw); Full Atk +12/+12 melee (3d6+6, piercing claws); Space/Reach:

10 ft./20 ft.; SA Reaching claws; SQ DR 5/bludgeoning, darkvision 60ft., immunity to cold, +2 turn resistance, undead traits, unholy toughness; AL CE; SV Fort +6, Ref +10, Will +12; Str 22, Dex 18, Con –, Int 14, Wis 14, Cha 19.

Skills and Feats: Concentration +4, Hide +13, Intimidate +17, Knowledge (Nobility and Royalty) +3, Knowledge (Religion) +3, Listen +15, Move Silently +17, Search +15, Spot +15; Combat Reflexes, Improved Initiative, Improved Natural Attack (Claw), Lifesense, Power Attack; Abyssal, Common.

Reaching Claws (Ex): A boneclaw can make melee attacks with its bone claws, instantly extending them as part of an attack to a distance of up to 20 feet (thereby allowing the boneclaw to threaten more squares than even its Large size would otherwise indicate). A boneclaw likes to get the drop on its enemies, especially when its foes are still at range, surprising them with an attack of opportunity by extending its claws as its enemies close to melee range.

Turn Resistance (Ex): Sir Echil is treated as an undead with 16 HD for the purpose of turn, rebuke, command and bolster attempts.

Unholy Toughness (Ex): A boneclaw gains a bonus to its hit points equal to its Charisma modifier times its Hit Dice.

Possessions: *cloak of resistance* +1.

Squires Churt and Tomas Snoad: Advanced Ghast; CR 4; Medium Undead; HD 8d12; hp 65; Init +3; Spd 30 ft.; AC 17, touch 12, flat-footed 14; Base Atk/Grp: +4/+8; Atk +8 melee (1d8+4 plus paralysis, bite); Full Atk +8 melee (1d8+4 plus paralysis, bite) and +6/+6 melee (1d4+2 paralysis, claws); SA Ghoul fever, paralysis, stench; SQ Darkvision 60 ft., +2 turn resistance, undead traits; AL CE; SV Fort +2, Ref +5, Will +8; Str 18, Dex 17, Con –, Int 13, Wis 14, Cha 16.

Skills and Feats: Balance +7, Climb +8, Hide +8, Jump +10, Listen +7, Move Silently +8, Spot +10; Tumble +7; Ability Focus (Paralysis), Improved Turn Resistance, Multiattack; Common and Oeridian.

Ghoul Fever (Su): Disease – bite, Fortitude save DC 15, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

Paralysis (Ex): Those hit by a ghast's bite or claw attack must succeed on a DC 17 Fortitude save or be

paralyzed for 1d4+1 rounds. Even elves can be affected by this paralysis. The save DC is Charisma-based.

Stench (Su): The stink of death and corruption surrounding these creatures is overwhelming. Living creatures within 10 feet must succeed on a DC 15 Fortitude save or be sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected again by the same ghoul's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from a sickened creature. Creatures with immunity to poison are unaffected and creatures resistant to poison receive their normal bonus on their saving throws. The save DC is Charisma-based.

Turn Resistance (Ex): These advanced ghouls are treated as an undead with 14 HD for the purpose of turn, rebuke, command and bolster attempts.

Appendix Four – APL 8

Encounter Two

Lesser Soldier of DeGranoir: Fast Advanced Behir Zombie; CR 7; Huge Undead; HD 20d12+3; hp 160; Init +0; Spd 70 ft., climb 15 ft.; AC 25, touch 10, flat-footed 23; Base Atk/Grp: +10/+27; Atk +17 melee (2d4+13, bite) or +17 melee (2d6+9, slam); Full Atk +17 melee (2d4+13, bite) or +17 melee (2d6+9, slam); Space/Reach: 15 ft./10 ft.; SQ DR 5/slashing, darkvision 60ft., fast zombie traits, undead traits; AL NE; SV Fort +6, Ref +6, Will +12; Str 28, Dex 11, Con –, Int –, Wis 10, Cha 1.

Skills and Feats: None; Toughness.

Fast Zombie Traits: A fast zombie is not restricted to taking single actions only. However, it still cannot attack more than once per round. Fast zombies can run normally.

Encounter Five

Greater Soldier of DeGranoir: Awakened Vicious Glabrezu Skeleton; CR 8; Huge Undead; HD 12d12; hp 78; Init +5; Spd 40 ft.; AC 12, touch 9, flat-footed 11; Base Atk/Grp: +6/+24; Atk +14 melee (2d8+10, pincers); Full Atk +14/+14 melee (2d8+10, pincers) and +9/+9 melee (2d6+5, claws) and +9 melee (1d8+5 bite); Space/Reach: 15 ft./15 ft.; SQ DR 5/bludgeoning, darkvision 60ft., immunity to cold, +2 turn resistance, undead traits, +2 Will save vs. *control undead*; AL NE; SV Fort +5, Ref +6, Will +9; Str 31, Dex 12, Con –, Int 8, Wis 10, Cha 1.

Skills and Feats: Listen +3, Spot +3; Improved Critical (Claw), Improved Initiative; Abyssal, Celestial, and Draconic.

Improved Grab (Ex): To use this ability, the vicious skeleton must hit a Medium or smaller opponent with a pincer attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Rend (Ex): If a vicious skeleton hits with at least two claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals extra damage equal to 2d6+7.

Encounter Six

Sir Echil DeGranoir: Spellstitched Male Boneclaw, Advanced; CR 8; Large Undead; HD 18d12+72; hp 212; Init +8; Spd 40 ft.; AC 17, touch 13, flat-footed 13; Base

Atk/Grp: +9/+19; Atk +14 melee (3d6+6/19-20, piercing claw); Full Atk +14/+14 melee (3d6+6/19-20, piercing claws); Space/Reach: 10 ft./20 ft.; SA Reaching claws, spells; SQ DR 5/magic and silver, DR 5/bludgeoning, darkvision 60ft., immunity to cold, SR 14, +4 turn resistance, undead traits, unholy toughness; AL CE; SV Fort +7, Ref +11, Will +14; Str 23, Dex 18, Con –, Int 14, Wis 14, Cha 19.

Skills and Feats: Concentration +12, Hide +13, Intimidate +15, Knowledge (Nobility and Royalty) +3, Knowledge (Religion) +3, Listen +16, Move Silently +15, Search +15, Spot +17, Use Magic Device +6; Blind-Fight; Combat Reflexes, Improved Critical (Claw), Improved Initiative, Improved Natural Attack (Claw), Lifesense, Power Attack; Abyssal, Common.

Spellstitched Spell-like Abilities: 2/day – *baleful transposition*, *glitterdust*, *magic missile*, *ray of enfeeblement*; 1/day – *mass curse of impending blades*, *skull watch*. As 18th level Sorcerer. DC = 14 + spell level.

Reaching Claws (Ex): A boneclaw can make melee attacks with its bone claws, instantly extending them as part of an attack to a distance of up to 20 feet (thereby allowing the boneclaw to threaten more squares than even its Large size would otherwise indicate). A boneclaw likes to get the drop on its enemies, especially when its foes are still at range, surprising them with an attack of opportunity by extending its claws as its enemies close to melee range.

Turn Resistance (Ex): A boneclaw is treated as an undead with 20 HD for the purpose of turn, rebuke, command and bolster attempts.

Unholy Toughness (Ex): A boneclaw gains a bonus to its hit points equal to its Charisma modifier times its Hit Dice.

Possessions: *bracers of armor +1*, *cloak of resistance +1*, *wand of inflict light wounds*.

Squires Churt and Tomas Snoad: Male Wraith, Advanced; CR 6; Medium Undead (Incorporeal); HD 9d12; hp 70; Init +7; Spd 60 ft. fly (good); AC 15, touch 15, flat-footed 12; Base Atk/Grp: +4/–; Atk +7 incorporeal melee touch (1d4 plus 1d6 Constitution drain); Full Atk +7 incorporeal melee touch (1d4 plus 1d6 Constitution drain); SA Constitution drain, create spawn; SQ Darkvision 60ft., daylight powerlessness, incorporeal traits, +2 turn resistance, undead traits,

unnatural aura; AL LE; SV Fort +3, Ref +6, Will +8; Str –, Dex 17, Con –, Int 14, Wis 14, Cha 15.

Skills and Feats: Diplomacy +10, Hide +12, Intimidate +10, Listen +15, Search +10, Sense Motive +10, Spot +14, Survival +4 (+6 following tracks), Tumble +6; Ability Focus (Constitution Drain), Blind-Fight, Combat Reflexes, Flyby Attack, Improved Initiative, Improved Turn Resistance; Abyssal, Common and Oeridian.

Constitution Drain (Su): Living creatures hit by a wraith's incorporeal touch attack must succeed on a DC 17 Fortitude Save or take 1d6 points of Constitution drain. The save is Charisma-based. On each successful attack, the wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Turn Resistance (Ex): A wraith is treated as an undead with 15 HD for the purpose of turn, rebuke, command and bolster attempts.

Appendix Five – Sir Lorren DeGranoir

Sir Lorren DeGranoir: Ghost, Ftr2/Pal15 (Heironeous); CR 19; Medium Undead (Augmented Human; Incorporeal); HD 17d12; hp 156; Init +2; Spd Fly 30 ft. (perfect); AC 25, touch 16, flat-footed 24; Base Atk/Grp +17/+22; Atk +19 melee (1d6+5, incorporeal touch) or +25 melee (2d6+8/17-20, *ghost touched adamantine great sword* +3); Full Atk +19 melee (1d6+5, incorporeal touch) or +25/+20/+15/+12 melee (2d6+8/17-20, *ghost touched adamantine great sword* +3); SA Corrupting touch, frightful moan, manifestation, telekinesis; SQ Aura of courage, aura of good, darkvision 60 ft., *detect evil*, divine grace, divine health, incorporeal traits, lay on hands, rejuvenation, *remove disease* 4/week, smite evil 4/day, special mount, +4 turn resistance, turn undead, undead traits; AL LG; SV Fort +19, Ref +12, Will +15; Str 20, Dex 14, Con –, Int 10, Wis 14, Cha 24

Skills and Feats: Concentration +11, Diplomacy +17, Handle Animal +11, Hide +10, Knowledge (Local – Iuz Border States) +2, Knowledge (Nobility and Royalty) +5, Knowledge (Religion) +5, Listen +12, Ride +14, Search +8, Sense Motive +10, Spot +12; Blind-Fight, Combat Reflexes, Dodge, Improved Critical (Great Sword), Iron Will, Mobility, Power Attack, Spring Attack, Weapon Focus (Great Sword); Common, Oeridian

Corrupting Touch (Su): A ghost that hits a living target with its incorporeal touch attack deals 1d6 points of damage. Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Frightful Moan (Su): A ghost can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save (DC 23) or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours. See PHB, p. 311, for the effects of being panicked.

Manifestation (Su): Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal

source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently.

A manifested ghost can strike with its touch attack or with a ghost touch weapon. A manifested ghost remains partially on the Ethereal Plane, where it is not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

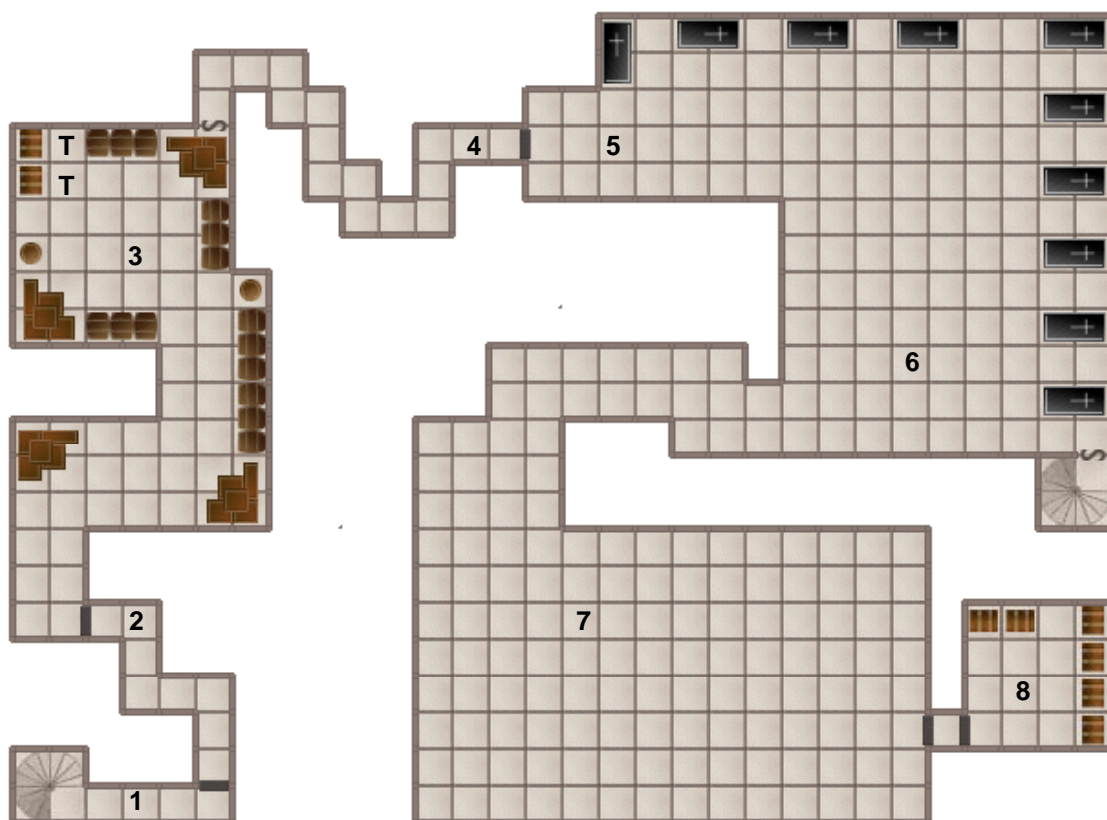
Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat: The “destroyed” spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed return to its old haunts with a successful level check (1d20 + ghost's HD) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

Telekinesis (Su): A ghost can use *telekinesis* as a standard action (caster level 17th). When a ghost uses this power, it must wait 1d4 rounds before using it again.

Possessions: *amulet of health* +6, *belt of giant strength* +6, *cloak of charisma* +4, *ghost touch full plate armor* +1, *ghost touch adamantine great sword* +3, locked gauntlets, masterwork flail, masterwork longsword, *ring of evasion*.

Spells Known (3/2/1/1; DC = 12 + spell level); as 7th level caster: 1st—*bless weapon*, *lesser restoration*, *protection from evil*; 2nd—*bull's strength*, *zone of truth*; 3rd—*dispel magic*; 4th—*break enchantment*.

Judge Aid #1 – Beneath DeGranoir Manor



Judge Aid #2 – New Rules Items

New Creatures

Boneclaw (*Libris Mortis*, p. 17)

Boneclaws are bloodthirsty undead that enjoy using their extendable claws to bring death to the living. The lore of the dead does not reveal from what dark necromancer's laboratory or fell nether plane boneclaws entered the world. The boneclaw is an intelligent skeletal undead that possesses exceptional control over the length of its claws. At will, a boneclaw can extend one or two of its finger-claws out to a distance of 20 feet, neatly skewering fleshy creatures that stand in the way. A bone claw stands about 8 feet tall and weighs about 500 pounds. Boneclaws speak Common and Abyssal.

Large Undead

Hit Dice: 10d12+40 (105 hp)

Initiative: +8

Speed: 40 ft.

AC: 16 (–1 size, +4 Dex, +3 natural); touch 13, flat-footed 12

Base Attack: +5/+14

Attack: +9 melee (2d6+5, piercing claw)

Full Attack: +9 melee (2d6+5, 2 piercing claws)

Space/Reach: 10 ft./20 ft.

Special Attacks: Reaching claws

Special Qualities: Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, +2 turn resistance, undead traits, unholy toughness.

Saves: Fort +3, Ref +7, Will +9

Abilities: Str 21, Dex 18, Con –, Int 14, Wis 14, Cha 19

Skills: Hide +13, Intimidate +17, Listen +15, Move Silently +15, Search +15, Spot +15

Feats: Combat Reflexes, Improved Initiative, Improved Natural Attack (claw), Power Attack

Climate/Terrain: Any

Organization: Solitary, skewer (2-4) or marrow (6-11)

Challenge Rating: 5

Treasure: None

Alignment: Always chaotic evil

Advancement: 11–22 HD (Large)

Reaching Claws (Ex): A boneclaw can make melee attacks with its bone claws, instantly extending them as part of an attack to a distance of up to 20 feet (thereby allowing the boneclaw to threaten more squares than even its Large size would otherwise indicate). A boneclaw likes to get the drop on its enemies, especially when its foes are still at range, surprising them with an attack of opportunity by extending its claws as its enemies close to melee range.

Unholy Toughness (Ex): A boneclaw gains a bonus to its hit points equal to its Charisma modifier times its Hit Dice.

Undead Traits: Boneclaws are immune to all mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, necromantic effects and any effect that requires a Fortitude save (unless effect works on objects or is harmless). They are not subject to critical hits, nonlethal damage, ability drain, energy drain, damage to physical ability scores, death from massive damage, fatigue and exhaustion effects. When reduced to 0 hit points or less, they are destroyed. Boneclaws use its Charisma modifier for Concentration checks and do not eat, breathe or sleep.

New Template

Spellstitched Template (*Complete Arcane*, pp 161–162)

“Spellstitched” is an acquired template that can be added to any corporeal undead with a Wisdom score of 10 or higher (referred to hereafter as the base creature). A spellstitched creature uses all of the base creature's statistics and abilities except as note here.

Special Attacks: A spellstitched creature retains all the special attacks of the base creature and gains the following special attack:

Spell-Like Abilities: A spellstitched creature can be imbued with spell-like abilities according to its Wisdom, as indicated on the table below. All spells selected must be from the conjuration, evocation or necromancy school. The number of spell-like abilities is cumulative. Caster level equals the creature's Hit Dice.

<u>Wisdom Spells Imbued</u>	<u>Times/Day</u>
10	2 1 st -level
11–12	plus 2 2 nd -level
13–14	plus 2 3 rd -level
15–16	plus 2 4 th -level
17–18	plus 2 5 th -level
19+	plus 1 6 th -level

The creator of a spellstitched creature decides how to allocate the spells known against the number of times per days spells of each level can be cast, and once made, this determination cannot be changed.

Special Qualities: A spellstitched creature retains all the special qualities of the base creature and gains the following special qualities:

Damage Reduction (Ex): A spellstitched creature with 1–3 HD have no damage reduction, those with 4–11 HD have DR 5/magic or silver, and those with 12 or more HD have DR 5/magic and silver.

Spell Resistance: A spellstitched creature has spell resistance equal to 10 plus base creature's Charisma bonus.

Turn Resistance (Ex): A spellstitched creature has +2 turn resistance (added to the base creature's turn resistance, if any).

Base Saves: A spellstitched creature gains a +2 profane bonus on all saving throws.

Challenge Rating: Same as base creature +1.

Variant

Fast Zombie Variant (*Libris Mortis*, p. 173)

Slow zombies are funny. They're easy to escape on foot and can't run at all. After an encounter with fast zombies, the characters won't be laughing.

Speed: Add 30 feet to base land speed, up to a maximum of twice the zombie's normal base land speed. Fast zombies can run normally.

Armor Class: The fast zombie gains a +2 dodge bonus to AC.

Special Qualities: The fast zombie is not restricted to taking single actions only. However, it still cannot attack more than once per round.

Challenge Rating Adjustment: Same as base creature + ½.

Vicious Skeleton Variant (*Libris Mortis*, p. 162)

Vicious skeletons seem to take mindless pleasure in disemboweling their victims with their devastating claw attacks. Skeletons without claws can't be vicious skeletons.

Attack: A vicious skeleton's claw attacks deal damage as if the skeleton were one size category larger than normal (if the creature is already Colossal, then the claw attack deals 3d8 points of damage).

Special Attacks: *Rend (Ex):* If a vicious skeleton hits with at least two claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals extra damage equal to twice the normal damage of a claw attack plus 1.5 times the vicious skeleton's strength bonus.

Feats: Vicious skeletons gain Improved Critical (claw) as a bonus feat.

Challenge Rating Adjustment: Same as base creature +1.

Non-Core Feats

Improved Turn Resistance [Monstrous]

Libris Mortis, pp. 27-28.

Prerequisites: Undead type.

Benefit: You are less affected by clerics or paladins than you normally would be (see Turn or Rebuke Undead, page 159 of the *Player's Handbook*). When resolving a turn, rebuke, command or bolster attempt add +4 to your character level (monster Hit Dice plus class levels) to determine your Hit Dice for turn, rebuke, command and bolster attempts. For example, a 4 HD wight with this feat is treated as an 8 HD undead for the purpose of turn, rebuke, command and bolster attempts, even though it is a 4 HD creature for any other purpose. A vampire that already has a +4 turn resistance adds an additional +4 with this feat, for a total of +8.

Lifesense [Monstrous]

Libris Mortis, p. 28.

Prerequisites: Cha 13, Con – (no Constitution score).

Benefit: In addition to any normal light that may be present, your surroundings are illuminate by roving points of brightness created by living creatures. To your eyes, a Medium or smaller creature gives off life force sufficient to provide bright illumination in a 60-foot radius, revealing itself and all features and objects in range to your life-adapted sight. This life-light behaves like regular light – you can't see into solid objects or past solid walls.

A Large creature gives off life-light in a 120-foot radius, and the radius doubles again for each additional size category larger than Medium, up to a maximum radius of 960 feet for a Colossal creature.

New Spells

Awaken Undead

Spell Compendium, p. 21

Necromancy [Evil]

Level: Deathbound 6, Sor/Wiz 7

Components: V, S, M, XP

Casting Time: 1 standard action

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

Target: All mindless undead within a circle with a radius of 25 ft. + 4 ft./2 levels

Duration: Instantaneous

Saving Throw: None (harmless)

Spell Resistance: Yes (harmless)

The spell grants intelligence to mindless undead, such as skeletons and zombies. Undead with an intelligence score are unaffected. A mindless undead gains an Intelligence score of 1d6+4, subject to the limitation

that an undead cannot be more intelligent than is typical of the living creature of the same kind. A dog skeleton simply has Intelligence 2 (no roll needed), while an orc skeleton makes the die roll but can't have more than Intelligence 8. (See *Monster Manual*, p. 290, for more information on skills and feats the creature gains).

Undead regain the armor and weapon proficiencies they had in life (assume the undead were formerly warriors unless the DM specifies otherwise) and will don armor and take up weapons while obeying your commands. A zombie fighter can wear any armor and wield any simple or martial weapons, and a warhorse zombie can wear any armor.

Undead also regain any extraordinary racial abilities they had in life, such as poison or scent. Awakened undead gain a +2 profane bonus on their Will saving throws resist *control undead*. Awakened undead also gain +2 turn resistance (or retain their own turn resistance, if any, and if it's better than +2).

Baleful Transposition

Spell Compendium, p. 23

Conjuration (Teleportation)

Level: Sor/Wiz 2

Components: V

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: Two creatures of up to Large size

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes.

Two target creatures, of which you may be one, instantly swap positions. A solid object such as the ground, a bridge or a rope must connect the creatures. Objects carried by a subject creature (up to the creatures' maximum loads) go with them, but other creatures do not, even if they are carried. The movement is instantaneous and does not provoke attacks of opportunity. If either creature succeeds on a Will save, the spell is negated.

Curse of Impending Blades, Mass

Spell Compendium, p. 57

Necromancy

Level: Brd 3, Rgr 3, Sor/Wiz 3

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: Enemies in a 20 ft.-radius-burst

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes.

Multiple enemies have a hard time avoiding attacks, sometimes even seeming to stumble into harm's way. Subjects take a -2 penalty to AC. The curse cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse* or *wish* spell.

Skull Watch

Spell Compendium, p. 191

Necromancy

Level: Clr 3, Sor/Wiz 3

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: One humanoid skull

Duration: Permanent

Saving Throw: See text

Spell Resistance: No.

The skull affected by a *skull watch* spell floats gently 5 feet off the ground, facing a direction you choose. It monitors an area 20 feet wide by 90 feet long, though walls and other opaque barriers can curtail this area. If any Tiny or larger living creature enters the area guarded by the skull, it emits a piercing shriek that can be heard up to a quarter of a mile away. Every creature within 60 feet of the skull when it shrieks must make a Fortitude save or be deafened for 1d6 rounds. Whether or not you can hear this audible alarm, you instantly become aware that the effect has been triggered, provided you are on the same plane as it is. The alarm resets 1d4 rounds later.

When you cast the spell, you can specify the creatures that will not trigger the alarm. The skull can be moved from its original position by anyone who can get to it without entering its monitored area. The skull has AC 12, hardness 1 and 1 hit point per caster level. You are not magically made aware of the skull's destruction if it had not been triggered.

Focus: The humanoid skull upon which the spell is cast.

New Magic Items

Belt of One Mighty Blow: Once per day, as a swift action, the wearer of this belt can activate the belt to gain extra damage on his/her next attack. A light weapon deals an extra 1d8 points of damage, a one-handed weapon deals an extra 2d6 points of damage, and a two-handed weapon deals an extra 3d6 points of damage. The belt can be used only after being worn continuously for 24 hours. If it is taken off, it becomes inactive until it is again donned and worn for a full 24 hours.

Faint transmutation; CL: 5th; *Prerequisites:* Craft Wondrous Item; *Market Price:* 1,500 gp; *Miniatures handbook*, p. 42.

Rod of Sure Striking: When the rod is activated (standard action), every creature adjacent to the wielder gains a +10 bonus on its next attack roll, provided that the attack occurs before the beginning of the wielder's next turn. Any attack that occurs after that point does not gain the bonus. The rod is usable three times per day.

Moderate divination; CL: 7th; *Prerequisites:* Craft Rod, *true strike*; *Market Price:* 4,000 gp; *Dungeon Master's Guide II*, p. 265.

Player Handout #1 – Notes from the Log Book

All the notes are written in Halfling.

3-Goodmonth CY596

Why do I listen to my sister? This is her greed talking and my foolishness listening. My wife and I should be safe and warm in town rather than taking a shipment of spell components to Keristen and Sendrift. Doesn't she realize there are hundreds of undead rampaging all over Willip? The King's army fights them constantly. Gen claims we will make a killing selling all the components in those war-driven port towns. "What would the Littlefields do?" is all she ever says. "We have to be bold and daring." Daring, yeah...if we're not lucky, we're the ones who will end up being killed! At least we're using the backroads.

7 Goodmonth CY596

Oh, I knew this was a bad idea. Gen yelled and cursed at my little Pery when she suggested we turn back and go to Littleberg. And what did I do? Oh yes, Mr. Backbone sided with my sister. Now Pery is furious with me. Great. What else can go wrong?

9 Goodmonth CY 596

Chased by undead. This is very bad. A big army of grave risers are fighting near Blackwell. Hope those undead fiends get their fill of human flesh. Better them than us.

10 Goodmonth CY596

More backroads...all we do is ride around in circles and make little progress. Pery still isn't talking to me. She must really be mad.

11 Goodmonth CY596

Huge band of grave risers after us. Driving toward Granoir now. Hope we make it. Curse Gen and her greed! May Yondalla grant Pery and I safety...Gen, too.

Player Handout #2 – Puzzle to DeGranoir Family Treasure

In my hand,
Like a fork on the tabled sky,
My prongs travel far,
My prongs travel near,
My prongs rest before
My first report,
Speak my name and enter.”

Critical Events Summary
FUR6-05 *Darkest Night*
(Circle all appropriate; if this is a premiere, return to HQ)

- | | | |
|---|-------|-----------------------------|
| 1. Were the PCs disrespectful/rude to Sir Jellack DeSavior? | YES | NO |
| 2. Did the PCs save the villagers of Granoir? | YES | NO |
| 3. Did PCs slay Sir Echil DeGranoir? | YES | NO |
| 4. Did the PCs attack the spirit of Sir Lorren DeGranoir? | YES | NO |
| 5. Did any PCs obtain the battle standard? | YES | NO |
| 6. If yes to #5, was that PC eligible to become a Protector of the Standard? | YES | NO |
| 7. Did any PCs receive the Curse of Yondalla? | YES | NO |
| 8. What information did PCs report to Sir Alton Cire? | | |
| | | |
| 9. What APL did the PCs play this at? | APL 2 | APL 4 APL 6 APL 8 |
| 10. Any additional comments, strange outcomes, notable PC actions, etc? (Use the back of this paper, if necessary.) | | |