

GRM4-07

# A Lack of Focus

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

Version 1.35

**by Daniel Wheeler**

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An obsessed and power-hungry man seeks to awaken a scourge from a time when the Whispered One walked this land. His key is a young man who knows little of his past and is unsure of his future. Can you follow the faint trail and prevent an evil from being re-released into Oerth? A Gran March regional adventure for APLs 2-12, and Part One of the Occluded Whispers Series.

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

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# Introduction

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

## Preparation

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

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

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

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

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

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

the DM) to keep track of who is playing which character.

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

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

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

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

## Living Greyhawk Levels of Play

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

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

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

fewer animals of this type, and animals with different CRs are added separately.

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

Sum the results of 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.

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

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

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

1. Attempt to create a table of six 1<sup>st</sup>-level characters, or try to enlist higher-level characters to play at that table.

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

### **Time Units and Upkeep**

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

## Adventure Background

Thousands of years ago, Vecna ruled his Occluded Empire as a terrifying and powerful Lich-King. He infused his Lieutenant Kas the Bloody Handed with unnaturally long life and gave to him a black blade, said to be as dark as the Whispered One's heart. Kas heard whispers of treachery in his ear when he gripped the blade and eventually used it to slay Vecna. Both traitor and king were destroyed in the process. Eventually, time forgot the black blade and the severed hand and eye that it took from Vecna. Little was written about another display of treachery in that age, one filled with incredible patience and bad timing.

Kas had commanded an order of Blackguards known as the Death Knights. These Death Knights were instrumental in Vecna's conquering of much of Oerth, including all of the Sheldomar Valley. When his power was at its height, Vecna ordered the disbanding of the Death Knights because of fears that they had more loyalty to the Bloody Handed than himself. Indeed, it was one of these disbanded Death Knights that discovered a man named Malkisharn who was studying the infusion of arcane and divine magic. Malkisharn was biding his time and gathering knowledge in hopes of taking control of Vecna's kingdom when Kas finally revealed his treachery. He had been studying Kas through divination for many years, patiently awaiting the right moment to act. Instead, he was slain in his sleep by the Blackguard, who still felt loyalty to Vecna and Kas (and was unaware of Kas's impending treachery). Malkisharn's soul would not leave the Prime Material Plane, however. Over the course of thousands of years, he gathered strength and transformed his spirit into a wraith, fully aware of his past and retaining all of his magical powers. With his ghostly powers perfected, he set out on the Sheldomar Valley with misguided vengeance on his mind.

Malkisharn had the ability to transform a living person into a wraith with a single touch and had already created an army of nearly 1000 undead members when a group of clerics and paladins gathered at a wayward Pholtian temple in the desperate realization that they had to stop him before his army grew too powerful to defeat. The battle between undead and the powers of the Blinding Light was something of legend, with both sides giving and taking losses until only a handful of paladins and clerics and Malkisharn himself remained. The Pholtian heroes managed to bind

Malkisharn inside a large ruby, which was placed in a cave deep in the Lortmil Mountains. Realizing that Malkisharn had extensive knowledge of Vecna, they left a single way to free him should this knowledge ever become needed. Only the blood of an innocent Flan could disable the protective wards on the cave and release Malkisharn from the gem.

30 years ago, a young man named Martin came in possession of Malkisharn's journal, which was thought to have been burned by the Blackguard when Malkisharn was killed in his sleep. Martin secretly served Vecna but realized through reading the journal that being able to infuse arcane magic into his studies would make him more powerful. He also realized that if he could control Malkisharn, he could create an army of incorporeal undead to do his bidding. Over the next 10 years, he searched and researched for information regarding Malkisharn and devoted his life to the eventual release of the wraith. He was able to kidnap a member of the same Pholtian Temple that fought to stop Malkisharn and tortured the poor woman until she did his bidding. Still controlling her, he forced her to steal a tome from the Temple that revealed information about how to bypass the wards on Malkisharn's prison.

20 years ago, Martin crafted an amulet that would allow him to focus his power of subversion. He found a Flan farmer and his wife who had a newborn child, killed them, and took the baby. He bound the child to the amulet so that they could not be separated until his nefarious plan was complete, and then left the baby on the doorstep of that same Pholtian Temple. He realized that the best way to have a pure young man by Pholtus's standards would be to raise him in the tradition of the Blinding Light. Martin now waits until that child, Gryntus, is old enough to complete the task that will release Malkisharn and allow Martin to form a wraith army for the purpose of conquering the Sheldomar Valley.

40 years ago, Brother Naltoc's fellow brothers and sisters of the Blinding Light went off to try and stop Malkisharn. Naltoc was asked to stay behind and guard the temple, and it was the last time he would see any of his comrades, as they all died imprisoning Malkisharn. Only a single warrior of Pholtus returned to tell him of their high-priced success, so he felt that his life was spared because of cowardice and vowed to become the most devoted cleric of Pholtus on Oerth. He swore a vow of chastity to further his devotion to the Blinding One. When baby Gryntus was left on

his doorstep 20 years ago, he thought it was a reward from Pholtus himself for all his years of devotion. He raised the child as his own, never questioning the amulet on the child's neck bearing the symbol of a full moon partially eclipsed by a crescent moon. The child grew, displaying amazing talent in the monastic arts, and is now old enough to set out on his own. No one, save Martin, knows of the cursed destiny attached to the necklace.

## **Adventure Summary**

### **Introduction**

The PCs, traveling to the town of Cragmor, come across a body of a Gran March courier, Bailey Rire, just outside the village of Rock's Face. With sunset approaching soon, they decide to return to Rock's Face and find out more about the murdered man. The PCs can be returning from Greyhawk City, exploring the Lortmil Mountains, or returning from caravan duty. Military PCs and PCs with affiliations of any other Gran March organizations have been sent here to look into rumors of undead in the area of Cragmor. Other PCs may simply be traveling this route from Bissel to Keoland or using this as a caravan route.

### **Encounter One**

Returning to Rock's Face, the PCs discover that couriers going to or from this town are uncommon and are usually hired by the nearby temple of Pholtus. If they ask around enough, they can find out that the man left that morning after filling his waterskins at the local tavern. If they need motivation investigating the death, the elector orders them to find out what the courier was doing.

### **Encounter Two**

The party travels to the Pholtian temple to discover more about the courier's mission. At the temple they meet Father Naltoc, who tells them about the courier and Gryntus. They might also stumble on other information if they research in Father Naltoc's small library or question him extensively.

### **Encounter Three**

After leaving the temple for the last known location of Gryntus, the PCs are ambushed by Martin's right-hand man and some undead help. After

defeating the group, they can continue on to the cave entrance where Gryntus awaits.

### **Encounter Four**

Gryntus, realizing what he has done, sits waiting outside the cave for the PCs, whom Martin knows is coming. The PCs have extensive opportunity to parlay with him and attempt to resolve things diplomatically. Gryntus only fights if absolutely necessary, and even then uses only subdual damage and stunning attacks.

### **Encounter Five**

Martin has left a few traps for the PCs a few hundred feet beyond the cave entrance. Before proceeding to face him, the PCs must deal with the traps.

### **Encounter Six**

The PCs face Martin, his assassin, and a few other creatures. Martin tries to escape by either drinking a *potion of invisibility* and then a *potion of gaseous form* (at low APLs) or by teleporting himself to a special chamber known only to him deep within the mountain.

### **Conclusion**

The PCs return to the temple either with Gryntus's body or to find Gryntus at the temple. To earn a favor with the church of Pholtus, they can escort Gryntus to the Pholtian Temple in Hookhill if he is alive or bring him to Hookhill to be raised from the dead.

## **Introduction**

***It is late afternoon, and your party is a mile outside of the village of Rock's Face and due to arrive in the town of Cragmor about 2 hours after sunset. The mountainous road is a challenging one, and you look forward to ending your day with a hot meal in the Granite Top Bar in Cragmor. The sound of a light breeze blowing through the pines and shrubs is interrupted by what you can only believe to be a child's cries. You come around the next bend, and there sits on the side of the road a 9-year-old boy. A large dog lies unmoving next to him. The boy looks up when he notices your approach and says to you while choking back tears, "Please help Joe. He's sick and isn't moving!"***



The boy is Timnus, the 8-year-old son of the local herdmaster. He and his dog were out “chasing bunnies” early this morning. His dog discovered the body of a Gran March courier who was murdered earlier this morning by an assassin working for Martin the Pale. The assassin used a poisoned blade to kill the courier and Joe, Timnus dog, happened to lick the wound. Joe is a large German Shepherd type breed, and since the poison has already been used, he won’t die, but he is very sick right now. Normally, Joe is very protective of Timnus, but he is too weak right now to do much but lie there. A Heal check (DC 10) reveals that Joe will live. A DC 15 Heal check or any amount of magical healing gives the dog enough strength to get up and start licking the hand (or wand?) that helped him. After seeing that his dog is ok, or if the PCs fail to help Joe, after being calmed down (a DC 15 Diplomacy check) Timnus leads the PCs to the body of the courier, about 30 feet off the road in a copse of pine trees and hidden by shrubs. The first few things the PCs notice:

- The body has the entire lower jawbone ripped out. This prevents the *speak with dead* spell from working.
- The body was dragged from the road (about 30 feet down a small hill) to its current resting place.
- The body has a Gran March Courier’s uniform on. There is a rank insignia of Corporal on the uniform.
- The corporal was most likely murdered, as he has a large knife wound in his chest.

A Heal check (DC 10 + APL) reveals the following information:

- The assassin used *deathblade* poison on a dagger (see page 297 in the DMG).
- There was not much struggle, so the courier probably died quickly, possibly indicating surprise.

A Search check (DC 10) reveals that the courier’s bag is missing, and an empty scroll case with a broken seal of the church of Pholtus is on the ground under the body. There is still 10 gold in a pouch on the body as well as weapons and armor. Those PCs with the Track feat might wish to try and follow the tracks of the assassin, but *dust of tracelessness* and wind blowing dust around makes tracking difficult. To find any tracks whatsoever requires a Survival check (DC 20 +

APL) – this reveals humanoid tracks around the body only. DC 30 + APL enables the PCs to follow the tracks back into the woods about 30 feet. At this point, the tracks disappear, as the assassin drank a potion of *gaseous form*. The courier’s tracks are easy to trace – he came from Rock’s Face and was obviously walking the road to Cragmor.

If for some reason the PCs wish to try to raise the courier, he must make a Fortitude save (DC 25) to survive being raised with his lower jawbone having been ripped out. He has a base +2 on his Fortitude save so he’d need to roll a natural 20. Finally, if he is raised and does make his Fortitude save, he was hit by an *arrow of forgetfulness* right before his death, so he does not remember anything about who hired him or how he was attacked.

Any Gran March PCs are required under law to report something like this, and PCs from other regions should be concerned at the least (Timnus reminds them of the law should no Gran March PCs do so). Should they decide to leave the body and go on, Timnus follows them and makes comments like, “Shouldn’t you tell someone about the dead army guy?” He also knows that couriers occasionally pass through town and usually stop in the tavern on their trips. The DM should make a roll in secret and tell the PCs that Timnus is very convincing and correct – this murder does need to be reported. If they still wish to move on and not do anything about the body, the adventure is over, and Timnus will report the lot of them to his father, who will then report them as law-breakers to the elector – if this occurs, mark off the appropriate area on the adventure record, and the adventure is over.

**Timnus, human male Com1:** hp 4; see Appendix I.

**Joe, dog:** hp 6; see *Monster Manual*.

## Encounter One: Bring Back Your Dead

Keep track of time in this encounter, as the PCs may decide to stay in town for the night before going to the temple in the morning. The trip back to Rock’s Face should be quick, as the PCs were only 15 minutes outside the city gate when they found the courier. The poison used to kill the courier is all but gone now, so the party is in no danger from it. Still, unless there is an active Gran March military character in the party openly

displaying his uniform, the townspeople are very nervous around a group of 4-6 people carrying a dead body. Feel free to hand the party **Players Handout #1 – Map of Rock’s Face**. They may try to head to the tavern for information or the general store because it doubles as a first aid site for the town. Going to the elector’s keep is also a possible option for the PCs. If they do, they are met by a butler who informs them that the elector is about a mile past the eastern edge of town running through drills with his troops and should be back shortly after sunset, and the best place to wait for him is in the tavern. Nobody else in town has any information about courier.

Scragg Silverbeard, a retired Mountaineer, runs the general store. He’s crass and crude (feel free to make disgusting personal noises when you play him) and is blunt and up front about whatever he says. To get any information out of him at all will require a DC15 Diplomacy check. If the party brings the body into his store, he shouts, “What do I look like, the undertaker? Bring your bloody corpse back outside!” This increases the Diplomacy check to DC20. If there is a dwarf or an active duty Gran March military member in the party, decrease the Diplomacy check DC by 5. If the PCs make the Diplomacy check, Scragg can identify the courier by name and say that he has stopped in to buy waterskins and rations every few months and paid for it with Gran March military credit. He also says that the courier was most often heading to or from the nearby Temple of Pholtus when he was in town. Scragg has all the basic items for sale from the PHB, plus masterwork versions of any dwarven weapons. If the PC’s failed their Diplomacy check and there isn’t a dwarf in the party, he charges double for all items.

The Flat Rock Tavern is quite a pleasant place, for a small town. In addition to Scragg’s tasty ale, Adam Fortniss (the owner/bartender) has a small supply of hard cider and wine for characters who ask for something special. He does not react as harshly as Scragg if the dead body is brought inside, but he is quite nervous around the deceased. He can tell the PCs that he’s seen Corporal Rire before, and that just this morning the courier was in the tavern filling up his waterskins. A DC 20 Gather Information or Diplomacy check jogs his memory enough to say that the corporal mentioned something about going to the main temple of Pholtus in Hookhill, and that he needed to hurry to pass through Cragmor by midday. Adam does not know much else about the situation, although if asked he gives directions to

the local temple of Pholtus, 5 miles outside town. This should be enough to send the PCs off to the Pholtian temple (either immediately, or in the morning); however, if they need more hints, you can have one of the Clerics from Encounter 2 be at the shrine in town to recommend that they go speak with their spiritual leader.

Adam recommends that the PCs speak with the local elector, and if they agree he even offers to send his apprentice to get him (he actually likes to keep the elector informed, so sends his apprentice off regardless). About 10 minutes later, Adam’s apprentice leads a well-dressed man into the tavern (change appropriately if the PCs go to find the elector first). If the PCs wish to go see the elector first, he is on the eastern edge of town, going through military drills with his file.

***A man in his late 30s enters the tavern wearing quality clothes and sporting a well-trimmed goatee. He conspicuously displays a baronial medal of honor and smiles and nods politely to the barkeep as he walks past. He heads right up to your table and with a surprisingly commanding voice asks to sit down.***

Elector Zahdrian Kraznik is definitely on top of Gran March politics. He is close friends and a strong supporter of Elector Houseman of Hookhill who is seen by some as a main challenger to the current Commandant for the upcoming election. Regardless of the outcome, Zahdrian is politically smart and well-liked by his people, but considered to be somewhat impulsive. Zahdrian is very concerned with the fact that a courier has been murdered in his town and sees the PCs as the best chance for solving the mystery of who killed him and why. He asks the PCs what their plans are at this point and orders them to investigate the murder if they indicate they are not going to do so.

He re-activates any Gran March veterans and offers to pay any non-Gran March citizens to look into the task. He also mentions that should they succeed in solving this, he will speak favorably of them in his next letter to Elector Houseman, and he points out to the PCs that Elector Houseman is seeking the position of Commandant in the upcoming election. If the PCs ask for any help in the situation, he asks them to accompany him to his house, a 5-minute walk away. There he will present each PC with a potion of *hide from undead*, explaining that there have been quite a few undead sightings the past few weeks. He also recommends that they start by going to the temple of Pholtus a few miles to the south. If asked why the temple is not in the town, Kraznik explains that

they seem to prefer a monastic lifestyle at that particular temple.

Also in the bar is Krane, Martin the Pale's right-hand man – the PCs should only discover that he is there if they ask who is in the bar and decide to talk to those people. He is a ranger of some skill, and if the PCs question him, he says he is exploring the Lortmils for personal reasons. If someone does happen to use Sense Motive on him (and succeeds in calling his bluff), he apologizes and says he feels more at home in the wild than in a bar conversing with strangers. Martin has cast *undetectable alignment* on him, so no one should be able to see he is an evil man. He is in the bar to follow up on the assassin's work and to see if anyone tries investigating the dead courier. After the PCs leave, he waits a few minutes and then heads to Martin's hideout.

Finally, if the PCs do not enter the bar or store and attempt to get information from just the townspeople wandering around, a DC 10 + APL Gather Information check reveals that although no one recognizes the courier, a strange man was seen in a clearing about an hour outside of town, east of the temple of Pholtus. That man is Martin the Pale, antagonist for this adventure.

**Scragg Silverbeard, Dwarven Male Rgr3:** hp 30; see Appendix I.

**Adam Fortniss, Human Male Com 2:** hp 10 see Appendix I.

**Krane, Human Male:** See Appendixes 2-6.

**Elector Zahdrian Kraznik: Human Male:** Ftr2/Ari6; hp 62 see Appendix I.

## Encounter Two: Seeking the Blinding Light

The trip to the temple of Pholtus is not long. It is about 5 miles outside of town, and the path is a well-used one so there is no danger from the elements or otherwise. The temple was originally founded here to be out of the way of any settlements so those studying the ways of Pholtus could do so without distraction. As such, it has become a popular place for monks of Pholtus as well as other monks to study.

The temple is a small, walled compound with a gate shaped like a pair of folded hands with an opening for the portcullis. Coming up out of the hands is a spire with an extremely bright light blazing from the top point. A simple bell with a

rope to ring, it hangs from a post to alert your presence. If a PC rings the bell or otherwise makes any obvious indications of their presence, read the following aloud:

***A clean-shaven, clear-faced young Suel man of about 16 or 17 dressed in a plain, white robe walks out from a small door in the foremost building and greets you. His closely cropped dark hair is a stark contrast to his snowy robes, and he has a solemn look on his face, suggesting he has just come from some sort of meditation. "Hail, travelers, to this blinding temple. How may Pholtus help you?"***

The young boy is an orphan, an acolyte working for the temple in return for board, bed, and education. If the party presents him with information about the dead courier or the body itself, his eyes go wide and after stammering "wait here," he runs off to a smaller building to get Father Naltoc. He does not let them in otherwise.

***After just a moment, an older man in his 60s comes walking out holding a staff with the symbol of the Blinding One on top. He walks over to the gate and with a large skeleton key, opens the lock and invites you in. He is dressed in a plain, white robe with gold trim and has the look of a man filled with recent worries. He pauses for a moment after looking you over and then says, "So Corporal Rire did not make it to Hookhill. Please, come in and tell me what you know. You may leave the body at the altar, I will pray to Pholtus tonight to find out if the Corporal wishes to come back from the dead." He then motions you to follow him and walks off toward the larger of the two buildings.***

Father Naltoc leads the party to a small office where he sits behind an impeccably neat desk and then waits expectantly for anyone in the party to tell him about the events surrounding the discovery of Corporal Rire's body. He does not seem to mind PCs that have the enmity of Pholtus, as he believes in forgiveness and inclusion more than smiting chaos. If there are any PCs openly displaying a symbol of Pholtus, he looks to them first, but not to the exclusion of others. When the PCs have finished explaining, he says to them:

***"This is most unfortunate. I had hoped to keep this situation internal just to the church, but I fear now that time is an issue so I must ask you to keep what I am about to tell you to yourselves. Obviously, some of you may be required to share your information with***



***commanding officers or your churches. I understand that, but still ask that you treat this information as sensitive."***

He looks to the party for nods of agreement. Father Naltoc is concerned about anyone openly carrying symbols of Pelor, St. Cuthbert, or the Harvest Church, but he does not make negative comments or glare at them. If there are members of the party that are Knights of the Watch or openly displaying symbols of Pholtus willing to vouch for others he acts more assured, otherwise he goes on but is much more reserved. Above all things, though, he is a great believer in Master Ferin's teachings that the church of Pholtus, at least in Gran March, should accept other good and neutral religions and go about attacking evil first (characters that played in the Gran March introductory adventure *Pilgrimage* will remember Master Ferin and how unusually kind he was.)

***"A few days ago, a young ummm . . . . student of mine disappeared. He had been living here at the temple his entire life, as he was abandoned here as a child. It is extremely unlike him to leave without some kind of notification, so I have feared something malevolent is at work. This temple has quite a large repository of records, so Gran March allows me use of a courier from time to time. I sent Corporal Rire to Hookhill to the Halls of Purity seeking help in the form of a search party. Seeing that the poor corporal has failed in his task, I know there is something evil acting against me. I fear for my student's life, so I ask you to try and find him."***

At this point the PCs might wish to make Sense Motive checks on Naltoc's pause in describing Gryntus. If they beat a DC 10 plus APL and question him about it, he explains that he has raised Gryntus not unlike a foster parent would raise an adopted son. He explains that he has tried to raise him to be a bringer of peace to the Sheldomar Valley and as a pacifist he attended the work gangs. If they make a Diplomacy check (DC 15 + APL), he tells them the following (feel free to add a bonus of up to +8 to the PCs' roll for good roleplaying or other circumstances), or if they can make a Knowledge (religion) or Knowledge (history) check (DC 24 + APL), they know the following on their own (and paraphrase if the PCs know this on their own):

***40 years ago, a scourge was released upon the Sheldomar Valley, and if not for the actions of***

***the Church of the Blinding Light, none of us would be here today.***

The following is only revealed by Father Naltoc:

***"I was a younger man then, with adventure in my heart, but I was ordered to stay here and protect this small temple. I saw my fellow holy warriors go off only to see them not return. I blamed myself for that and took a vow of chastity, dedicating my life to Pholtus. 20 years ago, when baby Gryntus was left outside my gate, I assumed it was a gift from Pholtus for my devotion. I now fear that what killed my comrades back then may have a hand in what has taken my young . . . . son. I am now too old to go stomping through these hills and woods looking for him, and so I ask you to find him and bring him back."***

Father Naltoc tries to help the party any way he can. He offers basic knowledge of the battle with Malkisharn, but not having first-hand experience, he does not know much. Players might think it odd that he is tying the events of 40 years ago to the disappearance of Gryntus. Father Naltoc doesn't disagree with them; he simply says that he has a strong feeling that they are connected. He did manage to save a few of the journals of the heroes who finally imprisoned the wraith, but he never did read them (he couldn't bring himself to do so – if the party does read them, feel free to offer tidbits from Player's Handout #2). He has no equipment to offer, but he allows them to search through his library for a few hours. If the party tries to search through the library for more than 2 hours (2 take 20 tries), he grows impatient and implores them to leave right away to find Gryntus.

Any party members with ranks in Knowledge (history) may make a Search check (DC 10 + APL) to look in the library to discover the facts in **Players Handout #2**. Any PCs who are members of the Church of Pholtus meta-org or the Shadowhunters meta-org can receive **Player's Handout #4**. If asked, Father Naltoc says that he does not know how to bypass the wards on the cave, and that the information is probably locked away somewhere deep inside the main temple to Pholtus in Greyhawk City.

Father Naltoc also tells the PCs that Gryntus was spotted by a Gran March Mountaineer patrol 5 days ago at a clearing, and another man wearing solid gray robes was in the area as well, but he eluded the patrol somehow. Father Naltoc thinks that might be the best place to start looking. He

shows the PCs on a map (map of general area) where this clearing is.

**Father Naltoc, Priest of Pholtus, Human Male**  
**Clr 8:** hp 51; see Appendix I.

## Encounter Three: In Search of the Lost Son

Whether they know it or not, the PCs are pretty hot on the trail of Gryntus. Martin has been aware of this due to Krane waiting at the bar or following the PCs and has set up an ambush for them. He knows there is only one path to his lair and has ensured that his men are waiting there. The PCs can get to this encounter using directions from Father Naltoc or from rumors gathered in town.

The travel into the mountains is not easy and takes 3 hours (unless the party can magically fly, in which case improvise). Any PCs with more than light encumbrance must make one DC 15 Fortitude save each hour or be fatigued. Fatigued characters who fail a second save become exhausted. Rangers can use their Survival skill to help lower the DC of these checks. In addition, the weather is very cloudy.

Characters attempting to ride mounts up the rough path must make one DC 10 + APL Ride check each hour or have their mount stumble. A stumbling mount must make a DC 20 Balance check or fall, doing 1d6 damage to itself and 2d6 damage to the rider. After the third hour, the PCs enter the area where Martin's men are waiting. See DM's Aid #2 for the setup on this encounter. Krane uses his Hide skill (taking 10 and at higher levels has cast *camouflage* on himself and gains a +4 circumstance bonus for being in the tree) to wait at the sniper point, while undead wait under piles of dirt (also taking 10 on Hide checks, with a +10 circumstance bonus for being in the dirt). If possible, roll in secret to determine who spots him before he fires his first arrow in the surprise round.

If any PCs are scouting ahead, Krane tries to spot them and kill them first – he takes 10 on his Spot checks. See Appendix IX for a map of this combat area. Describe to anyone in the party making a Spot check that they see nine or ten sections of freshly dug dirt in the hillside. Four or five of these (depending on APL) are where the undead are hiding. The other sections are where the undead had attempted to dig a hiding place and fail, but should serve to scare the PCs into thinking there might be many more enemies to face.

Finally, at higher APLs the orcish vampires are covered in special alchemical paste that allows them to survive in the daylight. This combined with the fact that the weather is totally cloud-covered today allows them to be out and about without dying in 2 rounds. The paste is water resistant and cannot be washed off by a simple *create water* spell, although higher level druid water spells and grappling with a water elemental (if a PC is capable of summoning them) can wash it off. This still does not have an effect on the orcish vampires from natural sunlight as it isn't shining, but it will then make them susceptible to a *daylight* spell or similar magic.

### APL 2 (EL5)

**Krane, human male Rgr 2:** hp 17; see Appendix II.

**Wolf Skeleton (4):** hp 14, 14, 14, 13; see *Monster Manual* page 225.

### APL 4 (EL 7)

**Krane, human male Rgr 2/Fgt 2:** hp 33; see Appendix III.

**Owlbear Skeleton (4):** hp 35, 33, 33, 31; see *Monster Manual* page 225.

### APL 6 (EL 9)

**Krane, human male Rgr 2/Fgt 4:** hp 55; see Appendix IV.

**Troll Skeleton (5):** hp 42, 40, 39, 39, 38; see *Monster Manual* page 225.

### APL 8 (EL 11)

**Krane, human male Rgr 4/Fgt 4:** hp 71 see Appendix V.

**Orcish Vampire Ranger 2/Monk 2 (4):** hp 38 see Appendix V.

### APL 10 (EL 13)

**Krane, human male Rgr 6/Fgt 4:** hp 97 see Appendix VI.

**Orcish Vampire Rgr 2/Mnk 4 (4):** hp 50 see Appendix VI.

### APL 12 (EL 15)

**Krane, human male Rgr 8/Ftr 4:** hp 115 see Appendix VII.

**Orcish Vampire Ranger 2/Monk 6 (4):** hp 60 see Appendix VII.

**Tactics:** Krane shoots from a tree. He takes 10 on his Hide checks and waits until he has a clear shot at the person with the weakest looking armor or the PC most likely to spot him or scouting ahead. At higher APLs, the vampires use their bows at first and then wait for fighters and the like to come into melee. Martin controls all of the undead from his cave.

After the fight is over, the enemy bodies can be searched – give *Player's Handout 3* (journal of Krane detailing using Gryntus and subverting him) to the party if they claim they are searching the bodies. If captured alive, Krane does not talk. If coerced magically, he reveals that Martin is a powerful priest of Vecna and he is using “some stupid kid from the church” to get access to a cave. He does not know much more than this because Martin did not often give him much information to work with.

**Treasure:** At all APLs, Krane has some decent equipment that can be looted and some payment from Martin. At higher APLs all of the party's foes have good equipment.

**APL 2:** L: 20 gp, C: 5 pp, M: (1000 gp) mithral chain shirt, masterwork composite longbow (Str +2), masterwork greatsword.

**APL 4:** L: 30 gp, C: 8 pp, M: (1500 gp) +1 mithral chain shirt, +1 composite longbow (+2 str), masterwork greatsword.

**APL 6:** L: 40 gp, C: 12 pp, M: (5000 gp) +1 mithral chain shirt, +1 composite longbow (+2 Str), masterwork greatsword, *amulet of health* +2, *cloak of resistance* +1.

**APL 8:** L: 50 gp, C: 15 pp, M: (16125 gp) +1 mithral chain shirt, +1 composite longbow (+2 Str), masterwork greatsword, *gloves of dexterity* +2, *amulet of health* +2, *cloak of resistance* +1, 3 +1 composite longbows (+4 Str).

**APL 10:** L: 60gp, C: 18 pp, M: (31500 gp) +3 mithral chain shirt, +1 composite longbow (+2 Str), +1 greatsword, *gloves of dexterity* +4, *amulet of health* +4, *cloak of resistance* +2, 5 arrows of bane: human, 5 arrows of bane: elf, 5 arrows of bane: dwarf, 6 potions of *inflict critical wounds*, 3 +1 Mighty Composite Longbows (+4 Str).

**APL 12:** L: 60gp, C: 25 pp, M: (51425 gp) +3 shadow mithral chain shirt, +2 shocking composite longbow (+4 str), +1 greatsword, *gloves of dexterity* +4, *amulet of health* +4, *belt of giant's*

*strength* +4, *cloak of resistance* +3, 5 arrows of bane (human), 5 arrows of bane (elf), 5 arrows of bane (dwarf), 6 potions of *inflict critical wounds*, 3 +1 composite longbows (+4 Str).

## Encounter Four: Friend or Foe

A few miles up the trail from the ambush point sits Gryntus, contemplating all that has happened to him in the past 4 days. It requires a DC 10 + APL Survival check by someone with the Track feat to find the easiest path to the where Gryntus is, just outside an entrance to a cave. If the party fails this check, each member must make a Fortitude save (DC 10 + APL) or be fatigued due to the rough path when they arrive at the cave entrance. When they arrive at the cave entrance, read the following aloud:

***As you come to a crest in the path, you see a young man around 20 years old with a shaved head. He is wearing plain gray robes and is sitting on a rock, staring at the horizon as if in a trance. With a slow turn of his head he appears to notice you but says nothing.***

Gryntus is sitting in plain sight when the party approaches, apparently staring off into space. PCs using *detect evil* on him first sees that there is an evil aura, and if they take time to focus see that his amulet is evil. The PCs must convince him that they are acting on his behalf. In addition to a DC 12 + APL Diplomacy check, they must make at least two of the following points:

- Martin is a cleric of Vecna (or is involved with the Whispered One in some way).
- They were sent by Father Naltoc.
- Martin is using him to open the gem/prison.
- The party is working on behalf of some lawful organization (Knights of the Watch or Dispatch or Gran March).
- Martin (or one of his followers) had something to do with the death of the courier.
- Gryntus has been breaking the law by being involved with followers of Vecna.

If the party does not succeed in parlaying with Gryntus (use your judgment as to when he gets fed up and leaves or starts talking) he simply walks off, ignoring the party. Any attempt at

restraining him will result in him simply trying to walk off. He breaks grapples and moves through attacks of opportunity, but he does not fight back.

If the party manages to diplomatically calm Gryntus, read the following aloud:

***With a heavy sigh, the young monk looks you over and says, "One week ago I awoke in the early morning after having had a strange dream. I felt compelled to travel to this point and I met a man who seemed to know everything about me. I was so captivated with him, I agreed to meet him the next day as well and once again, the way he spoke and the knowledge he had were mesmerizing. I suspect now that he has used me."***

***I shall make my way back to Father Naltoc now. Martin is somewhere inside the cave; if you hurry, you might be able to catch him before his plan succeeds. Please, be careful – I am sure he has prepared for would-be interlopers. Please, take my necklace as well; I fear that he is using it to control me."***

Gryntus then hands the necklace to one of the party members, choosing a monk over any other and if there is none in the party, handing it over to anyone with a holy symbol of a lawful or good god being displayed. He is no longer bound to it as the *quest* spell binding him to the amulet is complete (which also allowed the amulet to once again detect as evil). Barring that he hands it to anyone who accepts it. Martin does indeed control Gryntus through the necklace, and part of the curse is transferred to whoever takes the necklace. See Appendix VIII as to how the curse works, it could have an impact on the final battle.

### **ALL APLs**

**Gryntus, human male Mnk 11: hp 69; see Appendix I.**

## **Encounter Five: Gate to the Ghost**

As the PCs enter the cave, read aloud:

***The cave entrance opens up into a 10-foot wide tunnel with a 15-foot high ceiling. It stretches on further than the eye can see. All along the sides of the tunnel are images depicting a great battle with a terrible incorporeal undead creature. The images show how the creature killed scores upon scores of innocents before being stopped by***

***holy warriors focusing the power of Pholtus. A final image shows a small group of Pholtians focusing their power into a single large gem sitting upon a pedestal. After about 10 minutes of walking, the tunnel comes to an end and a perfectly carved 10 ft by 10 ft stone door rests ahead. The door has florid writing carved into its surface, and no apparent handle or knob.***

This is the door to where Malkisharn's gem was stored and where Martin is now. The door is trapped. The writing on the door is in Flan, and it says, "Innocent blood may seek the knowledge of this scourge to help cast down the Whispered One." Martin knows the PCs are near because of the amulet (he was able to sense it being handed from Gryntus to the party) and has been casting spells in preparation for this encounter. There is a secret passage that is very well hidden 20 feet before the trap. A Search check (DC 20 + APL) is needed to spot it (and the PCs must actively state they are searching on the wall). Roll secretly for any elves in the party. This secret door allows the PCs to bypass the trap.

### **APL 2 (EL2)**

***Glitterdust Spell Trap:*** CR 2; magical; touch trigger (pressure sensing door – any change in pressure, even slight); no reset; effects everyone within 10 feet of door; Search 26; Disable Device 20; Will Save DC 14 or effect as per *glitterdust* spell centered 10 ft behind door.

### **APL 4 (EL4)**

***Slow Spell Trap:*** CR 4: magical; touch trigger (pressure sensing door – any change in pressure, even slight); no reset; effects person touching door and all players within 30 ft of that person; Search 27; Disable Device 22; Will Save DC 16 or be *slowed* for 4 rounds.

### **APL 6 (EL6)**

***Crushing Despair Spell Trap:*** CR 6: Magical; touch trigger (pressure sensing door – any change in pressure, even slight); no reset; starts at door and bursts out in a cone as per *crushing despair* spell; Search 29; Disable Device 24; Will Save DC 18 or be *despaired* for 6 minutes.

### **APL 8 (EL8)**

***Waves of Fatigue Spell Trap:*** CR 8: Magical; touch trigger (pressure sensing door – any change



in pressure, even slight); no reset; starts at door and bursts out in a cone as per *waves of fatigue* spell; Search 30; Disable Device 26; No save, all targets in area are fatigued for 8 minutes.

### **APL 10 (EL10)**

**Acid Fog Spell Trap:** CR 10: Magical; touch trigger (pressure sensing door – any change in pressure, even slight); no reset; starts 20 ft behind door (in hallway where party is) and effects a 20 ft radius; Search 32; Disable Device 28; No save, all targets within fog take 2d6 points of acid damage per round.

### **APL 12 (EL12)**

**Blasphemy Spell Trap:** CR 12: Magical; touch trigger (pressure sensing door – any change in pressure, even slight); no reset; starts at door and effects a 40 ft radius; Search 34; Disable Device 30; As per *blasphemy* spell (caster level 11); Will save DC 20 negates.

After the spell goes off, the door opens, but the room is dark (as per the *darkness* spell). Martin and his minions wait 3 rounds before acting, as Martin is a firm believer in observing the enemy before taking action (and to allow his assassin time to focus her death attack special ability). Martin's assassin waits on the other side of the door (on the ceiling, actually!!) and looks for the one she would deem to fall easiest from her sneak attack/death attack. Move on to Encounter Six.

## **Encounter Five: Face-Off with Martin**


Martin is quite aware of the PCs by this point and has been preparing for several rounds. He has already released Malkisharn and has spent the past few days using the cave's remote location to create undead. He realizes that he doesn't stand much chance of defeating the PCs, and he has grown tired of his drow so he merely wishes to breed fear and then escape. Check the tactics section at the end of this encounter for each APL, as what spells he has changes the tactics he uses.

At all APLs (10 and 12), his assassin waits on the ceiling with her slippers of spider climb after drinking a *potion of invisibility* and then drops to the floor with her *ring of feather falling* to attack the PC she thinks is most vulnerable to her death attack or sneak attack. She has had silence cast

on her so there is no Listen check to hear her, and she might disrupt spellcasting as well.

Read the following aloud:

***A light finally appears and a natural chamber is revealed. Torch sconces and symbols of Pholtus are everywhere, but only a few torches are lit, and most of the symbols have been desecrated. There is a small, raised area in the center of the room with what looks like two broken halves of a very large ruby resting on top of a pedestal. A man in a gray cloak with dark red trim stands near the far wall and turns to you with a menacing smile on his face. He raises his hand and begins making some strange arcane gestures.***

Ask for initiative. There is no surprise. If Martin thinks he is losing (i.e. losing his allies or losing more than ½ his hit points), he tries to escape – at lower levels he drinks a *potion of invisibility* and then a *potion of gaseous form*. At higher levels, he uses a spell-like word of red  or *dimension door* (he has a specially prepared chamber about 500 ft straight down for this. This chamber has no physical access other than a 1 in. tube for Martin in gaseous form, so it should be almost impossible for the characters to find). See Appendix X for the combat setup. Note that the chamber of the cave floor is uneven and does not allow charging, but movement is not restricted in any other way.

### **APL 2 (EL5)**

**Martin, human male Clr 2, Wiz2:** hp 30; see Appendix II.

**Trizenta, drow female War 1:** hp 8 *Monster Manual* page 102.

**Troglodyte:** hp 14 see *Monster Manual* page 246

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

**Martin, human male Clr3/Wiz3:** hp 42; see Appendix III

**Trizenta, drow female Rog1:** hp 7; see Appendix III.

**Hellhound:** hp 24; see *Monster Manual* page 151.

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

**Martin, human male Clr3/Wiz3/MyT2:** hp 52; see Appendix IV.



**Trizenta, drow female Rog3:** hp 17; see Appendix IV.

**Troll:** hp 63; see *Monster Manual*.

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

**Martin, human male Clr3/Wiz3/MyT 4:** hp 62 see Appendix V.

**Trizenta, drow female Rog 5:** hp 27; see Appendix V.

**Green Hags (2):** hp 49; see *Monster Manual*.

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

**Martin, human male Clr3/Wiz3/MyT6:** hp 72; see Appendix VI.

**Trizenta, drow female Rog5/Asn2:** hp 51; see Appendix VI.

**Shield Guardian:** hp 120; see *Monster Manual* page 223 - note that this shield guardian is imbued with the *dispel magic* spell, which will go off when the first PC strikes it in melee, targeted on that PC. Also, this guardian shields Martin.

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

**Martin, human male Clr3/Wiz3/MyT8:** hp 82; see Appendix VI.

**Trizenta, drow female Rog5/Asn4:** hp 79; see Appendix VI.

**Shield Guardians (2):** hp 120; see *Monster Manual* page 223 - note that these shield guardians are imbued with the *dispel magic* spell, which goes off when the first PC strikes it in melee, targeted on that PC. Also, one guardian defends Trizenta the other defends Martin.

**Tactics (APLs 2 & 4):** Martin has cast *mage armor* and *shield of faith* on himself prior to the encounter. He casts *bane* as an opening action, and then readies to take out opposing melee fighters with *color spray* and *daze*. Trizenta waits until she has a good flank opportunity and then attacks (she has the following spells active on her through potions or items: *invisibility*, *spider climb*)..

**Tactics (APLs 6 & 8):** Martin has cast *mage armor* and *magic circle vs. good*, *shield of faith*, or *stoneskin* on himself prior to the encounter (see his stat blocks in the appendixes - cast spells are marked with a strikethrough). He casts *haste* as his first combat action, and then uses his spells to

disrupt the party and allow his minions to fight. Trizenta waits until she has a good flank opportunity and then attacks (she has the following spells active on her through potions or items: *invisibility*, *spider climb*).

**Tactics (APLs 10 & 12):** Martin has cast *polymorph* on Trizenta to turn her into a Green Hag (reflected in her alternate stat block at the end) and cast *stoneskin* on himself. His shield guardians will be standing behind the doorway, so it will appear he is the only one in the room. Trizenta has cast *spider climb* on herself and she has drunk a *potion of invisibility*. When combat starts, Martin targets an *enervation* spell on the first PC that casts a spell or looks clearly like a spellcaster. Trizenta waits the necessary number of rounds to make her death attack. Remember that she has been watching the PCs since the door opened.

### **Treasure:**

**APL 2:** L: 0, C: 0, M: (2050 gp) *vest of resistance +1*, *wand of ray of enfeeblement*, *potion of invisibility*, *ring of featherfall* (note that only some items will be available if Martin gets away)

**APL 4:** L: 0, C: 0, M: (6600 gp) *vest of resistance +2*, *wand of ray of enfeeblement*, *headband of intellect +2*, *potion of invisibility*, *ring of featherfall*, *+1 mithral chain shirt* (note that only some items will be available if Martin gets away)

**APL 6:** L: 0, C: 0, M: (10980 gp) *vest of resistance +2*, *wand of ray of enfeeblement*, *headband of intellect +2*, *metamagic rod of lesser silence*, *cloak of resistance +1*, *+1 mithral chain shirt*, *+1 short sword*, *+1 mighty composite shortbow (+1 Str)*, *potion of Invisibility*, *ring of featherfall* (note that only some items will be available if Martin gets away)

**APL 8:** L: 0, C: 0, M: (22380 gp) *vest of resistance +2*, *wand of ray of enfeeblement*, *headband of intellect +2*, *metamagic rod of lesser silence*, *periapt of wisdom +2*, *gloves of dex +2*, *amulet of health +4*, *+2 mithral chain shirt*, *potion of invisibility*, *+1 short sword*, *+1 mighty composite shortbow (+1 str)* (note that only some items will be available if Martin gets away)

**APL 10:** L: 0, C:0, M: (47630 gp) *vest of resistance +3*, *periapt of wisdom +2*, *wand of ray of enfeeblement*, *headband of intellect +4*, *metamagic rod of lesser silence*, *cloak of resistance +2*, *gloves of dexterity +4*, *amulet of health +4*, *boots of springing and striding*, *potion of invisibility*, *+2 mithral chain shirt*, *+1 shock short*

sword, +1 shock mighty composite shortbow (+1 Str) (note that only some items will be available if Martin gets away).

**APL 12:** L: 0, C: 0, (64055 gp) vest of resistance +3, periapt of wisdom +2, wand of ray of enfeeblement, headband of intellect +4, metamagic rod of lesser silence, metamagic rod of lesser empower, cloak of resistance +2, gloves of dexterity +4, amulet of health +4, boots of springing and striding, +3 mithral chain shirt, +2 shock short sword, +2 shock composite shortbow (+1 Str), potion of invisibility (note that only some items will be available if Martin gets away).

## Conclusion

When the PCs have been defeated or have defeated Martin and his minions, they will most likely head back to the temple or to town. There are a few issues to resolve:

**Martin:** If he got away, they should report what they know about him to both Father Naltoc and the Elector of Rock's Face. If the PCs don't reveal what they know about Martin, they do not receive an influence point from either the Church of Pholtus or from the Elector. If they ended up killing him, they should probably report everything they find on his body as well.

**Gryntus:** If the PCs trust him to leave and head back to the temple, he is there when they return. Father Naltoc asks them to escort Gryntus to the Halls of Purity in Hookhill so that he may atone for his wrongdoing and study under those more wise than himself. If the PCs were forced to kill him, they do not gain an influence point with the Church of Pholtus under any circumstances and Father Naltoc insists that they bring his body to the Halls of Purity. If they refuse this as well, they earn the enmity of the Church of Pholtus.

**The Elector:** If the PCs are able to defeat Martin's undead, and the party tells him of the entire adventure, including the issues with the Church of Pholtus, he orders those in his town to help out in any way they can (by way of a favor, described on the AR). If the PCs are less than honest with the man (and he has a very high Sense Motive skill), or they are unable to defeat the undead, he simply thanks them for trying.

If Martin was killed, read the following out loud:

***Regardless of the fact that you have stopped this grave foe, he has succeeded in releasing an ancient spectre that has in the past struck***

***fear in the most stalwart of heroes. You head out of the town of Rock's Face under sunny skies, but with the dark things you have seen the past few days, it might as well be raining.***

If Martin escaped, read the following out loud:

***The man now known to you as Martin the Pale has released an ancient Spectre and escaped your grasp. Although you drove him off successfully and managed to defeat his minions, you are quite confident that he will return in the near future to further his nefarious plans.***

No matter the outcome, read the following:

***There are new reports of undead in the area, and a pair of soldiers from the elector's file has failed to return from investigating a disturbance at a remote farmhouse. It would appear that the released monster has lost none of its potency.***

## 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

Get Father Naltoc to reveal his story.

APL2 - 60 xp;

APL4 - 90 xp;

APL6 - 120 xp;

APL8 - 150 xp;

APL10 - 180 xp;

APL12 - 210 xp;

### Encounter Three

Defeat Krane and Martin's undead.

APL2 - 150 xp;

APL4 - 210 xp;

APL6 - 270 xp;

APL8 - 330 xp;

APL10 - 370 xp;

APL12 - 430 xp;

#### Encounter Four

Subdue Gryntus or convince him to return to the temple.

APL2 - 30 xp;

APL4 - 45 xp;

APL6 - 60 xp;

APL8 - 75 xp;

APL10 - 90 xp;

APL12 - 105 xp;

#### Encounter Five

Disable/Bypass/Survive the traps

APL2 - 60 xp;

APL4 - 90 xp;

APL6 - 120 xp;

APL8 - 150 xp;

APL10 - 180 xp;

APL12 - 210 xp;

#### Encounter Six

Defeat Martin (including driving him off), his assassin, and his guards.

APL2 - 150 xp;

APL4 - 210 xp;

APL6 - 270 xp;

APL8 - 330 xp;

APL10 - 370 xp;

APL12 - 420 xp;

#### Discretionary Roleplaying Award

Judge may allocate up to the following for good role-playing

APL2 - 30 xp;

APL4 - 75 xp;

APL6 - 120 xp;

APL8 - 165 xp;

APL10 - 210 xp;

APL12 - 255 xp;

#### Total Possible Experience

APL2 – 480 xp (450 xp);

APL4 - 735 xp (675 xp);

APL6 – 960 xp (900 xp);

APL8 – 1200 xp (1125 xp);

APL10 – 1440 xp (1350 xp);

APL12 – 1680 xp (1575 xp);

## Treasure Summary

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

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

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

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

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

immediately after the adventure so this total may be modified by other circumstances.

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

### Encounter Three:

APL 2: L: 20gp, C: 5 pp, M: 1100 gp

APL 4: L: 30gp, C: 8 pp, M: 1600 gp

APL 6: L: 40gp, C: 12 pp, M: 5100 gp

APL 8: L: 50gp, C: 15 pp, M: 14200 gp

APL 10: L: 60gp, C: 18 pp, M: 35400 gp

APL 12: L: 60gp, C: 25 pp, M: 50375 gp

### Encounter Six:

APL 2: L: 0 gp; C: 0 gp; M: 3808 gp

APL 4: L: 0 gp; C: 0 gp; M: 8408 gp

APL 6: L: 0 gp; C: 0 gp; M: 12983 gp

APL 8: L: 0 gp; C: 0 gp; M: 31833 gp

APL 10: L: 0 gp; C: 0 gp; M: 51533 gp

APL 12: L: 0 gp; C: 0 gp; M: 78033 gp

### Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 115 gp; C: 0 gp; M: 4908 gp - Total: 5308 (400 gp)

APL 4: L: 130 gp; C: 0 gp; M: 10008 gp - Total: 10608 gp (600 gp)

APL 6: L: 160 gp; C: 0 gp; M: 18083 gp - Total: 18243 gp (800 gp)

APL 8: L: 200 gp; C: 0 gp; M: 46033 gp - Total: 46233 (1250 gp)

APL 10: L: 240 gp; C: 0 gp; M: 86932 gp - Total: 87172 gp (2100 gp)

APL 12: L: 350 gp; C: 0 gp; M: 128407 gp - Total: 128757 gp (3000 gp)

### Special

- Gran March Military Commendation: This commendation is given to an active-duty military PC who helped discover the source of the undead in the Lortmils near Rock's Face.
- Favor of Elector Zahdrian Kraznik: Elector Kraznik has taken notice of your heroic

deeds and offers you his favor in future adventures. This favor can be used as a favor for any meta-org in Gran March, or to buy any item less than 5000 gold pieces from a meta-org in Gran March. The character still must pay full price for the item. This is useable once.

- Favor of the Church of Pholtus: For returning their prodigal son and helping a high-ranking clergy member, the Church of Pholtus will offer any of the following weapon or armor upgrades: +1 to +2 enhancement upgrade, +2 to +3 enhancement upgrade, flaming, holy, ghost touch, axiomatic, and flaming burst. The player must still pay full price for this upgrade and it is usable only once.
- Rod of Lesser Silence: The user can cast up to three spells per day without verbal components as though using the Silent Spell feat. This does not increase the level of the spell and cannot be used on spells above third level. Caster level: 17th; Prerequisites: Craft Rod, Silent Spell, Market Price: 3000 gp
- Favor of the Gran March Couriers: You have discovered the murderer of a Gran March courier. As repayment for solving this crime, the Couriers allow you to use their network for travel purposes. In-game this has the effect of allowing you to play any non-Gran March Sheldomar Valley regional adventure (i.e. Keoland, Geoff, Yeomanry, etc) for one-half the TU cost. The TU cost may not be reduced below 1 for any adventure. This is usable once.

## Items for the Adventure Record

### Item Access

#### APL 2:

- ❖ wand of *ray of enfeeblement* (adventure, 1<sup>st</sup> level caster, DMG)
- ❖ *vest of resistance +1* (adventure, T&B)
- ❖ potion of *invisibility* (adventure, DMG)
- ❖ potion of *spider climb* (adventure, DMG)

#### APL 4 (all items from APL 2 plus):

- ❖ +1 mithral chain shirt (adventure, DMG)

- ❖ ring of *featherfall* (adventure, DMG)
- ❖ vest of *resistance* +2 (adventure, T&B)

**APL 6** (all items from APLs 2, 4 plus):

- ❖ metamagic rod of *lesser silence* (adventure, T&B)
- ❖ boots of *springing and striding* (adventure, DMG)

**APL 8** (all items from APLs 2 - 6 plus):

- ❖ +1 mighty composite longbow (+4 *str*) (adventure, PHB)
- ❖ gloves of *dexterity* +4 (adventure, DMG)

**APL 10** (all items from APLs 2-8 plus):

- ❖ +3 mithral chain shirt (adventure, DMG)
- ❖ +1 *bane: human, dwarf or elf arrows* (adventure, sold in groups of 5 (800 gp), DMG)
- ❖ amulet of *health* +4 (adventure, DMG)
- ❖ +1 *shocking* mighty composite longbow (+4 *str*) (adventure, DMG)
- ❖ belt of *giant's strength* +4 (adventure, DMG)

**APL 12** (all items from APLs 2-10 plus):

- ❖ headband of *intellect* +4 (adventure, DMG)
- ❖ +2 *Shocking* mighty composite longbow (+4 *str*) (adventure, DMG)
- ❖ +3 *Shadow* mithral chain shirt (adventure, DMG)
- ❖ metamagic rod of *lesser empower* (adventure, T&B)



## Appendix I: All APLs Encounters

**Timnus;** male human Com1; hp 5; AL NG.  
*Skills & Feats:* Climb<sup>1</sup> +2, Handle Animal +3, Jump +2, Listen +2, Spot +2, Swim +1.

Timnus is your typical little boy – he likes to run around and play, loves his dog, and hates to work. He's very good at giving the sad, soulful eyes look when he needs to convince someone of something.

**Scragg Silverbeard:** male Dwarf Rgr3; hp 30.  
*Skills & Feats:* Climb +5, Jump -3, Knowledge (nature) +8, Listen +7, Ride +7, Search +6, Spot +3, Survival +7, Use Rope +3; Power Attack, Cleave.

Scragg is a veteran of the Gran March Mountaineers and retired to be the general store keeper for Rock's Face. He is often grouchy, but respectful of authority, especially dwarves in the military.

**Adam Fortniss:** male Human Com2; HD 2d4; hp 6; Init +0; Spd 30 ft/x4; AC 10; SV Fort +0, Ref +0, Will +3; AL LG.

*Skills & Feats:* Craft (cooking) +7, Handle Animal +4, Knowledge (history) +3, Knowledge (nobility) +3, Knowledge (local – Sheldomar Valley) +4, Listen<sup>1</sup> +8, Profession (barkeep) +8; Investigator, Negotiator.

Adam Fortniss runs the Rock's Face Tavern, a small establishment on the edge of town. He is polite and talkative, and is a good listener. He tries to be helpful whenever possible.

**Zahdrian Kraznik;** Male Human Ftr2/Ari6; HD 6d8+2d10+16; hp 62; Init +4; Spd 30 ft/x4; AC 15; SV Fort +7, Ref +2, Will +8; AL N; Str 14, Dex 10, Con 14, Int 12, Wis 12, Cha 14.

*Skills & Feats:* Diplomacy +12, Gather Information +8, Handle Animal +7, Intimidate +9, Knowledge (arch & eng) +3, Knowledge (geography) +3, Knowledge (history) +3, Knowledge (local) +2, Knowledge (nobility) +3, Knowledge (religion) +2, Ride +13, Sense Motive +11, Swim +3; Improved Initiative, Iron Will, Leadership, Negotiator, Persuasive, Close-Quarters Fighting.

*Possessions:* +1 light fortification mithral chain shirt, +1 shock longsword.

Zhadrian is an elector on the fast track to political stardom. He knows how to make deals and how to stay clear of things that might harm

his career. He is good friends with Elector Amon Sarpenh of Hookhill, a friendship that has allowed him to achieve elector status with relative ease and quickness. He genuinely cares about Gran March and his people, but he is not above using people as long as it does not harm them to further his career goals.

**Gryntus;** male Human Mnk11; CR 11; HD 11d8+11; hp 69; Init +3; Spd 60 ft/x5; AC 20; Base Atk +8; Grp +14; Atk +10/+5 melee (1d10+2/19-20, unarmed strike), +10/+10/+10/+5 flurry of blows (1d10+2/19-20, unarmed strike); SV Fort +10, Ref +12, Will +12; AL LG; Str 14, Dex 16, Con 12, Int 10, Wis 16, Cha 8.

*Skills & Feats:* Balance +11, Climb +16, Escape Artist +10, Hide +8, Jump +22, Knowledge (arcana) +4, Spot +17, Tumble +19. Improved Unarmed (Unarmed Strike), Improved Grapple, Run, Close-Quarters Fighting, Extra Stunning Attacks, (stunning fist DC is +2 due to amulet.)

*Possessions:* Gryntus' Amulet, simple robes.

Gryntus is a physically fit young man with a vacant look. His entire life he has been under the influence of Martin, and it has caused his brain to be dulled a bit. He feels there is something more for him, but does not know what it is. He feels angst over Father Naltoc not telling him who his true parents are but has never shown it.

**Father Naltoc:** male Human Clr8; CR 8; HD 8d8+8; hp 51; Init -1; Spd 30 ft/x4; AC 9; SV Fort +7, Ref +1, Will +12; AL LG; Str 8, Dex 8, Con 12, Int 12, Wis 22, Cha 14.

*Skills & Feats:* Concentration +7, Diplomacy +13, Knowledge (arcana) +5, Knowledge (geography) +5, Knowledge (local) +4, Knowledge (religion) +12, Spellcraft +6; Combat Casting, Improved Turning, Brew Potion, Extend Spell.

*Possessions:* *Periapt of wisdom* +4, simple robes.

*Spells Prepared:* (6/6+1/5+1/4+1/3+1 Base DC = 16 + spell level) 0-level – *create water*, *detect magic* (x2), *purify food and drink*, *mending*, *read magic* 1<sup>st</sup> – *bleed*, *bleed water* (x2), *detect evil*, *detect good*, *endure elements*, ***protection from evil***; 2nd – *lesser restoration*, *consecrate*, *silence*, *zone of truth*, *calm emotions*, ***detect***

**thoughts;** 3rd – **clairaudience/clairvoyance**, daylight, magic vestment, remove curse, searing light, 4th - restoration, tongues, neutralize poison, holy smite.

## Appendix II: APL Two Encounters

### Encounter Three (EL 2)

**Krane**, male Human Rgr 2; Medium Humanoid (human); CR 2; HD 2d8+4; hp 17; Init +3; Spd 30 ft/x4; AC 17 (touch 13, flat-footed 14) [+3 dex, +4 armor]; Base Atk +2; Grp +4; Full Atk +6 ranged (1d8+2,20/x3, masterwork composite longbow (+2 Str bonus)), or +5 melee (2d6+3/19-20/x2, masterwork greatsword); SV Fort +5, Ref +6, Will +1; AL CE; Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

*Skills & Feats:* Climb +7, Hide +8, Jump +7, Listen +2, Move Silently +8, Search +5, Spot +6, Tumble +7. Point Blank Shot, Precise Shot, Rapid Shot (from ranger level 2), Favored Enemy: Human.

*Possessions:* Mithral Chain Shirt, Masterwork Mighty Composite Longbow (str +2), Masterwork Greatsword.

### Encounter Six (EL 4)

**Martin the Pale**, male Human Clr2/Wiz2; CR 4; HD 2d4+2d8+8; hp 30; Init +4; Spd 30 ft/x4; AC 16 (touch 12, flat-footed 16) +4 *mage armor*, +2 *shield of faith*; Base Atk +2; Grp +1; Full Atk +1 melee (1d6-1,20/x2, light mace); SV Fort +6, Ref +1, Will +10; AL NE; Str 8, Dex 10, Con 14, Int 16, Wis 17, Cha 8.

*Skills & Feats:* Concentration +9, Decipher Script +5, Diplomacy +4, Knowledge (arcana) +10, Knowledge (history) +10, Knowledge (religion) +10, Spellcraft +12; Combat Casting, Eschew Materials, Improved Initiative.


*Possessions:* Light mace, Martin's spellbook, *vest of resistance* +1, *wand of ray of enfeeblement*, toad familiar, *potion of invisibility*, *potion of gaseous form*.

*Spells Prepared:* Cleric (4/3+1 Base DC = 13 + spell level) 0-level - *detect magic*, *inflict minor wounds* (x2), *resistance*, 1st - *bane*, *obscuring mist*, ~~*shield of faith*~~, ***protection from good***.

Wizard (4/3 Base DC = 13 + spell level) 0-level - *acid splash*, *daze* (x3) 1st - *color spray*, *shield*, ~~*mage armor*~~.

## Appendix III: APL Four Encounters

### Encounter Three

**Krane**, male Human Rgr2/Ftr2; CR 4; HD 2d8 +2d10+8; hp 33; Init +7; Spd 30 ft/x4; AC 18 (touch 13, flat-footed 15) [+3 dex, +5 armor]; Base Atk +4; Grp +6; Atk +8 ranged (1d8+3/x3, +1 *composite longbow* +1 (+2 *Str bonus*)), or +7 melee (2d6+3/19-20, sterwork greatsword); SV Fort +9, Ref +7, Will +2; AL CE; Str 14, Dex 17, Con 14, Int 10, Wis 12, Cha 8.

**Skills & Feats:** Climb +9, Hide +8, Jump +9, Listen +2, Move Silently +8, Search +5, Spot +6, Tumble +8; Dodge, Mobility, Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Favored Enemy: Human.

**Possessions:** +1 *Mithral chain shirt*, masterwork composite longbow (str +2), masterwork greatsword.

### Encounter Six

**Martin the Pale**, male Human Clr3/Wiz3; CR 6; HD 3d4+3d8+12; hp 42; Init +4; Spd 30 ft/x4; AC 20 (touch 12, flat-footed 6) +4 *mage armor*, +2 *shield of faith*; Base Atk +3; Grp +2; Atk +2 melee (1d6-1,20/x2, light mace); SV Fort +8, Ref +4, Will +13; AL NE; Str 8, Dex 10, Con 14, Int 18, Wis 17, Cha 8.

**Skills & Feats:** Concentration +11, Decipher Script +7, Diplomacy +5, Knowledge (arcana) +13, Knowledge (history) +13, Knowledge (religion) +13, Spellcraft +15; Combat Casting, Eschew Materials, Improved Initiative, Iron Will.

**Possessions:** Light mace, *headband of intellect* +2, Martin's spellbook, *vest of resistance* +2, *wand of Ray of Enfeeblement*, toad familiar, *potion of invisibility*, *potion of gaseous form*.

**Spells Prepared:** Cleric (4/3+1/2+1 Base DC = 13 + spell level) 0) - *detect magic*, *inflict minor wounds* (x2), **protection from good**, *resistance*, 1) - *bane*, *obscuring mist*, ~~*shield of faith*~~, 2) - *hold person*, *silence*, **detect thoughts**.

Wizard (4/3/2 Base DC = 14 + spell level) 0) - *Acid Splash*, *Daze* (x3) 1) - *color spray*, *grease*, ~~*mage armor*~~ 2) - *glitterdust*, *tasha's hideous laughter*.

**Trizenta**, female Drow Rog1; CR 2; HD 1d6+1; hp 7; Init +7; Spd 30 ft/x4; AC 17 (touch 13, flat-

footed 14) [+3 dex, +4 armor]; Base Atk +0; Grp +1; Atk +2 melee (1d6+1,19-20, masterwork short sword), or +4 ranged (1d6+1/x3, masterwork mighty composite shortbow (+1 *Str bonus*)) SA Sneak Attack 1d6; SV Fort +1, Ref +5, Will +1; AL NE; Str 12, Dex 17, Con 12, Int 14, Wis 12, Cha 12.

**Skills & Feats:** Balance +7, Bluff +5, Climb +5, Disable Device +6, Escape Artist +7, Hide +7, Jump +5, Listen +7, Move Silently +7, Tumble +7; Improved Initiative, Spell Resistance 12.

**Possessions:** *Mithral chain shirt*, masterwork short sword, masterwork composite shortbow (+1 str), ~~*potion of invisibility*~~, ~~*potion of spider climb*~~, ring of *featherfall*.

## Appendix IV: APL Six Encounters

### Encounter Three

**Krane**, male Human Rgr2/Ftr4; **CR 6**; HD 2d8+4d10+18; hp 55; Init +8; Spd 30 ft/x4; AC 19 (touch 14, flat-footed 15)[+4 dex, + armor]; Base Atk +6; Grp +8; Full Atk +11/+6 ranged (1d8+5/x3, +1 composite longbow (+2 Str bonus)), or +9/+4 melee (2d6+3/19-20, masterwork greatsword); SV Fort +11, Ref +9, Will +3; AL CE; Str 14, Dex 19, Con 16, Int 10, Wis 12, Cha 8.

**Skills & Feats:** Climb +11, Hide +9, Jump +11, Listen +2, Move Silently +9, Search +5, Spot +6, Tumble +10; Dodge, Mobility, Improved Initiative, Point Blank Shot, Precise Shot, Weapon Focus (composite longbow), Weapon Specialization (composite longbow) Rapid Shot, Favored Enemy: Human.

**Possessions:** +1 mithral chain shirt, +1 composite longbow (str +2), masterwork greatsword, cloak of resistance +1, amulet of health +2.

### Encounter Six

**Martin the Pale**, male Human Clr3/Wiz3/MyT2; **CR 8**; HD 5d4+3d8+16; hp 52; Init +4; Spd 30 ft/x4; AC 14 (touch 10, flat-footed 14 [+4 mage armor]; Base Atk +4; Grp +3; Full Atk +3 melee (1d6-1, light mace); SV Fort +8, Ref +4, Will +17; AL NE; Str 8, Dex 10, Con 14, Int 18, Wis 18, Cha 8.

**Skills & Feats:** Concentration +13, Decipher Script +11, Diplomacy +5, Knowledge (arcana) +15, Knowledge (history) +13, Knowledge (religion) +15, Spellcraft +17; Combat Casting, Eschew Materials, Improved Initiative, Iron Will.

**Possessions:** Light mace, headband of intellect +2, Martin's spellbook, vest of resistance +2, wand of Ray of Enfeeblement, toad familiar, potion of invisibility, rod of lesser silence.

**Spells Prepared:** Cleric (4/3+1/2+1 Base DC = 14 + spell level) 0-level - *detect magic*, *inflict minor wounds* (x2), **protection from good**, *resistance*, 1st – *bane*, *obscuring mist*, ~~*shield of faith*~~, sanctuary 2<sup>nd</sup> – **detect thoughts**, hold

*person*, *silence*, *sound burst* 3<sup>rd</sup> – *dispel magic*, *magic circle against good*, *searing light*, .

Wizard (4/3/2 Base DC = 14 + spell level) 0) - *Acid Splash*, *Daze* (x3) 1) - *Color Spray*, *Grease*, ~~*Mage Armor*~~, *Magic Missile* 2) – *Glitterdust* (x2), *Tasha's Hideous Laughter* 3) – *Haste*, *Gaseous Form*

**Trizenta**, Female Drow Rog3; **CR 4**; HD 3d6+3; hp 17; Init +7; Spd 30 ft/x4; AC 18 touch 13, flat-footed 15) [+3 dex, +5 armor]; Base Atk +2; Grp +3; Atk +6 Melee (1d6+1, 19-20, masterwork short sword), +6 ranged (1d6+1/x3, masterwork composite shortbow (+1 Str bonus)) SA Sneak Attack 2d6; SV Fort +2, Ref +6, Will +2; AL NE; Str 12, Dex 17, Con 12, Int 14, Wis 12, Cha 12.

**Skills & Feats:** Balance +11, Bluff +7, Climb +7, Escape Artist +9, Hide +9, Jump +9, Listen +9, Move Silently +9, Spot +9, Tumble +11; Improved Initiative, Weapon Finesse, Evasion, Spell Resistance 14.

**Evasion (ex):** If this rogue is exposed to any effect that normally allows her to make a Reflex saving throw for half damage, she takes no damage on a successful saving throw.

**Possessions:** Mithral chain shirt, masterwork short sword, masterwork composite shortbow (+1 str), ~~*potion of invisibility*~~, ~~*potion of spider climb*~~, ring of featherfall.



## Appendix V: APL Eight Encounters

### Encounter Three

**Krane**, human male Rgr4/Ftr4; CR 8; HD 4d8+4d10+24; hp 71; Init +9; Spd 30 ft/x4; AC 23 (touch 15, flat-footed 16)[+6 armor. +5 dex]; Base Atk +8; Grp +12; Full Atk ranged +15/+10 ranged (1d8+5/x3, +1 *composite longbow* (+2 *Str bonus*)), or +13/+8 melee (2d6+3/19-20, masterwork greatsword); SV Fort +12, Ref +11, Will +4; AL CE; Str 14, Dex 20, Con 16, Int 10, Wis 12, Cha 8.

**Skills & Feats:** Climb +13, Hide +16(+26), Jump +15, Listen +2, Move Silently +10, Search +5, Spot +12, Tumble +12; Dodge, Endurance, Mobility, Improved Initiative, Point Blank Shot, Precise Shot, Weapon Focus (Composite Longbow), Weapon Specialization (Composite Longbow), Rapid Shot.

Favored Enemy: Human.

**Possessions:** +2 *mithral chain shirt*, +1 *composite longbow* (str +2), masterwork greatsword, *gloves of dexterity* +2, *amulet of health* +2, *cloak of resistance* +1.

**Spell Prepared:** *Camouflage* (no save).

**Orcish Vampires**, Orc Vampire Mnk2/Rgr2; CR 6; HD 4d12 hp 28; Init +9; Spd 30 ft/x4; AC 22 (touch 14, flat-footed 17) Base Atk +3; Grp +15; Atk melee +11 (1d6+8, unarmed strike), +9/+9 flurry of blows (1d6+8, unarmed strike), or +9 ranged (1d8+5/x3, +1 *composite longbow* (+4 *Str bonus*)); SV Fort +8, Ref +15, Will +6; AL LE; Str 26, Dex 20, Con -, Int 10, Wis 12, Cha 10.

**Skills & Feats:** Balance +12, Jump +16, Tumble +13, Hide +11, Listen +9, Move Silently +11, Search +8, Spot +9; Prone Attack, Close-Quarters Fighting, Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Evasion, Rapid Shot, Deflect Arrows, Improved Grapple, Favored Enemy: Human (+2), Track.

**Evasion (ex):** If this monk is exposed to any effect that normally allows it to make a Reflex saving throw for half damage, it takes no damage on a successful saving throw.

**Possessions:** +1 *composite longbow* (+4 Str).

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

drain each round the pin is maintained. On each such successful attack, the vampire gains 5 temporary hit points.

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

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

**Create Spawn (Su):** A humanoid or monstrous humanoid slain by a vampire's energy drain rises as a vampire spawn (see the Vampire Spawn entry) 1d4 days after burial.

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

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

**Special Qualities:** A vampire retains all the special qualities of the base creature and gains those described below.

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

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

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

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

**Resistances (Ex):** A vampire has resistance to cold 10 and electricity 10.

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

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

## Encounter Six

**Martin the Pale**, male Human Clr3/Wiz3/MyT4; CR 10; HD 7d4+3d8+20; hp 62; Init +4; Spd 30 ft/x4; AC 14 (touch 12, flat-footed 16)[+4 *Mage Armor*, +2 ring]; Base Atk +5; Grp +4; Atk +4

melee (1d6-1, light mace); SV Fort +9, Ref +5, Will +19; AL NE; Str 8, Dex 10, Con 14, Int 20, Wis 20, Cha 8.

**Skills & Feats:** Concentration +15, Decipher Script +16, Diplomacy +5, Knowledge (arcana) +18, Knowledge (history) +14, Knowledge (religion) +18, Spellcraft +20; Combat Casting, Eschew Materials, Improved Initiative, Iron Will, Empower Spell.

**Possessions:** Light mace, *headband of intellect* +4, Martin's spellbook, *periapt of wisdom* +2, *vest of resistance* +2, *wand of Ray of Enfeeblement*, toad familiar, *potion of invisibility*, *rod of lesser silence*.

**Spells Prepared:** Cleric (6/6+1/4+1/3+1/2+1 Base DC = 15 + spell level) 0-level - *detect magic*, *inflict minor wounds* (x4), *resistance*, 1st - *bane* (x2), *obscuring mist* (x2), **protection from good**, *shield of faith*, *sanctuary* 2nd - **detect thoughts**, *hold person*, *silence*, *sound burst*, *lesser restoration* 3rd - *dispel magic* (x2), **magic circle against good**, *searing light* 4th - *freedom of movement*, *restoration*, *unholy blight*.

Wizard (4/6/4/3/2 Base DC = 15 + spell level) 0-level - *acid splash*, *daze* (x3) 1st - *color spray*, *grease* (x2), ~~*mage armor*~~, *magic missile* (x2) 2nd - *glitterdust* (x2), *Tasha's hideous laughter*, *mirror image* 3rd - *haste*, *gaseous form*, *fireball* 4th - ~~*stoneskin*~~, *enervation*.

**Trizenta**, Female Drow Rog5; CR 6; HD 5d6+5; hp 27; Init +8; Spd 30 ft/x4; AC 19 (touch 14, flat-footed 15)[+ 4 dex, +5 armor]; Base Atk +3; Grp +4; Atk +8 melee (1d6+2/19-20, +1 *short sword*), +8 ranged (1d6+2/x3, +1 *composite shortbow* (+1 Str bonus)); SA Sneak Attack 3d6, SV Fort +3, Ref +9, Will +3; AL NE; Str 12, Dex 18, Con 12, Int 14, Wis 12, Cha 12.

**Skills & Feats:** Balance +14, Bluff +5, Climb +9, Disguise +5, Escape Artist +12, Hide +12, Jump +11, Listen +11, Move Silently +12, Spot +11, Tumble +14; Improved Initiative, Weapon Finesse, Evasion, Spell Resistance 16.

**Uncanny Dodge (Ex):** This rogue can react to danger before her senses would normally allow her to do so. She retains her dexterity bonus to AC even when caught flat-footed.

**Evasion (Ex):** If this rogue is exposed to any effect that normally allows her to make a Reflex saving throw for half damage, she takes no damage on a successful saving throw.

*Possessions: +1 mithral chain shirt, +1 short sword, +1 composite shortbow (+1 Str), ~~potion of invisibility~~, ~~potion of spider climb~~, ring of featherfall, cloak of resistance +1.*

## Appendix VI: APL Ten Encounters

### Encounter Three

**Krane**, male Human Rgr6/Ftr4; CR 10; HD 6d8+4d10+40; hp 97; Init +10; Spd 30 (40) ft/x4; AC 23 (touch 16, flat-footed 17)[+7 armor, +6 dex]; Base Atk +10; Grp +12; Full Atk +18/+13 ranged (1d8+5/x3 and 1d6 electricity, +1 *shocking composite longbow* +1 (+2 *Str bonus*)), or +15/+10 melee (2d6+4/19-20, +1 *greatsword*); SV Fort +15, Ref +14, Will +6; AL CE; Str 14, Dex 22, Con 18, Int 10, Wis 12, Cha 8.

**Skills & Feats:** Climb +15, Hide +19(+29), Jump +17, Listen +2, Move Silently +11, Search +5, Spot +14, Tumble +14; Dodge, Mobility, Improved Initiative, Point Blank Shot, Precise Shot, Shot on the Run, Weapon Focus (composite longbow), Weapon Specialization (composite longbow), Rapid Shot, Favored Enemy: Human (+4), Elf (+2), Endurance, Manyshot.

**Possessions:** +3 mithral chain shirt, +1 *shocking composite longbow* (str +2), +1 *greatsword*, *gloves of dexterity* +4, *amulet of health* +4, *cloak of resistance* +2, 5 *human bane arrows*, 5 *elf bane arrows*, 5 *dwarf bane arrows*.

**Spell Prepared:** ~~*Camouflage*~~ (no save), *Longstrider*

**Orcish Vampires**, Orc Vampire Mnk4/Rgr2; CR 8; HD 6d12 hp 41; Init +9; Spd 40 ft/x4; AC 22 (touch 14, flat-footed 17) Base Atk +5; Grp +17; Full Atk +13 melee (1d8+8, unarmed strike), +11/+11 flurry of blows (1d8+8, unarmed strike), or +11 ranged (1d8+5/x3, +1 *composite longbow* (+4 *Str bonus*)); SV Fort +8, Ref +15, Will +6; AL LE; Str 26, Dex 20, Con -, Int 10, Wis 12, Cha 10.

**Skills & Feats:** Balance +12, Jump +22, Tumble +15, Hide +13, Listen +13, Move Silently +13, Search +8, Spot +13; Prone Attack, Close-Quarters Fighting, Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Evasion, Rapid Shot, Deflect Arrows, Improved Grapple, Favored Enemy: Human (+2), Track, Ki Strike: Magic, Blind Fight, Slow Fall 20 ft.

**Evasion (ex):** If this monk is exposed to any effect that normally allows it to make a Reflex saving throw for half damage, it takes no damage on a successful saving throw.

**Possessions:** +1 *composite longbow* (+4 *Str*), *Potion of Inflict Serious Wounds* (x2)

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

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

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

**Create Spawn (Su):** A humanoid or monstrous humanoid slain by a vampire's energy drain rises as a vampire spawn (see the Vampire Spawn entry) 1d4 days after burial.

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

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

*Special Qualities:* A vampire retains all the special qualities of the base creature and gains those described below.

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

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

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

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

*Resistances (Ex):* A vampire has resistance to cold 10 and electricity 10.

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

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

## Encounter Six

**Martin the Pale**, male Human Clr3/Wiz3/MyT6; CR 12; HD 9d4+3d8+24; hp 72; Init +4; Spd 30 ft/x4; AC 13 (touch 12, flat-footed 16)[*shield of faith* +2, *mage armor* +4]; Base Atk +6; Grp +5; Atk +5/+0 melee (1d6-1, light mace); SV Fort +11, Ref +7, Will +21; AL NE; Str 8, Dex 10, Con 14, Int 20, Wis 21, Cha 8.

*Skills & Feats:* Concentration +17, Decipher Script +20, Diplomacy +5, Knowledge (arcana) +20, Knowledge (history) +14, Knowledge (religion) +20, Spellcraft +22; Combat Casting, Eschew Materials, Improved Initiative, Iron Will, Empower Spell, Reach Spell.

*Possessions:* Light mace, *headband of intellect* +4, Martin's spellbook, *periapt of wisdom* +2, *vest of resistance* +3, *wand of ray of enfeeblement*, toad familiar, *potion of invisibility*, *rod of lesser silence*.

*Spells Prepared:* Cleric (6/6+1/5+1/4+1/3+1/2+1 Base DC = 15 + spell level) 0-level - *detect magic*, *inflict minor wounds* (x4), *resistance*, 1st - *bane* (x2), *obscuring mist* (x2), ***protection from good***, ~~*shield of faith*~~, *sanctuary*; 2nd - ***detect thoughts***, *hold person*, *silence*, *sound burst* (x2), *lesser restoration* 3rd - *dispel magic* (x3), ***magic circle against good***, *searing light*; ***unholy blight***; 4th - *freedom of movement*, *restoration*, *cure critical wounds* 5th - *flame strike*, *spell resistance*, *true seeing*.

Wizard (4/6/5/4/3/2 Base DC = 15 + spell level) 0-level - *acid splash*, *daze* (x3) 1st - *color spray*, *grease* (x2), ~~*mage armor*~~, *magic missile* (x2) **2nd** - *glitterdust* (x3), *Tasha's hideous laughter*, *mirror image* **3rd** - *haste*, *gaseous form*, *fireball*, empowered *Ray of Enfeeblement* **4th** - ~~*stoneskin*~~, *enervation*, ~~*polymorph*~~ **5th** - *feeblemind*, *wall of force*.

**Trizenta**, female Drow Rog5/Asn2; CR 8; HD 7d6+21; hp 51; Init +9; Spd 30 ft/x4; AC 21 (touch 15, flat-footed 16)[+6 armor, +5 dex]; Base Atk +4; Grp +5; Atk +10 melee (1d6+2/19-20, +1 *short sword*), +10 ranged (1d6+2/x3, +1 *composite shortbow* (+1 *Str bonus*)) SA Poison Use, Sneak Attack 4d6; SQ spell resistance 16, +1 save vs. poison; SV Fort +6, Ref +14, Will +6; AL NE; Str 12, Dex 20, Con 16, Int 14, Wis 12, Cha 12.

*Skills & Feats:* Balance +17, Bluff +5, Climb +9, Disguise +5, Escape Artist +15, Hide +15, Jump +11, Listen +11, Move Silently +15, Spot +13,



Tumble +17; Improved Initiative, Weapon Finesse, Iron Will.

*Evasion (ex):* If this rogue is exposed to any effect that normally allows her to make a Reflex saving throw for half damage, she takes no damage on a successful saving throw.

*Uncanny Dodge (ex):* This rogue can react to danger before her senses would normally allow her to do so. She retains her dexterity bonus to AC even when caught flat-footed.

*Improved Uncanny Dodge (Ex):* This assassin can no longer be flanked, since she can react to opponents on opposite sides of her as easily as she can react to a single attacker. This defense denies rogues the ability to use flank attacks to sneak attack the assassin. The exception to this defense is that a rogue at least four levels higher than the assassin can flank her (and thus sneak attack her).

*Death Attack (DC 14):* If an assassin studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (assassin's choice). While studying the victim, the assassin can undertake other actions so long as his attention stays focused on the target and the target does not detect the assassin or recognize the assassin as an enemy. If the victim of such an attack fails a Fortitude save (DC 10 + the assassin's class level + the assassin's Int modifier) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round per level of the assassin. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds.

If a death attack is attempted and fails (the victim makes her save) or if the assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

*Possessions:* +2 mithral chain shirt, +1 short sword, +1 composite shortbow (+1 str), ~~potion of spider climb~~, cloak of resistance +2, gloves of dexterity +2, amulet of health +4.

*Spells Prepared:* Feather Fall (no DC).

**Trizenta Polymorphed:** As above, except: Init +8; Spd 40 ft/x4; AC 31 (touch 14, flat-footed 27)[+6 armor, +11 natural, +4 dex]; Base Atk +6; Grp +10; Full Atk +11/+6 melee (1d6+5/19-20, +1 *short sword*), or +11/+6 ranged (1d6+2/x3, +1 *composite shortbow* (+1 *Str bonus*)); SV Fort +7, Ref +14, Will +7; AL NE; Str 19, Dex 18, Con 16, Int 14, Wis 12, Cha 12.

*Skills & Feats:* Balance +16, Bluff +5, Climb +10, Disguise +5, Escape Artist +14, Hide +14, Jump +16, Listen +9, Move Silently +14, Spot +13.

## Appendix VII: APL Twelve Encounters

### Encounter Three

**Krane**, male Human Rgr8/Ftr4; CR 12; HD 8d8+4d10+48; hp 115; Init +10; Spd 30 ft. (40 ft.) ft/x4; AC 23 (touch 16, flat-footed 17)[+7 armor, +6 dex]; Base Atk +12; Grp +16; Full Atk +21/+16/+11 ranged (1d8+8/x3 and 1d6 electricity, +2 *shocking composite longbow* (+4 *Str bonus*)), or +17/+12/+7 melee (2d6+7/19-20 and 1d6 shock, +1 *shocking greatsword*); SV Fort +16, Ref +15, Will +6; AL CE; Str 18, Dex 23, Con 18, Int 10, Wis 12, Cha 8.

**Skills & Feats:** Climb +17, Hide +26 (+36), Jump +19, Listen +2, Move Silently +11, Search +5, Spot +16, Survival +9, Tumble +15; Dodge, Mobility, Improved Initiative, Point Blank Shot, Precise Shot, Shot on the Run, Weapon Focus (composite longbow), Weapon Specialization (composite longbow), Sharp-Shooting Rapid Shot, Favored Enemy: Human (+4), Elf (+2), Endurance, Manyshot.

**Possessions:** +3 Shadow mithral chain shirt, +2 *shocking composite longbow* (str +4), +1 *greatsword*, *gloves of dexterity* +4, *amulet of health* +4, *belt of giant's strength* +4, *cloak of resistance* +2, 5 human bane arrows, 5 elf bane arrows, 5 dwarf bane arrows.

**Spell Prepared:** *Camouflage* (no save), *Longstrider*.

**Orcish Vampires**, Orc Vampire Mnk6/Rgr2; CR 10; HD 8d12 hp 55; Init +9; Spd 50 ft/x4; AC 25 (touch 16, flat-footed 19) Base Atk +6; Grp +18; Full Atk +14/\_9 melee (1d8+8, unarmed strike), +13/+13/+8 flurry of blows melee (1d8+8, unarmed strike), or +11 ranged (1d8+5/x3, +1 *composite longbow* (+4 *Str bonus*)); SV Fort +10, Ref +17, Will +9; AL LE; Str 26, Dex 20, Con -, Int 10, Wis 18, Cha 10.

**Skills & Feats:** Balance +12, Jump +28, Tumble +17, Hide +13, Listen +12, Move Silently +13, Search +8, Spot +12; Prone Attack, Close-Quarters Fighting, Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Rapid Shot, Deflect Arrows, Improved Grapple, Favored Enemy: Human (+2), Track, Ki Strike: Magic, Blind Fight, Slow Fall 30 ft., Improved Trip.

**Evasion (ex):** If this monk is exposed to any effect that normally allows it to make a Reflex

saving throw for half damage, it takes no damage on a successful saving throw.

**Possessions:** +1 Mighty Composite Longbow (+4 str), Potion of *Infectious Wounds* (x2)

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

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

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

**Create Spawn (Su):** A humanoid or monstrous humanoid slain by a vampire's energy drain rises as a vampire spawn (see the Vampire Spawn entry) 1d4 days after burial.

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

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

**Special Qualities:** A vampire retains all the special qualities of the base creature and gains those described below.

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

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

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

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

**Resistances (Ex):** A vampire has resistance to cold 10 and electricity 10.

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

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

## Encounter Six

**Martin the Pale**, male Human Clr3/Wiz3/MyT8; CR 14; HD 11d4+3d8+28; hp 82; Init +4; Spd 30 ft/x4; AC 13 (touch 12, flat-footed 16)[+2 *shield of faith*, +4 *mage armor*]; Base Atk +7; Grp +6; Full Atk +6/+1 melee (1d6-1, light mace); SV Fort +11, Ref +7, Will +23; AL NE; Str 8, Dex 10, Con 14, Int 22, Wis 23, Cha 8.

**Skills & Feats:** Concentration<sup>1</sup> +19, Decipher Script +21, Diplomacy +5, Knowledge (arcana) +23, Knowledge (history) +15, Knowledge (religion) +23, Sense Motive +10, Spellcraft +25; Combat Casting, Eschew Materials, Improved Initiative, Iron Will, Empower Spell, Reach Spell.

**Possessions:** Light mace, headband of intellect +6, Martin's spellbook, *periapt of wisdom* +4, *vest of resistance* +3, *wand of Ray of Enfeeblement*, toad familiar, *potion of invisibility*, *rod of lesser silence*, *rod of lesser empowerment*.

**Spells Prepared:** Cleric (6/7+1/6+1/5+1/4+1/3+1/2+1 Base DC = 16 + spell level) 0-level - *detect magic*, *inflict minor wounds* (x4), *resistance*; 1st - *bane* (x2), *obscuring mist* (x2), ***protection from good***, *shield of faith*, *sanctuary* (x2) 2nd - ***detect thoughts***, *hold person*, *silence* (x2), *sound burst* (x2), *lesser restoration* 3rd - *dispel magic* (x3), ***magic circle against good***, *searing light*, *invisibility purge* 4th - *freedom of movement*, ***unholy blight***, *restoration*, *cure critical wounds*, *empowered sound burst*; 5th - *flame strike*, *spell resistance*, *dispel good*, ***true seeing***; 6th - *blade barrier*, ***create undead***, *word of recall*.

Wizard (4/6/6/5/4/3/2 Base DC = 16 + spell level) 0-level - *acid splash*, *Daze* (x3) 1st - *color spray*, *grease* (x2), ~~*mage armor*~~, *magic missile* (x2) 2nd - *glitterdust* (x3), *Tasha's hideous laughter*, *mirror image* (x2) 3rd - *haste*, *gaseous form*, *fireball*, *empowered Ray of Enfeeblement*, *slow* 4th - *stoneskin*, *enervation*, ~~*polymorph*~~, *reach spell touch of idiocy* 5th - *feeblemind*, *wall of force*, *empowered fireball* 6th - *flesh to stone*, *chain lightning*.

**Trizenta**, female Drow Rog5/Asn4; CR 10; HD 9d6+27; hp 65; Init +10; Spd 40 ft/x4; AC 22 (touch 16, flat-footed 16)[+6 armor, +6 dex]; Base Atk +6; Grp +7; Atk +13/+8 melee (1d6+2/19-20 and 1d6 electricity, +1 *shocking short sword*), +13/+8 ranged (1d6+2/x3 and 1d6

electricity, +1 *shocking composite shortbow* (+1 *Str bonus*)) SA Poison Use, Sneak Attack 5d6; SQ +2 Save vs. Poison, Spell Resistance 20; SV Fort +7, Ref +16, Will +7; AL NE; Str 12, Dex 23, Con 16, Int 14, Wis 12, Cha 12.

**Skills & Feats:** Balance +20, Bluff<sup>1</sup> +5, Climb +9, Disguise +5, Escape Artist +18, Hide +18, Jump +15, Listen +11, Move Silently +18, Spot +15, Tumble +20; Combat Reflexes, Improved Initiative, Weapon Finesse, Iron Will..

**Evasion (ex):** If this rogue is exposed to any effect that normally allows her to make a Reflex saving throw for half damage, she takes no damage on a successful saving throw.

**Uncanny Dodge (Ex):** This rogue can react to danger before her senses would normally allow her to do so. She retains her dexterity bonus to AC even when caught flat-footed.

**Improved Uncanny Dodge (Ex):** This assassin can no longer be flanked, since she can react to opponents on opposite sides of her as easily as she can react to a single attacker. This defense denies rogues the ability to use flank attacks to sneak attack the assassin. The exception to this defense is that a rogue at least four levels higher than the assassin can flank her (and thus sneak attack her).

**Death Attack (DC 16):** If an assassin studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (assassin's choice). While studying the victim, the assassin can undertake other actions so long as his attention stays focused on the target and the target does not detect the assassin or recognize the assassin as an enemy. If the victim of such an attack fails a Fortitude save (DC 10 + the assassin's class level + the assassin's Int modifier) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round per level of the assassin. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds.

**Possessions:** +2 *mithral chain shirt*, +1 *shocking short sword*, +1 *shocking composite shortbow* (+1 *str*), *cloak of resistance* +2, *gloves of dexterity* +4, *amulet of health* +4, *boots of springing and striding*, ~~*potion of invisibility*~~.

**Spells Prepared:** *feather fall* (x2, no DC), ~~*spider climb*~~

**Trizenta Polymorphed:** As above, except: Init +8; Spd 40 ft/x4; AC 31 (touch 14, flat-footed 27)[+6 armor, +11 natural, +4 dex]; Base Atk +6; Grp +10; Atk +11/+6 melee (1d6+5/19-20 and 1d6 electricity, +1 *shocking short sword*), +11/+6 ranged (1d6+2/x3 and 1d6 electricity, +1 *shocking composite shortbow* (+1 *Str bonus*)); SV Fort +7, Ref +14, Will +7; AL NE; Str 19, Dex 18, Con 16, Int 14, Wis 12, Cha 12.

**Skills & Feats:** Balance +18, Bluff +5, Climb +12, Disguise +5, Escape Artist +16, Hide +16, Jump +18, Listen +11, Move Silently +16, Spot +15, Tumble +18.

## Appendix VIII: Curse of Gryntus' Amulet

**Description:** A simple gold amulet with the symbol of Pholtus that once touched does not leave the cursed individual's possession (with the exception of the original owner, Gryntus); if dropped, thrown, given away, etc., it will re-appear instantly around the cursed individual's neck. It may be placed in a pocket or backpack of the cursed individual, but should the particular item of clothing or backpack be removed, the amulet will re-appear instantly around the cursed individual's neck.

**Magic Item Creation:** PCs cannot craft this item.

**History:** This amulet was used by Martin the Pale, cleric of Vecna, to control a young monk named Gryntus. It grants the bearer a degree of power but at the expense of revealing knowledge.

**Benefit:** If worn in the amulet/necklace slot (thus occupying that slot), this amulet allows the wearer to use the improved unarmed strike feat as if he were a monk of 1<sup>st</sup> level. It also raises the cursed individual's saving throws by +1. This is a profane bonus. If the wearer already has levels of monk with the *stunning fist* feat, or has the *stunning fist* feat otherwise, it raises the DC of their stunning attack by 2.

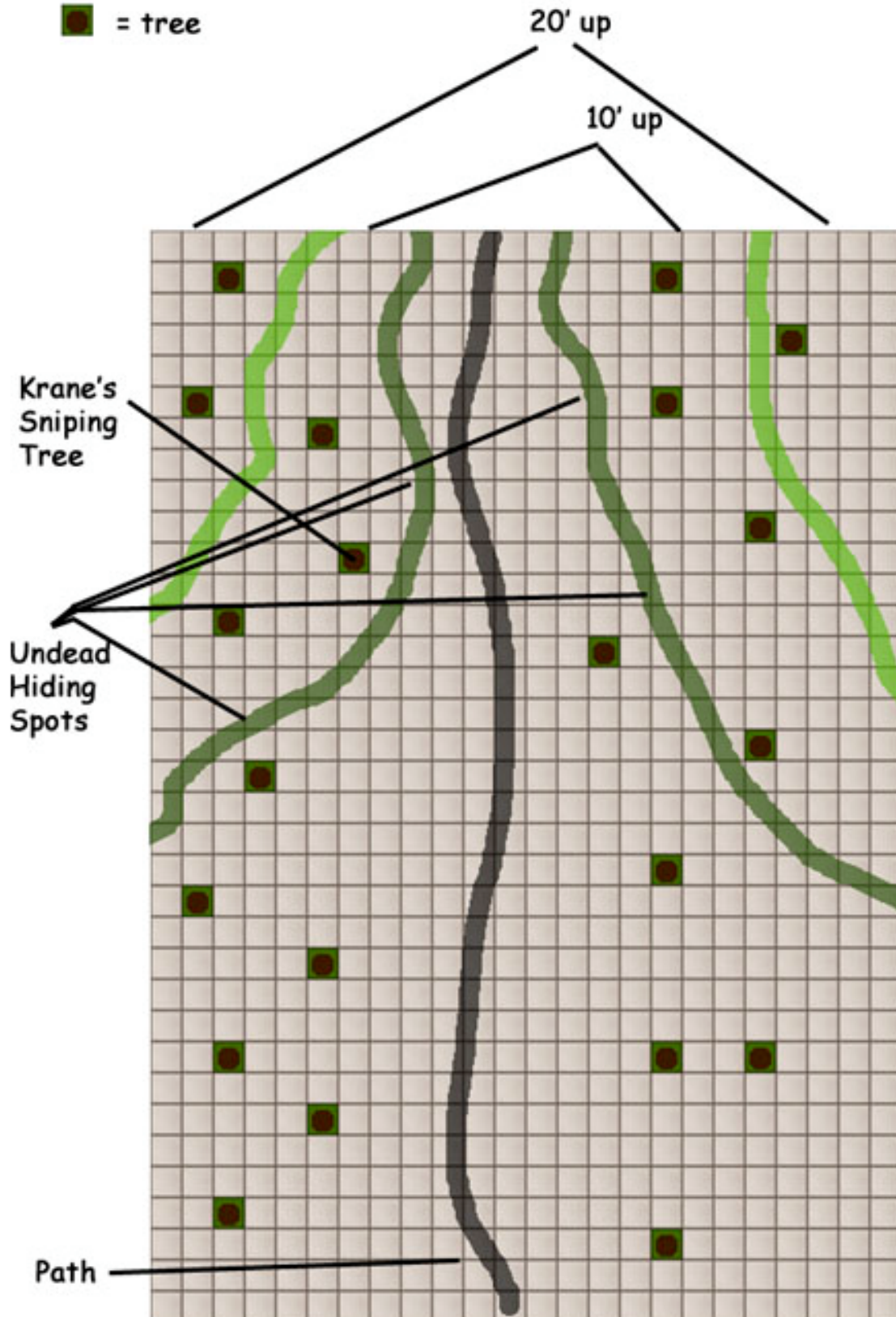
**Penalty:** Regardless of whether the amulet is worn or not, it allows any evil opponent to act as if they had the *foresight* spell active against the cursed individual only. Thus, any opponent will have a +2 AC and +2 to Reflex saves vs. actions, attacks, and spells from the cursed individual only. Furthermore any cleric of an evil deity will never be considered flat-footed and cannot be the subject of a sneak attack from the cursed individual.

**Removal:**

- *Break enchantment* will allow the amulet to be removed (and thus allow the curse to be lifted) with a check of 28
- *Limited wish*, *miracle* or *wish* will allow the amulet to be removed
- *Remove curse* cast by a 17<sup>th</sup> level or higher caster will allow the amulet to be removed
- *Greater Dispelling* against a caster level of 17 (total roll of 28) will allow the amulet to be removed



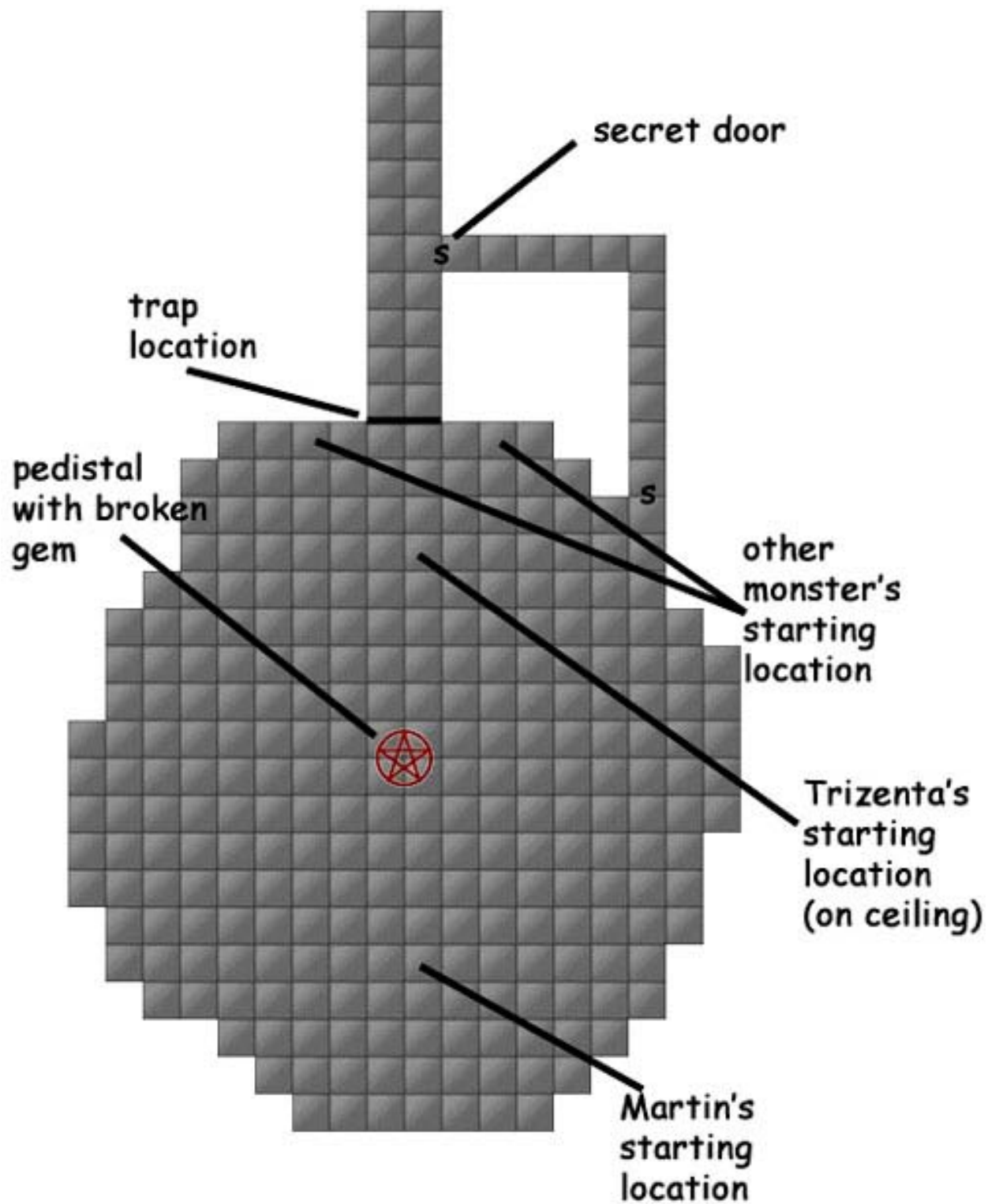
## Appendix IX: DM's map



#1

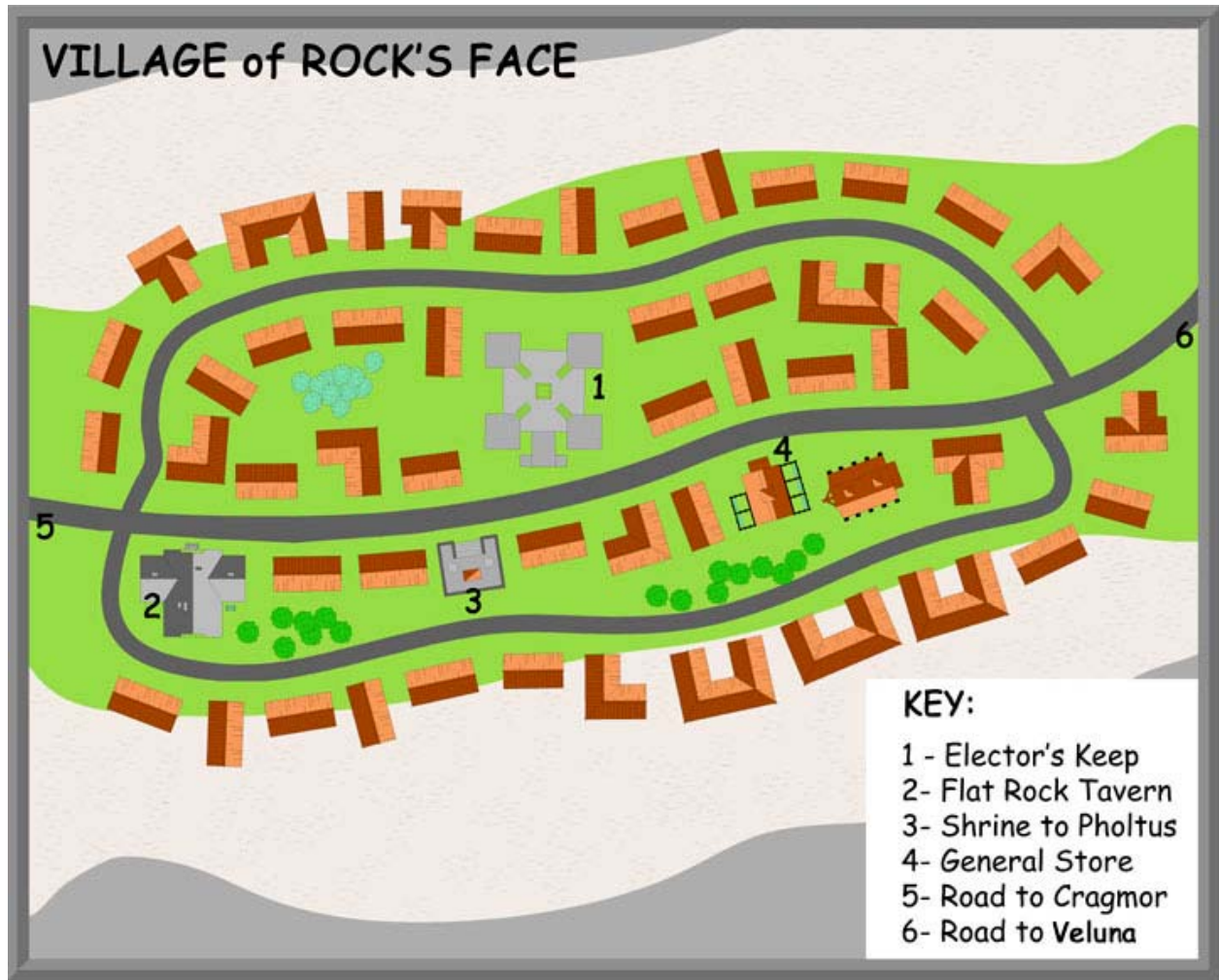
## Appendix X: DM's Map

#2



# Player Handout #1

Map of Rock's Face



## Player Handout #2

With your time spent researching in the library of the Temple of Pholtus in Rock's Face, you discover the following facts related to events 40 years ago:

- A spectral figure with great magical powers was destroying all living things in this part of Gran March (then Keoland). All attempts to turn the evil creature failed.
- The church of Pholtus gathered all available holy warriors and even managed to convince a handful paladins and clerics of Pelor, Zilchus, Heironeous, and Corellon Larethian to join them in combating this evil.
- A great battle took place and even though they were not able to destroy the spectral beast, the forces of good were able to imprison it inside a large gem. Only one paladin of Pholtus managed to make it back and report on what happened. She died 6 days later, apparently from wounds sustained in battle.
- It was discovered that in life this spectral figure personally knew Vecna and was a powerful mage dedicated to Vecna's cause.
- The gem was placed in a cave a few hours away and protected with powerful wards, although a means of bypassing those wards was left should Vecna's power grow and there be need of the spectral mage's inside information on the Whispered One.

### Player Handout #3

The following note is blood-stained and crumpled, but legible.

Krane,

Excellent work discovering the adventurers who are sticking their noses where they don't belong. I have almost completed subverting the mind of the pathetic monk, and will soon have access to the cave with the gem. Make sure you stall this group should they learn too much and decide to come up into the mountains after me. Take with you the batch I created yesterday, I wish to see how well they perform in combat.

-Martin



## Player Handout #4

Through your membership with either the Church of Pholtus or the Shadowhunters meta-org you know the following:

- In life the spectral beast was known as Malkisharn. He was an extremely powerful Urflan mage dedicated to Vecna. For unknown reasons he was killed by a blackguard of Kas the Bloody Handed.
- His spirit remained on Oerth and grew in power between the time of the Occluded Empire and 40 years ago. He is most likely a ghost still retaining his mage powers, but also has the ability to turn drained foes into wraiths, specters and other incorporeal undead.
- Texts speak of Malkisharn as a horrible creature who cares nothing at all for living things. In life and death he toyed and tortured innocents for pleasure before corrupting their souls and forcing them to fight for him.
- There are few undead that are more frightening and dire than Malkisharn.

## **“A Lack of Focus” Critical Event Summary**

- 1) Were any of Martin’s minions captured? If yes, please elaborate.
  
- 2) Did Martin get away or was he killed or captured? If he was killed or captured, please elaborate
  
- 3) Did Gryntus die?
  
- 4) Did the PCs volunteer to take Gryntus (dead or alive?) to the Halls of Purity in Hookhill

Please e-mail any answers to [daniel.wheeler@big-baseball.com](mailto:daniel.wheeler@big-baseball.com)

Thank you, your assistance will help develop plotlines for future Gran March adventures!