

VEL3-03

A One-Round D&D Living Greyhawk Veluna Regional  
Adventure

# A Family Affair

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News has come again that the town of Sugarberg is in dire straits. The High Roads Trading Company wants you to investigate robbery, as a few local businesses have been robbed of supplies and money. Is it a plague of Sancredia, little folk getting revenge, or a cutthroat thieves guild? Whatever it is it's not the norm, but what is in Sugarberg? Time is short and tempers are high. Can you solve the mystery in Sugarberg? A one round Living Greyhawk Veluna Regional adventure for characters Levels 4-12.

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

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

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

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

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players

will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

### ***Scoring***

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

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

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

## Living Greyhawk Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars paladin's mounts, etc) use the following 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.

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

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

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being

played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: *LIVING GREYHAWK* adventures are designed for APL 2 and higher. Three or four, or sometimes even five 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 three 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.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

## Time Units and Upkeep

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

## DM Background

Since the last visit to Sugarberg about 8 months have past, the town has had quite a few changes. They have recently found out that they are led by a gnome of all things. Although this town was once downright disrespectful of the little tainted creatures, it now sees things a bit differently. A few people are slow to change, but big changes are happening. Why even a Halfling guardsmen and a gnome herbalist have setup shop in town.

The story begins with Niska Hivry, a local daughter of an aging homemaker in Sugarberg, and sister of Arriola Hivry, a local ranger. Niska found out about an ancient Druid grove not far from their family home. She went to visit one day. But what she found was a ruined grove and a Farmhouse in its place. The Farmer, a half-orc, has moved the stones to make an effective entry way to his farm, carving

Orcish symbols in them and leaving other stones in ruin all save one that would not move. Furious at this she investigates the farmhouse and its inhabitants. Night falls quickly as she spends to much time at the farmhouse and she is forced to head back home in the dark. On the way back she gets caught unawares by a cunning Wererat named Brophy, and his lackey TuHeadFu, an Ettin that has received special training by a rogue member of the Scarlet Brotherhood. Brophy is trying to further his power. He is secretly infecting members of the town in the area she lives in and she just happens to be at the wrong place at the wrong time. Brophy recognizes her from his spying in Sugarberg and he quickly seizes the moment and attacks her only to infect her. Over a period of weeks he follows her and when the time comes he approaches her to help with the transition to her “new life”. Brophy has made quite a little racket for himself and he sees the opportunity to get a huge boost to his power base by gaining political influence. Driven by her desire to rebuild the druid grove, a noble cause, he persuades Niska to help him in return for the land where the druid grove is. She is to use her powers to further his cause. His main drive is to gain power and influence, and respect will be sure to follow. To do this he needs money. Luckily he is very familiar with small tight spaces and the towns main business is trade from many central lands. Wanting nothing more than to get this land to rebuild, Niska calls upon many little rats to come up from there hiding holes and in through the basement of the HRTC trader. Brophy uses his shifting to get inside and open the chest. The little rats carry off as much as they can and leave no real trace of how the money is lost. They also do this with a new pesky Herbalist, and even the wine cellar at the Pengriffon Manor. With this new income Niska and her business associate begin to try and gain the land where the druid grove is, and Brophy is buying and stealing belladonna to thwart any attempts to cure what he has started. The farmer refuses their efforts and this only angers Niska bringing her to such a rage that she accepts the lycanthropy as a gift. She vows that this land will be hers, and no one will stop her. She calls upon a mysterious man she met in her travels, actually her brother Nersid, who told her if she ever needed anything to call upon him. Nersid is a known and feared rogue of the region. She seeks him out and he willingly accepts the curse to aid him in his search to become the best. Together this trio begins to grow into an epidemic. Brophy has also discovered a Standing Stone in the Old Faith Grove and has been helping Niska learn to use it. He has showed her how by using the spell *meld into stone*, and then the sacrifice of 3 Amethysts and one Black Pearl, that she can activate the stone. This stone has made her more complete, and she only mourns the loss of the other stones all the more. With the funds and their influence they strike on a plan to get what they all

desire. They set up a “scene” that appears like a kidnapping. Brophy allows the church scrying attempts to find him and his minions while Niska is tied up. This leads the church and the family to believe that she has been kidnapped. With recent robberies the HRTC has called in heroes to help. This makes Brophy happy because he wishes to further his plans by getting powerful adventurers under his sway. Nersid wants a base of operations and once this town is turned to their will he can make strikes with his new loyal force of wererats. Niska will get the land and rebuild the once powerful grove and use her powers to aid their plans. At this point Niska no longer lives at home but sleeps in the woods with her many pets. She has been convinced by Brophy and reaffirmed by Nersid that her family does not care about her. Nersid lives mostly in the hybrid from. It has been two full lunar cycles since she has been infected, and one full lunar cycle for Nersid. Brophy was born into Lycanthropy. And thus the story begins.

Before play, you, as DM, should get the following information from the players concerning their characters. **Judge Handout #1** is a worksheet, provided to help you coordinate the information. It contains no spoiler information, and can be handed to the players for them to fill out.

The information requested is: Player Name, Character Name, Character level(APL Purposes), Dex, whether or not the character has a Mark of the Legendary Hero, and if they have played *The Dig*, or *The Spectre of Lorridges* with this Character.

**DM NOTES!:** Some things within Veluna have been happening that cause any PC who attempts to Scry or Divine a location of anyone in the country to receive a very cloudy and hazy outlook. It will be very hard to ascertain where this person is specifically but they could still do it. Do not mention this to the PCs unless they do attempt to do those actions. Other NPCs are also affected but will not alert or tell any PCs of such a thing.

If a PC attempts to scry Niska, Brophy is never far from her, and has Detect Scrying cast on himself. He will get the mental image of the scryer with a successful opposed check as per the Detect Scrying spell. He will pass the image onto Nersid and TuHeadfu as a serious threat.

Also in preparation for this module it would be a good idea to review the lycanthropic area of the monster manual. Note the ways to remove it, and also take note of the DR15/Silver, especially at lower tiers.

Also, read the tactics, personalities and traits of the villains, this helps you the DM know how to best play them.

## Introduction

If a group is not sponsored by the High Road Trading Company (HRTC), then read the following: Give PCs Player Handout #1

***An invitation from the High Roads Trading Company has you headed toward Sugarberg to investigate a robbery. Or maybe you feel comfortable in this little town. You might even be here for the sheer thrill of adventure. For whatever reason, you find yourselves at the entrance to Sugarberg.***

If they are sponsored by the HRTC then read the following:

***With Journeyman Ralish away on some important mission in Tusmit you were asked by his underling to please investigate an occurrence that has happened in Sugarberg. You have helped them in the past and are extremely gifted in matters such as this and they will not forget this urgent matter in the future.***

No matter which intro they get the HRTC gives one person in the party a letter saying what type of business they are on. The DM can choose which PC has the letter.

Allow the players time to introduce each other and interact a little before continuing.

The PCs will travel without trouble to Sugarberg:

***A tall man and plump little man both in the uniform of guardsmen hail you at the entrance to Sugarberg.***

***"State your business here travelers, many foul deeds have been going on as of late, and it seems this towns tolerance is at an end for visitors."***

The tall man is human, and the plump little man is a halfling. As long as one of the adventurers has a letter from HRTC they are admitted to the town. Otherwise some fast thinking or smooth talking will be needed because this city and guardsmen have seen a bit too much as of late to let just anyone in. If the adventurers ask the guards about the High Roads robbery they will get nothing new out of them. The guards say that everyone is stumped about how anything was stolen honestly. Also if they ask about how there is a halfling guardsmen the little halfling will just smile proudly and say some things have changed.

As the PCs continue on the guards pass this information along:

***"Ah Adventurers ye be, then maybe you can help the Marquess find someone, seems one of Ms. Hivry daughters has gone missing. Also, be wary, a savage beast is on the loose and it has killed a few farmers."***

The guards really are alert and ready for any danger, but don't know anything else, except for what they have already said. See DM Map #1

## Encounter 1: Into Sugarberg

Upon entering Sugarberg, the streets are empty.

***Sugarberg was once a bustling town, now the streets are empty and the town seems to be in hibernation. The same familiar locations are around you. The HRTC Trading Company, the SGS Trading Company, a Shrine to Jascar, the Temple to Pholtus, the Pengriffon Manor, and a few homes. An odd little building stands where once was none. It has a small sign at chest level with some kind of odd writing on it.***

***Upon closer inspection the sign appears to be a marker for a herbalist shop.***

Profession (Herbalist) [DC 13] reveals it to be a Professional herbalist symbol a Mandragora, often used in Transmutation Infusions.

The heroes have many places to explore and some time to do it. They can learn quite a few things about recent events, and even some of the plot if they are clever and put some clues together. This is a free flowing event where they could possible never discover anything, or go to the end without learning many clues. This is up to them, but knowledge is power, and without it they might easily be overmatched.

## High Roads Trading Company

***Walking along the dirt trodden streets of Sugarberg you finally reach the High Roads store. The letter you were given was written hastily and mentioned to get here as soon as possible. As you enter the store you find a man sitting next to the counter before you with blood shot eyes and a pleading look on his face.***

The man is the one who sent the letter. He has had a terrible week. He has been robbed by someone or something, and to make matters worse he has been visited by his superiors who are concerned that they may have to close down the shop because of the lack of profit. This will look negatively on him and he will most definitely lose his status with the company.

The man smiles a weak smile at you and with almost a glimmer of hope in his eye as he struggles to get up from his rickety old chair.

*"Allo there. I'm assuming that's my letter in your hands and you are the ones that Journeyman Ralish sent to help me out with our little problem? My name is Troufet, now if you could please follow me I will tell you my tale."*

*He leads you all downstairs into a small room with a large desk, an ornate table and few wooden chairs in it. As you cross the room following the man you see an open chest.*

*"This you see is the problem, it held a months worth of trade funds. I had just finished counting it, and retired to my room. Quite a good month of trade I would say, over 1,200 crooks in worth."*

*"I awoke to another glorious morning that Zilchus has seen fit to give me, and went to the Pengriffon Manor to get some morning breakfast. I ate and returned here to open shop. I was expecting a wagon this afternoon and as it rolled in I went to pay for the goods. To my horror the chest was exactly as you see it here. The wagon driver was irate at me for not having the funds to pay him, and he went to that Thos Lannigan at the SGS instead. Normally the SGS does not take such goods, but with me low on the goods and with the competition we have been having, it was just to good for them to pass up. I tell you I have no idea how such a thing could happen. Business has trickled to next to nothing while the SGS flourishes, if I didn't know better I'd say they had something to do with this."*

*"I'd be extremely grateful for any assistance that you can be in this matter and I would be extremely grateful if you could return my losses. I cannot pay you for your aid, but my goods will be yours, and they are worth much to this small town. Please look around and see if you can find any answers, the guardsmen have been here already but they found nothing to suggest a break in."*

*The man walks back up the stairs leaving you to your investigation.*

Search check [DC 25] will reveal a few small rodent tracks. Many boot prints and a small hole here and there in the wall. But nothing really suggesting how something got in and left with the money.

If the PC's try to learn what happened through Divine means see the DM's Background and give appropriate answers.

## Encounter 2: Browsing Around Sugarberg

If the PCs decide to go anywhere in town then reference this section for information on the various locations in town. They will undoubtedly go to many places to get information so just go with where they are going. Go to DM Map #1

### Pengriffon Manor

This is still the Local Inn of Sugarberg. Pletcher Vernill stills owns this establishment. It has not changed since the last visit although business has slowed down due to the towns reputation and recent events.

Rumors that can be found here:

Success at the DCs listed below garners the information and all information above it. The citizens are very tight lipped and require at least a few drinks and an hour of company to reveal anything.

Gather Information:

- ❖ **DC 5** A thieves Guild, calling themselves the Pack, has moved into town and robbed the HRTC Trading Company. (False) Note: There is no Pack members assigned to this town to their knowledge.
- ❖ **DC 8** Some Local Farmers have been killed by a savage animal. (True)
- ❖ **DC 10** The Pengriffon Manor has been robbed of many a bottle of wine as of late.(True)
- ❖ **DC 13** A local farmer lost his head while fighting off a creature and defending his home. (False/True) APL Dependent
- ❖ **DC 15** A local Daughter has been kidnapped.(True to local knowledge.)
- ❖ **DC 18** Sancredia is on the loose and killing farmers. (False)
- ❖ **DC 20** A local Druid has recently found an Old Druid Circle recently. Her name is Niska Hivry.(True)
- ❖ **DC 23** The new herbalist in town has also been robbed of some herbs.(True)

### Shrine to Jascar

*A man in his late forties is looking through a monocle at a map of the area on his table.*

*"Ahh visitors. How may I aid you on this fine day?"*

Luxmiy Bernlup knows very little except a few of the local areas within his maps. He gets out little but Niska did visit him to find the location of the Old Druid Circle. He can provide a map to that particular area if asked, but he will not part with it unless specifically asked.

### Temple of Pholtus

Elena Hivry has asked the Marquess Svintu Dannier, a cleric of Pholtus to scry and find her Niska. He has actually succeeded, and has just finished his scrying when the heroes walk in. However Brophy is quite aware of the attempt and is actually counting on it to draw people to his trap. Brophy cast Non-detection on himself after the Scrying.

*As you enter an older man in robes is staring sternly at a cloudy mirror. His face strains a bit as if searching hard deep within his mind for an answer. After a few moments he looks up and the strain turns into a smile.*

*"Oh forgive me for I did not see you all there, can I help you?"*

If the PCs have no clue, then fill them in on Niska being missing.

If the PCs still have no clue, then the Marquess will fill them in on what his divination of Niska was.

*"I saw her in a forest not to far from here. She was tied up and being watched by a huge monstrosity with two heads, and some robed little man. But she was alive, we must go and tell Ms. Hivry."*

If they asked about the beast, he has divined and confirmed it is not Sancredia.

He herds you out of the temple and hurries off to see Ms. Hivry.

### The Hivry Home

If the PCs come here on their own read the following:

*This small house has seen better days, but is sturdy. The garden outside is in need of being weeded and the yard seems to have been neglected recently.*

*Knocking on the door, an older woman comes to the door, she asks you to enter.*

Have the characters make Spot checks, write them down as these are to be used later in the module.

*You see a few family portraits on the wall, but one in particular catches your eye. It has a strong older man, an older woman, one very young girl, and an infant, the rest of the portrait has a large section missing from it.*

The portrait was a family gift from an artist who used to live in Sugarberg but is now dead, natural causes. The picture used to portray the Hivry family, but the father before he died in the war, ripped their sons picture out. Ms. Hivry will not speak of anything to do with the picture, or her son. She has mentally blocked that part of her family's history. Nersid was declared no longer part of the family. Nersid was caught cheating during a duel and murdering contestants during gladiatorial games. Neither Arriola nor Niska know that they have a brother, but Niska has met him before while traveling.

*As she settles in her chair she looks up at you with bloodshot eyes and begins to cry.*

*"Are you here to help with my missing daughter? I know she didn't run away, she was kidnapped... she would never leave her diary."*

As long as the PCs agree continue, otherwise the adventure is pretty much over for them.

*"She has been missing for over three weeks. I'm afraid that she has gotten herself into something or worse. I'm not sure what could have happened to her, she went looking for a map to some Druids Grove a few hours from here. Probably found one at that Shrine. The old man there should be able to help you find it. She got real sick after that, couldn't do her chores or anything, she was real weak. Arriola found a traveling doctor; he came and talked with her. That is the last I have seen of her. Please if you can, bring my little girl back to me. I know she didn't run away, I just know it."*

If the PC's ask for the journal give them the **Players Handout #2**. The mother doesn't know why her daughter wrote those things. She must have been tricked or spelled.

If the PCs come here following Marquiss Svintu Dannier, read the following.

*Following the cleric of Pholtus to Ms. Hivry's home he knocks eagerly and upon the door being opened he rushes into hug an older woman flanked by a younger woman.*

*"What news have you of Niska?" the older woman asks.*

*"She is still alive, but being held near an old Druid Grove deep within the forest. I know not the location but recognize the farm where she is being held."*

*The older woman nods, and speaks, "She has been missing for over three weeks. I'm afraid that she has gotten herself into something or worse. I'm not sure what could have happened to her, she went looking for a map to some Druids Grove a few hours from here. Probably found one at that Shrine. The old man there should be able to help you find it. She got real sick after that, couldn't do her chores or anything, as she was real weak. Arriola found a traveling doctor; he came and talked with her. That is the last I have seen of her. Please if you can, bring my little girl back to me. I know she didn't run away, I just know it."*

If the PC's ask for the journal give them the Players Handout #2. The mother doesn't know why her daughter wrote those things. She must have been tricked or spelled.

*Arriola blurts in, "I can take you there if momma allows me too."*

*Ms. Hivry nods her head in agreement, but waves a finger at her eldest daughter. "You'll not go one foot off the trail. You come right back here once you show them the way. I'll not risk my last kin out foolishly trying to rescue her sister. These fine folks can help I'm sure. Pholtus has brought them to us, and they look the stout sort. Please I beg of you, bring my daughter safely back to me."*

*With that Arriola gathers a few things and motions you to follow.*

Brophy has been scrying on the Hivry Home for quite some time. He knows that the PC's are involved and plans accordingly. He sends Nersid to intercept them. Give the PC's a scry check to note that they are being scryed, only if they have an intelligence over 12 or ranks in scry, the check is at [DC 20]. If the PC's tried to scry on Niska earlier Nersid might know who was the spell caster. Something Nersid knows all too well to take care of.

### Herbalist Shop

*This large room contains a large counter in its center, and a large workshop against the of east wall. A gnome of all things greets you as you enter.*

*"Come, come, I'm sure I have what ye be wantin. Nothing Merky Stewinpots can't be finding or makin.*

The little gnome is a recent arrival, within the last month, and has set up a small herbalist shop here. Lord Corbin, a gnome, invited him, so he can be close to the herbs he so loves. He too has been robbed but of belladonna, not money or food.

He can provide any herb or even spell component that is not priced over 15gp. He is quite well stocked except for belladonna. He knows little about the goings on in town except for his business and the people being friendly to him.

If asked about the robbery he says:

*"Tis a shame that someone couldn't just ask, I know the needs of such creatures and I would have given it as readily as they asked. Could've been more help if they would have asked. Why just the other day a man came in a bought some, nice man, but now it is all gone..."*

If asked to describe the man who came in he will describe someone that appears to be like Brophy but can't really remember too much about him. He will talk about how he hasn't gotten into too much trouble with the locals for being small. They seem okay by him so far.

### Encounter 3: Onward to the Green Land

If the PCs have Arriola as their guide read the following:

*Night closes upon you quickly as you walk toward the Druid Grove. Arriola is certain that you are on the right trail. As she points out the animal trail that leads to the grove, she bids you farewell and runs back to safety and to comfort her mother.*

Nersid is hiding just off the path he is very confident in his hiding and silent moving abilities so just roll for him (he does not take 10). Use the spot checks from earlier to note if the PC's spot him. He uses the same tactics as listed below. He will not run, but will call out to warn his boss.

**If they use the map to find it themselves.**

Two checks of Wilderness Lore [DC 15] or Intuit Direction of [DC 15] are needed to get to the druid's grove within 3 hours. If they do Nersid will attack just before they reach the grove.

***With the aid of the map and good woodland senses you find the Druids Grove within 3 hours.***

Wilderness Lore DC under 15 or Intuit Direction under 15.

***Searching for several hours you find yourselves quickly lost on a winding trail through a darkening forest. Many sounds around you seem to get closer and closer. Looking around you notice a few eyes peering back at you.***

The eyes are just forest creatures curious enough to watch the spectacle of the lost heroes. There is nothing sinister about them. If they continue to try and find the Grove it requires another Wilderness Lore Check [DC 22], due to being lost and not knowing where they are.

If they camp, then shortly after one in the morning Nersid finds them.

After Nersid shoots a PC. Read the following.

***Out of the shadows, steps a hairy man wearing Studded Leather armor, and a thick cloak. He draws a dirty but ornate rapier and stalks toward you.***

**APL 4 (EL 7)**

☛ **Nersid Hivry**; Rog5; hp 34; see Appendix 1.

**APL 6 (EL 9)**

☛ **Nersid Hivry**; Rog5/Gldtr1/SDanc1; hp 52; see Appendix 1.

**APL 8 (EL 12)**

☛ **Nersid Hivry**; Rog8/Gldtr1/SDanc1; hp 70; see Appendix 1.

**APL 10 (EL 14)**

☛ **Nersid Hivry**; Rog10/Gldtr1/SDanc1; hp 84; see Appendix 1.

**Tactics:** On the surprise round he shoots someone within 30 feet with his light crossbow. He is hiding so likely he will sneak attack someone. He is very good at Hide and Seek, using his abilities to utmost effectiveness. He will shoot his crossbow then hide again. Then he closes in for some real fun, he quaffs his potion of Glibness giving him +30 to all bluff checks for 10 rounds and he sneaks up to a PC and attacks. He likes to hide and move on to wreak havoc on his foes. Nersid has orders to do as he wishes, but try and infect as many as possible, and subdue one if possible, and bring them back. To Nersid this means kill everyone but one. He will Coup de Grace if facing a defeated foe alone, Nersid is the very epitome of evil, and loves to prove it. He is as

malicious and cunning of an opponent as they come. He uses hit and run tactics knowing that fear, confusions and the shadows are his friend. He is very respectful of spell casters abilities, he uses his whip token to grapple spell caster types, while he continues to wreak havoc. Anyone hit by his rapier must succeed at a Fortitude Save [DC 15] or contract Lycanthropy. There is no means to get rid of it in this module, shy of another PC being able to cure it see page 219 in the MM. There is no belladonna in town, as Brophy has seen to that. For more information read about Lycanthropy in the Monster Manual and the Living Greyhawk Campaign Sourcebook.

Nersid looks a tremendous amount like his father. PC's getting a good look at him after he is dead, due to him shifting into human form, notice a strong resemblance.

**Treasure:**

**APL 4:** L: 14 gp; C: 0 gp; M: *Cloak of Elvenkind* (166 gp per character), *Boots of Elvenkind* (166 gp per character), +1 *Rapier* (193 gp per character)

**APL 6:** L: 26 gp; C: 0 gp; M: *Cloak of Elvenkind* (166 gp per character), *Boots of Elvenkind* (166 gp per character), +1 *Rapier* (193 gp per character)

**APL 8:** L: 19 gp; C: 0 gp; M: *Quaal's Feather Token (Whip)* (41 gp per character), *Cloak of Elvenkind* (166 gp per character), *Boots of Elvenkind* (166 gp per character), +1 *Rapier* (193 gp per character), +1 *Studded Leather Armor* (98 gp per character)

**APL 10:** L: 19 gp; C: 0 gp; M: *Quaal's Feather Token (Whip)* (41 gp per character), *Cloak of Elvenkind* (166 gp per character), *Boots of Elvenkind* (166 gp per character), +1 *Frost Rapier* (693 gp per character), +1 *Studded Leather Armor* (98 gp per character)

**Encounter 4: The Half-Orc's House**

***Coming up the trail to the Druid's Grove is a stone entryway. The entryway is made up of two large stones with many intricate runes and sigils on them.***

These stones were moved here by Geebus, a Half-Orc, to serve as an entrance to his farm. The symbols on one stone are much more recent additions by Geebus marking this his farm, and him as a descendent of Orcs. One of the stones still radiates some protection magic, but very faint (the one without any Geebus carvings). The runes are of Druidic design and are from Old Faith Druid's and are not readily recognizable.

Knowledge (Religion) [DC 15] reveals one of the symbols to be that of a green disk marked with a circle. This is one of the symbols of the Goddess Beory.

Knowledge (Nature) [DC 10] reveals the same as above. Beory is the Nature Goddess of Oerth.

***Through the entryway is a small path that leads to a small house. The house is a one-story building that looks to be a makeshift farmhouse.***

The house is just that a farmhouse that is lived in by the Greebus and his family. They are all dead now except Greebus who is beaten and unconscious inside.

***The door to the house is open. Entering the house, all is quiet. The house is a two-room house, one room a sleeping room, and another a kitchen or a utility room. There are several small half-orc bodies, and a larger one face down in dried blood.***

They are all dead, and just recently.

***Looking around the room it appears to be in order, however a chair with a crimson stained sheet over it catches your eye.***

In the chair is the farm owner, Greebus, a large Half-Orc. Heal check [DC 15] reveals that he is bloody and unconscious but stable, and still alive. Seven points of healing revives him (0 hit points).

If the PC's revive him he tells them the following:

***"Those wretches killed my family and are trying to get me to sign over my land. I had no idea this was sacred land, it grows good crops and was cheap. Please you must stop them, they will come back for me. They went out the back door toward that old Grove."***

He never saw any of his attackers, they were ambushed, and out before they knew what happened. The only thing he can remember is the odd man sitting down at the desk in the corner. He has seen Niska, but knows little of her except that she wants his land.

***Looking around the room everything seems in order. There is a small table in the corner with a single candle, a wine glass. A large door dominates the back wall.***

If the PCs search the desk [DC 25] it will reveal underneath it a clever fake drawer that contains a book that has a few dried bloodstains on it. Brophy

uses this as his studying place and didn't think the PCs would come looking for the half-orc.

What this strange book is no one knows but it appears to be a spellbook. Greebus does not know and has never seen it before. The PCs can purchase the purchase the book at the end of the adventure but when opened all pages appear blank. No amount of spell casting will reveal anything on the pages, as it requires Brophy's blood to uncover the spells.

#### **Treasure:**

**APL 4:** L: 0gp; C: 0gp; M: *Brophy's spellbook* (51gp per character)

**APL 6:** L: 0gp; C: 0gp; M: *Brophy's spellbook* (51gp per character)

**APL 8:** L: 0gp; C: 0gp; *Brophy's spellbook* (51gp per character)

**APL 10:** L: 0gp; C: 0gp; M: *Brophy's spellbook* (51gp per character)

### **Encounter 5: The Druids Grove**

***Exiting the house, an animal trail winds it way back to the old Grove. It is surrounded by tall magnificent Oak trees that are centuries old. Upon entering the Grove only a single stone remains standing.***

This stone is a special stone that allows one spell Flaming Sphere to be boosted beyond its normal bounds.

***A young girl many of you recognize is milling about the grove in tears. It is Niska Hivry.***

Niska is milling about as a distraction for TuHeadFu who is hiding and Brophy has just cast Cat's Grace on TuHeadFu, and a few other spells on himself such as Shield, Cat's Grace, and is now flying and Improved Invisible. He is at least 220 feet away from the edge of the druid grove so out of the range of True Seeing and See Invisibility spells. They don't think the PC's are foolish enough to attack her, but if they do then they will be in for a real surprise.

***A powerful voice echoes in the grove from seemingly all around you.***

***"My friends, please do not interrupt me, I hate being interrupted and I will not repeat myself. It is in your best interest to listen."***

If at anytime the PC's mock him, act in any way, or interrupt his speech, he will take action against the PC or PC's interrupting him. He will stop his speech and deliver a big surprise. At APL 4 he uses Quicken True Strike and his Elevation (range 240 feet) on one PC or splits his Fire Orb spell onto Multiple

PC's. At APL 6 or higher uses Quicken True Strike and his Maximized Enervation on one PC or splits his Maximized Fire Orb spell onto Multiple PC's. Give them a Sense Motive or a Spellcraft during the interruption as he is casting if they ask for it as he unleashes a bit of revenge upon the rude PC(s). Once this initial onslaught happens, the next round Brophy will Teleport away to the cage to unleash the beast then Teleport out of Sugarberg. He will Teleport immediately if the PCs happen to see him through any other means.

*"Well as I see it you have two choices, either join me and my comrades in a glorious conquest beyond your simple comprehension or go unwittingly to us. I'm sure you can see that the truth of this power is more than your small minds can handle. It is beyond you, very much so. But I digress, it matters not at all to me which. What shall it be then?"*

This is a signal to TuHeadFu to ambush his chosen target.

**Tactics:** TuHeadFu is hiding within charge range and attacks when the signal is given. He will concentrate on one person (especially if wounded already or his master cast a spell on one) until they drop or his efforts prove to be not working. He has longswords that he uses to soften up his foe if he gains surprise, then charges in using his sandals to best effect. At higher APLs he activates his *Monk's Belt* when his master is teleporting away, then throws longswords on the surprise round (if he gets one), he then partial charges and uses his full round to pummel his foe. He has Cat's Grace cast upon him by Brophy.

**NOTE!** At **APL 4 and 6** TuHeadFu has been severely injured by the Gambol when Brophy and him were trying to get the beast into the cage. Thus he only has use of one arm to attack and has been injured without the aid of his curing potions yet.

He is very loyal and will not run from his task.

Read the following on his initiative.

*A large Two-Headed Giant burst forth from the forest, and roars at you in some guttural language. He launches a spear in your direction and charges in with a great flying leap.*

#### **APL 4 (EL 6)**

☛**TuHeadFu:** Large Giant (Ettin) Mnk 1; hp 60 (injured); see Appendix 1.

#### **APL 6 (EL 8)**

☛**TuHeadFu:** Large Giant (Ettin) Mnk 3; hp 80 (injured); see Appendix 1.

#### **APL 8 (EL 10)**

☛**TuHeadFu:** Large Giant (Ettin) Mnk 5; hp 124; see Appendix 1.

#### **APL 10 (EL 12)**

☛**TuHeadFu:** Large Giant (Ettin) Mnk 7; hp 141; see Appendix 1.

Meanwhile Brophy is teleporting away. Niska wants little to do with the PC's but if she, or the Grove takes any damage, the rage inside of her builds to the breaking point, then she changes into a wererat, a standard action, and attacks without fear (Though she will run and hide at APL 4 and 6). She touches the Standing Stone and casts flaming sphere on whoever caused her to change. She then cast *Spirit of the Ages* on her bear companion, and orders both companions to attack the same person who caused her to change.

#### **APL 8 and 10 (EL 6)**

☛**Niska Hivry:** female human (Wererat); hp 32; see Appendix 1

☛**Black Bear:** hp 22; see Monster Manual

☛**Eagle:** hp 5; see Monster Manual

After the battle is over, if Niska is alive, she informs them of some sickly monster that has been locked up in a cage. She has watched it grow into a horrifying creature. She captured the creature for study after it killed several families in the area. She tells them where the creature is, about a half mile further into the woods. Brophy has already seen to the creature's release. Read the following if she is still alive:

*You have to stop him! He's gone to unleash the horrible beast! It will ransack the entire town if you don't do anything about it!"*

If Niska dies, she has a journal (**Player Handout #3**) detailing her days watching the creature and her animal companion change.

*After you have felled the giant and Niska a shrill scream erupts from the forest beyond. The sound seems to be getting closer and closer...*

#### **Treasure:**

**APL 4:** L: 27 gp; C: 0 gp; M: *Ring of Protection +1* (166 gp), 2 *Potions of Cure Light Wounds* (4 gp each).

**APL 6:** L: 27 gp; C: 0 gp; M: *Ring of Protection +1* (166 gp), 2 *Potions of Cure Light Wounds* (4 gp each), *Brooch of Shielding* (49 charges) (123 gp)

**APL 8:** L: 52 gp; C: 0 gp; *Ring of Protection +1* (166 gp), 2 *Potions of Cure Light Wounds* (4 gp each), *Sandals of the Tiger's Leap* (292 gp), *Brooch of*

*Shielding (49 charges)* (123 gp), *Cloak of Resistance +1* (83 gp)

**APL 10:** L: 52 gp; C: 0 gp; M: *Ring of Protection +1* (166 gp), 2 *Potions of Cure Light Wounds* (4 gp each), *Sandals of the Tiger's Leap* (292 gp), *Brooch of Shielding (49 charges)* (123 gp), *Cloak of Resistance +2* (333 gp), *Monk's Belt* (750 gp)

## Encounter 6: The Chase

A combination of Wilderness Lore [DC 15] and Intuit Direction of [DC 15]

***With the aid of directions and good woodland skills you find the secluded Grove with the cage in it in about an hour.***

Wilderness Lore DC [under 15] or Intuit Direction [under 15.]

***Searching for several hours you find yourselves quickly lost on a winding trail through a looming forest. A squirrel chitters, almost in mocking laughter at your folly.***


The PC's even after getting lost find there way to the grove. If they found it straight away read the following.

***As you near the location of the cage, all is quiet, as if nature itself is against you. You can just make out a cage and catch some movement as you move closer.***


The cage is already open, and the creature is already loose. The Gambol has taken to the trees, and will jump on an unwary PC. The Razor boar is lurking in the bushes ready to trample and charge into combat. Both monsters consider this there territory and are enraged at the trespassing. The Gambol will use its haste to jump over and behind the PC's and attack. The Razor boar is much less tactical, he tramples whoever is first and charges the next in line.

If they do not find the grove straight away then they are found trespassing on a very angry creatures domain, and are attacked.

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

** Razor Boar:** hp 60; see Appendix 2.


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

** Fiendish Gambol:** hp 60; see Appendix 1.

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

** Advanced Fiendish Gambol:** hp 90; see Appendix 1.

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

** Razor Boar:** hp 127; see Appendix 2.

## Conclusion

It is expected that the heroes try and save Niska. They must have a plan that is acceptable by you the judge, to make this happen. Lycanthropy is very hard to cure, and as such the party must find a way or not cure Niska. Be tough but fair. If they do not cure her, then the PC's will have to be very creative in what they do with her, as letting a Lycanthrope run around is dangerous enough as it is. See the Living Greyhawk Campaign Sourcebook for more rules on Lycanthropy and curing it.

If Niska lives, the PC's will likely want to find a way to help her. She is totally against being cured however. There is only one real method of curing her, and it is a remove curse or break enchantment on one of the three days of the full moon. A Will save [DC 20] breaks the curse.

If Niska dies, she has a journal (Player Handout #2) detailing her days watching the creature and her animal companions change. If she dies then there really is nothing the PC's can do to fix the situation. The PC's will have a tough time explaining the situation to her family, as after death Lycanthropes return to their natural form. If she dies the PC's will be held for questioning for 1 TU only if they have Enmity or Distrust from the Module *The Return to Shandalanar*. If none do then they will be let go by the Church after a few short hours of some Divining. During this ordeal for the PC's with the distrust they will be under heavy scrutiny and intense questions from the Church of Pholtus and Rao but will inevitably be released due to lack of evidence.

Keep in mind that the level of distrust and corruption in the various organizations in Veluna is too high level to have trickled down to any character. This realization should foster distrust in authority and suspicion. Although, the PC's might begin to think that some plotting has been going on. You are asked to remind the players to keep their reactions in character and to consider this further evidence of the plot that has been established over the last two years. Further, both player and judges are to be reassured that this is not an out of character attack on the player meta-organization.

## 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 role-playing) to each character.

### Encounter 2: Browsing Around Sugarberg

Finding information around Sugarberg about the disappearance of Niska Hivry.

APL 4 –	45 xp
APL 6 –	60 xp
APL 8 –	75 xp
APL 10 –	90 xp

### Encounter 3: Onward to the Green Land

Defeat Nersid.

APL 4 –	210 xp
APL 6 –	270 xp
APL 8 –	360 xp
APL 10 –	420 xp

### Encounter 4: The Half-Orc's House

Save the Greebus the Half-Orc life by healing him.

APL 4 –	45 xp
APL 6 –	60 xp
APL 8 –	75 xp
APL 10 –	90 xp

### Encounter 5: The Druids Grove

Defeat Tuheadfu.

APL 4 –	180 xp
APL 6 –	240 xp
APL 8 –	300 xp
APL 10 –	360 xp

### Encounter 6: The Chase

Defeat the creature.

APL 4 –	150 xp
APL 6 –	210 xp
APL 8 –	270 xp
APL 10 –	300 xp

## Conclusion

Save Niska (either keep her alive or change her back to normal)

APL 4 –	45 xp
APL 6 –	60 xp
APL 8 –	75 xp
APL 10 –	90 xp

## Total Possible Experience:

APL 4 –	675 xp
APL 6 –	900 xp
APL 8 –	1,125 xp
APL 10 –	1,320 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 treasurer.

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 minute 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 (that is., 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 piece 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 treasures from each encounter add it up and that is 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.

### Encounter 3: Onward to the Green Land

Defeat Nersid.

**APL 4:** L: 14 gp; C: 0 gp; M: *Cloak of Elvenkind* (166 gp), *Boots of Elvenkind* (166 gp), *+1 Rapier* (193 gp)

**APL 6:** L: 26 gp; C: 0 gp; M: *Cloak of Elvenkind* (166 gp), *Boots of Elvenkind* (166 gp), *+1 Rapier* (193 gp)

**APL 8:** L: 19 gp; C: 0 gp; M: *Quaal's Feather Token (Whip)* (41 gp), *Cloak of Elvenkind* (166 gp), *Boots of Elvenkind* (166 gp), *+1 Rapier* (193 gp), *+1 Studded Leather Armor* (98 gp)

**APL 10:** L: 19 gp; C: 0 gp; M: *Quaal's Feather Token (Whip)* (41 gp), *Cloak of Elvenkind* (166 gp), *Boots of Elvenkind* (166 gp), *+1 Frost Rapier* (693 gp), *+1 Studded Leather Armor* (98 gp)

### Encounter 4: The Half-Orc's House

Finding Brophy's spellbook

**APL 4:** L: 0 gp; C: 0 gp; M: *Brophy's spellbook* (51 gp)

**APL 6:** L: 0 gp; C: 0 gp; M: *Brophy's spellbook* (51 gp)

**APL 8:** L: 0 gp; C: 0 gp; M: *Brophy's spellbook* (51 gp)

**APL 10:** L: 0 gp; C: 0 gp; M: *Brophy's spellbook* (51 gp)

### Encounter 5: The Druids Grove

Defeat Tuheadfu.

**APL 4:** L: 27 gp; C: 0 gp; M: *Ring of Protection +1* (166 gp), *2 Potions of Cure Light Wounds* (4 gp each).

**APL 6:** L: 27 gp; C: 0 gp; M: *Ring of Protection +1* (166 gp), *2 Potions of Cure Light Wounds* (4 gp each), *Brooch of Shielding (49 charges)* (123 gp)

**APL 8:** L: 52 gp; C: 0 gp; M: *Ring of Protection +1* (166 gp), *2 Potions of Cure Light Wounds* (4 gp each), *Sandals of the Tiger's Leap* (292 gp), *Brooch of Shielding (49 charges)* (123 gp), *Cloak of Resistance +1* (83 gp)

**APL 10:** L: 52 gp; C: 0 gp; M: *Ring of Protection +1* (166 gp), *2 Potions of Cure Light Wounds* (4 gp each), *Sandals of the Tiger's Leap* (292 gp), *Brooch of Shielding (49 charges)* (123 gp), *Cloak of Resistance +2* (333 gp), *Monk's Belt* (750 gp)

#### Total Possible Treasure:

APL 4	600 gp
APL 6	800 gp
APL 8	1,250 gp
APL 10	2,100 gp

## New Magic Items

### *Sandals of the Tiger's Leap (APL 8 and 10 Only)*

These sandals allow the wearer to make devastating flying kicks. The wearer must have 5 ranks of Jump or Tumble to use them. On a full round charge, she can perform a flying kick. Treat this as an unarmed attack that deals an extra 1d6 damage.

Caster Level: 9<sup>th</sup>; Prerequisites: Craft Wondrous Item, *jump*. Market Price: 3,500 gp

## APPENDIX 1

### Encounter 3: Onward to the Green Land

#### APL 4 (EL 7)

☛ **Nersid Hivry:** Male Human (Wererat) Rog5; CR 7; Medium Humanoid (human); HD 5D6+15; Hp 34; Init +6; Spd 30; AC 18 (Touch 16, flat-footed 19); Atk +10 melee (1D6+1, Rapier +1) or +9 ranged (1D8, Light Crossbow); SA Sneak attack, evasion, uncanny dodge; SQ werecreature qualities; AL NE; SV Fort +4, Ref +10, Will +2; Str 10, Dex 22, Con 16, Int 14, Wis 12, Cha 10.

*Skills and Feats:* (Listen +8, Search +8, Spot +8 checks in Hybrid Form) Bluff +8, Escape Artist +8, Hide +24, Innuendo +6, Jump +6, Intimidate +6, Listen +9, Move Silently +22, Perform +5, Search +8, Sense Motive +8, Spot +6, Tumble +10, Rat Empathy +4; Weapon Finesse (Rapier), Weapon Finesse (Bite), Scent, Multiattack, Dodge, Mobility, Combat Reflexes.

*Equipment:* +1 Rapier, Light Crossbow, 20 Bolts, Sap, Masterwork Studded Leather, Masterwork Thieves Tools. *Cloak of Elvenkind, Boots of Elvenkind.*

#### APL 6 (EL 9)

☛ **Nersid Hivry:** Male Human (Wererat) Rog5/Gldtr1/SDanc1\*; CR 9; Medium Humanoid (human); HD 5D6+1D10+1D8+21; Hp 52; Init +6; Spd 30; AC 18 (Touch 16, flat-footed 19); Atk +11 melee (1D6+1, +1 Rapier) or +11 ranged (1D8, Masterwork Light Crossbow); SA Sneak attack, evasion, hide in plain sight, uncanny dodge; SQ werecreature qualities; AL NE; SV Fort +6, Ref +12, Will +2; Str 10, Dex 22, Con 16, Int 14, Wis 12, Cha 10.

*Skills and Feats:* (Listen +8, Search +8, Spot +8 checks in Hybrid Form) Bluff +10, Escape Artist +8, Hide +24, Innuendo +6, Jump +6, Intimidate +6, Listen +9, Move Silently +24, Perform +5, Search +8, Sense Motive +11, Spot +9, Tumble +16, Rat Empathy +4; Weapon Finesse (Rapier), Weapon Finesse (Bite), Scent, Multiattack, Dodge, Mobility, Combat Reflexes, Improved Feint, Expert Tactician\*.

*Equipment:* +1 Rapier, Masterwork Light Crossbow, 20 Bolts, Sap, Masterwork Studded Leather, Masterwork Thieves Tools. *Cloak of Elvenkind, Boots of Elvenkind.*

\*See Appendix 2: New Rules

#### APL 8 (EL 12)

☛ **Nersid Hivry:** Male Human (Wererat) Rog8/Gldtr1/SDanc1\*; CR 12; Medium Humanoid (human); HD 8D6+1D10+1D8+27; Hp 70; Init +7; Spd 30; AC 20 (Touch 16, flat-footed 20); Atk +14/+9 melee (1D6+1, Rapier) or +14/+9 ranged (1D8, Masterwork Light Crossbow); SA Sneak attack, evasion, hide in plain sight, uncanny dodge,

improved evasion; SQ werecreature qualities; AL NE; SV Fort +9, Ref +14, Will +7; Str 10, Dex 23, Con 16, Int 14, Wis 12, Cha 10.

*Skills and Feats:* (Listen +8, Search +8, Spot +8 checks in Hybrid Form) Bluff +12, Escape Artist +14, Hide +26, Innuendo +8, Jump +8, Intimidate +6, Listen +13, Move Silently +26, Perform +5, Search +13, Sense Motive +12, Spot +15, Tumble +17, Rat Empathy +4; Weapon Finesse (Rapier), Weapon Finesse (Bite), Scent, Multiattack, Iron Will, Dodge, Mobility, Combat Reflexes, Improved Feint, Spring Attack.

*Equipment:* +1 Rapier, Masterwork Light Crossbow, 20 Bolts, Sap, +1 Studded Leather, Masterwork Thieves Tools. *Cloak of Elvenkind, Boots of Elvenkind, Quaal's Feather Token (Whip)*

\*See Appendix 2: New Rules

#### APL10 (EL 14)

☛ **Nersid Hivry:** Male Human (Wererat) Rog10/Gldtr1/SDanc1\*; CR 14; Medium Humanoid (human); HD 10D6+1D10+1D8+33; Hp 84; Init +7; Spd 30; AC 20 (Touch 16, flat-footed 20); Atk +16/+11 melee (1D6+1D6 cold+1, +1 Frost Rapier) +16/+11 ranged (1D8, Masterwork Light Crossbow); SA Sneak attack, evasion, hide in plain sight, uncanny dodge, improved evasion, +1 against traps; SQ werecreature qualities; AL NE; SV Fort +11, Ref +17, Will +8; Str 10, Dex 24, Con 16, Int 14, Wis 12, Cha 10.

*Skills and Feats:* (Listen +8, Search +8, Spot +8 checks in Hybrid Form) Bluff +14, Escape Artist +14, Hide +31, Innuendo +8, Jump +8, Intimidate +6, Listen +14, Move Silently +31, Perform +5, Search +13, Sense Motive +11, Spot +15, Tumble +22, Use Magic Device +4, Rat Empathy +4; Weapon Finesse (Rapier), Weapon Finesse (Bite), Scent, Multiattack, Iron Will, Dodge, Mobility, Combat Reflexes, Improved Feint, Expert Tactician\*, Spring Attack.

*Equipment:* +1 Frost Rapier, Masterwork Light Crossbow, 20 Bolts, Sap, +1 Studded Leather, Masterwork Thieves Tools. *Cloak of Elvenkind, Boots of Elvenkind, Quaal's Feather Token (Whip)*

\*See Appendix 2: New Rules

### Encounter 5: The Druids Grove

Ettins have two-heads allowing them to control both hands equally. This allows them to essentially dual-wield with no penalty. So the attacks represented below are for each hand.

#### APL 4 (EL 6)

☛ **TuHeadFu:** Male Ettin Mnk1; CR 6; Large Giant; HD: 10d8+1d8+33; Hp 60 currently; Init +5; Spd 40 ft; AC 20 (-1 size, +7 natural, +1 Dex, +2 Wis, +1 Deflection) Touch 14, flat-footed 19; Atk +14/+9 melee (2D6+6, Masterwork Large Kama) or +9/+4 ranged (1D8+6, longspear); SA Superior two-weapon fighting, Flurry of Blows, Stunning Attack, Evasion,

Unarmed Strike, Monk Fast Movement; SQ Darkvision 90 ft.; AL NE; SV Fort +12, Ref +5, Will +7; Str 23, Dex 12, Con 16, Int 6, Wis 14, Cha 8.

*Skills and Feats:* Listen +10, Search +0, Spot +10, Tumble +11; Improved Initiative, Large and In Charge\*, Combat Reflexes, Weapon Focus (Kama)

*Equipment:* Ring of Protection +1, 2 Potions of Cure Light Wounds, Masterwork Large Kama (only one arm can attack).

\*See Appendix 2: New Rules

#### APL 6 (EL 8)

**TuHeadFu:** Male Ettin Mnk3; CR 8; Large Giant; HD: 10d8+3d8+39; Hp 80 currently; Init +5; Spd 50 ft; AC 20 (-1 size, +7 natural, +1 Dex, +2 Wis, +1 Deflection) Touch 15, flat-footed 20; Atk +16/+11 melee (2D6+6, Masterwork Large Kama) or +11/+6 ranged (1D8+6, longspear); SA Superior two-weapon fighting, Flurry of Blows, Stunning Attack, Evasion, Unarmed Strike, Monk Fast Movement, still mind; SQ Darkvision 90 ft.; AL NE; SV Fort +13, Ref +6, Will +8; Str 23, Dex 12, Con 16, Int 6, Wis 14, Cha 8.

*Skills and Feats:* Listen +13, Search +0, Spot +13, Tumble +13; Improved Initiative, Large and In Charge\*, Combat Reflexes, Weapon Focus (Kama), Deflect Arrows, Alertness.

*Equipment:* Ring of Protection +1, 2 Potions of Cure Moderate Wounds, Brooch of Shielding (49 charges remaining), Masterwork Large Kama (only one arm can attack)

\*See Appendix 2: New Rules

#### APL 8 (EL 10)

**TuHeadFu:** Male Ettin Mnk5; CR 10; Large Giant; HD: 10d8+5d8+45; Hp 124; Init +5; Spd 50 ft; AC 21 (-1 size, +7 natural, +1 Dex, +2 Wis, +1 Deflection, +1 monk AC bonus) Touch 16, flat-footed 21; Atk +18/+13/+8 melee (2D6+7, Masterwork Large Kama – crit 19-20) or +12/+7 ranged (1D8+7, longspear); SA Superior two-weapon fighting, Flurry of Blows, Stunning Attack, Evasion, Unarmed Strike, Monk Fast Movement, monk AC bonus, still mind, slow fall (20 ft.), purity of body; SQ Darkvision 90 ft.; AL NE; SV Fort +16, Ref +8, Will +11; Str 24, Dex 12, Con 16, Int 6, Wis 14, Cha 8.

*Skills and Feats:* Listen +13, Search +0, Spot +15, Tumble +15; Improved Initiative, Large and In Charge\*, Combat Reflexes, Weapon Focus (Kama), Deflect Arrows, Alertness, Improved Critical (Kama)

*Equipment:* Ring of Protection +1, 2 Potions of Cure Moderate Wounds, Sandals of the Tiger's Leap\*, Brooch of Shielding (49 charges remaining), Cloak of Resistance +1, 2 Masterwork Large Kamas

\*See Appendix 2: New Rules

#### APL 10 (EL 12)

**TuHeadFu:** Male Ettin Mnk7; CR 12; Large Giant; HD: 10d8+7d8+52; Hp 141; Init +5; Spd 60 ft; AC 21

(-1 size, +7 natural, +1 Dex, +2 Wis, +1 Deflection, +1 monk AC bonus) Touch 16, flat-footed 21; Atk +20/+15/+10 melee (2D6+7, Masterwork Large Kama – crit 19-20) or +14/+9/+4 ranged (1D8+7, longspear); SA Superior two-weapon fighting, Flurry of Blows, Stunning Attack, Evasion, Unarmed Strike, Monk Fast Movement, monk AC bonus, still mind, slow fall (20 ft.), purity of body, wholeness of body, leap of the clouds; SQ Darkvision 90 ft.; AL NE; SV Fort +17, Ref +10, Will +12; Str 24, Dex 13, Con 16, Int 6, Wis 14, Cha 8.

*Skills and Feats:* Listen +13, Search +0, Spot +18, Tumble +15; Improved Initiative, Large and In Charge, Combat Reflexes, Weapon Focus (Kama), Deflect Arrows, Alertness, Improved Critical (Kama), Improved Trip, Power Attack.

*Equipment:* Ring of Protection +1, 2 Potions of Cure Serious Wounds, Sandals of the Tiger's Leap\*, Brooch of Shielding (49 charges remaining), Cloak of Resistance +2, Monk's Belt, 2 Masterwork Large Kamas

\*See Appendix 2: New Rules

#### (All APL's)

**Niska Hivry:** Female Human (Wererat) Rgr1/Drd3; CR 6; Medium Humanoid (hybrid); HD 1D10+3D8+8; Hp 32; Init +8; Spd 30; AC 17; Atk +3 melee (1D4, Dagger) or +10 ranged (1D6, shortbow); SA Curse of lycanthropy rat; SQ DR 15/Silver; AL N (NE); SV Fort +7, Ref +5, Will +7; Str 10, Dex 18, Con 14, Int 10, Wis 14, Cha 11.

*Skills and Feats:* Animal Empathy +6, Concentration +14, Heal +5, Hide +5, Listen +3, Move Silently +7, Spot +3, Wilderness Lore +9; Combat Casting, Improved Initiative, Iron Will, Weapon Finesse (Bite), Weapon Finesse (Dagger).

*Equipment:* Studded Leather, Dagger, Short Bow

*Spells Known* (4/3/2; DC = 12 + spell level): 0 - Create Water, Cure Minor Wounds, Know Direction, Read Magic; 1<sup>st</sup> - Cure Light Wounds, Entangle, Spirit of the Ages\*; 2<sup>nd</sup> - Flaming Sphere, Summon Swarm.

\*See Appendix 2: New Rules

#### (All APL'S)

**Brophy:** Male Human Wiz14; CR 16; Medium Humanoid (hybrid); HD 14d4+55; hp 84; Init +6; Spd 30; AC 23; Atk +11/+6 melee (1D4-1, dagger) or +11/+6 ranged (1D8, light crossbow); SA Curse of lycanthropy rat, Toad familiar, spells; SQ DR 15/Silver; AL LE; SV Fort +8, Ref +8, Will +10; Str 8, Dex 18, Con 18, Int 24, Wis 12, Cha 10.

*Skills and Feats:* (Listen +8, Search +8, Spot +8 checks in Hybrid Form) Alchemy +24, Concentration +21, Craft (Bookbinding) +10, Listen +4, Knowledge (Arcana)+24, Knowledge (Nature) +24, Knowledge (Religion) +24, Knowledge (Lycanthropy) +20, Profession (Herbalist) +6, Scry

+24, Search +8, Spellcraft+24, Spot +5; Point Blank Shot, Spell Focus (Evocation), Greater Spell Focus (Evocation)\*, Alertness, Improved Control Shape, Scribe Scroll, Weapon Finesse (Bite), Weapon Finesse (Dagger), Combat Casting, Improved Initiative, Quickened Spell, Maximize Spell, Multiattack.

*Equipment:* *Headband of Intellect* +4, *Bracers of armor* +4, *Ring of Protection* +2, *Ring of Counterspells-Glitterdust*, *Heward's handy haversack*, 3 *Potions Cure Serious Wounds*

*Spells Known:* (Wiz 4/6/6/6/5/4/4/3; DC 17+ Spell Level, Evocation DC 21 + Spell Level) 0 – Open/Close, Detect Magic, Mage Hand, Prestidigitation; 1<sup>st</sup> – Color Spray, Grease, Magic Missile x2, ~~Shield~~, True Strike; 2<sup>nd</sup> – Blindness/Deafness, ~~Cat's Grace~~ x2, Melf's Acid Arrow, Mirror Image, See Invisibility; 3<sup>rd</sup> – Dispel Magic, Fireball x2, ~~Fly~~, Haste, ~~Non-Detection~~; 4<sup>th</sup> – Enervation, ~~Improved Invisibility~~, Evard's Black Tentacles, *Fire Orb*\*, ~~Detect Scrying~~, *Scrying*; 5<sup>th</sup> – Cone of Cold, Teleport x2, Quickened True Strike; 6<sup>th</sup> – Chain Lightning x2, Disintegrate x2; 7<sup>th</sup> – Maximized Enervation, Maximized Fire Orb\*, Prismatic Spray.  
\*See Appendix 2: New Rules

**Animal, Toad:** None Animal, Toad; CR 0.1; Diminutive Animal; HD 1/4d8 (Animal); hp 32; Init +1; Spd 30, 5; AC 32; Atk +4 base melee, +10 base ranged; AL N; SV Fort +2, Ref +3, Will +2; Str 1, Dex 12, Con 11, Int 1, Wis 14, Cha 4.

*Skills and Feats:* Hide +20, Listen +7, Spot +7; Alertness, improved evasion, share spells, empathic link, Touch, Speak with master, Speak with animals of its type, Spell resistance 19, Scry on familiar.

Brophy is very cunning. He knows that the PC's are coming and has cast a few spells upon himself before the PCs arrive. He appears to be very jovial and come across as warm and friendly. He is actually very cold and calculating. He has started a quest to gather an army of Wererats under his sway. Together his forces can help him garner the riches, power and most importantly respect. He has an odd quirk about people mocking or interrupting him. He cannot stand it.

## Encounter 6: The Chase

### APL 6

☛ **Fiendish Gambol\***: Large Magical Beast; CR 7; HD 8D10+16; Hp 60; Init +4; Spd 30ft. or Climb 15 ft.; AC 18 (Touch 13, Flat-footed 14); Atks +13 melee (2D8+6, bite) and +11 melee (1D4+3, 2 claws); SA Fear Aura, great leap; SQ Darkvision 60ft, evasion, haste, low light vision, masterful dodge, cold and fire resistance 15, DR 5/+2, SR 16; AL CE; SV Fort +8, Ref +12, Will +3; Str 23, Dex 18, Con 15, Int 3, Wis 12, Cha 9.

*Skills and Feats:* Balance +6, Climb +14, Jump +33, Tumble +14; Lightning Reflexes, Multiattack.

\*See Appendix 2: New Rules

### APL 8

☛ **Fiendish Gambol\*, advanced:** Huge Magical Beast; CR 9; HD 12D10+24; Hp 90; Init +4; Spd 30ft, Climb 15ft; AC 18 (Touch 13, Flat-Footed 14); Atks +17 melee (2D8+6, bite) and +15 melee (1D4+3, 2 claws); SA Fear Aura, great leap; SQ Darkvision 60ft, evasion, haste, low light vision, masterful dodge, cold and fire resistance 15, DR 10/+3, SR 24; AL CE; SV Fort +10, Ref +14, Will +7; Str 23, Dex 18, Con 15, Int 3, Wis 12, Cha 9.

*Skills and Feats:* Balance +6, Climb +14, Jump +37, Tumble +14; Lightning Reflexes, Multiattack, Iron Will.

\*See Appendix 2: New Rules

### APL 10

☛ **Razor Boar\***: Large Beast; CR 10; HD 15D10+45; Hp 127; Init +1; Spd 50ft; AC 27 (Touch 10, Flat-Footed 26); Atks +18 melee (1D8+8, gore) and +13 melee (1D4+4, 2 hooves) or +18 melee (1D8+8, bite); SA trample, vorpal tusks; SQ Darkvision 60ft, scent, DR 20/+3, fast healing 10, SR 21; AL N; SV Fort +12, Ref +10, Will +7; Str 27, Dex 13, Con 17, Int 2, Wis 14, Cha 9.

*Skills and Feats:* Listen +8, Spot +7, Wilderness Lore +6;

\*See Appendix 2: New Rules

## **Player Handout #1**

Greetings fair adventurers! I am so sorry for not being able to stand in your presence for such an unfortunate but strange situation. One of our merchant houses in the Vale has been recently robbed of its funds and may cease to exist unless you can find a reason why. Usually we would handle this internally but do to my being out of the country and most of our attention on other trade matters in Devarnish and Valkurl we are hoping that you would help us in this matter.

The High Roads Trading house that is in dire straits is in Sugarberg. The locals have been unable to figure out how his money has been stolen. Use this letter to prove to them that you are there on my behalf.

Good Luck and May The Reasoned One Bless you all

**Journeyman Ralish**

## Player Handout #2

### Niska's Journal from Home

*I have found out about an ancient druid's grove near home. The man at the shrine to Jascar might be able to help me locate it.*

*Mom said to go out and get some berries from the forest, while I'm out I can stop by the shrine to talk to the old man.*

*I can hardly contain my excitement over the grove. I got directions and hurried home with the berries. I can't wait to visit the grove.*

*Mom made me do chores till almost mid afternoon, but I can sneak away and visit the grove before it gets late.*

*I was attacked by a small man on the road, he bit me, must have been a beggar. It was so strange. I'm so tired from the long journey, it is making me weak from exhaustion.*

*The grove has been destroyed and desecrated by a family of Half-orcs. I cannot believe that someone would do this to such a place.*

*I must be getting sick, I have asked Arriola to do some of my chores, I will stay in bed today and read.*

*It has been three days, and I am not feeling myself. I fear that I have come down with a bad cold.*

*A traveling doctor came into town today, Arriola asked him to come in a check on me. He said that my body is going through some changes, and that he understands it. He said not to tell my family, and meet him outside after dark. The man seemed almost familiar.*

*I'm going out to meet the doctor at a small animal trail outside of town.*

*I don't remember much after meeting a strange hairy looking man. It was bright out at night, but that is all I remember. My clothes were torn when I awoke, and I had a strange sense of something...I can't seem to remember that either. I feel different though, changed somehow.*

*The man said that my mom wouldn't understand what I'm going through. I know she will throw me out and might have me killed. She is like that. She sent father off to war to be killed. My mother and sister never have loved me all these years. They never cared for me. There is nothing for me here. I will make a new life for myself. I will go with the man, he said everything will be fine. He has a plan. The Half-orcs will pay.*

## Players Handout #3

### Niska's Journal from her body

*Today I have made a terrific discovery. Many animals come to this grove and it is such a bounty of life.*

*Brophy showed me how to use a scroll to learn what I could from a large obelisk in the Grove. What wonders does the world have to offer, the stone is unlike anything I have ever seen.*

*The Half-Orc refuses my advances to buy his land around his farm. Brophy says the man just need convinced. I will send for a man I met in my travels named Nersid.*

*Brophy has given me the Sacrifice need for the stone, some beautiful gemstones, very hard to get he said.*

*Nersid has come into the fold, Brophy spends much time with him and his giant friend.*

*The stone is such a wondrous thing, I cannot believe its power!*

*A rogue animal is killing many people in the area, perhaps I can find it and see if I may help control it.*

*The animal was rather easy to catch with the help of my friends. Brophy hit it with some strange glowing orb, and it didn't move. I feared it was dead, but we quickly learned otherwise.*

*We have caged the creature, and I am studying it in a secluded grove not much more than a half-mile from the grove. It is odd, many colors swirl beneath its skin.*

*Perhaps the creature has a foul disease, it has spread to my animal companions. I can barely understand its needs, and yet it seems sad at times.*

*The Half-Orc still refuses to see logic. The giant escorted me out, while Brophy negotiated with the man.*

*Brophy says that someone is coming, just act normal.*

## Protector of the Grove

The PC here named has been asked to be the protector of the Old Faith Grove near Sugarberg, by Niska Hivry. The Party must have saved Niska in the final battle to receive this honor. **ONLY ONE PC CAN RECEIVE THIS BENEFIT PER PARTY.**

1.) You now own a certed Druid's Grove

**And**

2.) If you have at least one Mark of the Legendary Hero

Then you are recognized instantly in any City in Veluna as a Hero of this Generation. This recognition allows you to take your animal companion into town.

3.) You may bring any animal you qualify for into a Veluna Regional module or a module set in Veluna from this list:

Ape  
Badger  
Bat  
Black Bear  
Brown Bear  
Boar  
Eagle  
Hawk  
Heavy Horse  
Heavy War Horse  
Light Horse  
Light War Horse  
Lion  
Leopard  
Owl  
Pony  
War Pony  
Rat  
Raven  
Tiger  
Weasel or Ferret  
Wolverine

And any Dire version of the Animals Listed above

If Niska was not killed in the Final battle. She rewards any PC that is a Ranger or Druid by teaching them a new spell, Spirit of the Ages. (Use this sheet as Campaign documentation for spell. Also cross out the above if they did not receive that benefit)

Spirit of the Ages

Transmutation

Level: Druid 1, Ranger 1

Components V,S

Casting Time: 1 Action

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

Target: 1 animal/creature

Duration: 1 rd/level

Saving Throw: None

Spell Resistance: Yes

One animals attacks become charged with the spirit of the Ages. This allows all successful melee attacks with the primary attack to deal an additional 1D4 points of acidic damage.

## Judge Handout #1

Character Name		Inn Modifier			
Character Level					
Dex Modifier					
Do you have ...					
Mark of the Legendary Hero					
Recognition of The Traveler					
Did you play ...					
The Delivery					
The Spectre of Lorridges					
Catacombs of Mitrik					

Character Name		Inn Modifier			
Character Level					
Dex Modifier					
Do you have ...					
Mark of the Legendary Hero					
Recognition of The Traveler					
Did you play ...					
The Delivery					
The Spectre of Lorridges					
Catacombs of Mitrik					

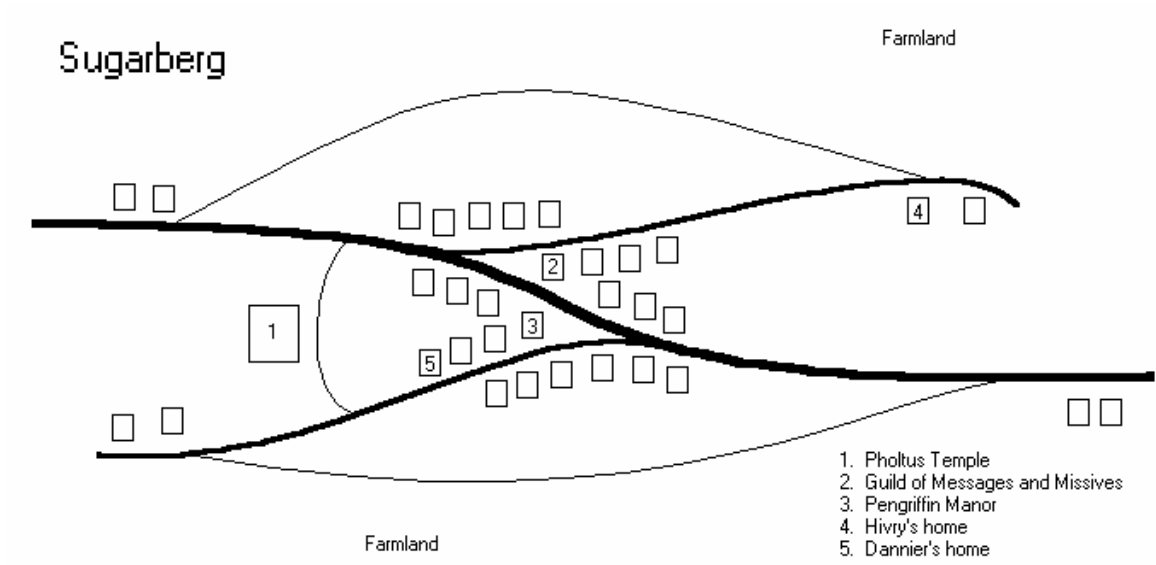
Character Name		Inn Modifier			
Character Level					
Dex Modifier					
Do you have ...					
Mark of the Legendary Hero					
Recognition of The Traveler					
Did you play ...					
The Delivery					
The Spectre of Lorridges					
Catacombs of Mitrik					

Character Name		Inn Modifier			
Character Level					
Dex Modifier					
Do you have ...					
Mark of the Legendary Hero					
Recognition of The Traveler					
Did you play ...					
The Delivery					
The Spectre of Lorridges					
Catacombs of Mitrik					

Character Name		Inn Modifier			
Character Level					
Dex Modifier					
Do you have ...					
Mark of the Legendary Hero					
Recognition of The Traveler					
Did you play ...					
The Delivery					
The Spectre of Lorridges					
Catacombs of Mitrik					

Character Name		Inn Modifier			
Character Level					
Dex Modifier					
Do you have ...					
Mark of the Legendary Hero					
Recognition of The Traveler					
Did you play ...					
The Delivery					
The Spectre of Lorridges					
Catacombs of Mitrik					

## DM MAP #1



## APPENDIX 2: New Rules

### New Feats

**Expert Tactician (General)** as presented in *Defender of Faith*

Your tactical skills work to your advantage.

**Prerequisites:** Dex 13+, base attack bonus +2, Combat Reflexes.

**Benefit:** You can make one extra melee attack (or do anything that can be done as a melee attack or a melee touch attack, including attempts to disarm, trip, or make a grab to start a grapple) against one foe who is within melee reach and denied a Dexterity bonus against your melee attacks for any reason. You take your extra attack when it's your turn, either before or after your regular action. If several foes are within melee reach and denied Dexterity bonuses against your attacks, you can use this feat against only one of them.

**Large and In Charge (General)** as presented in *Sword and Fist*

You can prevent opponents from closing inside your reach.

**Prerequisites:** Reach (large size or larger), STR 17

**Benefit:** When you make a successful attack of opportunity against an opponent who is moving inside your threatened area, you can force the opponent back to the square he was in before he provoked the attack. After you hit with your attack of opportunity, make an opposed strength check against your opponent. You gain a +4 Bonus for each Size category larger than your opponent you are, and an additional +1 for every 5 points of damage you dealt with your attack of opportunity. If you win the opposed check, your opponent is pushed back 5 feet into the square he just left.

**Greater Spell Focus [General]** as presented in *Tome and Blood*

Choose a school of magic to which you already have applied the spell focus feat. Your magic spells of that school are now even more potent than before.

**Prerequisite:** Spell Focus

**Benefit:** Add +4 to the DC for all saving throws against spells from the school of magic you select to focus on. This supersedes (does not stack with) the bonus from spell focus.

**Special:** you can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic.

### New Spells

**Fire Orb [Spell]**

Evocation (Fire)

**Level:** Sor/Wiz 4

**Component:** V, S

**Casting Time:** One Action

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

**Targets:** One or more creatures or objects, no two of which can be more than 30ft. apart.

**Duration:** Instantaneous

**Saving Throw:** Fortitude half(see text)

**Spell Resistance:** Yes

One or more orbs of fire, about 3 inches across shoot from your palm at their targets. You must succeed at a ranged touch attack to hit your target. The orbs deal a total of 1D6 points of fire damage per caster level (Maximum 15D6), divided any way you see fit, but a single orb must deal at least 1D6 points of damage. You declare the damage division before making your attack rolls.

A creature struck directly takes the orb's damage and the flash of heat dazes it for one round. A dazed creature can take no actions (but defends itself normally). A successful Fortitude save reduces damage by half and negates the daze effect.

If you miss, fire explodes in a 10-foot burst, dealing 2 points per die of damage dealt by that orb. A successful reflex save reduces the splash damage by half.

## New Monsters

### Gambol

#### Large Magical Beast

**Hit Dice:** 8D10+16 (60HP)

**Initiative:** +4

**Speed:** 30ft, Climb 15ft

**AC:** 18 (-1 Size, +4 Dex, +5 Natural), Touch 13, Flat-footed 14

**Attacks:** Bite +13 melee and 2 claws +11 Melee

**Damage:** Bite 2D8+6, claw 1D4+3

**Face/Reach:** 5ft by 10ft/10ft

**Special Attacks:** Fear Aura, Great Leap

**Special Qualities:** Darkvision 60ft, evasion, haste, low light vision, masterful dodge

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

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

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

**Feats:** Lightning Reflexes, Multiattack

**Climate/Terrain:** Warm Forest

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

**Challenge Rating:** 5

**Treasure:** None

**Alignment:** usually Chaotic Neutral

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

These Carnivorous cousins of the ape are fiercely territorial marauders. They obsessively prowl the jungle, attacking anything that enters the area they claim. A gambol is a baboonlike primate that stands 9 feet tall and weighs more than 1,000 pounds. Its purple skin is covered with dense, silky, blue hair. A gambol has elongated jaws and a hairless, doglike muzzle.

#### Combat

Gambols tumble into combat, clawing and biting their foes. They take advantage of their reach to grapple and trip advancing foes. Their constant maneuvering makes them difficult targets for foes attacking from a distance.

**Fear Aura(Su):** When a gambol howls, every creature within a 100-foot radius must succeed at a Will Save (DC 13) or become panicked for 1D6+1 rounds. Whether or not the save is successful, the creature is then immune to that gambol's howl for 24 hours. The howl is a sonic, mind-affecting fear effect.

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

**Evasion(Ex):** A gambol that makes a successful

Reflex saving throw against an effect that would normally deal half damage instead avoids damage altogether.

**Haste(Su):** A gambol can take an extra partial action each round. This ability is always active.

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

### Razor Boar

#### Large Beast

**Hit Dice:** 15d10+45 (127 HP)

**Initiative:** +1

**Speed:** 50ft

**AC:** 27 (-1 Size, +1 Dex, +17 Natural), touch 10, flat-footed 26

**Attacks:** Gore +18 Melee and 2 Hooves +13 Melee, or bite +18 Melee

**Damage:** Gore 1D8+8, hoof 1D4+4, bite 1D8+8

**Face/Reach:** 5ft. by 10ft./5 Ft.

**Special Attacks:** Trample 2D6+12m vorpal tusks

**Special Qualities:** Darkvision 60ft., DR 20/+3, fast healing 10, low-light vision, scent, SR 21

**Saves:** Fort +12, Ref +10, Will +7

**Abilities:** Str 27, Dex 13, Con 17, Int 2, Wis 14, Cha 9

**Skills:** Listen +8, Spot +7, Wilderness Lore +6

**Climate/Terrain:** Temperate or Warm forest or mountains

**Organization:** Solitary

**Challenge Rating:** 10

**Treasure:** None

**Alignment:** Neutral

**Advancement:** 16-30 HD (Large), 31-45 HD (Huge)

This enormous boar has a black bristle hide marked by hundreds of old scars. Its eyes are wild and bloodshot, and its tusks are more than three feet long, gleaming like polished ivory and sharper than many swords.

#### Combat

A razor boar attacks intruders on its territory without provocation or warning. If attacking more than one target, it tramples on and slashes the other with its tusks and fore-hooves. The creature is swift for its size, and the thickness of its

hide allows it to shrug off many blows. Razor boars have been known to recover from seemingly mortal wounds, track down their attackers, and exact revenge.

**Trample(Ex):** As a standard action during its turn each round, a razor boar can trample opponents of at least one size category smaller than itself. The attack deals 2D6+12 points of bludgeoning damage. A trampled opponent can attempt either an attack of opportunity at a -4 penalty of a Reflex save (DC 25) for half damage.

**Vorpal Tusks(Ex):** On a successful critical hit against a creature of up to one size category larger than itself, the razor boar's gore attack severs the opponents head (if it has one) from its body. Though some creatures, such as golems and undead other than vampires, are not affected by the loss of their heads, most creatures die when their heads are cut off.

**Fast Healing(Ex):** A razor boar regains lost hit points at the rate of 10 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow the razor boar to regrow or reattach lost body parts.

**Scent(Ex):** A razor boar can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

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## New Prestige Classes

### *Gladiator as presented in **Sword and Fist***

Some are mere slaves, sent into a squalid pit to fight against insurmountable odds. Others are wealthy professionals with an entourage of managers, agents, and trainers. Rich or poor, all gladiators face death whenever they step into the arena.

Gladiators are trained warriors who fight in front of spectators in arenas large and small. Usually they face other gladiators in single combat, but larger arenas sometimes offer group battles. Some even feature man vs. monster matches, pitting one or more gladiators against a beast captured from the wilderness. The spectators cheer wildly for their favorite gladiators, and many bet vast sums on a combat's outcome. No one wagers more than the gladiator herself does, for often a match ends only when the loser dies.

Most gladiators were once fighters or barbarians, but rogues and monks sometimes find their way to the arena floor (much to the chagrin of their

surprised opponents). In some rare cases, arenas feature "spellcaster duels" or pit a warrior against a wizard, making sure that the spellcaster's repertoire is suitably flashy and unlikely to harm the spectators. Becoming a gladiator is a simple matter, say the veterans of the pits. "Survive your first match, and you can call yourself a gladiator. Lot of good it will do you..."

NPC gladiators usually ply their trade in caravans that travel from arena to arena, although some are employed as regulars in the vast coliseums of large cities. Sometimes more famous gladiators are hired to act as bodyguards for aristocrats, and veteran gladiators assess new prospects and train would-be gladiators for their first fights in the ring.

**Hit Die:** d10.

#### Requirements

To qualify to become a Gladiator, a character must fulfill all the following criteria.

**Base Attack Bonus:** +5.

**Perform or Intimidate:** 4 ranks. (Crowds respond best to the most attractive and most menacing combatants.)

**Feats:** Must have at least two feats from the list of fighter bonus feats. You do not have to earn them as a fighter, but they must appear on that list.

#### Class Skills

The Gladiator's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Perform (Cha), Ride (Dex), and Tumble (Dex). See Chapter 4: Skills in the Player's Handbook for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

#### Class Features

**Improved Feint:** The gladiator has learned sneaky tactics such as kicking dirt in a foe's face, pretending to be badly wounded, or forcing an opponent to stare into the sun. You can use the feinting in combat Bluff technique on page 64 of the Player's Handbook as a move-equivalent action.

**Study Opponent:** You are adept at spotting weaknesses in your foes' fighting styles. If you take a full defense action, you gain a dodge bonus to your AC against any opponent who attacks you in melee combat that round. The dodge bonus begins the round after that opponent attacks you and lasts for the duration of the fight.

**Exhaust Opponent (Ex):** As combat continues, you can tire out your foe. You must attack the

same opponent for at least 3 consecutive rounds. After your third set of attacks, your opponent must make a Fortitude save to avoid taking 1d6 subdual damage from exhaustion. The DC for this save starts at 15 and increases by 1 for every round beyond the third you continue to attack the same foe. Many gladiators fight defensively while employing this attack. If you do not attack for one round, the count resets to zero.

**Roar of the Crowd:** You can appeal to spectators with flourishes, trash-talking, and fancy moves. As a move-equivalent action, make a Perform check (DC 15). If you succeed, you get a +1 morale bonus to attacks and damage for the duration of the fight. Spectators must be noncombatants, and there must be at least a half-dozen of them.

**Improved Coup de Grace:** You dispatch fallen foes quickly, or with great flair. You may use a melee weapon to deliver a coup de grace attack as a standard action. If you are being showy, you take a full-round action to deliver the coup de grace attack, but gain a +2 morale bonus to attack for the rest of the combat.

**Poison Use:** You are trained in the use of poison just as assassins are. Ask your DM for details; the poison rules are found in the DUNGEON MASTER's Guide.

**Make Them Bleed (Ex):** You are skilled at dealing wounds that cause extra blood loss. When you deal damage with a slashing weapon, the wound bleeds for one point of damage per round thereafter until a Heal check (DC 15) is made, any cure spell is applied, or 10 rounds minus the opponent's Constitution modifier elapse. Multiple wounds are cumulative, but creatures without discernible anatomies such as constructs, undead, and plants are immune to this effect.

**The Crowd Goes Wild:** With each blow you strike, the spectators cheer more loudly. If you have already engaged the spectators with roar of the crowd, you gain a +2 morale bonus to damage on your first successful blow. This bonus increases by +2 for each successive consecutive blow that deals damage to your opponent. The bonus resets to +2 if you miss.

**TABLE 2-7: THE GLADIATOR**

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Improved feint
2nd	+2	+3	+0	+0	Study opponent +1
3rd	+3	+3	+1	+1	Exhaust opponent
4th	+4	+4	+1	+1	Roar of the crowd
5th	+5	+4	+1	+1	Study opponent +2
6th	+6	+5	+2	+2	Improved coup de grace
7th	+7	+5	+2	+2	Poison use
8th	+8	+6	+2	+2	Study opponent +3
9th	+9	+6	+3	+3	Make them bleed
10th	+10	+7	+3	+3	The crowd goes wild

## Judge Handout: Critical Event Summary

This form needs to be filled out at every table run at the convention MVC 2003 and turned in to the convention coordinator in order for the results of the table's actions to count in the development of the campaign. Failure on the part of the Convention coordinator to pass these forms on to the Triad will prevent MVC from holding premier events in the future.

Did the PC's save Niska?

If Yes, How?

If No, What did they do with her?

Did the PC's still dislike Sugarberg?

Did Brophy get away?

Did Nersid survive?

What do the characters think about the robberies in Sugarberg?

What do they think happened?

Was anyone infected with the Curse of Lycanthropy?